

Chito-Ryu Karate-Do

2026 Soke Cup

Tournament Rules



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Section 1 - General Rules For Officials

Article 1 - Code of Ethics For Officials

1. Officials must be neutral and fair.
2. Officials must act in a dignified manner and maintain a commanding presence.
3. Officials must attentively observe the match and also judge each movement accurately.
4. During a match, officials should not converse with people other than the officials and athletes involved in the match.
5. Officials must maintain a refined manner so that their actions do not negatively affect the flow of the match.
6. When possible the team of officials should be made up of officials from different countries, prefectures and/or dojos.
7. Referees and judges must maintain a professional distance from competitors for the duration of the event. To prevent any perception of bias or conflict of interest, officials shall avoid social or informal interaction with participants while in uniform, whether inside or outside their assigned rings. Maintaining this standard is essential to upholding the integrity of the competition in the eyes of spectators and fellow participants.
8. In instances where an official is assigned to an event involving a family member, student, or member of their own dojo, the official must recuse themselves where possible. This safeguard protects the integrity of the competition and the reputation of the official. If staffing constraints make recusal impossible, the official shall not serve as the Referee or Head Judge. In such cases, they may only serve as a Corner Judge.

✖ Note: Any officials who blatantly disregard the code of ethics will be relieved of official duties by the Chief Referee.

Article 2 - Roles of Officials

1. The Chief Referee is responsible for overseeing and directing all referees, judges and table officials at the tournament and has the final say on all rule interpretations or protests.
2. The Court Chief is responsible for overseeing the judging panel and table officials on a specific court.
3. The Judges are responsible for awarding points in kata events or offering their opinion for points and penalties in kumite matches with flags.
4. The Arbitrator (kansa) is responsible for ensuring that the rules are being correctly followed by the Referee and Judges.
5. Table Officials
 - a. The Announcer is responsible for calling competitors into the court and announcing scores in kata events.
 - b. The Scorers are responsible for recording the scores awarded in kata events and all points, penalties and results awarded by the referee in kumite events.
 - c. The Timekeeper is responsible for keeping time during kumite matches.

**** Note:*** *If digital scoreboards are used, a secondary scorer will keep a paper backup of scores, penalties and results. If there is no digital scoreboard, there will be two scorers who each record their own copy of the scores.*

Article 3 - Dress Code For Officials

1. All Referees, Corner Judges, and arbitrators must wear the designated uniform. This uniform must be worn for all official clinics and all tournaments. Alternatively, the ceremonial referee uniform may be worn for tournaments if instructed to do so by the tournament director. Table officials may or may not have a uniform.
2. The designated uniform is as follows:
 - A navy blue blazer with two silver or gold buttons
 - A white long or short sleeved dress shirt (depending on the season)
 - The designated Chito-Ryu neck tie without a tie bar or pin
 - Solid grey dress pants
 - Solid navy blue or black socks and black slip-on shoes with rubber sole.
3. The ceremonial referee uniform is as follows:
 - A plain white karate gi with a Chito-Ryu crest
 - A black or dark navy hakama
 - Karate belt of rank
4. The chief official has the authority to disqualify any officials who do not follow the dress code.

※ Note: *Referees and Judges will be allowed to take off their blazers after receiving permission from the Chief Referee.*

Section 2 - Rules For Coaches

Article 4 - General Rules For Coaches

1. Each country or team must submit their list of designated coaches in writing prior to the start of the tournament to the Tournament Director. The Tournament Director reserves the right to limit the number of coaches per team.
2. Only clearly identified, official coaches might be permitted at ringside during competition, with all others seated in the spectator area.
3. Coaches ID cards or armbands must be worn in a clearly visible state at all times.
4. Coaches may only call advice to their competitor from the designated coaches chair in the competition area.

Article 5 - Protests

1. Only coaches may make a protest to the Kansa (arbitrator) in kumite matches or the Head Judge in kata matches.
2. Protests may only be raised if they believe there was an error in the application of the rules which may effect the result.
3. The procedure for making a protest for kata events (individual kata, team kata, kobujutsu bo & kobujutsu sai events) is as follows:
 - Before the next round of the event has started or before the next event, the coach must get the attention of the referee and make a verbal protest. If the event is ongoing, the proper way to do this is to stand at the edge of the court near the official's table, with a hand raised until acknowledged by the referee.
4. The procedure for making a protest for kumite events (individual kumite or team kumite) is as follows:
 - Before their competitors leave the court, the coach must stand up from their coaching chair with their hand raised to get the attention of the kansa (arbitrator). The kansa will then alert the referee to stop the match.
5. The Head Judge (for kata matches) or the Kansa (for kumite matches) and the coach will discuss the protest as quickly as possible. If the Head Judge or Kansa agrees that there was an error, the competitors and table officials will be advised of the correction.
6. If a coach still has an objection, they may lodge a formal protest with the Chief Referee via the Head Judge (or Arbitrator) of the respective court. The decision of the Chief Referee shall be final.
7. In cases where the Chief Referee and the Referee (or Arbitrator) share the same nationality, and that nationality differs from the nationality of the competitor(s) involved in the case, the Chief Referee shall appoint an official from a neutral country as a deputy. This deputy official shall be authorized to make the final decision.
8. If the chief official for the tournament believes a coach is making persistent, unnecessary protests, this may result in "Shikkaku" disqualification from the tournament for the coach and/or the competitor(s) they represent.

※ Note: *The following are some examples of why a coach can make a protest:*

- *In a kata match, a competitor repeated a kata from the previous round.*
- *In a kumite match, a point or penalty is awarded by the Referee, when there is not a majority decision by the judging panel (Referee & Corner Judges).*

- *In a kumite match, a point or penalty is awarded by the Referee to the wrong competitor, when there is not a majority decision by the judging panel (Referee & Corner Judges).*
- *In a kumite match, the time keeper failed to start or stop the clock at the appropriate time.*

Section 3 - Rules For All Competitors

Article 6 - Dress Code & Presentation For Competitors

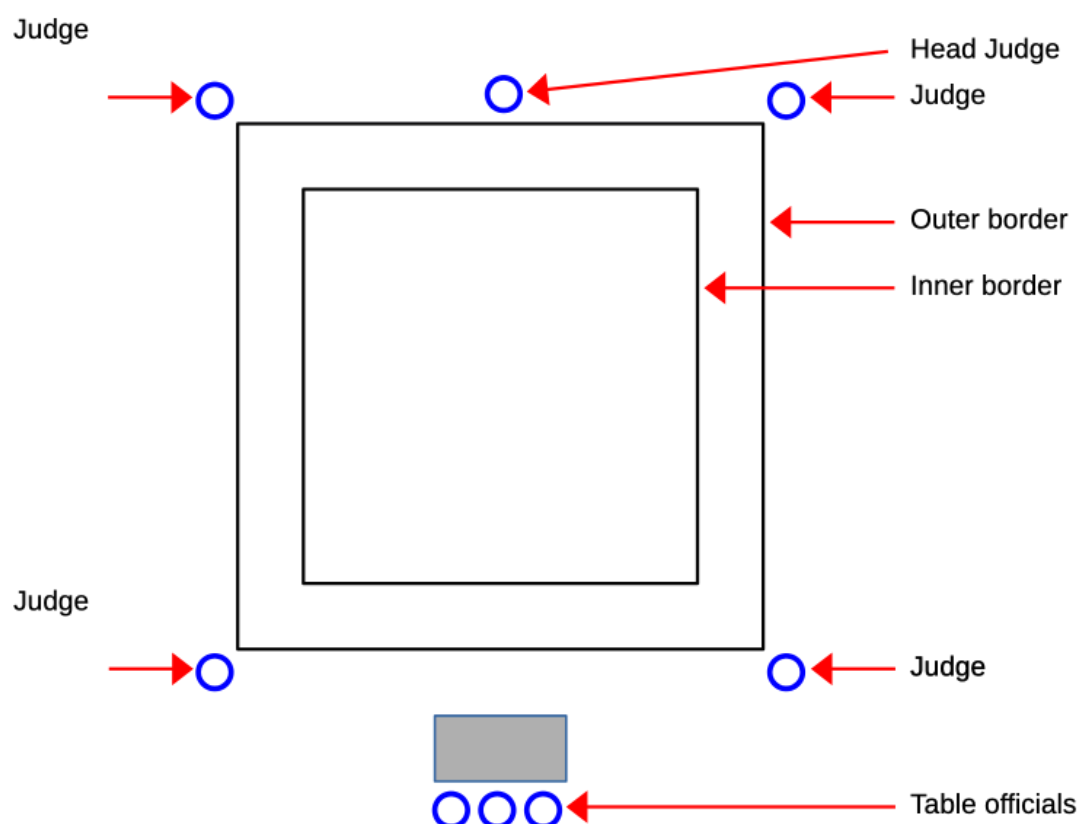
1. Karate gi:
 - a. Competitors must wear a solid white karate gi. Sponsor names or logos are prohibited (excluding manufacturer brand logos).
 - b. The Chito-Ryu crest should be on the left at around chest height.
 - c. The following additional items are permitted for karate gi:
 - i. National flag (positioned on the left sleeve of the karate gi jacket)
 - ii. Registration numbers issued by the tournament organisers (placed on the back of the jacket or another position as directed by the tournament organisers.)
 - iii. The dojo name and/or dojo crest
 - iv. The competitor's name
2. The karate gi must be clean and in good condition. No rips, tears or blood stains.
3. The karate gi top must cover the buttocks and be no longer than the middle of the thigh when the belt is tied at the waist.
4. A solid white t-shirt may be worn underneath the karate gi top by female competitors.
5. The length of the sleeves is at maximum to the wrist and at minimum no shorter than the middle of the forearm. The sleeves are not allowed to be rolled up.
6. Pant length must be longer than the lower 2/3 of the shin and cannot be rolled up.
7. Hairstyle and grooming:
 - a. Competitors' hair must be clean and trimmed to a length that does not interfere with the match. Headbands or sweatbands are not permitted except to be worn under headgear in Kumite.
 - b. If the Referee believes a competitor has dirty and/or hair that is too long, they may warn the competitor.
 - c. Fingernails and toenails must be cut short so as to not cause injury to other competitors.
 - d. Metal accessories or anything that may cause injury is also forbidden.
8. Eyeglasses are forbidden for all event types (soft contact lenses are allowed).

