

木村空手道

KIMURA SHUKOKAI INTERNATIONAL

Competition Rules

Revision April 2019



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KUMITE RULES

ARTICLE 1: KUMITE COMPETITION AREA

- 1.1 The competition area must be flat and devoid of all hazards.
- 1.2 The competition area must be a matted area. A standard layout has been established, of compliant interlocking (Reversible, Red/Blue) matting which has been used by hosting countries of KSI tournaments that remains the widely-accepted standard in effect until such time that the KSI Referee Counsel determines otherwise. (See Appendix IV)
- 1.3 The competition area will be a matted square, comprised of 100 mats, laid out in a 10 x 10 configuration. The internal “fighting area” consists of a 6x6 (Blue) square; with an additional one row of (Red) mats signifying a “warning area” followed by an additional one row of (Blue) mats which constitutes “Jogai” as well as a “safety area”. Each foam mat dimension is approx. 2 centimetre x 1 metre x 1 metre.
- 1.4 The area may be elevated, as long as all Safety standards are adhered to.
- 1.5 Two (Red) matted rectangle sections (Comprised of two inverted mats), within the 6x6 (Blue) internal “fighting area” will be used to delineate the “competitor area” for positioning of the competitors at the commencement of all competitive activities. Each rectangle is 2 metres long x 1 metre wide, parallel to each other and must be at a minimum distance of 1 metre from the centre of the ring.
- 1.6 The Referee and Judge shall position themselves facing each other, at right angles to the “Competitor area” mats approx. 2 metres on either side from the centre of the ring.
- 1.7 The arbitrator shall be seated to the right of the scorers and timekeepers table.
- 1.8 Additional matting may be used to cover the entirety of the tournament floor, provided that the above standard, individual tatami competitive area protocols are adhered to.

EXPLANATION

- *There must be no advertisement hoardings, walls, pillars etc. within 1 metre of the safety area’s outer perimeter.*
- *The mats used should be non-slip where they contact the floor proper but have a low co-efficient of friction on the upper surface (i. e. The matted area should neither slip around on the floor, nor should contestants slip while competing on them).*
- *They should neither be as thick as Judo mats, nor be as soft/spongy as Wrestling mats since these impede Karate movement.*
- *The Referee must ensure that mat modules do not move / come apart during the competition and should frequently inspect the surface area for blood stains or other debris.*
- *The number of tatami rings for each KSI tournament shall be at the discretion of the KSI Referee Council, in conjunction with the host country.*

ARTICLE 2: OFFICIAL DRESS

- 2.1 Contestants and their coaches must wear the official uniform as herein defined.
- 2.2 The Referee Council may disbar any official or competitor who does not comply with this regulation.

2.3 REFEREES

2.3.1 Referees and Judges must wear the official uniform designated by the Referee Council. This uniform must be worn at all tournaments and is suggested at courses; as determined by the Referee Council.

2.3.2 The official uniform will be decided by the Referee Council and will be as follows:

- A single breasted navy blue blazer bearing two buttons
- A white shirt with short sleeves
- An official tie, worn without tiepin
- Plain dark-grey trousers
- Plain dark blue or black socks and black slip-on shoes for use on the match area
- A whistle on a lanyard for wearing around the neck
- Black shoes for use off the area
- Referees and Judges may wear a hairclip or tie their hair back to not be untidy

2.4 CONTESTANTS

2.4.1 Contestants must wear a white Karate Gi without stripes. The countries badge may be worn on the left breast and the countries national flag on the left shoulder. In addition, an identifying number issued by the Organising Committee may be worn on the back of the jacket. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around 5cm wide and of a length sufficient to allow 15cm free on each side of the knot. Some Karate Gi manufacturers have a small discreet trademark logo which is acceptable. No Gi should contain holes, be torn, excessively worn or discoloured. Proper, clean equipment should always be worn during competition.

2.4.2 The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length.

2.4.3 Female competitors may wear a plain white t-shirt beneath the Karate jacket.

2.4.4 The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up.

2.4.5 The trousers must be long enough to cover at least two thirds of the shin and may not be rolled up.

2.4.6 Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Contestants must notify the Referees Council to use Religious head gear or other items. Should the Referee consider any contestants' hair too long and/or untidy, they may disbar the contestant from the bout. In Kumite matches, hair slides are prohibited, as are metal hairgrips. In Kata, a discreet hair clip is permitted.

2.4.7 Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor. The contestants accept full responsibility for any injury.

2.4.8 KSI approved gloves (mitts), one contestant wearing red, and the other wearing blue are compulsory. The colours worn corresponding with their Aka or Ao status

2.4.9 Gum shields (Mouth Protection) is required for ALL competitors. This is mandatory at all KSI Kumite events.

2.4.10 Boxes (Groin Cup protection) are now mandatory for all male contestants. Groin protection remains optional for female competitors.

2.4.11 All chest protection must be 2-3CM thick, worn outside and must only be WHITE in colour. No other colours will be permitted. Also, No "Thin" (Under the Gi) chest protection (ie WKF protectors) will be allowed going forward. No loose chest protection is permitted. All chest protection must fit the competitors snugly to their body. Any shoulder padding must lie flat and NOT extend beyond the natural curve of the shoulder – of particular concern on youth's equipment. No "Wings" (Shoulder Flaps extending vertically from padding or otherwise) will be permitted.

- 2.4.12 Red, Blue or White Shin/instep protectors of the soft thin kind (approximately 1 cm. thick) (Adidas type) are compulsory. Must be approved by the KSI Referees Council.
- 2.4.13 Normal Glasses are forbidden in Karate competition; safety glasses may be worn. Soft contact lenses can be worn at the contestants' own risk.
- 2.4.14 Women may wear equipment such as chest protectors, with the outer type chest protectors being compulsory.
- 2.4.15 The use of bandages, padding or supports because of injury must be approved by the Referee on the advice of the Official Doctor.

2.5 COACHES

- 2.5.1 All KSI Coaches should be at least 18 years old, wear a Track suit top from their country of origin and be familiar with all the pertinent rules governing the competition in which they are participating.
- 2.5.2 The Coach shall at all times during the tournament, wear around their neck a KSI COACH Card with Lanyard, as provided, which clearly identifies them as Team Coach. ONLY those individuals specifically designated as Team Coach, wearing their Lanyard Neck Card will be permitted to enter the Competition Area in the capacity of COACH.
- 2.5.3 The Chief Referee may expel any Coach or competitor who does not comply with these Coaching rules.

EXPLANATION

The contestant must wear a single belt. This will be red for AKA and blue for AO. Belts of grade should not be worn during the bout.

Female and Male contestants as well as Referee Officials with long hair are required to maintain it in such a way so that it is neat and clean and does not obstruct smooth bout conduct. Pony tails, Top Knots, Braids and hair rolled neatly into a bob is acceptable. Metal objects, Beads and excessive flair should not be worn during competition. Discrete hair clips or hair ties ("Scrunchies") of National colours are also acceptable.

Mandatory Gum Shields must fit properly. Anyone, due to a medical condition, who is unable to use a gum shield, must present an Authorization Note (Signed by a Medical Doctor) to the KSI Referee Council for their consideration.

Some countries may make wearing Boxes mandatory for their competitors.

KSI is a non-religious, secular, athletic activity that does not permit the wearing of unauthorized items during its competitions. While there may well be a religious basis for the wearing of certain items such as turbans or amulets. Persons wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorised clothing must notify the Referee Council in advance of a tournament. The Referee Council will examine each application on its merit. No accommodation will be made for people who just turn up on the day and expect to participate.

If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given 1 minute to remedy matters. Keep in mind, contestants might have spent a large amount of money and effort to travel to the KSI event; however, it is incumbent on ALL Contestants, Referees, Coaches to understand and abide by the Rules on what constitutes "Prohibited" and "Approved" equipment.

Refereeing Officials should not have excessive flair (Pins, Patches, Flags, etc.) on their blue blazers.

Team Coaches, who are also competitors should wear their Team Track suit top over their Gi while performing the actions of a Coach.

If the Referee Council agrees, Referee Officials may remove their blazers.

KSI ALLOWED COMPETITOR KUMITE EQUIPMENT



In addition to the Outside-the-Gi Chest gear, ladies may wear approved protection under the Gi as well.

KSI PROHIBITED COMPETITOR KUMITE EQUIPMENT



KSI ALLOWED REFEREE PANEL EQUIPMENT



*Referees should
Not wear their
street shoes on
the Tatami.*



*This is a Scale of Gray Colors
which are deemed acceptable
for KSI Tournament Referee
Panel Trousers.*



ARTICLE 3: ORGANISATION OF KUMITE COMPETITION

- 3.1 A Karate tournament may comprise Kumite competition and/or Kata competition. These Kumite and Kata competitions are divided by biological gender with the exception of and may be further divided as follows:
The Kumite competition may be further divided into the team match and the individual match. The individual match may be further divided into weight divisions and open category. Weight divisions are divided ultimately into bouts. The team “bout” also describes the individual Kumite competitions between opposing pairs of team members.
- 3.2 No contestant may be replaced by another in an individual title match.
- 3.3 Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from the category.
- 3.4 In team matches, each team should strive to field a full complement of contestants. This is usually; 5 fighters plus 2 Reserves in a male team, and 3 fighters plus 1 reserve in a female team.
- 3.5 The contestants are all members of the team, including reserves as such.
- 3.6 Before each match / bout a team representative must hand in an official form to the official table, defining the names and fighting order of the team members. The 5 participants are drawn from the full team of 7 for the Men, or 3 of the 4 members for the Ladies. Their fighting order can be changed for each round provided the Official Table is notified of the new fighting order, but once notified, it cannot be changed until that round is completed.
- 3.7 A team will be disqualified if any of its’ members or its’ coach changes the team’s composition or fighting order without written notification prior to the round.
- 3.8 No individual may compete in multiple divisions (Team or Individually) in the same tournament.

EXPLANATION

A “round” is a discreet stage in a competition leading to the eventual identification of finalists.

Elimination rounds eliminate 50% of contestants within it counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repêchage. In a matrix or “round robin” competition a round allows all contestants in a pool to fight once.

The use of contestants’ names causes problems of pronunciation and identification. Tournament numbers should be allotted and used.

It is the responsibility of the contestant or team to be on the proper Tatami at the appointed time of their event – NOT the Table Staff to hunt down their whereabouts. Effort is made to announce who is fighting, as well as those who should be preparing for the next bout(s); however, when contestants or teams do not present themselves when called, they will be announced over the intercom (If available) and then, if they fail to show up; they shall forfeit the bout with (“KIKEN”).

When lining up before a match, a team will present the actual fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.

The fighting order form can be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form he/she must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club, the belt colour allotted to the team for that match and the fighting order of the team members. Both the competitor’s names and their tournament numbers must be included and the form signed by the Coach or nominated person.

If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout / match is declared null and void. To reduce such errors, the winner of each bout / match must confirm victory with the control table before leaving the area.

Each competitor is only eligible to enter one individual and one Team Kumite division per tournament.

CLARIFICATION: To be clear. A Veteran who chooses to fight in the Veteran's Division is not permitted to also fight in other individual Divisions within the same tournament: they must choose one or the other.

All competitors named to fight on a country's A Team shall not be interchangeable, within the same tournament, to fight for that country's B Team (or vice versa).

All names of Team members must be submitted prior to the commencement of Team competition. These names are exclusive to that team, for the duration of the tournament and may not be modified.

A competitor may only represent one country within the same tournament, in all events.

NOTE:

In the event that there exists a team(s) without a full complement of fighters, it is mandatory that their opposing team be informed of any anticipated forfeitures in order that both teams be afforded a fair opportunity to adjust the order of their fighters to reflect such forfeitures.

