



WORLD MARTIAL ARTS COMMITTEE

AMATEUR RULES FOR TOURNAMENTS

Version 4.7 - 2025

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 and regulations may be translated by the IRC into other languages.

be used. In case of discrepancies, however, only the official English version shall apply. This rulebook may not be copied, published or distributed without specific written permission from the WMAC or the IRC. This includes electronic, digital, physical and all other forms of distribution.

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WORLD MARTIAL ARTS COMMITTEE

International rules & guidelines



January 2025

Dear reader,

We are very pleased to version 4.7 of our World Martial Arts Committee Rules and Guidelines. This is definitely the most comprehensive tournament rulebook available today and we are proud to publish it for your use. This has been made entirely through the hard work and dedication of individuals from around the world. We would like to thank everyone for their contribution to this comprehensive rulebook.

All of these rules and guidelines contained this document are to be applied at WMAC sanctioned events. In this , they may not be deviated from except in exceptional circumstances and then only with the written permission of the IRC in conjunction with the Chief Referee (Supervisor) of the respective 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 for non-sanctioned events. In this case, the organizer of the event must the following statement in writing in the announcement: "This event is organized according to the official WMAC rules and regulations".

The World Martial Arts Committee is constantly striving 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

Mit besten Grüßen



WMAC World President

PART 11- KUMITE

ARTICLE 42. KARATE KUMITE (KK)

42.1 Description

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 mainland and therefore had to be reformed. 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 account.

42.2 Age classes (age and weight classes identical to kickboxing - e.g. pointfight):

Description	Age group
Children	U12
Juniors	U15
Cadets	U18
Adults	+18
Veterans	+ 40
Master craftsman	+ 50

42.2.1 Categories:

Weight classes may be combined and merged at the discretion of the Supervisor with the approval of the WMAC. See General Rules WMAC:

42.3 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.

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

42.3.2 The Referee interrupts the bout with a "Yame" when he sees a technique that is worthy of a score. He gives the participants a signal to return to the prescribed positions.

42.3.3 The Referee returns to his position and the Referee his opinion with hand signals. The MRef decides and awards ippon or wazari with the prescribed gestures. The Referee then announces the continuation of the match with the words "Tsuzukete Hajime" and the appropriate gestures.

42.3.4 When a participant has reached a total score of 8, the MRef shouts "Yame", sends the participants back to their seats and his own seat. Then one participant is the winner with the words Aka/Ao no kachi" and corresponding gestures. This also ends the competition at the same time

42.3.5 When the competition time is over, the referee calls "Yame" and returns to his seat. If the score is tied, the MRef calls 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).

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

42.3.7 The Referee, confronted with the following situations, should stop the bout by Interrupt "Yame":

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

Explanation: 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 that the participants are back in their prescribed positions in the yoi.

The HKR should resume fight as soon as possible.

42.3.8 Team competitions : Team competitions are carried out in the same mode as in the kickboxing disciplines mat sport only with karate rules. The points are added up to the end of the fights and not stopped at a score of 8. However, this ONLY applies to the tag team. Standard team fights are scored according to SIEGE and here the fight ends according to the rules at 8 points or after the fight time of 2 minutes.

42.4 Battlefield:

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

42.5 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 fight, the main referee checks that all judges and the table crew are ready. He also checks the area for possible dirt and obstacles - as well as the protective equipment / adjustment of the athletes (mouthguard, groin guard, chest protector, gloves, foot protection, Gi and whether the correct color was used for the respective corner = gloves. Red and blue must be marked.

If everything is to his satisfaction, he gestures the participants to 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 hands with the opponent in thanks. Finally, the athletes leave the area at the point where they entered it.

42.6 Competition duration

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

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

42.6.3 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.

42.7 Achieving a score

The result of a fight is determined by the achievement of scores (Ippon - 2 points, Wazari - 1 point) up to a maximum of 8 points (except teamfight= 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 Hansoku, Shikkaku and Kiken, the winner's score is increased to 8.

42.7.1 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 whereby each individual
- Technique without hard contact, controlled hits.

