



WORLD MARTIAL ARTS COMMITTEE

AMATEUR RULES FOR TOURNAMENTS

Version 4.6 - 2023

Chapter 10: Kumite



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World Martial Arts Committee

TABLE OF CONTENTS

PART 10- Kumite

1. Description.....	4
2. Age groups	4
3. Procedure	
4. Combat area	6
5. Entering & leaving the competition area.....	7
6. Competition duration.....	7
7. Achieving a Score.....	7
8. Decision criteria.....	9
9. Prohibited acts.....	10
10. Penalties.....	12
11. Injuries and accidents during the competition.....	13
12. Protest	
13. The Referee Commission	15
14. Organisation of Kumite competitions.....	16
Appendix I - Referee Commands	19
Appendix II - Referee Gestures	20

Introduction:

This rulebook replaces all previously issued rules and incorporates the official WMAC - Amateur - Competition Rules. These rules are valid for all members. Local requirements and circumstances may be considered if necessary. The official language of the IRC is English. This rulebook may be translated into other languages by the IRC. However, in the event of any discrepancy, the official English version alone shall prevail. Without the specific written permission of 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 website of the WMAC.

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 detailed competition tournament rulebook 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 all the individuals for their contribution to this detailed rulebook. All of these rules and guidelines that you will find in this document are to be applied at WMAC sanctioned events. In this case, they may not be deviated from except in exceptional circumstances and then only with the written permission of the Referee's Representative (IRC) in conjunction with the Referee Supervisor of the event. The instructions and decisions of the Referee Supervisor regarding these rules are final and binding. In the event of complaints/protests, his decision shall be final and binding!

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

The World Martial Arts Committee is constantly striving to develop. We are constantly working on the development of our rulebook and its dissemination in events and tournaments. This set of rules should be checked before the events in order to discuss any changes with us and to incorporate them.

With best regards

A handwritten signature in blue ink, appearing to read 'Harald Folladori', written over a light blue horizontal line.

Harald Folladori
WMAC World President

PART 10- Kumite

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

Kumite (Jap. "hitting hands") was introduced in Japanese karate do so that karatekas would have the opportunity to measure their skills against each other even in the modern world. Already on Okinawa, randori (practice fighting) has been used as a training tool for a long time, but on the Japanese mainland it was subject to regulations against illegal street fighting and therefore had to be transformed. 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 where the focus is NOT on injury or knock down, but on the controlled, quickest possible application of a regular technique in a regular strike zone. The execution (Kime & Kiai) must also be included.

2 Age classes (age & weight classes identical as in kickboxing - e.g. pointfight, see RULES):

Description	Age groups
Children	U13
Juniors	U15
Cadets	U18
Adults	+18
Veterans	+ 35
Master	+ 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, +70kg

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 used by the Referee and Side Referees during a competition are listed in Appendix I and II.

3.1 The Judges take their prescribed places and salute standing at the same time as the contestants. The Referee then announces the start of the bout with the words "Shobu Nihon Hajime".

3.2 The Referee interrupts the bout by "Yame" when he sees a technique worthy of consideration. He signals the contestants to return to the prescribed positions.

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

3.4 When a contestant has reached a total score of 8, the Referee calls "Yame", sends the contestants off to their places back and takes his own place. Then one contestant is declared the winner with the words "Aka/Ao no kachi" and appropriate gestures. With this the Referee also ends the competition at the same time.

3.5 When the competition time is over, the Referee calls "Yame" and returns to his seat. In the event of a tie, the Referee will call "Enchosen" and the bout will continue for 1 minute. If no point is scored in the extra time, there is an extra time where the next point decides. If no point is scored in the extra time, the contestant with the lesser sanction (Chukoku, Keikoku, Hansoku Chui) wins. If there is also a tie, the bout will be fought until the next score. In Team-Kumite there is no Encho-Sen and the bout is scored as a draw (Hikiwake).

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

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

- When one or both contestants are outside the competition area or when the Referee indicates "Yogai". The Referee will have both contestants return to their places.
- When the HCR or the SCR notices a rule violation.
- When the Referee interrupts the bout, he not only calls "Yame", but also makes the appropriate hand signal. The Referee must, when scoring, name the contestant (Aka/Ao), inform of the attack zones (Jodan, Chudan, Gedan), designate the attack (Tsuki, Uchi or Geri) and finally announce the score.
- When a competitor 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

Explanation:

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

Participants must greet in the prescribed manner, with a clear bending of the upper body. A quick nod is not accepted and is also impolite. The Referee may also require a greeting of his person, if this is not done voluntarily, by gesturing as shown in Appendix II.