- Men's Team Kumite

- Some Countries may not be able to muster a full Team. For Men's Team Kumite a minimum of three (3) fighters will be allowed.
- The Team will fight in the order provided by the Coach or a nominated contestant from the team.
- The other team must be notified, prior to the beginning of the first match, that their challengers are not fielding a full complement of fighters.
- The forfeited parties will always be the first and second fights, with a loss by 6 Waza-Ari each.

- Women's Team Kumite

- Some Countries may not be able to muster a full Team. For Ladies Team Kumite a minimum of two (2) fighters will be allowed.
- The Team will fight in the order provided by the Coach or a nominated contestant from the team.
- The other team must be notified, prior to the beginning of the first match, that their challengers are not fielding a full complement of fighters.
- The forfeited party will always be the first fight, with a loss by 6 Waza-Ari.

ARTICLE 4: THE REFEREE PANEL

- 4.1 The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), one Judge (FUKUSHIN) and one Arbitrator (KANSA).
- 4.2 In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers and score supervisors shall be appointed.
- 4.3 The Referee, Judge, and the Arbitrator of a Kumite match must not have the same nationality of either of the participants. If this happens then the bout must be declared null and void, and repeated with a neutral Referee Panel.
- 4.4 There should never be any official Referee/Judge/ Arbitrator on the Tatami representing either of the competing countries.

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 stands the Judge and on the right stands the Arbitrator.*
- *After the formal exchange of bows by contestants and Referee Panel, the Referee takes a step back, the Judge and Arbitrator turn inwards, and all bow together. All then take up their positions.*
- *When an individual Judge, Referee or Arbitrator change, the incoming replacement goes to the outgoing Official, they bow together and change positions.*
- *The appropriate verbal commands appropriate for bowing under various circumstances are as follows:*
 - *Shomen-Ni-Rei – used to greet spectators*
 - *Otagai-Ni-Rei – used for contestants to bow to each other*
 - *Shimpan-Ni-Rei – used for contestants to turn and bow to the Referee Officials*
 - *(See Appendix II)*

ARTICLE 5: DURATION OF BOUT

- 5.1 Duration of the Kumite bout is defined as *two minutes* for all Kumite bouts. Finals for seniors will be *three minutes*.
- 5.2 The timing of the bout starts when the Referee gives the signal to start and stops each time he/she calls “YAME”.
- 5.3 The Timekeeper shall give signals by a clearly audible gong, or buzzer indication “30 seconds to go” or “time-up”. The “time-up” signal marks the end of the bout.

EXPLANATION

- *The Referee, conjunction with the host country, shall determine the optimal method for signalling the end of a bout for a particular tournament – depending on several factors (Acoustics, availability of optional equipment, etc). For example, the blowing of a whistle to signal the end of a bout, while other whistles may be used on proximal Tatami, could lead to confusion – therefore alternative sound sources have been used – Buzzers and Gongs. The use of throwing an object (Taped Belt or Towel) into the ring to signal the end of a bout has been used on occasion. The problem with throwing an object is when the clock signals “time out”, the Time Keeper throws an object and a contestant might possibly score just prior to the object coming into view.*
- *The use of a distinctive audible source (Gong or Buzzer, not whistle) may be considered the optimal method for signalling the end of a Kumite bout.*

ARTICLE 6: SCORING

- 6.1 The result of the bout is determined by either contestant scoring 3 IPPONS, 6 WAZA-ARI, or a combination of the two totalling SANBON, or obtaining a decision, or by a HANSOKU, SHIKKAKU or KIKEN imposed against a contestant.
- 6.2 It must be noted that an IPPON is worth two WAZA-ARI.
- 6.3 An IPPON is awarded on the basis of the following:
 - i) Good form
 - ii) Correct attitude
 - iii) Vigorous application
 - iv) Zanshin (perfect finish i.e. constant awareness)
 - v) Proper timing
 - vi) Correct distance
- 6.4 A WAZA-ARI, IPPON or NO POINT. may also be awarded for techniques which involve the following:
 - i) Jodan kicks or other technically difficult techniques
 - ii) Deflecting an attack and scoring to the unguarded back of the opponent
 - iii) Sweeping or throwing followed by a scoring technique
 - iv) Delivering a combination technique, the individual components of which each score in their own right
 - v) Successfully scoring at the precise moment the opponent attacks

NOTE:

1. For the Junior divisions i.e. under 18 years old, All techniques to Jodan (Punches following Ashi Barai/Takedowns and kicks) MUST NOT make ANY contact whatsoever. Controlled Jodan punches following Ashi Barai / Takedowns and kicks that do not make any face/head/neck contact, but are delivered inside of the Shoulder area may score.
 2. For Seniors i.e. Over 18, All Jodan techniques (Punches following Ashi Barai / Takedowns and kicks) may make slight “controlled” contact. “Slight” = Skin Touch, NO Head Moving.
 3. KSI Tournament age divisions are organized by birthdate. Any inquiries as to the rules a particular division shall operate under is expressly determined by the Referee Council.
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- 6.5 A WAZA-ARI is awarded for a technique almost comparable to that needed to score IPPON. The Refereeing Panel must look for IPPONS in the first instance and only award WAZA-ARI in the second instance.
 - 6.6 A victory over an opponent who has been given a HANSOKU or SHIKKAKU will be a win by SANBON or 3 IPPONS as follows:
 - Hansoku for Mubobi: the disqualified competitor shall keep their points.
 - Hansoku for Jogai: the contestant will keep their points.
 - Hansoku for contact or forbidden techniques: the contestant will lose their points.
 - Shikkaku: the disqualified competitor shall lose their points.If a contestant is absent, withdraws or is withdrawn, the opponent will be credited with a win by KIKEN (SANBON or 3 IPPONS). The contestant will keep his or her points.
 - 6.7 Attacks are limited to the following areas:
 - i) Head - only when you sweep or throw or a controlled Jodan kick
 - ii) Face - only when you sweep or throw or a controlled Jodan kick
 - iii) Abdomen
 - iv) Chest
 - v) Back including shoulder blades (but excluding shoulders)
 - vi) Side (Above the Pelvic Bone)
 - 6.8 An effective technique delivered at the same time that the end of a bout is signalled, is considered valid. An attack, even if effective, delivered after an order to suspend or stop the bout, shall not be scored and may result in a penalty being imposed on the offender.

- 6.9 No technique, even if technically correct, will be scored if it is delivered when two contestants are outside the competition area. However, if one of the opponents delivers an effective technique while still inside the competition area and before the Referee calls “YAME”, the technique will be scored.
- 6.10 In order for a Chudan attack to score, the attacking competitor MUST make controlled contact to their opponent. This applies to both Punches (Tsuki) and Kicks (Geri). The Head Referee will have discretion as to whether they award an Ippon or Wazari (Depending on the satisfaction of the “Scoring Criteria”); however, under no circumstances shall a scoring point be awarded without some controlled contact being made during the delivery of a technique.

EXPLANATION

- *A score of three Ippon achieved either directly or cumulatively determines the bout. Therefore, if Aka has already scored five Waza-Ari and goes on to score a further Ippon, his maximum score will not exceed the three Ippon ceiling. This very basic rule is sometimes overlooked when scoring a team event that has relied on bout victories.*
- *Two Waza-Ari equal one Ippon in scoring value.*
- *A technique with “good form” is said to have characteristics conferring probable effectiveness within the framework of traditional KSI concepts. “Correct attitude” is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique. “Vigorous application” defines the power and speed of the technique and the palpable will for it to succeed; nothing held back. “Zanshin” is that criteria most often missed when a score is assessed. It is the state of continued commitment that endures after the technique has landed and the ability to continue with proper form, other continuing techniques. The contestant with “Zanshin” maintains total concentration and awareness of the opponent’s potentiality to counter-attack.*
- *“Proper timing” means delivering a technique when it will have the greatest potential effect. Proper distancing similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.*
- *If a contestant “covers up”; with no effort to actively block, so there is no possible area on which to score and after being clearly warned of this, will be seen to have violated the ‘Mubobi’ rule and will receive the appropriate penalty points. After being clearly warned of this, the Mubobi rule will escalate to Keikoku, Hansoku-Chui, and Hansoku).*
- *Deflecting an attack and delivering a good technique to any unguarded target area of the opponent’s body can be scored as Ippon – not just attacks to his/her unguarded back.*
- *A sweeping technique need not require the contestant to fall to the floor; to merit Ippon, it is sufficient if he/she is merely unbalanced as a scoring technique is delivered. The Referee must not be too quick in halting a bout. Many potential successful sweep and strikes have been defeated by the Referee calling “Yame” too early. Two seconds should elapse after a sweep or throw, for it is during this time that the committed and co-ordinated attacker will have demonstrated his/her follow through.*
- *Combination attacks are those sequences of techniques that each individually merit at least Waza-Ari occurring in rapid succession. Techniques, which land below the belt, may score, as long as they are above the pubic bone.*
- *A technique delivered with good form and which lands upon the shoulder blades may score. The non-scoring part of the shoulders is the junction of the upper bone of the arm with the shoulder blades and collarbones.*
- *The time up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not, however, mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where contestants leave the area after the bout’s conclusion. Penalties can be imposed after that, but then only by the Referee Council.*
- *True Aiuchi are rare. Not only must two techniques land simultaneously but both must be valid scoring techniques – each with good form etc. Two techniques may well land simultaneously; but seldom are both – if indeed either – effective scores. The Referee must not dismiss as Aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not Aiuchi. The referee must be confident and vigilant in judging which effective technique truly lands first. Additionally, the Referee and Judge, upon seeing an Aiuchi, should be looking for any subsequent scoreable technique prior to Yame being called. Far too often, a bout is halted, a Referee indicates Aiuchi, calls Torimasen, yet failed to observe a subsequent scoreable technique prior to Yame.*

NOTE:

The point at which “Yame” is called is material in determining scoring –

Scenario #1:

- *Aka steps out of bounds; the Referee calls “Yame”, then Ao delivers a scoreable technique on Aka. There is No point. Aka is penalized for Jogai.*

Scenario#2:

- *Aka steps out of bounds; Ao, while inbounds, delivers a scoreable technique on Aka, then the Referee calls “Yame”. The point is awarded; Aka is additionally penalized for Jogai.*

Scenario#3:

- *Aka steps out of bounds, Ao also steps out-of-bounds, then makes an otherwise scoreable point on Aka; the Referee calls “Yame”. The point is not awarded, Aka and Ao are penalized for Jogai.*

Clarification A):

- *In a situation where a competitor (Who is in-bounds) delivers a scoreable point to their opponent (Who may be in-bounds or out of bounds at the time of the attack), then steps out of bounds, the Referee should award the point to the scoring competitor, then address any Jogai infraction of the opponent; however, under no circumstances will a referee address any possible Jogai on the part of the scoring competitor AFTER the scoreable point was delivered.*

Clarification B):

- *There has been confusion regarding proper Ashi Barai protocols. Therefore, it is important to note from whence these protocols were derived. They were strictly imposed to regulate repeated, vicious attacks to the leg area. While it is impossible to create rules to govern every potential scenario, KSI grants Referees discretion to determine what is a legitimate attempt at an Ashi Barai versus an attack to the leg. The former is permitted, the latter is penalized. A properly executed Ashi Barai permits the attacker to sweep the foot / lower portion of the leg (At or above the ankle), then follow up with a controlled technique to the Head and Face area (NOT the Neck).*
 - o *For Junior divisions, NO CONTACT may be made whatsoever.*
 - o *For Adult divisions, slight, controlled contact (Light skin touch) may be made. Further; if during the delivery of a technique to the Head / Face area, the opponent moves their head in the direction of the attack instead of away from it (which may cause inadvertent face contact - light touch to Juniors or more-than-light touch to adults) the Referee has the discretion to determine whether the attack is scoreable and the opponent receives a Mubobi (for placing themselves in danger), or the attacker should receive a penalty for an illegal technique.*
 - o *Referees must evaluate all techniques (But Ashi Barai in particular) with an eye towards intent. Was the technique delivered in a legitimate attempt at destabilizing the opponent, to immediately follow up with a controlled, scoreable technique? Or was the leg sweep merely an attempt to attack the leg, or follow up with an excuse to punch to the face.*

