



EUROPEAN SHITO RYU KARATE FEDERATION

KATA & KUMITE RULES FOR CATEGORIES UNDER 14 YEARS

Version 1./ 2018

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KATA RULES

ARTICLE 1: OFFICIAL DRESS

1. Same as WKF Rules.

ARTICLE 2: ORGANISATION OF KATA COMPETITION

1. Kata competition takes the form of Individual and Team matches. The Individual Kata match consists of individual performance in separate male and female divisions. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female.
2. The elimination system with repechage will be applied.
3. The contestants in ages categories 8 – 9, 10 – 11 and 12 - 13 year will be expected to perform both compulsory Shitei Kata and free selection Tokui Kata (In all eliminations round SHITEI KATA, in semifinal round and round for medals TOKUI KATA).
4. When performing SHITEI & TOKUI Kata variations as taught by the contestant's school are permitted.
5. The score table will be notified of the choice of Kata prior to each round.
6. Contestants must perform a different Kata in each round. Once performed a Kata may not be repeated.
7. Contestant in categories from 8 to 13 years in the repechage may perform Kata subject to paragraph 3 & 7 above.
8. In the Finals of Team Kata Competition, the two Finalist Teams will perform their chosen Kata from the Tokui list in Appendix 2 in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI). The time allowed for the KATA & BUNKAI demonstration is six (6) minutes. The official timekeeper will start the countdown clock as the team members perform the bow at the beginning of KATA performance and will stop the clock at the final bow after the BUNKAI performance. A team which exceeds the six minutes period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed.

EXPLANATION:

The number of Kata required is dependant on the number of individual competitors or teams entered as shown in the following table. Byes are counted as competitors or teams.

Competitors or Teams	Kata Required	Tokui Kata 14 years & older competitors	Tokui 13 years & younger competitors	Shitei 13 year & younger competitors
65-128	7	7	0	5
33-64	6	6	0	4
17-32	5	5	0	3
9-16	4	4	0	2
5-8	3	3	0	1
4	2	2	2	0
2	1	1	1	0

ARTICLE 3: THE JUDGING PANEL

1. The panel of three or five Judges for each match will be designated by the Referee Commission or Match Area Controller.
2. The Judges of a Kata match must not be from Federation (Country) of either of the participants.
3. In addition, timekeepers, scorekeepers and caller/announcers will be appointed.

EXPLANATION:

The Chief Kata Judge will sit at the perimeter of the competition area facing the contestant(s). The other two judges will sit on the left and right sides, two metres from the centerline of the area, and towards the contestant's entry point.

Five Judges may be used when sufficient personnel are available. If five Judges are being used the Chief Judge will sit in the centre position facing the contestant(s) and the other four will be seated at the corners of the competition area.

Each Judge will be equipped with red and a blue flag.

ARTICLE 4: CRITERIA FOR DECISION

1. The Kata must be performed with competence, and must demonstrate good knowledge of the basing traditional principles . In assessing the performance of a contestant or team the Judges will look for Technical performance points from a.to h. and Atletical performance points from i. to l.:
 - a. Stances
 - b. Techniques
 - c. Transitional movements
 - d. Correct breathing
 - e. Correct focus of attention (CHAKUGAN) and concentration.
 - f. Timing/Synchronization
 - g. Focus (Kime)
 - h. Technical difficulty
 - i. Strenght
 - j. Speed

- k. Balance
- l. Rythm

Disqualifications

A competitor or a team of competitors may be disqualified for any of the following reasons:

1. Performing the wrong kata or announcing the wrong kata.
2. Failing to bow at the beginning and completion of the kata performance.
3. A distinct pause or stop in the performance.
4. Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
5. Belt falling off during the performance
6. Exceeding the total time limit of 6 minutes duration for Kata and Bunkai.
7. Performing a scissor takedown technique to the neck area in Bunkai (Jodan Kani Basami)
8. Failure to follow the instructions of the Chief Judge or other misconduct.
9. Minor loss of balance.

Participants in age categories under 12 years failing to complete their kata should be given the option of a second attempt without reduction of score.

Fouls

1. Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
2. Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.
3. Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or karate-gi, or inappropriate exhalation, must be considered very serious fouls by the judges in their evaluation of the performance of the kata – on the same level as one would penalize a temporary loss of balance.
4. Belt coming loose to the extent that it is coming off the hips during the performance.
5. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
6. Distracting Judges by moving around while the opponent is performing
7. Causing injury by lack of controlled technique during Bunkai.

EXPLANATION:

Kata must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed, timing, rhythm and balance.

Time wasting, excessive bowing or prolonged pause before starting the performance individual or teams, should be taken into account by the Judges when arriving at a decision.

In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge. The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronization. Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.

In categories from 8 to 13 years is the sole responsibility of the coach or the competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.

ARTICLE 5: OPERATION OF MATCHES

1. In Categories 8/9, 10/11 and 12/13 years after salutation between competitors, both will move to the prescribed starting position which is marked with small cross in competition area, bow to the Referee panel announce the Kata name and start performance. After completion of performance, both competitors bow to the panel and will leave the area, outside will await the decision from the Panel.
2. If the Kata does not conform to the Rules, or there is some other irregularity, the Chief Judge may call the other Judges in order to reach a verdict.
3. If a contestant is disqualified the Chief Judge will cross and uncross the flags (as in the Kumite TORIMASEN signal).
4. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes.
5. The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner by the caller/announcer.
6. The competitors will bow to each other and leave the area.

