

RULES FOR KARATE COMPETITION



PART 1

GENERAL and TRADITIONAL KARATE

Kumite and Kata

GENERAL CONTEST RULES

CHAPTER 1. WKMO KARATE RULES FOR COMPETITION

ARTICLE 1. GENERAL GUIDELINE

- The rules of competition for all tournaments, matches, and competitions sanctioned by WKMO KARATE shall be as stated herein. These rules shall be used in all sanctioned competitions, without modification or amendment for events which qualify athletes for further competition.
- These rules are based upon the rules adopted by the different International Federations (IF) for competition. These rules, or any part thereof, may be modified or amended by WKMO **Directing Committee** at any time. Whenever a specific rule is in conflict with a more general rule, the specific rule shall take precedence.
- International Federation rules without modification shall be used in team selection procedure. Modifications without WKMO **Directing Committee** approval may not be made for any competition.
- Under special circumstances exceptions to these rules may be made with the prior approval of the **Directing Committee**, with consultation with the Referee Commission.

- All exceptions to these rules, in whole or part must be approved by the WKMO **Directing Committee**.
- Competitors will be divided into four divisions regardless of actual dojo rank.
 - Beginner division is less than one year of training.
 - Novice division is more than one but less than two years of training
 - Intermediate division is more than two but less than four years of training.
 - Advanced division is greater than 4 years of training.
 - Competitors will be further divided into sub-divisions by age and weight.

ARTICLE 2. COMPETITION AREA

- The competition area must be flat and devoid of hazard. The area shall be a matted square of suitable size. Where mats are not used, the competition area may be defined by marking the boundaries with colored tape of appropriate thickness. The area may be elevated to a height of up to one meter above floor level. The elevated platform should be of suitable size to allow safe competition without restriction.
- The competition area in principle must be a matted square in all WKMO Championships similar to those mats used at international competitions, and should be non-slip where they contact the floor proper, but have a low coefficient of friction on the upper surface.

ARTICLE 3. OFFICIAL ATTIRE

- All officials, contestants and coaches must wear the official uniform as prescribed. The Referee Commission, Referee Panel may disbar any coach or competitor who does not comply with this regulation. In cases of a minor deviation from the official uniform, the WKMO Referee Commission or Chief Referee may allow participation of the official, coach or competitor.

Referee, Judges and Officials - Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at and during all tournaments and courses.

The official uniform for Referees and judges shall be as follows:

- A single-breasted navy-blue blazer, bearing two silver buttons.
- A white shirt with long or short sleeves.
- The official WKMO tie worn without tie pin.
- Plain light gray trousers without cuffs.
- An official badge.
- Un-patterned dark blue or black socks. • Black rubber shoes for use on the match area.
- A whistle attached to a white chord.
- Referees and Judges may wear a clip or elastic to secure long hair.

- All officials must present their license credentials to the Chief Referee prior to the commencement of the opening ceremonies.
- Jewelry of any kind is not allowed, including watches, wedding rings and stud earrings.

If the Referee Committee agrees, refereeing officials may be allowed to remove their blazers. However, should the referee committee allow the removal of the official's blazers; all officials must remove their blazers.

Coaches - Coach shall at all times wear the official uniform as prescribed during the course of the tournament.

The official uniform for coaches shall be as follows:

- Tracksuit pants, white athletic shoes, and white coach's shirt or tracksuit top and an identifying credential placed around their neck.
- Coaches must be current members of WKMO in good standing.
- No coach shall have another person substitute or act in his behalf. Those in violation will not be able to coach for a minimum of two years.
- The WKMO Officers or Tournament Director may disbar any official or competitor who does not comply with this regulation.

Contestants - Contestants shall at all times wear the official uniform as prescribed during the course of the tournament. The Referee Commission, Referee Panel may disbar any contestant or who does not comply with this regulation.

The official uniform for competitors shall be as follows:

- All contestants must wear a white unmarked Karate GI without stripes or piping.
- All contestants will bring a belt as follows:
 - Beginner – White Belt
 - Novice – Green Belt
 - Intermediate - Brown Belt
 - Advanced – Black Belt
- **Logos** – Only acceptable logo on uniform is a WKMO logo/patch unless approved by the WKMO **Directing Committee**.
- The official WKMO patch or a national badge shall be worn on the uniform jacket and must be properly sewn on. This must be on the left breast of the jacket and shall not exceed an overall size of 10cm by 10cm. No sponsor information may appear on the GI top or bottom.

- The Karate GI jacket, when tightened around the waist with the belt, must be of minimum length that covers the hips, but no longer than three quarters of thigh. The GI jacket must be of kimono style (left side over right), not V-neck style.
- GI sleeves may not be rolled either on the outside or inside of the sleeve. The sleeves of the GI jacket must come, at least halfway down the forearm. The maximum length of the GI jacket sleeves must be no longer than the bend of the wrist.
- The GI trousers must be long enough to cover at least two thirds of the shin. The maximum length of the GI trousers must not exceed below the anklebone. GI trousers may not be rolled up either on the outside or inside of the leg.
- All contestants must wear a belt. The belts must be near 5 centimeters wide and of a length sufficient to allow 15 centimeters free on each side of the knot ends after it has been properly tied around the waist, but not to hang lower than the knee. The belt color shall be white (less than 1-year training), green (1 to 2 years training), brown (2 to 4 years training) or black (4 or more years of training). Contestants should bring both a red (Aka) and a white (Shiro) properly sized belt to wear during competition.
- Uniforms may not bear unreasonably sized trademark or name of a product or manufacturer and may not bear the name of a club or organization. Only the original manufacturer's labels may be displayed on the GI and in the normally accepted locations.
- An identifying number issued by the organizing committee may be worn on the back area of the GI jacket.
- For non- World competitions, the organizing committee may allow contestants to wear a single patch or emblem identifying their respective karate organization, school or system on the left breast pocket of the jacket. Such patch or emblem shall not exceed an overall size of 10cm x 10cm and shall not be of a design or symbol that is offensive to the dignity of the match, unsportsmanlike, or contrary to the principles of Karate-do.
- Female competitor may wear a plain white T-shirt or white sports bra beneath the Karate GI jacket.
- Contestants must keep their hair clean and cut to a length that does not obstruct competition performance or present a safety hazard to competitors.
- Long hair may be secured by an elastic band. Hair slides ("scrunchies"), metal hair grips ("barrettes"), Ribbons or other hair decorations and Hachimaki (head band) of any kind shall not be allowed.
- Contestants must have short finger and toenails and must not wear jewelry or other object(s) that might injure themselves or their opponents.
- The use of orthodontic appliances or braces must be approved by the Referee Council and the Official Doctor. These authorizations must be acquired before the start of the tournament. The contestant accepts full responsibility for any injury.

- Jewelry, hats, caps and sweatbands shall not be allowed.
- If a contestant comes into the match area inappropriately dressed, they shall be given one minute to remedy matters.
- Muslim women may wear a white scarf or hijab.

Additional Uniform Criteria for KATA Contestants:

- Glasses that are secured to the head are permitted in competition.
- Protective gear shall NOT be worn.

Additional Uniform Criteria for KOBUDO Contestants:

- The contestants may elect to wear a white, blue or black jacket and hakama. The jacket and hakama colors may differ. However, if the contestant chooses to wear a karate-GI, both the jacket and the trousers must be solid white without stripes or piping.
- The sleeves of the GI jacket may be modified including rolled up, to facilitate safe progression of the performance.
- Glasses that are secured to the head are permitted in competition.
- Protective gear shall NOT be worn.

Additional Uniform Criteria for KUMITE Contestants:

- Standard eyeglasses are forbidden in Kumite divisions. Only plastic safety glasses manufactured specifically for sport use are allowed for all athletes.
- In **Ippon and Sanbon** competition, one contestant must designate as (Aka) red and the other as (Shiro) white. One contestant must wear a red belt and the other a white belt to designate Aka and Shiro respectively.
- As an alternative identification method for **Ippon and Sanbon** competition, one contestant designated as (Aka) red may wear a red cloth sash in their (Obi) belt as identification and the other side without a sash will be designated as (Shiro) white.

ARTICLE 4. EQUIPMENT

- **General-** Only WKMO approved equipment shall be allowed. In regard to contact rules, such protective equipment shall be considered an extension/part of the body.
- **Logos** – Only acceptable logo on equipment is a WKMO logo unless approved by the WKMO Directing Committee.
- **Head Gear-** Kumite contestants' ages 5-12 must have WKMO approved white head gear including a plastic face shield. (such as Mizuno or Macho Warrior) **(Mandatory)**
- Headgear, with or without face shield is optional for contestants 13 years and older. **(Optional)**
- **Fist Guards-** Approved neoprene fist pads are compulsory for Sanbon/Nihon Kumite in all divisions. **(Mandatory)**
- Approved white cloth, fist guards for **Shobu Ippon** Kumite. **(Mandatory)**

Mouth Guards- Gum shields are compulsory in all Kumite divisions. *(Mandatory)*

- **Groin Cups-** Groin protectors are compulsory in all Kumite division for male competitors. Groin Cups are to be worn under the GI trousers. *(Mandatory)*
- **Chest Protectors-** All contestants may wear the authorized white or clear plastic breast protective equipment. Chest-protectors are compulsory in Children, ages 12 and under, for Kumite must be worn under the GI top.
- In **Children kumite** (age 6-7-8), female competitors age 9-10 years old who will not use chest-protectors must bring parents authorization.
- **Foot Protectors (for Ippon)** - Shin pads and boot/instep protectors are NOT allowed for Ippon kumite.
- **Foot Protectors (for Sanbon)-** WKMO approved (white cloth or naugahyde) shin pads and boot/instep protectors (cloth or naugahyde). The boot must match the glove color. *(Optional)*
- The use of bandages, padding, or supports due to injury must be approved by the Referee/Medical Commission. No braces that include any metallic parts shall be used. The Referee shall make the final decision as to the permitted use of items or products applied or adhered to the competitor, related to medical treatment, such as tape or other supportive or corrective materials.
- All protective equipment must be approved by the WKMO. The WKMO **Directing Committee** may approve additional equipment.

ARTICLE 5. PROTESTS

- Only a registered Coach may file a protest of an action or decision about his/her athlete.
- The protest must be submitted to the National Referee Council within 60 minutes of the incident or the decision in question.
- A protest may pertain to an infraction of a rule (for example, wrong range of scoring for kobudo, a point called and awarded after the time is up) or an administrative error (for example, omission of an athlete after athlete had reported for competition at the ring).
- A protest shall not pertain to a difference in judgment by the referees and the coach or used to persuade or lobby for a change in the results.
- There shall be a fee of €100, cash for filing a protest at the time of submitting the protest.

Protest submission procedure

- For an administrative protest, the technical coach should alert the ring coordinator by raising their credential.
- For all other protests:
 - Complete a protest form (**APPENDIX J**)
 - Attach a fee of €100 cash
 - Submit form and fee to the ring coordinator within 60 minutes of the incident
 - The referee council and/or executive committee will review the protest and render a decision

ARTICLE 6. REPECHAGE

Single elimination brackets are used to determine the two athletes who will compete in the final for first and second place. The repechage bracket is built from each athlete (including any bye in the first

round) who was eliminated by the finalists. The winners of the repechage round will be considered double third place winners.

ARTICLE 7. POWERS AND DUTIES

- Power and Duties of the Shushin (Referee), the Fukushin (judge) and the Kansa (Arbitrator) - For the purpose of ensuring strict fairness and uniformity of the methods of judging and thus enhancing the authority of judges, these responsibilities shall be applicable to matches held under the auspices of the WKMO Referee commission.
- The Directing Committee may direct the WKMO Referee Commission and Technical Commission to modify these rules.
- Duties and roles listed below may be combined at competitions as necessary, except in the case of Referee (Shushin) and the Officials (Fukushin). There must be a minimum number of Referee and Officials as prescribed to ensure fairness.

Referee Commission

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

- To ensure the correct preparation for each given tournament in consultation with the Directing Committee and the Organizing Committee. This shall include preparations with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions.
- To appoint and deploy the Area Controllers (with approval of the Directing Committee) to their respective areas and to act upon and take such action as may be required by the reports of the Area Controllers.
- To supervise, monitor and coordinate the overall performance of the refereeing officials.
- To nominate substitute officials when required. (The composition of a panel of officials may not be changed at the sole discretion of the Arbitrator, Referee or Judge in the ring).
- To investigate and render judgment on official protests.
- To investigate and pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules, with consultation and approval of the **Directing Committee**.
- The **Directing Committee** shall establish duties that it finds necessary to the Referees Commission as needed.
- The Chief Referee will ensure that there is a (Medical Commission Certified) First Aid Kit collocated with the tournament physician on the tournament floor.