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

- Combination techniques at different heights, whereby each individual technique meets
- 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

42.7.3 Permitted hit areas:

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

42.7.4 A technique that hits the target at the same time as the final signal is valid. A technique that hits the target after the yame or the cessation of fighting may result in a penalty.

42.7.5 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.

42.7.7 If both contestants a valid hit of equal value at the same time, no score (Ai-Uchi) or give both the point. In the case of 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 terms of its likely effectiveness in the context of traditional karate. A "correct stance" is part of this good form. It shows itself in the form of a non-aggressive stance, deep concentration that is clearly recognizable 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 recognizable will to the opponent. No restraint is noticeable. "Zanshin", one of the criteria that is most often forgotten, characterizes the state of sustained concentration that is even after a valid hit. The concentration must outlast the technique, as one should be aware that the opponent in turn could execute 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 to perform a technique as effectively as possible.

If an opponent moves backwards quickly during an attack, the effect of this technique is strong is reduced. Determining the distance is also directly related to the point at which the technique 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 evaluated accordingly.

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

A bad technique is and remains a bad technique, regardless of how it performed. A "Jodan" kick without "good form" will not be scored. However, techniques that are difficult to execute are more likely to convince the Referee, to this with 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 =1 are rated higher if they considered "technically difficult". The defense of an attack with a counterattack with good technique into a valid hit 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 Referee does not stop the bout directly. 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 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.

42.8 Decision criteria

42.8.1 If no points are 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 at the end of a fight none of the participants has more points, the fight is declared a draw (hikewake) and an extension of 2 minutes (Encho-Sen) follows. If no decision is then reached the so-called "sudden death" follows - the first point decides. The TIME is not stopped here. A warning or penalty during the match is 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.

42.9 Prohibited acts

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 penalized 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 endanger the safety of the opponent due to their character
- 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 endanger their own safety or that of their opponent (turning their back, uncontrolled punching, kicking or pushing)
- Simulating injuries to gain an advantage
- Any unsportsmanlike conduct towards a member of the official representation may lead to disqualification.

Explanation:

Any contact with the throat must be penalized. Techniques to the face may touch and can be penalized 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 evaluating a technique positively/negatively. But care must be taken when assessing contact that is too hard. It should not be used as an excuse for an incorrect assessment. 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 behavior 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 taking advantage of this, such as rubbing with the hand guard to visually reinforce the injury and snorting wildly (if the nose is wounded). Also

Injuries from previous fights can cause symptoms and do not necessarily have to be 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 person hit of certain chances of victory. Therefore, the Referee must award a penalty in both cases - as long as the victim is deprived 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 penalize 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 at the same time a person leaves the fighting area of the opponent, both the hit is scored and *Yogai* is penalized. Pointless time-wasting is, for example, spinning around each other without any action being taken. It can be expected that the fighters at the beginning of a fight feel each other out. However, there should be a 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 penalized by the Referee after the fight has been interrupted. This is often the case in the last seconds of a fight.

An example of *mubobi* is, for example, a situation in which a participant throws himself into a fight with complete dedication and his own safety. Or, for example, some fighters 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 achieve a score. 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. They drop their guard and no longer pay attention to their opponent. This is a clear example of *mubobi*. In order to score, "*zanshin*" must be maintained even after the technique has been executed.

Faking injuries is a serious offense and constitutes a violation of the rules. Exaggerating or deliberately aggravating an injury, such as rolling across the floor or

Collapsing can even result in *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 for cooperation with the competition organization. This place must be close to the competition area. The coach has the opportunity to see his fighters between bouts. The coach, the participants and the judges must also be provided with support.

There must be a display panel at the LR, which must be clearly visible to all persons mentioned. This is usually located opposite the CCR starting position.

42.10 Penalties

The following penalties are possible:

1st warning NO POINTS DEDUCTION, 2nd warning ONE POINT DEDUCTION, 3rd warning ONE POINT DEDUCTION 4th warning DISQUALIFICATION

42.10.1 Chukoku (warning):

Warnings are issued to prevent or punish an offense.