EXPLANATION:

The starting point for Kata performance is within the perimeter of the competition area. After end of performance the Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes (three to five second) to be counted the flags will be lowered after a further short blast on the whistle.

Should a competitor fail to turn up when called or withdraws (Kiken) the decision will be awarded automatically to the opponent without the need to perform the previously notified Kata. In this case competitor who not perform notified Kata, he/she can perform this Kata in next round of competition.

APPENDIX 1: THE SHITEI KATA LIST FOR CATEGORIES FROM 8 TO 13 YEARS

SCHEDULE OF ESHRKF COMPULSORY (SHITEI) KATA

Age Category : 8 – 9 year

Juni No Kata 1. 2. 3.

Aoyagi

Myojo

Ananko

Hean/ Pinan 1 - 5

Shinsei Ichi - Ni

Ten No Kata

Chi No Kata

Rohai

Jion

Jiin

Age Category: 10 - 11 year

Juni No Kata 1.2.3.

Aoyagi

Myojo

Ananko

Hean/ Pinan 1 - 5

Shinsei Ichi . Ni

Chi No Kata

Ten No Kata

Rohai

Matsumura Rohai

Jion

Jitte

Jiin

Juroku

Bassai Sho -Dai

Shiho Kosokun

Saifa

Seienchin

Age Category: 12 – 13 year

Aoyagi

Ananko

Hean/Pinan 1 - 5

Shinsei Ichi – Ni

Chi No Kata

Ten No Kata

Rohai

Itosu Rohai 1.2.3.

Matsumura Rohai

Jion

Jitte

Jiin

Juroku

Niseishi

Bassai Sho - Dai

Kosokun Sho

Kosokun Dai

Saifa

Seienchin

Shisochin

Shiho Kosokun

Sochin

APPENDIX 2: ESHRKF TOKUI KATA LIST FOR ALL AGE CATERORIES

SCHEDULE OF ESHRKF FREE SELECTION (TOKUI KATA) LIST :

Annan 1 - 2
Ananko
Aoyagi
Bassai Sho
Bassai Dai
Gojushiho
Haufa
Hakucho
Heiku
Hean/ Pinan 1 - 5
Chi No Kata
Chintei
Chinto
Chatan Yara Kushanku
Ishimine Bassai
Itosu Rohai 1 - 2 - 3
Jitte
Jiin
Jion
Juroku
Kosokun Sho
Kosokun Dai
Kururunfa
Matsukase
Matsumura Bassai
Matsumura Rohai
Myojo
Naifanchin 1 - 2 - 3
Nipaipo
Niseishi
Pachu
Paiku
Papuren
Rohai
Saifa
Sanchin
Sanseru
Seienchin
Seisan
Shiho Kosokun
Shimpa
Shinsei Ichi
Shinsei Ni
Shisochin
Sochin
Suparinpei
Tensho
Ten No Kata
Tomari Bassai
Unshu
Wanshu

KUMITE RULES

ARTICLE 1: ORGANISATION OF KUMITE COMPETITIONS

1. Same as WKF Rules
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ARTICLE 2: OFFICIAL DRESS

1. Same as WKF Rules
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ARTICLE 3: THE REFEREE PANEL

1. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), two Judges (FUKUSHIN), and one arbitrator (KANSA).
2. The Referee and Judges of a kumite bout must not be from Federation, Group or have the nationality of either of the participants.
3. In addition, for facilitating the operation of matches, timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

EXPLANATION:

At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and on the right stands Judge 2. After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judges turn inwards, and all bow together. All then take up their positions. When changing the entire Referee Panel, the departing Officials take up position as at the start of the bout or match, bow to each other, then leave the area together. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

ARTICLE 4: DURATION OF BOUT

1. Duration of the Kumite bout is defined for Children Categories 1 is 1 minute and for Categories 2 and 3 is 1 minute 30 second.
 2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".
 3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "15 seconds to go" or "time up". The "time up" signal marks the end of the bout.
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ARTICLE 5: SCORING

1. Same as WKF Rules.

ARTICLE 6: CRITERIA FOR DECISION

1. Same as WKF Rules...

ARTICLE 7: PROHIBITED BEHAVIOUR

There are two categories of prohibited behaviour, Category 1 and Category 2.

CATEGORY 1.

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

CATEGORY 2.

1. Feigning, or exaggerating injury.
2. Exits from the competition area (JOGAI).
3. Self-endangerment by indulging in behaviour, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Clinching, wrestling, pushing, or seizing, without attempting a throw or other technique.
6. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
7. Passivity – not attempting to engage in combat. (Cannot be given after less than the last 15 seconds of the match.)
8. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
9. Attacks with the head, knees, or elbows.
10. Talking to, or goading the opponent, failing to obey the orders of the referee, discourteous behaviour towards the refereeing officials, or other breaches of etiquette.
11. Grabbing the opponents arm or karategi with one hand without immediately attempting a scoring technique or takedown.