ARTICLE 7: CRITERIA FOR DECISION

- 7.1 In the absence of a SANBON score, or a defeat caused by KIKEN, HANSOKU or a SHIKKAKU, during the bout a decision is taken on the basis of the following considerations:
- Whether there have been any Points awarded.
 - The attitude, fighting spirit and strength demonstrated by the contestants.
 - The superiority of tactics and techniques.
- 7.2 In individual category where there is no score superiority, then the following procedure will be followed:
- At the end of a bout where the scores are equal the result shall be a draw (“HIKIWAKE”) and then ENCHO-SEN should be announced. The first competitor to be awarded a point shall win the bout.
 - ENCHO-SEN shall be fought for a period of two “2” minutes. After which time, if a score is still not made by either competitor, a decision is made (“HANTEI”) to award the bout to that competitor who has scored more points awarded for scoreable technique instead of penalty.
 - If there is no difference between the competitors, based upon this scoring criteria, then the Refereeing Panel for the bout must make a decision. The Centre Referee with the Mirror Judge and Arbitrator will all stand facing the competitors, the Referee will call for Hantei, and all three will indicate with their hands, Right for Aka and Left for Ao, at the same time for the Winner, the Referee will then announce No Kachi.
 - A penalty or warning incurred in the bout will be carried forward to ENCHO-SEN.
- 7.3 In team competition, the winning team is the one with the most bout victories.
- 7.4 If two teams have the same number of victories, the winner is the one whose contestants have scored the most points, taking both winning and losing fights into account.
- 7.5 If two teams have the same number of victories and scores, a deciding bout must be held between representatives of the two teams. In the event of a continuing tie, there is an extension (“ENCHO-SEN”). The first contestant to score IPPON or WAZA-ARI is declared the winner.
- 7.6 In male team matches, a team, which obtains a lead of three bout victories, will be declared the winner at that point, or in the case of female teams, a lead of two bout victories at KSI discretion except in the first round – where all fighters shall fight.
- 7.7 If there is no decision after a bout of an individual match, an extension (“ENCHO-SEN”) will be fought until either a score is obtained or the 7.2 procedure is followed.

EXPLANATION

- When scores are unequal, the contestant who completes the bout a Waza-Ari or Ippon ahead of the opponent shall be given the victory. When scores are equal, all points are tallied up, with no additional weighting being given to Ippon. Ie, If one team has 12 Waza-Ari and the other team has 6 Ippon then it is a tie of 12 “points” each, and an Encho-sen must be fought.*
- The Encho-Sen is an extension of a bout; it is not a separate bout. Penalties awarded in the bout proper will therefore carry over into the Encho-Sen.*
- Where a team match has tied in both victories and points, an additional bout is then fought between selectees. The selectees must be nominated within one minute of the announcement of this bout and the persons making the nominations will be those who signed the original fighting order form for the match. If the extra bout ties, an Encho-Sen will be fought and as in common with all Encho-Sens, a decision must be reached at its conclusion.*

ARTICLE 8: PROHIBITED BEHAVIOUR

8.1 The following are forbidden:

- i) Hand techniques to head and face unless delivered after a sweep or throw; or when an opponent trips or falls to the floor, immediately presenting a target.
- ii) Techniques which are directed at or make contact with the throat / neck area must be penalised.
- iii) Techniques which make excessive contact, should be appropriately penalised. All techniques, which impact the head, face or neck whether or not resulting in visible injury must be penalised.
- iv) Attacks to the groin, (above the Pubic bone are legal, and may score) joints or instep.
- v) Attacks to the face with open hand techniques ("TEISHO or NUKITE").
- vi) Dangerous throws which inherently result in the opponent's inability to land with safety.
- vii) Techniques, which by their nature cannot be controlled for the safety of the opponent, such as Kakato-geri or direct face or throat area kicks with Mae-geri or Yoko-geri.
- viii) Direct attacks to arms or legs. Sweeps that connect too high on the leg are considered as direct attacks.
- ix) Repeated exits from the competition area (JOGAI), or movements that waste too much time, JOGAI relates to a situation where a contestant's body, or part thereof, touches the floor outside of the area. An exception is when the contestant is actually pushed or thrown from the area by his/her opponent.
- x) MUBOBI relates to a situation where one or both contestants display a lack of regard for his or their own safety. It also relates to the contestant covering up, and wasting time by running away.
- xi) Feigning of injury in order to gain advantage.
- xii) Any discourteous behaviour from a member of an official delegation can earn the disqualification of the offender, or the entire team delegation from the tournament.
- xiii) Clinching, wrestling, pushing, or seizing, without attempting a throw or other technique.
- xiv) Attempted neck holding or controlling must be immediately addressed by the Referee.
- xv) Prolonged side stance fighting is expressly prohibited.
- xvi) Continued "Bouncing" and/or "Jumping" is expressly prohibited.

EXPLANATION

- *Traditional Japanese Budo is at the very fabric of KSI Karate as handed down from our Soke Kimura. Nothing is more of an affront to the spirit of Bushido than is discourteous behaviour from a competitor or member of an official delegation. This shall NOT be tolerated under ANY circumstances and ANY incidence of unsportsmanlike conduct MUST be severely penalised under (MUBOBI); up to and including the disqualification of the offender, or the entire team delegation from the tournament (SHIKKAKU).*
- *Any contact or attempted contact (Even after Ashi Barai) to the throat must be penalised, unless it is the recipients' own fault (Mubobi, etc.).*
- *Great effort has been made to carefully consider what constitutes a Scoreable point in KSI competitive events and a determination was made that Controlled contact IS required for a technique to score. That being said, it is the responsibility of the Referee and Judge to be aware of ANY incidents of excessive or uncontrolled contact and to penalize them appropriately. Discretion is afforded the Referee to penalize such contact commensurate with the severity of the danger inherent in the technique.*
- *The Referee must consider the effects of a marked disparity in size between contestants as can occur in a team match, or in an open weight bout.*
- *The Referee must constantly observe the injured contestant. The latter's behaviour may help the Referee in his/her assessment. A short delay in giving a judgement allows injury symptoms such as nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate any slight injury for tactical advantage. Examples of this are blowing violently through an injured nose or rubbing the face roughly with the back of a mitt. Pre-existing injury can produce symptoms out of all proportions to the degree of contact used.*

- *The trained Karate-ka can absorb strong impact over muscled areas, such as the abdomen, but the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised. The accidental kick in the groin can reduce the opponent's potential for winning as surely as a deliberate one. Therefore, the Referee should award a penalty in either case. Foot sweeps that land high on the leg can cause injury. The Referee must assess the validity of any sweep-attack to the leg; ineffectual but painful attacks of this sort should be immediately penalised.*
- *Different Karate-ka have different abilities at controlling techniques, and the contestant must perform all techniques with control and good form. If he/she cannot, then regardless of the technique misused, a warning or penalty must be imposed. Cognisance must be taken of point VII in Article 8 – Prohibited Behaviour.*
- *The point at which “Yame” is called is helpful in determining if Jogai has occurred.*
- *If Aka's scores and “Yame” is called before or after Aka exits, then Aka's point will be given and the Jogai will not be awarded. If Aka's attempt to score is unsuccessful, and “Yame” is called after Aka's exit, the Jogai will be recorded. If Ao exits just after Aka scores with a successful attack, then Aka's point will be given and Ao's exit will not be recorded.*
- *Movements, which waste time, include pointless circling, where one or both contestants do not engage in combat. It is expected that they will initially test each other but within a short time, deliberate and effective attacks and counters should occur. If for any reason this does not happen after a reasonable interval, the Referee must stop the bout and caution the offender/s. The contestant who constantly retreats without effective courses, rather than allow the opponent an opportunity to score, must be penalised. This often occurs during the closing seconds of a bout.*
- *An example of Mubobi is the instance at which the contestant launches a committed attack without regard for personal safety. Examples of such are as follows:*
 - *Some contestants drop down to throw themselves into a long reverse-punch, and are unable to block a counter. Such attacks must be evaluated on their own merits. Strict consideration should be given if the attacker's knee makes, or nearly makes, contact with the floor.*
 - *Other contestants leap off the floor to throw themselves at an opponent in an effort to land a punch. Likely threatening face contact, often landing glancing blows and making contact with or without feet even on the Tatami. Again, such attacks must be evaluated on their own merits.*

Such attacks constitute an act of Mubobi and cannot score. For the contestant's own safety, they must be warned at an early stage.

- *In the instance of a simultaneous attack (For example - Ao drops down into a Gyaku-Tsuki while Aka launches a MaiKen) which results in Aka making face contact on Ao; the Referees must consider both the contact penalty to Aka appropriate to the infraction as well as the Mubobi penalty assessed to Ao for placing themselves in a dangerous position. Far too often the contact penalty alone is awarded. Competitors must maintain control of their techniques (Tsuki/Geri) at all times. Additionally, Mubobi penalties may be escalated to any level commensurate with the severity of the offense.*
- *A second example of Mubobi is when the contestant “COVERS UP”, making no active attempt to block and therefore “hides” the target; or “STANDS SIDEWAYS”, and does not give his opponent a target to score on.*
- *A warning or penalty can be imposed for exaggerating injury.*
- *The Coach will be assigned a specific place by the Referee Council in conjunction with the tournament organisation officials. This area will be close to the competition area and the Coach allowed a free and uninterrupted access to contestants between bouts. To assist the contestants, a visible scoreboard must be employed, which can be clearly viewed by Coaches and contestants.*
- *Clarification of “Side Stance” is as follows: For simplification purposes, Referees may allow a contestant to fight with their shoulder and hip pulled rearward; however, their front foot MUST be pointed in the direction of their opponent. Once their front foot shifts to be perpendicular (90°) to the line facing their opponent, for more than a few seconds, they will receive penalties escalating under Mubobi. The reason why “Side Stance” fighting is not permitted in KSI is because we do not permit punches to the Head/Face area and Side-on fighting takes away the effective target area for our contestants.*

- *To preserve the technique handed down from Soke Kimura, no continual “bouncing” or “jumping” will be tolerated during any KSI tournament. Clarification of “Bouncing” or “Jumping” is as follows: “Jumping” occurs when a contestant’s feet repeatedly breaks contact with the Tatami. “Bouncing” is when a contestant is bobbing without seeking grip into the mat. A contestant may “Pulse” with the key factor being they’re seeking grip, winding up, feinting, prior to launching an attack. Prolonged “Jumping” or “Bouncing” shall receive penalties escalating under Mubobi.*
- *If one falters exposing their head, follow-up scoring to the body or a head punch is allowed. Both Waza Ari or Ippon as well as a Mubobi may be awarded.*
- *Clarification: To further understand the importance of vigorously engaging an opponent throughout a bout, the following scenario is presented:
Aka is ahead of Ao; 2 to nil in the final 30 seconds of a bout. Aka already has one warning for Jogai and one warning for Mubobi. Ao is pursuing Aka up until the final seconds of the bout. Aka is nearly running away from Ao to preserve their lead. While retreating away from Ao, Aka steps out of bounds. Yame is called prior to time up.
Decision:
Aka Jogai – Keikoku; Ao Waza Ari.
Aka Mubobi – Keikoku; Ao Waza Ari*
- *During elimination rounds, it may be possible for a simultaneous Mubobi and Contact penalty to awarded which results in both contestants being disqualified (Hansoku); however, in the event that such a scenario unfolds in the Finals, then the match shall be determined via three judge Hantei.*
- *The only kicks permitted to the Jodan region of an opponent are Mawashi Geri and Ushiro-Mawashi Geri because of the level of control that they may be afforded during an attack to such a sensitive area. No straight-legged kicking attacks may be made to the face. This would include Mae Geri, Ushiro Geri, Yoko Geri among others.*
- *All Ashi Barai must be executed with the underside portion of the foot. Use of the upper portion of the foot is not an outside sweep, it is considered a Mawashi Geri (Low Kick). Any attempt at unsettling an opponent with the upper portion of the foot (With the exception of “Hook” sweeps) must be vigorously penalized as a contact infraction.*
- *To clarify – “Hook” sweeps are permitted; however, similar to outside sweeps, they must unsettle the opponent in order permit a follow-up attack to the head.*
- *Coaches are only allowed to give tips after Yame and before Hajime in a bout.*

