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# World Karate Federation

## **Kumite Seminar**

# **Welcome!**

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## **WKF COMPETITION RULES**

# **KUMITE**

**Version 9.0 - January 2015**

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## TATAMI



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**Jacket ties must be tied**



**Yes!**



**No!**

**Jackets without ties cannot be used**

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## Compulsory protective equipment

All protective equipment must be WKF homologated

Mitts **red** for AKA and **blue** for AO

Shin pads **red** for AKA and **blue** for AO

Foot protector **red** for AKA and **blue** for AO

Gum shield

Female chest protector

Body protector

Groin Guards (not mandatory but if worn must be approved WKF type)



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## Compulsory protective equipment

**C A D E T S**

**WKF approved  
FACE MASK**

**Until 2015-12-31**





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**Body protection for all Categories  
plus chest protector for female competitors**

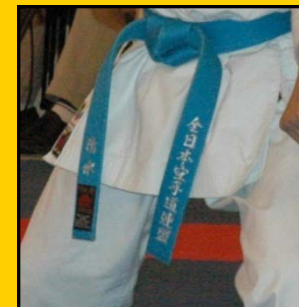


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The **red** and **blue** belts must be without any personal embroideries or markings



Only the manufacture's logotype



Not permitted





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Contestants must wear a white karate Gi without stripes or **personal embroidery**



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## GI jacket



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**GI jacket**



**GI jacket**

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## Compulsory protective equipment

Shin pads & foot protector

**RED** for AKA and **BLUE** for AO



**NO!**





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## ARTICLE 2 OFFICIAL DRESS





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## ARTICLE 2 OFFICIAL DRESS



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## PROHIBITED

**Hair decorations**  
**Metal hairgrips**  
**Ribbons**  
**Beads**  
**Piercing**



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## DECORATIONS



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**Discreet rubber band or pony tail retainer is permitted**



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## DECORATIONS



**Tape is  
decoration!**

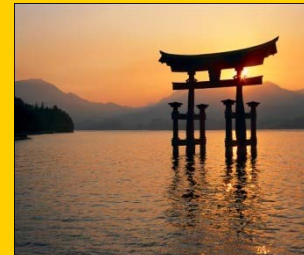




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**The wearing of certain items because of religious basis are not allowed...**



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## EXCEPTION

### WKF homologated black head scarf

Female competitors



Referees/judges





ADVERTISING SPACE FOR WKF, size 20 x 10 cm.



ADVERTISING SPACE FOR N.F., size 15 x 10 cm.



BACK RESERVED FOR ORGANISING FEDERATION, size 30 x 30 cm.



EMBLEM OF THE NATIONAL FEDERATION, size 12 x 8 cm.



SPACES FOR THE MANUFACTURERS TRADEMARK, size 5 x 4 cm.

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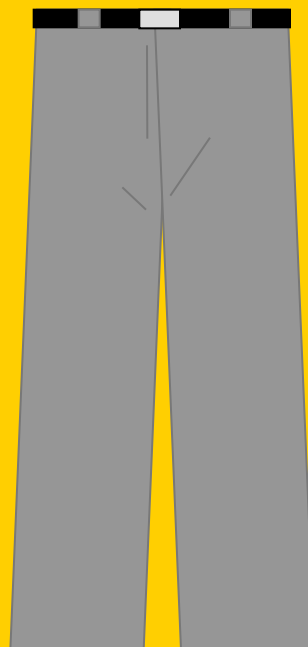
**Sponsors**



**Sponsors**

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## Referees uniform

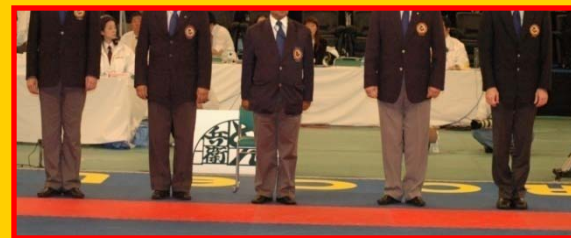




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**Referees  
uniform**



**Not permitted**

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**Referees  
uniform**

**Not permitted**

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**Referee's  
working  
conditions  
NO!**

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**Referee's  
working  
conditions  
YES!**



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F U K U S H I N

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## **PROTEST ?**

**If you are a Judge or Referee**

Don't get involved

Don't help translate

Don't make recommendations

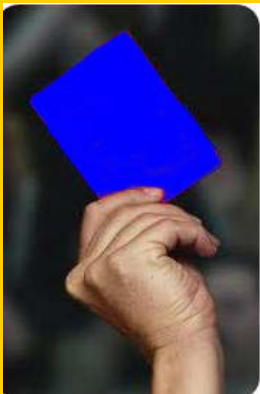
**Avoid conflict of interest!**





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## VIDEO REVIEW



**ONLY KUMITE MATCHES & POINTS**

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**Referees & Judges  
AT WKF EVENTS...**



**0-tolerance alcohol**



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## The Appeals Jury

**6 senior Referees**  
**3 members and**  
**3 supplementary**



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## Match Supervisor

Very important function **AUTHORITY**  
senior & experienced Referee



**Must ensure that the competitors are wearing approved equipment**



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## Referees & Judges

1 Referee

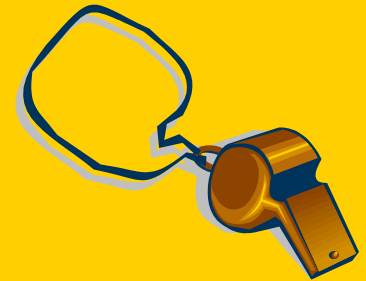




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## Referees & Judges

4 Judges



Each Judge is seated in a corner of the Tatami in the safety area

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## No Match Supervisor at the line-up