EXPLANATION:

*At the competition for reason of safety all techniques must be controlled. Trained competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore any technique, which results in injury, may be penalized unless caused by the recipient. The contestants must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed. **In case of first instance of too strong contact or repeated too strong contact which cause injury and diminish the competitors chance to win will be given HANSOKU CHUI and WAZA-ARI (Two points) for recipient.** The warning or penalty should be apply depending an severity of attack or injury.*

FACE CONTACT IN CATEGORIES under 14 years

In that categories all **hand and leg** techniques to the head, face, and neck must be control and no contact is allowed, the Referee Panel will **not** award a score. **In the case of hand ad leg techniques, which make contact considered to be more than a “LIGHT SKIN TOUCH”, the Referee Panel will give a warning or penalty.** Any technique to the head, face or neck, which causes injury no matter how slight, will be warned or penalized unless caused by the recipient. Kicking techniques to the head, face and neck, are allowed to make a light “skin touch” and may score.

The Referee must constantly observe the injured contestant. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose, or rubbing the face roughly.

Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout. Referee must be informed if a contestant has been treated for injury.

Contestants who over-react to light contact, in an effort to have the referee penalize their opponent, such as holding the face and staggering about, or falling unnecessarily, will be warned or penalized themselves directly by Category 2 Hansoku Chui.

Feigning of an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.

Competitors, who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the ESHRKF Medical Commission, who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.

The throat is a particularly vulnerable area and even the slightest contact will be warned or penalized, unless it is the recipient's own fault.

Throwing techniques are divided into two types. The established “conventional” karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off- balance or thrown without being grabbed first — and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. The only instance where a throw may be performed holding onto the opponent with both hands is as throw following trapping the opponent's kicking leg. The pivotal point of the throw must not be above the thrower's belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seoi nage, kata guruma etc., are expressly forbidden, as are so-called “sacrifice” throws such as tomoe nage, sumi gaeshi etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a contestant is injured as a result of a throwing technique, the Judges will decide whether a penalty is called for.

The competitor may seize the opponents arm or karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for purpose of executing a takedown.

Open hand techniques to the face are forbidden due to the danger to the contestant's sight. JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent. A contestant who delivers a scoring technique then exits the area before the Referee calls “Yamae” will be given the value of the score and Jogai will not be imposed. If the contestant's

attempt to score is unsuccessful the exit will be recorded as a Jogai. If AO exits just after Aka scores with a successful attack, then “Yame” will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as Aka's score is made (with Aka remaining within the area), then both Aka's score will be awarded and AO's Jogai penalty will be imposed.

The contestant who constantly retreats without effective counter, who clinches unnecessarily, or who deliberately exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offence occurs with ten seconds or more of the bout time remaining the referee will warn the offender. If there has been a previous Category 2 offence or offences, this will result in a penalty being imposed. If however, there is less than 15 seconds to go, the referee will penalize the offender with Hansoku Chui (whether there has been a previous Category 2 Chukoku, Keikoku or not) If there has been a previous Category 2 Hansoku Chui the Referee will penalize the offender with Hansoku. However, the referee must ensure that the contestant's behaviour is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.

An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury and the fault is considered to be the recipient's, the referee will issue a Category 2 warning or penalty and may decline to give a penalty to the opponent.

Any discourteous behaviour from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament. Passivity refers situation when one or both competitors do not attempt to exchange technique in over an extended period of time (20 – 30 second).

ARTICLE 8: PENALTIES

CHUKOKU:	Warning may be imposed for attendant minor infractions or the first instance of a minor infraction.
KEIKOKU:	This is a warning. KEIKOKU is imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit HANSOKU-CHUI.
HANSOKU-CHUI:	This is warning of disqualification. HANSOKU-CHUI is usually imposed for infractions for which a KEIKOKU has previously been given. In case when HANSOKU-CHUI is impose in Category 1. for serious rules infraction then offender will be penalized and two point NIHON will be given to opponent.
HANSOKU:	This is disqualification imposed following a very serious infraction or when a HANSOKU CHUI has already been given a contestant. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.
SHIKKAKU:	This is a disqualification from the actual tournament, competition, or

match In order to define the limit of SHIKKAKU, the Referee Commission, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the referee, acts maliciously, or commits an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

EXPLANATION:

Category 1 and Category 2 penalties during match do not cross-accumulate, cross-accumulate will at the end of match with equal point score. A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning for a second instance of excessive contact.

Warnings (CHUKOKU) are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the Referee Panel) by the opponent's foul.

A KEIKOKU may be imposed directly, without first giving a warning. KEIKOKU is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Referee Panel) by the opponent's foul.

*A HANSOKU CHUI may be imposed for following previous CHUKOKU or KEIKOKU. **For first contact or repeated contact which cause injury and seriously diminish contestant's (in the opinion of the Referee panel) potential to win by the opponent's foul two point is given to injured contestant.***

A HANSOKU is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Referee Panel) by the opponent's foul.

Any competitor who receives HANSOKU for causing injury, and who has in the opinion of the Referee Panel and Match Area Controller, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for ESHRKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.