ARTICLE 9: PENALTIES

The scale of penalties shall operate as follows:

	INFRINGMENT 1 FORBIDDEN TECHNIQUES	EXPLANATION 1	INFRINGMENT 2 MUBOBI	EXPLANATION 2	INFRINGMENT 3 JOGAI	EXPLANATION 3
	ATENAI YONI:	ATENAI YONI may be imposed for intended minor infractions or for the first (Warning) instance of a minor infraction	MUBOBI:	MUBOBI is imposed when the offender either ENDANGERS himself or his opponent, when the offender “COVERS UP”, Stands Sideways, or otherwise “REMOVES” the scoring area, when an offender wastes time by running away, OR engages in any unsportsmanlike conduct.	JOGAI:	JOGAI is imposed when an offender exits from the competition area.
	KEIKOKU	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. For this penalty a WAZA-ARI is added to the opponent's score.	MUBOBI-KEIKOKU:	KEIKOKU is imposed for the 2nd time MUBOBI has been committed. For this penalty a WAZA-ARI is added to the opponent's score.	JOGAI-KEIKOKU:	KEIKOKU is imposed for the 2nd time JOGAI has been committed. For this penalty a WAZA-ARI is added to the opponent's score.
	HANSOKU-CHUI	HANSOKU-CHUI is usually for infractions for which a KEIKOKU has previously been given in that bout. For this penalty an IPPON is awarded and added to the opponent's score.	MUBOBI-CHUI:	HANSOKU-CHUI is imposed for the 3rd time MUBOBI has been committed. For this penalty an IPPON is awarded and added to the opponent's score.	JOGAI-CHUI:	HANSOKU-CHUI is imposed for the 3rd time JOGAI has been committed. For this penalty an IPPON is awarded and added to the opponent's score.
	HANSOKU	This is imposed following a very serious infraction. Or for infractions where HANSOKU-CHUI has previously been given in that bout. For this penalty the opponent's score is raised to SANBON and the fighter loses his or her points.	HANSOKU:	HANSOKU is imposed for the 4th time MUBOBI has been committed. The offender is disqualified. The opponent's score is raised to 3 Ippon. The disqualified fighter keeps their points.	HANSOKU:	HANSOKU is imposed for the 4 th time JOGAI has been committed. The offender is disqualified. The opponent's score is raised to 3 Ippon. The disqualified fighter keeps their points.
	SHIKKAKU	This is a disqualification from the actual tournament, competition or match.				

EXPLANATION

- *A penalty can be directly imposed for a rules infraction, but once given, repeats of that particular infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a Keikoku for excessive contact, and then give a warning for a second instance of excessive contact.*
- *Penalties do not cross-accumulate. This is to say that a warning for the first instance of Mubobi will not be followed by an automatic Keikoku for the first instance of Jogai. The general penalties imposed are those of Keikoku, Hansoku-Chui, Hansoku and Shikkaku. The infraction should be indicated by prefacing the Hansoku-Chui or Keikoku, with an explanation such as “Jogai (or “Mubobi”) Hansoku–Chui/Keikoku”.*
- *When the penalties incurred in any one bout, through various infractions, total Sanbon, then the offender will be declared the loser and the winner announced as “Aka/Ao No Kachi”.*
- *Warnings 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 directly, or following a warning or Keikoku and is used where the contestant’s potential for winning has been seriously reduced by the opponent’s foul.*
- *A Hansoku is imposed for cumulative penalties but can also be imposed directly for serious rule infractions. It is used when, in the opinion of the Referee Panel for the bout, the contestant’s potential to win has been reduced virtually to zero by the opponent’s foul.*
- *The observance and preservation of Budo is integral in the practice of Kimura Shukokai Karate. Whereupon a contestant engages in even a mild level of Unsportsmanlike Conduct; the appropriate penalty is to receive penalties escalating under Mubobi – up to and including Shikkaku.*
- *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 of the contestant’s 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.*
- *When it arises that a Point is to be awarded for a contestant scoring, as well as a Penalty having to be imposed due to the opponent having committed an infringement, then the Referee must firstly award the point for the Scoring technique, and only then the Penalty for the Infraction.*
- *A public announcement of Shikkaku must be made.*

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

- 10.1 KIKEN or forfeiture is the decision given when a contestant or contestants are unable to continue, abandon the bout or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
- 10.2 If two contestants injure each other at the same time or are suffering from the effects of previously incurred injury and are declared by the tournament Doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points at that time. If the points score is equal, then a decision (HANTEI) will decide the outcome of the bout.
- 10.3 An injured contestant, who has been declared unfit to fight by the tournament Doctor, cannot fight again in that day's competition. Any further evaluation of an injured contestant's ability to compete is at the sole discretion of the Tournament MD.
- 10.4 An injured contestant who wins a bout, through disqualification due to injury, is not allowed to fight again in the competition without permission from the Doctor.
- 10.5 An injured contestant who wins a bout for the second time through disqualification due to injury, is not allowed to fight again in the competition, and must be withdrawn.
- 10.6 When a contestant is injured, the Referee shall at once halt the bout and call the Doctor. The Doctor is authorised to diagnose and treat injury only.

EXPLANATION

- *Self-inflicted injury and those injuries, caused by the athlete, are easy to deal with but when assessing an injury caused by the opponent's technique, the Panel must consider whether the technique was valid. Was it properly applied to the proper area at the correct time and with the correct degree of control? Considerations of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be penalised for a foul.*
- *When the Doctor declares the contestant unfit, the appropriate entry must be made to the contestant's match status (The modern day electronic monitoring card) which will be reflected on the Draw Sheets. The extent of unfitness is thus made clear to other Refereeing Panels throughout the tournament.*
- *The Doctor is obliged to make safety recommendations, only as they relate to the proper medical management, of that particular injured contestant.*
- *The Referee Panel will decide on KIKEN, HANSOKU or SHIKKAKU, as the case may be.*
- *In order that the credibility of the sport is maintained, competitors who feign injury will be subject to the strongest penalties, up to and including, suspension for life for repeated offences.*
- *Competitors, who must be evaluated for possibly feigning injury, will be taken from the competition area and evaluated by the Tournament Doctor, who will carry out an immediate examination of the competitor. The Medical Doctor will submit their report immediately, so that the Referee (With the Acknowledgement of the Referee Council) may make a decision which could include SHIKAKKU.*

Clarification Scenario: Aka attacks Ao. Ao turns and executes a brilliant Ushirogeri, hitting Aka at belt height, low on the chest gear. Aka drops to the floor, unable to catch their breath. Eventually a medical attendant is summoned to evaluate Aka. Aka is determined to be able to continue the match.

Criteria for decision:

- 1) Was the kick executed with proper control?*
- 2) Was the kick retracted or did it project through the target?*
- 3) Did the kick land on a scoreable part of the body? (Abdomen versus below the pubic bone)*
- 4) The Tatami Area Controller should only be consulted if they witnessed the technique and not just the medical attention provided afterwards.*

5) Consult with the Doctor regarding a decision.

The Decision could be: Ao – Chudan Geri – Ippon

Versus

Ao - Atenai Yoni up to Hansoku depending on the lack of control of the kick, in conjunction with the Doctor's input and opinion on Aka's level of injury.

While the overwhelming goal of conducting a KSI Tournament is participant safety, too often warnings and penalties are given solely based on the fact that a Kumite contestant requires medical attention. Evaluate the merits of the technique, not only the after-effects.

ARTICLE 11: PROTEST

- 11.1 No one may protest about a judgement related to scoring to the members of the Refereeing Panel.
- 11.2 Each coach will be issued a Yellow Card with which to make a protest during a bout. The coach will simply raise the yellow card to alert the Referee Panel (Head Referee, Mirror Judge, Arbitrator and Tatami Area Controller) that they protest a discrepancy in the scoreboard or an infraction of the rules only. Yellow cards may NOT be used to protest a scoreable technique point! The fight will be stopped immediately by whoever witnesses the raised card (ie the arbitrator may blow their whistle for the Referee to stop the bout) and the discrepancy resolved.
- If the coach is found to be wrong about their protest, they will have their Yellow Protest Card taken from them for the remainder of that bout. If the coach is found to be correct about their protest (ie The Arbitrator consulted to reconcile their recorded results versus what is showing on the scoreboard), their Yellow Protest Card will be returned to them to be used for the duration of that bout.
- 11.3 Any decision related to a Coach losing their protest card may be appealed only through the appropriate tournament official hierarchy: That is, to the Tatami Area Controller (Who may at their discretion include or not include the Referee Counsel in such decision). The decision of the Tatami Area Controller is binding upon the coach and competitor in question.
- 11.4 Any and all protests concerning application of the rules, must be made in accordance with the above protest procedure. In the event that the Coach is found to be disrespectful, or in any way contravening the proper protest protocols, they can be penalized as well as the fighter(s) they are coaching. (Penalties shall accrue under MUBOBI) and even as severe as Shikkaku.

EXPLANATION

- *The protest protocols are set in place to ensure the fair and efficient operation of a KSI tournament. Failure to obey these procedures not only adds unnecessary delays to the official event, but shows disrespect to the integrity of the style, its leadership and will NOT be tolerated.*
- *All coaches and competitors, as well as members of the Referee Panel, are expected to know and understand the Official Protest Rules as promulgated herein under Article 11. It is NOT the responsibility of the Referee Panel, Tatami Area Controller or Referee Counsel to educate anyone on their application or interpretation.*
- *Examples of proper protests may include, but are not limited to, the following:*
 - i) *Any issues related to competitor safety*
 - ii) *Points not properly posted to the scoreboard*
 - iii) *Discrepancies to the numerical frequency of a Jogai or Mubobi (ie scoring related to the incorrect application of such penalties – Keikoku = Waza Ari)*
 - iv) *Time not stopped on the clock during a Referee imposed time-out*
- *Examples of improper protests may include, but are not limited to, the following:*
 - i) *Any issues related to the awarding of points (ie Ippon vs a Waza Ari)*
 - ii) *Any instance of Mubobi-related side-stance*
 - iii) *The escalation of an infraction beyond the typical sequence (Keikoku given instead of an Atenai Yoni or a Hansoku-Chui given in place of a Keikoku) at the discretion of the Referee Panel.*
 - iv) *The validity of a decision made by the Referee with respect to the severity of contact made.*
- *Coaches must raise their protest to the Referee Panel officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.*
- *In case of an administrative malfunction during a match in progress, the Coach can notify, via their Protest card, the Tatami Area Controller directly. In turn, the Area Controller will notify the Arbitrator to stop the fight by blowing his whistle, so that the Referee may stop the fight.*

NOTE:

- *Under NO circumstances, shall a Coach raise a protest, or appeal a lost protest, directly to the KSI Referee Council without first appealing to the Tatami Area Controller overseeing activities on the tatami in question.*
- *Under NO circumstances, shall a Coach raise a protest, or appeal a lost protest, directly to the KSI World Chief Instructors.*

Doing so will be considered an affront to the Tatami Area Controller and the integrity of the Tournament itself. Such behaviour will NOT be tolerated and may result in the Coach being expelled from the Tournament and disciplinary actions taken at the discretion of the Referee Counsel; enforced by the Country Chief Instructor responsible for the offending coach in question.