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## Referee – Judges - Coaches



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**Referees & Judges officiating cannot  
perform another function**



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**Do not discuss the outcome of a match  
with a coach or competitor!**

**Referee Panel**  
**Tatami Manager**  
**Referee Commission**



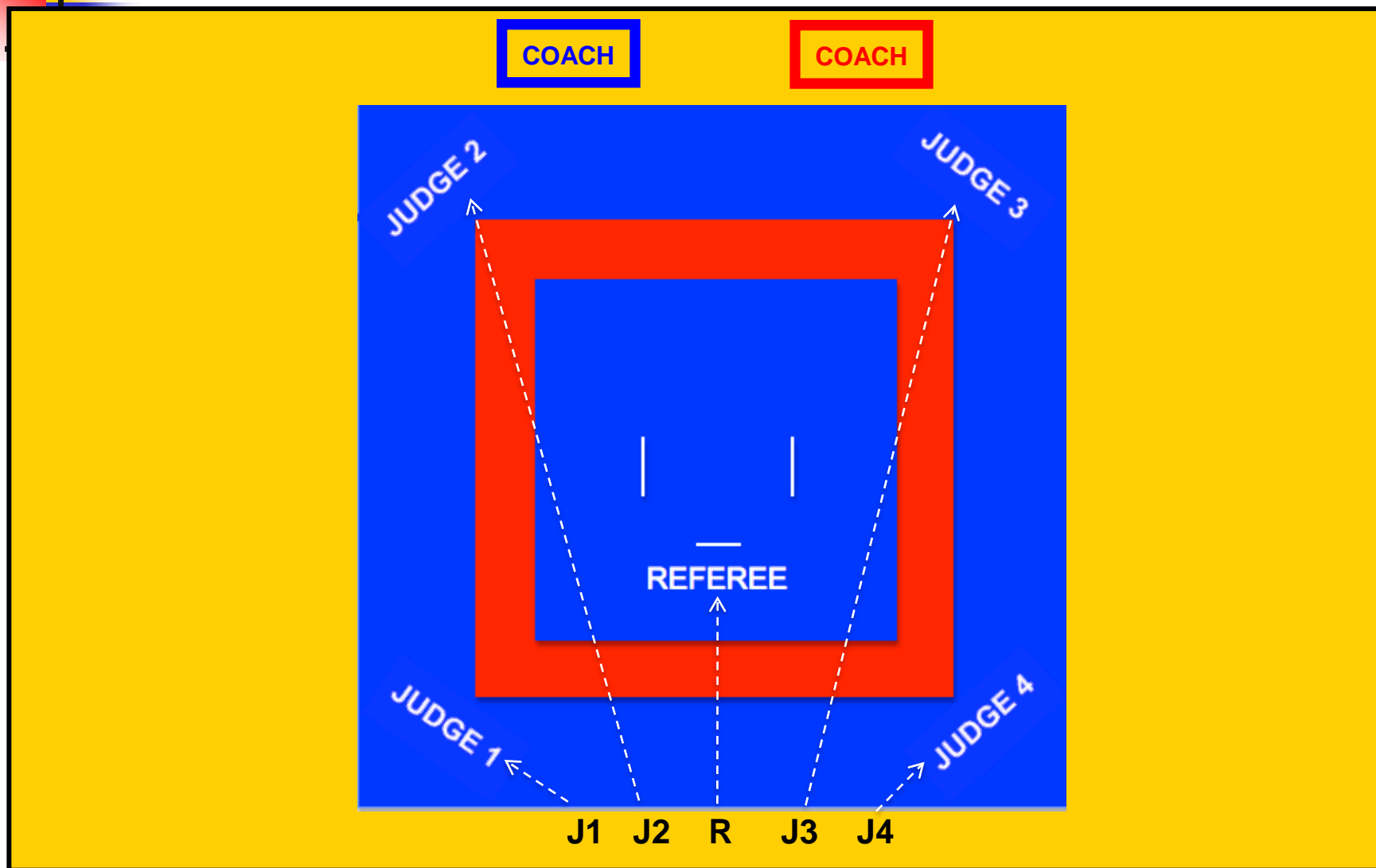


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**Don't touch the competitors!!! Call the doctor**