A SHIKKAKU can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it — it is sufficient if the Coach or non-combatant members of the contestants' delegation behave in such a way as to harm the prestige and honour of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, Shikkaku and not Hansoku, is the correct penalty. A public announcement of Shikkaku must be made.

ARTICLE 9: INJURIES AND ACCIDENTS IN COMPETITION

1. Same as WKF Rules.
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ARTICLE 10: OFFICIAL PROTEST

1. Same as WKF Rules

REFEREE COMMISSION

The Referee Commission's powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

MATCH AREA CONTROLLERS

The Match Area Controllers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.

REFEREES

The Referee's powers shall be as follows:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points.
3. To explain to the Match Area Controller, Referee Commission, or Appeals Jury, if necessary, the basis for giving a judgement.
4. To impose penalties and to issue warnings, before, during, or after a bout.
5. To obtain and act upon the opinion(s) of the Judges.
6. To announce extensions.
7. To conduct voting of the Referee Panel (HANTEI) and announce the result.
8. To announce the winner.
9. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
10. The Referee shall give all commands and make all announcements.

JUDGES

The Judges (FUKUSHIN) powers shall be as follows:

1. To assist the Referee by flag signals.
2. To exercise a right to vote on a decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- a) When a score is observed.
- b) When a contestant has committed a prohibited act and/or techniques.
- c) When an injury or illness of a contestant is noticed.
- d) When both or either of the contestants have moved out of the competition area (JOGAI).
- e) In other cases when it is deemed necessary to call the attention of the Referee.

ARBITRATORS

The Arbitrator (KANSA) will assist the Match Area Controller by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator will immediately raise the red flag or sign and sound the buzzer. The Match Area Controller will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator. Before the start of each match or bout the Arbitrator will ensure that the contestants' are wearing approved equipment.

SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

EXPLANATION:

When the Referee sees a score he halt the match with prescribed gesture and call "YAME" and immediately raise his bent arm on the side of scoring contestant.

When two Judges give the same signal, or indicate a score for the same competitor, the Referee should stop the bout and render the majority decision. Should the Referee fail to stop the bout the arbitrator will raise the red flag sign and sound by whistle .

When the bout is halted, the majority decision will prevail. The Referee may ask the Judges to reconsider, but may not give a decision, unless he has the positive support of the other judge. When Judges have different opinions, the Referee may give a decision, which is supported by one of the Judges. At HANTEI the Referee and two Judges each have one vote.

The Judge shall indicate as score only technique which meet all criteria and clearly see that technique land on a target.

The role of the Arbitrator is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. His sole responsibility is in matters of procedure.

In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.

When explaining the basis for a judgement after the match, the Referee Panel may speak to the Match Area Controller, the Referee Commission, or the Appeals Jury. They will explain to no one else.

ARTICLE 12: STARTING, SUSPENDING AND ENDING OF MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 2.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce "SHOBU HAJIME!" and the bout will commence.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the

contestants to take up their original positions (MOTO NO ICHI).

4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (Aka or AO), the area attacked (Chudan or Jodan), the scoring technique (Tsuki, Uchi, or Keri), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME".
5. When a contestant has established a clear lead of twelve points during a bout, the Referee shall call "YAME" and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
7. When time is up and scores are equal, or no scores have been awarded, the Referee shall call "YAME" and return to his position. He will announce a tie (HIKIWAKE) and start voting (HANTEI) and announce the winner.
8. At HANTEI the Referee and Judges each have one vote.
9. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily.
 - a. When either or both contestants are out of the match area.
 - b. When the Referee orders the contestant to adjust the karate- gi or protective equipment.
 - c. When a contestant has contravened the rules.
 - d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
 - e. When a contestant seizes the opponent and does not perform an immediate technique, or throw within two seconds.
 - f. When one or both contestants fall or are thrown and no effective techniques are made within two seconds.
 - g. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
 - h. When a score is observed.
 - i. When there are passivity from one or both competitors.
 - j. When two judges give the same signal, or indicate a score for the same competitor.
 - k. When requested to do so by the Match Area Controller.

EXPLANATION:

When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered.

When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

ARTICLE 13: MODIFICATIONS

Only the ESHRKF Sports Commission with the approval of the ESHRKF Council can alter or modify these rules.

APPENDIX 1: THE TERMINOLOGY

SHOBU HAJIME	Start the Match or Bout	After the announcement, the Referee takes a step back.
ATOSHI BARAKU	A little more time left	An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku".
YAME	Stop	Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.
MOTO NO ICHI	Original position	Contestants and Referee return to their starting positions.
TSUZUKETE	Fight on	Resumption of fighting ordered when an unauthorised interruption occurs.
TSUZUKETE HAJIME	Resume fighting - Begin	The Referee stands in a forward stance. As he says "Tsuzukete" he extends his arms, palms outwards towards the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another, at the same time stepping back.
SHUGO	Judges called	The Referee calls the Judges at the end of the match or bout, or to recommend Shikkaku.
HANTEI	Decision	Referee calls for a decision at the end of an inconclusive Echo-Sen. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time by raising his arm.
HIKIWAKE	Draw	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.
TORIMASEN	Unacceptable as a scoring technique	The Referee crosses his arms then makes a cutting motion, palms downward.
AKA (AO) NO KACHI	Red (Blue) wins	The Referee obliquely raises his arm on the side of the winner.
AKA (AO) IPPON	Red (Blue) scores three points	The Referee raises his bend arm up at 45 degrees on the side of the scorer.
AKA (AO) WAZA-ARI	Red (Blue) scores two points	The Referee extends his arm at shoulder level on the side of the scorer.
AKA (AO) YUKO	Red (Blue) scores one point	The Referee extends his arm downward at 45 degrees on the side of the scorer.

