



WORLD MARTIAL ARTS COMMITTEE

AMATEUR RULES FOR TOURNAMENTS

Version 4.6 - 2023

Chapter 10: Kumite



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World Martial Arts Committee

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Introduction:

This rulebook replaces all previously issued rules and contains the official WMAC amateur competition rules. These rules are valid for all members. Local

However, requirements and circumstances may be taken into consideration if necessary. The official language of the IRC is English. These rules may be translated into other languages by the IRC. However, in the event of discrepancies, only the official English version shall apply. Without This rulebook may not be copied, published or distributed without the prior written authorisation of the WMAC or the IRC. This includes electronic, digital, physical and all other forms of reproduction. This rulebook can be downloaded free of charge as a PDF from the official WMAC website.

NATIONAL MARTIAL ARTS COMMITTEE

International rules & guidelines



January 2023

Dear reader,

We are very pleased to release version 4.6 of our World Martial Arts Committee Rules and Guidelines. This is definitely the most comprehensive set of tournament rules available today and we are proud to publish it for your use. This has been made possible entirely through the hard work and dedication of individuals from around the world. We would like to sincerely thank everyone for their contribution to this comprehensive rulebook. All of the rules and guidelines contained in this document are applicable to WMAC sanctioned events. In this case, no deviation is permitted except in exceptional circumstances and then only with the written permission of the IRC in conjunction with the Chief Referee (Supervisor) of the event. The instructions and decisions of the IRC with regard to these rules are decisive and binding. In the event of complaints/protests, his decision is decisive and final!

This rulebook can also be used for non-sanctioned events. In this case, the organiser of the event must include the following statement in writing in the announcement: "This event is organised in accordance with the official WMAC rules and regulations".

The World Martial Arts Committee is constantly endeavouring to develop further. We are constantly working on the expansion of our rules and regulations and their dissemination at events and tournaments. This set of rules should be checked before the events in order to discuss and incorporate any changes with us.

With best regards

A handwritten signature in black ink, appearing to read 'Harald Folladori'. The signature is stylized and fluid.

Harald Folladori

WMAC World President

PART 10- Kumite

1 Description: **KARATE KUMITE (KK)**

Kumite (Japanese for "meeting hands") was introduced in Japanese karate do to give karatekas the opportunity to measure their skills against each other in the modern world. Randori (practice fighting) had already been used as a training tool in Okinawa for a long time, but was subject to regulations against illegal street fighting in the Japanese capital and therefore had to be remodelled. Kumite emerged as a regulated form of competition alongside the weakened, controlled randori of today. It is a competition based on traditional techniques that are scored directly and immediately on a point-stop basis. Kumite is a contact sport in which the focus is NOT on the injury or the knock down, but on the controlled, fastest possible application of a regular technique in a regular strike zone. The execution (Kime & Kiai) must also be taken into account.

2 Age categories (age and weight categories identical to kickboxing - e . g. pointfight, see RULES):

Description of the	Age groups
Children	U13
Juniors	U15
Cadets	U18
Adults	+18
Veterans	+ 35
Master craftsman	+ 45

2.1 Categories:

Men/ Women	U13	-25kg, -30kg, -35kg, -40kg, -45kg, -50kg, +50kg
Men	U15	-40kg, -45kg, -50kg, -55kg, -60kg, -65kg, -70kg, +70kg
Women	U15	-40kg, -45kg, -50kg, -60kg, -65kg. +65kg

Men	U18	-50kg, -55kg, -60kg, -65kg, -70kg, -75kg, +75kg
Women	U18	-45kg, -50kg, -60kg, -65kg, +65kg

Men	+18	-60 kg, -65 kg, -70 kg, -75 kg, -80 kg, -85 kg, -90 kg, +90kg
Women	+18	-50 kg, -55 kg, -60 kg, -65 kg, -70 kg, +70 kg

Men	Veterans/ Masters	-75 kg, -80 kg, -85 kg, +85kg
Women	Veterans/ Masters	-60 kg,- 65 kg, -70 kg, +70kg

Weight classes may be combined at the discretion of the supervisor with the approval of the WMAC.

3 Procedure

Start, interruption and end of a competition

The terminology and gestures to be used by the MRC and side MRC during a competition are listed in Appendix I and II.

3.1 The referees take their prescribed positions and salute standing at the same time as the participants. The referee then announces the start of the bout with the words "Shobu Nihon Hajime".

3.2 The Referee interrupts the bout by signalling "Yame" when he sees a technique that is worthy of recognition. He signals to the participants to return to the prescribed positions.