ARTICLE 12: POWERS AND DUTIES OF THE TATAMI AREA CONTROLLERS, REFEREES, JUDGES AND ARBITRATORS

12.1 The Tatami Area Controller's powers and duties shall be as follows:

- i) The Tatami Area Controllers (aka TACs or Area Controllers) are appointed by the KSI Referee Council. They are senior dans, with extensive tournament experience, and are primarily responsible for ensuring that ALL activities on the Tatami under their appointed supervision are conducted within the prescribed rules currently in effect governing KSI events.
- ii) They shall ensure the proper execution of all protocols for each tournament; in consultation with the Referee's Council, the Host Country, Tournament organisers / Organising Committee, with regard to competition area arrangements, the provision and deployment of all equipment and necessary facilities, match operation and supervision and safety precautions etc.
- iii) To decide, in advance the allocation and appointments of Arbitrators, Referees and Judges, and to oversee the performance of the officials.
- iv) To nominate or substitute officials where such are required (the composition of a panel of officials may not be changed at the sole discretion of the Arbitrator, Referee or Judge) to oversee the allocation of personnel resources, including those Referee Officials from other Tatami.
- v) To pass the final judgement on matters of a technical nature within their area of operation, which may arise during a given match, and for which there are no stipulations in the rules.

12.2 The Arbitrator's powers and duties shall be as follows:

- i) To monitor the performance of the competitors.
- ii) To express an opinion when invited to be involved in a discussion with the Referee and the Judge, or just the Referee, by the Referee. Hereinafter, the Arbitrator shall be consulted **ONLY** for penalties; no longer will they be consulted for clarification or opinion related to contact points.
- iii) Only when taking part in consultation with the Referee and Judge, or when referred to for an opinion, shall the Arbitrator be entitled to a vote.
- iv) When the Referee and the Judge consult, the Arbitrator, if requested, shall take part. When the Arbitrator has an opinion to express, it must be done through the intermediary of the Referee, who will consequently summon the Judge. This full procedure may however be omitted when the Referee simply refers to the Arbitrator for an opinion – NOT to include scoreable techniques.
- v) The Arbitrator **MUST NOT** signal or indicate his opinion, he may only express his opinion verbally to the Referee when requested – NOT to include scoreable techniques.
- vi) The Arbitrator has the power to signal to the Referee by the use of whistle or another agreed method should the Arbitrator consider that there has been an administrative error.
- vii) The powers of the Arbitrator will include the supervision of the Timekeeper and of the Scorekeeper.
- viii) In this connection, the scores recorded by the Arbitrator, shall be the official scores if they differ to those recorded by the Scorekeeper.
- ix) Records of the match shall become official records, subject to the approval of the Arbitrator with their signature.

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

- i) The Referee shall have the power to conduct matches (including announcing the start, the suspension and the end of the match).

The Referee has the power to:

- a) To award an IPPON or WAZA-ARI
- b) To explain, if necessary, the basis for giving a judgement.
- c) To impose penalties and to issue warnings (before, during or after a bout).
- d) To obtain the opinion of the Judge and/or Arbitrator (when required).
- e) To announce an extension to a bout or match.
- ii) The authority of the Referee is not confined solely to the competition area; it shall include its immediate perimeter.
- iii) The Referee shall give all commands and make all announcements.
- iv) When the Judge signals (by a gesture), an effective technique, a foul or other occurrence, the Referee must consider the Judge's signal and give a judgement.

12.4 The Judge's powers and duties shall be as follows:

- i) The Judge shall:
 - a) Assist (Mirror) the Referee.
 - b) Take part in consultation with the Referee and the Arbitrator when invited to do so by the Referee.
 - c) Signal an opinion by the use of discreet but clear hand gestures. The Mirror Judge shall hold their signal of point or penalty until the Head Referee delivers their decision.
 - d) To exercise a right to vote on a decision to be taken.
- ii) The Judge shall only speak if summoned by the Referee.
- iii) The Judge shall carefully observe the actions of the contestants and signal to the Referee an opinion in the event of the following:
 - a) When an IPPON or WAZA-ARI is observed.
 - b) When a contestant appears about to commit, or has committed, a prohibited act and/or technique.
 - c) When an injury to or illness of a contestant is noticed.
 - d) When one or both of the contestants have moved out of the competition area.
 - e) In other cases, where it is considered necessary, to bring a matter to the attention of the Referee.

12.5 All consultations between the officials must be kept as brief as possible. Wherever possible, discussions should be avoided and prescribed gestures relied upon.

12.6 All officials must carry out their duties in a dignified, professional and unbiased manner.

EXPLANATION

- *In an age of increasingly present video recording devices (“smart phones”, iPads, Video cameras, etc) it is the responsibility of the Tatami Area Controller that, UNDER NO CIRCUMSTANCES, shall a spectator be allowed to submit audio or video recordings to intimidate or otherwise influence a Referee during an event. Such video “evidence” is more appropriately addressed in a post-event After Action Report (AAR) for purposes of further educating and developing KSI Referee Officials.*
- *When explaining the basis for a judgement after the match, the Referee may speak to the Tatami Area Controller or the Referee Council. The Referee will explain to no one else.*
- *The Good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts, with no outcome, such as “Yame-Torimasen” must be avoided.*
- *The Referee need not halt a bout when the Judge signals, if convinced the signal is incorrect.*
- *The Referee need not halt a bout when the Judge signals, if convinced the signal is incorrect. In that case, the Referee should indicate to the Judge that they saw the technique as well; however, for whatever reason, they are not awarding that point or penalty. Likewise, if the Mirror Judge does not witness the Head Referee making note that they are “waiving off” the Judges signal, the Judge should maintain their signal throughout the continuation of the bout until Yame is declared and the Head Referee awards a point. Too often, the Judge signals a point which goes unnoticed or disregarded by the Head Referee; only to have the Judge abandon their signal of point or penalty*
- *The Referee’s judgement in this instance is made “on the move”. Before over-ruling the Judge’s signal, the Referee must consider whether the Judge was better sighted.*
- *When, however, the match has been halted and the Judge has a different opinion to that of the Referee, then the Referee must consider whether the Judge was better sighted, or if he had seen both contestant’s techniques / incident. The Referee may consult with the Arbitrator for his opinion (Unrelated to points), and then taking everything into consideration, make a decision.*
- *The Judge must only score what he/she actually sees. If they are not sure that a technique actually reached a scoring area, he/she should signal “Mienai”.*
- *Of particular importance with respect to the powers of the Arbitrator, in their supervision of the Timekeeper and of the Scorekeeper, is to strictly observe the action at the end of bout. Should a Referee or Judge not be aware of the delivery of a scoreable point occurring prior to (or after) the bout time elapses; it shall be the Arbitrator who shall be consulted for a definitive determination. Not for an opinion on the merits of the point itself; only to its occurring before time up.*

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES

- 13.1 The terms and gestures to be used by the Head Referee and Mirror Judge, in the operation of a match, shall be as specified in Appendices I and II.
- 13.2 The Head Referee must ensure that whatever specific instructions must be given to each contestant be done enmasse to the entire division by themselves or via a designated party (Table Official).
- 13.3 The Head Referee is responsible for ensuring that the Tatami on which they are officiating is fitted together properly, free from blood, liquid or debris at the beginning of each match.
- 13.4 The Head Referee, Mirror Judge and Arbitrator shall begin and end each division by lining the contestants up facing them, use a hand gesture to have the contestants turn and face distinguished guests and spectators (If applicable), followed by the verbal bowing command Shomen-Ni-Rei. Next, as the contestants turn to face the Officials and beyond, use the verbal command Shimpan-Ni-Rei and bow to each other. The Head Referee should rotate to bow to the Mirror Judge and Arbitrator together.
- 13.5 The Arbitrator shall be seated and confirm that the Table personnel are prepared, the Scoreboard is ready (Score Zeroed out and the correct time per the division). Their Scorecard reflects the proper contestants to be competing (See Appendix III). The Head Ref may have the contestants turn to confirm their individual numbers.
- 13.6 The Head Referee and Mirror Judge shall take up their prescribed positions, just off the Tatami, the competitors are at their respective Aka and Ao positions just off the Tatami as the Head Referee indicates via hand gesture and verbal command to Na-Gai for all to exchange bows and enter the tatami. This is immediately followed by the Official and contestants moving onto their respective places (See Appendix IV) with the Head Referee.
- 13.7 This is the moment before the match commences when the Head Ref and Mirror should scan the Tatami and contestants for readiness. The Head Referee should seek acknowledgement from the Arbitrator that all is set. The Head Referee will announce “SHOBU SANBON HAJIME” and the bout will commence.
- 13.8 As the bout gets underway, the Head Referee and Mirror Judge should understand and maintain their apportionment of the Tatami so that neither are running in circles.
- 13.9 It is the responsibility of the Mirror Judge to use the non-verbal hand gestures (See Appendix II) to continuously communicate with the Head Referee. This will lessen the need for the Head Referee to suspend action in a bout for purposes of determining what their Mirror has seen.
- 13.10 When necessary, the Head Referee will stop the bout by vigorously placing hand signal between the contestants, executing the Yame hand gesture and loudly announcing “YAME!” as in when a scoring technique or penalty is seen.
- 13.11 In the event of a scoring technique, the Head Referee will order the contestants to take up their original positions.
 - i) The Head Referee and Mirror Judge return to their positions as the Mirror Judge only indicates their opinion by means of a signal (See Appendix II).
 - ii) The Referee simultaneously articulates the relevant commands associated with such awards WAZA-ARI or IPPON, penalties, or other appropriate judgement as they supplement the announcement with the prescribed gesture (See Appendix II).
 - iii) When the Head Referee must restart the bout, they indicate and call “TSUZUKETE HAJIME”.
- 13.12 When faced with the additional following situations, the Head Referee shall announce “YAME” and halt the bout temporarily. The bout will subsequently be restarted.

- i) When either or both of the contestants step out of the area (or when a Mirror Judge signals a JOGAI), the Head Referee will order the two contestants to their initial positions.
 - ii) When either contestant indicates through raised hand that they have a need to suspend the bout – for example in the case of an equipment issue, or when the Head Referee orders the contestant(s) to adjust their Gi or equipment.
 - iii) When the Head Referee notices that a contestant has contravened the rules, or when a signal concerning the same from a Mirror Judge is perceived.
 - iv) When the Head 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 Head Referee will decide whether the bout should be continued.
 - v) When a contestant seizes his/her opponent and does not perform an immediate effective technique within two seconds, the Head Referee will separate them.
 - vi) When one or both contestants fall or are thrown to the Tatami and no effective techniques are immediately forthcoming after a period of two seconds.
- 13.13 When one contestant has scored SANBON or the time's out during a bout, the Referee shall call "YAME" and order the contestants' back to their standing lines as they return to theirs. 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.
- 13.14 In the event of a tied score, the Head Referee will indicate verbally and through gesture a draw ("HIKIWAKE").
- 13.15 In the event of a tied individual bout, the Head Referee will announce "ENCHO-SEN" and start the extension with the command "HAJIME".