CHUKOKU	First Category 1 or Category 2 warning	For Category 1 offences, the Referee turns toward the offender and crosses his arms at chest level. For Category 2 offences, the Referee points his index finger (arm bent), at the face of the offender.
KEIKOKU	Warning	The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender.
HANSOKU-CHUI	Warning of Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.
HANSOKU	Disqualification	The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.
JOGAI	Exit from the match area	The Referee points his index finger on the side of the offender to indicate to the Judges that the contestant has moved out of the area.
SHIKKAKU	Disqualification "Leave the Area"	The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent.
KIKEN	Renunciation	The Referee points downwards at 45 degrees in the direction of the contestant's starting line.
MUBOBI	Self Endangerment	The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.
SENSHU	First unopposed point advantage	The Referee

APPENDIX 2: GESTURES AND FLAG SIGNALS

ANNOUNCEMENTS AND GESTURES OF THE REFEREE

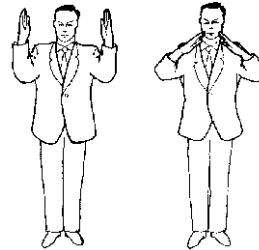
SHOMEN-NI-REI

The Referee extends his arms palms to the front.



OTAGAI-NI-REI

The Referee motions to the contestants to bow to each other.



SHOBU HAJIME

"Start the Match"

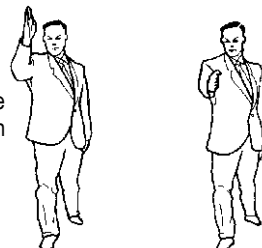
After the announcement, the Referee takes a step back.



YAME

"Stop"

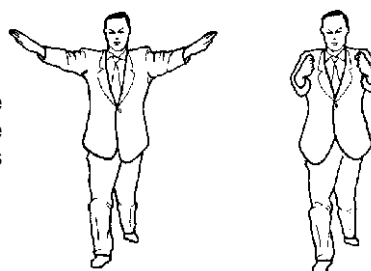
Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.



TSUZUKETE HAJIME

"Resume fighting—Begin"

As he says "Tsuzukete", and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another at the same time stepping back.



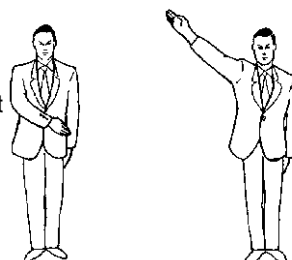
SENSHU

(First unopposed score)



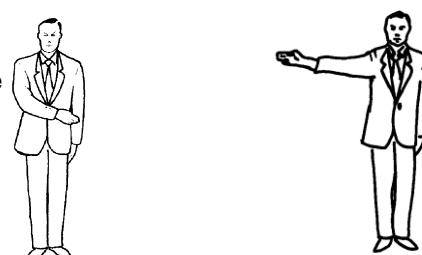
IPPON (Three Points)

The Referee extend his arm at 45 degrees above shoulder high at the side of scorer.



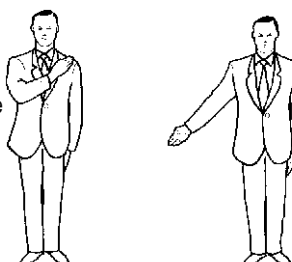
WAZA-ARI (Two Points)

The Referee extends his arm at shoulder level on the side of the scorer.



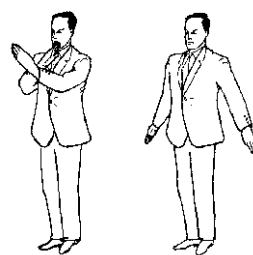
JUKO (1 point)

The Referee extends his arm downward at 45 degrees on the side of the scorer.



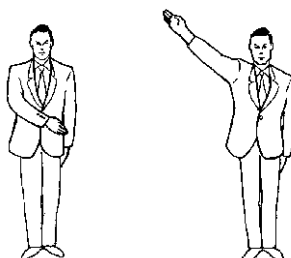
CANCEL LAST DECISION

When an award or penalty has been given in error the Referee turns towards the contestant, announces "Aka" or "AO", crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



NO KACHI (Win)

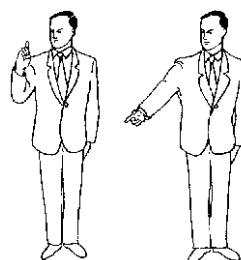
At the end of the match or bout, announcing "Aka (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



KIKEN

"Renunciation"

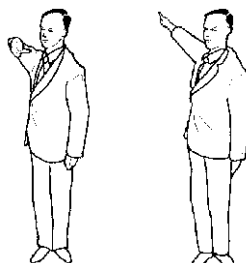
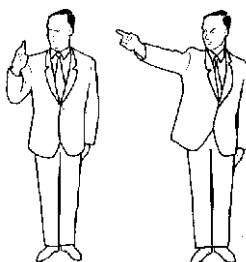
The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



SHIKKAKU

"Disqualification, Leave the Area".