3.3 The Referee returns to his position and the Referee indicates his opinion with hand signals. The Referee decides and awards Ippon or Nihon with the prescribed gestures. The MRef announces then announced the progress of the competition with the words "Tsuzukete Hajime" and the corresponding gestures.

3.4 When a participant has reached a total score of 8, the MRef calls "Yame", sends the participants to their places and takes his own place. Then one participant is declared the winner with the words "Aka/Ao no kachi" and corresponding gestures. This is also the end of the competition

3.5 When the competition time is over, the Referee calls "Yame" and returns to his seat. If the score is tied, the Referee calls "Enchosen" and the match continues for 1 minute. If no points are scored in the extra time, there is an extra time where the next point decides. If no points are scored in the extra time, the participant with the fewer penalties (Chukoku, Keikoku, Hansoku Chui) wins. If there is also a tie here, the fight continues until the next scorable hit. In team kumite there is no encho-sen and the fight is scored as a draw (hikiwake).

3.6 The HKR indicates the winner or announces a draw ("Hikiwake").

3.7 The Referee should interrupt the bout by saying "Yame" when confronted with the following situations:

- If one or both participants are outside the fighting area or if the Referee indicates "Yogai". The MRef allows both participants to return to their seats.
- If the MRC or the SCC notices a breach of the rules.
- When the Referee interrupts the fight, he not only calls "Yame", but also makes the corresponding hand signal. When scoring, the MRef must name the fighter (Aka/Ao), inform about the attack zones (Jodan, Chudan, Gedan), describe the attack (Tsuki, Uchi or Geri) and finally announce the score.
- When a participant holds his opponent without an effective technique immediately following
- When one or both participants fall or are thrown without being immediately followed by an effective technique;

Before the start of a match, the Referee calls the participants to their prescribed places. If one or both of them go there too early, they will be sent back outside the line by a hand signal.

The participants must greet in the prescribed manner, namely by clearly bending their upper body. A quick nod is not accepted and is also impolite. The Referee may also demand a greeting to his person if this is not voluntary, using the gestures shown in Appendix II.

Before the match is resumed, the Referee must ensure that the participants are back in their prescribed positions in the yoi.

The HKR should resume the fight as soon as possible.

4 Battlefield:

The competition area must be flat and free of dangerous obstacles and have a minimum size of 6 x 6 metres and a minimum mat thickness of 25 mm. The safety zone is limited to 1 metre. The starting position of the athletes must be visible (see General Rules)

5 Entering & leaving the competition area:

Competitors are shown where they are to step onto the competition area and may only do so at this point. Exception: If, due to an error by the referee or MRef, both contestants are standing with their places reversed, they may walk past each other to their places.

Before the fighters start their bout, the head referee checks that all judges and table crew are ready. He also checks the area for possible dirt and obstacles - as well as the athletes' protective equipment/adjustment (mouthguard, groin guard, chest protector, gloves, foot protection, gi and whether the correct colour has been used for the respective corner = gloves. Red and blue must be labelled.

If everything is to his satisfaction, he gestures to the participants to enter the fighting area. The SKR is then also requested to enter the fighting area and take up his position.

Before the start of each round, the participants bow to each other and to the judges.

When the fight is over and the winner has been announced, the fighters bow first to each other and then to the judges. It is permitted to shake hands with the opponent in thanks. Finally, the athletes leave the area at the point where they entered it.

6 Competition duration

6.1 The kumite competition time is one round of 2 minutes each for men +18 (individual and team), 2 minutes each for all other categories.

6.2 The time starts when the MRef gives the start signal and is interrupted ONLY by the MRef when "Yame" is given (time stop).

6.3 The timekeeper gives a clear signal by knocking for "Atoshi baraku" (30 seconds left) and an acoustic signal for the end of the competition time.

7 Achieving a score

The result of a fight is determined by scoring (Ippon - 2 points, Wazari - 1 point) up to a maximum of 8 points (except team fight = final result counts). If a participant reaches 8 points, the fight ends immediately. The same applies to Hansoku (disqualification for the fight), Shikkaku (disqualification for the entire tournament) and Kiken (retirement) of a participant. In the case of H a n s o k u , Shikkaku and Kiken, the winner's score is increased to 8.

7.1 A "Waza ari" 1 point - is awarded on the basis of the following criteria:

- Jodan or Chudan fist kick (Tsuki)
- Jodan or Chudan striking technique (Uchi) or
- Combination techniques, from hand / foot techniques or simple foot - sweeping techniques where each individual technique hits without hard contact, controlled.