9. The use of bandages and bandage clips must follow the recommendations of the emergency staff and must be approved by the chief official.
10. If an issue with the dress code or presentation is identified by the Referee, the competitor will be given 1 minute to rectify the issue. Failure to rectify the issue in the allocated time will result in disqualification from the event.

Section 4 - Kata Competition

Article 7 - The Kata Court

1. The kata court must be square and marked with visible lines or mats. Moreover, the surface must be flat and free of obstructions.
2. The space must be big enough to do kata.
3. The Judges should be positioned with one each corner of the ring, plus the Head Judge at the front centre of the court.
4. See court layout diagram below.



Article 8 - Dress Code

1. Refer to Section 3 - Rules For All Competitors, Article 1 Dress Code & Presentation For Competitors.

Article 9 - Kata Event Types

1. Individual Kata. Divisions may be separated by gender, age and/or rank, at the discretion of the tournament director.
2. Team Kata. Teams of three competitors. Teams may be all male, all female or mixed gender. Divisions may be separated by age and/or rank, at the discretion of the tournament director.
3. Kobujutsu Bo. Divisions may be separated by gender, age and/or rank, at the discretion of the tournament director.
4. Kobujutsu Sai. Divisions may be separated by gender, age and/or rank, at the discretion of the tournament director.

Article 10 - Organisation of Kata Events

1. Kata events will operate as a multi-round, elimination competition.
2. The number of rounds is determined by the number of competitors (or teams) in the event, with a maximum of 3 rounds.
3. If there are 20 or more competitors (or teams), there will be three rounds, with top 16 competitors (or teams) from the first round will progress through to the next round. And then, the top 8 competitors (or teams) from the second round will progress through to the final round.
4. If there are 12-19 competitors (or teams), there will be two rounds, the top 8 competitors (or teams) will progress through to the final round.
5. If there are less than 12 competitors (or teams), there will be only 1 round.
6. For events consisting of multiple rounds, the starting order for subsequent rounds shall be determined by the scores from the previous round, proceeding from the lowest score to the highest score. In the event of a tie, the tied competitors will maintain the same relative starting order as the previous round.
7. When a division is split across multiple courts (e.g., court 1 and court 2) in preliminary round(s), when recombining the division, the starting order for the combined final round shall be determined by alternating between the courts, starting with the lowest-scoring competitor from each court. This alternating pattern continues until all competitors have been placed in the order, concluding with the highest-scoring competitors from each court.

Article 11 - Open & Close of Kata Events

1. The following occurs before the first performance in all kata events.
 - a. All individuals or team members line up on the side of the court as directed by the Head Judge. The judging panel line up at the edge of the court (with the Head Judge in the centre).
 - b. The Head Judge calls and indicates “Shomen ni, rei”, everyone bows to the front.
 - c. The Head Judge calls and indicates “Otagai ni, rei”, everyone bows in the direction of the centre of the court.
 - d. The Judges turn to face the Head Judge and bow.
 - e. The Head Judge and Corner Judges move to their chairs and wait for the announcer to call the first competitor or team.
2. The following occurs after the final competitor has exited the court.
 - a. The Head Judge, check all the scores and final places.
 - b. All competitors and the judging panel line up at the edge of the ring in their respective positions (same as the start of the event or match).
 - c. The Head Judge announces the top 3 places. In the case that the finals are being done at a different time or court, the competitors progressing to the finals are announced.
 - d. The Head Judge calls and indicates “Otagai ni, rei”, everyone bows in the direction of the centre of the court.
 - e. The Head Judge calls and indicates “Shomen ni, rei”, everyone bows to the front.
 - f. The Judges turn to face the Head Judge and bow.

Article 12 - Operation of the Match

1. The announcer will call the next competitor (or team) to the competition area, and also announces who will compete thereafter.
2. The competitor (or team) must stand up and enter the competition area when their name is called, bowing as they enter the competition area.
3. The competitor (or team) enters the competition area and moves to the designated start position, bows to the Judges, announce the name of the kata they are going to perform, and then start the kata. Failing to bow will result in a deduction of points (refer to Article 8).
4. When the kata name is announced, the scorer records the name of the kata and checks to make sure the kata is on the list of allowed kata for that division and also checks that the kata is not being repeated from the previous round (if applicable). If either of these things occur, at the completion of the kata, the scorer must stand up with their hand raised to catch the attention of the Head Judge for the court. This must occur before any scores are awarded or announced. This will result in the disqualification of the competitor (or team).
5. After they finish the kata, the competitor (or team) must once again bow to the Judges, return to the designated start position, and then wait for the Judges to display their scores.
6. After the first competitor (or team) of the event has performed the Head Judge will call all Judges together to standardise the scoring for that event.
7. The Head Judge will call “Hantei” and sound a whistle (electric buzzer) to indicate to the other Judges that it is time to display their scores. The Judges will then clearly display their scores so that they can be recorded. Score cards should be held in the right hand.
8. The announcer will stand up, indicate towards the Head Judge and announce the score, repeating for each Judge in a clockwise direction. After a Judges score has been announced, they should turn their score towards the audience.
9. Once all scores have been called out and recorded and the total score has been announced, the Head Judge will once again sound a whistle (electronic buzzer) to indicate to the Judges to lower their score cards.
10. The competitor can then exit the court, walking backwards to the edge of the court, bowing upon exit and then return to their waiting position.

Article 13 - Scoring System

1. There will be 5 Judges (including the Head Judge) and each Judge will award a score. The purpose of the score is to rank the competitors. If possible, giving multiple competitors the same score should be avoided.
2. Scoring range:
 - a. In the case of 3 rounds of competition;
 - Round 1 will be: 5.00 – 7.00
 - Round 2 will be: 6.00 – 8.00
 - Final Round will be: 7.00 – 9.00
 - b. In the case of 2 rounds of competition;
 - Round 1 will be: 6.00 – 8.00
 - Final Round will be: 7.00 – 9.00
 - c. In the case of a single round of competition;
 - Final Round will be: 7.00 – 9.00
3. Scoring:
 - a. Scores do not carry forward from one round to the next, only scores from that round will be counted.
 - b. When recording the scores, the highest and lowest scores will be discarded, only the three remaining scores will count towards the total score.
4. In the event of a tie:
 - a. The lowest score of the remaining three scores are compared. The contestant with the highest score is declared the winner.
 - b. If the scores are still tied, the highest score of the remaining three scores are compared. The contestant with the highest score is declared the winner.
 - c. If scores are still tied, the competitors will perform another kata to determine the winner.
5. Tie-breaker performance:
 - a. When performing an extra kata for a tie-breaker, the competitor (or team) must use a different kata than the one performed resulting in the tie. The kata performed for the tie-breaker can be used in the next round.
 - b. All competitors involved in the tie-breaker must advise the table official the kata they will be performing before the first competitor performs their kata.

- c. Tie breakers will only be carried out if required to determine who moves to the next round or to determine the top 3 places in the final round.
- d. When judging a tie-break, all Judges must give the tied competitors different scores to avoid another tie.

**** Note:*** *In some cases, it may be necessary to have only 3 Judges. In this case, all 3 scores count towards the total score.*

Article 14 Evaluation & Scoring Criteria

1. The base score will take into account:
 - a. Correct basics: proper and consistent form, eyes, stance, breathing, stepping, pull back, correct fist, etc.
 - b. Body control: posture, balance, coordinated use of body, smooth and level transitions (hips, shoulders, stepping), etc.
 - c. Effective application: power generation, correct target, speed, accuracy, etc. Performances should not just be theatrical or showy (the true essence of the kata should be demonstrated).
 - d. Performance: hard/soft, fast/slow, rhythm, timing, zanshin, correct nature of the kata being performed, etc.
2. Points will be deducted from the base score if the following errors occur:
 - a. 0.2 should be deducted from the base score if a competitor does not bow when entering the ring, before announcing their kata or at the end of the kata performance.
 - b. 0.2 should be deducted from the base score if a competitor fails to announce the name of their kata.
 - c. 0.1 – 0.2 should be deducted from the base score if a competitor makes a minor error or minor variation to a technique. Eg: incorrect target, missed kiai, added an extra kiai, added an extra technique, technique aimed to jodan instead of chudan etc.
 - d. 0.4 will be the maximum deduction from the base score if there are multiple minor sequence errors throughout the kata.
 - e. 0.1 – 0.2 should be deducted from the base score if a competitor momentarily hesitates or pauses where there is normally no stoppage in the kata.
 - f. 0.4 will be the maximum deduction from the base score if there are multiple hesitations or pauses throughout the kata.
 - g. 0.1 – 0.3 should be deducted from the base score if a competitor loses balance but is able to right themselves and continue on with the kata.
 - h. 0.4 will be the maximum deduction from the base score if there are multiple losses of balance throughout the kata and is able to continue on with the kata.
 - i. 0.2 will be deducted if a competitor is presented poorly. dressed messily, belt very uneven, very wrinkled karate gi, pants or jacket ties hanging loose, if the belt becomes loose during the performance, etc.