EXPLANATION

- *It is exceedingly important that all KSI Officials take their respective roles seriously during KSI tournaments. The individual competitors have likely prepared themselves for many months and deserve Referees whose officiating performance is commensurate with their own.*
- *This means that KSI Officials should:*
 - 1) *Know the Rules*
 - 2) *Be familiar with and properly execute the hand gestures during matches*
 - 3) *Be familiar with and properly articulate the verbal commands during matches*
 - 4) *Be dressed in proper uniform at all times.*
 - 5) *Be “Switched on” to take control of a match; see the points, penalties and all action happening before them so that they may effectively and accurately adjudicate each bout that they are responsible for.*
 - 6) *Conduct themselves with the professionalism and gravitas that is expected of them.*
- *There should be absolute consistency between all KSI Officials in the execution of their duties regardless of their country of origin or what Tatami they are assigned to. The KSI Referee Council fully expects that the Tatami Area Controller(s) exercise their authority to ensure the effective, efficient and accurate officiating within their control.*
- *When beginning a bout, the Head Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, he/she must be motioned off. The contestants must bow properly to each other – a quick nod is both discourteous and insufficient. The Head Referee can call for a more proper bow where none is not volunteered by motioning with his forearms as shown in Appendix II of the rules.*
- *When halting a bout, the Head Referee does not merely call “Yame”. They also vigorously place their signalling hand between the opponents. The Referee must first identify the scoring opponent (“Aka or Ao”), then the scoring area attacked (Chudan, Jodan). This is followed by the general classification of scoring techniques used (“Tsuki, Uchi or Geri”), and finally the score awarded (“Waza-Ari or Ippon”).*
- *When re-starting a bout, the Head Referee should check that both contestants are behind their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can re-commence. The Head Referee shall simultaneously step back with one leg while maintaining with outstretched arms (Palms facing each contestant) both contestants in their prepared stance. Neither contestant should shift from YOI stance prior to the command to HAJIME. The Referee must re-start the bout with a minimum of delay.*
- *During the match, while difficult to sometimes hear over the cacophony of sounds within the sports arena, the Officials should make every effort to ensure that neither Coach is giving instruction between HAJIME and YAME. If they do, the bout should be stopped and the offending side should be penalized under MUBOBI.*
- *Before, during and after each bout, the Head Referee should keep an eye out for the condition of the Tatami to ensure that the sections have not come apart, that there is no blood or debris on the surface. Blood should be cleaned with an ammonia cleaner.*
- *Before the bout begins, the Officials should take specific note to ensure that each contestant has compliant, proper coloured gear relative to their AKA/AO position. For example - Do not allow AKA to fight with Blue chest protector, shinguards or gloves. Make sure that contestants have the requisite shin guards and Mouth guard.*
- *During a bout, if the Head Referee must stop the match for an anticipated extended amount of time (As in an injury or equipment malfunction), they should indicate with a “T” hand gesture to the Table personnel to stop the clock.*

- *Each Referee should be familiar with the following verbal commands appropriate for bowing under and when to use them:*
 - *Shomen-Ni-Rei – used to greet spectators*
 - *Otagai-Ni-Rei – used for contestants to bow to each other*
 - *Shimpan-Ni-Rei – used for contestants to turn and bow to the Referee Officials*
 - *(See Appendix II)*

Clarification of 13.11 – If the contestants, in the process of taking up their original positions, return to opposite sides, the Referee would say “Mo No Itchi” to order them back to their proper positions.

ARTICLE 14: MODIFICATIONS

- 14.1 Only the KSI Referee Council with the approval of the KSI World Chief Instructors can alter or modify these rules.
- 14.2 Rules modification suggestions may be introduced by any KSI Member (In Good Standing) at any time and shall be evaluated by the KSI Referee Council.
- 14.3 All Rules revisions will be formally adopted at the annual World Chief Instructor Course (WCIC) and introduced during the WCIC Referee Forum. Thereinafter, the revised KSI Official Competition Rules Handbook shall be made available electronically to KSI Country Chief Instructors and Country Referee Coordinators for wider dissemination to all KSI officials and competitors.
- 14.4 There shall be no material Rules modifications made from the time of the WCIC to the following proximal KSI tournament – either World Tournament or European Championship.
- 14.5 All KSI Referee Training, Education and Development must be approved by the KSI Referee Council.
- 14.6 There shall be no official rule applied, enforced or relaxed arbitrarily during a KSI Tournament. Only a wholly universal and uniform application of the rules is acceptable.

EXPLANATION

- *It is the intention of the KSI Referee Council to introduce any new rules modifications for approval to the KSI World Chief Instructors prior to the annual World Chief Instructor Course (WCIC).*
- *The Referee Council shall use the WCIC's Referee Forum as a venue to introduce any new rule modifications to the KSI Officials body. Electronic versions of the updated KSI Official Competition Rules shall be widely distributed via the Country Chief Instructors and Referee Coordinators.*
- *To allow sufficient time for both KSI Competitors and Referees to familiarize themselves with any rules revisions. No material rules modifications shall be made between the WCIC and the next upcoming KSI competition (World Tournament or European Championship).*
- *All Training, Education and Development program suggestions must be submitted to the KSI Referee Council prior to the WCIC. The Referee Council shall be solely responsible for the content and delivery of any and all Training, Education and Development curriculum.*
- *These Official Competition rules must be enforced uniformly and equitably across all countries.*
- *The rules are the rules. They apply equally to everyone... otherwise there shall be no trust in the integrity of the system.*

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

- 1.1 The competition area must be flat and devoid of hazard.
- 1.2 The competition area must be of sufficient size to permit the uninterrupted performance of Kata.

EXPLANATION

- *For the proper performance of Kata, a stable smooth surface is required. Usually the matted Kumite areas will be suitable. (See Appendix V)*
-

ARTICLE 2: OFFICIAL DRESS

- 2.1 Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
- 2.2 Any person, who does not comply with this regulation, will be expelled.

EXPLANATION

- *The karate-Gi jacket may not be removed during the performance of Kata.*
- *Contestants who present themselves, incorrectly dressed, will be given one minute in which to remedy matters. Contestants who are unable to remedy matters in a timely manner shall be disqualified.*
- *During a Kata performance, should a competitor's belt, eyeglasses or other item loosen and/or fall to the Tatami; the judges should note if the competitor regards the item in any way. If the competitor makes any attempt at securing the item, picking it up or sweeping it away; the Judges panel may consider the extent of the cognizance in their deliberations – up to and including disqualification. If however, the contestant proceeds with their performance with no regard of the item whatsoever; then the Judging panel may disregard the presence of the loosened or fallen item.*
- *Further clarification of Official Dress for Kata competition may be found in Article 2 of the Kumite Rules.*

ARTICLE 3: ORGANISATION OF KATA COMPETITION

3.A TEAM KATA COMPETITION:

3.A.1 In Team Kata, matches shall consist of competition between three person teams plus 1 reserve team member.

3.A.2 The contestants are all members of the team, including reserves as such.

3.A.3 When designated, each Team is exclusively biologically male or female.

On occasion, wherein a tournament organization committee has made prior arrangements and announcements, Team Kata competitors may consist of a specified number of biologically male or female competitors.

3.A.4 Before each match, a team representative must hand in an official form to the official table, defining the name of the Kata to be performed and the composition of the team members. The 3 Kata team members can be changed for each round provided the Official Table is notified of the new composition, but once notified, it cannot be changed until that round is completed.

3.A.5 The elimination system with flags and repêchage will be applied.

3.B INDIVIDUAL KATA COMPETITION:

3.B.1 The Individual Kata match consists of individual performance in separate biologically male and female divisions.

3.B.2 The elimination system with flags and repêchage will be applied.

3.B.3 The contestants will be expected to perform a different Kata in their first two rounds.

3.B.4 The score table will be notified of the choice of Kata, prior to the round.

EXPLANATION

- *The first two kata which the contestants perform must be different. This shall be irrespective of any "Bye" the contestant may encounter during any of the preliminary/elimination rounds.*
- *If the wrong kata is performed compared to the name of the kata given to the score table, the competitor shall be disqualified.*
- *It is up to the individual country which Kata is performed and the composition of the 3 Team Members (From among the 4 total, with reserve) for each round of competition. If the wrong name of the Team Members are given to the score table, that Team shall be disqualified.*
- *Countries may field as many 3-person Kata Teams (with exclusively 1 reserve member) as permitted. The Kata teams plus reserves must be clearly identified prior to the commencement of the tournament. While there may be free substitution within a Kata Team between its 3 members and 1 reserve from round to round; it is prohibited to do so from a B or C team – even reserves must be clearly exclusive to each team.*

ARTICLE 4: THE JUDGING PANEL

- 4.1 The panel of three or five Judges for each match will be designated by the Tatami Area Controller.
- 4.2 In addition, scorekeepers and caller/announcers will be appointed.
- 4.3 The Judges of a kata match must not represent the same country as either of the two competitors.

EXPLANATION

- *For Three (3) Judge Panels: 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 centreline of the area, and towards the contestants' entry point. All the judges will have a red and a blue flag.*
- *For Five (5) Judge Panels: The Chief Kata Judge will sit at the perimeter of the competition area facing the contestant/s. The other four Judges will sit at the Tatami corners, just outside the competition area, and facing towards the contestants' entry point. All the judges will have a red and a blue flag.*
- *For clarification purposes, there has been some confusion as to which hand the red and blue flags should be held by the Judges. Previously, all Judges held the red flag in their right hand and the blue flag in their left. Currently, each judge will hold the flag in the hand which coordinates with their position in relation to Aka and Ao. This shall mean that the Centre Judge shall hold the red flag in their right hand and the blue flag in their left. Other Judges will hold the appropriate flags relative to their position to Aka and Ao. Naturally, the most important factor is for each Judge to raise the correct coloured flag to properly reflect their decision.*

ARTICLE 5: CRITERIA FOR DECISION

5.A CRITERIA FOR TEAM KATA DECISION:

5.A.1 The Kata must be performed The Kata must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of Team Kata, the Judges will look for:

- i) A realistic demonstration of the Kata meaning.
- ii) Understanding of the techniques being used (BUNKAI).
- iii) Good timing, rhythm, speed, balance and focus of power (KIME).
- iv) Correct and proper use of breathing as an aid to 'KIME'.
- v) Correct focus of attention (CHAKUGAN) and concentration.
- vi) Correct stances (DACHI) with proper tension in the legs.
- vii) Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
- viii) Correct form (KIHON).
- ix) Synchronisation with external cues is strictly forbidden. In fact, each audible cue should be regarded as and penalised as a "mistake".
- x) Evaluation of all movements begins at the Bowing-in onto the Tatami by each Team.
- xi) There is No "Degree of Difficulty" criteria to be considered while judging Team Kata.
- xii) Differentiation should be made between obvious missteps and subtle "phase" discrepancies amongst Team members.

5.A.2 Any contestant(s) who comes to a prolonged halt during the performance of the Kata, or who performs a Kata different from that announced will result in the Team being disqualified.

5.B CRITERIA FOR INDIVIDUAL KATA DECISION:

5.B.1 The Kata must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant, the Judges will look for:

- i) A realistic demonstration of the Kata meaning.
- ii) Understanding of the techniques being used (BUNKAI).
- iii) Good timing, rhythm, speed, balance and focus of power (KIME).
- iv) Correct and proper use of breathing as an aid to 'KIME'.
- v) Correct focus of attention (CHAKUGAN) and concentration.
- vi) Correct stances (DACHI) with proper tension in the legs.
- vii) Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
- viii) Correct form (KIHON).
- ix) Evaluation of all movements begins at the Bowing-in onto the Tatami by each Team.contestant.
- x) There is No "Degree of Difficulty" criteria to be considered while judging individual Kata.
- xi) Superfluous noises during the performance of individual Kata ("Hey" between movements or the smacking of their Gi to accentuate a movement) should be negatively weighted during consideration.
- xii) A minor slip should not be the overwhelming criteria for judging between Kata performances.

5.B.2 A contestant who comes to a prolonged halt during the performance of the Kata, or who performs a Kata different from that announced will be disqualified.

EXPLANATION

GENERAL:

• *Kata is not a dance or theatrical performance. It 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 also demonstrate strength, power and speed as well as grace, rhythm and balance.*

• *Until the World Chief Instructors establish officially designated sequences for each Kata, No performance (Either Team or individual) may be penalized for sequence disparities.*

• The performance of any Team or individual Kata is exclusively determined through the evaluation of the 12 Criteria for Decision. There is No weighting assigned to Katas based upon their “Degree of Difficulty”. Ananko would be evaluated equally with Suparinpei .