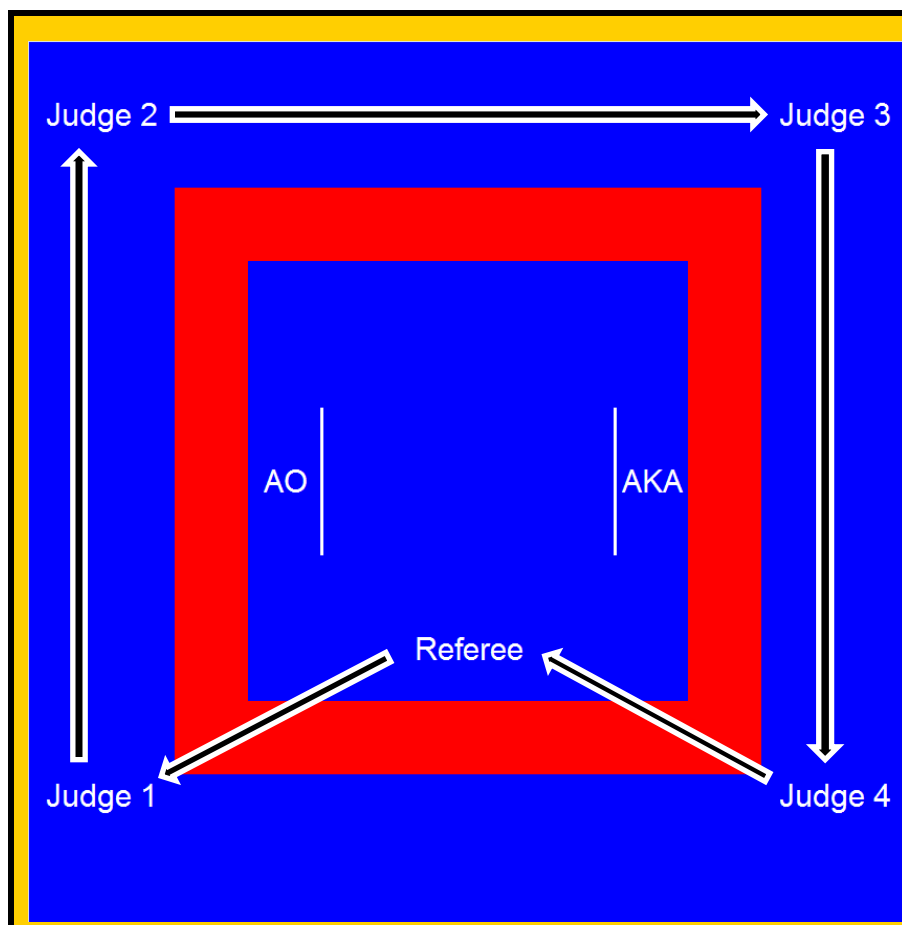


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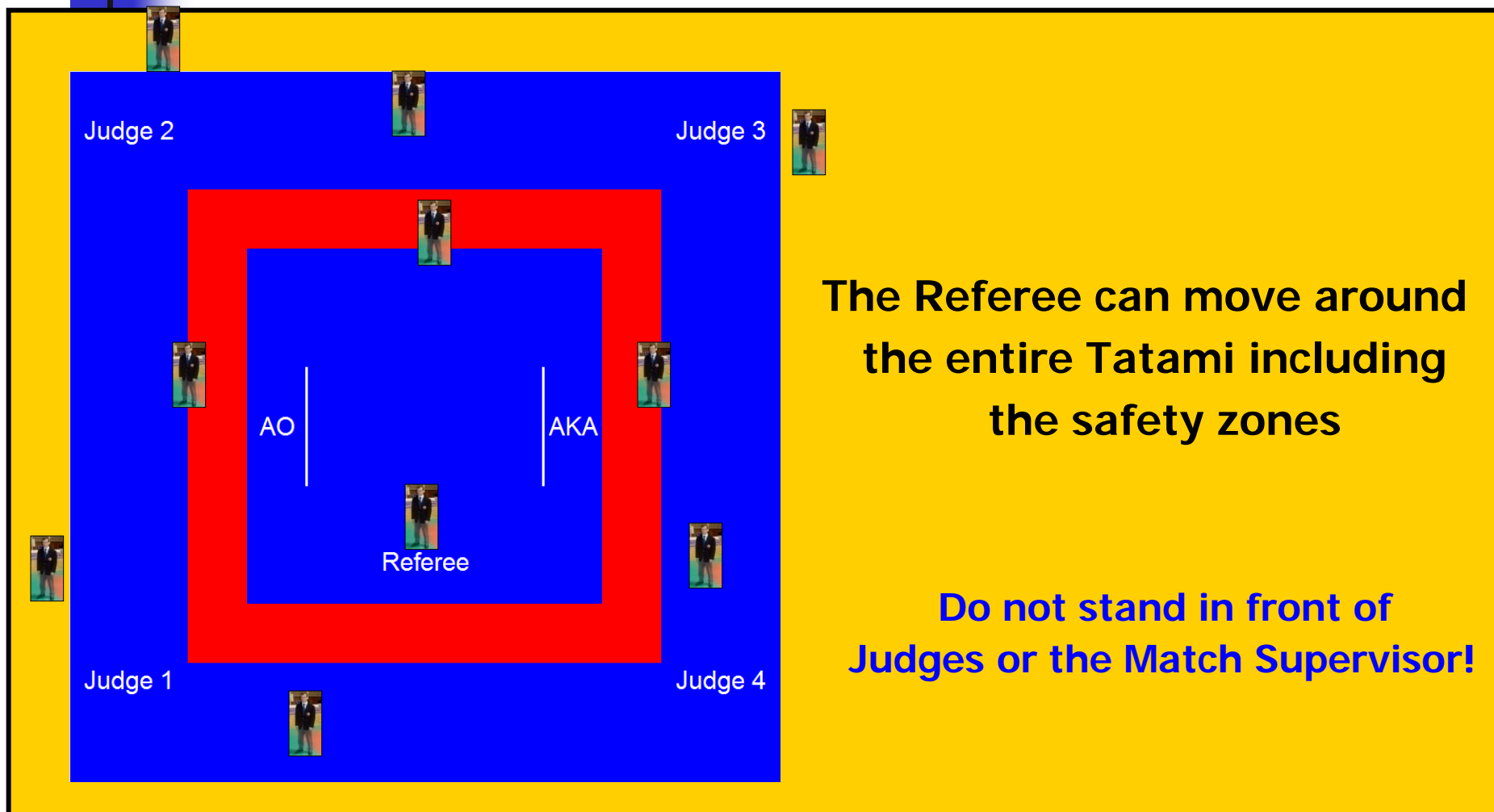
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**In team matches the panel will rotate for each bout**