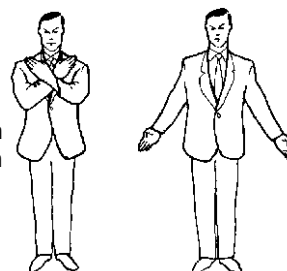
The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (AO) Shikkaku!" He then announces a win for the opponent.



HIKIWAKE

"Draw"

When time is up and scores are equal, or no scores have been awarded the Referee crosses his arms then extends them with the palms showing to the front.



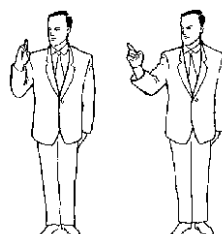
CATEGORY 1 OFFENCE

The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level.



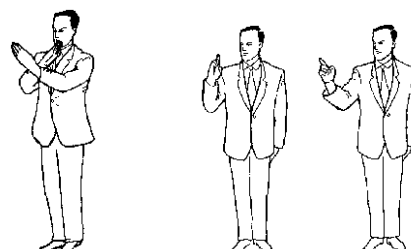
CATEGORY 2 OFFENCE

The Referee points with a bent arm at the face of the offender.



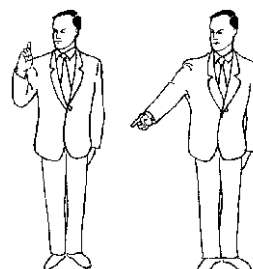
CHUKOKU

Making the appropriate signal the Referee gives a warning of a Category 1 or Category 2 offence. No penalty is issued at this time.



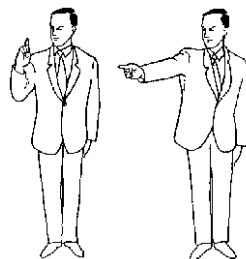
KEIKOKU

The Referee indicates a Category 1 or 2 offence then points with his index finger downwards at 45 degrees in the direction of the offender



HANSOKU CHUI

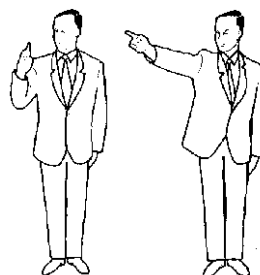
The Referee indicates a Category 1 or 2 offence then points with his index finger horizontally in the direction of the offender.



HANSOKU

“Disqualification”

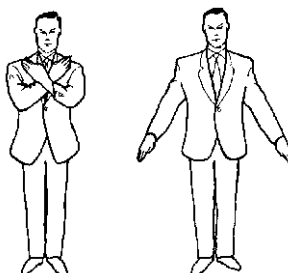
The Referee indicates a Category 1 or 2 offence then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent.



TORIMASEN

“Unacceptable as a Scoring Technique”

The Referee crosses his arms then makes a cutting motion, palms downward. When the Referee uses this signal to the Judges followed by the signal for reconsideration it means that the technique was deficient in one or more of the six scoring criteria.



TECHNIQUE BLOCKED OR OFF TARGET.

The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.



TECHNIQUE MISSED

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.



EXCESSIVE CONTACT

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offence.

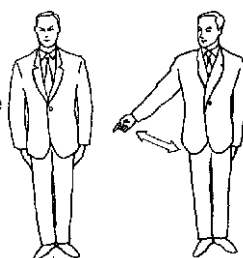
**FEIGNING OR EXAGGERATING INJURY**

The Referee holds both hands to his face to indicate to the Judges a Category 2 offence.

**JOGAI**

"Exit from the Match Area"

The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.

**MUBOBI (Self Endangerment)**

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.

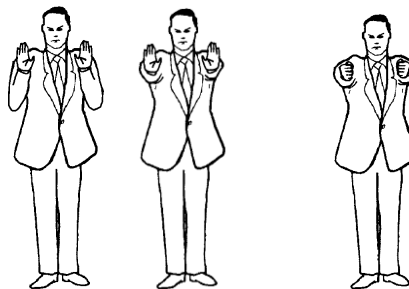
**AVOIDING COMBAT**

The Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offence.



UNNECESSARY CLINCHING, WRESTLING, PUSHING OR SEIZING WITHOUT A TECHNIQUE

The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a Category 2 offence.



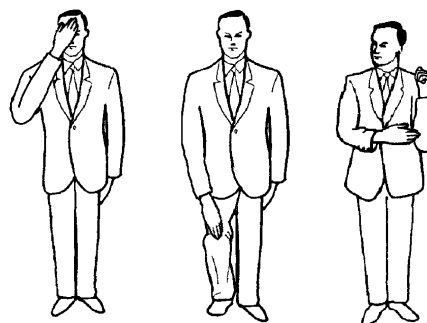
DANGEROUS AND UNCONTROLLED ATTACKS

The Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offence.