42.10.2 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 offenses where a warning has already been given in the same match or the offense is not serious enough to give a hansoku chui.

42.10.3 Hansoku-Chui: (One point deduction)

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

42.10.4 Hansoku: (fight termination)

This penalty is given for a very serious offense 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.

42.10.5 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 the breach of the rules. A repetition of the same offense can only result in an aggravation of the penalty. This means that contact with Keikoku cannot be penalized 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 penalized participant is declared the loser and the opponent the winner (Aka/Ao no kachi).

Admonitions:

These are given for minor infringements which, according to the KR team, have not taken away the chances of winning.

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 infringement or in the 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 given directly for serious offenses. Hansoku is given when the chance of winning due to the offense 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 honor 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 punishment.

42.11 Injuries and accidents during the competition

42.11.1 Kicking or retirement is the decision when the contestant(s) are no longer able to continue the match. This can be done by the decision of the Referee or by the fighter's retirement. Injuries that were not caused by the opponent can be a reason for retirement.

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

42.11.3 An injured participant who is declared unfit to compete by the competition doctor may no longer take part in the competition on that day.

42.11.4 An injured participant who wins by disqualification of his opponent cannot continue to fight without the consent of the competition 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.

42.11.5 If a participant is injured, the Referee immediately interrupts the match and calls the doctor present. The doctor is authorized to make a diagnosis and to treat the injury after the fight or to stop the fight and treat it immediately.

42.11.6 Any participant who falls, is thrown or knocked down and does not get back on his feet within 8 seconds is no longer 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 sentencing. However, when assessing a In the event of an injury caused an opponent's technique, the referee team must consider whether this technique was valid, well executed, in a permitted strike zone, at the right moment and with control. These clues help the referee team to decide whether declare the injured contestant a loser by kicking or to penalize his opponent for his offence. If a doctor a contestant unfit to fight, this decision must noted on the contestant card. The severity of the injury must also be reported to the other referees. be communicated.

A fighter can win by disqualification of his opponent who repeatedly minor offenses. The winner may have sustained injuries that 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 fight on.

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

To ensure that the credibility of the sport is maintained, participants simulate injuries are punished very, very severely, possibly even for life depending on the severity of the offense banned. Participants who have been penalized 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.

42.12 Protest

42.12.1 Protest formalities and handling see chapter General Rules. Protests must be submitted directly and immediately 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.

42.13 The Referee Commission: Supervisor, the respective Referees and Mirror Referees

42.13.1 The tasks and duties of the judges, timekeepers and table crews

Ensure proper preparation for each competition:

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

42.13.2 Powers of the HKR

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

- Awarding 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 surroundings
- The HKR gives all commands and announces all messages
- Start and end of the competition

42.13.3 Powers of the SCC

The SCC should monitor the fight with full concentration and give signals to the MRC 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 go outside the competition area
- in all other cases in which it 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 interfere with the smooth running of a match unless it is absolutely necessary. The command "Yame" in connection with "Torimasen" (no rating) 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 if the techniques of the participants cannot be evaluated. 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.

42.14 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.

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

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

Appendix II - Referee gestures Shomen

ni Rei

The MRef stretches his arms forward, palm facing forward.



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



Kiken

"Surrender" The Referee points with his index finger to the starting line of the surrendering 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 is a draw at the end of the match time, the Referee crosses his arms and then moves them apart with his palms facing forward.



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 an offense 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 offense 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 his index finger upwards at a 45° angle on the athlete in question. He then declares the opponent the winner.



Passivity

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



Torimases

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



Excessive contact



The HKR indicates excessive contact or another category 1 offense.

Faking or exaggerating an injury The Referee

holds his face with both hands to indicate the Category 2 offense.



Yogai

"Leaving the fighting area" The MRef indicates leaving the fighting area by pointing with his index finger at 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 signal 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 offense.



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 offense.



Dangerous and uncontrolled attacks

The HKR moves his fist past the side of his face to create a



Offenses in category 2.

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



Speaking to or inciting the opponent or rude behavior

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



Shugo

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