**The Match Supervisor will not rotate**

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**The Referee can move around  
the entire Tatami including  
the safety zones**

**Do not stand in front of  
Judges or the Match Supervisor!**

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## JUDGE'S RED FLAG (AKA)

**JUDGE 1 & 4**  
**RIGHT HAND**



**JUDGE 2 & 3**  
**LEFT HAND**



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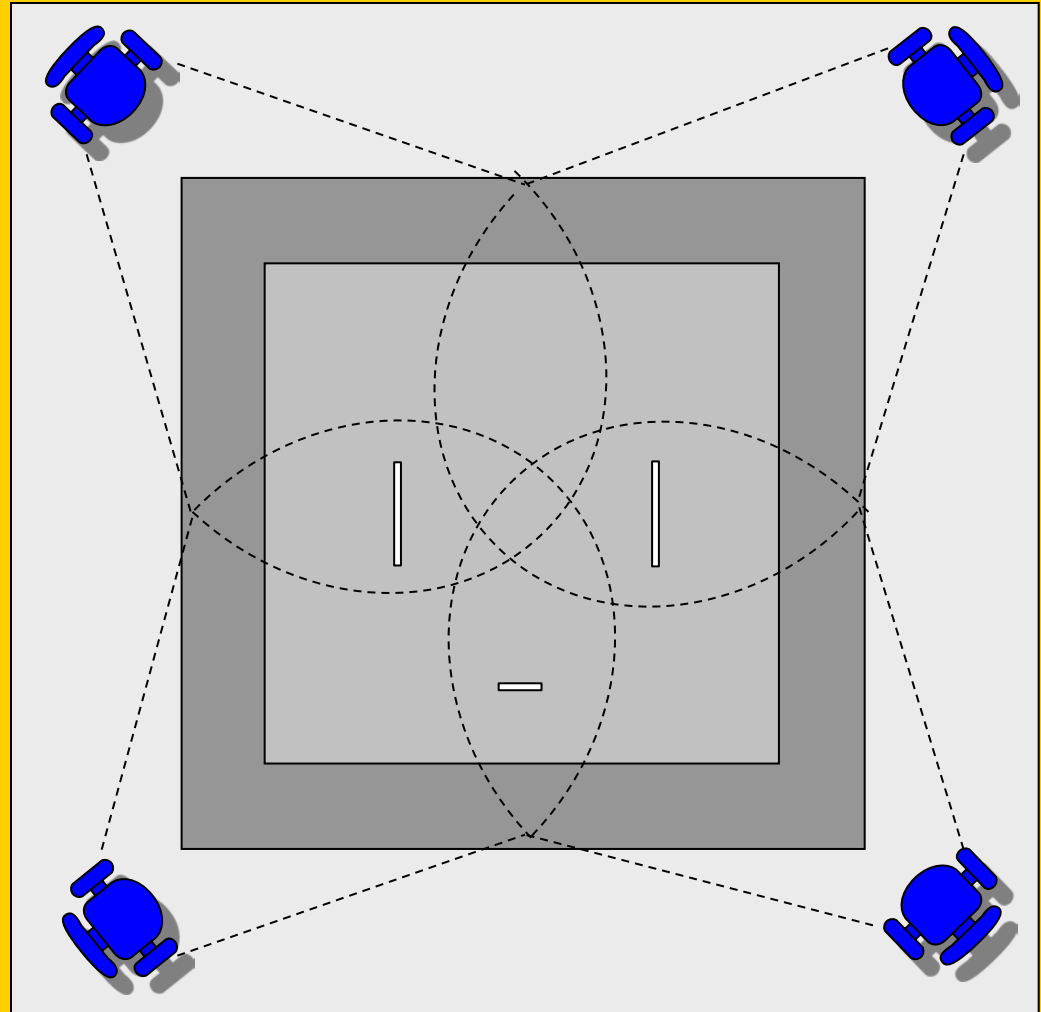
**JUDGES... Show only**  
**POINTS** **JOGAI**



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## POINTS & JOGAI





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## JUDGES...