7.2 An "Ippon" - 2 points - is awarded on the basis of the following criteria:

- Combination techniques at different heights, whereby each individual technique hits
- Jodan foot strike (Geri), fist strike (Tsuki) or punching technique (Uchi) without hard contact
- Catching an attack or sweeping the opponent with a directly following, striking technique
- difficult to hit techniques with technical finesse and ALWAYS controlled
- Take over an attack and hit an uncovered hit zone of the opponent

7.3 Permitted hit areas:

- Head
- Face (cheeks and forehead) Belly
- Chest
- Back (with the exception of the shoulder joint and spine) Side of the body
-
-

7.4 A technique that hits the target at the same time as the end signal is valid. A technique that hits the target after the Yame or ceasing to fight may result in a penalty.

7.5 Hits that are scored when both participants are outside the fighting area (both feet are NOT on the mat) are invalid. A hit that is scored while the opponent leaves the fighting area is valid if the hitter has not left the fighting area at the end of the technique and the yame has not yet come.

7.7 If both participants land a valid hit of equal value at the same time, no score (Ai-Uchi) or give both the point. If there are different scores, these are to be given (e.g. red 1 point - blue 2 points)

Explanation:

Reaching 8 points decides the match prematurely. The 8 points can also be exceeded.

Example: Aka has 7 waza ari, scores another ippon => theoretically 9 points, but only 8 are counted.

A technique with "good form" is expected to have certain characteristics in relation to its likely effectiveness in the context of traditional karate. A "correct stance" is part of this good form. It takes the form of a non-aggressive stance, deep concentration, which is clearly recognisable during a technique and leads to a valid hit. The energetic execution of a technique is determined as much by strength and speed as by the recognisable will to hit the opponent. No restraint is noticeable. "Zanshin", one of the criteria that is most often forgotten, characterises the state of sustained concentration that is maintained even after a valid hit. The concentration must outlast the technique, as one should be aware that the opponent could launch a counterattack. "Good timing" is the execution of a technique at the moment when it achieves the greatest possible effect. It also means the correct distance required to perform a technique as effectively as possible.

If an opponent moves backwards quickly during an attack, the effect of this technique is greatly reduced. Determining the distance is also directly related to the point at which the technique is aimed, i.e. the target. In order to hit, the technique must be able to penetrate deep into the target, i.e. as an example: punching or thrusting with an outstretched arm are less effective and must be assessed accordingly.

If a blow is delivered and it stops between skin contact and about a few centimetres in front of the face, with the striking arm not fully extended, this is the correct distance and will also be scored **WITHOUT** direct contact. The body parts must never be moved or hit uncontrollably - regardless of the distance and target.

A bad technique is and remains a bad technique, no matter how it is executed. A "Jodan" kick without "Good form" does not achieve a score. However, techniques that are difficult to execute are more likely to convince the Referee to award an ippon, even if the "good form" is not quite achieved but the execution is correct.

Rules of thumb:

Techniques that "normally" receive a Waza ari score =1 are scored higher if they are recognised as "technically difficult". Defence against an attack with a counter-attack using good technique in a valid strike zone on the opponent's body can therefore result in an Ippon =2.

A sweeping technique must result in the opponent falling by breaking balance. For an ippon, a balance disruption with a well-controlled follow-up technique is necessary.

Combined attacks are consecutive attacks in quick succession that can be scored with at least an ippon.

A technique with good form on the shoulder blade is scored. The zone where no hits are allowed is the joint.

The end signal indicates that the opportunity to score is over, even if the MRef does not directly stop the bout. However, this does not mean that no more penalties can be given. Penalties can still be given after the bout until the moment the contestants leave the shiao (competition area).

A true aiuchi is rare, as the two techniques must not only land at the same time, but they must also both be valid hits (good form etc.). During a fight it is more common for two opponents to land two techniques at the same time, but it is rare for both to be scored. The MRef does not have to indicate Aiuchi if only one of the two techniques has actually hit, as the conditions for Aiuchi are no longer met.

8 Decision criteria

8.1 If no points are scored during an individual match, nor a defeat is determined by kiken, hansoku or even shikkaku, the decision may be based on the following points:

- Possibly awarded Waza ari or Ippon
- The attitude, fighting spirit and strength of the participant
- Tactical and technical superiority

Otherwise, the procedure for individual competitions is as follows, even if the results are the same:

If none of the participants has more points at the end of a fight, the fight is declared a draw (hikewake) and a 2-minute extension (Encho-Sen) follows. If no decision is then reached, the so-called "sudden death" follows - the first point decides. Here the TIME is not stopped.