3. A competitor (or team) will be disqualified and they will be awarded the lowest possible score in the scoring range if the competitor (or team) does any of the following:
 - a. Does not complete the performance of the kata.
 - b. Significantly modifies or changes the kata sequence. This does not include minor variations of individual techniques that may occur due to individual interpretation or misunderstanding; such variations or errors should instead incur a deduction.
 - c. Does a kata that is not on the list of designated kata.
 - d. Does a kata that is different from the one they announced.
 - e. Does not start and finish the kata facing the Head Judge.
 - f. Completely loses balance and falls down.
 - g. Objects to the evaluation made by the Judges and protests directly to the officials.
 - h. Does not follow the instructions of the Head Judge during the match.
 - i. Does not enter the competition area within the designated timeframe or when their name is called.
4. If the Head Judge believes there should be a disqualification, the Head Judge should call all Judges together first to discuss before awarding points.
5. If a Judge is unsure for any reason about how many points to deduct or thinks there should be a disqualification, they should raise their hand before awarding any points. The Head Judge will call all Judges to discuss the issue before awarding points.

✳ Important notes for kata judging:

1. *In all technical matters, such as the acceptable expression of a kata, the teachings of Soke should be considered first. In addition, the **2006 Kata Book for Officials** contains detailed references on these matters.*
2. *When comparing performances, always compare the base score (before any deductions).*
3. *Always keep the first performance of each round in mind as a baseline for scores.*
4. *In addition to the first performance, Judges should always keep in mind the performance of the highest and lowest scoring competitors, in order to properly rank all competitors.*

5. *If possible, try to give a different score for each competitor. The main goal is to rank the competitors.*

✳ Important notes for kata competitors:

1. *Competitors may not repeat the same kata in consecutive rounds. If there are three rounds, competitors may use the same kata in the first round and the final round.*

Example:

- *Round 1 (Kata A),*
 - *Round 2 (Kata B),*
 - *Final Round (Kata A OR Kata C)*
2. *When performing an extra kata for a tie-breaker, the competitor (or team) must use a different kata than the one performed resulting in the tie. The kata performed for the tie-breaker can be used in the next round.*

Example:

- *Round 1 (Kata A),*
- *Tie-Breaker ** Must be different from round 1 kata, can be used for round 2.*
- *Round 2 (Kata B),*
- *Tie-Breaker ** Must be different from round 2 kata, and can be used for the final round.*
- *Final Round (Kata A OR Kata C)*
- *Tie-Breaker ** Must be different from the kata used in the final round.*

Article 15 - Additional Scoring Criteria For Team Kata

1. Team kata will use the same evaluation & scoring criteria as individual kata (refer to Article 7 of Kata Competition), plus the following additional criteria.
2. When determining the base score in team kata, competitors should do the following:
 - a. Synchronise their movements and have the same timing and rhythm. This includes: having proportionally the same targets, same size stance, same form and same method of power generation.
 - b. Demonstrate the same power they would do in individual kata.
3. 0.1 – 0.3 should be deducted from the base score if competitors attempt to synchronise their movements by using any external signals (e.g. clear audible breathing).

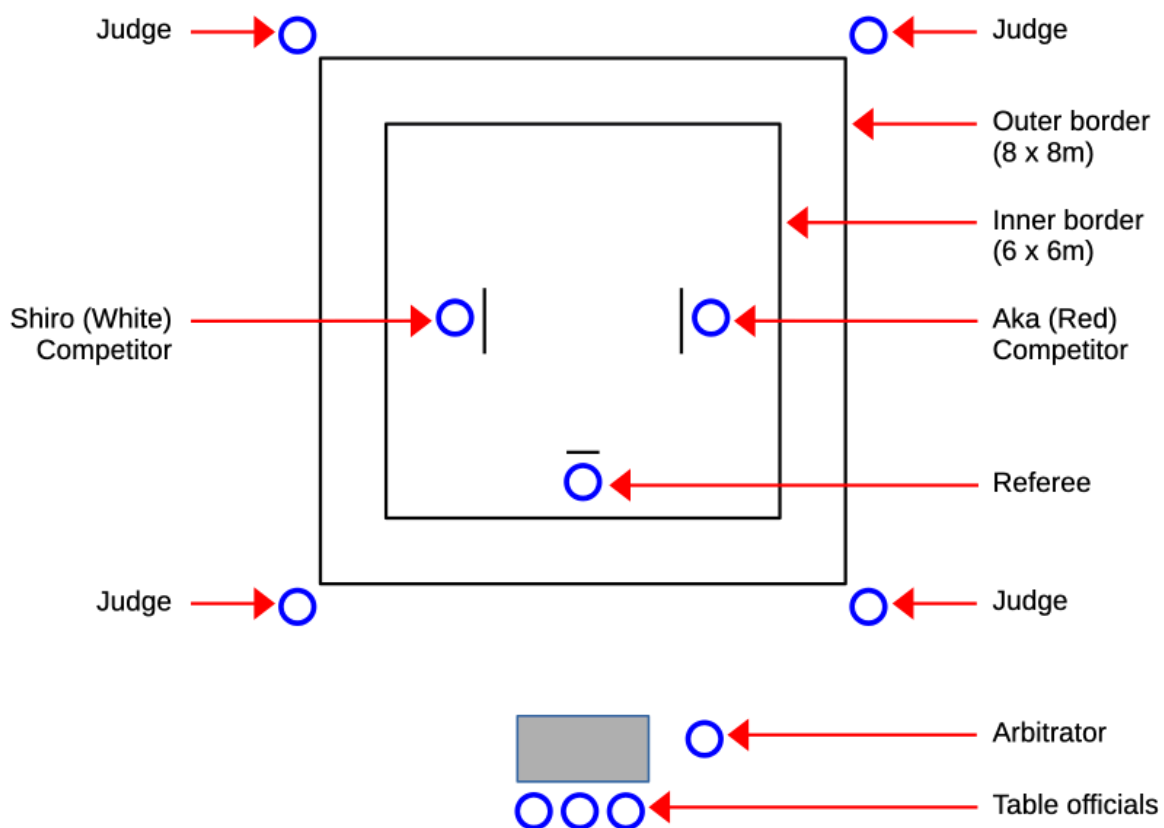
Article 16 - Additional Rules & Scoring Criteria For Kobujutsu (Bo & Sai)

1. Kobujutsu events will use the same evaluation & scoring criteria as individual kata (refer to Article 13), plus the following additional criteria.
2. Officials should evaluate the proper use of the weapons.
3. 0.1 to 0.2 should be deducted from the base score if the competitor's hand detaches from the weapon.
4. A competitor will be disqualified when they drop the weapon when performing the kata.
5. Bo specifications:
 - a. Length:
 - i. The length of the bo must be longer than the height of the competitor.
 - ii. If a competitor is taller than 195cm, they can use a bo that is 195cm.
 - b. Weight: The bo must weigh 600 grams or more.
 - c. Material: The bo must be made of a hard wood material (eg. oak).
6. Sai specifications
 - a. Length: When holding the sai, the point must extend past the elbow. Or the largest available size of sai.
 - b. Weight: Each sai must weigh 500 grams or more.
 - c. Material: The sai must be made of a metallic material like iron.

Section 5 - Kumite Competition

Article 17 - The Kumite Court

1. The kumite courts must be square and marked mats and/or with visible lines. Moreover, the surface must be flat and free of obstructions.
2. The match area must be 8 x 8 meters in length (including the width of the line).
3. The lines for the competitors start position should be parallel, 1 meter in length, and 1.5 meters away from the centre of the court.
4. The line for the Referee should be 0.5 meters in length and 2 meters from the center of the court.
5. A warning line, one meter from the boundary line of the court will form another square 6 x 6 meters. This can be indicated with different coloured mats or tape that can be a different colour than the boundary lines. The purpose of this is to let the competitors know they are getting close to the boundary lines.
6. The four Corner Judges should be positioned with one each corner of the ring, plus the Referee positing in the ring and moving with the competitors.
7. See court layout diagram below.



※ Note: *There should be nothing within 1 meter of the outer edge of the court (i.e. advertisements, walls, poles, and/or any other obstruction). If using mats to mark the court, an additional row of mats should be used, to mark this safety zone. Also when using mats, the bottom surface must be a non-slip surface to stick to the ground, and the top surface must be sticky enough to prevent the competitor from slipping but not impede natural movement. Moreover, if the mats are too thick it will prevent natural movement so use mats that are relatively thin. If the seams of the mat are not secure it can cause injury, therefore the officials are responsible for making sure that the seams are secure at all times.*

Article 18 - Dress Code & Protective Equipment

1. Refer to Section 3 - Rules For All Competitors, Article 1 Dress Code & Presentation For Competitors.
2. Competitors must wear a red or white belt or ribbon as directed by the officials. If using red or white belts, this must be worn in place of the belt of rank. If using a ribbon, belts of rank may be worn and the ribbon must be clearly visible to the Referee & Corner Judges.
3. Competitors must wear the following acceptable protective equipment (Refer to Appendix 5 for pictures and further explanation of what is acceptable):
 - a. Body gear
 - b. Headgear is required for Masters, Adult, Jr A – Jr E.
 - c. No headgear is to be worn for Jr F – Jr G.
 - d. Mouth guard
 - e. Gloves
 - f. Shin/instep protector
 - g. Groin guard (Male competitors)

✳ Notes:

- *If a competitor or coach is unsure if their equipment is suitable for use, they should seek clarification from the Chief Referee prior to the start of the tournament.*
- *Unapproved clothing or protective equipment is forbidden. No exceptions will be made. Competitors who arrive with unacceptable clothing will only have one minute to change. If they are unable to rectify the issue in time they will be disqualified.*

Article 19 - Kumite Event Types

1. Individual Kumite. Divisions may be separated by gender, age, rank and/or weight, at the discretion of the tournament director.
2. Team Kumite. Teams of three or five competitors. Teams may be all male or all female. Divisions may be separated by age, at the discretion of the tournament director.