**Signal your judgement on  
warnings & penalties  
indicated by the Referee**



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## JUDGE'S FLAG SIGNALS FOR CAT. 1

**RED FLAG IN FRONT FOR AKA**

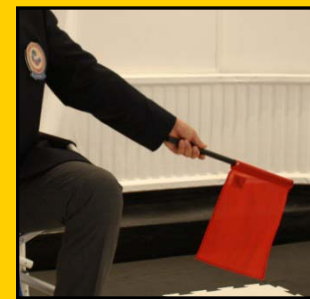


**BLUE FLAG IN FRONT FOR AO**



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## JUDGES when giving points



**Keep the flags out until the Referee has  
announced the point(s)**

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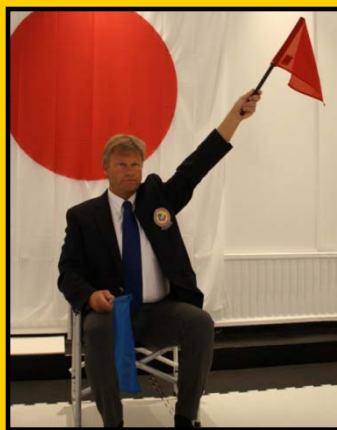
**Co-operation between Judges!!**



**Look what other  
Judges are signaling!**

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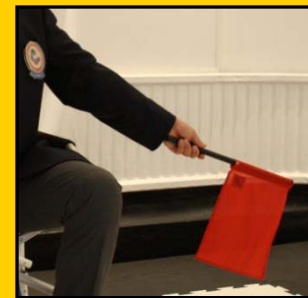
**Points & penalties  
minimum of 2 judges**





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**In this case...**



**The Referee will award both scores!**

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If a contestant scores with more than one technique **before Yame**, the Judges should give the higher point

**For example a successful punch and a kick**



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2 flags -- same contestant -- different score



the **lower** score will be given

The same for warnings and penalties

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4 flags -- same contestant -- 2 different scores

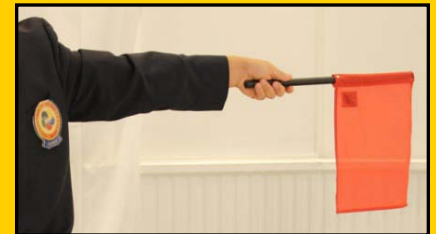


the **lower** score will be given

The same for warnings and penalties

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**The Referee will always follow the majority**  
**score - warning - penalty**





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The referee has a vote when dissolving a tie break

**If two judges hold an opposing opinion to the two other judge**



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**Judges will indicate scores/Jogai  
before the Referee stops the bout**



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The Referee **must stop the bout** if two or more judges signal a score for the same competitor



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## CRITERIA FOR DECISION

**The attitude, fighting spirit, and strength demonstrated**

**Superiority of tactics and techniques**

**Who has initiated the majority of the action**



**During the whole bout!**



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**JOGAI means...**



**Exit from the competition area  
not caused by the opponent!**



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## Judges look for JOGAI



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## JOGAI

**NO**



**YES**



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Aka throws Ao

(After blocking a kick)



Ao is out – Aka is in



Aka can score



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The minimum **warning** for running away - avoiding combat - wasting time during **Atoshi Baraku...**



**Hansoku Chui** (Cat. 2)



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If no scores, or equal scores  
the match will be decided by

**HANTEI**





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**In team matches**  
if after the **extra bout**  
no scores or equal scores...

The match will be decided by  
**HANTEI**

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## **P O I N T S**

- 1. approved & effective technique**
- 2. against an approved attack area**
- 3. fulfil 100% the six criteria**

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- |             |                             |
|-------------|-----------------------------|
| <b>100%</b> | <b>Good form</b>            |
| <b>100%</b> | <b>Sporting attitude</b>    |
| <b>100%</b> | <b>Vigorous application</b> |
| <b>100%</b> | <b>Awareness (Zanshin)</b>  |
| <b>100%</b> | <b>Good timing</b>          |
| <b>100%</b> | <b>Correct distance</b>     |

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## **Good Form**

Effectiveness according to traditional Karate concepts

## **Sporting Attitude**

A non-malicious attitude

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## **Vigorous Application**

The power and speed of the technique

## **Zanshin**

Total concentration, awareness & control

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## **Good Timing**

Delivering a technique when it have the greatest potential effect

## **Correct Distance**

Precise distance where it will have the greatest potential effect



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**YUKO**

**Tzuki or Uchi  
delivered to the  
7 scoring areas**



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## GIVING POINTS

**YUKO** (1 point)



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**Waza-Ari**

**Chudan kicks**



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## GIVING POINTS

### WAZA-ARI (2 points)



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**IPPON**

**Jodan  
kicks...**



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**When a contestant is...**

**Take down** (according to the rules)

**Slips**

**Falls**

**Is off his/her feet**

**IPPON**



**TORSO!**





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**NO TORSO...**



**NO IPPON!**

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## GIVING POINTS

### IPPON (3 points)



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**YUKO**



**WAZA-ARI**



**IPPON**



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## **Standard procedure for giving points**

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**When giving points the referee must identify....**

**First** the scoring competitor **AKA - AO**

**Second** the scoring area **CHUDAN - JODAN**

**Third** the scoring technique **TSUKI - UCHI - KERI**

**Fourth** the score awarded **YUKO – WAZA-ARI - IPPON**

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## ZANSHIN?