ATTACKS WITH THE HEAD KNEES OR ELBOWS

The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offence.



TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOUR

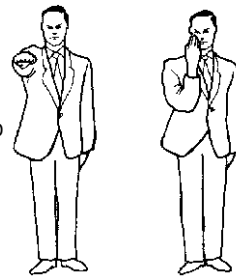
The Referee places his index finger to his lips to indicate to the Judges a Category 2 offence.



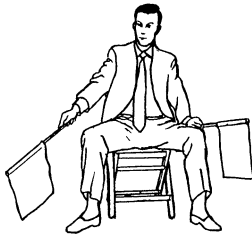
SHUGO

"Judges Called"

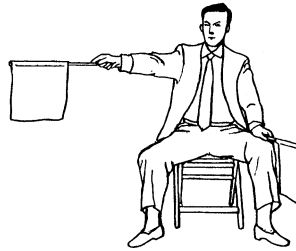
The Referee calls the Judges at the end of the match or bout: or to recommend Shikkaku.



THE JUDGE'S FLAG SIGNALS



JUKO



WAZA-ARI

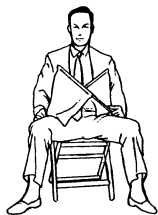


IPPON



FOUL

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.



CATEGORY 1 OFFENCE

The flags are crossed and extended with the arms straight.



CATEGORY 2 OFFENCE

The Judge points the flag with arm bent.



JOGAI

The Judge taps the floor with the appropriate flag



KEIKOKU



HANSOKU CHUI



HANSOKU



PASSIVITY

The flags are rotated around each other, in front of the chest.

APPENDIX 3: LAYOUT OF THE KUMITE AND KATA COMPETITION AREA

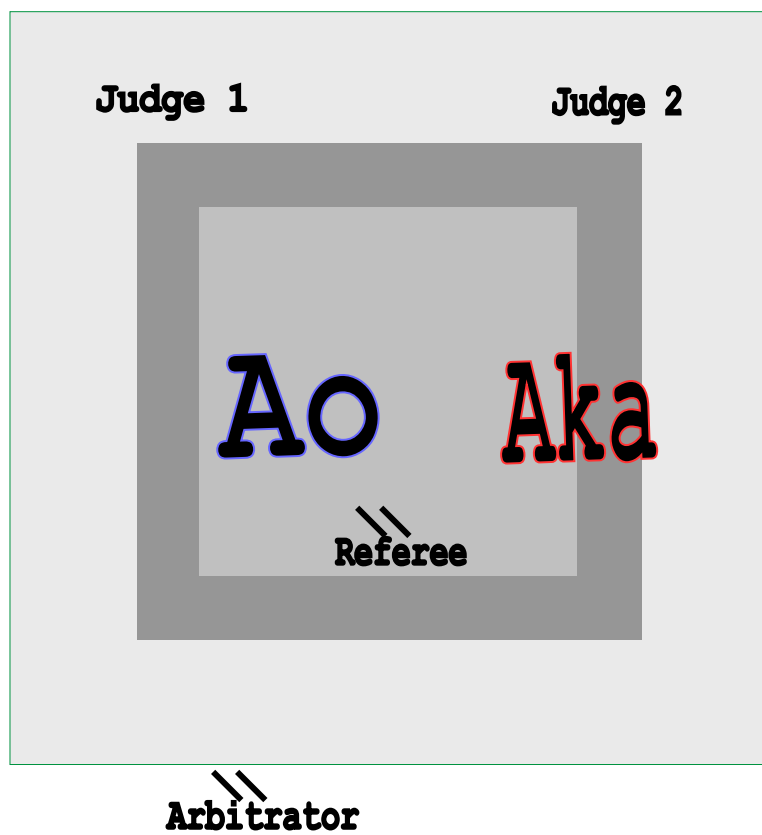
1. The competition area will be a matted square, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of one meter on each side.
2. For Kumite competition a line half a meter long must be drawn two meters from the centre of the competition area for positioning the Referee. Two parallel lines each one meter long and at right angles to the Referee's line, must be drawn at a distance of one and a half meters from the centre of the competition area for positioning the competitors.
3. In Kumite competition the Judges will seat in corners the safety area. Each will be equipped with a red and a blue flag. The Arbitrator will seat just outside the safety area, behind, and to the left of the Referee. He will be equipped with a red flag and whistle. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.
4. The one meter border should be in a different color from the rest of the matted area.