A warning or penalty during the match is taken into extra time.

Explanation:

"Enchosen" is the extension of a match. It is not a "new match", so the penalties remain in place during the extra time.

9. Prohibited actions The

following actions are prohibited:

- Techniques in which the throat is touched.
- Techniques with too hard contact on permitted hit zones. All techniques used must be controlled. Any technique that hits the head or face and results in a visible injury must be penalised unless the injury is caused by the recipient (e.g. blindly running into the technique)
- Attacks on the genitals, joints or insteps
- Attacks to the face with open hand techniques (e.g. Teisho, Nukite)
- dangerous throws that are predictable in their form, where it is impossible for the opponent to fall safely
- Techniques that jeopardise the safety of the opponent due to their nature
- Direct attacks on arms and legs

- repeatedly leaving the competition area (Yogai) or time delays. Yogai refers to the situation in which the body or a part of the body of a competitor is outside the competition area on the floor. An exception is when the competitor has been pushed, shoved or thrown.
- Wrestling, pressing or holding without direct follow-up technique
- Mubobi - arises from a situation in which one or both participants jeopardise their own safety or that of their opponent (turning their back, uncontrolled punching, kicking or pushing)
- Simulating injuries to gain an advantage
- Any unsportsmanlike behaviour towards a member of the official representation may lead to disqualification.

Explanation:

Any contact with the throat must be penalised. Techniques to the face may touch and can score points provided that the contact is controlled and not too hard. When judging the contact, the referee must pay attention to many things, e.g. whether the "victim" has aggravated the contact by running wildly into the technique, although the attack was clean and controlled (uncontrolled movements, running in, turning the head away out of fear, etc.).

These are some of the reasons for assessing a technique positively/negatively. But care must be taken when judging contact that is too hard. It should not be used as an excuse for an incorrect judgement. The referee should also take into account any size differences (length, weight) that may occur in team competitions or open weight classes, for example. The Referee is obliged to observe the injured participant at all times. The behaviour of the injured competitor can be of major importance in the decision. The Referee should wait a moment before making a decision to see how the symptoms of the injury develop (e.g. nosebleeds, which in some cases may not start until a short time later). Observing the injured participant is also necessary to prevent them from trying to take advantage of this, such as rubbing with the hand guard to visually reinforce the injury and snorting wildly (if the nose is wounded). Injuries from previous fights can also cause symptoms and do not necessarily have to have been caused by the last contact.

The trained karateka can absorb hard contact that is delivered to muscular parts of the body. However, this is not possible with hits to the sternum and ribs. Control must therefore be the top priority with every technique.

An unintentional kick to the genitals can have the same effect as an intentional kick, as both deprive the victim of certain chances of victory. Therefore, the Referee must award a penalty in both cases - provided that this deprives the victim of the chance to continue fighting on an equal footing.

Sweeping techniques that are applied too high can cause knee injuries. The Referee must assess the value of the sweeping technique and penalise ineffective and painful techniques immediately.

The face starts 1 cm above the eyebrows, runs downwards, including the temples, narrows from the cheekbone and runs down to and including the chin.

The two open hand techniques are only examples of prohibited techniques.

If an effective hit is made from the inside and the opponent leaves the fighting area at the same time, the hit is scored and Yogai is penalised. Pointless time-wasting is, for example, spinning around each other without any action being taken. It is expected that the fighters will feel each other out at the beginning of a fight. However, they should switch to serious and effective attacks within a reasonable time. If this is not the case, the Referee will stop the bout and warn the contestant or both contestants. The participant who only retreats during the fight deprives his opponent of the opportunity to score a hit and must be penalised by the Referee after the fight has been interrupted. This can often be observed in the final seconds of a fight.

An example of mubobi is, for example, a situation in which a participant throws himself into a fight with total dedication and disregards his own safety in the process. Or some fighters have such a deep gyakuzuki, for example, that they are no longer able to fend off a counterattack. These "open" attacks fall under the term mubobi and cannot be scored. For the safety of the participants, this must be pointed out by the referee at an early stage.

As a tactical move, some participants turn away from their opponent immediately after executing a technique to indicate to the referee that they have scored. In doing so, they let their guard down and no longer pay attention to their opponent. This is a clear example of mubobi. In order to receive a score, "Zanshin" must be maintained even after the technique has been executed.