Article 20 - Organisation of Kumite Events

1. Kumite events with 8 or more competitors will operate with a single-elimination style draw, with repechage and 2 third places awarded.
 - a. In the preliminary rounds the winner of each match will progress to the next round until there are only 2 competitors remaining (the finalists).
 - b. All competitors who lost to either of the finalists will get at least one more match in the repechage rounds.
 - c. Eligibility for repechage: Only those competitors who were defeated by the two finalists at any stage of the direct elimination (from the first round through the semi-final) are eligible to compete in the repechage.
 - d. The repechage structure: The repechage is divided into two separate brackets:
 - Group A: Competitors defeated by the finalist from the top half of the draw.
 - Group B: Competitors defeated by the finalist from the bottom half of the draw.
 - e. Match order: The repechage matches begin with the competitor who lost to the finalist in the earliest round and progress chronologically.
 - The person defeated by the finalist in the first round fights the person defeated by the finalist in the second round.
 - The winner of that match then fights the person defeated by the finalist in the third round, and so on.
 - f. Determining Third Place The final match of each repechage bracket is fought against the competitor who lost the semi-final to that respective finalist.
 - The winner of Reperchage Group A is awarded a Bronze medal.
 - The winner of Reperchage Group B is awarded a Bronze medal.
2. Kumite events with only 3 competitors will operate with a round robin. All 3 competitors will have one match against each of the other 2 competitors. The places will be determined by who has won the most matches. In case of a tie, the total points will be used to determine the places. If there is still a tie, the placings will be determined by decision from the judging panel (hantei).
3. Kumite events with 4-7 competitors will operate with a single-elimination style draw, without repechage. Only 1 third place awarded.
4. Competitors are not allowed substitutes for individual kumite events.
5. Individual and/or team competitors that do not arrive at the tournament venue before the start of a match will forfeit their match and will be awarded “kiken”.

Article 21 - Match Time

1. Match time will be start-stop time. Every time the Referee calls “hajime” the time will start, every time the Referee calls “yame” the time will stop.
2. In the following cases the Referee will call “yame” and stop the match:
 - a. When a point is scored (or when a Corner Judges signals ippon)
 - b. One or both competitors are out of bounds (or when a Corner Judge signals jogai)
 - c. The Referee wants a competitor to fix their karate gi or bogu
 - d. A competitor is about to or has already committed a violation (or when a Corner Judge signals that a violation has occurred)
 - e. The Referee sees that one or both competitors are injured, sick, or due to some other reason cannot continue the match. The Referee will follow the recommendations of the medical staff to either continue or stop the match
 - f. A competitor grabs his or her opponent and does not execute a technique within two seconds
 - g. One or both competitors fall, have been thrown, or fail to engage with their opponent for a period of 10 seconds or more. (see notes below)
3. Match Duration
 - a. Adult Kumite Matches: Preliminary and semi-final rounds last TWO minutes; the final lasts THREE minutes.
 - b. Masters Division Matches: All rounds, including the final, last TWO minutes.
 - c. Junior Division Matches: Preliminary and semi-final rounds last 1.5 minutes (90 seconds); the final lasts TWO minutes.
 - d. Extra Time: Lasts ONE minute. The competitor who scores first is declared the winner.
 - e. The timekeeper will signal with a buzzer or bell when 30 seconds remain, prompting the Referee to announce “Ato shibaraku” (a short time remains).
 - f. At the end of the match, the timekeeper signals, and the Referee announces “Yame” (stop) to end the match.
 - g. If a competitor has back-to-back matches, the announcer will declare a “ONE minute break,” and the timekeeper will begin a 60-second countdown. After ONE minute, the competitor will be called back to the competition area.

※ Notes:

1. *If only one corner Judge signals ippon, the Referee does not need to stop the match if they do not believe a point was scored. However, if multiple Corner Judges signal a point, the Referee MUST stop the match, even if they don't believe a point was scored.*
2. *"If one or both competitors fails to engage with their opponent for a period of 10 seconds or more." In the context of kumite, engaging with an opponent could be defined as attacking, defending or getting in position to set up an attack.*

Article 22 - Responsibilities & Authority of the Officials

1. The Chief Referee has the following responsibilities and authority:
 - a. Overseeing the tournament and upholding the safety guidelines for each match.
 - b. Appointing a Court Chief, Referees & Judges to each court.
 - c. Appointing substitute officials if necessary (Referees, Corner Judges and Arbitrators are not allowed to change the official structure on their own).
 - d. Examine and provide an official decision for appeals.
 - e. The final decision for events within a match that are not covered in the regulations and that are related to technique.
 - f. To explain the rules and regulations at a coaches (team representative) meeting prior to or on the same day of the tournament.
2. The Court Chief has the following responsibilities and authority:
 - a. Oversee and assign roles to all Referees and Judges assigned to a specific court and make sure that the courts under his or her jurisdiction are running properly.
 - b. Observe the decisions made by the Referee and Judges and ensure that the appointed officials are properly carrying out their duties. Moreover, report on the official proceedings to the board of officials.
3. The Referee has the following responsibilities and authority:
 - a. The Referee will give all orders and make all announcements.
 - i. Announce the start, stop and finish of the match.
 - ii. Awarding of points (ippon), warnings and penalties.
 - iii. Call for decisions (hantei).
 - iv. Announce overtime.
 - v. Announce the winner.
 - b. Acknowledge the flag signals made by the Corner Judges and manage the match.
 - c. When a Corner Judge displays a flag the Referee must take it into consideration and then make a decision based on majority vote.
 - d. The Referee CANNOT overrule the Corner Judges. All decisions are by majority vote of the referee panel (Referee & 4 Corner Judges). If any member of the referee panel signals that they could not see a scoring technique (or penalty), their vote is not counted.

- e. If the Referee does not agree with the Corner Judges OR if there is a tied vote for a point (or penalty) decision, the Referee should signal their option and request a reconsideration. The Referee may only request a reconsideration once per match stoppage. If there is no majority vote, the Referee will not award a point (or penalty), “torimasen”.
 - f. If required, explain a decision to the Arbitrator (Kansa), Court Chief or Chief Referee.
 - g. The authority of the Referee goes beyond the court and includes the surrounding area.
4. The Corner Judges have the following responsibilities and authority:
- a. Carefully observe the competitors movements and communicate the following; recognition of points, competitor violations, illness and injury, out of bounds, and when they need to inform the Referee of something.
 - b. In the case where a Corner Judge needs to get the Referee’s attention or believe that the Referee may have made an error, they should indicate accordingly. (Refer to Appendix 9 – Corner Judge – Flag Signals)
 - c. When giving a flag signal during the course of the match, a Judge should also blow their whistle (especially if they are behind the Referee). Use of the whistle is not required when signalling during a match stoppage.
5. The Arbitrator (Kansa) has the following responsibilities and authority:
- a. Monitor the time keeper and score keeper and sign the match record.
 - b. Accept protests for improper application of the rules.
 - c. Inform the Referee of violations against the rules.
 - d. If the arbitrator needs to stop the match for any of the above reasons, they can get the attention of the Referee by blowing a whistle. The Referee should then in turn stop the match.

*** Notes:**

- 1. *Referees are allowed to speak to explain the reasoning behind a decision. They are allowed to speak to the Chief Referee, assistant Chief Referee, the Court Chief & the Arbitrator at any time if required. In the case of a protest, they may also speak with the coach. They are not allowed to speak to anyone else.*
- 2. *The Referee cannot stop the flow of the match unless it is absolutely necessary. Stopping a match to declare that there was no point (torimasen) should be avoided.*

A good Referee will not stop a match when he or she believes it is not necessary even when a Corner Judge signals to do so. This decision is made while in motion.

- 3. Before rejecting a Corner Judge's signal the Referee must take it into consideration and then make a decision. Corner Judges use flags to communicate (not a whistle). However, if multiple Corner Judges both signal at the same time the Referee must stop the match and quickly make a decision. If the Referee does not agree with the Corner Judges' call then the majority opinion is the decision.*
- 4. The Corner Judge can only signal when they directly observe a point. When the Corner Judges cannot tell if a technique was on target or cannot see the technique make contact with the opponent, they must signal that they were unable to see it.*
- 5. Every time the match stops, the Referee and Corner Judges must immediately signal their opinion. The Referee may signal their opinion and ask the Corner Judges to reconsider their decision if they feel that they had a better view of the action. The purpose of this is to gain a majority decision in order to award a point or penalty. Corner Judges do not have to change their opinion and the Referee can only ask for a re-consideration once per stoppage of the match.*
- 6. If the Referee or any Corner Judge signals any kind of penalty and another member of the referee panel has indicated something different, the Referee should ask for a reconsideration because it is vital that penalties are not missed.*
- 7. All points or penalties require a majority decision from the judging panel (Referee & Corner Judges). If a member of the judging panel signals mienai (could not see), their vote is not counted. If the Referee or Corner Judge signals "ippon", "torimasen", "jogai", "mubobi" or "hansoku", this is considered a vote. When the Referee calls for "hantei" (when points are tied), signalling "hikiwake" is considered a vote.*
 - Example 1:*
Referee signals: Mienai
Corner judge 1 signals: Torimasen
Corner judge 2 signals: Aka ippon
Corner judge 3 signals: Shiro ippon
Corner judge 4 signals: Mienai
RESULT: Torimasen
 - Example 2:*
Referee signals: Ippon
Corner judge 1 signals: Chukoku
Corner judge 2 signals: Mienai
Corner judge 3 signals: Mienai
Corner judge 4 signals: Mienai

If possible the Referee should ask for a re-consideration. If there is no change.