Area Controllers

The Area Controllers powers and duties shall be as follows:

- To supervise the Referees and judges, for all matches in areas under their control.
To oversee the performance of the Referees and Judges in their areas and to ensure that the Officials appointed are capable of the tasks allotted them.

- To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.
- To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Council.

Referees

The Referee's powers shall be as follows:

- The Referee ("SHUSHIN") shall have the power to conduct matches (including announcing the start, the suspension, and the end of the match).
- Give all commands and make all announcements.
- To inspect equipment to ensure it is in compliance with requirements and possess no threat of injury to either competitor.
- To inspect equipment to ensure it presents no safety hazard or offer no significant competitive advantage.
- To award score for an accurate and decisive technique in accordance to guidelines and criteria set forth in these rules.
- To obtain and act upon the opinion(s) of the Judges.
- To conduct voting (HANTEI) of the Referee Panel and announce the result.
- To announce the winner.
- To resolve ties in accordance to prescribed rules.
- To announce and start an extra bout when required.
- When three or more judges signaled (by flags or whistle) indicating an effective technique delivered by one of the contestants, the referee must suspend the match, observe their opinion and render a decision on the match.
- To explain to the Area Controller or Referee Council, if necessary, the basis for giving a judgment.
- To impose penalties and to issue warning (before, during, or after a bout).
- The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter.
- To request confirmation of the Judges' verdict in instances where there may, in the Referee's opinion, be grounds for the judges to re-evaluate their call for warning or penalty.
- To stop the match when in the Referee's opinion, there has been a point scored, a foul committed, or to ensure the safety of the contestants.
- Has the power to call up the judges to discuss disqualification (Kata or Kumite Hansoku/Shikaku).

Judges

The judge(s) ("FUKUSHIN") powers shall be a follow:

At the beginning of the match take up their positions at prescribed location outside the match area, carrying a pair of red and white flags, scoring card and a whistle.

- Signal their judgment regarding score or foul by means of flags or score card.

- Shall carefully observe the actions of the contestants within his range of vision and in the following cases he shall at once signal the referee by means of whistle or flag correctly giving his opinion:
 - When he notices that a contestant is about to commit or had committed a prohibited act.
 - When both or either of the contestants have moved out of the competition area (JOGAI).
 - In all cases when he deems it necessary to bring something to the attention of the referee.
 - To exercise a right to vote on a decision to be taken. a) When an injury, illness or inability of a contestant to continue is noticed. B) In other cases when it is deemed necessary to call the attention of the Referee.

Arbitrator

The Arbitrator's (KANSA) powers shall be as follows:

- Supervise time and scorekeepers. Records kept of the match shall become official record subject to the approval of the Arbitrator (Kansa). See **APPENDIX F** for symbols. The Arbitrator shall keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.
- The Arbitrator (KANSA) will assist the Area Controllers by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Kansa will immediately raise the red flag and blow a whistle. The Area Controller will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator. Before the start of each match or bout, the Arbitrator or the Referee, will ensure that the contestants are wearing approved equipment.

Record Keeper

The Record Keeper's powers shall be as follows:

- Keep the individual match record and assist the Kansa.
- Keep track of each incident, and if required, the time of each occurrence.
- Make certain that records are properly filled and signed by all officials of that match.
- Responsible for proper charting of the elimination chart), preparing the match scorecard for the scorekeeper and assist the Kansa. (See **APPENDIX G** for symbols)
- At all sanctioned competition, every effort shall be made to avoid first round competition between members of the same club or district.
No chart may be altered from its original form, substituted for, or rewritten at a Continental Championships and WKMO World level event without the consent of those appointed for that specific event by the Chief Referee who shall attest to its fairness and accuracy.
- List all the winners as well as qualifiers whenever applicable and assure that the official charts are delivered to the proper Administrative Committee member.

Match Expediter

Shall assume such duties as necessary to ensure the proper order of the competition including but not limited to:

- Summoning the tournament medical person when necessary.
- Seeing that each (Youth) competitor is properly identified and that the GI, safety gear, red sash, and head guard are fixed correctly.
- Ensure that the match is run precisely and with minimum delay.
- Directing winners of each bout to confirm victory with the Control Table.

Announcer

- Shall announce the competing contestants (designating Aka and Shiro), the competitors who are on deck and shall announce the winners unless otherwise instructed.

Considerations

- When explaining the basis for a judgment after the match, the Referee may speak to the Area Controller or the Referee Commission. The Referee will explain to no one else.
- The good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome such as "Yame-Torimasen" must be avoided.
- All consultations between the referee panel must be kept as brief as possible. Whenever possible, discussion should be strenuously avoided, and reliance placed upon the prescribed signals and gestures, as given in APPENDIX H, to communicate views.
- Every effort should be made to utilize "World" officials for advanced divisions.
- The Referee need not halt a bout when the Judges signal, if convinced the signals are incorrect. The Referee's judgment in this instance is made on the move. Before overruling the Judges signal the Referee must consider whether the Judges were in a better position to see the technique. Judges will signal only by flag gesture.
- When, however, the match has been halted and the judges have different opinion to that of the Referee then the majority decision will prevail.
- The Judges must only score what they actually see. If they are not sure that a technique reached a scoring area they should signal "Mienai".
- In the event that the Referee does not hear the time-up bell, the Arbitrator will blow his whistle.
- Judges may signal the referee by raising their flag in a circular motion for administrative errors, safety issues or violations by coaches, athletes, volunteers or spectators.
- When restarting the bout, the Referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise moving excessively must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.
- When halting a bout, the Referee does not merely call "YAME!". He/she also makes the appropriate signal. The Referee must first identify the scoring opponent ("Aka" or "Shiro"), then the scoring area attacked ("Chudan, Jodan'). This followed by the general classification of scoring techniques used ("Tsuki", "Uchi" or "Keri") and finally the score awarded.

ARTICLE 8. DETERMINATION OF AGE

- Athletes must compete and/or qualify in their proper age division.

- An athlete's age is determined by their age on Tournament date of the calendar year.
- Athletes must compete in that age division for the entire calendar year.

ARTICLE 9. QUALIFICATION PROCEDURE World Championship Qualifiers

- All athletes must compete at continental event or Regional level qualifier.
- Local events shall qualify the top 20 athletes from each appropriate age category to participate at a continental level.

Special Qualifiers:

- The WKMO Directing Committee shall have the right to qualify any athlete to the World Championship or Continental Championship in the WKMO.
- The number of athletes qualifying directly to the World Championships shall be determined by the WKMO Directing Committee in consultation with Referee Commission.

Sanction

- For each tournament to be valid, the appropriate sanction for the event must be secured, and all competitors must be properly registered.

Exceptions

- Upon petition to the WKMO Directing Committee, the President may for an individual on a case by case basis ask to waive certain or all requirements for participation at the WKMO Continental or World Championships. A written request must be sent to the WKMO Secretary no later than (30) days prior to commencement of these championships for consideration.

2019 WKMO Karate Handbook –Kumite Rules

CHAPTER 2. WKMO KARATE RULES FOR KUMITE COMPETITION

ARTICLE 1. GENERAL GUIDELINES

- See General Rules CHAPTER 1 ARTICLE 1.
- Kumite divisions may be divided into weight divisions as prescribed in **APPENDIX A**.
- Adult Black Belt Sanbon division will be divided into weight classes as prescribed in **APPENDIX A**.

ARTICLE 2. COMPETITION AREA

- See General Rules CHAPTER 1 ARTICLE 2.
- Two parallel lines, each one-meter-long must be drawn at a distance of one- and one-half meters from the center of the competition area for positioning the competitors.

- A one-meter wide border inside the prescribed fighting area shall be the warning area. The line should be of a different color than the rest of the surface (floor or mat).

POSITION OF OFFICIALS/COACHES IN COMPETITION AREA

- **Referee**-The Referee may move around the entire tatami (when 4 corner judges are used), including the safety area where judges are seated.
- **Judges**- Each judge will be seated at the corners on the mat in the safety area. Each judge will be equipped with appropriate equipment for the conduct of that match.
- **Arbitrator**- the Arbitrator and or the Match Supervisor shall be seated just outside the safety area, behind and to the left or the right of the Referee.
- **Coaches**- Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. The Coach may be assigned a specific place by the Referee Commission in conjunction with the Tournament Organizing Officials. This area shall be close to the competition area and the Coach allowed a free and uninterrupted access to contestants between bouts.

ARTICLE 3. REFEREE/OFFICIAL PANEL

- The Referee Panel shall consist of one Referee (Shushin), one, two, or four Judges (Fukushin), and one Match Supervisor (Kansa).
- Several timekeepers, caller-announcers, and record keepers shall be appointed to facilitate the operation of matches.

ARTICLE 4. OFFICIAL ATTIRE

- See General Rules CHAPTER 1 ARTICLE 3.

ARTICLE 5. EQUIPMENT

- See General Rules CHAPTER 1 ARTICLE 4.

ARTICLE 6. SCORING AREA

The scoring areas shall be limited to the following:

- Head
- Abdomen
- Face
- Chest
- Neck (including throat, but not actually touching the throat)
- Back target areas include all areas except the spinal cord.
- Ridge Hand is allowed only to the rib and back area (Advance Divisions)

ARTICLE 7. CRITERIA FOR SCORING

A score is awarded when a technique is performed to a scoring area and according to the following criteria:

- **Good form** - a technique with good form is said to have characteristics conferring probable effectiveness within the framework of traditional karate concepts.
- **Correct attitude** - a non-malicious attitude of great concentration obvious during delivery of the scoring technique within the framework of traditional Karate concepts.
- **Vigorous application** - defines the power, speed and controlled delivery of the technique, with the purpose of succeeding.
- **Zanshin** - a continued state of awareness and commitment which endures after the technique has landed. The contestant with Zanshin maintains total concentration and awareness of the opponent's potential to counterattack and the ability to continue with proper form other continuing techniques.
- **Proper timing** - delivering a technique when it will have the greatest potential effect. Proper timing is carrying out a technique at the optimum moment in time to achieve the greatest result.
- **Correct distance** - delivering a technique at the precise distance where it will have the greatest potential effect.

Scoring

- A full point is awarded to the following techniques only: controlled kick to the head or face, break of balance / safe takedown immediately followed by a scoring technique Ridge hand rib/Back area.
- All other techniques including multiple scoring techniques (RENSOKU WAZA) to scoring areas will be awarded a half point.

ARTICLE 8. PENALTIES

- There are no points awarded to the opponent for penalties.
- A Hansoku or Kiken (disqualification or loss of match due to penalties) will count as the full score (Ippon, Sanbon) for the opponent.

Penalty Categories

- Hansoku – Prohibited actions and behaviors. Contact and non-contact penalties.
- Jogai - Out of bounds
- Mubobi – defenseless behavior.
- Shikkaku (disqualification or expulsion from the event/competition)

Penalty Levels

- Levels of penalty – for each of the penalty categories (Hansoku, Jogai, Mubobi) there are 3 levels:
 - Chukoku (warning)
 - Hansoku Chui (penalty)
 - Hansoku (disqualification)

- Penalty categories DO NOT cross accumulate

Prohibited behavior

- Face Contact – All Beginner and Novice Divisions (kick/hand technique): Contact is not allowed, and may be penalized. All Intermediate and Advanced Divisions (kick/hand technique): “skin touch” is allowed, but excessive transfer of energy to the target area is prohibited and will be penalized.
- Any excessive contact regarding the target area.
- Attacks and contact to the joints, throat, below the pubic bone or groin, arms and legs are not considered points and may result in a penalty.
- A sweep of the ankle or foot must be followed up with an attempt to score to one of the scoring targets otherwise may result in a penalty.
- Exiting the ring during the match (Jogai).
- Avoiding the opponent, running around the ring and generally disengaging from the match is a non-contact violation and may result in a penalty (Mubobi). Mubobi is not a contestant simply moving to a different position in the ring but obviously avoiding engaging the opponent.
- When SHIKKAKU is imposed, the severity of the penalty is decided by the Referee Council and Executive Committee (disqualification from the actual tournament, competition, or match).
- Any technique executed while moving backward (ie. Geri or Zuki) cannot be scored.

