

INTERNATIONAL KARATE UNION

COMPETITION RULES

INDEX

PART 1: COMPETITION RULES	Page 4
ART. 1 – COMPETITION STRUCTURE	Page 4
ART. 2 – PARTICIPATION RULES	Page 4
COMPETITORS DRAW	Page 4
ART. 3 – COMPETITION STAFF	Page 5
ART. 4 – OFFICIAL UNIFORM	Page 5
ART. 5 – PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION	Page 6
ART. 6 – MATCH AREA SIZES	Page 7
ART. 7 – COMPETITION EQUIPMENT	Page 7
ART. 8 – PROTESTS AGAINST DECISION AND REVISION OF DECISION	Page 7
ART. 9 – OTHER MATTERS	Page 8
PART 2: JUDGING RULES – GENERAL MATTERS	Page 9
CHAPTER 1 – REFEREES PANEL	Page 9
ART. 1 – APPOINTMENTS	Page 9
ART. 2 – GENERAL DUTIES OF REFEREES AND JUDGES	Page 9
ART. 3 – RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE	Page 10
ART. 4 – RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)	Page 10
ART. 5 – RESPONSIBILITIES AND DUTIES OF THE JUDGES (FUKUSHIN)	Page 10
ART. 6 – RESPONSIBILITIES AND DUTIES OF THE JURY TABLE	Page 10
CHAPTER 2 – TERMINOLOGY - GESTURES	Page 11
CHAPTER 3 – DECISIONS	Page 12
CASES AND MAJORITY TABLE	Page 13
PART 3: KUMITE COMPETITION RULES - GENERAL MATTERS	Page 14
ART. 1 – START – SUSPENSION – END OF A MATCH	Page 14
ART. 2 – CRITERIA FOR DECIDING IPPON AND WAZA-ARI	Page 14
ART. 3 – SCORING AREAS AND SCORING TECHNIQUES	Page 15
ART. 4 – VICTORY OR DEFEAT	Page 15
VICTORY BY IPPON, NIHON, SANBON	Page 15
VICTORY BY DECISION (HANTEI)	Page 15
CRITERIA FOR HANTEI	Page 16
HANTEI PROCEDURE	Page 16
DEFEAT DUE TO A FOUL-DISQUALIFICATION (HANSOKU C1-C2)	Page 16
DEFEAT DUE TO RETIREMENT (KIKEN)	Page 16
ART. 5 – FORBIDDEN ACTIONS/TECHNIQUES – WARNINGS AND PENALTIES	Page 16
CATEGORY 1 (C1)	Page 16
CATEGORY 2 (C2)	Page 17
POTENTIALLY DANGEROUS TECHNIQUES	Page 17
MUBOBI	Page 17
JOGAI	Page 17
UNFAIR BEHAVIOUR	Page 18
ART. 6 – INJURIES AND ACCIDENTS	Page 18
DOCTOR’S DECISIONS	Page 18
VICTORY OR DEFEAT AFTER AN INJURY OR ACCIDENT	Page 18
RULES AND LIMITS	Page 18
ART. 7 – SHIKKAKU	Page 19
A. SANBON KUMITE	Page 20
ART. 1 – INDIVIDUAL SANBON KUMITE	Page 20
ART. 2 – CATEGORIES ALLOWED	Page 20
ART. 3 – DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH	Page 20
ART. 4 – TIE AND EXTENTION	Page 20
CHAPTER 4 – SANBON KUMITE TEAM	Page 21
ART. 1 – CATEGORIES ALLOWED	Page 21
ART. 2 – SANBON TEAM MATCH	Page 21
ART. 3 – THE SANBON TEAM MEMBERS	Page 21
ART. 4 – THE CRITERIA FOR DECIDING THE WINNING TEAM	Page 21
ART. 5 – TIE AND EXTRA MATCH	Page 21
CHAPTER 5 – ROTATION SANBON TEAM KUMITE	Page 22
ART. 1 – CATEGORIES ALLOWED	Page 22
ART. 2 – DURATION	Page 22
ART. 3 – THE ROTATION TEAM MEMBERS	Page 22

ART. 4 – CRITERIA FOR DECIDING THE WINNING TEAM	Page 22
ART. 5 – TIE IN ROTATION TEAM	Page 22
ART. 6 – SOBSTITUTIONS IN ROTATION TEAM	Page 22
ART. 7 – PENALTIES IN ROTATION TEAM	Page 23
B. NIHON KUMITE	Page 24
ART. 1 – CATEGORIES ALLOWED	Page 24
ART. 2 – DURATION	Page 24
ART. 3 – PROTECTIONS	Page 24
ART. 4 – FORBIDDEN CONTACTS AND TECHNIQUES	Page 24
C. IPPON KUMITE	Page 25
CHAPTER 6 – INDIVIDUAL IPPON KUMITE	Page 25
ART. 1 – CATEGORIES ALLOWED	Page 25
ART. 2 – DURATION OF A MATCH	Page 25
ART. 3 – THE ADJUDICATION SYSTEM	Page 25
ART. 4 – EXTENTIONS	Page 25
ART. 5 – FORBIDDEN ACTIONS AND TECHNIQUES	Page 25
ART. 6 – PENALTIES AND DISQUALIFICATION	Page 25
CHAPTER 7 – IPPON TEAM KUMITE	Page 26
ART. 1 – CATEGORIES ALLOWED	Page 26
ART. 2 – THE IPPON TEAM MEMBERS	Page 26
ART. 3 – CRITERIA FOR DECIDING THE WINNING IPPON TEAM	Page 26
PART 4: KATA COMPETITION RULES	Page 27
ART. 1 – GENERAL MATTERS	Page 27
ART. 2 – JUDGMENT OF A MATCH	Page 27
ART. 3 – THE KATA PERFORMANCE – START	Page 27
ART. 4 – THE KATA PERFORMANCE – END	Page 27
ART. 5 – ROUNDS	Page 28
ART. 6 – TIE	Page 28
CHAPTER 10 – CHILDREN KATA COMPETITION	Page 29
ART. 1 – CATEGORIES ALLOWED	Page 29
ART. 2 – CATEGORIES, ROUNDS, TYPES OF KATA ALLOWED	Page 29
IKU OFFICIAL SHITEI KATA LIST	Page 29
CHAPTER 11 – JUVENILES, CADETS, JUNIORS, KATA COMPETITION	Page 29
ART. 1 – CATEGORIES ALLOWED	Page 29
ART. 2 – ROUNDS	Page 29
CHAPTER 12 – SENIORS AND VETERANS KATA COMPETITION	Page 29
ART. 1 – CATEGORIES ALLOWED	Page 29
ART. 2 – ROUNDS	Page 29
CHAPTER 13 – CRITERIA FOR DECISION	Page 30
ART. 1 – BASIC PERFORMANCE	Page 30
ART. 2 – ADVANCED PERFORMANCE	Page 30
ART. 3 – MINUS POINTS	Page 30
ART. 4 – DISQUALIFICATION	Page 30
ANNEX 1 – IKU OFFICIAL KATA LIST	Page 31

PART 1: COMPETITION RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 The competition is divided into two main branches: KATA and KUMITE.
- 1.2 The INDIVIDUAL KATA competition will be organized by karate style (Shotokan, Goju-Ryu, Shito-Ryu, Wado-Ryu, Other Styles).

The KATA TEAM competition will be interstyle. Moreover, each kata competition will be divided into various categories (Children, Juveniles, Cadets, Juniors, Seniors, Veterans, male, female, weight, age, belt colour, etc.).

- 1.3 The KUMITE competition will be divided into:
 - SHOBU IPPON (Individual and Team)
 - SHOBU NIHON (Individual for Children 6-11, Individual and Team for Juveniles 12-13)
 - SHOBU SANBON (Individual, Team and Team Rotation)
ROTATION TEAM KUMITE is only foreseen in Shobu Sanbon system.

Also each kumite competition will be divided into various categories (Children, Juveniles, Cadets, Juniors, Seniors, Veterans, male, female, weight, age, belt colour, etc.).