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## Distancing for Jodan techniques

**Seniors**

**5 centimetres**



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## Distancing for Jodan techniques Juniors & Cadets 10 centimetres



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## Duration of a Kumite bout

Cadets & Juniors **always 2 min**

Seniors female **always 2 min**

Seniors male **always 3 min**

Under 21 **always 2 min Female** and **3 min Male**

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## **Resting time for Competitors**

### **Between matches**

Equal to the duration time of the match

### **Repercharge**

In the case of change of equipment & colour

Five (5) minutes

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## Category 1

Keikoku



Hansoku Chui



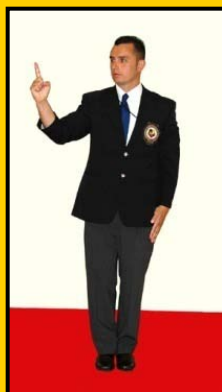
Hansoku



Shikkaku



## Category 2



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## Team

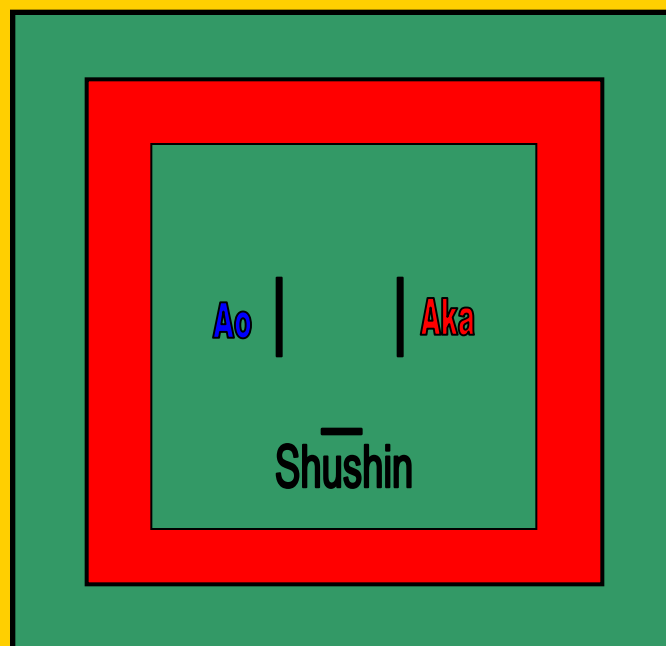
First match 1

2

3

4

Last match 5



## Kumite

1 First match

2

3

4

5 Last match

Match order





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**Match  
order  
team  
Kumite**



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## Prohibited attack areas/techniques



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## Prohibited attack areas/techniques



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(Aka) **YES!**



(Ao) **NO!**





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## **TEAM MATCHES**

**When a team has sufficient victories...  
or scored sufficient points...**

**In case of Kiken - Hansoku – Shikkaku**

**8-0**

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**MUBOBI**



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**When the offender  
receives excessive  
contact or sustains injury**

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**When the offender is  
thrown with an approved  
technique and hurts  
him/her self**

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## SHUKOKU – KEIKOKU - HANSOKU-CHUI



Cat. 1



Cat. 2

**ARE WARNINGS**

**NO POINTS TO THE OPPONENT**

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**HANSOKU & SHIKKAKU**

**ARE PENALTIES**

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## **CATEGORY 1**

1. Techniques which make excessive contact – contact with the throat
2. Attacks to the arms – legs – groin – joints – instep
3. Attacks to the face with open hand
4. Dangerous or forbidden throwing

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## CATEGORY 1 WARNINGS & PENALTY

### CHUKOKU

The opponent's potential for winning has **not been reduced**

### KEIKOKU

The opponent's potential for winning has been **slightly reduced**

### HANSOKU-CHUI

The opponent's potential for winning has been **seriously reduced**

### HANSOKU

The opponent's potential for winning has been **reduced virtually to zero**



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## **CATEGORY 2**

1. Feigning & exaggerating injury
2. Jogai
3. Mubobi
4. Avoiding combat
5. Passivity (**Cannot be given during Atoshi Baraku**)

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## **CATEGORY 2**

6. Clinching - wrestling - pushing – seizing – standing chest to chest without attempting a scoring technique or takedown
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg
8. Grabbing the opponents arm or karate-GI with one hand without immediately attempting a scoring technique or takedown

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## **CATEGORY 2**

- 9.** Uncontrolled techniques & attacks
- 10.** Simulated attacks with the head – knees – elbows (Cat.1)
- 11.** Discourteous behaviour

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**CATEGORY 2** "All grabbing is for immediately action"

**With one (1) hand**

**Two offensive**

**One defensive**

**With two (2) hands**

**Defensive/offensive**

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**CATEGORY 2** "All grabbing is for immediately action"

**With one hand: two offensive**

**Grab & score**



**Grab, sweep & score**



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**CATEGORY 2** "All grabbing is for immediately action"

**With one hand: one defensive**

**When folding down grab for  
braking the fall (Ukemi)  
but when on the floor  
the competitor has to let it go**





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**CATEGORY 2** "All grabbing is for immediately action"  
**With two (2) hands defensive/offensive**

**When catching a kick (Jodan/Chudan)  
with the purpose of taking down the opponent**



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## PASSIVITY Category 2

**Referee signal**



**Judges signal**



**Cannot be given during Atoshi Baraku**

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## Avoiding Combat is



**Running away**  
**Clinching - Wrestling**  
**Pushing - Seizing**



**Standing chest to chest**

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## YAME!!

Contestant seizes the opponent and does not perform **an immediate** technique or throw

One or both contestants fall or are thrown and neither contestant **immediately follow** up with a scoring technique

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## YAME!!

Contestants seize or clinch with each other without **immediately succeeding** in executing a throw or a scoring technique



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## YAME!!