ARTICLE 9: INJURIES

- An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
- A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight, or whether an extension of treatment time shall be given.
- An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If they are injured, they may win a second bout by disqualification but are then immediately withdrawn from further Kumite competition in that tournament.
- A contestant who wins two matches in a single division thru disqualification will not be allowed to continue.

FEIGNING INJURY

- In order that the credibility of the sport is maintained, competitors who feign injury will be subject to the strongest penalties up to and including suspension for life for repeated offenses.
- Competitors who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the tournament Medical Commission who will carry out an immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Council.

ARTICLE 10: 10 SECOND RULE

Any competitor who falls, is thrown or knocked down and does not fully regain his/her feet within ten seconds is considered unfit to continue fighting and shall be automatically withdrawn from all Kumite events in that tournament.

ARTICLE 11: SHOBU IPPON KUMITE

Shobu Ippon Kumite is a sparring match where the goal is to score a full point (IPPON) or two half points (WAZARI) to equal a full point to win the match.

Scoring

Scoring is described in ARTICLE 7.

Winning a Match

To win the match the following criteria is considered in this order:

- Earning a score of ippon during the allotted time.
- If an ippon is not reached during the allotted time of the match, the referee calls for HANTEI (judge's decision). The judges vote plus the referee's silent vote/judgment will determine the winner or if there is a tie (HIKIWAKE).
- If HANTEI determines there is a tie (HIKIWAKE), the athletes will conduct a new match (SAI SHIAI), where no points, penalties, or memory of previous penalties will be considered in the new match.
- The winner of SAI SHIAI is the athlete who earns an ippon, or if no ippon is reached during the allotted time of the match, the referee calls for HANTEI. At this point, the judges must pick a winner (NO HIKIWAKE).

Duration of bout

- An ippon match will be 2 minutes running time for all divisions.
- Atoshibaraku announcement shall be when there are 30 seconds left in the allotted time.
- Duration of SAI SHIAI match will be 2 minutes for all divisions.

Penalties

Penalties and prohibited behavior are described in ARTICLE 8.

Equipment

Mandatory and elective equipment are described in ARTICLE 5.

ARTICLE 12. SHOBU SANBON

Shobu Sanbon Kumite is a sparring match where the goal is to score 3 full points to win the match.

Scoring

Scoring is described in ARTICLE 7.

Winning a Match

To win the match the following criteria is considered in this order:

- Earning a score of sanbon (3 points) during the allotted time.
- Having the leading score at the end of the allotted time.
- If the score at the end of the allotted time is tied the referee calls for HANTEI (judge's decision). The judges vote plus the referee's silent vote/judgment will determine the winner or if there is a tie (HIKIWAKE).
- If HANTEI determines there is a tie (HIKIWAKE), the athletes will conduct a match extension (ENCHOSEN), where no points are carried over. However, penalties will carry over and be considered in the match extension.
- The ENCHOSEN match is where the first competitor to score wins ("sudden death").
- If there is no score at the end of the allotted time of the match extension, the referee calls for HANTEI. At this point, the judges must pick a winner (NO HIKIWAKE).

Duration of bout

- Sanbon match will be 2 minutes (clocked time) for all divisions except for adult black belt 18-34 years.
- Adult Black belt 18-34-year-old match will be 3 minutes.
- Atoshibaraku announcement shall be when there are 30 seconds left in the allotted time.
- Enchosen match is 1 minute for all divisions.

Penalties

Penalties and prohibited behavior are described in ARTICLE 8 with the following exception:

Penalty Levels for Jogai

- There are 4 levels for Jogai:
 - Jogai Ichi (warning)
 - Jogai Ni (warning)
 - Jogai Hansoku Chui (penalty)
 - Jogai Hansoku (disqualification)

Equipment

Mandatory and elective equipment are described in ARTICLE 5.

Team competition:

- Kumite teams shall consist of 3 contestants on each team of the appropriate age and rank for the division. A fourth contestant as an alternate is permissible but not required.
- At the beginning of each team match, each team must submit in writing the order of contestants for that match and not vary from that order.
- Individual matches will use the same time/length and rules for Sanbon individual matches except in case of a tied score. No decision is rendered by the judging panel; a tie (HIKIWAKE) is recorded instead.
- The order of situations in determining the winning team shall be:
 - Number of Sanbon matches won. Kiken and Hansoku will be considered a loss of a match (the match score will be elevated to 3 ippons to the opposite team).
 - Total score accumulated (taking both winning and losing matches into account).
 - A tie breaker match ending with a winner or by HANTEI (NO HIKIWAKE). Contestant's name must be submitted to the table.
- In team matches, should a team member receive KIKEN, or be disqualified (contact HANSOKU or SHIKKAKU) their score will be reduced to zero and the opponent's score will be set to the maximum allowable score.

ARTICLE 13. REFEREE PROCEDURES

Suspending Matches

- The Referee shall suspend the match by using the appropriate gesture and calling "Yame." When resuming the match, the Referee will announce "Tsuzukete Hajime".

Ending Matches

- The timekeeper shall give signals by a whistle or buzzer indicating Atoshibaraku (a little time to go), using one sharp blast.
- Time-Up signal shall have two long blasts of the signaling equipment. At "time-up" the Referee will halt the match and announce "Soremade". He will then check the score, announce the decision and award the contest to the winner, or call Hantei.
- The Referee shall end the match with the formal exchange of bows by the contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei) and at that stage the match is deemed to be over.

Match Procedure

- At the start of a Kumite match, the Referee stands on the outside edge of the match area facing toward the center of the mat. Judges shall stand to the left and right of the referee.
- After the formal exchange of bows by the contestants and the Referee Panel, the Referee takes a step back and the Judges turn inward and all bow together.
- The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants, the Referee will announce "SHOBU HAJIME" and the bout will commence.
- The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
- The Referee returns to the starting position and the Judges will indicate their opinions by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (AKA or SHIRO/AO), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME".
- When a contestant has scored the maximum points as allowed during a bout, the Referee shall call "YAME!" and order the contestants back to their standing lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "SHIRO/AKA) NO KACHI". The bout is ended at this point.
- When time is up, and the scoring situation tied, the Referee shall call "YAME!" and return to his position. The Referee will call "HANTE!" and following his signal (by whistle) the judges will indicate their opinions. The majority decision will be taken. The judges and Referee have one vote each at HANTE.
- The Referee will award the decision and announce the winner or give a draw ("HIKIWAKE") as allowed by appropriate rules.
- When changing the entire referee panel, the departing officials take one step forward, turn around and face the incoming panel. They bow to each other and on the command of the incoming Referee and in one line (facing the same direction) leave the competition area.
- When individual Judges change, the incoming judge goes to the outgoing judge, they bow together and change positions.
- Officials should not referee, when possible, a competitor who is from the official's dojo or karate organization.
- At the start of a Team Kumite match, the Referee stands on the outside edge of the fighting area. On his left and right sides stand the Judges. The Referee will call both teams (only the actual fighters, not the substitutes or coach), to line up in order, properly composed and proceed to initiate the formal exchange of bows by both contestants and officials (Shomen Ni Rei - Otagai Ni Rei). The Referee will then take one step back, the Judges will turn inwards towards the Referee and all bow together. The match shall start with the announcement by the Referee of "Shobu Hajime" and the bout will then commence.

SHIKKAKU Procedure

- Referee shall call up all of the judges (SHUGO).
- The judging panel discusses the offense. If the entire judging panel agrees to the SHIKKAKU, they write up a description of the offense and the agreed upon SHIKKAKU.
- Every judge on the panel signs the SHIKKAKU document.
- The referee then SHIKKAKU's the athlete and takes possession of their credential.
- The referee then continues with the division.
- The referee council and executive committee are notified and review the SHIKKAKU document.
- The referee council and executive committee determine the extent of the SHIKKAKU penalty (Shikkaku from the match, the division, the day, the tournament, the season, for life, etc.). They record the ruling on the credential and return it.
- A public announcement of the extent of the SHIKKAKU is made at the tournament.

10 Second Rule Procedure:

- In the event that a competitor falls, is thrown or knocked down and does not return to his feet immediately, the Referee shall signal to the timekeeper to start the ten second count-down by a blast on the whistle, raising his/her hand and then calling out for the doctor.
- The timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his/her arm. In all cases where the 10 second clock has been started the doctor will be asked to examine the contestant. For incidents falling under this 10 second rule, the contestant may be examined on the mat.
- If the contestant does not regain their feet within the 10-seconds, the Referee Panel will decide on KIKEN, HANSOKU or SHIKKAKU as the case maybe.

Calling Doctor Procedure:

- The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his/her hand and verbally calling out "doctor".
- If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.
- The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

Other Procedures for Suspending the Match:

When faced with the following situations, the referee shall call "YAME" and halt the bout temporarily:

- When both or either of the contestants are out of the match area (or when a Judge signals a JOGAI).
- When a Referee orders a contestant to adjust the karate-GI or protective equipment.
- When the Referee notices that a contestant appears about to contravene the rules.

- When the Referee notices that a contestant has contravened the rules.
- When the Referee considers that one or both of the contestants cannot continue with the bout due to injuries, illness or other causes. Heeding the tournament doctor's opinion, the Referee shall decide whether the bout should be continued.
- When a contestant seizes the opponent and does not perform an immediate technique or throw within two seconds.
- When one or both contestants fall or are thrown, and no effective techniques are immediately forthcoming.
- When one or both contestants are off their feet following a fall or attempted throw and begin to wrestle.
- When both competitors seize or clinch each other without attempting a throw or score within two seconds.
- When both competitors stand chest to chest without attempting a throw or score within two seconds.
- When a score or foul is indicated by two or more judges for the same competitor.
- When in the opinion of the Referee, there has been a point scored or foul committed.
- When the situation calls for halting the match for safety reasons.
- When requested to do so by the Area Controller or Referee Council Member.

Table Procedure:

- The timing of the bout starts when the Referee gives the signal to start and stops each time the match is stopped (HAJIME/ YAME).
- The timekeeper shall give signals by a bell or buzzer. A short signal indicates "thirty seconds remaining" ("atoshibaraku"), and a long signal indicating "time-up". When using a bell, one ding indicates "atoshibaraku", and several dings indicate "time-up".
- The timekeeper will also have available an additional stopwatch for the "10 second" rule.

2019 WKMO Karate Handbook – Kata Rules

CHAPTER 3. WKMO KARATE RULES FOR KATA COMPETITION

ARTICLE 1. GENERAL GUIDELINE

- See General Rules CHAPTER 1 ARTICLE 1.

ARTICLE 2. COMPETITION AREA

- See General Rules CHAPTER 1 ARTICLE 2.

ARTICLE 3. OFFICIAL ATTIRE

- See General Rules CHAPTER 1 ARTICLE 3.

ARTICLE 4. ORGANIZATION OF KATA COMPETITION

- Kata competition takes the form of team and individual matches.
- Team Competition is conducted between three people in unison against each other in separate male and female categories.
- Individual competition is where contestants compete against each other in separate male and female categories.
- Advanced male or female kata contestants 16 years and older may compete in the Compulsory Kata Competition as well their individual age categories.
- The National Referee Council may waive in part or in its entirety the requirements set forth with the approval of the National Executive Committee for specific competition or event. Allowance may be made to allow male and female athletes to compete in same categories or to suspend the requirement for compulsory Kata. The Referee Council may further combine and adjust divisions for enhancement of meaningful competition. However, consideration must be taken to ensure that deviation does not distract from safety and the dignity of the competition.

ARTICLE 5. INDIVIDUAL KATA REGULATIONS

- Individual KATA Competitors shall compete in the same age and skill divisions that they would for Kumite.
- There shall be no weight divisions as described for KATA competition.
- Beginner athletes must use a basic (Kihon) Kata from their style (see **APPENDIX D**).
- Novice athletes may perform any kata except those listed in APPENDIX E.
- Advanced and Intermediate athletes may use any Kata.