Before resuming the bout, the Referee must ensure that the contestants are back in their prescribed positions in the Yoi.

The HCR should allow the match to resume as soon as possible.

4 Fighting surface:

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

5 Entering & leaving the competition area:

Contestants will be shown where they will step onto the competition area and may only do so at that point. Exception: If, due to an error by the Referee or Judges, both contestants are standing with their places reversed, they may walk past each other to their place.

Before the contestants start their bout, the Referee checks that all judges and table crew are ready. He also checks the area for any dirt and obstacles - as well as the protective equipment / adjustments of the athletes.

If everything is to his satisfaction, he asks the participants with a gesture to enter the fighting area. The SKR is thereby also requested to enter the fighting area and take up his position.

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

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

6 Competition duration

6.1 The Kumite competition time is one round of 3 minutes each for men +18 (individual and also team), 2 minutes each for all other categories.

6.2 The time starts when the MR gives the start signal and is interrupted each time "Yame" is given.

6.3 The timekeeper shall give a clear signal with a gong or bell for "Atoshi baraku" (30 seconds left) and a double signal for the end of the competition time.

7 Achieving a score

The result of a bout is determined by the scoring of points (Ippon - 1P, Nihon - 2P) up to a maximum of 8 points (except Teamfight = final result counts). When a contestant reaches 8 points the bout will be stopped immediately. The same applies in case of Hansoku (disqualification for the fight), Shikkaku (disqualification for the whole tournament) and Kiken (retirement) of a participant. In case of Hansoku, Shikkaku and Kiken the winner's score will be increased to 8.

7.1 An "Ippon" is awarded based on the following criteria:

- Jodan or Chudan Fist Kick (Tsuki)
- Jodan - or Chudan striking technique (Uchi) or

- Combination techniques, where each individual technique meets

7.2 A "Nihon" is awarded based on the following criteria:

- Combination techniques at different heights, with each individual technique hitting
- Jodan foot strike (Geri), fist strike (Tsuki) or striking technique (Uchi) without hard contact.
- Catching an attack or sweeping the opponent with directly following, hitting technique
- Techniques difficult to hit
- 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)
- Body side

7.4 An on-target technique at the same time as the end signal is valid. An on-target technique after the yame or cessation of fighting may result in a penalty.

7.5 Hits scored when both contestants are outside the fighting area (both feet are NOT on the mat) are invalid. A hit scored while the opponent is leaving the fighting area is valid if the hitter has not left the fighting area when the technique is completed and the yame has not yet come.

7.7 If both competitors land a valid hit at the same time, no score (Ai-Uchi).

Explanation:

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

Example: Aka has 7 Ippon, scores another Nihon => theoretically 9 points, but only 8 are counted.

A technique with "good form" is expected to have certain characteristics, in terms of likely effectiveness within the views of traditional karate. A "correct posture" is part of this good form. It shows itself in the form of non-aggressive posture, deep concentration, which is clearly evident during a technique and leads to a valid hit. The energetic execution of a technique is determined as much by power and speed as by the discernible will to hit the opponent. There is no restraint to be noticed. "Zanshin", one of the criteria most often forgotten, denotes 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 may in turn counterattack. "Good timing" is the execution of a technique at the moment when it will achieve the greatest possible effect. It also means the correct distance needed 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 place where the technique is to be executed, i.e. the target. In order to hit, the technique must be able to penetrate deep into the target, i.e., it must be able to hit the target.

as an example: striking or thrusting with an outstretched arm are less effective and must be evaluated accordingly.

If a punch is delivered and it stops between skin contact and about a few centimetres from the face, with the punching arm not fully extended, this is the correct distance and will be scored even WITHOUT direct contact. The body parts must never be moved in an uncontrolled manner - 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 score a Nihon. However, techniques that are difficult to execute are more likely to convince the Referee to award them a Nihon, even if "good form" is not quite achieved, but the execution is correct.

Rules of thumb:

Techniques which "normally" receive an Ippon score =1 are given a higher score if they are considered "technically difficult". The defence of an attack with counter-attack with good technique into a valid strike zone on the opponent's body can thus result in a Nihon =2.

A sweeping technique must necessarily result in the opponent falling by breaking balance. For an ippon a balance break with a good follow up technique is necessary.

Combined attacks are successive attacks in quick succession which 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 Referee does not directly stop the match. However, this does not mean that penalties can no longer be given. These can still be given after the bout, up until the moment the contestants leave the Shiao (competition area).