- 1.4 Category age:
 - Children A (5-7) – Children B (8-9) – Children C (10-11)
 - Juveniles (Youngs from 12-13)
 - Cadets (14-15)
 - Juniors (16-17)
 - Seniors (18-40)
 - Veterans (41-60)

ART. 2: PARTICIPATION RULES

- 2.1 The **Individual kumite competition** will be divided into Shobu Ippon and Shobu Sanbon. **For the individual competitions, all kumite contestants must decide which kumite system they wish to compete in.** Each contestant must choose to compete in either **Individual Shobu Ippon** matches, OR in **Individual Shobu Sanbon** matches.
In Individual competitions, contestants will not be allowed to compete in both kumite systems nor mix both Shobu Ippon and Shobu Sanbon categories.
The **Team kumite competitions** will be divided into Ippon Team, Sanbon Team and Sanbon Team Rotation. **All athletes can compete in all kind of teams, independently from the individual kumite system they have chosen (for example, a competitor, who decided to compete in Individual Shobu Ippon competition and who can compete in Ippon Team, CAN also compete in Sanbon Team or Sanbon Team Rotation).**
- 2.2 In all competitions, contestants must participate only in their own category.
 - 2.2.1 A Juvenile contestant CAN ONLY compete in Juvenile categories.
 - 2.2.2 A Cadet contestant CAN ONLY compete in cadet categories.
 - 2.2.3 A Junior contestant CAN ONLY compete in junior categories.
 - 2.2.4 A Senior contestant CAN ONLY compete in senior categories.
 - 2.2.5 A Veteran contestant CAN ONLY compete in Veteran categories. Veteran kumite competition shall be open weight.
 - 2.2.6 A category will be organized with a minimum of 6 competitors from 2 federations. In the lack of this minimum condition, the category will be merged with the next smaller one.
- 2.3. Each federation may register a maximum of 1 team and a maximum of 4 individual contestants in each category in kumite and kata competition. Only the hosting nation may register 2 teams.

COMPETITORS DRAW

- a) In a kumite category, in the event of two athletes from the same country, they must be drawn in two different pools (pool A and pool B).

b) The World, or European Champion and the Vice World, or Vice European Champion in kumite categories, must be drawn in different pools (pool A and pool B).

ART. 3: COMPETITION STAFF

- 3.1 Competition Director: he is appointed by the International Karate Union Directing Committee (IKU - DC).
He will manage the organization and the development of the competition but cannot interfere with the judging rules. He shall be assisted by other competition personnel.
- 3.2 Competition Doctor: he is appointed by the IKU-DC. He will decide on all medical matters during the competition. He will record a contestant's injury on an "INJURY Form". He is authorized to give his opinion as to whether a contestant is fit or unfit to compete or continue with a match in a round and/or the competition (see PART 3, ART. 6, page 18).
- 3.3 The First Aid Crew: they shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 Security Team: they must not allow intruders into the competition area. The nation organizer of the tournament, shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present.

ART. 4: OFFICIAL UNIFORM

REFEREES

- 4.1 All judges and referees must wear the official uniform foreseen by the IKU-DC. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The referee official uniform is composed of:
- A navy blue blazer bearing two silver buttons
 - A white IKU shirt
 - A blue IKU tie
 - Light grey pants
 - Black socks
 - Black sport shoes
- 4.3 Referees and Judges are not allowed to wear watches, bracelets, mobile telephones, tie-pin, or other objects that could cause injury.

CONTESTANTS

- 4.4 All contestants must wear a clean, white karate-gi.
- 4.5 A national country badge is permitted (maximum 10 square centimetres), a federation logo on the left side of the chest and with only one sponsorship advertising logo panel on the back of the contestants gi top. It must be at shoulder height, and measure a maximum of 30 x 15 cm.
- 4.6 The karate-gi jacket, when tightened around the waist with the belt, must be of an overall length that covers the hips, but must not reach the knees.
- 4.7 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after having been properly tied around the waist, but must not reach the knees.
- 4.8 The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.9 The pants must be long enough to cover two-thirds of the shin and must not reach the anklebone. The pants must not be rolled up.
- 4.10 Muslim women may use a white scarf or chador.
- 4.11 Only female contestants can wear a plain white t-shirt under the karate-gi jacket.
- 4.12 In kata events the contestants must wear a belt of their own karate grade for the first two rounds. In the semifinal and final rounds they shall wear a red belt for AKA and a blue belt for AO.
- 4.13 A contestant can only compete in ONE kata style.
- 4.14 In kumite matches and in kata flag system, for identification purposes, contestants shall wear a red belt for AKA and blue belt for Ao, replacing their belt.
- 4.15 If a contestant is inappropriately dressed for a match, the referee will allow him 1 minute to change his uniform to comply with the IKU rules. If after this time (1 minute) the contestant has not been able to change his uniform, the decision of the referee will be KIKEN

(disqualification) for the contestant. The contestant's coach is responsible for ensuring that the contestant is appropriately dressed for the competition.

COACHES

- 4.16 During the competition, all coaches must wear a national tracksuit (or pants and national polo t-shirt) with their national or federation name, together with their personal badge.
- 4.17 At the tatami, coaches are not allowed to assist contestants to wear or adjust their karate-gi or other clothes during a competition.
- 4.18 The IKU-Officers or the Competition Director may disbar any official or contestant who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

PROTECTION EQUIPMENT

In IKU competitions, the following protections can be used:

- 5.1. Mitts: Sanbon, Ippon and Nihon kumite, blue for Ao, red for Aka, corresponding to their belt for that round.
 - 5.1.1 Special mitts can be worn, under the approval of IKU-DC.
- 5.2 Gum shields: must be white or clear. Athletes who cannot use a gum shield must present a medical certificate stating why they cannot wear it.
- 5.3 Groin protectors: must be worn under the karate-gi.
- 5.4 Chest protectors: (for female kumite) must be white.
- 5.5 Helmet and chest protector: (for children Nihon Kumite) must be white.
- 5.6 Shin protectors (Sanbon Kumite / Nihon Kumite) can be white or combined with the colour requested for the match (AKA or AO).
- 5.7 Instep protectors (Nihon Kumite). Only for Children category it can be white or combined with the colour requested for the match (AKA or AO).
For Juveniles category, it must be combined with the colour requested for the match (AKA or AO) and can not be white.
- 5.8 All protective equipment must be approved by the IKU-DC.

The following rules apply to the wearing of protection equipment:

5.9 **Compulsory equipment:**

- Mitts
- Gum shields (Sanbon Kumite)
- Groin protectors (Male Sanbon and Ippon Kumite)
- Chest protectors (Children and Female Kumite)
- Helmet (Nihon/Children Kumite)

5.10 **Allowed equipment:**

- Gum shields (Ippon and Nihon Kumite)
- Groin protector (Nihon Kumite)
- Shin protectors (Sanbon Kumite / Nihon Kumite)
- Instep protectors (Nihon Kumite)
- Soft/water-permeable contact lenses or special eye-glasses or other special equipment recommended by IKU medical commission, may be worn at the contestant's own risk with prior IKU-DC approval.

5.11 **Forbidden equipment:**

- Spectacles (glass or hard plastic) for kumite
- Shin protectors for Ippon kumite
- Instep protectors for Ippon and Sanbon kumite

NAILS, METALLIC OBJECTS, HAIR, BANDAGES

- 5.12 All contestants are required to keep their finger and toe nails short and shall not wear metallic objects that may cause injury to themselves or their opponent.

- 5.13 Each contestant must keep his hair clean, and cut to such a length that does not obstruct the smooth conduct of the match.
- 5.14 Females can wear discreet hair clips (not metallic) during a kata competition.
- 5.15 Contestants are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.16 Contestants are not allowed to wear hachimaki.
- 5.17 If a contestant comes to the match area in violation to the above rules, the referee will allow him 1 minute to redress according to the IKU rules. Otherwise, the decision will be KIKEN for this contestant. The contestant's coach is responsible for ensuring that the contestant does not violate these rules.

ART. 6: MATCH AREA SIZES

- 6.1 Tatami floors are compulsory.
- 6.2 Kumite: the size of the match area, in principle, shall be 8 x 8 meters for Juveniles, Cadets, Juniors, Seniors and Veterans: and a minimum 6 x 6 meters for Children, with a safety space of 1 meter all around it.
- 6.3 Kata: the size of the area shall be large enough so that participants are able to perform the kata without any obstacle.

ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and IKU organizer.
Type and quantity of the equipment:
- 7.2 Flags red/blue: (at least 5 for match area)
- 7.3 Score boards for kata: (at least 5 for each match area)
- 7.4 Recording equipment: (score sheets and recording forms, pens, calculators, etc).
- 7.5 Belts red/blue
- 7.6 IKU computer system is compulsory. The national organizer will ensure that it is safely transported and is properly used.
- 7.7 Whistles, bells or gongs to announce time signals.