Faking injuries is a serious offence and constitutes a breach of the rules. Exaggeration or deliberate aggravation of an injury, such as rolling across the floor or collapsing, may even result in a shikkaku. To clarify, a warning or penalty may be given for feigning injuries that do not exist or exaggerating injuries.

The coach is assigned a place by the acting judges to work with the competition organisation. This place must be close to the competition area. The coach has the opportunity to visit his fighters between bouts. There must also be a scoreboard to support the coach, the participants and the referees, which must be clearly visible to all the above-mentioned persons. This is usually located opposite the referee's starting position.

10 Penalties

The following penalties are possible:

- 1.warning NO POINTS DEDUCTION
- 2.warning ONE POINT DEDUCTION
- 3.warning ONE POINT DEDUCTION
- 4.warning DISQUALIFICATION

10.1 Chukoku (warning):

Warnings are issued to prevent or punish an offence.

10.2 Keikoku:(One point deduction)

This is a penalty that is given and results in a positive score in the form of a wazari for the opponent. Keikoku is given for minor offences where a warning has already been given in the same match or the offence is not serious enough to give a hansoku chui.

10.3 Hansoku-Chui: (One point deduction)

This penalty results in a positive score of one waza ari for the opponent. Normally this penalty is given for an offence in the same bout for which keikoku has already been given or which is not severe enough to give hansoku.

10.4 Hansoku: (fight cancellation)

This penalty is given for a very serious offence or if a Hansoku-Chui has already been given. The consequence of a hansoku for the opponent is an increase in the score to 8.

10.5 Shikkaku: (disqualification)

This penalty means disqualification for the entire tournament. The opponent's score is increased to 8. To determine the limit of a shikkaku, the referee commission should be asked for advice.

Shikkaku can be given in the following cases:

-If a participant behaves in such an unsportsmanlike manner that the reputation of karate-do is damaged and if certain actions are carried out that absolutely contradict the rules of the tournament.

Explanation:

A penalty can be imposed immediately after an offence against the rules. A repetition of the same offence can only result in an aggravation of the penalty. This means that contact with Keikoku cannot be penalised first and then followed by a warning.

Penalties are not combined, i.e. a warning for contact does not automatically result in a keikoku for the first yogai. The order of the penalties is identical, i.e. warning - keikoku - hansoku or shikkaku. It should be mentioned what the penalties are for, e.g. Yogai - Yogai Keikoku - Yogai Hansoku-Chui - Yogai **Hansoku** etc. If the positive scores result in 8, the penalised participant is declared the loser and the opponent the winner (Aka/Ao no kachi).

Admonitions:

These are given for minor offences which, according to the KR team, have not taken away the chances of victory. Keikoku

A keikoku can be given directly and without a warning. This penalty is imposed if the opponent's chances of winning are slightly impaired.

Hansoku-Chui

Hansoku-chui may also be given immediately after an offence or in the above order if the opponent's chances of winning are seriously impaired.

Hansoku

A hansoku can be given as a continuation of previous penalties, but can also be given directly for serious offences. Hansoku is given when the chance of winning as a result of the offence is zero.

Shikkaku

A shikkaku can be pronounced directly without prior warning, even if the participant is not at fault. It is sufficient if the coach or a member not participating in the tournament or a delegation of the club behaves in an unsportsmanlike manner and thus damages the reputation and honour of the Karate-Do.

If a referee is of the opinion that a contestant has acted maliciously, with or without injury, shikkaku and not hansoku is the only correct penalty.

11 Injuries and accidents during the competition

11.1 Kiken or abandonment is the decision made when the competitor(s) is/are no longer able to continue the competition. This can be done by the decision of the MRef or by the fighter giving up. Injuries that were not caused by the opponent opponent can be a reason for retirement.

11.2 If two participants are injured at the same time or have problems due to
If a competitor is declared unfit to fight due to previous injuries and by the competition doctor, the competitor with the most points is declared the winner. In the event of a tie, both will be placed in the place that a winner would have received after the fight.

11.3 An injured competitor who is declared unfit to compete by the competition doctor may not take part in the competition on that day.

may no longer take part in the competition on that day.

11.4 An injured participant who wins by disqualification of his opponent cannot be disqualified without fight
The fighter may continue to fight with the consent of the match doctor. If this fighter is injured again in the next fight and his opponent is disqualified as a result of this action, this participant is automatically removed from the competition for the remainder of the tournament.