ARTICLE 6. INDIVIDUAL KATA COMPETITION

Individual Flag System

- By the approval of the WKMO Directing Committee, the flag judgment system may be incorporated for all kata divisions.
- Organization of Individual Competition for flag judgment system shall be Free Selection (TOKUI) or Open Selection Kata.
- In the flag system if enough personnel are available, a panel of five judges for each match shall be designated by the Referee Commission. Otherwise, a panel may consist of three judges. In addition, an expeditor and when necessary, a caller/announcer shall be appointed. Two rounds of competition shall determine the winners in flag judgment system.

Flag Judgment System First Round Procedure:

- At the beginning of the division all competitors will sit on Aka side of ring.
- All competitors will remain seated in a prescribed order.
- The order of seating may be altered by the Referee to avoid competitors from the same Country/Dojo competing against each other in the first round only.
- The first two competitors will bow before entering the match area and the next two competitors will stand up and be on deck.
- Both competitors shall enter the match area and space themselves so as to avoid collision or interference in the performance of their Kata.
- The competitors will bow and announce their Kata. They shall commence their performance at the sound of the whistle by the Referee.
- On completion of their Kata, the competitors shall stand side-by-side in the match area and await the decision from the Panel.
- If the Kata does not conform to the rules, or there is some other irregularity, the Referee may call the other Judges to reach a verdict.
- After completion of both Kata, the Referee shall call for a decision (HANTEI) and blow a two-tone blast on the whistle. The flags shall be raised at the same time.
- The Referee shall blow a further short blast on the whistle, whereupon the flags shall be lowered.
- The decision shall be for Aka or Shiro. No ties are permitted. The competitor who receives most votes shall be declared the winner.
- The Referee will then raise the flag for the winner.
- The competitors will then bow to the judging panel and exit the match area.
- The winner will go to the end of the line on the Aka side.
- The defeated competitor will form a line on the Shiro side furthest from the Referee panel.
- The next two competitors will perform their kata in the same manner and will sit behind the previous competitor in the appropriate line (Winner to Aka side and defeated competitor to Shiro side).
- The procedure outlined above, will continue until there is only one competitor remaining in the first-round line, who will be the gold medalist.

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- The last two competitors remaining will be allowed a one-minute rest period, before beginning the final match.
- The gold medalist and the last competitor of the first round will sit on the Shiro side of the Referee panel and be exempt from the second round of elimination. The gold medalist will sit closest to the Referee panel.

Individual Scoring System

- In point system, if enough personnel are available, a panel of five judges for each match shall be designated by the Referee Commission. Otherwise, a panel may consist of three judges.
- In addition, a scorekeeper, caller/announcer and when necessary, an expeditor shall be appointed.
- One round of competition shall determine the winners in individual scoring system.
- When all competitors have performed, the highest total scores shall determine the first, second, third, and if applicable, fourth place winners.

Individual Scoring System Procedure:

When called upon by the announcer, the competitor(s) will proceed inside the match area, bow to the Referee and will announce the name of the Kata to be performed to the Judges.

- The Referee will clearly repeat the name of the Kata to be performed.
- The participant(s) will then commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- Once the Kata has been completed, the Referee shall call Hantei, for the corner Judge's decisions. All scoreboards will be raised simultaneously. The announcer will call out the scores given, Referee first and going in a clockwise direction always announcing all the scores of the corner Judges.
- After the score has been announced and recorded, the Referee shall give a signal (by means of a short whistle), to the Corner Judges to lower the scoreboards.
- The Administration Table Official and the Scorekeeper shall record the announced scores on separate Official Record Sheets and will separately calculate the final score as follows:
 - Seven Scores – delete the highest and lowest and add all the remainder.
 - Five Scores - delete the highest and lowest and add all the remainder.
 - Three Scores - add all three scores.
- After checking that the scores of both the Jury Table Judge and the Scorekeeper agree, the Announcer shall announce the total score.
- The participant will bow to the Referee and leave the match area.

ARTICLE 7. TEAM KATA COMPETITION

- In Team Kata, all three team members must start and end the Kata facing in the same direction and towards the Referee.
- They shall start and finish in a triangular formation.
- All three members shall perform the same kata.
- The performance must be synchronized.

- Team Kata uses the individual scoring system with the winner being the contestant (team) with the highest total score.
- One round of competition shall determine the winners in team kata.

Compulsory Kata Grand Championship:

- The top two performers in each of the Style Specific and mandatory all style kata divisions will compete for the grand championship.
- Competition will be a single round flag scoring system.
- The first and second place competitors from each division will be charted in a different branch.

ARTICLE 8. CRITERIA FOR DECISION FOR KATA COMPETITION

- It is the responsibility of the Referee Commission, the Referee to administrate the rules set forth. If the Kata does not conform to the rules, or there is some other irregularity, the Referee may call the other judges in order to reach a verdict.
- The Kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be Budo based, realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed as well as grace, rhythm and balance.
- In assessing the performance of a contestant or team the Judges will look for:
 - Realistic performance of the Kata with correct attitude (REIGI).
 - Understanding of the application of the techniques being used (BUNKAI).
 - Good timing, rhythm, speed, and focus of power (KIME). Control of speed and rhythm.
 - Correct and proper use of breathing.
 - Correct focus of attention (CHAKUGAN) and concentration.
 - Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor. Stability and balance.
 - Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving. Control of tension and contraction.
 - Kata sequence (EMBUSEN).
 - Correct form (KIHON) of the style being demonstrated.

Additional Criteria for Team Kata:

- Synchronization without external cues such as commands to start and stop the performance, stomping the feet, slapping the chest, arms or karate-GI, and inappropriate exhalation.
- The members of the team must demonstrate competence in all aspects of the Kata performance.

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ARTICLE 9. BREAKING TIES FOR KATA COMPETITION

- In the event of a point score tie, the low score from the remaining scores shall be added into the final score. If the tie persists, the high score from the remaining scores is added into the final score.
- In the event of a continuing tie, the contestants must perform again. The athlete may repeat the same kata only in beginner division.
- If the point scores for the tiebreaker kata are tied, the Referee shall call for a decision by Hantei. A decision must be taken by the Panel of Judges (based only on the last Kata performed) at which time the judges shall each indicate their choice of either Aka or Shiro as the winner.

ARTICLE 11. SCORING FOR KATA COMPETITION

Deductions - In the smooth performance of the Kata points will be deducted from competitors score in accordance to the following schedule:

- 0.1 point shall be deducted from the final score for a quickly remedied momentary hesitation.
- 0.1 to 0.2 points shall be deducted for a momentary, but discernible pause.
- 0.2 to 0.3 points shall be deducted for a momentary imbalance, with barely a wobble quickly remedied.
- 0.3 to 0.4 points shall be deducted for actual instabilities where there is a distinct but recoverable loss of balance.

Disqualification may be imposed for the following:

- A contestant who varies the SHITEI Kata.
- A contestant who comes to a distinct halt during the performance of the SHITEI or TOKUI Kata or who performs a Kata different from that announced or as notified to the score table.
- A contestant who performs an ineligible Kata (mandatory) or repeats a Kata (when prohibited by rules) may be disqualified.
- If the contestant loses balance completely and/or falls over.

Point System Scoring Range

The following scoring range shall be used for the specified experience levels:

- | | | | |
|-------------|-----------|-----------------|-----------|
| • Beginner: | 5.0 – 7.0 | • Intermediate: | 6.0 – 8.0 |
| • Novice: | 5.5 – 7.5 | • Advanced: | 6.5 – 8.5 |

The following scoring range shall be used for the mandatory Kata divisions:

- Shitei: 6.5 – 8.5
- Sentei: 7.0 – 9.0
- Tokui: 7.5 – 9.5

2020 WKMO – Kobudo Rules

CHAPTER 4. WKMO RULES FOR KOBUDO COMPETITION

ARTICLE 1. GENERAL GUIDELINE

- See General Rules CHAPTER 1 ARTICLE 1.

ARTICLE 2. COMPETITION AREA

- See General Rules CHAPTER 1 ARTICLE 2.

ARTICLE 3. OFFICIAL ATTIRE

- See General Rules CHAPTER 1 ARTICLE 3.

ARTICLE 4. ORGANIZATION OF KOBUDO COMPETITION

- Kobudo competition consists of long and short-weapons competition.
- Kobudo competition takes the form of team and individual matches.
- Team Competition is conducted between three people in unison against each other.
- Individual match consists of individual performance in separate male and female divisions.
- In Kobudo competition the contestants must perform a traditional Kobudo kata.

ARTICLE 5. WKMO KARATE KOBUDO WEAPONS

Only the following weapons will be allowed in WKMO Kobudo competition:

- **BO** - The Bo shall be made of hardwood. The length shall be a minimum of the competitor's height or longer. Competitors over 6 feet in height may use a standard 6-foot Bo. Competitors under 5 feet in height may use a minimum diameter of 7/8 inches. Competitors over 5 feet in height must use a Bo with minimum diameter of 1 inch. Adult competitors over 6 feet in height must use Bo with minimum of 1 1/16 inches in diameter.
- **TONFA (pair)** - TONFA must be entirely made of hardwood with a minimum length, when grasped by the handle, to reach the end of the competitor's elbow. Two TONFA are used in WKMO KOBUDO competition.
- **EKU (Kai-Bo)** - EKU must be made of hardwood and have a length of eye level or higher. In addition, the EKU blade shall have a flat side and a rounded or beveled side, and the blade tip may not have a sharp point.
- **NUNCHAKU (pair)** - One pair of NUNCHAKU constitutes two hardwood handles connected by a cord. In principle a minimum handle length of 12".
- **SAI (pair)** - Two Sais must be used for WKMO KOBUDO competitions (Sai KATAs that use one Sai or three Sais are not allowed). Sai must be made of steel and when grasped in the normal fashion, the tip shall at a minimum extend to the competitor's elbow.

- **KAMA (pair)** - Two Kamas are used in WKMO KOBUDO competitions. Kama handles are made of hardwood and the blades of unsharpened steel. No rope, chord, string, etc. are permitted nor Kamas with holes in blades.

ARTICLE 6. WKMO KARATE KOBUDO GENERAL WEAPON GUIDELINES

- At the discretion of the Directing Committee, KOBUDO weapons.
- All weapons shall be examined by an official prior to competition to ensure that they are of authentic design, construction and materials. Any weapon that, in the examiner's opinion, gives an unfair advantage to a competitor may not be used.
- An approved WKMO stamp is required for all Bo competitors. The stamp is received after the Bo passes inspection.
- Weapons must be of traditional design and any decision as to a weapon's eligibility will be made by the Chief Referee and/or the Referee Commission.
- Grounds for rejecting a weapon include but are not limited to exceptionally lightweight, coating to improve grip, markings (including different color tones of wood) and non-standard construction.
- All wood on weapons must be hardwood. The Bo must be made of the dense hardwood (hickory, oak, ash or Purple Heart: no rat-tan), Ultra-light Bo's may be disqualified from the competition upon the inspection of the referee.
- In short weapons competition, the contestants must use the following traditional Okinawan weapons: Kama (2), Sai (2), Tonfa (2), or Nunchaku (1 pair or 2 pair). No variations are allowed.

ARTICLE 7. INDIVIDUAL KOBUDO REGULATIONS

- Individual and Team Competitors shall compete in the same age and skill divisions that they would for Kumite.
- There shall be no weight divisions as described for KOBUDO competition.

ARTICLE 8. INDIVIDUAL KOBUDO COMPETITION (Individual)

Flag System

- By the approval of the WKMO Referee Commission, the flag judgment system may be incorporated for all Kobudo divisions.
- Organization of Individual Competition for flag judgment system shall be organized into a single round.
- In flag system if sufficient personnel are available, a panel of five judges for each match shall be designated by the Referee Council. Otherwise, a panel may consist of three judges.
- In addition a caller/announcer and when necessary, an expeditor shall be appointed.
- The competitors shall be charted in the same manner as Kumite.

Single Round Flag Judgment System Procedure:

- The contesting athletes shall be called to ring.
- Following a bow to the Judging Panel, Shiro shall then step back out of the match area.
- After moving to the starting position and a clear announcement of the name of the Kobudo Kata that is to be performed, AKA shall begin.