ART. 8 PROTESTS AGAINST DECISION AND REVISION OF DECISION

INTRODUCTION

- 8.1 To reduce any charting error and avoid protests, the winner of each match must confirm his name to the Jury Table before leaving the area.
- 8.2 For the same purposes, the coach can notify the tatami Chief Referee of any administrative error as soon as it is detected. However, the coaches may not interrupt the work of the Jury Table trying to check the participation lists or other documents, asking for explanations, etc.
- 8.3 Contestants cannot personally protest against a Referee's and Judge's decision.
- 8.4 Only the coach of the team involved may protest by the Chief Referee against the decision, when the decision made by the Referee and Judges is thought having violated the competition or judging rules.

PROTEST PROCEDURE:

- 8.5 The coach announces to the Chief Referee that he intends to make an official protest.
- 8.4 The Chief Referee will stop the whole round and will inform the Referee Commission about it.
- 8.5 Before the coach makes an official protest he has to pay a protest fee to the IKU treasurer.
The fee will be returned if the protest is upheld.
- 8.6 The coach completes the "PROTEST sheet" and gives it to the Chief Referee who will give it to the Referee Commission.
- 8.7 The Referee Commission shall review the complaint and the evidence that supports it, and may call for an explanation the Chief Referee, the Referee and/or Judges.
- 8.8 If they find the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.
- 8.9 The coach is responsible in providing the evidence for the protest.

- 8.10 The IKU Referee Commission, after approval from the IKU-DC, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.
- 8.11 The Referee Commission may penalize the referee(s) who caused the protest.
- 8.14 Video proof is accepted ONLY if obviously clear and without any doubt about it.

ART. 9 OTHER MATTERS

- 9.1 In the case of a situation not foreseen in these rules or in case of doubt about the applicability of these rules to a specific situation, the panel of referees shall consult among themselves to find a solution.
 - 9.1.1 The decision must be approved by the IKU Referee Commission and IKU DC. All officials will be notified of this decision and a public announcement will be made.

PART 2: JUDGING RULES

GENERAL MATTERS

1. All the referee activities will be carried out in accordance to the IKU rules and coordinated by the IKU Referee Commission (IKU-RC). The IKU-RC will be composed of an uneven number of members (3, 5, 7, etc) and shall be led by the Chairman of the IKU Referee Commission.
2. All Referees must choose to be a contestant or to be a referee. They cannot compete and referee in the same tournament.
3. Referees and Judges must avoid conducting a kumite match if a contestant from their own federation or country is involved. They must inform the Chief Referee about this matter. Depending on the situation, the Chief Referee may replace the official with a neutral one (if possible) or may decide to use this official.
4. All karate-ka, including contestants, coaches, managers, or anybody connected with the contestant, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
5. Any behaviour of coaches, managers or anybody connected to the contestants that is likely to bring karate into disrepute may result in a penalty or in the disqualification of the contestant and/or the team.

CHAPTER 1: REFEREES PANEL

They will ensure that these rules are applied impartially on the tatami. The referees panel is composed of: Central Referee (SUSHIN) and 2 Corner Judges (FUKUSHIN). The Jury Table Personnel will be made up of the Jury Table Judge, Score-keeper, Time-Keeper, and Caller-Announcer.

ART. 1: APPOINTMENTS

- 1.1 The Chairman of the Referee Commission is appointed by the IKU Directing Committee (IKU-DC).
- 1.2 The composition of the Referee Commission will be proposed by the Chairman of the Referee Commission and submitted to the IKU-DC for approval.
- 1.3 The Chief Referee and the panel of referees for each tatami are appointed by the Chairman of the Referee Commission.
- 1.4 The Central Referee (SUSHIN) and the 2 Corner Judges (FUKUSHIN), will be appointed by the Chief Referee from the panel of referees before or at the time of each match.
- 1.5 The Jury Table Personnel are appointed by the host of the competition / IKU organizer and must be approved by IKU-DC.

ART. 2: GENERAL DUTIES OF REFEREES AND JUDGES

The Chief Referee, Referee (SUSHIN), the 2 Corner Judges (FUKUSHIN), and the Jury Table Judges have the following duties:

- 2.1 To learn and to know the IKU Competition Rules.
- 2.2 To be objective, impartial and fair.
- 2.3 To show respect and understanding.
- 2.4 To have a clear evaluation scale.
- 2.5 They must behave with dignity and demonstrate respect for the contestants and other officials.
- 2.6 Their movements during the match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as IKU officials.
- 2.7 They must concentrate their full attention on the match, observing each contestant carefully and judging correctly every action of the contestants.
- 2.8 During the match they must not talk with anyone but the Chief Referee, the other Judges, the contestants and the IKU Referee Commission.

ART. 3: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

- 3.1 The Chief Referee organizes, coordinates and supervises the whole activity at the tatami.
- 3.2 He has the ultimate responsibility of judgment.

- 3.3 He will be responsible for ensuring that matches are conducted according to these competition rules and if any unusual incident occurs, he shall base his decision upon these rules.
- 3.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error or a decision made against these rules.
- 3.5 He advises and leads the referees and judges.
- 3.6 He appoints the Referee and the 2 Corner Judges before each match.
- 3.7 If it becomes necessary to replace one of them during a match, the Chief Referee shall immediately stop the match and select a substitute without losing time.
- 3.8 The Chief Referee is subordinate to the IKU Referee Commission.
- 3.9 He cannot interfere with the refereeing score evaluation but **MUST IMMEDIATELY interfere when the rules are not properly applied.**
- 3.10 He prepares a daily written report about referees and special incidents (if any) at his tatami.

ART. 4: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

- 4.1 To conduct matches, including start and stop.
- 4.2 To announce the decision of the Judges Panel.
- 4.3 To explain, when necessary, the reasons why a decision was made.
- 4.4 To announce fouls and to issue warnings (before, during, and after a match).
- 4.5 To take other disciplinary action (e.g. dismiss/suspend a contestant from a match).
- 4.6 To obtain advice and information from the 2 Corner Judges.
- 4.7 To decide victory by majority based on the table of judgment.
- 4.8 To extend the duration of the match.
- 4.9 To consult the Chief Referee whenever he has difficulty in taking a decision.

ART. 5: RESPONSIBILITIES AND DUTIES OF THE 2 CORNER JUDGES (FUKUSHIN)

- 5.1 To assist, help and inform the Referee.
- 5.2 To exercise their right to vote on a decision during a match.
- 5.3 To evaluate the performance of the contestants.
- 5.4 The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag, whistle, and/or hand correctly giving their opinion:
 - 5.4.1 when they notice an injury or illness of a contestant before the Referee notices it;
 - 5.4.2 when they perceive an action which they consider should be awarded as ippon or waza-ari;
 - 5.4.3 when a contestant appears about to commit, or has committed, a prohibited act and/or technique;
 - 5.4.4 when both or either of the contestants have moved out of the competition area;
 - 5.4.5 in all cases when it is necessary to call the attention of the referee.
- 5.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of contestants and signal their opinion independently, in the prescribed manner.

ART. 6: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE

JURY TABLE JUDGE, SCORE-KEEPER, TIME-KEEPER, AND CALLER-ANNOUNCER

- 6.1 The Jury table Judge must be a qualified person, with good ability and who knows the IKU Competition Rules.
- 6.2 The Jury table announces the name of each contestant for each match and ensures that the correct contestant is on the tatami. In case, during a round, a contestant takes the place of another one (because of too much noise, wrong announcement, inattentive contestants, etc.), the result of that match will be annulled. The round will restart at the point the mistake occurred and will involve only those contestants affected by the mistake. But, if the round is finished, the result cannot be changed.
- 6.3 During each match, the Jury Table records and registers the points scored by each contestant, the warnings and penalties given to each contestant, and keep an accurate record of the match time, etc.
- 6.4 They must attach the “Injury sheet” to the round list, to review it during every round.