A true aiuchi is rare because not only must the two techniques land at the same time, but they must both be valid hits (good form, etc.). It is more common for two opponents to land two techniques at the same time during a match, but it is rare for both to be valid. The Referee does not have to indicate Aiuchi if only one of the two techniques has actually hit, as the requirements for Aiuchi are no longer fulfilled.

8 Decision criteria

8.1 If during an individual competition neither points are scored nor a defeat is determined by Kiken, Hansoku or even Shikkaku, the decision will be based on the following points:

- Any Nihon or Ippon awarded
- The attitude, the fighting spirit and the strength of the participant
- The tactical and technical superiority

In individual competitions with the same result for both contestants, the following applies:

If at the end of a bout neither contestant has more points, the bout is declared a draw (Hikewake) and extra time (Encho-Sen) follows.

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

Explanation:

"Enchosen" is the extension of a match. It is not a "new fight", thus the penalties remain in force in the extra time.

9. Prohibited acts The following

acts are prohibited:

- Techniques that involve touching the throat.
- Techniques with too hard contact on allowed 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. running blindly into the technique).
- Attacks on the genitals, joints or instep
- Attacks to the face with open hand techniques (e.g. Teisho, Nukite).
- dangerous throws, which are predictable in their form, where the safe falling of the opponent is impossible
- Techniques which, by their nature, put the safety of the opponent at risk
- direct attacks on arms and legs

- repeatedly leaving the competition area (yogai) or time delays. Yogai refers to the situation where the body or any part of the body of a competitor is on the floor outside the competition area. The exception is when the competitor has been pushed, shoved or thrown.
- Wrestling, pushing or holding without direct follow up technique
- Mubobi - results from the situation where one or both participants put their own or the opponent's safety in danger (turning back, uncontrolled hitting, kicking or pushing).
- Simulating injuries to gain an advantage
- Any outrageous 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 make contact and may score points provided there is control and no contact is too hard. When judging the contact, the referee must look at many things, e.g. whether the "hit" has made the contact worse by running wildly into the technique, although the attack was clean and controlled (uncontrolled movements, running in, turning head away out of fear, etc.).

These are some motivations for assessing a technique positively/negatively. But care must be taken when assessing too hard contact. It should not be used as an excuse in case of a wrong assessment. In addition, the Referee should take into account any differences in size (length, weight) that may occur, for example, in team competitions or open weight classes. The Referee has the obligation to observe the injured contestant at all times. His behaviour may be essential in making a decision. The Referee should wait a moment before making a decision to see how the symptoms of the injury develop (e.g. nose bleed, which in some cases may not start until a short time later). Watching the injured contestant is also necessary to avoid any possible advantage they may wish to take from 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 be caused by the last contact.

The trained karateka can withstand hard contact delivered to muscular parts of the body. However, this is not possible with hits to the sternum and ribs. Therefore, control must be paramount in any technique.

An unintentional kick to the private parts can have the same effect as an intentional kick, as both rob the person hit of certain chances of winning. Therefore, the Referee must award a penalty in both cases.

Fencing techniques that are set too high can cause knee injuries. The Referee must assess the value of the fencing technique and immediately penalise ineffective and painful techniques.

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 within and at the same time an opponent leaves the fighting area, both the hit is scored and Yogai is penalised. Pointless stalling 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 start of a match. However, there should be a changeover to serious and effective attacks within a reasonable time. Should this not be the case, the bout will be stopped by the Referee and the contestant or both contestants will be cautioned. The contestant who merely retreats during the bout deprives his opponent of the opportunity to score a hit and must be penalised by the Referee after interruption. This is often seen in the last seconds of a match.

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

As a tactical move, some contestants turn away from the opponent immediately after executing a technique to indicate to the referee that one has scored. In doing so, they drop their guard and no longer pay attention to the opponent. This is a clear example of mubobi. 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 will be assigned a place by the Referee Commission to work with the competition organisation. This place has to be close to the competition area. The coach has the possibility to visit his contestants between the bouts. There must also be a scoreboard to support the coach, the competitors and the judges, 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 POINT DEDUCTION, 2.warning ONE POINT DEDUCTION, 3.warning ONE POINT DEDUCTION 4.warning DISQUALIFICATION

10.1 Chukoku (warning):

Warnings are given to prevent or punish an offence.