TEAM KATA:

- In Team Kata, all three Team members must start and finish 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 synchronisation. The strict evaluation of Team Kata begins upon the Bowing-in of the Team onto the Tatami. This means that coordinated movement onto and off the Tatami may weigh into the consideration for a winner.
- 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 (Strictly Penalized) by the Judges when arriving at a decision. In fact, each audible cue should be regarded as and penalised as a “mistake”.
- Judges must be able to differentiate between obvious missteps and subtle “phase” discrepancies amongst Team members during a Kata. For example, a clearly visible misstep between members of the same Kata Team (Such as a step/punch/block/kick occurring seemingly out of step with the other two Team-mates) would be weighted more significantly than would a subtler “Out of Phase” (Turn of the head/Hand grab) movement. The former may result in a full point penalty versus a half-point penalty. A Kata Judge should keep track of the number of full-point versus half-point penalties assessed during each performance.

INDIVIDUAL KATA:

One of the most daunting tasks in judging Kata is in deciding between two magnificent Kata performances. On the other end of the spectrum, deciding between two rather poor performances can also be a challenge – particularly without any clear and easy-to-follow guidelines for judging. To remedy this, The KSI Referee Council has distilled down to a handful of judging criterium; the goal of which was to create something that would really help the referees come to a decision.

Imagine that moment when a Kata referee is waiting for Hantei and is not sure which flag to raise because the bout was simply too close to call... What is needed is a quick and simple checklist to go through which will give Judges a reason for deciding one way or another.

Please Note: Until there is universal acceptance on Kata sequence, we are not able to penalize sequential discrepancies. Therefore, it is all the more important to now identify those areas which can be used to determine a winner.

The order of importance would be as follows:

#1) FORM:

The Kata should be performed in accordance with the techniques associated with Kimura Shukokai.

#2) POWER AND REALISM:

The Kata should be executed powerfully yet balanced and in control; with a clear understanding of the underlying Bunkai. There should be no doubt that the Karateka is in a “Fight for their life”.

#3) NEATNESS, TIMING AND FLOW:

The Kata should be visually appealing with a high degree of precision; properly blended with contrasting moments of hard and soft, relaxed and dynamic movements.

#4) PRESENTATION:

The overall performance should be inspired, creative and masterful. The Kata selected should showcase the Karateka’s strengths and be a good measure of their craft and talent.

Using this 4-point weighting guideline, the Kata judge can adjudicate based upon the order of importance among the different points observed.

{As an example}

The two participants have each completed their Kata.

The referee is unable to make up their mind.

Both the Karateka had proper Sensei Kimura form. Aka was more powerful yet still controlled whereas Ao was very neat – almost picture perfect, yet holding back.

The judge goes through the list and determines that power takes priority over neatness thereby establishing a reason for making a decision. Aka wins.

- *Far too often Judges have been too quick to strictly penalize an otherwise stronger/superior performance of a Kata due to a minor slip. While, in cases of “All things being equal”, a visible slip may in fact determine a winner. A minor slip should Not be the overwhelming criteria for judging between Kata performances.*
- *It should be noted that Kata is a demonstration of power. “Kiai” is a long recognized verbal utterance which enhances key/defining movements in each Kata. Any Superfluous noises during the performance of individual Kata (“Hey” between movements) do not enhance a Kata and may in fact be negatively weighted during consideration of a winner.*
- *To clarify a “Prolonged Halt” during Kata, the following explanation is offered: When a competitor forgets the sequence of a Kata, or when they come to more than a temporary pause (Longer than 5 seconds); they should be disqualified.*
- *Any unusually long pause during the performance of a Kata (Under 5 seconds) should be weighted heavily against the scoring of a contestant, but should not result in them being disqualified.*
- *If a contestant performs a different Kata than the one which they announced; they should be disqualified.*
- *If a contestant is disqualified, the Chief Judge will cross and uncross the flags.*

ARTICLE 6: OPERATION OF MATCHES

- 6.1 At the start of each bout and in answer to their names, the two contestants, one wearing a red belt (AKA) and the other wearing a blue belt (AO), will line up at the match area perimeter, facing the Chief Kata Judge.
- 6.2 Following a bow to the Judging Panel, AO will remain outside of the Match Area. After moving to the starting position and after a clear announcement of the name of the Kata that is to be performed, AKA will begin. On completion of the Kata, AKA will leave the area to await the performance of AO. After AO's Kata has been completed, both will return to the match area perimeter and await the decision from the Panel.
- 6.3 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.
- 6.4 If a contestant is disqualified, the Chief Judge will cross and uncross the flags.
- 6.5 After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The three flags will be raised at the same time.
- 6.6 The Referee will blow a further short blast on the whistle, whereupon the flags will be lowered.
- 6.7 The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes, is declared the winner by the Chief Referee via a quick raising of the appropriate flag.
- 6.8 The competitors will bow to each other, then to the Judging Panel, and leave the area.

EXPLANATION

- *The starting point for Kata performance is each individual's entrance onto the Tatami (10 x 10 Competition Area) at the commencement of competition. Kata competitors will be evaluated from the moment that they enter the Tatami area for their performance. Therefore, Competitors should conduct themselves with dignity and respect at ALL times during a Kata match. Each step, turn and bow should be neatly executed.*

CLARIFICATION: There has been confusion as to what is the appropriate behaviour for a Kata contestant during their competitor's performance. They should remain on the Tatami. They should remain standing or kneel Seiza – they should not make any facial expressions or disruptive sounds or movements of any kind. They absolutely should not use earbuds to listen to music, drink a beverage, eat or call any attention to themselves (The same goes for Team Kata events).

Each competitor is only eligible to enter one individual and one Team Kata division per tournament.

- *If, for any reason, one of the Kata Judges needs to get the attention of the other Judges (For example – prior to Hantei, a Judge believes that the contestant repeated a Kata from a prior round when they were required to perform a different Kata in that round and wants to bring that to the Judging Panel's attention) the Judge should take a flag in one hand, raise it over their head and rotate it vertically in a circle to gain the attention of the Chief Judge. The Chief Judge should call the Judge over to speak. If merited, the Chief Judge should call the remaining Judges to meet quickly and discuss the issue raised.*
- *Prior to blowing their whistle and calling for HANTEI, the Chief Kata Judge will make a point of looking at each Judge to ensure that they are ready and prepared to render a decision. The correct way to hold one's flags during the observance of Kata competition is flag position #1. The Red flag is positioned distal to blue. Upon the completion of both Kata performances, and once the Judge(s) are prepared to render a decision, they should maneuver their flags to Position #2. The Judges await the Chief Judge's whistle command to Hantei and render a decision.*



Position #1

This is the flag position for all Kata Judges whilst observing Kata competition.



Position #2

This is the flag position for all Kata Judges immediately prior to rendering a decision.

- *As previously addressed in the Kumite Organization of Kumite Competition section, there is good reason for the various Gender, Weight and Aged/Experience divisions within KSI tournaments. It is to allow for the free and fair competition of Karateka on as equitable a basis as possible. It is not meant for some to game the system in an attempt to garner more medals for a particular competitor or country.*
- *A single competitor is only able to compete in one individual Kata category or on one Country Kata Team. They may not compete in different age divisions in Team events.*
- *CLARIFICATION: To further clarify the Individual and Team Kata participation rules - If a teenaged competitor is eligible to compete in a cadet category of individual competition, that same competitor is not eligible to compete in the Adults or Veterans Categories. The same rule would apply for Team Kata divisions as well.*

APPENDIX I: THE TERMINOLOGY

N O	JAPANESE TERM	MEANING	EXECUTION
1	SHOBU SANBON HAJIME	Start the Bout	Referee stands on his/her line
2	ENCHO SEN SHOBU HAJIME	Start the extended bout	Referee stands on his/her line
3	ATOSHI BARAKU	A little more time left	An audible signal will be given by the time-keeper 30 seconds before the actual end of the bout
4	YAME	Stop	Interruption or end of the bout. The Referee chops downwards with his hand.
5	MOTO NO ICHI	Original position	Contestants, Referee and Judge return to their respective standing lines
6	TSUZUKETE	Fight On	Resumption of fighting ordered when unauthorised interruption occurs
7	TSUZKETE HAJIME	Resume Fighting – Begin	Referee standing upon their line, steps back (Left or Right foot) into Zenkutsu-Dachi and brings their palms towards each other
8	FUKOSHIN SHUGO	Judge called	The Referee beckons with his arms to the
9	HANTEI	Judgement	Referee consults with the Judge and requests a view in order to arrive at a decision
10	HIKIWAKE	Draw	Referee crosses arms over chest, then uncrosses and holds arms out from the body with the palms showing upwards
11	TORIMASEN	Unacceptable as scoring Techniques	As for Hikiwake, but culminating with the palms facing downwards towards the body
12	ENCHO-SEN	Extension	Referee reopens match with command “Shobu Hajime”
13	AIUCHI	Simultaneous Scoring Technique	No point awarded to either contestant. Referee brings fist together in front of the chest
14	AKA (AO) NO KACHI	Red (Blue) Wins	The Referee obliquely raised his arm on the side of the winner
15	AKA (AO) IPPON	Red (Blue) scores Ippon	As above
16	AKA (AO) WAZA-ARI	Red (Blue) scores Waza- Ari	The Referee extends downwards 45° with his arm on the side of the scorer
17	ATENAI YONI	Warning without penalty	The Referee raises one hand in a fist with the other hand covering it at chest level

APPENDIX II: THE GESTURES OF REFEREE AND JUDGE

REFEREE GESTURES - (Formal Bowing Commands)



- Shomen-Ni-Rei

Referee extends palms to the front. (Greeting the spectators)



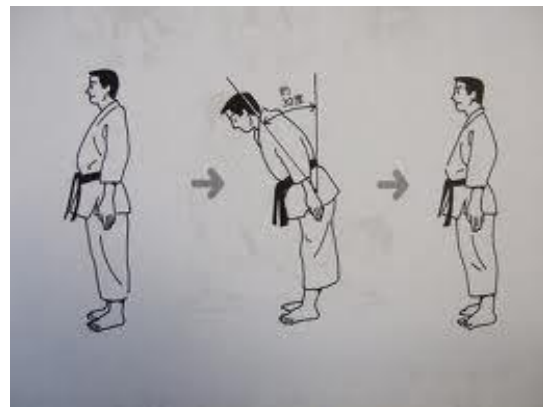
Otagai-Ni-Rei

Referee motions to the Contestants to bow to each other.



- Shimpan-Ni-Rei

Referee motions the Contestants to turn and bow to the Referees.



- Ritesu-Rei

Execution of a Proper bow.



- Shobu SanBon Hajime

- Shobu Hajime

“Start the Match”

After the announcement, the Referee takes a step back.



- Tsuzukete Hajime

“Resume fighting-begin”

The Referee says “Tsuzukete” standing in a forward stance, his arms extended with his palms facing to the contestants. As he says “Hajime” he turns the palms of his hands and brings them rapidly together while stepping back with Left or Right Foot.

REFEREES GESTURES



- Yame

"Stop"

*Interruption or end of a match.
Making the announcement, the
Referee signals a downward
chopping motion with right hand.*



- Shugo

"Judge Called"

The Referee calls the Judge.