CHAPTER 2: TERMINOLOGY - GESTURES

The meaning of the terms used and the gestures (commands, penalties, announcements) used during a kumite match, are the following:

1. SHOBU (Sanbon / Nihon / Ippon) HAJIME
Start the match. The Referee stands on the official line.
2. SHOBU HAJIME
Start the extended match. The Referee stands on the official line.
3. ATOSHI BARAKU
A little more time left. An audible signal will be given by the timekeeper 30 seconds before the actual end of the match.
4. YAME
Temporary halt of match. The Referee chops downwards with one hand. The timekeeper stops the clock.
5. TSUZUKETE
Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.
6. TSUZUKETE HAJIME
Restarting the match. The Referee stands on the official line, steps back into zenkutsu-dachi and bring the palms of the hands towards each other.
7. SOREMADE
End of the match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.
8. MOTONOICHI
Original position. Contestants, Referee and Judges return to their respective places.
9. SHUGO
Judges called. The Referee beckons with one arm to the Judges.
10. HANTEI
Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by flag signal.
11. IPPON
One point. The Referee extends their arm higher than his shoulders, towards the relevant contestant.
12. WAZA-ARI
Half point. The Referee extends his arm slightly downwards to the side towards the relevant contestant.
13. AWASETE IPPON
Two waza-ari recognized as one ippon.
14. AIUCHI
Simultaneous scoring. No point awarded. The Referee brings his fists together in front of the chest.
15. HIKIWAKE
A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.
16. AKA (AO) NO KACHI
Victory of red (Aka). The Referee obliquely raises an arm on the side of the winner.
17. ENCHO-SEN
Extension. The Referee restarts the match with the command "Shobu Hajime".
18. TORIMASEN
Not acceptable as scoring. The signal is like the one for Hikiwake, but the technique culminates with the palms facing downwards.
19. CHUKOKU
Private warning. The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level. This warning shall not be taken into account in a possible Hantei.
20. KEIKOKU
Second warning. The Referee points with the index finger to the feet of the offender at a 45 degree angle. This warning shall not be taken into account in a possible Hantei.

21. HANSOKU CHUI
Official warning. The Referee points with the index finger to the face of the offender. This warning must be taken into account in a possible Hantei.
22. HANSOKU
Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
23. JOGAI
Exit from fighting area. The Referee indicates an exit by pointing with the index finger to the match area boundary on the side of the offender.
24. UKE IMASU
Technique blocked. An open hand touching the elbow of the opposite arm.
25. NUKETE IMASU
Technique missed. A closed hand crossing in front of the body.
26. YOWAI
Technique too weak. An open hand descending downwards.
27. HAYAI
Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.
28. MAAI
Bad distance. Both hands are raised open and parallel to the floor, and facing each other.
29. MUBOBI
Warning for lack of regard for one's own safety. The Referee points one index finger in the air at a 60 degree angle on the side of the offender.
30. KIKEN
Renunciation. The Referee points with the index finger towards the feet of the contestant.
31. SHIKAKKU
Disqualification. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

CHAPTER 3: DECISIONS

- 3.1 In case of opinion difference between the Referee and the Judges on a given matter, the Judge can, with the concurrence of the other Judges, oppose to the judgment of the Referee. The ultimate decision will be made by majority.
- 3.2 In case a majority cannot be attained, the following Cases and Majority Table, shall be applied:

CASES AND MAJORITY TABLE

	JUDGE SIGNAL	JUDGE SIGNAL	DECISION MAY BE:					
1								
2								
3					T			
4	MIEN AI				T	C1	C2	
5	MIEN AI				T	C1	C2	
6	MIEN AI	MIEN AI			T	C1	C2	
7	T				T			
8	T				T			
9	T	MIEN AI			T	C1	C2	
10	T	T			T			
11	C1				T			
12	C1				T			
13	C2				T			
14	C2				T			
15	C1	C1						
16	C2	C2						
17	MIEN AI	C1			T	C1	C2	
18	MIEN AI	C2			T	C1	C2	
19	T	C1			T	C1		
20	T	C2			T	C2		
21	C1	C2			T	C1	C2	

- 3.3 Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be reported to the Chief Referee and to the IKU-Referee Commission for approval.
All officials will be notified of these decisions and a public announcement will be made.

PART 3: KUMITE COMPETITION RULES

GENERAL MATTERS

ART. 1: START – SUSPENSION – END OF A MATCH

1.1 The contestants must line up at the beginning of the round. If one of them is absent he will be called twice on the microphone. If he doesn't come, he will be declared KIKEN.

1.2 START

- At the start of a kumite match the Panel of Referees will stand on the outside edge of the match area.
- After the formal exchange of bows between contestants, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, the 2 Judges turn inwards and all bow together.
- After the bows, the Referee invites the 2 Judges in Shobu Sanbon and Shobu Nihon and the 4 Judges in Shobu Ippon to sit at their places.
- At the command of “Nakae or Motonoichi”, the referee and the contestants enter the match area. The match shall start with the announcement by the Referee of “Shobu Sanbon / Nihon / Ippon Hajime”.

1.3 SUSPENSION

- By announcing “Yame” the Referee shall stop the match temporarily and order the contestants to go back to their positions.
- When restarting the match, the Referee announces “Tszukete Hajime”.

1.3.1 ATOSHI BARAKU

The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating “Atoshi Baraku”, 30 seconds to go.

1.4 END

When time is up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After stopping the match (Yame), the Referee shall end the match by announcing “Soremade”. He then checks the scores and penalties with the the Table Jury Judge and then announces the decision. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

ART. 2 CRITERIA FOR DECIDING IPPON AND WAZA-ARI

2.1 An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, synchronization, position and balance).
- strong vigour (kime),
- good attitude,
- zanshin,
- proper timing,
- correct distance

2.2 Effective techniques delivered under the following conditions shall always be considered as an ippon:

- 2.2.1 when an attack is delivered with perfect timing and the opponent started to move towards the attacker;
- 2.2.2 when an attack is delivered immediately as the opponent was unbalanced by the attacker;
- 2.2.3 for a combination of successive and effective attacks;
- 2.2.4 for the combined use of tsuki and keru techniques;
- 2.2.5 for combined use of tsuki, geri and nage techniques;
- 2.2.6 when the opponent has lost his fighting spirit and turns his back to the attacker;
- 2.2.7 for effective attacks delivered on undefended parts of the opponent;

- 2.2.8 for valid jodan geri techniques.
- 2.3 A waza-ari is awarded for a technique almost comparable to what needed to score ippon. The refereeing panel must look for ippon in the first instance and only award a Waza-ari in a second instance.
- 2.4 The score announcement
The Referee announces the score in the following manner: WHO scored, on which LEVEL, with what TECHNIQUE, and the SCORE attributed (E.g.: Aka/ Ao ... Jodan/Chudan ...Tsuki / Geri / Uchi ...Waza-ari / Ippon).

ART. 3 SCORING AREAS AND SCORING TECHNIQUES

- 3.1 The scoring areas shall be limited to the following: head, abdomen, face, neck (no contact shall be allowed to the throat), chest, side, and back (shoulders excepted).
Open handed uchi techniques, such as shuto uchi, haito uchi, etc., are allowed.
- 3.2 An effective technique delivered simultaneously with the bell signal of time up, shall be counted into the score.
- 3.3 An effective technique delivered simultaneously with the bell signal of time up, shall be counted into the score.
- 3.4 An attack, even if effective, delivered after the bell signal of time up, shall not be recognized as such, nor shall it constitute a basis for decision.
- 3.5 Techniques delivered outside the prescribed match area are not valid.
- 3.6 However, if a contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which “Yame” is called, is helpful in determining if jogai has occurred.
- 3.7 Scoring techniques of the same value simultaneously delivered by both contestants shall not score (aiuchi).
- 3.8 In order to improve the use of chudan geri (maegeri, mawashigeri, ushirogeri, yokogeri), the Referee panel shall assign ippon or waza-ari, also in case the technique does not perfectly comply with the criteria for scoring.

ART. 4: VICTORY OR DEFEAT

Shall be awarded on the basis of:

1. Victory by Ippon / Nihon / Sanbon score.
2. Victory by decision (Hantei), (as specified at point 4.2 page 16).
3. Defeat due to a foul, disqualification (Hansoku), (as specified and regulated at point 4.3 page 16 and point 6.2 page 18).
4. Defeat due to a retirement (Kiken), (as specified and ruled at point 4.4 page 16 and point 6.2 page 18).

4.1. VICTORY BY IPPON, NIHON, SANBON

The contestant, who scores first with 1 ippon (or 2 waza-ari) in Shobu Ippon, 2 ippon (or 4 waza-ari, or a score combination of ippon and waza-ari) in Shobu Nihon, or 3 ippon (or 6 waza-ari, or a score combination of ippon and waza-ari) in Shobu Sanbon, will be declared the winner.