10.2 Keikoku:(One point deduction)

This is a penalty which is given and results in a positive score in the form of an Ippon for the opponent. Keikoku is given for minor offences where a warning has already been given in the same bout 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 equal to an Ippon 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: (Break off fight)

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

10.5 Shikkaku: (Disqualification)

This penalty means disqualification for the whole tournament. The opponent's score increases to 8. To determine the limit of a shikkaku, advice should be sought from the KR Commission.

Shikkaku can be given in the following cases:

-If a [competitor](#) behaves in such an unsportsmanlike manner that the reputation of Karate-Do is damaged and if certain actions are carried out that are absolutely contrary to the rules of the tournament.

Explanation:

A penalty may be imposed immediately after the offence has been committed. A repetition of the same offence can only result in an aggravation of the penalty. Thus, contact with Keikoku cannot be punished first and then with a warning.

Penalties are not grouped together, i.e. a warning for contact does not automatically result in a keikoku for the first time yogai. The order of penalties is identical, namely 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 infractions that the KR team says did not take away their chances to win. Keikoku

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

Hansoku-Chui

Hansoku-Chui may also be given immediately after a violation or in the above order if the opponent's chances of victory are seriously impaired.

Hansoku

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

Shikkaku

A shikkaku can be pronounced directly without prior warning, even without the participant's own fault. It is sufficient if the coach or a member or delegation of the club not participating in the tournament behaves in an unsportsmanlike manner and thus damages the reputation and honour of Karate-Do.
If a Referee considers 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 or competitors are no longer able to continue in the competition. This can be done by the decision of the Referee or by the contestant's abandonment.
Injuries, which are not caused by the opponent may be a reason for abandonment.

11.2 If two participants injure themselves at the same time or have problems due to previous injuries and declared unfit to fight by the competition doctor, then the competitor with the most points will be declared the winner. In the event of a tie, both contestants shall be In the event of a tie, both contestants will be placed in the same position as the winner would have occupied after the bout.

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 not take part in the competition on that day.

11.4 An injured competitor who wins by disqualification of his opponent may not compete without continue to fight with the approval of the competition doctor. If this contestant is injured again in the next bout and his opponent is disqualified as a result of that action, that competitor shall automatically be withdrawn from the competition for the remainder of the tournament.

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

11.6 Any competitor who falls, is thrown or knocked down and does not get back on his feet within 8 seconds shall be deemed no longer capable of continuing in the tournament and shall be automatically removed from the tournament = Indirect Counting.

Explanation:

Self-inflicted injuries are not a problem in terms of penalties. However, when assessing an injury caused by an opponent's technique, the Referee Team must consider whether that technique was valid, well executed, in a permitted strike zone, at the right moment and with control. These clues help the Referee Team decide whether to declare the injured contestant a loser by Kiken 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's card. The severity of the injury must also be communicated to the other KR.

A contestant may 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 contestant being removed from the tournament even if he is physically able to continue.

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

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

12 Protest

12.1 For protest formalities and handling, see chapter General Rules. Protests must be submitted directly to the Referee and will be dealt with by the Supervisor of the event in accordance with the prescribed form. The supervisor's decision is binding.

13 The Referee Commission:

Supervisor, the respective Referees and Mirror Judges

13.1 The duties and responsibilities of the judges, timekeepers and table crews Ensuring proper preparations for each competition regarding:

- Provision of competition areas
- Provision of material (e.g. clocks, bells, scoreboard etc.)
- Competition procedure and management
- Security measures, etc.

13.2 Powers of the HCR

The Referee (Shushin) has the authority to start, direct and stop competitions.

- Award of Nihon or Ippon
- Explanation of a decision, if necessary
- Awarding penalties and warnings before, during and after a competition
- Registering expressions of opinion from the SKR (hand signals)
- Proclamation of extension (enchosen)
- The powers of the HCR are not limited to the Shiao, but encompass its entire environment
- The HCR gives all commands and announces all messages
- Start and end of the competition

13.3 Powers of the SCR

He supports the HCR.

The MR should monitor the match with full concentration and give signals to the MR in the following cases:

- Values when a Nihon or Ippon is seen

- if a participant performs or is about to perform a prohibited technique or action
- if an injury or the discomfort of one or both participants is noticed
- if one or both competitors are or go outside the competition area
- in all other cases where it is necessary to draw the HCR's attention to himself

Explanation:

For the explanation of a decision, the Referee may speak to the Referee Commission after the competition. Otherwise the Referee does not give an explanation to anyone. A good Referee should never interfere with the expeditious conduct of a match unless it is absolutely necessary. The command "Yame" in conjunction with "Torimasen" (no rating) should be avoided.