- On completion of the Kobudo Kata, Aka shall leave the area to await the performance of Shiro. After Shiro's Kobudo Kata has been completed, both shall return to the match area perimeter and await the decision from the Panel. The competitors shall stand side-by-side in the match area and await the decision from the Panel.
- The Chief Judge shall call for a decision (HANTEI) and blow a two-tone blast on the whistle. The flags shall be raised at the same time.
- The Chief Judge shall blow a further short blast on the whistle, whereupon the flags shall be lowered.
- The decision shall be for Aka or Shiro. No ties are permitted. The competitor who receives the majority of votes shall be declared the winner.
- The Referee will then raise the flag for the winner.
- The competitors will then bow to the judging panel and exit the match area.
- The winner shall advance and the loser shall be eliminated.
- The next two competitors will perform their Kobudo Kata in the same manner.
- The procedure outlined above, will continue until there is only one competitor remaining, who will be the gold medalist.
- The 2nd and double 3rd medalists will be determined via the chart, where the silver medalist will be the competitor who lost to the gold medalist in the final round, and the bronze medalists will be the competitors who lost in the semi-final rounds.

Individual Scoring System

- Shall be conducted in the same manner as the Kata individual scoring system, please refer to Kata rules CHAPTER 3 ARTICLE 6: individual scoring system for details.

Individual Scoring System Procedure:

- Shall be conducted in the same manner as the Kata individual scoring system, please refer to Kata rules CHAPTER 3 ARTICLE 6: individual scoring system procedure for details.

ARTICLE 8. TEAM KOBUDO COMPETITION

- Shall be conducted in the same manner as the Team Kata competition, please refer to Kata rules CHAPTER 3 ARTICLE 7: Team Kata Competition for details.
- The competitors must use the same type of weapon.

ARTICLE 9. CRITERIA FOR DECISION FOR KOBUDO COMPETITION

- Shall be in the same manner as the Kata competition, please refer to Kata rules CHAPTER 3 ARTICLE 9: Criteria for Decision for Kata Competition.
- The contestants must properly use the body and footwork to extend the power (energy) into the weapons.
- The contestants must always maintain control of the weapons during the performance.
- Correct and consistent Kihon of the style of Kobudo being demonstrated.

Additional Criteria for Team Kobudo

- The Kobudo Kata must not alter in rhythm or timing for the purpose of synchronization. It must demonstrate correct dynamics of the weapon as if performed by an individual.
- The members of the team must demonstrate competence in all aspects of the Kobudo performance, as well as synchronization.
- A mistake in synchronization of Team Kobudo requires the same numerical deduction as a technical mistake in individual Kobudo.

ARTICLE 10. BREAKING TIES FOR KOBUDO COMPETITION

- Shall be conducted in the same manner as the Kata competition, please refer to Kata rules CHAPTER 3 ARTICLE 10: Breaking Ties for Kata Competition.
- Competitors may repeat the same Kobudo kata, except in the black belt division.
- In black belt division, the tie breaker kata **MUST** be a different kata. It may be of a different weapon but must stay within the long or short division.

ARTICLE 11. SCORING FOR KOBUDO COMPETITION

- Shall be conducted in the same manner as the Kata competition, please refer to Kata rules CHAPTER 3 ARTICLE 11: Scoring for Kata Competition.

Disqualification - Disqualification may be imposed for the following:

- A contestant shall be disqualified if he/she drops a weapon during the performance.
- A contestant shall be disqualified if he/she uses a dangerous technique that jeopardizes the safety of the Judges or other contestants.

ARTICLE 12. WKMO KARATE KOBUDO DIVISIONS KOBUDO

competition shall be conducted as follows:

- Junior Divisions ages 5 - 17, Beginners, Novice, Intermediate and Advanced.
- Adult Divisions ages 17 - 34 - Beginners, Novice, Intermediate and Advanced.
- Seniors Divisions ages 35 and above- Beginners, Novice, Intermediate and Advanced.

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APPENDIX A. WEIGHT DIVISIONS

Shobu Sanbon:

- Adult Black Belt Male (18-34yrs)
 - < 150lbs (68kg)
 - >= 150lbs and < 172lbs (78kg)
 - >= 172lbs ○ Open Weight
- All Other Adult Male divisions
 - < 154lbs (70kg)
 - >= 154lbs (70kg)
- Adult Black Belt Female (18-34yrs)
 - < 121lbs (55kg)
 - >= 121lbs and <132lbs (60kg)
 - > 132lbs (60kg)
 - Open Weight
- All Other Adult Female divisions
 - < 132 lbs (<60kg)
 - >= 132 lbs (>=60kg)
- All Junior divisions may be divided into light and heavy weight
 - Lightweight (< median weight of competitors)
 - Heavyweight (>= median weight of competitors)

Shobu Ippon:

- Adult Black Belt Male / Female (18-34 yrs)
 - Lightweight
 - Heavyweight

APPENDIX B. GENERAL CONSIDERATIONS FOR SCORING

- No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor. A warning or penalty may be imposed against the offender.
- Techniques which land below the belt may score, if they are above the pubic bone.
- The neck is a target area and so is the throat. No contact whatsoever to the throat is permitted but a score may be awarded for a properly controlled technique.
- A technique that lands on the shoulder blades may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.
- The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that warnings or penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Committee.
- Simultaneous effective scoring techniques (Aiuchi) delivered by both contestants shall not score. True AIUCHI's are rare. Not only must two techniques must land simultaneously but both must be valid scoring techniques each with good form etc. Two techniques may well land simultaneously, but seldom are both effective scores. The Referee must not dismiss as Aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not Aiuchi.
- No technique will be scored if it is delivered after a penalty. If contestant one makes contact to contestant two's face just before contestant two scores, and the referee calls "Yame!" and penalizes contestant one, no score will be awarded to contestant two. However, if contestant two scores at the same time of contestant one's violation, both the score and penalty should be given.
- All penalties shall supersede scoring possibilities for that same contestant. Example: Contestant one scores with a Chudan Geri, the referee calls, "Yame!", and then that competitor accidentally makes contact to the opponents face. Contestant one will be penalized with no score for the Chudan Geri.
- Techniques in principle have the potential to score if they are delivered perpendicular to the scoring area and directed to the axis of the body.
- A victory over an opponent who has been given a Hansoku or Shikkaku shall be worth Kachi. If a contestant is absent or is withdrawn, the opponent shall be credited with a win by Kiken.
- If a contestant, whilst inside the fighting area delivers a scoring technique and then steps outside of the area, the technique shall score. For example:
 - If a contestant (Aka), whilst inside the fighting area delivers a technique that does not score and who then steps outside of the area, Jogai will be recorded against Aka.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro steps outside of the area after it has scored, the technique shall score and Jogai shall not be recorded against Shiro.
 - If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Shiro has stepped out or steps outside the fighting area as Aka's technique is delivered, the technique shall score and Jogai shall be recorded against Shiro.

- No technique, even if technically correct, shall be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls “Yame”, the technique shall be scored.
- The point at which “YAME” should have been called is helpful in determining if Jogai has occurred. For Jogai to occur a contestant’s foot or any other part of the body must touch the floor outside the fighting area. An exception to this is when the contestant is physically pushed or thrown from the area by the opponent.
- An effective technique delivered while the end of the bout is signaled is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a warning or a penalty being imposed on the offender.
- For reasons of safety, throws where the opponent is being grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above the thrower’s belt level, are prohibited and shall incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques that do not require the opponent to be held while executing the sweep, such as ashi-barai, kouchi-gari, kani waza, etc.
- A worthless technique is a worthless technique – regardless of where and how it is delivered. A technique that is badly deficient in good form, or lacking in power, shall not score. A technique delivered while moving backward cannot score.

APPENDIX C. INJURIES AND ACCIDENTS IN COMPETITION

- KIKEN or forfeiture is the decision given when a contestant or contestants are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent’s actions.
- If two contestants injure each other or are suffering from the effects of previously incurred injury, and are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In Individual Matches, if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout.
- Self-inflicted injury and those injuries caused by the athlete are easy to deal with but when assessing an injury caused by the opponent's technique, the Panel must consider whether the technique was valid. Was it properly applied to the proper area at the correct time and with the correct degree of control? Consideration of this will assist the Referee Panel in deciding whether the injured contestant should be declared the loser by Kiken, or whether the opponent should be penalized for a foul.
- When a contestant is injured, the Referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat the injury only.
- If the doctor declares the contestant unfit, the appropriate entry must be made on the monitoring record sheet. The extent of unfitness must be made clear to the Refereeing Panel.

APPENDIX D: BEGINNER KATA

In the Beginner division the competitors will be restricted to performing a kata from the following:

- Isshin Ryu Seisan
- Heian / Pinan
- Gekisai

APPENDIX E: NOVICE KATA

In the novice kata divisions, the competitors will be allowed to perform **any kata EXCEPT:**

- Nipaipo
- Suparinpei / Hykuhachiho
- Chatanyara Kushanku
- Papurin
- Sochin
- Unsu / Unshu
- Anan / Anan-Dai
- Ohan / Ohan Dai
- Paiho
- Gojyushiho Sho/Dai
- Sunsu
- Gankaku / Chinto
- Chinte

APPENDIX F: STYLE SPECIFIC SHITEI, SENTEI, TOKUI KATA

Shotokan Shitei:

- Heian 1-5
- Tekki Shodan

Shotokan Sentei:

- Any Kata from Shitei list
- Bassai Dai •
- Kanku Dai •
- Jiin •
- Jion
- Empi
- Hangetsu

Shotokan Tokui:

- Any Kata from Shitei/Sentei list
- Jitte
- • Gankaku
- • Tekki Nidan / Sandan
- Nijyushiho Chinte
- Sochin
- Meikyo
- Unsu
- Bassai Sho
- Kanku Sho
- • Wankan
- • Gojyushiho
- Sho/Dai
- Hyakuhiho

Shorin Ryu Shitei:

- Fukyugata Ichi/Ni
- Pinan 1-5
- Naihanchi Shodan
- Naihanchi Nidan
- Naihanchi Sandan

Shorin Ryu Sentei:

- Any Kata from Shitei list
- Wanshu
- Wankan (Hakutsuru)
- Rohai
- Jitte
- Sochin
- Ananku
- Kusanku Sho
- Passai
- Sho/Dai
- Seisan
- Niseishi

Shorin Ryu Tokui:

- Any Kata from Shitei/Sentei list
- Tomari Pasai
- Matsumura Kusanku
- Chatanyara Kusanku
- Chinto
- Chinte
- Gojushiho

Isshin Ryu Shitei:

- Seisan
- Wansu
- Naihanchi

Isshin Ryu Sentei:

- Any Kata from Shitei list
- Seienchin
- Chinto
- Ku San Ku
- Sunsu

Isshin Ryu Tokui:

- Any Kata from Shitei or Sentei list

Wado Ryu Shitei:

- Pinan 1-5
- Naihanchi Shodan
- Naihanchi Nidan

Wado Ryu Sentei:

- Any Kata from Shitei list
- Seishan
- Bassai
- Kushanku
- Wanshu
- Jion

Wado Ryu Tokui:

- Any Kata from Shitei/Sente list
- Chinto
- Niseishi
- Jitte
- Rohai

Goju Ryu Shitei:

- Gekki Sai Dai
- Seienchin Ichi/Ni
- Shisochin
- Saifa

Goju Ryu Sentei:

- Any Kata from Shitei list
- Sanseru
- Kururunfa
- Sesan
- Suparinpe
- Seipai

Goju Ryu Tokui:

- Any kata from the Shitei or Sentei list above

Shito Ryu Shitei:

- Bassai Dai
- Jutte / Jitte
- Jyuroku
- Matsukaze
- Rohai (Matsumura)
- Jion
- Annanko
- Jiin
- Saifa
- Aoyanagi / Aoyagi
- Seienchin
- Naihanchin Shodan/Nidan/Sandan

Shito Ryu Sentei:

- Any Kata from Shitei list
 - Bassai Sho
 - Kosokun Dai / Sho
 - Sochin
- Shisochin
 - Nijyushiho
 - Seipai
 - Seisan
 - Wanshu / Empi
- Shihokosokun
 - Kururunfa
 - Chinto
 - Chintei

Shito Ryu Tokui:

- Any Kata from Shitei or Sentei list
 - Suparinpei
 - Nipaipo
 - Gojushiho
- Tomari-Bassai
 - Matsumura-Bassai
 - Chatanyara-Kushanku
 - Unshu
 - Sanseiryu
- Heiku
 - Anan/Anan Dai
 - Papurin

Mandatory All-Style Tokui:

- Any of the Style Specific Shitei / Sentei / Tokui list
- Any Traditional Okinawan/Japanese Kata

APPENDIX G: ARBITRATION SYMBOLS



Ippon



Wazari



Nokachi



Hikiwake



Mate

Penalties:

C	Chukoku			HC	Hansoku Chui	H	Hansoku
J	Jogai Ichi	J2	Jogai Ni	JHC	Jogai Hansoku Chui	JH	Jogai Hansoku
M	Mubobi			MHC	Mubobi Hansoku Chui	MH	Mubobi Hansoku
K	Kiken	S	Shikkaku				



WKMO GENERAL RULES

COMPETITOR RESPONSIBILITIES

It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified).