4.2. VICTORY BY DECISION (HANTEI)

In the absence of Ippon / Nihon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a match, a decision (Hantei) is made as follows:

- 4.2.1 In Shobu Nihon and Sanbon, in case of a contestant scoring at least 1 waza-ari more than his opponent, he will be automatically declared the winner (Kachi), independently from all possible C1 and/or C2 penalties received.
- 4.2.2 In Shobu Ippon, in case of a contestant scoring 1 waza-ari at the end of a match, Hantei shall be called.

4.2.3 CRITERIA FOR HANTEI

When Hantei is called, the following criteria, listed in a decreasing priority order, shall be applied:

- Whether there have been official warnings (HANSOKU CHUI).
- The number of escapes outside the Match area.
- The comparative excellence in the fighting attitude.
- The ability and skill.
- The degree of the vigour and fighting spirit.
- The number of attacking moves.
- The comparative excellence in the strategy used.
- Fair play.

4.2.4 HANTEI PROCEDURE

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call “Hantei” and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the contestant of his preference: AKA / AO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

4.3 DEFEAT DUE TO A FOUL-DISQUALIFICATION (HANSOKU – C1 OR C2)

When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant.

- 4.3.1 In the case of a contestant, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce his defeat on account of penalties already incurred.
- 4.3.2 Failing to obey the orders of the Referee.
- 4.3.3 If a contestant becomes over-excited, to such an extent that he is considered by the Referee to be a danger to himself or his opponent.
- 4.3.4 If the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them.
- 4.3.5 Other acts which are deemed in violation the rules of the match. Any unruly behaviour from people connected with the contestant, such as coach, manager, supporters, etc. may result in the disqualification of the contestant and/or the team.
- 4.3.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other contestant and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.

4.4 DEFEAT DUE TO RETIREMENT (KIKEN)

- 4.4.1 A contestant who is unable to continue competing or participating, for other reasons than injury, or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

ART. 5: FORBIDDEN ACTIONS/TECHNIQUES - WARNINGS AND PENALTIES

Forbidden acts, actions and techniques are dealt with under the following 2 categories:

1. CATEGORY 1 (C 1)
2. CATEGORY 2 (C 2)

5.1 CATEGORY 1 (C 1)

The following attacks and techniques are prohibited and will be penalized under C 1 category:

- 5.1.1 techniques which make excessive contact, having regard to the scoring area attacked;
- 5.1.2 blow to the upper and lower limbs, hip joint, knee joints, the insteps and the shins;
- 5.1.3 blow to the groin;
- 5.1.4 dangerous throws (without any assurance of the opponent landing safely). Throws may only be performed by grabbing the opponent by just ONE hand.
- 5.1.5 The announcement

The Referee, turning towards Aka or Ao, by means of suitable gestures, will announce the penalty.

The possible penalties are:

- a) Private warning: CHOKOKU
- b) Second warning: KEIKOKU
- c) Official warning: HANSOKU CHUI
- d) Disqualification: HANSOKU

5.2 **CATEGORY 2 (C 2)**

This category governs and punishes the following cases:

- a) POTENTIALLY DANGEROUS TECHNIQUES
- b) MUBOBI
- c) JOGAI
- d) UNFAIR BEHAVIOUR

5.2.1 **POTENTIALLY DANGEROUS TECHNIQUES**

- a) Uncontrolled attacks (which exceed or go over the target).
- b) Jumping techniques (such as tobi yokogeri or uraken-uchi).
- c) Whatever contact to the throat, even if very light.
- d) Hiza geri, empi or atama uchi.
- e) Grabbing (unless immediately followed up by a technique).
- f) Dangerous leg sweeping techniques (ashi barai without follow-up by a technique, foot sweeps that land to high on the leg and that could cause knee injury).

5.2.2 **MUBOBI**

Mubobi means “Lack of regard for the contestant’s own safety or integrity”, to say:

- a) Attacks with an unguarded head in front.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique. The contestant is defenceless and his back may be exposed.

5.2.3 **JOGAI**

Jogai means “Touching the floor outside the match area with any part of the body”.

In case of Jogai, the referees MUST ALWAYS impose a penalty, excepted in case as explained at point b).

Clarification notes about Jogai

- a) It is jogai in any case when a contestant goes out from the competition area.
- b) It is NOT Jogai ONLY when a competitor is physically grabbed by his opponent and pushed by both hands out of the competition area. In this case no jogai shall be imposed, but a penalty to the opponent.
- c) It is jogai if Aka/Ao delivers a technique and then immediately exits the competition area.
- d) If there is a successful technique, “Yame” should be called at the moment of the score. The exit therefore occurs outside of match time and must not be penalized.
- e) If Aka’s attempt to score is unsuccessful, “Yame” will not be called and jogai will be recorded.
- f) If Ao exits the tatami just after Aka scores with a successful attack, then “Yame” will occur immediately on the score and Ao’s jogai will not be recorded.
- g) If Ao exits the tatami, or has exited as Aka’s score is made (with Aka remaining within the tatami) then both Aka’s score will be awarded and Ao’s jogai penalty will be imposed.
- h) The point at which “Yame” is called is helpful in determining if jogai has occurred.
- i) In **SHOBU SANBON MATCHES**, the contestant, having a higher score, who exits the competition area after the ATOSHI BARAKU, will incur a minimum penalty of HANSOKU CHUI.
- j) If the contestant has a penalty of Hansoku Chui before Atoshi Baraku, he will be punished with HANSOKU.

5.2.4 UNFAIR BEHAVIOUR

- a) Time wasting. This includes refusing to fight, running away from the opponent, and repeated match interruption by clinching or unnecessary bodily contact against the opponent.
- b) Exaggerated actions (unsporting behaviour, obscene or offensive gestures, verbal abuse, provocation or needless utterances, etc.).
- c) Exaggerated reactions and making show of pain after receiving a technique.
Just as the Referees must defend the safety of the competitors, so too must they defend the dignity of the combat. Therefore, they must immediately punish any behavior referable to exaggerated reactions, as well as any inappropriate complaining and making show of pain after receiving a technique. Whenever a technique is considered valid and the competitor who has received it shows to exaggerate his reaction, the Referees must assign both the **point** to the one and the **penalty** to the other.
- d) Any behaviour likely to bring Karate into disrepute (this includes coaches, managers and anybody connected with the contestant).
- e) Any disrespectful and unnecessary actions are strictly forbidden (throwing gloves onto the floor, refusing to participate in the final bow of the match, etc).
- f) Avoiding combat.

5.2.5 The announcement:

The Referee, turning towards Aka or Ao, by means of suitable gestures, will announce the penalty.

The possible penalties are:

- a) Private warning: CHOKOKU
- b) Second warning: KEIKOKU
- c) Official warning: HANSOKU CHUI
- d) Disqualification: HANSOKU

5.3 Penalties must be accompanied by an increase in the severity of the penalty imposed.

5.4 If a contestant loses two matches for disqualification (HANSOKU C1 or C2), he CAN NOT fight again in the whole tournament.

ART. 6 INJURIES AND ACCIDENTS

In the case of an injury to a contestant, the Referee shall at once stop the match, assist the injured contestant and, at the same time, call the Competition Doctor.

The Referees MUST NOT touch a competitor in any case, even if he is supposed having been injured.

6.1 DOCTOR'S DECISIONS

6.1.1 The Competition Doctor can ONLY make decisions on the following matters:

- a) whether there has been an injury or not;
 - b) whether a competitor is able to continue the fight or not.
- Any other decision shall be made by the Referee Panel.

6.1.2 No point shall be awarded if the contestant injures his opponent, even if the injury is only very minor.

6.2 VICTORY OR DEFEAT AFTER AN INJURY OR ACCIDENT - RULES AND LIMITS

6.2.1 When a contestant is declared by the doctor, **by a written report**, not more able to continue the competition because of an injury caused by his opponent, the contestant is declared the winner in that match, but CAN NOT fight again in the whole tournament.

6.2.2. A contestant who wins a second match through disqualification of his opponent who caused him an injury, CAN NOT fight again in the whole tournament.

6.2.3 A contestant who loses a second match for disqualification (HANSOKU C1 or C2), CAN NOT fight again in the whole tournament.

- 6.2.4 When a contestant, who suffers a minor injury, but not serious enough to disable him, refuses to continue the match or requests for permission to quit the match, shall be declared the loser by Kiken.

ART. 7 SHIKAKKU

This is the highest penalty in IKU.