The Referee does not have to interrupt the bout if, in his opinion, the signals of the Referee are not correct or the techniques of the contestants are not worthy of consideration. He can overrule these signals if he does not interrupt the bout (show "Torimasen" during the bout). Before overruling the referee, he should check whether the referee had 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 into other categories. The weight classes are also divided into groups for individual competitions.

14.1 In individual competitions, no competitor 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 the Kumite system, a knockout system is used, i.e. 50% of the participants are eliminated in each round (including any free lots).

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 fight with scoring up to two points Yame
	-	Interruption of the fight
Tsuzukete	-	Continuing to fight if the fighters mistakenly assume that the fight is interrupted been
Tsuzukete Hajime-	Continue	fighting after interruption of the fight Atoshi
Baraku	-	30 seconds left until time expires
Encho-Sen	-	Prolongation of the fight
Moto no Ichi	-	Take up starting positions
Yogai	-	Leaving the fighting area, not caused by techniques of the opponent.
Yogai chui	-	leaving the fighting area again
Atenai Yo Ni	-	Warning for too hard contact
Atatta	-	hit, too hard contact
Mubobi	-	Self-harm
Shido	-	Admonition
Chukoku	-	Warning, first minor infraction of this category
Keikoku	-	Warning, second minor or first medium serious offence in this category Hansoku Chui - Warning, third minor offence or first serious offence in this category.
		Category, last warning before disqualification
Hansoku	-	Disqualification from the bout, points are set to zero, opponent's points to 8
Shikkaku	-	Disqualification from the entire competition, all previous successes on this The Referee Commission will determine the extent of the disqualification (e.g. suspension from competition, etc.).
Hansoku/Shikkaku Make	-	Defeat by disqualification
Aka	-	Red
Ao	-	Blue
Aka / Ao no Kachi	-	Red / Blue wins
Aka / Ao	Ippon-	1 point for Red /
Blue		
Aka / Ao	Nihon-	2 points for Red / Blue
Aka / Ao Sanbon	-	3 points for red / blue
Kachi	-	Victory
Make	-	Defeat
Hiki Wake	-	Draw
Ai-Uchi	-	simultaneous hit of both fighters
Nuketa	-	Technique over, no hit
Torimasen	-	no rating
Kiken	-	Abandonment of a fighter by the fighter himself, the doctor or the Referee.
Maitta	-	"I give up."
Shugo	-	Calling the Referees together by the Referee
Shobu	-	Victory or defeat
Fusen Sho	-	Victory without a fight

Appendix II - Referee Gestures

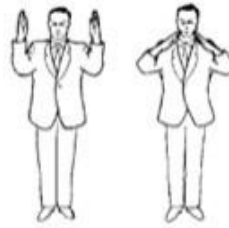
Shomen ni Rei

The Referee extends the arms forward, palm facing forward.



O tagai ni Rei

The Referee will indicate to the competitors to bow to each other.

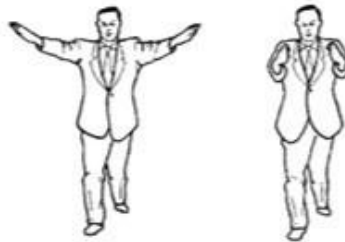


Shobu Nihon Hajime / Tsuzukete Hajime

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

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

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



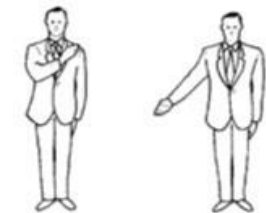
Yame

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



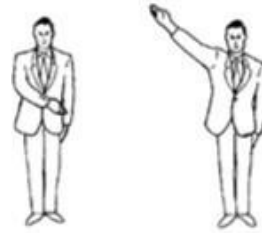
Ippon (1 point)

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



Nihon (2 points)

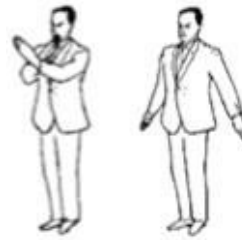
The Referee extends his arm upwards at a 45° angle to the side of the scoring contestant.



Withdrawal of the last decision

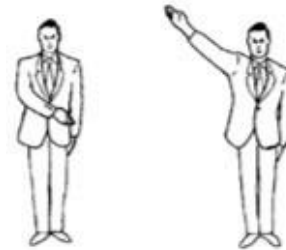
If a score or penalty is incorrectly given, the Referee will turn to the contestant concerned, say "AKA" or "AO", cross his arms and then make a cutting motion.

with palms turned downwards to indicate that the previous score is withdrawn.