RESULT: Torimasen

- 8. In some cases, it may be necessary to have only 2 Corner Judges, In this case the Corner Judges should be positioned on the opposite side of the ring from the Referee. If there are only 2 Corner Judges, they should not use a whistle.*

Article 23 - Open & Close of Individual Kumite Divisions & Team Kumite

1. The following occurs before the first match in an individual kumite division or before the first bout in a team kumite match.
 - a. All individuals or team members line up on their respective sides of the court (aka or shiro). The judging panel line up at the edge of the court (L-R Corner Judge, Corner Judge, Referee, Arbitrator, Corner Judge, Corner Judge).
 - b. The Referee calls and indicates “Shomen ni, rei”, everyone bows to the front.
 - c. The Referee calls and indicates “Otagai ni, rei”, everyone bows in the direction of the centre of the court.
 - d. The Judges and Arbitrator turn to face the head Referee and bow.
 - e. The Judges and Arbitrator move to their chair, the Referee moves to the edge of the ring and waits for the announcer to call the first competitors.
2. The following occurs after the last match of an individual kumite event or after a winning team has been announced in a team kumite match
 - a. All competitors and the judging panel line up at the edge of the court in their respective positions (same as the start of the event or match).
 - b. For individual kumite, the Referee announces the top 3 places, those competitors step forwards and bow, then return to their place. In the case that the finals are being done at a different time or court, third place and the competitors progressing to the finals are announced.
 - c. The Referee calls and indicates “Otagai ni, rei”, everyone bows in the direction of the centre of the court.
 - d. The Referee calls and indicates “Shomen ni, rei”, everyone bows to the front.
 - e. The Corner Judges and Arbitrator turn to face the Referee and bow.

Article 24 - Operation of the Match

1. Terminology and gestures used by the Referee and Corner Judges are listed in Appendices 7 & 8.
2. The Announcer will call the next competitors with their colour (aka/shiro) and also announce the following competitors with their colour (aka/shiro). To help avoid confusion, the announcer may also call the competitors numbers.
3. The Referee will indicate for both competitors to enter the ring. The competitors should bow when entering the ring & again when they reach their start line. The Referee will indicate for the competitors to bow, if they fail to do so themselves.
4. The match will begin when the Referee gives the command “Shobu sanbon hajime”. The time keeper will start the clock.
5. The Referee can stop the match by calling “Yame” & the time keeper will stop the clock.
6. If the match is stopped before full-time, the Referee will either award a point (ippon), award a penalty or indicate no point (torimasen).
7. After a stoppage, the match will recommence when the Referee gives the command “Tsuzukete hajime”. The time keeper will recommence the clock.
8. When there is 30 seconds remaining in the match, the time keeper will indicate with a bell/buzzer and the Referee will call “Ato shibaraku”.
9. At full-time, the time keeper will indicate with a bell/buzzer and the Referee will call “Yame”. After competitors return to their line, the Referee will announce the winner “Aka no kachi” or “Shiro no kachi”. If there is no clear winner due to an equal number of points, a winner will be chosen by decision “hantei” and/or the match will continue into extra time “Enchosen”. Refer to Article 9 – In case of a tied match.
10. After the winner is announced, the competitors shake hands and exit the competition area, bowing as they exit.
11. After exiting the competition area, the table officials will advise the competitor progressing to the next round whether they will be aka or shiro.

※ Notes:

1. *If the wrong person competes in a match due to a mistake in record keeping the match will be nullified regardless of the result. To avoid this mistake, the winner of each match should check with the official's table to see if they are Aka or Shiro for their next match and also find out their next opponent if this is known. This should ensure that such an error does not occur.*

2. *When rotating positions between matches within a division, the Referee and Corner Judges should rotate in a clockwise direction.*
3. *When changing the team of officials, the team that is leaving the court will take one step forward, face and then bow to the new team. The leaving team of officials will exit the court in single-file facing the same direction. When only changing one of the Corner Judges, the incoming Corner Judge will go to the outgoing corner Judge, bow then change places.*

Article 25 - In Case of a Tied Match

1. If points are tied at the end of regular match time, the Referee will step back to the edge of the competition area, call “Hantei” and then blow their whistle twice. The Referee will use a hand gesture and the Corner Judges will use flags to indicate who they think is the winner, or indicate a draw. The Referee will then blow their whistle once to acknowledge the decision of the vote. The Referee will then return to their designated position on the court and if there is a majority decision, they will announce the winner “Aka no kachi” or “Shiro no kachi”, or if there is no majority, they will announce a draw “Hikiwake”.
2. If “Hikiwake” is announced, the Referee will proceed to announce an extension and the match will recommence for ONE more minute. The Referee will announce “Enchosen shobu hajime”. All points and penalties will carry over from the normal match time into extra time.
3. As soon as a competitor wins a point “ippon”, the match ends and the winner is announced by the Referee, “Aka no kachi” or “Shiro no kachi”.
4. When there is 30 seconds remaining in extra time, the time keeper will indicate with a bell/buzzer and the Referee will call “Ato shibaraku”.
5. If scores are still tied at the end of extra time, the Referee will once again call for a decision “Hantei” in the same way, but this time the Referee and Corner Judges MUST make a decision.
6. The winner is announced, “Aka no kachi” or “Shiro no kachi”.

※ Note:

When a match is being decided by “hantei” the Referee and Corner Judges will make a decision using the following criteria:

1. *The competitor who demonstrated a stronger attitude, spirit, and/or will to fight*
2. *The competitor with superior technique and who controlled the match*

Article 26 - Scoring

1. A kumite match can be won in the following ways:
 - a. When a competitor scores three points (sanbon).
 - b. When an opposing competitor is disqualified (hansoku, jogai hansoku, mubobi hansoku or shikkaku).
 - c. When an opposing competitor is unable to continue or forfeits (kiken).
 - d. When a competitor has more points than their opponent at full-time.
 - e. By official judgement (hantei).
2. The following is the criteria for awarding a point (ippon):
 - a. Good form
 - b. Right attitude
 - c. Fighting spirit
 - d. Awareness (zanshin)
 - e. Timing
 - f. Correct distance
 - g. Correct target. Scoring techniques must make clean contact to one of the following target zones:
 - i. Head
 - Refer to “Article 28 - Head Contact” for detailed rules for different age divisions.
 - No contact to the back of the head (all age divisions).
 - ii. Face
 - iii. Abdomen
 - iv. Chest
 - v. Back (but no contact is allowed; the shoulder is not a target)
 - vi. Side of the body (hip to armpit)
3. Points are also awarded for non-contact techniques (if all of the above criteria are present) when:
 - a. Evading an attack and delivering a counter attack to the opponent’s unprotected back, without making contact.
 - b. Taking down an opponent and a finish technique, without making contact.

4. A win due to hansoku, shikkaku or kiken equates to sanbon. A competitor will also win if their opponent forfeits (kiken) or is disqualified (shikkaku).
5. The time keeper will indicate full-time by sounding a buzzer/bell. Time ends on the full-time buzzer/bell, and this is the point at which scoring stops, not the Referee's call of "Yame". Therefore, a technique (waza) executed at the same time as the buzzer/bell for the end of the match can still be considered for a point. A technique after the full-time buzzer/bell, even if it occurs before the Referee calls "Yame," is not allowed and will not be scored, and may be penalised.
6. When both competitors are out of bounds (jogai) no points can be awarded. However, if one competitor is still in bounds and that same competitor executes a good technique before the Referee calls "Yame", then a point can be awarded.
7. No points will be awarded when both competitors execute a technique at the same time (Aiuchi).

※ Notes:

1. *A technique executed with "Good form" is considered to demonstrate traditional karate concepts and probable effectiveness.*
2. *"Right attitude" is demonstrated by exercising emotional and physical control and absence of ill will towards the opponent.*
3. *"Fighting Spirit" is demonstrated in the power and speed of a technique that is tenacious and delivered without hesitation. Techniques must be delivered with a "kiai" in order to score.*
4. *"Zanshin" is often overlooked when considering a point. "Zanshin" is the continuous focus that is demonstrated even after the completion of a technique. Those who demonstrate "zanshin" have seamless concentration and are aware of the opponent's potential to counter attack. If a competitor fails to maintain eye contact after delivering a technique it cannot score.*
5. *"Good timing" is when a clean technique is executed to any of the allowed targets without any possibility of defense.*
6. *"Correct distance" is executing a technique at an effective distance. When trying to do a technique on an opponent who is quickly moving back the potential effectiveness of the technique decreases.*
7. *"Correct target" also considers that the attack squarely hits the target. Glancing attacks should be considered "torimasen".*
8. *A true simultaneous attack (ai uchi) is very rare. Ai uchi means that both competitors attack at the same time and both techniques deserve to be awarded a*

point. There may be times when two techniques are done at the same time but it is very rare for both of them to deserve a point. Where possible, Referees should not award simultaneous attacks. They should try and award a point to the competitor who got a true point.

- 9. In the case where one competitor scores a point when the other competitor steps out of bounds, both the ippon and the jogai should be awarded. In this case, the ippon should be awarded first, followed by the jogai.*

Article 27 - Violations, Warnings & Disqualifications

1. There are three categories of violations:
 - a. Jogai – Going out of bounds. Out of bounds means any part of a competitor's body that touches the ground outside of the kumite court. However, if a competitor is pushed or thrown out then it is not considered out of bounds (jogai).
 - b. Mubobi – Self endangerment. When a competitor fails to protect themselves, turns their back on their opponent, drops their guard when within range, recklessly attacks without regard for their own safety.
 - c. Hansoku – All other violations (other than jogai or mubobi) including the following:
 - i. Excessive contact. All techniques must be controlled at all times. A penalty will be issued if an attack aimed at the head or face has the potential force to cause injury (except when the defender is at fault). Refer to Article 12 for additional information about head contact for different age divisions.
 - ii. Uncontrolled techniques that do not demonstrate proper karate technique, such as wild swinging techniques or techniques that do not have proper pull-back. Even if the technique does not make contact.
 - iii. Attacks to any non-scoring target such as: direct attacks to the arms and legs, throat, groin, joints and instep.
 - iv. Illegal techniques, such as: nukite and teisho attacks to the face.
 - v. Dangerous techniques, such as throwing (nage waza) that does not allow the defender to land safely and/or does not provide an opportunity for the defender to do a break fall.
 - vi. Attacks that are not finished quickly and are drawn out (i.e. grappling, pushing, or grabbing)
 - vii. Falsifying an injury
 - viii. When a competitor demonstrates poor manners he or she and/or the team they belong to may be disqualified
 - ix. Wasting time or failing to engage in the match.
2. Shikkaku the most severe penalty, which results in disqualification from the tournament and the opponents score is raised to three points. If a competitor, their coach or supporters acts or has an attitude that degrades or dishonours the spirit of karate-do and/or goes against the tournament rules then a disqualification will be issued. Before awarding a shikkaku, the Referee must consult with the Chief

Referee or the Assistant Chief Referee to explain the reason why the competitor should be disqualified.