It is a disqualification from the whole tournament and is given in the following cases:

- 7.1 when a/any contestant/s does not obey the orders of the Referee,
7.2 when a/any contestant/s commits an act which harms the prestige and honour of Karate- do, or when other actions are considered to violate the rules and spirit of Karate;
7.3 when a/any contestant/s makes obscene or offensive gestures;
7.4 when the Referee believes that a contestant has acted maliciously, without thinking of the well-being of the other contestant.
7.5 The announcement:
The Referee will announce: “Aka/Ao – SHIKAKKU”.
Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the Referee Commission. The contestant who receives Shikakku will lose all the positions he/she won before in that round/category.
7.6 Any contestant (or team) who receives SHIKAKKU in the final will not receive any medal.

A. SANBON KUMITE

ART. 1: INDIVIDUAL SANBON KUMITE

The individual match is decided by “Shobu Sanbon”. The contestants try to score three points (6 waza-ari, 3 ippon, or score a combination of both) before their opponents, within the time limit.

ART. 2: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	Up to 52kg.	Up to 47 kg.
		57kg.	55 kg.
		63kg.	+55 kg.
		70kg.	
		+70	
JUNIORS	16-17	Up to 55 kg.	Up to 50 kg.
		61 kg.	58 kg.
		68 kg.	+58 kg.
		75 kg.	
		+75 kg.	
SENIORS	18-40	Up to 62 kg.	Up to 55 kg.
		67 kg.	63 kg.
		74 kg.	+63 kg.
		80 kg.	
		+80 kg.	
VETERANS	41-60	OPEN	OPEN

ART. 3: DURATION OF AN INDIVIDUAL SANBON MATCH

- 3.1 Seniors male match: 3 min. (effective time)
- 3.2 Seniors female / Veterans female match: 2 min. (effective time)
- 3.3 Cadets / Juniors /Veterans (male / female) match: 2 min. (effective time)
- 3.4 At each command “Yame”, the Jury Table must stop the clock and at each command “Tsuzukete hajime” it will restart the clock.
- 3.5 Before the tournament the IKU-DC can modify the duration of matches.

ART. 4: TIE AND EXTENSION

4.1 THE TIE

- 4.1.1 In the event of a tie (equal score) after time-up, in an individual match, the Referee will automatically announce Hikiwake and 1 minute extension (Encho-sen), without calling any Hantei.

4.2 THE EXTENSION (Encho-Sen)

- 4.2.1 The Referee command for starting the extension will be “Encho-Sen - Shobu Hajime”.
- 4.2.2 The time of Encho-Sen will be 1 minute.
- 4.2.3 This extension will be decided by the first score.
- 4.2.4 All awards or penalties are carried into the extension.
- 4.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the whole fight and not only on the extension.
- 4.2.6 After Encho-Sen, in case of Hantei the 2 Judges and the Referee have to vote AKA or AO.

CHAPTER 4: SANBON KUMITE TEAM

Each individual match is decided according to the “Sanbon Kumite Rules” for individual kumite match.

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	OPEN	OPEN
JUNIORS	16-17	OPEN	OPEN
SENIORS	18-40	OPEN	OPEN

ART. 2: SANBON TEAM MATCH

- 2.1 Before each team match, a team representative must hand to the Jury Table an official list giving the names and the fighting order of the team members.
 - 2.1.1 The fighting order can be changed for every round, but once notified, it cannot then be amended.
 - 2.1.2 The use of a reserve constitutes a change in fighting order.
 - 2.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 2.2 Matches between individual members of each team shall be held in a predetermined order.

ART.3: THE SANBON TEAM MEMBERS

- 3.1 The team will be composed of 3 athletes and 1 reserve in all categories.
 - 3.1.1 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires it. However, this substitution may only be made in the following round.
- 3.2 At the beginning of the round, only the team, without the reserve, will line up in the match area.
 - 3.2.1 A team that does not have 2 athletes at the start of the 1st round of the competition will not be allowed to compete and will be declared kiken.
- 3.3 If, during the round, one member of the team is injured and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete.

ART.4: CRITERIA FOR DECIDING THE WINNING TEAM

- 4.1 The winner of a team match shall be decided on the basis of the individual matches.
- 4.2 The criteria for deciding the winner of a team match are the following (in order of decreasing importance):
 - a) Numbers of wins.
 - b) The total score each team has (ippon and waza-ari are added together).
 - c) The number of ippon each has (the winning team is the one who scored more ippon).
 - d) Extra match.
- 4.3 Victories through a foul, disqualification or retirement of the opponent shall be counted, in team matches, as 3 ippon.

ART. 5: TIE AND EXTRA MATCH:

- 5.1 If there is a tie in a bout in a team match, HIKIWAKE will be announced without any Hantei. Encho-Sen will not be held except as described at point 5.3 below.
- 5.2 When, after considering 4.2/a/b/c above, there is a tie between teams, an extra match will be held between one representative from each contending team.
- 5.3 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first score. If, at time-up at the end of Encho-Sen there is still no score, a decision (Hantei) must be taken by the Judges panel. Referee and Judges cannot give Hikiwake but must decide to vote for either Aka or Ao.

CHAPTER 5: ROTATION SANBON KUMITE TEAM

In principle, the rules are the same as for individual Shobu Sanbon.

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	OPEN	OPEN
JUNIORS	16-17	OPEN	OPEN
SENIORS	18-40	OPEN	OPEN

- 1.1 Only contestants are aged 14 years and older will be allowed to compete in Team Rotation Kumite. The rules are the same as for individual Shobu Sanbon, but with some differences.

ART. 2: DURATION

- 2.1 The duration of each Kumite Team Rotation match will be 6 minutes running time.
2.2 The clock will stop only when the Referee requests "Time".

ART. 3: THE ROTATION TEAM MEMBERS

- 3.1 The team spirit imposes that every contestant must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).
3.2 If at the end of the match (after 6 minutes), one of the contestants has not fought, the team involved will be disqualified (Hansoku).
3.3 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.

ART. 4: CRITERIA FOR DECIDING THE WINNING TEAM

- 4.1 There will be no limit to the number of points that may be scored.
4.2 Each team may score as many points as its athletes are capable of, during the 6 minutes.
4.3 The winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes of time.
4.4 However, if one of the teams reaches an advantage of "6 points" (3 ippon, or 6 waza-ari, or a combination of ippon and waza-ari), it will be declared the winner.

ART. 5: TIE IN ROTATION TEAM

- 5.1 If, after 6 minutes, there is a tie, the team who has the most ippon will be declared the winner.
5.2 If the tie persists, there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 athlete from their team to start the extension. This athlete may be substituted after the extension has begun.
5.3 The penalties imposed in the normal time will be carried into the extension.
5.4 If, after the Encho-Sen, a tie still persists, the Referee will call for "HANTEI" and the Referee and the 2 Judgea must vote for either Aka or for Ao. This will decide the winning team.

ART. 6: SUBSTITUTIONS IN ROTATION TEAM

- 6.1 During the 6 minutes of the match, the coaches may make as many substitutions between the 3 athletes, who compose the team, as they desires at any time. An athlete who has already been replaced may come back to fight again in the same round and whenever requested during the match.
6.2 The athlete who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him onto the Tatami.

SUBSTITUTION PROCEDURE

- 6.3 The coaches will have to sit down in identified chairs.
6.4 Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.
6.5 When the Coach intends to make a substitution he must request "CHANGE".

- 6.6 The Time Keeper must validate the request and ensure that there is at least 15 seconds between changes.
- 6.7 The Time Keeper, by the use of a whistle and the command “Change”, will indicate to the Referee that he has to stop the match to allow a substitution.
- 6.8 When the Referee decides to stop the match and allow the substitution, the substitution must be made in a maximum of 3 seconds.
If the change exceeds this 3 sec., the Referee will restart the match, refusing the substitution. Also he can penalize the team involved for time wasting.
- 6.9 When a substitution occurs, the opponent will have to fight for at least another 15 seconds before she/he may also be substituted.
- 6.10 Both contestants cannot be substituted at the same time. The Time Keeper must be very attentive as to which team requested a change first.

ART. 7: PENALTIES IN ROTATION TEAM

- 7.1 All the penalties incurred by the athletes in a team will be carried forward and added to any incurred by the substitute in the same round.
- 7.2 Example: if an athlete is penalized with HANSOKU CHUI for excessive contact, the athlete who comes onto the Tatami as the substitute will automatically have the HANSOKU CHUI penalty of the previous athlete and any penalties s/he incurs will be added to this. This will continue through all the substitutions in that match.
- 7.3 In a team match, if an athlete is penalized with HANSOKU the whole team will be disqualified.
- 7.4 In a team match, if an athlete is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament. Before applying the SHIKKAKU penalty the Referee MUST consult the Chief Referee AND the Referee Commission.