COMPETITOR

Each competitor must present him/herself to the referee suitably attired with proper uniform and equipment and physically prepared to compete. If he/she is not prepared to compete as deemed by the center official, the competitor may be penalized for delay of time.

COMPETITOR RESPONSIBILITIES

It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired, weighed-in and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete (see delay of time rule). If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified (see delay of time rule).

LEGAL AGE RULE

All competitors **MUST** compete the age HE/SHE is on the date of the competition.

PROOF OF AGE RULE

All competitors must have a proof of age document. If there is a legitimate reason to question a competitor's age, he/she must present a proof of age (birth certificate, driver's license, or other acceptable documents) to prove his/her age.

RANK RULE

A competitor must compete at the highest belt level they have earned in the martial arts. Based on years of experience.

LATE ENTRIES

If a competitor arrives late (the division is ready to start, but the 1st competitor has not started), the late entry must compete first.

Once a division has started (the first competitor has started his/her form/weapon routine or the first divisional sparring match has started) no competitor/s can be added to that division. **BE ON TIME!**

Only exception to this rule is the “Fairness Rule” at the end of this rules summary.

Late Entry Definition: a competitor arrives at the ring after the last call for the division has been made, the chief referee will make a decision.

UNDER BLACK BELT RULES

Our Focus is on Safety.

WEIGHING-IN

It is mandatory for all adult sparring competitors – who are in weighed divisions – to weigh in before competition. Only one official weigh-in is required. All competitors must compete in his/her weight division. A competitor cannot compete up or down in another weight division for which he/she has not made the proper weight. It is the responsibility of the tournament personnel to weigh and properly record the competitor’s weight. If a competitor is caught falsifying their weight, they will be disqualified.

FAIRNESS RULE

If a question arises that is not completely covered by this rule book, the Referee Commission or Chief Referee may at his/her discretion, overrule, modify or change a delineated rule if he/she believes that enforcing such a rule would result in an inherent unfair outcome to a competitor. However, Referee Commission **CAN** overrule, modify, or change a delineated rule only in extreme cases.

EQUIPMENT AND UNIFORMS

UNIFORM

All competitors must wear a complete (top and bottom) traditional or sport karate (Kung Fu, Tae Kwon Do, etc.) uniform in a good state of repair. The appropriate color belt or sash must be worn in competition.

a) **Sparring:** All sparring uniforms must have sleeves. No T-shirts, sweats, tank tops and no shoes are allowed in the sparring divisions (see sparring foot pads).

b) **Forms & Weapons:** **No** T-shirts, tank tops and sweatshirts are allowed in forms. Removal of the uniform top is not allowed.

REQUIRED AND RECOMMENDED SAFETY EQUIPMENT

Approved headgear; hand, foot pads, mouthpieces, groin cups (for male competitors only) and chest guards & face shields (for all competitors 12-year-old and younger) are mandatory for all competitors in sparring divisions. See General rules for more information.

The competitor's equipment will be checked and if it is deemed unsafe or does not fit properly, he/she will be asked to change the equipment before he/she can compete. Insufficiently padded gloves, foot, chest and head gear will not be allowed. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury.

COACHING

All Coach **must attend the referee workshop and received a certify Coaches badge to be allowed on the floor.**

Coach not allowed to enter the ring without the referee's permission;

c) No abusive, violent, unsportsmanlike or overzealous coaching;

d) Coaches cannot ask for a time out need to communicate with the Ring chief or Chief Referee.

A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgement or protest. However, if the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested.

e) Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the judges. The center official can issue a penalty point to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants. A referee can ask for a disqualification of a contest, but requires a majority vote of all judges.

f) If a coach's chair is provided, the coach must stay in the chair during the match. A coach's player can be penalized during a match if they leave the chair without permission of the head judge. The head judge determines the severity of the penalty base on the coach's conduct.

CORING RULES – SELF DEFENSE / WEAPONS / DEMONSTRATION

WE will use Flags for those 3 Categories (See General weapon rules) .

a) **TIES:** If there is a tie for 1st thru 4th place, the competitor will do same or another performance majority of the judge's Flags will determine the winner.

DROPPING A WEAPON

If a competitor drops his/her weapon during the eliminations, they will not be scored and will be disqualified. They are encouraged to complete their form but are not required to continue.

If a competitor drops their weapons during the finals, they are not disqualified unless they drop twice or do not finish their weapons form.

If a competitor drops their weapon and it goes out of bounds or hits anyone, they will be disqualified and will not receive any score.

STARTING A FORM OVER

If a competitor starts his/her form over because of a memory lapse or any other reason due to his/her own negligence, he/she may perform the form again.

a) The officials will score as though there was not a mistake, but the center referee will instruct the judges to subtract .05 points from the competitor's final score.

b) The three-minute time limit will start over.

c) A competitor can only start over one time for scoring.

d) If a competitor has to start over, not due to his/her negligence, he/she will not be penalized on the start over.

Maximum Deviation Rule

Divisions with three officials will use the Maximum Deviation Rule. Since high and low scores are not dropped when three officials are used, the Maximum Deviation Rule has a similar effect of limiting the impact of a judge's score that is significantly higher or lower than the other judge's scores. This prevents a single score from being so high or so low that it controls the placing order.

When a form or other performance is ready to be scored, the center official will blow the whistle", then, "Check", at which point the three judges show their score to each other only.

TRADITIONAL WEAPONS DIVISIONS

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus.

Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) Require the body to be inverted more than parallel to the floor;
- c) More than two kicks with the same leg without putting the foot down in between;
- d) Front or back flips;
- e) Cartwheels;
- f) Front or side leg splits;
- g) Releases of the weapon other than simple hand switches;
- h) or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here. (EXCEPTION – A Forward Roll is a legal Traditional Technique.)

CREATIVE

The Creative Division allows forms to include contemporary martial arts techniques that have evolved over the last 30 years. These may be added to a traditional form, or the form may be devised in its entirety by the competitor. The Creative Division is also known as the Open Division.

A form in the Creative Division must **ONLY** include techniques which originate from martial arts and like the Traditional Division, emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus Spinning kicks, jump spinning kicks, flying kicks, multiple kicks, splits, weapon twirls, weapon releases, and other creative martial arts techniques are permitted.

Performance of the following movements will result in a downgrade by the judges, or upon unanimous vote of the judges, a “no score” as a form inappropriate for the division:

- a) Movements that involve more than a 360-degree spin;
- b) require the body to be inverted more than parallel to the floor;
- c) or are similar to movements found in gymnastics and/or non-martial arts disciplines;
- d) or forms that meet the above definition of strictly traditional forms.

Although one creative move qualifies a competitor for the creative divisions, it should be expected that a creative form or weapon routine with multiple creative moves of good quality would prevail as the winner, assuming all other criteria is met.

The following techniques are legal in the Creative Divisions and will be score as any other techniques (power, speed, balance, and proper execution):

- a) Butterfly kick;
- b) Illusion kick;
- c) Forward Roll;
- d) Kip Up.

EXTREME

The Extreme Divisions allow the competitor to perform any movements whether they originate from traditional or contemporary martial arts systems or otherwise. However, (1) at least half of the form must originate from martial arts techniques, and (2) the competitor must execute at least one technique that involves an inverted move or greater than 360-degree spin.

Emphasis is placed on:

- a) the quality of execution of techniques and movements;
- b) martial arts skills,
- c) balance, speed, and power;
- d) degree of difficulty;
- e) and showmanship.

In addition, only those movements that portray a definite offensive or defensive martial arts purpose, or

Commentary: As martial arts evolves from the Traditional to Creative to Extreme, this category allows for the integration of techniques and movements from all martial art styles, gymnastics, acrobatics, dance, and athletic disciplines. If a competitor wishes to participate in a division with moves not permitted in the Traditional and Creative Divisions but meeting the guidelines described here, the competitor should compete in the Extreme Division.

Chinese (WINNERS WILL BE DETERMINED USING FLAGS)

A Form or Weapon routine in the Chinese Division can include techniques which originate from the style of martial arts the competitor represents and emphasis will be placed on execution of the techniques, application of the techniques, balance, speed, power, solid stances, and focus.

- (a) Movements that involve more than a 360-degree spin;
- (b) require the body to be inverted more than parallel to the floor;
- (c) or are similar to movements found in gymnastics and/or non-martial arts disciplines;
- (a) Butterfly kick; (b) Illusion kick;

The list of katas below are the ones recognized by the WKMO for the four major styles of Japanese Karate (Goju, Shito, Wado and Shotokan) and the Okinawan Prefecture Karate Rengokai for the Okinawan styles (Goju, Shorin, Uechi, Isshin and Ryuei-Ryu). Only the Katas listed below can be performed. Style-specific alternate names are also indicated.

School variations are permitted. However, alterations and modifications including (but not limited) to adding or deleting movements or altering the structure of the classical form are not permitted.

Annan

Annanko

Aoyagi

Bassai/Passai – Matsumura

Bassai/Passai – Tomari

Bassai/Passai Dai

Bassai/Passai Sho

Chinte

Chinto – Tomari (Shotokan: Gankaku Sho)

Chinto (Shotokan: Gankaku)

Fukyu (all versions)

Gekisai 1 and 2

Gojushiho Dai

Gojushiho Sho

Hakutsuru/Hakucho

Hangetsu

Heiku

Jiin

Jion

Jitte

Juroku

Kanchin

Kanku Dai (Shorin-Ryu Kusanku Dai or Shito-Ryu Kosokun Dai)

Kanku Sho (Shorin-Ryu Kusanku Sho or Shito-Ryu Kosokun Sho)
Kanshiwa
Kanshu
Kosokunshiho (Shito-Ryu)
Kururunfa
Kusanku – Chatanyara
Meikyo
Nipaipo (Standard Shito Ryu version only) / Nijuhachiho (Shotokan)
Niseishi (Shotokan : Nijushiho)
Paiku
Paipuren
Pinan / Heian 1 – 5
Rohai
Saifa
Sanchin
Sanseiru
Sanseiru (Uechi-Ryu version)
Seichin
Seipai
Seirui
Seisan (all versions)
Seiunchin
Shinpa
Shishochin
Sochin (Shotokan and Shito-Ryu versions)
Sunsu (Isshin Ryu)
Suparinpei/Peichurrin
Taikyoku (all versions)
Tekki 1 – 3 (Okinawan: Naihanchi)
Tensho
Unshu (Shito Ryu)
Unsu (Shotokan)
Wankan (Shotokan)
Wankan (Shito Ryu: Matsukaze)
Wansu (Shotokan : Empi)



SELF DEFENSE RULES & SCORING CRITERIA

WINNERS WILL BE DETERMINED USING FLAGS)

World Karate Martial Arts Organization: Self Defense is offered for all belt levels, all ages and genders:

SELF DEFENSE RULES & SCORING CRITERIA Description: Pre-arranged self-defense scenario against up to four attackers. Rules:

- Competitor is limited to four (4) attackers only
- All competitors and attackers Must wear Martial Arts uniforms
- Two (2) minute time limit from the time the first attack begins
- All attack must be performed on the Mats
- NO music, breaking, real weapons, dangerous objects or substances allowed
- Scoring Criteria: Scoring will be based on:
- Realism: Are the attacks authentic and threatening?
- Effectiveness: Would the defenses really work under the circumstances presented?
- Difficulty: How challenging are the attacks and how sophisticated are the counters? Please note that higher scores will be awarded to Self Defense competitors who use multiple attack scenarios that are performed in a continuous presentation.
- Variety of technique: How many different strategies or principles* are implemented and are skills demonstrated drawn from a number of different martial arts systems, blocking, avoiding, trapping, off-balancing, jamming, karate, judo, kung-fu, jujitsu, Aikido.
- Description: Pre-arranged self-defense scenario against up to four attackers

TAE-KWON-DO RULES

ADOPTING International Tae-kwon-do Federation Rules

ITF RULES

DURATION OF BOUTS AND DECISIONS

Color Belts: Single elimination. One round of two (2) minutes duration.