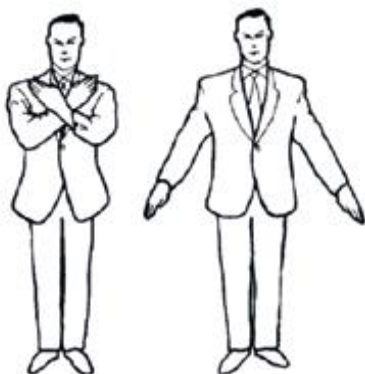
- Wasa-Ari (1/2 point)

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



- Ippon (1 point)

*The Referee extends their arm
upward at 90 degrees on the
side of the scorer.*



- Torimasen

"Unacceptable as a Scoring Technique"

*The Referee crosses their arms, making a
cutting motion, palms downward.*



- Hikiwake

"Draw"

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

REFEREES GESTURES (Cont.)**- Atenai Yoni***“Excessive contact”**The Referee indicates to the that there has been excessive contact.***- Hayai***“Aka (Ao) scored first”**The Referee indicates that Aka scored first by bringing the open right hand to the palm of the left hand. If Ao was first, the left hand points into the right hand.***- Keikoku***Forbidden technique 2nd level**The Referee points with his index finger downwards at 45° in the direction of the offender, and awards Wasa-Ari (1/2 point) to the opponent.***- Hansoku Chui***“Forbidden technique 3rd level”**The Referee points with his index finger towards the stomach of the offender and awards Ippon (one point), to the opponent.***- Hansoku***“Disqualification”**The Referee points with his index finger to the face of the offender, and awards a win to the opponent.***- Shikkaku***“Dishonorable removal from Tournament”**The Referee points to the face of the offender, then motions out and behind with the announcement; “Aka (Ao) Shikkaku!” He then announces a win for the opponent.*



- Kiken

"Renunciation"

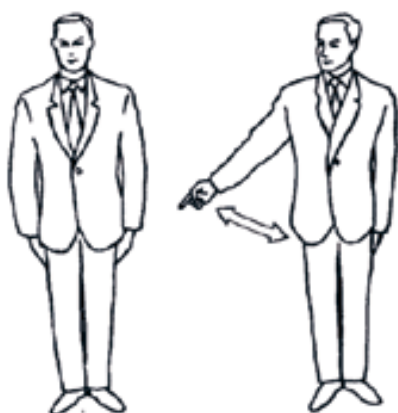
The Referee points with the index finger towards the renouncing contestant's line, then announces a win to the opponent.



- 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° on the side of the winner.



- 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.



- Aiuchi

"Simultaneous Scoring "Techniques"

No point is awarded to either contestant. The Referee brings the fists together in front of the chest.



- Uke Imasu

"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.



- Nukete Imasu

"Technique missed"

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed



- Maai Ga Toh

“Improper Distance”

No point is awarded for technique (ie Bent-Armed punch, Kick lands with shin instead of foot, etc). The Referee brings both open palms facing each other 30cm apart, fingers together, pointing away from body.



- Mienai

“Unable to See”

Referee indicates with appropriate hand(s) when they are unable to see a technique. Referee holds up the open palm(s) to cover the eye(s) corresponding with Aka, Ao or both



- Futekisetsuna

“Improper” Technique

Used to indicate an unauthorized technique (ie Face Contact, Low Kick, etc). Referee points appropriate index finger toward ceiling and twirls it in a circle, at head height, on the side of the infraction



- Seigyo Sa Rete Imasen

“Uncontrolled” Dangerous attack

The Referee brings his clenched fist past the side of his head.



- Sugimasu

“Too Light/Soft” Technique

Referee indicates with appropriate palm pushing downward



- Shitsureina

“Discourteous” Behaviour

Referee places index finger to lips to indicate Uncivil Talking to / Goading Opponent

APPENDIX III: ARBITRATOR SCORECARD

This is the Official KSI Scorecard which shall be used by the Scorekeeper and Arbitrator. Generally a logo may be imported to designate its use for a particular competition. No attempt should be made to copy and use this scorecard. If needed, an electronic version may be requested from the KSI Referee Council.

Division: _____


AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

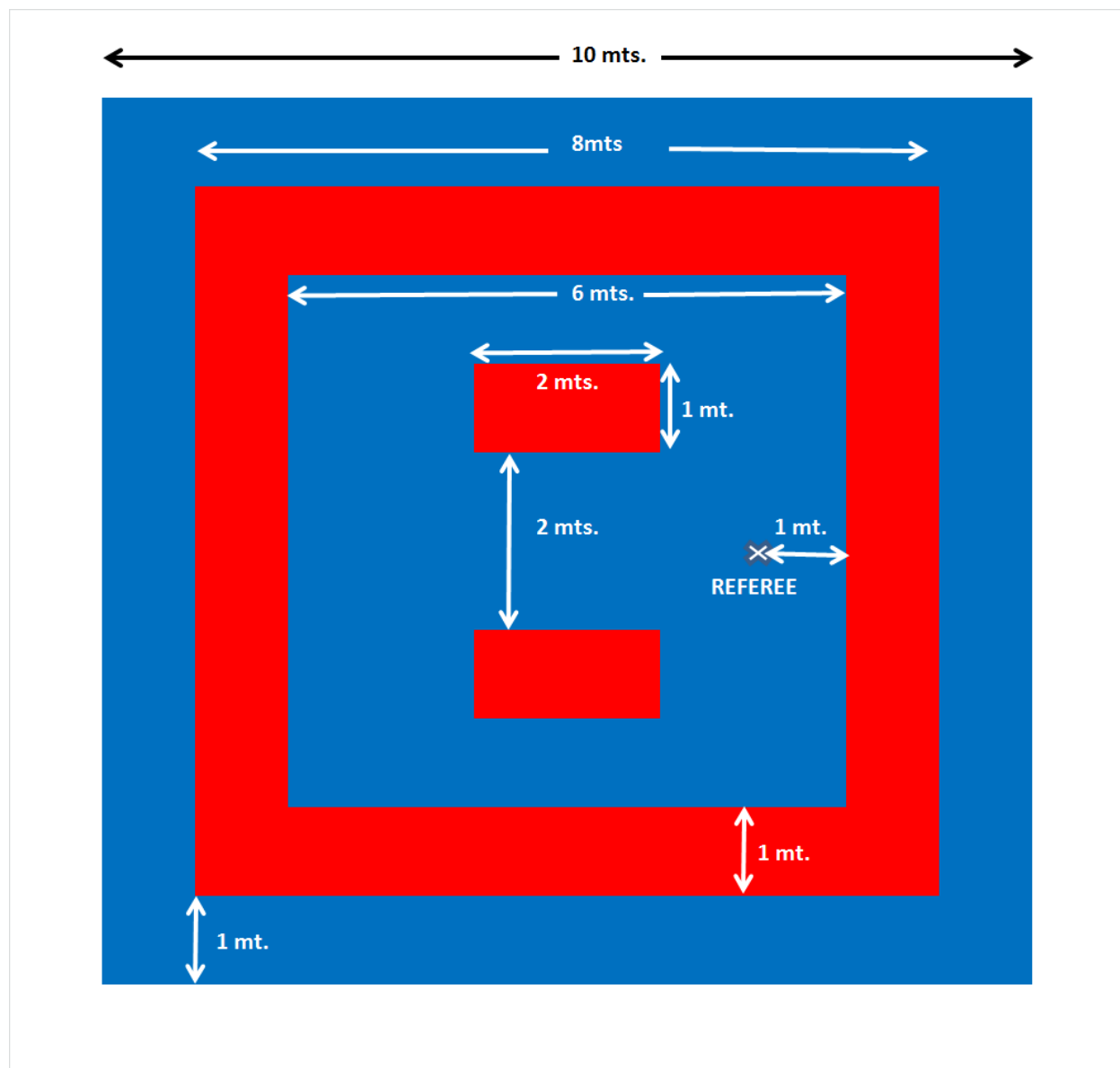
AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

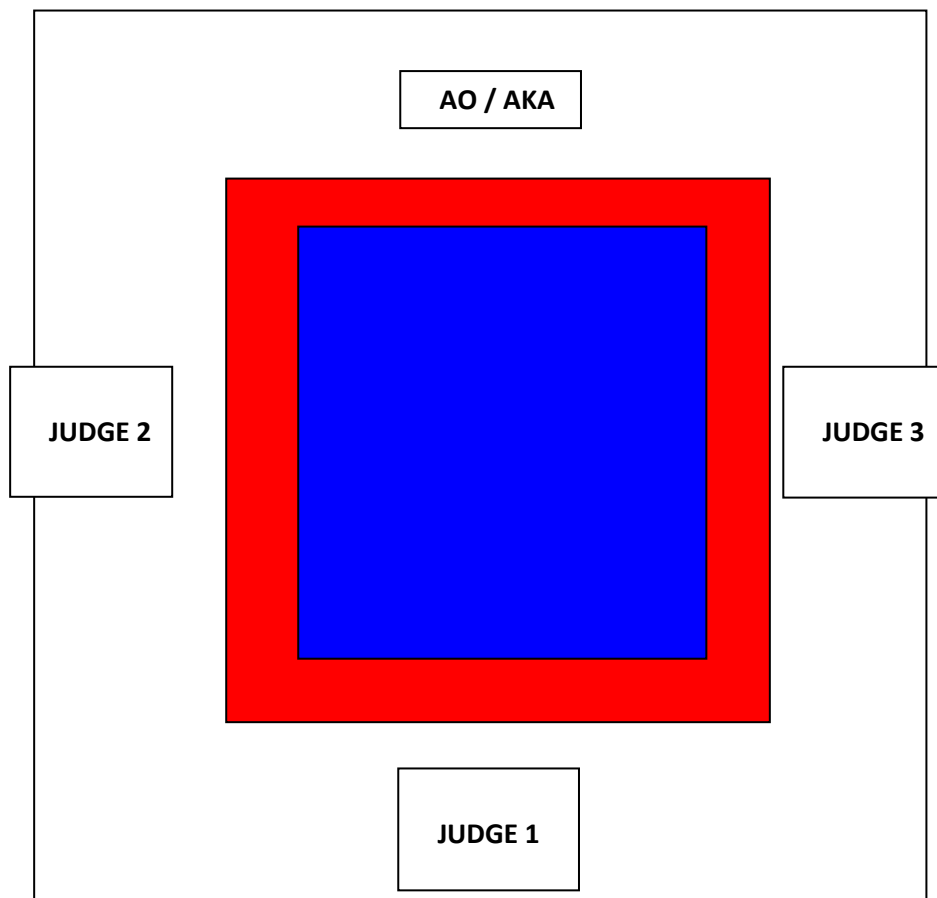
AKA													
		C	C	C	C	J	J	J	J	M	M	M	M
AO													
		C	C	C	C	J	J	J	J	M	M	M	M

Match Winner

APPENDIX IV: LAYOUT OF THE KUMITE COMPETITION AREA



APPENDIX V: LAYOUT OF THE KATA COMPETITION AREA



APPENDIX VI: RECOMMENDED OFFICIAL DIVISIONS FOR KSI COMPETITION

Individual Kumite

Girls Junior Kumite Lightweight / Heavyweight

Boys Junior Kumite Lightweight / Heavyweight

Girls Cadet Kumite Lightweight / Heavyweight

Boys Cadet Kumite Lightweight / Heavyweight

Girls Youth Kumite Lightweight / Heavyweight

Boys Youth Kumite Lightweight / Heavyweight

Ladies Under 21 Kumite Lightweight / Heavyweight

Men Under 21 Kumite Lightweight / Heavyweight

Ladies Kumite Lightweight / Middleweight / Heavyweight

Men Kumite Lightweight / Middleweight / Light-Heavyweight / Heavyweight

Ladies Veterans Kumite Lightweight / Heavyweight

Men Veterans +40 Kumite Lightweight / Heavyweight

Men Veterans +50 Kumite Lightweight / Heavyweight

Individual Kata

Girls Junior Kata

Boys Junior Kata

Girls Cadet Kata

Boys Cadet Kata

Girls Youth Kata

Boys Youth Kata

Ladies Under 21 Kata

Men Under 21 Kata

Ladies Kata

Men Kata

Ladies Veterans Kata

Men Veterans Kata

Team Kata

Girls Junior Team Kata

Boys Junior Team Kata

Girls Youth Team Kata

Boys Youth Team Kata

Ladies Team Kata

Men Team Kata

Team Kumite

Ladies Team Kumite

Men Team Kumite