11.5 If a participant is injured, the Referee will immediately stop the match and call the doctor present. The doctor is authorised to make a diagnosis and treat the injury after the bout or to stop the bout and treat it immediately.

11.6 Any participant who falls, is thrown or knocked down and does not get back on their feet within 8 seconds is no longer deemed fit to continue in the tournament and shall be automatically removed from the tournament = Indirect Counting.

Explanation:

Self-inflicted injuries are not a problem with regard to the awarding of penalties. However, when judging an injury caused by an opponent's technique, the refereeing team must consider whether the technique was valid, well executed, in a permitted strike zone, at the right moment and with control. This evidence helps the refereeing team to decide whether to declare the injured contestant a loser by kicking or to penalise his opponent for his offence. If a doctor declares a contestant unfit to fight, this decision must be noted on the contestant card. The severity of the injury must also be communicated to the other referees.

A fighter can win by disqualification of his opponent who repeatedly commits minor offences. The winner may have sustained injuries that are insignificant. A second victory in the same manner will result in the participant being removed from the tournament, even if he is physically able to continue fighting.

The competition doctor is obliged to give advice if medical treatment is necessary.

In order to ensure that the credibility of the sport is maintained, participants who simulate injuries are punished very, very severely and may even be banned for life, depending on the severity of the offence. Competitors who have been penalised for simulating shikkaku will be removed directly from the competition area and handed over to the competition doctor for a more detailed examination. He will present his diagnosis to the supervisor before the end of the tournament, which will serve as the basis for making a decision.

12 Protest

12.1 Protest formalities and handling see chapter General Rules. Protests must be submitted immediately and directly to the HKR and will then be dealt with by the supervisor of the event in accordance with the specified form. The supervisor's decision is binding.

13 The referee commission:

Supervisor, the respective main judges and mirror judges

13.1 The tasks and duties of the judges, timekeepers and table crews Ensure proper preparations for each competition:

- Provision of competition areas
- Provision of material (e.g. clocks, computers, scoreboard, etc.)
- Competition organisation and management
- Safety measures, etc.

13.2 Powers of the HKR

The HKR (Shushin) has the authority to start, direct and end competitions.

- Award of Waza ari or Ippon
- Explanation of a decision, if necessary
- Awarding penalties and warnings before, during and after a competition
- Registering opinions expressed by the SKR (hand signals)
- Proclamation of extension (Enchosen)
- The powers of the HKR are not limited to the Shiao, but encompass its entire neighbourhood
- The HKR gives all commands and announces all messages
- Start and end of the competition

13.3 Authorisations of the SCC

He supports the HKR.

The SCC should monitor the fight with full concentration and give signals to the MRef in the following cases:

- Values when a Waza ari or Ippon is seen
- if a participant performs or is about to perform a prohibited technique or action
- if an injury or the indisposition of one or both participants is noticed
- if one or both participants are outside the competition area or have left the competition area
- in all other cases in which it is necessary to draw the attention of the HKR

Explanation:

The Referee may speak to the Judges' Committee after the competition to explain a decision. Otherwise, the Referee will not give an explanation to anyone. A good referee should never hinder the smooth running of a match if it is not absolutely necessary. The command "Yame" in connection with "Torimasen" (no judgement) should be avoided.

The Referee does not need to interrupt the bout if, in his opinion, the signals given by the Referee are incorrect or the techniques of the contestants are not valid. He can overrule these signals if he does not interrupt the bout ("Torimasen" during the bout displays). Before overruling the SKR, the referee should make sure that the SKR may have been in a better position.

The SKRs should only display hits that they have actually seen.

14 Types of Kumite competitions

Individual competition

The individual kumite competitions are divided into weight classes and other categories. The weight classes are also divided into groups for individual competitions.

14.1 In individual competitions, no participant may be replaced by another.

14.8 Participants in individual competitions who have not yet arrived at the start of a tournament will be disqualified.

Explanation:

A round is a separate part of the competition from which finalists may emerge. In kumite, a knockout system is used, i.e. 50% of the participants are eliminated in each round (including any free draws).