3. The following hierarchy is used on the occasion of Jogai violations (least to most severe):
 - a. Jogai: The first offence, the competitor receives a warning.
 - b. Jogai chui: The second offence, the competitor receives a warning.
 - c. Jogai hansoku: The third offence, the competitor is disqualified, their opponent's score is raised to 3 points (sanbon) and the opponent wins the match.
4. The following hierarchy is used on the occasion of Mubobi violations (less severe to most severe):
 - a. Mubobi: The first offence, the competitor receives a warning.
 - b. Mubobi chui: The second offence, the competitor receives a warning.
 - c. Mubobi hansoku: The third offence, the competitor is disqualified, their opponent's score is raised to 3 points (sanbon) and the opponent wins the match.
5. Hansoku category violations can be awarded at any level, even if no previous violation has been issued. When violations are repeated the penalty will be more severe. Hansoku chui may be issued before a chukoku. Hansoku may be issued without any previous disciplinary actions. The following hierarchy is used on the occasion of Hansoku violations (least to most severe):
 - a. Chukoku: The competitor receives a warning
 - b. Hansoku chui: The competitor receives a warning.
 - c. Hansoku: The competitor is disqualified, their opponent's score is raised to 3 points (sanbon) and the opponent wins the match.

✳ Notes:

1. *The main reason for skipping a level of penalty in the Hansoku category is if one competitor has caused harm to their opponent, so as to diminish their ability to compete.*
2. *It is possible to award penalties and/or ippon to both competitors during a single match stoppage. Eg. Aka Mubobi, Shiro Chukoku.*

Article 28 - Head Contact

1. The following will be the rules for jodan attacks. Moreover, the rules for jodan attacks will differ in the following four major divisions:
 - a. Masters & Adults
 - i. Controlled contact to the headgear is required to score a point.
 - ii. If the glove does not make contact with the headgear, no point should be awarded, except for techniques aimed to the back of the head.
 - iii. If any of the following occur, it will be considered excessive contact for these divisions, and it will result in a warning or penalty:
 - If there is an excessive displacement of the head that may result in a neck injury.
 - The attack is uncontrolled and does not have proper pull back.
 - The impact of the attack has the potential to result in a concussion.
 - b. Jr A, Jr B & Jr C
 - i. Touch contact to the headgear is required to score a point.
 - ii. Touch contact is defined as a technique where the gloves make contact with the head gear but it does not cause the head to be displaced.
 - iii. If any of the following occur, it will be considered excessive contact for these divisions, and it will result in a warning or penalty:
 - The attack causes any displacement of the head.
 - The attack is uncontrolled and does not have proper pull back.
 - The impact of the attack has the potential to result in a concussion.
 - c. Jr D & Jr E
 - i. Touch contact OR non-contact techniques in close proximity to the headgear can score a point (within approximately 5 cm of the headgear).
 - ii. Touch contact is defined as a technique where the gloves make contact with the head gear but it does not cause the head to be displaced.
 - iii. If there is contact that causes injury, a warning or penalty will be awarded.
 - iv. The following are considered excessive contact:
 - The attack causes any displacement of the head.
 - The attack is uncontrolled and does not have proper pull back.
 - The impact of the attack has the potential to result in a concussion.

- d. Jr F & Jr G
 - i. No headgear is worn.
 - ii. Attacks that are aimed towards the head are not allowed.
 - iii. Attacks that are aimed towards the head will be penalised, even if they do not make contact.
 - iv. Points will only be awarded for controlled chudan attacks in these divisions.

※ Note:

1. *Excessive contact in all of the divisions will result in a warning or penalty in the Hansoku category.*
2. *Dangerous actions/techniques, irrespective of the number of times it has occurred previously, may result in an automatic Hansoku chui or Hansoku.*

Article 29 - Injuries & Accidents

1. When a competitor is injured, the Referee must stop the match immediately and call a medic. Only medics are allowed to diagnose and treat injury. After treatment, the medic will advise the Referee whether the competitor is able to continue or not.
2. If a medic deems a competitor unfit to compete then the competitor is not allowed to continue in the current match. If the injury is severe, the medic may deem a competitor unfit to continue any further matches in the division.
3. Kiken (forfeit): When a competitor is unable to continue the match or when the Referee orders the competitor to stop the match. The reason for forfeiting a match can include injuries that were not caused by the present opponent.
4. If both competitors cause injury to each other at the same time, or a previous injury is aggravated, and the medic deems the competitor(s) unfit to continue, the competitor with the most points will be awarded the win. If the competitors have the same number of points then the winner will be decided by the officials (hantei).

※ Note: If the medic advises that the competitor should not continue, the Referee must abide the decision, and the competitor will not be allowed to continue.

Article 30 - Additional Rules for Team Kumite Events

1. Teams may have up to 2 reserves and these reserves must be named before the first round of matches.
2. Submission of match order:
 - a. Before the start of each round, teams must submit their fight order of entry as directed by the Referee or table officials.
 - b. The order of play will be submitted by the team captain or team coach on the proper form.
 - c. Once submitted, the fight order cannot be changed until the next round, if the team progresses.
 - d. The opposing team may not see the fight order of the opposing team until it is announced.
3. If a team does not have a full complement of team members:
 - a. Teams may still enter if they have more than 50% of the required complement of members, meaning if all members win their matches it will be possible for their team to progress to the next round.
 - b. In this case, the last place(s) in the fight order will remain vacant. The results for vacant matches will be recorded as a win for the opposing team with a score of 3-0.
4. For regular matches in team kumite:
 - a. If scores are tied at full-time, the result will be a draw and the Referee will announce and signal “Hikiwake”.
 - b. There is no extra-time (enchosen) for regular team kumite matches.
5. After all matches in a round, the team that has won the most individual matches will be the winner.
6. If there is a tie in the number of winning matches, the total points scored will be used to decide the winner.
7. If points are tied, each team will nominate a fighter for a tie-breaker match.
8. If required, tie-breaker matches may go into extra-time (enchosen).

※ Note:

When submitting the fight order, the Coach or Team Captain must show their proper ID when submitting the form.

The submission form must include the following information:

- a. Country*
- b. Team name*
- c. Designated team colour for that match*
- d. A clear order of competitors numbered one to five (or one to three).*
- e. Moreover, the competitors' full name*
- f. Competitor numbers*
- g. And the signature of the coach or team captain*

Appendix 1A – Age Divisions

Age Division	Birth Date Range		Age (As at 31 Dec 2026)
Masters A	Born on or before	December 31st, 1966	60+
Masters B	January 1st, 1967	~ December 31st, 1976	50-59
Masters C	January 1st, 1977	~ December 31st, 1986	40-49
Adult	January 1st, 1987	~ December 31st, 2006	20-39
Jr. A	January 1st, 2007	~ December 31st, 2008	18-19
Jr. B	January 1st, 2009	~ December 31st, 2010	16-17
Jr. C	January 1st, 2011	~ December 31st, 2012	14-15
Jr. D	January 1st, 2013	~ December 31st, 2014	12-13
Jr. E	January 1st, 2015	~ December 31st, 2016	10-11
Jr. F	January 1st, 2017	~ December 31st, 2018	8-9
Jr. G	January 1st, 2019	~ December 31st, 2020	6-7

Appendix 1B – Competing In A Different Age Divisions

Individual Events

For individual events, competitors may only compete in their assigned age division. The only exception, competitors in Masters C may elect to compete in the Adult division instead (not both divisions). If a competitor elects to do this, the change of age division will apply to all of their individual events.

Team Kata

For team kata events, individual team members may compete in an older age division in order to form a team. The division entered, will be that of the oldest team member. However, competitors in the Masters division may move down to the adult division to form a team.

Individual competitors may only enter ONE team kata age division.

Team Kumite

Refer to appendix 1E.

Appendix 1C – Rank Divisions

- Beginner Kyu (12th Kyu - 6th Kyu)
- Advanced Kyu (5th Kyu - 1st Kyu)
- Dan (shodan and above)

Appendix 1D – Adult Kumite Weight Divisions

Adult Women	Light Weight: U/60kg	Heavy Weight: 60kg +
Adult Men	Light Weight: U/75kg	Light Weight: 75kg +

Appendix 1E - Team Kumite Divisions

Junior Team Kumite

Junior Kumite Teams will consist of 5 competitors total, with 1 representative from each age division (Jr E - Jr A). There will be separate male & female divisions.

The fight order will be set from youngest to oldest.

Individuals may move up ONE age division to fill a place in a team, but head contact rules will apply for the age division they are representing.

Adult Team Kumite

Adult men's teams will consist of 5 competitors (plus up to 2 reserves).

Adult women's team kumite will consist of 3 competitors (plus up to 2 reserves).

Junior A competitors will be allowed to compete in Adult team kumite in order to fill a team. Any Junior A competitor who competes in Adult team kumite will NOT be allowed to compete in Junior Team Kumite.