EXPLANATION:

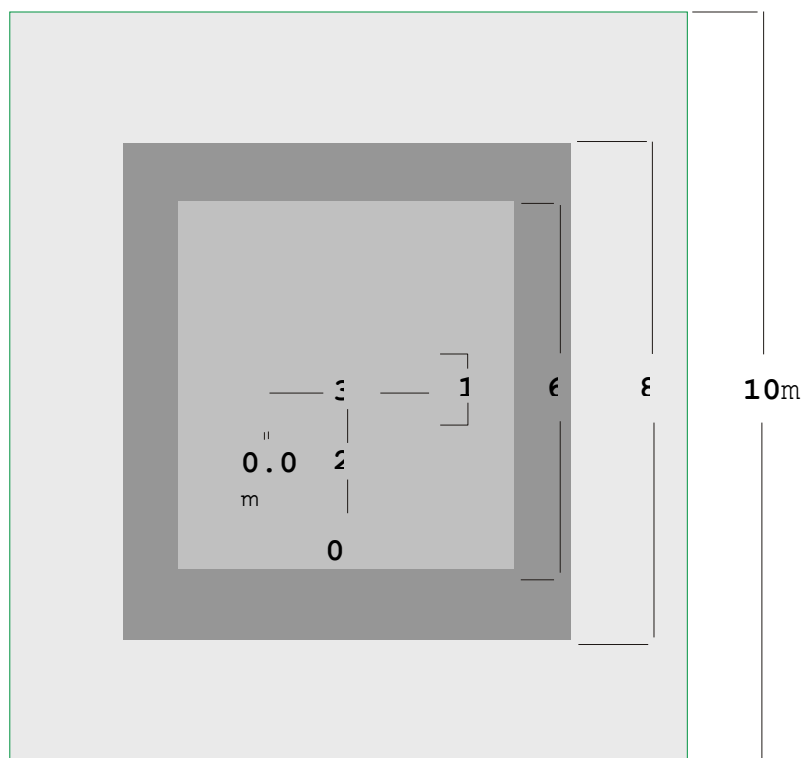
!. There must be no advertisement hoardings, walls, pillars etc. within one meter of the safety area's outer perimeter.

II. For the proper performance of Kata a stable smooth surface is required. Usually the matted Kumite areas will be suitable.

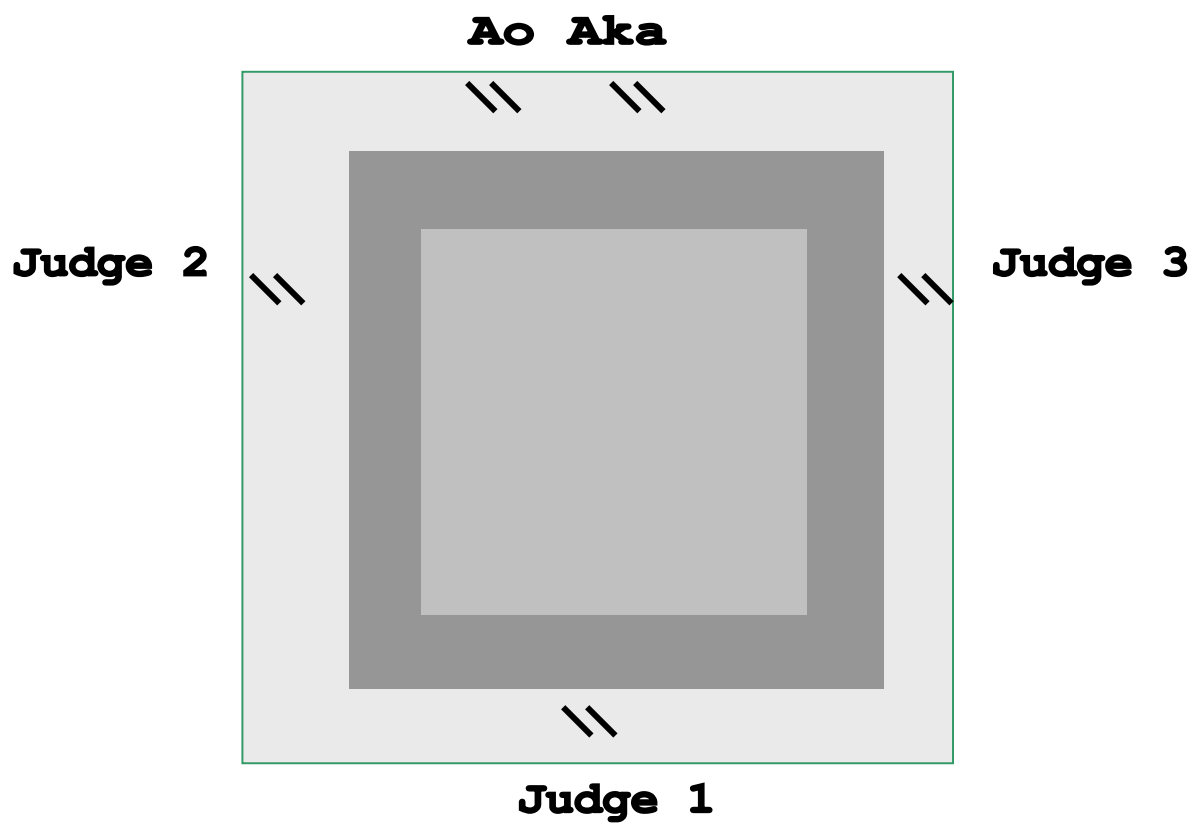
Kumite competition layout



MEASUREMENTS OF KUMITE COMPETITION



Kata - Three Judge layout for category +11 years



Kata - Three Judge layout for category 8 – 11 years