B. NIHON KUMITE

Two points Match: the contestants try to score two Ippon (4 Waza-ari) before their opponent within the time limit. Contestants are to be aged 6 to 13 Years on the day of the competition.

ART. 1 CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE	
CHILDREN A	5-7	Up to 25 kg.	Up to 30 kg.	
		30 kg.	35 kg.	
		35 kg.	+35 kg.	
		+35 kg.		
CHILDREN B	8-9	Up to 35 kg.	Up to 35 kg.	
		40 kg.	40 kg.	
		45 kg.	+40 kg.	
		+45 kg.		
CHILDREN C	10-11	Up to 40 kg.	Up to 37 kg.	
		45 kg.	42 kg.	
		50 kg.	+42 kg.	
		+50 kg.		
JUVENILES	12-13	Up to 45 kg.	Up to 42 kg.	
		50 kg.	47 kg.	
		55 kg.	+47 kg.	
		60 kg.		
		+60 kg.		

ART. 2: DURATION

2.1 Children (male / female) match: 1,30 min. (effective time).

Juveniles (male / female) match: 2,00 min. (effective time).

In principle Nihon Kumite for children has the same rules as Sanbon Kumite, excepted:

ART. 3: PROTECTIONS

3.1 Compulsory protections: helmet, chest protector, mitts.

3.2 Allowed protections: gum shield, shin protector, instep protector, groin protector.

ART. 4: FORBIDDEN CONTACT AND TECHNIQUES

4.1 Excessive contact to the face or helmet.

4.1.1 "Light" touches by the hand or foot to the helmet are allowed. However, the techniques must not push (move back) the head of the opponent. If this happens then a penalty must be given.

4.2 Excessive contact (impact) to the chest.

4.2.1 If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.

4.3 Nage techniques (Ashi Barai etc.)

4.4 Grabbing, grappling or dangerous throws are not allowed.

C. IPPON KUMITE

CHAPTER 6: INDIVIDUAL IPPON KUMITE

The Individual Match is decided by “Shobu Ippon”. This is a one point match where the contestants try to score one point before their opponent within the time limit.

In case of a contestant scoring 1 waza-ari at the end of a match, Hantei shall be called.

ART.1 CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	OPEN	OPEN
JUNIORS	16-17	OPEN	OPEN
SENIORS	18-40	OPEN	OPEN
VETERANS	41-60	OPEN	OPEN

ART. 2: DURATION OF A MATCH

2.1 The duration of a match shall be 2 minutes “running time”. The clock will stop only when the Referee requests “Time”.

ART. 3: THE ADJUDICATION SYSTEM

3.1 In Shobu Ippon Kumite, the “Flag System” will be used.

3.2 In this “Flag System” there will be 1 Central Referee and 4 Corner Judges who will adjudicate the match. The 4 Corner Judges will signal their opinions to the Central Referee by flags.

ART.4: EXTENSIONS

4.1 In the event of a draw in an individual Match there will be another full Match (Sai Shiai).

4.2 All awards or penalties are not carried into the Sai Shiai, as it must be considered as a new match.

4.3 In the event of another draw at the end of the Sai Shiai, the Referee will announce Encho-Sen, where the first contestant who scores a point will be declared the winner.

4.4 If at the end of two minutes no winner has been declared, the Judges must make a decision on who is the winner, based on both Sai Shiai and Encho-Sen.

ART. 5: PROHIBITED ACTIONS AND TECHNIQUES

SEE PART 3 - ART. 5 KUMITE COMPETITION RULES (page 17).

ART. 6: PENALTIES AND DISQUALIFICATION

SEE PART 3 - ART. 5 KUMITE COMPETITION RULES (page 17).

CHAPTER 7: IPPON KUMITE TEAM

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	OPEN	OPEN
JUNIORS	16-17	OPEN	OPEN
SENIORS	18-40	OPEN	OPEN
VETERANS	41-60	OPEN	OPEN

ART. 2: THE IPPON TEAM MEMBERS

- 2.1 The number of persons making up an Ippon team (male and female) shall be 3 + 1 reserve.
- 2.2 A team will be allowed to participate only when the team has a minimum of 2 contestants.
- 2.3 Before each team match, a team representative must hand in to the Table Jury an official list identifying the names and fighting order of the team members. The fighting order can be changed for every round but once notified, it cannot then be changed. The use of a reserve will be considered as a change in the fighting order.
- 2.4 Matches between individual members of each team shall be held in a predetermined order.

ART. 3: CRITERIA FOR DECIDING THE WINNING IPPON TEAM

- 3.1 The winner of a team match shall be decided on the basis of the individual matches.
- 3.2 The criteria for deciding the winner of a team match is based on the number of individual wins each team has at the end of a match.
- 3.3 Team matches are decided based on the following criteria (in order of decreasing importance):
 - a) Numbers of wins.
 - b) Numbers of Ippon.
 - c) Numbers of Waza-ari (only Waza-ari scored by the winners if individual Matches are counted).
 - d) Extra Match
- 3.4 When a team ties with its opposing team under the methods of decision as indicated in 3.3a/b/c above, the decision shall be made on the basis of the result of an extra match conducted between one representative from each of the contending teams. If this extra Match is a draw, another Match (Sai Shiai) will take place. If there is still no score, a decision (Hantei) must be taken by the Judges panel.
- 3.5 Victories through a foul, disqualification or voluntary withdrawal of the opponent shall be counted as 1 Ippon.

PART 4: KATA COMPETITION RULES

ART. 1: GENERAL MATTERS

- 1.1 A new kata category for “Other Styles” has been introduced. It is called “Rengokai” category. All the styles that do not have at least 6 contestants (from a minimum of 2 different nations) will compete in this category.
- 1.2 A combined “Point-Flag Judgment System” will be used to judge both individual team kata matches.
The winner will be the one with the majority of flags in the final round. The IKU-DC may change from “Combined System” to “Point System” or “Flag System”.
- 1.3 The kata team shall be composed of 3 + 1 reserve.
- 1.4 Kata team competition is only foreseen for categories: JUVENILES, CADETS, JUNIORS, SENIORS and VETERANS.

ART. 2: JUDGMENT OF A MATCH

- 2.1 A Panel of Judges made up of 1 Central Referee and 4 or 6 Corner Judges will adjudicate each kata match. The Panel shall be composed (entirely or in majority, according to the judges available), of members practising the same karate style they are called to judge.
- 2.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 2.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a blue flag).
- 2.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by majority.

ART. 3: THE KATA PERFORMANCE - START

- 3.1 Before every round, the contestants must give the name of kata that they will perform to the Jury Table, to be recorded on the official sheet.
- 3.2 Contestants may not repeat the same kata performed in the previous rounds.
- 3.3 When called upon by the Announcer, the contestant(s) will immediately proceed inside the match area, bow to the Central Referee and clearly announce the name of the kata they will perform. For kata team, the team leader, who is nearest to the Central Referee, will announce the name of the kata.
- 3.4 The Central Referee will clearly repeat the name of the kata.
- 3.5 After that, the competitor(s) will start his performance, and when finished, will return to his original position(s) awaiting Judges’ decision.
- 3.6 All kata teams must adopt the “triangle” formation (the team leader in line with the Central Referee).

ART. 4: THE KATA PERFORMANCE - END

- 4.1 Being the kata performed, the Central Referee shall call for Hantei, for Corner Judges’ decisions. Immediately and simultaneously the Central referee and the Corner Judges will raise their score boards with their decisions. The Caller-Announcer shall call out the Central Referee’s score and each Corner Judge’s score clearly to the Recorder.
- 4.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five (seven) scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be added together.
- 4.3 The Caller-Announcer shall clearly announce the total score.
- 4.4 After the announcement of the total score, the contestant(s) will bow to the Central Referee and leave the match area.
- 4.5 For the semifinals and finals, whose judgment will be made by flags, the Central Referee will call for Hantei for the Corner Judges’ decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their flags with their decisions.
- 4.6 The Central Referee will then raise again the flag for the majority of flags to announce the winner.

ART. 5: ROUNDS

The kata competition will be organized over four rounds:

Round 1, Round 2 and Round 3 (the Semifinal) and Round 4 (the Final), for both individual and team competitions.