Appendix I - Referee Commands

Shomen ni Rei	-	Greeting to the audience
Shinpan ni Rei	-	Greetings to the judges
O tagai ni Rei	-	mutual greeting of the fighters
Shobu Nion	Hajime-	Start of the fight with scoring up to two points Yame
	-	Interrupting the fight
Tsuzukete	-	Continue fighting when the fighters mistakenly think the fight is interrupted been
Tsuzukete Hajime-	Continue	fighting after interruption of the fight Atoshi
Baraku	-	30 seconds left until time expires
Encho-Sen	-	Extension of the fight
Moto no Ichi	-	Assume starting positions
Yogai	-	Leaving the fighting area, not caused by the opponent's techniques
Yogai chui	-	leaving the fighting area again
Atenai Yo Ni	-	Warning for too hard contact
Atatta	-	hit, too hard contact
Mubobi	-	Self-endangerment
Shido	-	Admonition
Chukoku	-	Warning, first minor offence in this category
Keikoku	-	Warning, second minor or first moderate offence in this category Hansoku Chui -
		Warning, third minor offence or first major offence in this category
		Category, last warning before disqualification
Hansoku	-	Disqualification from the match, points are set to zero, the opponent's points are set
to 8 Shikkaku	-	Disqualification from the entire match, all previous successes in this match are
cancelled.		The referee commission determines the extent of the disqualification (e.g. competition ban, etc.)
Hansoku/Shikkaku Make	-	Defeat by disqualification
Aka	-	Red
Ao	-	Blue
Aka / Ao no Kachi	-	Red / Blue wins Aka
/ Ao Waza ari	-	1 point for red / blue
Aka / Ao Ippon-	-	2 points for red / blue
Kachi	-	Victory
Make	-	Defeat
Hiki Wake	-	Draw
Ai-Uchi	-	simultaneous hit of both fighters
Nuketa	-	Technique over, no hit
Torimases	-	no rating
Kiken	-	Abandonment of a fighter by the fighter himself, the doctor or the MRef
Maitta	-	"I give up."
Shugo	-	Calling the judges together at the main referee
Shobu	-	Victory or defeat
Fusen Sho	-	victory without a fight

Appendix II - Referee gestures Shomen

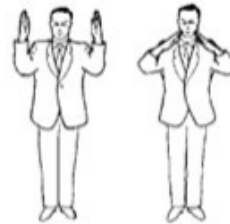
ni Rei

The MRef stretches the arms forwards, palm facing forwards.



O tagai ni Rei

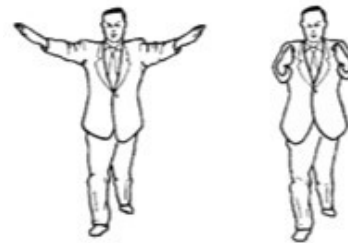
The MRef indicates to the competitors to bow to each other.



Shobu Nihon Hajime / Tsuzukete Hajime

"Start fighting!" / "Keep fighting!" After the command, the MRef takes a step back. The MRef stands in a forward position.

When he says "Shobu Nihon" / "Tsuzukete", he stretches his arms out to the side, palms facing outwards towards the competitors.

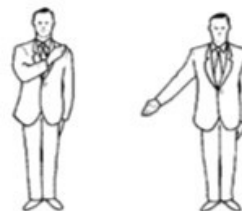


When he says "Hajime", he turns his palms inwards and brings them quickly towards each other while taking a step back.



Yame

"Stop!" Interruption or termination of the fight. During the command, the MRef makes a cutting downward movement with his arm.



Wazari (1 point)

The MRef extends the arm downwards at a 45° angle to the side of the scoring competitor.

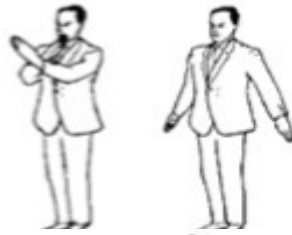


Ippon (2 points)

The MRef stretches his arm upwards at a 45° angle to the side of the scoring fighter.

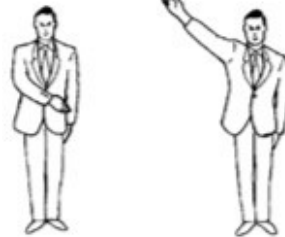
Withdrawal of the last decision

If a score or penalty is incorrectly given, the MRef turns to the contestant, says "AKA" or "AO", crosses his arms and then makes a cutting motion.



Aka/Ao no Kachi (victory for Aka/Ao)

At the end of the match, the MRef announces "AKA (or AO) no Kachi" and raises his arm at a 45° angle upwards to the side of the winner.



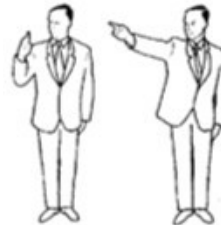
Kiken

"The Referee points with his index finger to the starting line of the retiring competitor and then announces victory for the opponent.