**Both competitors stand  
chest to chest without  
immediately attempting  
a throw or other technique**





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Feigning an injury which does not exist = **SHIKKAKU**

Exaggerating an actual injury = minimum **Hansoku Chui**



Very serious exaggeration: may receive **HANSOKU** directly

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**No contact to the face - **face mask** - with  
hand techniques for CADETS & JUNIORS  
**warning /penalty****



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**Two injured contestants cannot continue...**

**Most points**

**Equal score: Hantei**

**Team match & equal score: Hikiwake**

**Team match & extra bout: Hantei**

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## Injuries & dangerous techniques



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## Injuries & dangerous techniques





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## Injuries & dangerous techniques





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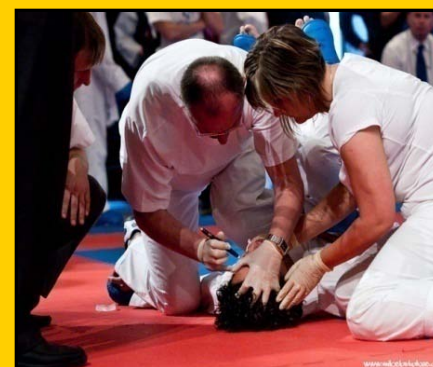


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**Injured competitors will be examined outside the Tatami**



**Unless the injury calls for examination on the Tatami**



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**The Referee must constantly observe the injured contestant  
a short delay allows injury symptoms to develop**





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## Observe the contestant



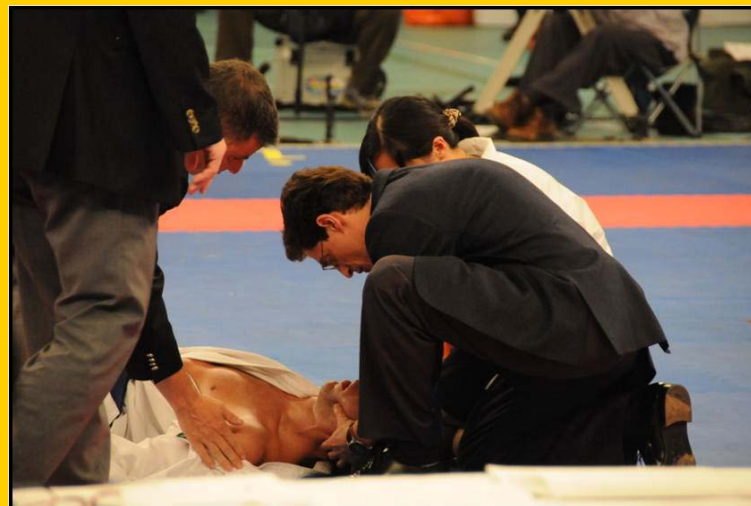
## Stay with the doctor



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**Injured contestant?**

**Three (3) minutes medical treatment**



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**After three minutes...**

**Referee's decision  
unfit to fight or  
extension of treatment**





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**If doctor says "YES"**  
**Referee can say "NO"**

**If doctor says "NO"**  
**Referee can never say "YES"**

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**Bandages – padding - supports because of injury**  
**Approved by the Referee on the advice of the Doctor**



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## **Metallic teeth braces**

**Approved by the Referee and the Doctor**



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## THE 10 SECONDS RULE



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**A competitor who falls...**



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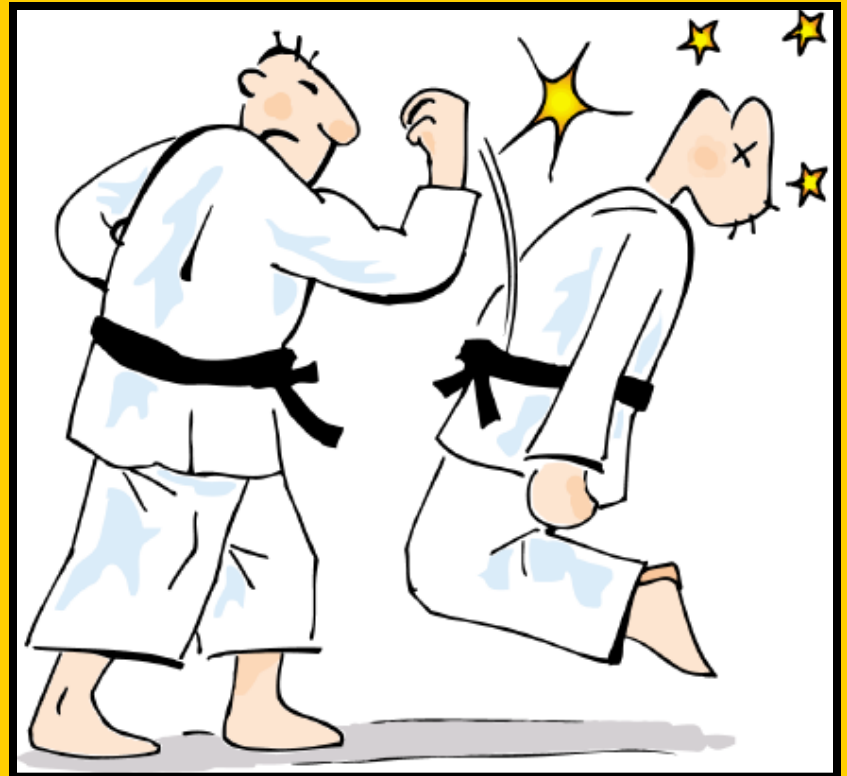
**is thrown...**





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or knocked down...