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

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



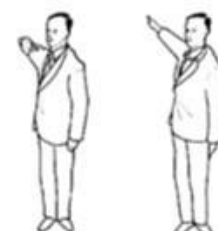
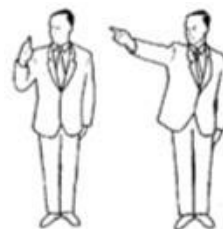
Kiken

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



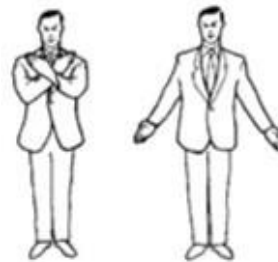
Shikkaku

"Disqualification, Relegation 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

"Tie" (Only for team competitions) If the score is tied at the end of the bout time, the Referee crosses his arms and then brings them apart with palms facing forward.



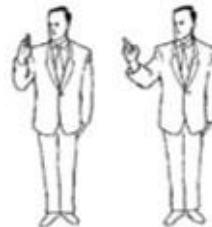
Offence category 1 (without additional signal for Chukoku)

The Referee crosses the open hands at chest level so that the wrists touch.



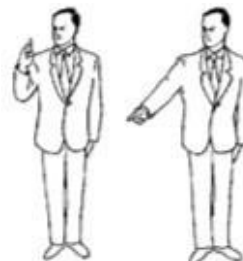
Category 2 offence (without additional signal for Chukoku)

The Referee points to the face of the competitor concerned with the arm bent.



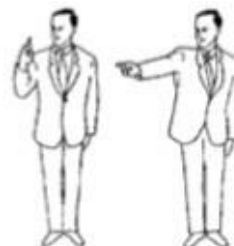
Keikoku

"Warning" The HCR first indicates an offence in category 1 or 2 and then point the index finger downwards at a 45° angle towards the competitor concerned.



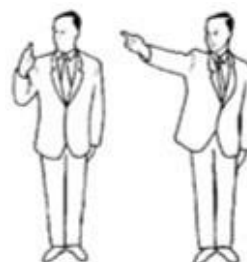
Hansoku Chui

"Warning before a disqualification" The MR first indicates an offence in category 1 or 2 and then points horizontally with his index finger in the direction of the competitor concerned.



Hansoku

"Disqualification" The MR indicates an offence in category 1 or 2 and then points upwards with his index finger at a 45° angle on the athlete in question. Then he declares the opponent the winner.



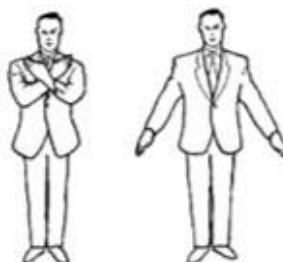
Passivity

The Referee rotates his fists around each other in front of his chest to indicate a Category 2 offence.



Torimasen

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



Excessive contact

The HKR indicates an excessive contact or other offence in category 1.

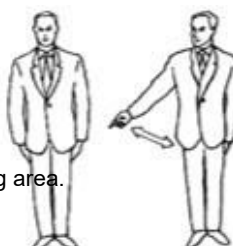


Faking or exaggerating an injury The Referee holds his face with both hands to indicate the Category 2 offence.



Yogai

"The Referee indicates an exit from the competition area by pointing with his index finger at the
The contestant shall be judged by pointing to the edge of the contestant's fighting area."



Mubobi (self-endangerment)

The Referee touches his face with his hand, then turns the edge of the hand forward and moves the hand back and forth, to signal that the competitor has endangered himself.



Avoiding combat

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



Pressing, grabbing or standing chest to chest without technique within 2 seconds

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

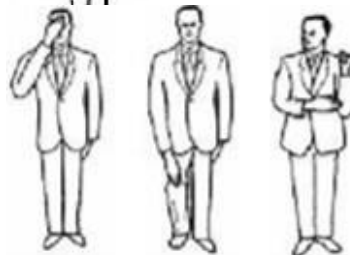


Dangerous and uncontrolled attacks

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



Fake 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.



Talking to or goading the opponent or rude behaviour

The Referee places his index finger over his mouth to indicate a Category 2 offence.



Shugo

"The Referee calls the Judges by extending his arm, palm up, then bending the arm so that the palm is in front of his face.