Black Belts: Single elimination. One Round of three (3) minutes duration. Final black belt bouts will be two (2) rounds of two (2) minutes duration with a one-minute break between rounds. In the case of a draw, a further one (1) minute round will take place and if it results in a further draw then the first scored point assigned by at least two (2) Referees at the same split second will decide who the winner is.

TARGET AREA:

- (A) Head at the front, sides and top of the head but not at the back.
- (B) Trunk of the body from shoulder to navel vertically and from a line drawn from the armpit vertically down to the waist on each side (that is frontal area only, excluding the back).

POINT AWARDS

- (A) One (1) point will be awarded for any legal Hand Attack directed to mid or high section.
- (B) Two (2) points will be awarded for any legal Foot Attack directed to mid-section.
- (C) Three (3) points will be awarded for any legal Foot Attack directed to high section.

LIGHT CONTACT SCORING PROCEDURE SYSTEM

In competition a technique is valid according to a light contact system and if:

- (A) Executed correctly.
- (B) Dynamic, that is to say it is delivered with strength, purpose, speed and precision.
- (C) Controlled on the target.

MINUS POINTS/FOULS

One point will be deducted for the following offences:

- (A) Heavy contact.
- (B) Attacking a fallen opponent.
- (C) Leg sweeping.
- (D) Holding/grabbing.
- (E) Intentional attack to a target other than mentioned in (Target Area).
- (F) Unsportsmanlike Conduct.

Warnings will be assigned for the following offences:

- (A) Pretending to have scored a point by raising one or both arms.
- (B) Stepping completely out of the ring (both feet).
- (C) Falling down, whether intentional or not (it means any part of the body, other than the feet, touching the ground).
- (D) Faking a blow, pretending to be injured to gain an advantage.
- (E) Intentionally avoiding sparring.
- (F) Adjusting equipment during the bout without the consent of the Centre Referee.
- (G) Unintentional attack to a target other than mentioned in (Target Area)
- (H) Pushing with the hands, shoulders or body.

The sum of three (3) warnings automatically means deducting one (1) point. If an athlete is pushed out of the ring with intent (without undergoing a technique) then he will not receive a warning. The athlete who pushed shall receive a warning.

DISQUALIFICATION

- (A) Misconduct against officials or ignoring instructions.
- (B) Uncontrolled or excessive contact.
- (C) Receiving three (3) minus points/fouls directly given by the Centre Referee.
- (D) Being under influence of alcoholic beverages or drugs.
- (E) Loss of temper.
- (F) Insulting an opponent, coach and or official.
- (G) Biting, scratching.
- (H) Attacking with the knee, elbow or forehead.

(I) Causing a KO.

INJURY

(A) When a competitor is injured, the Centre Referee must stop the match and call the Doctor. At the moment the doctor is in front of the injured competitor, he has a maximum of 3 minutes to diagnose, treat the wounds and decide about the match and competition continuation.

(B) When a competitor cannot compete anymore because of the Doctor's decision and according to the decision of the Ring Council (Jury President, Centre Referee and Corner referees) i.) he/she is the winner if his/her opponent is responsible. ii.) he/she is the loser if his/her opponent is not responsible.

MANDATORY EQUIPMENT

SAFETY KICKS, GLOVES, HEADGEAR, MOUTHPIECE, CUP FOR MALES

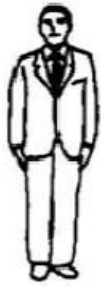
EQUIPMENT MUST BE ITF APPROVED OR SIMILAR

Submitted for review and Modification

Mario Arthur- Technical Commission

February 7, 2020

APPENDIX H: Signals used by the Referee and the Corner Judges



- Shobu Ippon (Sanbon) Hajime
- Shobu Hajime



- Yame



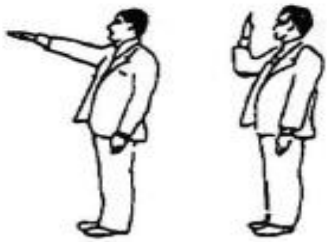
- Tsuzukete Hajime



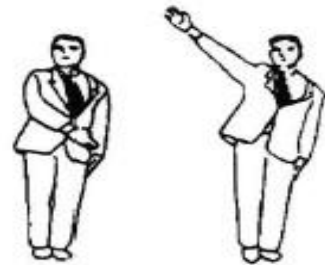
- Soremade



- Motonoichi



- (Fukushin) Shugo



- Ippon
- Aka (shiro) No Kachi



- Chui



- Nukete Imasu



- Hansoku



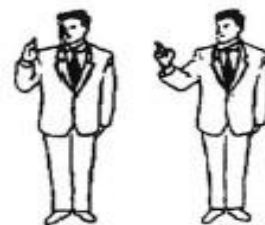
- Jowai



- Hayai



- Maai



- Mubobi



- Kiken



- Shikaku



- Wazaari



- Aiuchi



- Hikiwake



- Torimasen



- Atenai



- Jogai



- Uke Imasu



- Wazaari



- Ippon
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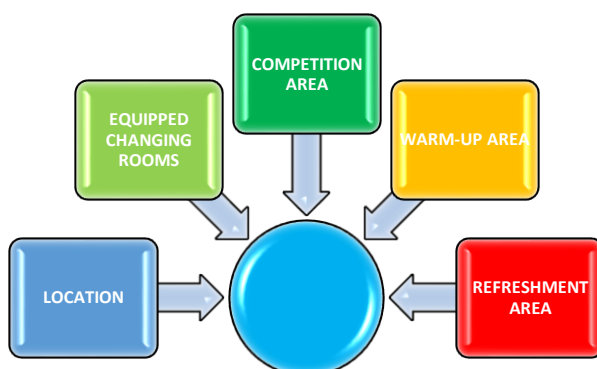


- Hansoku

Athletes with intellectual-relational disability

Text Written By
Mario Campise
WKMO Vice President
Minusio - Switzerland
EVENTS ORGANIZATION

Each company or organizing federation must include in the competition circular, the format provided by the FISDIR pilot center, for the performance of competitions for relational intellectual disabled athletes.



It is essential for those who organize competitions dedicated to the disabled, to facilitate their presence as much as possible, taking into account their difficulties of movement and management by the accompanying persons.

LOCATION

Provide to subscribers

1. Telephone contacts (Hotel, Taxi, event organizer).
2. A brochure with detailed information on any public transport to be used (timetables, bus number ...).
3. The information point and club accreditation, must be prepared and clearly visible at the main entrance of the structure, must be operating from the first day until the end of the event.

4. Where possible, if the financial means permit, organize an excursion to the host city for the members of the event and their accompanying persons.

Parking lots

- The parking spaces must be near the sports facility.
- The quantity of parking spaces reserved for disabled must be reported.
- Report additional parking spaces reserved for the disabled near the structure (adjacent streets...).

Hotels

- They must be located as close as possible to the plant where the competition takes place.
- They must be suitable to accommodate disabled.

Refreshment area

Presence of an adequate refreshment area, located inside the competition structure.

Locker rooms

- There must be two changing rooms; one for males and one for females.
- Must be equipped with toilets for the disabled.

Accessories

It is necessary to provide the structure with:

- an amplification system with at least two voice points
- equip a relaxation room for athletes that are difficult to manage

Medical and Paramedical Staff

- Ambulance with Doctor on board for the entire duration of the event.
- Paramedical Assistance Staff.

Competent staff on the competition area and on the logistical arrangement of the place

Assigned to:

- the assistance of sports clubs
- the assistance and support for athletes
- the inflow / outflow to the competition area
- the award ceremony
- the tasks of the Secretariat

Awards Ceremony

The awards of the athletes are made at the end of each individual category of competition.

The ranking of integrated sports companies will be announced at the end of the integrated sports competition.

- Podium located in an area accessible to all athletes.
- Staff assigned to the award ceremony.
- Speaker.

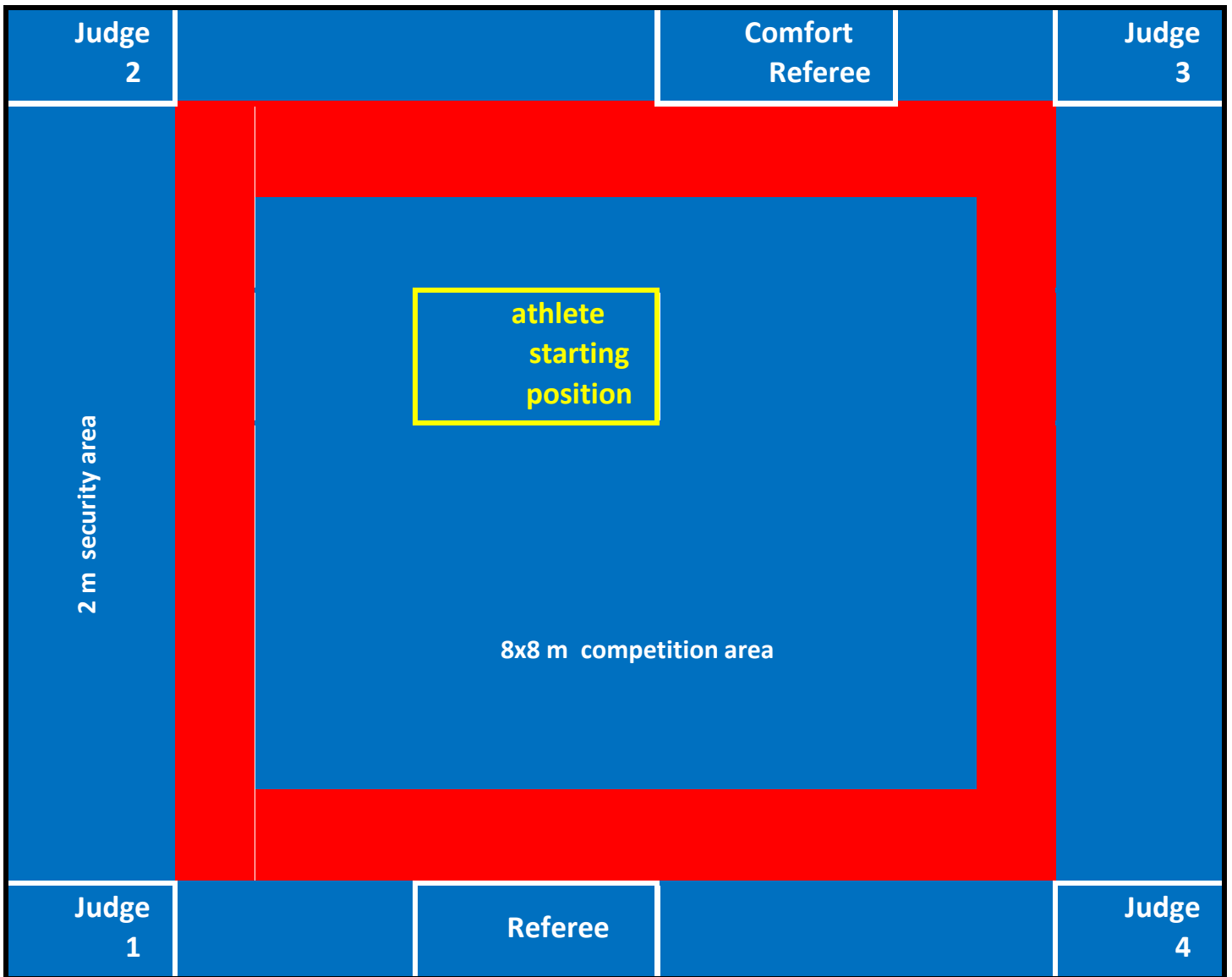
Warm-up Area

There must be a warm-up area where the athletes can wait their turn.

Also in this area it would be preferable to have a security officer and an attendant to follow the athletes.

Competition area

- The competition area must be flat and free from obstacles. A stable, smooth and without asperity surface is required.
- The competition area must be square 8 m by 8 m, plus 1 m on the safety side of a different color from the competition area.
- The whole competition area must be without any barrier, the presence of boards within a meter from the outside perimeter of the security zone is not allowed.
- The security officer must keep the surface adjacent to the competition area square, clear of slippers, bags, bottles, etc.