Masters C competitors will be allowed to compete in Adult team kumite in order to fill a team. Any Masters C competitor who competes in Adult team kumite will NOT be allowed to compete in Masters Team Kumite

Adult head contact rules will apply for adult team kumite.

Masters Team Kumite

Masters men's teams will consist of 3 competitors (plus up to 2 reserves).

Masters women's team kumite will consist of 3 competitors (plus up to 2 reserves).

Masters C competitors who choose to compete in Adult team kumite will NOT be allowed to compete in Masters Team Kumite.

Appendix 1F - Combining Divisions

As a general rule, there will be a minimum of three to run a division. This will be at the discretion of the tournament organiser/chief referee based on the number of competitors and the potential for combining divisions that would not unfairly impact competitors. It would not be fair to move 2 competitors from a clearly superior level to a lower level.

Appendix 2 – Approved Kata (Karate)

Kata	Divisions
Zenshin kotai	Masters A - C, Adult, Jr A - G
Shiho wari	Masters A - C, Adult, Jr A - G
Kihon kata 1 / 2 / 3	Masters A - C, Adult, Jr A - G
Shihohai	Masters A - C, Adult, Jr A - G
Seisan	Masters A - C, Adult, Jr A - G
Niseishi dai	Masters A - C, Adult, Jr A - F
Bassai	Masters A - C, Adult, Jr A - E
Chinto	Masters A - C, Adult, Jr A - D
Sochin	Dan ranks only. Masters A - C, Adult, Jr A - C
Rohai sho / dai	Dan ranks only. Masters A - C, Adult, Jr A - C
Tenshin	Dan ranks only. Masters A - C, Adult, Jr A - C
Sanshiryu	Dan ranks only. Masters A - C, Adult, Jr A - B
Kusanku	Dan ranks only. Masters A - C, Adult
Ryusan	Dan ranks only. Masters A - C, Adult

※ Note:

- “Dan ranks only” refers to the division, not individual competitors within a division. In the case of combined or open divisions, all competitors have the opportunity to do the same kata. Eg. If a division Adult Kyu & Dan grades combined, all competitors would have the opportunity to perform any of the kata on the list.

Appendix 3 – Approved Kata (Kobujutsu Bo & Sai)

Bo Kata	Divisions
Kihon bo kata 1 / 2	All age divisions
Bo renshu kata 1 / 2	All age divisions
Shushi no kon sho	All age divisions
Shushi no kon dai	All age divisions
Sakugawa no kon sho	Kobujutsu Dan ranks only. Masters A - C, Adult, Jr A - C
Sakugawa no kon dai	Kobujutsu Dan ranks only. Masters A - C, Adult, Jr A - B
Chinen Sakugawa no kon	Masters A - C, Adult, Jr A - B

Sai Kata	Divisions
Sai renshu kata 1 / 2	All age divisions
Tsukenshitahaku no sai	All age divisions
Chatanyara no sai	Kobujutsu Dan ranks only. Masters A - C, Adult, Jr A - C
Hamahiga no sai	Kobujutsu Dan ranks only. Masters A - C, Adult, Jr A - B

✳ **Note:**

- “Kobujutsu Dan ranks only” refers to the division, not individual competitors within a division. In the case of combined or open divisions, all competitors have the opportunity to do the same kata. Eg. If a division Adult Kyu & Dan grades combined, all competitors would have the opportunity to perform any of the kata on the list.

Appendix 4 – Kata Score Sheet

Please refer to the external file (PDF), link below.

https://drive.google.com/file/d/1DDnm214c0wdKZDYcT86hLsNNtYybr_Rj/view?usp=drive_link



Kata Score Sheet

Chito-Ryu Karate-Do

1-11 competitors. 1 round only.
12-19 competitors. 2 rounds. Top 8 progress to final round.
20+ competitors. 3 rounds. Top 16 to second round, then top 8 to final round.

If 5 judges, remove the highest and lowest score and add the remaining 3 scores.

In case of tie, compare lowest of the remaining scores.

If a tie remains, compare highest of the remaining scores.

If a tie still remains, a tie-breaker kata performance may be required.

Name	Dojo	Kata	Score 1	Score 2	Score 3	Score 4	Score 5	Total Score	Place
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25									

Appendix 5 – Approved Protective Equipment

Approved Body gear

Body gear considerations:

- Should be black in colour.
- Must provide protection to the chest, abdomen, sides of the body and ideally also the back of the body. Shoulder protection is NOT required or suitable.
- Should be made of materials that are flexible, NOT rigid.
- Thickness should not exceed 2cm.

Examples photos of suitable & unsuitable body gear below:





Body Gear
Approved



Body Gear
NOT Approved

- Colour is not suitable
- Shoulder protection is not required





Body Gear
Approved



Body Gear
NOT Approved

- Protection is too thick
- Material is too rigid



Approved Head Gear

Head gear considerations:

- Should be black in colour. Minimal highlight colours and branding will be allowed.
- Must provide protection to the face, jaw, side of the head and back of the head.
- Should allow the competitor good vision, including peripheral vision.
- The face mask should give good clearance of the nose, but should not sit too far away from the face.
- The face mask should be made of a material such as moulded plastic.
- The face mask should be made of material such as metal, but moulded plastic is preferred.
- For junior divisions that allow non-contact techniques to score to the head (Jr D - Jr E, 10-13 yrs), moulded perspex face masks will be allowed.



Head Gear ***Approved***

- Suitable for all divisions that require head gear



Head Gear ***NOT Approved***

- Colour is not suitable
- There is no face mask
- Vision may be reduced





Head Gear
*** *Approved* ***
Jr D & Jr E ONLY



NOT Approved
Masters A-C, Adult, Jr A-C

- Suitable ONLY for age divisions that allow only touch contact or non contact techniques aimed to the head. Jr D-E (13 yrs & younger).
- Not suitable for age divisions that allow head contact. Masters A-C, Adult, Jr A-C (14 yrs & older).



Head Gear
*** *Approved* ***
Jr D & Jr E ONLY



NOT Approved
Masters A-C, Adult, Jr A-C

- Suitable ONLY for age divisions that allow only touch contact or non contact techniques aimed to the head. Jr D-E (13 yrs & younger).
- Not suitable for age divisions that allow head contact. Masters A-C, Adult, Jr A-C (14 yrs & older).





Head Gear
NOT Approved

- The face mask sits too far away from the face



Head Gear
NOT Approved

- Colour is not suitable
- Dipped foam head guard does not provide adequate protection



Approved Gloves

Glove considerations:

- Should be predominantly black in colour. Minimal highlight colours and branding will be allowed.
- Gloves must provide protection down below the first knuckle on the fingers, plus thumb protection to avoid skinned knuckles.
- Gloves with too bulky or heavy will not be allowed, such as boxing style gloves.
- For divisions that allow head contact (Jr C & older, 14 yrs and older), WKF style gloves will NOT be allowed.
- For junior divisions that allow non-contact techniques to score to the head (Jr D & under, 13 yrs & under), red or blue WKF style gloves will be allowed.



Gloves
Approved

- MMA style gloves with thumb protection are acceptable.



Gloves
Approved

- This style of glove is acceptable.





Gloves
Approved
For Jr D & younger ONLY



NOT Approved
For Jr C & older

- WKF style gloves are suitable ONLY for age divisions that allow only touch contact or non contact techniques aimed to the head. Jr D-G (13 yrs & younger).
- Not suitable for age divisions that allow head contact. Masters A-C, Adult, Jr A-C (14 yrs & older).



Gloves
NOT Approved

- MMA style gloves without thumb protection are NOT acceptable.





Gloves

NOT Approved

- Boxing style gloves are not acceptable.
- Too bulky, not acceptable.
- Too heavy, not acceptable.
- Red colour, not acceptable.



Approved Shin/Instep Protectors

Shin/Instep protector considerations:

- The preferred colour is black or white.
- Red or Blue WKF style protectors will also be acceptable.
- Other bright colours will not be acceptable.
- The shin and top of the foot must be protected.
- Unnecessarily bulky shin pads will not be acceptable.
- Shin/instep protectors must be worn underneath the karate gi pants.



Shin/Instep Protector
Approved

- WKF shin/instep protectors are acceptable



Shin/Instep Protector
NOT Approved

- Shin protectors without instep protection is NOT acceptable





Shin/Instep Protector
Approved

- Elastic style shin/instep protectors are acceptable



Shin/Instep Protector
Approved

- Shin protectors with full foot covering are acceptable



Approved Mouth Guard

Mouth guard considerations:

- Mouth guards must be properly fitted. They must not easily fall out.
- Self fitted or dentally fitted mouth guards are allowed.
- Top only mouth guards are allowed.
- Double (top and bottom) mouth guards are allowed.
- Coloured mouth guards are allowed.



Mouth Guard ***Approved***

- Top only mouth guards are allowed.
- Coloured mouth guards are allowed.



Mouth Guard ***Approved***

- Double (top and bottom) mouth guards are allowed.
- Clear mouth guards are allowed.



Approved Groin Guards (Male competitors)

Groin guard considerations:

- Groin guards must cover the groin area in case of accidental kicks.
- Boxing style groin guards that cover the lower abdomen area are NOT acceptable.
- Groin guards must be worn underneath the karate gi pants.



Groin Guard
Approved

- Acceptable groin guard styles.



Groin Guard
NOT Approved

- Boxing style groin guard that covers the lower abdomen is not acceptable.