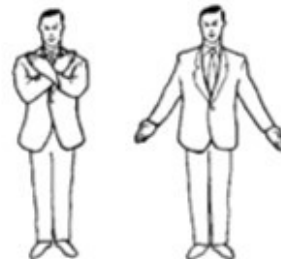
Shikkaku

"Disqualification with dismissal from the area" The Referee first points upwards at a 45° angle in the direction of the competitor concerned and then points outwards and backwards with the command "AKA (AO) SHIKKAKU!". He then announces victory for the opponent.



Hikiwake

"Draw" (only for team competitions) If there is a draw at the end of the match time, the referee crosses his arms and then moves them apart with his palms facing forwards.



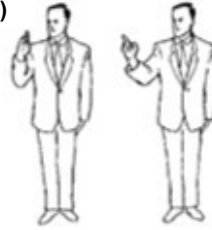
Immediate disqualification (without additional signal for Chukoku)

The MRef crosses the open hands at chest height so that the wrists touch.



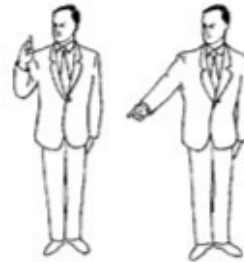
Admonition without consequences (without additional signal for Chukoku)

The MRef points to the competitor's face with his arm bent.



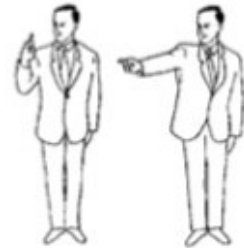
Keikoku

"Official warning" The Referee first indicates an offence and then points his index finger downwards at a 45° angle in the direction of the competitor concerned.



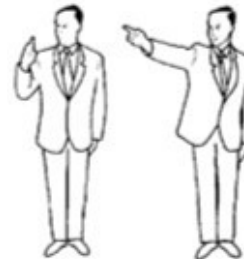
Hansoku Chui

"Last warning before disqualification" The Referee first indicates an offence and then indicates horizontally with the index finger in the direction of the competitor concerned.



Hansoku

"Disqualification" after the last warning / minus point he then points upwards at a 45° angle with his index finger on the athlete in question. He then declares the opponent the winner.



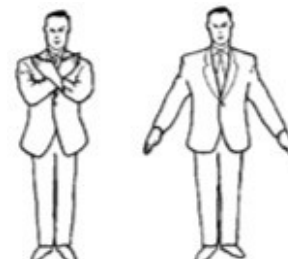
Passivity

The Referee rotates his fists in front of his chest to indicate a category 2 offence.



Torimases

"No score, warning or penalty" The MRef crosses his arms and then makes a cutting downward movement with his palms facing downwards.



Excessive contact

The HKR indicates excessive contact or another offence in category 1.

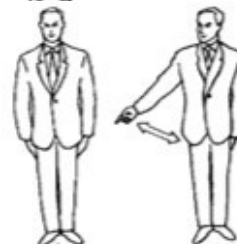


Faking or exaggerating an injury The Referee holds his face with both hands to indicate the Category 2 offence.



Yogai

"Leaving the fighting area" The MRef indicates that he is leaving the fighting area by pointing with his index finger to the edge of the fighting area of the competitor concerned.



Mubobi (self-endangerment)

The MRef touches his face with his hand, then turns the edge of his hand forwards and moves it back and forth, to signalise that the competitor has endangered himself.



Avoiding combat

The Referee makes a circular motion with his index finger pointing downwards to indicate a category 2 offence.



Pressing, grasping or standing chest-to-chest without technique within 2 seconds

The Referee holds his fists at shoulder height or makes a pushing motion with his open hands to indicate a category 2 offence.

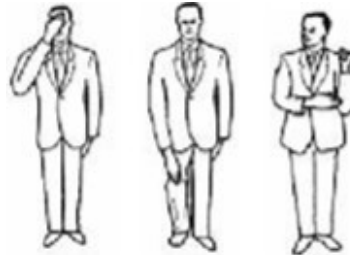


Dangerous and uncontrolled attacks

The Referee brings his fist to the side of his face to indicate a Category 2 offence.



Feigned attacks with the head, knees or elbows The Referee touches his forehead, knee or elbow with his open hand to indicate a Category 2 offence.



Speaking to or inciting the opponent or rude behaviour

The Referee puts his index finger to his mouth to indicate a category 2 offence.



Shugo

"Calling the judges together" The MRef calls the SCR to him by extending his arm, palm upwards, then bending his arm so that his palm is in front of his face.