OFFICIAL DIVISIONS

Athletes and competition officials must wear the official uniform, as provided for by the regulations of the karate discipline.

Athletes

- Athletes with white karate-gi, barefooted.
- For females it is possible to wear a white T-shirt under the karate-gi jacket.
- The athletes who present themselves in improper fashion, will have enough time to remedy the situation.

Competition Officials

Referees, Comfort Referee, Presidents of the Jury must wear:

- navy blue one-breasted jacket with silver buttons
- white shirt with short sleeves
- official tie
- light gray trousers without turn-ups
- blue or black socks
- black shoes without laces

REGULATION OF KATA COMPETITION

- The competition consists of an individual performance, which is divided into categories of sex, age, degree and disability.
- The evaluation scoring system with 5 judges is applied.
- Slight variations are allowed according to the athlete's karate style (if the athlete is able to perform a kata).
- Prior the competition, the President of the Jury will insert the classification information together with the number of additional points corresponding to each athlete.

Awarding Athletes

All athletes must be rewarded and actively participate in the award ceremony.

- 1st classified - gold medal
- 2nd classified - silver medal
- 3rd classified - bronze medal
- 4th classified - bronze medal
- the remaining members of the categories will all be awarded with a medal of participation

Awards for sports clubs

The first 4 classified sport clubs will be awarded.

To compile the ranking of the Sport Clubs, the Presidents of the Jury must comply with the following criteria:

- 10 points to the 1st classified athlete
- 8 points to the 2nd classified athlete
- 6 points to the 3rd classified athlete
- 3 points to the 4th classified athlete
- 1 point to all the others in the ranking

OFFICIALS OF COMPETITION

The arbitration group for each tatami is composed of:

- 5 Referees
- 1 Comfort Referee
- 2 Presidents of the Jury

Referees

Referees must be specifically instructed to judge disabled athletes with awareness.

The courses will be taught by the technicians of the Pilot Center, being experts in special competitions and referees themselves.

Comfort Referee

The Comfort Referee is the referee responsible for accompanying and supporting emotionally and psychologically the athletes during their performance.

The Comfort Referee is authorized to intervene if athletes need a reference figure to complete their competition.

It is admitted that the Comfort Referee performs the competition together with his athlete, if the disability requires it.

The Comfort Referee will be chosen by the Competition Director and by the Head of Competition Officer of the Pilot Center, it will be recognizable as it bears a band on the arm with the words "*Comfort Referee*".

Presidents of the Jury

The Presidents of the Jury carries out all the bureaucratic work required by the competition, endorsing the referee's work and recording all his decisions.

The responsible of the Presidents of the Jury, the responsible of the referees and the technical director of the pilot center are the only ones authorized to authenticate the competition boards on the basis of the information provided at the time of registration.

The scoreboards during the competition phase cannot be modified except under their supervision.

CLASSIFICATION SYSTEM

To define the disability degree of each individual athlete, a functional assessment test will be performed on site, by a doctor in charge and by the referee responsible for the pilot center or by one of his representatives.

In order to participate, the clubs must attach at the time of registration, the certification of the disability of each individual athlete.

There are 4 degrees of disability:

Tenths added to the score	Degree of disability	Color
0,1	slight	Green
0,2	moderate	Yellow
0,3	medium serious	Orange
0,4	serious	Red

Categories

The athletes must be divided by:

- sex, males and females must never be merged
- registry age, the organization after consulting the pilot center, if necessary, can combine by age groups respecting the following subdivision:
 - pre-agonists 8 years onwards (medical certification required for non-competitive activity)
 - agonists 13 years onwards (medical certification required for competitive activity)
- grade, the organization after consulting the pilot center, if necessary, can combine by grade respecting the following subdivision:
 - white - yellow - orange
 - green - blue - brown
 - black
- categories of disability, where the numbers allow it, divide:
 - down
 - open

At the end of the registrations, the definitive categories will be announced according to the participants.

EVALUATION CRITERIA

The Kata is not a dance or a theatrical representation.

It must adhere to traditional values and principles.

It must be realistic in terms of combat and show concentration, power and potential impact in its techniques.

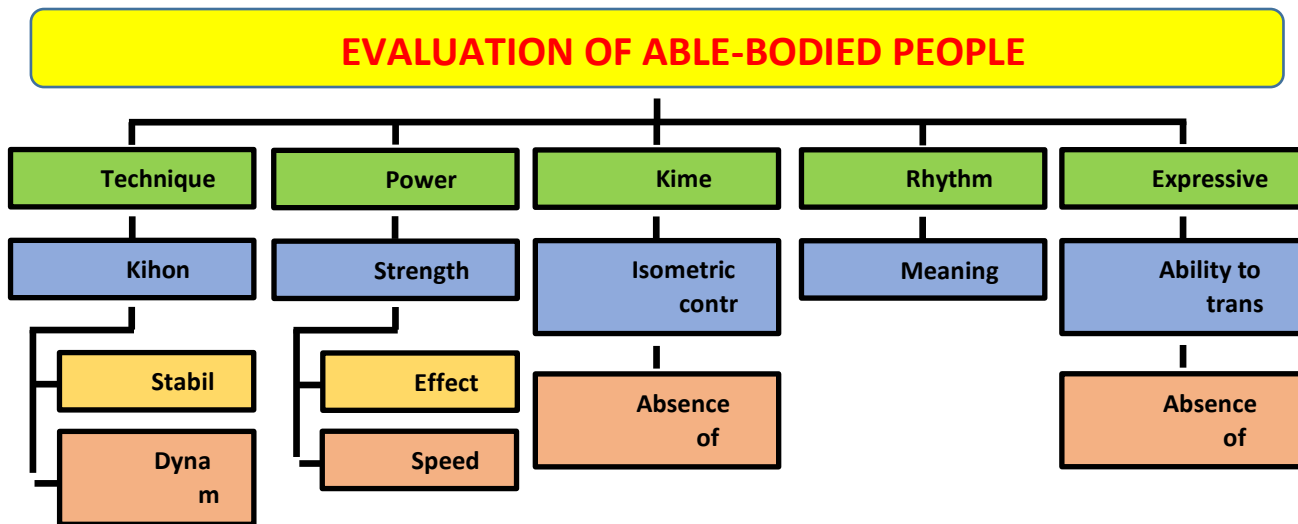
It must demonstrate strength, power and speed, as well as grace, rhythm and balance.

The kata is judged with scoring system by 5 judges.

The execution is evaluated by the greeting at the beginning of the kata, to the greeting at the end of the kata.

The performance of a disabled athlete is based on the evaluation of technical and athletic performance.

Example of arbitration parameters



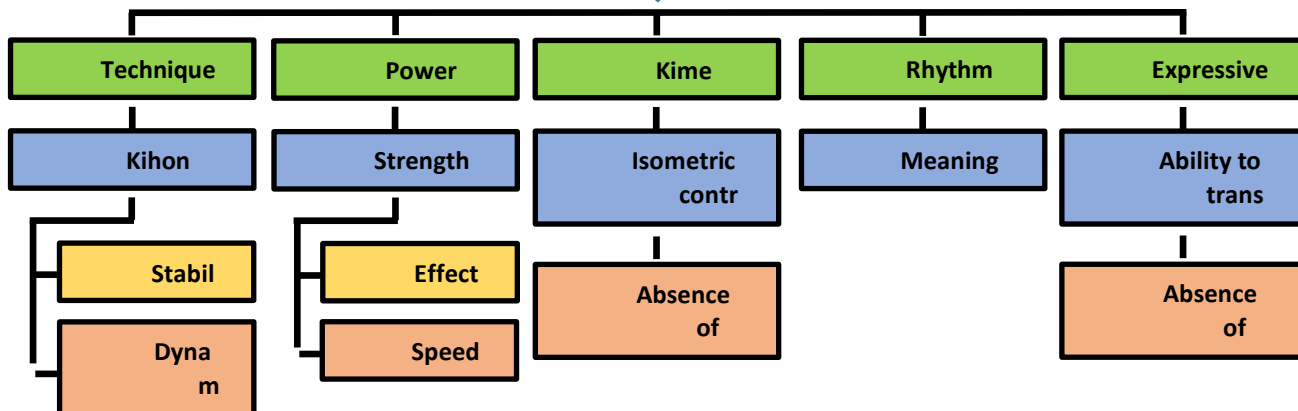
EVALUATION OF ATHLETES WITH DISABILITIES

Does disability make it possible to complete the kata?

N

Better

Y



EXECUTED KATA

Reference kata list to which recognized style kata can be added:

Anan	Jion	Papuren
Anan Dai	Jitte	Passi
Annanko	Jyuroku	Pinan 1-5
Aoyagi	Kanchin	Rohai
Bassai Dai	Kanku Dai	Saifa (Saiha}
Bassai Sho	Kanku Sho	Sanchin
Chatanyara Kushanku	Kanshu	Sanseiriu
Chinte	Kosokun (Kushanku)	Sanseru
Chinto	Kosokun (Kushanku) Dai	Seichin
Enpi	Kosokun (Kushanku) Sho	Seienchin
Fukygata 1-2	Kosokun Shiho	Seipai
Gankaku	Kururunfa	Seirui
Garyu	Kusanku	Seisan (Seishan)
Gekisai 1-2	Matsumura Rohai	Shinpa
Gojushio	Matsukaze	Shinsei
Gojushiho Dai	Matusumura Bassai	Shisocin
Gojushiho Sho	Meikyo	Socin
Hakucho	Myojo	Suparinpei
Hangettsu	Naifanchin (Naihanshin) 1-3	Tekki 1-3
Haufa	Nijushiho	Tensho
Haian 1-5	Nipaipo	Tomari Bassai
Heiku	Niseishi	Useishi (Gojushiho)
Ishimine Bassai	Ohan	Unsu (Unshu)
Itosu Rohai 1-3	Pachu	Wankan
Jiin	Paiku	Wanshu

REGISTRATION OF THE ATHLETES TO THE COMPETITIONS

General requirements

- They must be registered through their association, which must ensure that their athletes are in good standing with their membership cards and health protection regulations.
- Registration must be accompanied by medical certification.
- All athletes participating in National Meetings organized by the Pilot Center must also be registered with FISDIR.

Age

Age must be accomplished at the beginning of the current sporting season to be entered in the age category.

For participation in competitions the lower age limit is set at 8 years.

Health obligations

Pre-competitive activities: Certificate of fitness for sports activities not with annual validity.

Competitive Activity: Certificate of fitness for competitive sports (art.5 D.M. 04/03/1993) with annual validity.

EVALUATION GUIDELINES

- Did he give a sense to the exercise?
- Do the techniques respect the style of the kata performed?
- What is missing to be a good technical and athletic performance?

In the event that the athlete is not able to bring his execution to term, will still be evaluated with a score that takes into account the best expression of his skills, the score in this case will be below average.

If the athlete is allowed to repeat the trial, his score will still refer to the first trial and correspond to the minimum score (6.5 in the qualifying rounds, 7.5 in the finals).

If the athlete is able to finish his trial and makes technical mistakes, these must be taken into consideration.

The referee should not take into consideration the degree of disability in his judgment, which will be awarded by the President of the Jury in the totalization of the score.

Score

- 1st round
 - average score 7 (score from 6.5 to 8.0) minimum score 6.5
- 2nd round
 - average score 8 (score from 7.5 to 9.0) minimum score 7.5

From the 5 scores, the highest and lowest score are eliminated and the remaining 3 are added together.

The President of the Jury will make the sum communicating it to the audience, after which he will add up to the total obtained the tenths corresponding to the degree of disability, this totalization must not be made public, and is used for the classification for the award ceremony.

The total of the first and the second round are added together.

Central	Judge 1	Judge 2	Judge 3	Judge 4	Total that the PotJ makes public	Additional disability score	Total by ranking	Ranking
8.0	8.1	8.1	8.1	8.2	24.3	+0.1	24.4	3°
7.9	7.9	7.8	7.8	7.8	23.5	+0.3	23.8	4°
7.5	7.5	7.5	7.5	7.5	22.5	+0.1	22.6	
8.6	8.7	8.6	8.5	8.6	25.8	+0.1	25.9	1°
8.0	8.1	8.0	8.1	8.0	24.1	+0.4	24.5	2°

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