Appendix 6 – Kumite Score Sheet

Please refer to the external file (PDF), link below.

https://drive.google.com/file/d/1r62Ke42OulFMyTc7qfLc_PgacqlkN6Bs/view?usp=drive_link



Kumite Score Sheet Chito-Ryu Karate-Do

● Ippon (Point)	□ Kachi (Win)	X Make (Lose)	▲ Hikiwake (Draw)	S Shikkaku (Disqualification)
Hansoku (Penalty)	C Chukoku	HC Hansoku Chui	H Hansoku	
Jogai (Exit From Ring)	J Jogai	JC Jogai Chui	JH Jogai Hansoku	
Mubobi (Self Danger)	M Mubobi	MC Mubobi Chui	MH Mubobi Hansoku	

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

SHIRO Kumite Score Sheet AKA												
Name:						Name:						
Result	Ippon			H	HC	C	Hansoku	C	HC	H	Ippon	Result
				JH	JC	J	Jogai	J	JC	JH		
				MH	MC	M	Mubobi	M	MC	MH		

Appendix 7 - Kumite Referee Terminology & Hand Gestures

1. Enter the court



2. Bow to each other

(Prompt competitors if they do not bow voluntarily at the start of the match.)



3. “Shobu Sanbon Hajime” (Three point match, begin)

Start of the match.
The referee takes the designated position.



4. “Yame” (Stop or end of the match)

The referee brings the knife hand down to shoulder height.

The timekeeper stops the clock.

If awarding a valid technique, the referee indicates with a knife hand at shoulder height to the side of the competitor who scored.



5. “Tsuzukete Hajime” (Resume the match)

The referee stands in position, steps back into seisan dachi with arms extended, open hands and palms facing forwards at head height. Then, keeping the arms extended brings the palms together, stopping with a small gap at shoulder height.



6. Ippon (One point) - Referee's Opinion

This signal is only given immediately after calling yame, for the referee to give their opinion before actually awarding the point.



7. "Ippon" (One point)

8. "Aka (or Shiro) no Kachi" (Red/White wins)

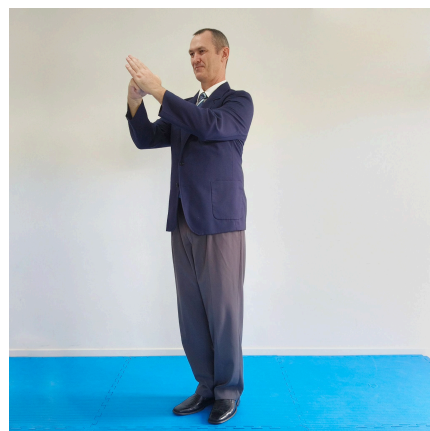
[7 & 8 both same gesture]

The referee raises the arm on the point scorer's side (7) or the winner's side (8) upward at a 45-degree angle.



9. "Chukoku" (Excessive contact) [Level 1 - warning]

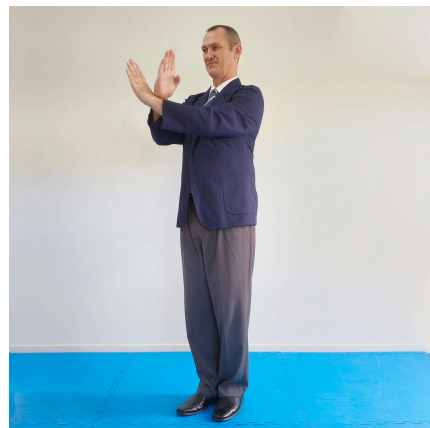
The referee makes a fist with one hand in front of the chest, covers it with the other hand in knife-hand form, and faces the offender.



10. “Chukoku” (Dangerous behaviour)
[Level 1 - warning]

The referee crosses both knife hands at the wrists, raises them to chest height, and faces towards the offender.

NOTE - Warnings & penalties for excessive contact & dangerous behaviour cross-accumulate.



11. “Jogai” (Out of bounds)
[Level 1 - warning]

The referee points to the boundary line on the side of the offender with the index finger.



12. “Mubobi” (Self-endangerment)
[Level 1 - warning]

The referee points to the offender with their elbow at a 60-degree angle.



13. [Level 2 - Warning]

First the referee gestures the type of violation (9 - 12).

Then the referee points to the offender's abdomen with the index finger and gives the relevant command:

- 9. **"Hansoku Chui"** (Excessive contact)
- 10. **"Hansoku Chui"** (Dangerous behaviour)
- 11. **"Jogai Chui"** (Out of bounds)
- 12. **"Mubobi Chui"** (Self-endangerment)



14. [Level 3 - Disqualification]

First the referee gestures the type of violation (9 - 12).

Then the referee points to the offender's face with the index finger and gives the relevant command:

- 9. **"Hansoku"** (Excessive contact)
- 10. **"Hansoku"** (Dangerous behaviour)
- 11. **"Jogai Hansoku"** (Out of bounds)
- 12. **"Mubobi Hansoku"** (Self-endangerment)

Finally the referee awards "Aka (or Shiro) no Kachi" to the opponent (6).



15. "Torimasen" (No score)

The referee crosses the arms at chest height, then turns the palms downward.



When signalling an opinion why an attack results in “torimasen” (no score) or why one competitor scored and not their opponent, the referee should first give one of the following gestures followed by the gesture for either torimasen or ippon.

**16. “Aiuchi”
(Simultaneous attack)**

The referee brings both fists together in front of the chest.

No score awarded to either competitor.



17. Technique defended



18. Fast technique

The referee points with a knife hand to the slower competitor and with the palm to the faster competitor.



19. Technique off target



20. Technique too weak

The referee faces their palm towards the floor and pushes down.



21. Distance too close

The referee extends a double knife hand directly in front of the body, with the forearms crossed and the backs of the hands towards each other.



22. Distance too far away

The referee extends a double knife hand directly in front of the body, with both palms towards each other.



23. Mienai (Could not see the technique)

Cover both eyes with open hands.



Note: This signal is used when the referee sees a technique that may have scored (or could be a penalty), however, they could not properly see whether or not the technique made clean contact with a scoring target.

24. Cancelling a prior decision

The referee faces the competitor whose decision is being cancelled.

This gesture can be followed up with correction, if required.



25. Referee requests reconsideration from judges

The referee can only ask for one reconsideration each time the match is stopped.

Before requesting a reconsideration, the referee should first indicate their opinion.

The referee steps one pace forward before gesturing.



26. “Hikiwake” (Draw)

The referee crosses the arms at chest height, then turns the palms upward.



27. Draw after “Hantei”

This gesture is only used after announcing “hantei” at the end of regular time when the referee votes with their opinion that there is no clear winner. After the whole judging panel has voted, the majority decision is announced.

The referee crosses their arms above their head, with hands open and palms facing forwards.

This gesture cannot be used at the end of extra time. At that time, a winner must be chosen.



26. “Kiken” (Forfeit)

The referee points with the index finger to the foot of the forfeiting competitor and declares victory for the opponent.



27. “Shugo” (Call judges together)

The referee only calls in the judges in the case of disqualification.



28. “Shikkaku” (Disqualification)

Picture 1 - The referee raises a pointed index finger at shoulder height on the side of the competitor being disqualified.

Picture 2 - Next, the referee points with the index finger to the disqualified competitor’s face and gives the first part of the command “Aka (or Shiro)”

Picture 3 - Finally, the referee points diagonally upward and backward and gives the final part of the command “Shikkaku”.



Appendix 8 – Corner Judge Flag Signals

1. Aka (or Shiro) Ippon One point Red (or White) 	2. Aka (or Shiro) no Kachi Red (or White) wins Used when the referee calls for a decision “hantei”. 	3. Excessive contact - Chukoku: circle the wrist (small circle). - Hansoku Chui: circle the wrist (large circle). 
4. Dangerous behaviour Face toward the offender with flags crossed in front of the chest. 	5. Jogai (Out of bounds) Point down to the side and wave the flag up and down. 	6. Mubobi (Self-endangerment) Indicate with the flag pointing up 60 degrees. 

7. Torimassen (No score)

Cross both flags over the knees and wave outwards, uncrossing the arms.



8. Aiuchi

(Simultaneous attack)

Bring both flags together in front of the chest.



9. Technique defended

Hold one flag upright and cross the other one in front at 90 degrees.



10. Technique off target

Point the flag across the body.



11. Technique too weak

Hold the flags horizontally and wave up and down.

**12. Distance too close**

Cross the wrists, and hold the flags parallel to each other in front of the body.

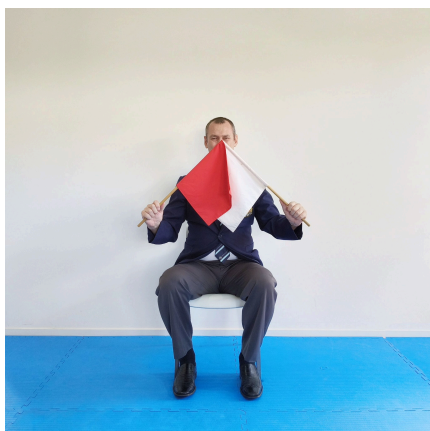
**13. Distance too far away**

Extend the arms out in front and hold the flags parallel to each other in front of the body.

**14. Mienai**

(Could not see the technique)

Cover both eyes with the flags.

**15. Hikiwake (Draw)**

Used when the referee calls for a decision “hantei”.



16. When the referee has missed something and the judge wishes to stop the match.

Wave either the red or white flag above the head in a large circling motion, with a straight arm.



Appendix 9 – Team Kumite Bout Order Submission Form

Team Name: _____

Country: _____

Team Colour: Aka / Shiro (Please circle)

Position 1: _____

Position 2: _____

Position 3: _____

Position 4: _____

Position 5: _____

Submitted by: Coach / Captain

Signature: _____

Adult & Masters Team Kumite

Empty slots must be positioned at the end.

Junior Team Kumite

Position is fixed by age division, empty slots can appear in any position. To fill a slot, Junior competitors may move up one age division only. Head contact rules will apply according to the slot being filled.

- Position 1: Jr A (18-19 yrs)
- Position 2: Jr A (16-17 yrs)
- Position 3: Jr A (14-15 yrs)
- Position 4: Jr A (12-13 yrs)
- Position 5: Jr A (10-11 yrs)