- 5.1 **First Round** (Score: 5.0-7.0): the 12 highest scoring contestants going through to the next round.
 - 5.1.1 If there are less than 12 contestants in the first round, that round can be omitted. Therefore the event will become a three round event.
 - 5.1.2 All the scores will be written down. The lowest and highest scores will not be taken into consideration. Only the remaining scores will be added to make the final score of the round.
- 5.2 **Second Round** (Score: 6.0-8.0): the 4 highest scoring contestants going through to the Semifinal.
 - 5.2.1 The order list of competitors in the second round will be the same as in the list for the first round.
- 5.3 **Third Round (Semifinal)**: judged by Flag System, it will be divided into 2 matches.
 - The contestant first placed against the fourth placed (1st vs. 4th)
 - The contestant second placed against the third placed (2nd vs. 3rd).
- 5.3.1 The kata in the Semifinal must be different from the kata performed in the 1st and 2nd Rounds.
- 5.4 **Fourth Round (Final)**: judged by Flag System, with the winners from the two semifinals. The winner from the first match must wear AKA (red) belt and the winner from the second must wear AO (blue) belt.
 - 5.4.1 The kata in the final must be different from the Kata performed in the 1st, 2nd and 3rd round.

ART. 6: TIE

- 6.1 In the event of a tie in the 1st round, to define the list of contestants for the next round, the lowest score from the remaining three (five) scores will be added to the total scores for that round.

The deleted scores will not be taken into account for any other classification.
- 6.2 If, after this the tie persists, the maximum score from the remaining three (five) scores is then added to the total scores for that round.
- 6.3 In the case of a continuing tie, the contestants must perform an additional and different kata.
- 6.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 6.5 In the event of a tie in the sum score from Round 1 and Round 2, after the 2nd round, to define the list of contestants for the next round, the score of the second round will be added to the score.
- 6.6 If, after this the tie persists, the minimum score from the remaining three (five) scores is then added to the total score for that round.
- 6.7 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 6.8 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.

CHAPTER 10: CHILDREN KATA COMPETITION

ART.1: CATEGORIES ALLOWED - see PART 1. ART. 1.4 (page 4).

1.1 No kata team competition is foreseen for Children category aged up to 11.

ART. 2: CATEGORIES–ROUNDS–TYPES OF KATA ALLOWED

2.1 Contestants in Children category from white to blue belt, may only perform shitei kata from the IKU official shitei kata list below. Contestants competing in “Other Styles”, may only perform basic kata from their style.

IKU OFFICIAL SHITEI KATA LIST

GOJU RYU	SHITO RYU	SHOTOKAN RYU	WADO RYU
Taikyoku	Ju No Kata	Taikyoku 1.2.3	Peian Shodan
Gekisai Dai Ichi	Ju Ni No Kata	Heian Shodan	Peian Nidan
Gekisai Dai Ni	Pinan 1.2.3.4.5	Heian Nidan	Peian Sandan
Saifa	Naihanchin Shodan	Heian Sandan	Peian Yondan
	Saifa	Heian Yondan	Peian Godan
	Aoyagi	Heian Godan	
	Miojio	Tekki Shodan	
	Juroku		

2.3 Kata shall be alternated at every round.

2.2 Contestants in Children category from brown to black belt may perform tokui kata from the IKU official kata list attached (page 31). They must perform a different kata at every round.

CHAPTER 11: JUVENILES, CADETS, JUNIORS KATA COMPETITION

ART. 1: CATEGORIES ALLOWED - see PART 1. ART. 1.4 (page 4).

1.1 A Cadet contestant cannot participate in a Junior Kata Team.

1.2 Contestants in these categories may perform tokui kata from the IKU official kata list.

ART. 2: ROUNDS

For individual Kata and Kata Team competition

2.1 **Round 1:** with the 12 highest scoring contestants going through to the next round.

2.1.1 The contestant(s) can perform a tokui kata from the IKU official kata list (see Annex 1, page 31).

2.2 **Round 2:** with the 12 highest scoring contestants going through to the final rounds.

2.2.1 The contestant(s) can perform a tokui kata from the IKU official kata list (see Annex 1, page 31), different from the previous one.

2.3 **Round 3 and Round 4 (Semifinal and Final):** the contestant(s) can perform a tokui kata from the IKU official kata list (see Annex 1, page 31), different from the previous ones.

CHAPTER 12: SENIORS AND VETERANS KATA COMPETITION

ART. 1: CATEGORIES ALLOWED - see PART 1. ART. 1.4 (page 4).

1.1 A Veteran contestant CAN ONLY compete in his category. He or she cannot compete in Senior category.

ART. 2: ROUNDS IN SENIORS AND VETERANS KATA COMPETITION

See Chapter 11 / Art. 2 (Juveniles, Cadets and Juniors competition rules).

CHAPTER 13: CRITERIA FOR DECISION

In a kata match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements in two different criteria:

ART. 1: BASIC PERFORMANCE

The following basic points must appear in each performance of a kata:

- 1.1. Kata sequence
- 1.2. Control of power
- 1.3. Control of tension and contraction
- 1.4. Control of speed and rhythm
- 1.5. Direction of movements
- 1.6. Understanding Kata technique
- 1.7. Show proper understanding of the Kata Bunkai
- 1.8. Coordination
- 1.9. Stability and balance
- 1.10. Pauses
- 1.11. Kiai
- 1.12. Breathing
- 1.13. Concentration
- 1.14. Spirit

ART. 2: ADVANCED PERFORMANCE

Judges will note the specific important points and the degree of difficulty of the performed kata. Judgment will be based on:

- a) The mastery of techniques by the contestant.
- b) The degree of difficulty and risk in the performance of the kata.
- c) The Budo attitude of the contestant.

ART. 3: MINUS POINTS

Points will be deducted in these cases:

- 3.1 For a momentary hesitation in the smooth performance of the kata quickly remedied, 0.1 should be deducted from the final score.
- 3.2 For a momentary but a discernible pause, 0.2 points should be deducted.
- 3.3 For a momentary slight imbalance and quickly remedied, 0.1-0.2 points should be deducted.
- 3.4 For a lack of kiai, 0.1 point should be deducted.

ART. 4: DISQUALIFICATION

- 4.1 If the contestant performs the wrong kata.
- 4.2 If the kata is varied (a technique, a movement, etc.).
- 4.3 If the contestant stops the kata for more than 5 sec.
- 4.4 If the contestant loses balance completely and/or falls.
- 4.5 If the contestant doesn't perform a kata of his style.
- 4.6 For disqualification, the score will be 0.0.

IKU OFFICIAL KATA LIST

GOJU RYU	SHITO RYU	SHOTOKAN RYU	WADO RYU
Gekisai Dai Ichi	Anan Dai	Bassai Dai	Chinto
Gekisai Dai Ni	Ananko	Bassai Sho	Jion
Kururunfa	Aoyagi	Chinte	Jitte
Saifa	Bassai Dai	Enpi	Kushanku
Sanseru	ChatanYara no Kushanku	Gankaku	Naihanchi
Seipai	Chinto	Gojushiho Dai	Niseishi
Seisan	Gojushiho	Gojushiho Sho	Passai
Seiunchin	Hanan	Hangetsu	Pinan Shodan
Shisochin	Hanan Ni	Heian Shodan	Pinan Nidan
Suparimpei	Heiku	Heian Nidan	Pinan Sandan
Taikyoku	Jion	Heian Sandan	Pinan Yondan
Paiku	Ju Ni No Kata	Heian Yondan	Pinan Godan
Nipaipo	Ju No Kata	Heian Godan	Rohai
ChatanYara no Kushanku	Juroku	Jiin	Seishan
Anan	Kosokun Dai	Jion	Wanshu
	Kosokun Sho	Jitte	Anan
	Kururunfa	Kanku Dai	
	Matsukaze	Kanku Sho	
	Matsumora no Rohai	Meikyo	
	Matsumura no Bassai	Nijushiho	
	Miojio	Sochin	
	Naihanchin Shodan	Taikyoku 1.2.3	
	Nepai	Tekki Shodan	
	Nipaipo	Tekki Nidan	
	Niseishi	Tekki Sandan	
	Pachu	Unsu	
	Paiku	Wankan	
	Papuren		
	Pinan 1.2.3.4.5		
	Rohai		
	Saifa		
	Sanseru		
	Seienchin		
	Seipai		
	Seiryu		
	Seisan		
	Shiho Kosokun		
	Shisochin		
	Sochin		
	Suparimpei		
	Tensho		
	Tomari no Bassai		
	Tomari no Chinto		
	Tomari no Wanshu		
	Unshu		