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and does not fully regain his or her feet within

**Ten seconds**, is considered unfit to continue

fighting and will be Automatically withdrawn from

**all Kumite events** in that tournament

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## **What to do ?**

**The referee panel must ask it self....**

Was the technique valid ?

Was it properly applied to the proper area ?

Was the technique well controlled ?

Was it Mubobi?

**What caused the contestant to remain on the floor ?**

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**In all cases where the 10 second clock has been started the doctor will be asked to examine the contestant**



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**This is a category 2 offence**



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**This is a category 2 offence**





# World Karate Federation

**This is a category 2 offence**



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## COACH

- 1. Must wear a tracksuit**
- 2. Display official identification**
- 3. Must sit in the chair provided**
- 4. Must not interfere with the match**

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## **COACH**

**Finals official WKF events**

### **Male coaches**

**Must wear a dark suit, shirt and tie**

### **Female coaches**

**May choose to wear a dress, pantsuit or a combination  
of jacket and skirt in dark colours**

**They may also wear religious headwear approved by WKF**



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**The coach must know**

**Rules of competition**

**Anti Doping rules**

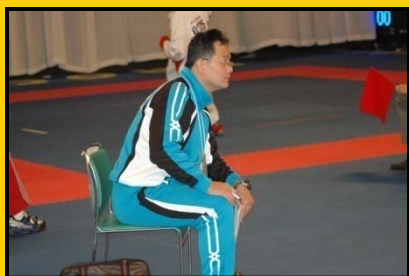
**Competitors & coach behaviour**

**Rules for writing a protest**

**Rights and duties**

**Fair play manners**

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# World Karate Federation



COACH?



NO!





# World Karate Federation



**COACH?**



**NO!**

# World Karate Federation

**Backpacks under the chair!**

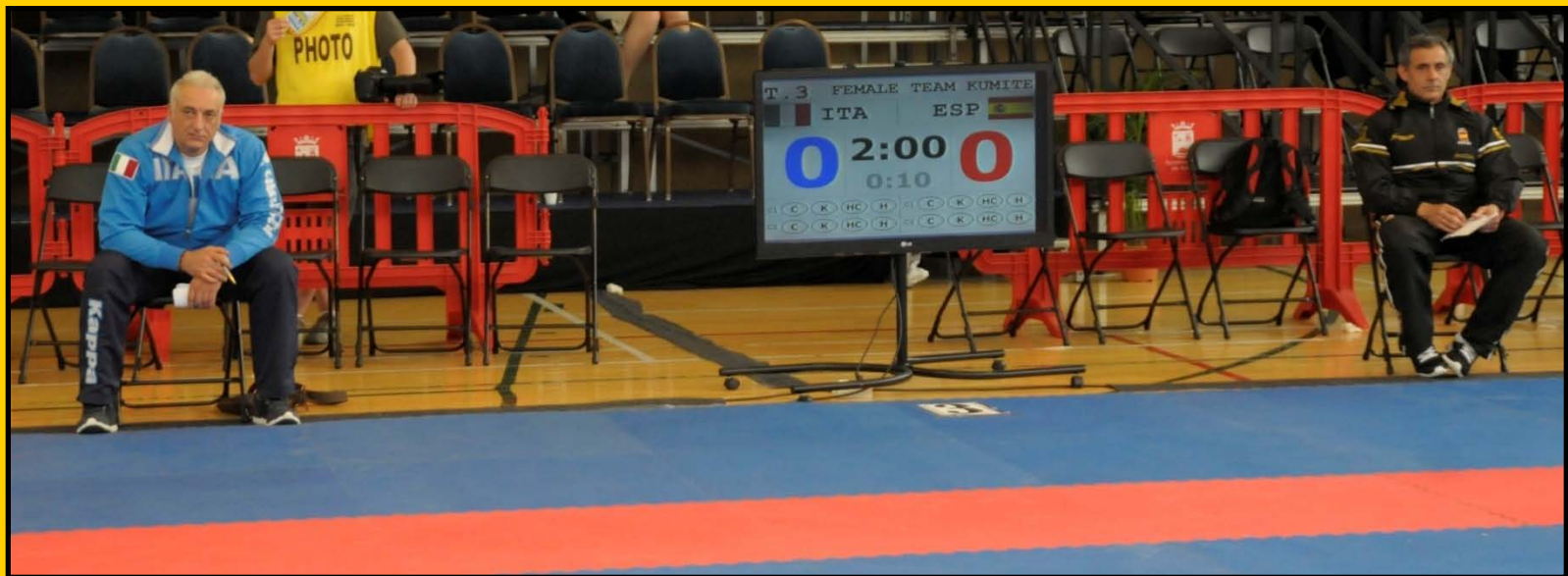


**NO!**



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**Coaches seated outside the safety area  
on their respective sides of the tatami  
towards the official table**







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**NO!**



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**In team matches  
the competitors  
**must sit down**  
and wait for the  
next match**





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**NO!**





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**NO!**

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**Our future... Please handle with care!**





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THANK YOU VERY MUCH



**GOOD  
LUCK!**