

WTKO Tournament Rules and Regulations



***World Traditional
Kara Te Organisation***
世界伝統空手団体

World Traditional Kara Te Organisation

General Rules

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Chapter 1) general rules

Article 1) purpose

the *purpose* of these tournament rules and regulations (hereafter rules) is to enable a smooth and fair administration of competitions

Article 2) application of the rules

1 in the rules, a competition may be organised by one of the following groups: 1

- | | | |
|----|---|----|
| a) | class "D" group branch or club | a) |
| b) | class "C" group
organisation or joint-group of a prefecture/state/province | b) |
| c) | class "B" group
organisation or joint-group of a region | c) |
| d) | class "A" group
foreign national representative | d) |
| e) | <i>Honbu</i> (general head office) | e) |

2 in principle, these rules must be applied in all competitions 2

Article 3) manners of participants

competitions shall be held fairly on the basis of the *Kara Te* spirit with competitors showing proper respect for all opponents

Article 4) general notes

If a question arises regarding matters not specified in these rules such matter shall be decided by *Shin Pan Cho* (the chief referee)

Chapter 2) administration of competitions

Article 5) organisation of competitions

1 a representative of the association organising a competition shall publicly announce the requirements of the competition before it begins and notify all concerned parties 1

2 when holding a competition, the following staff shall be appropriately positioned 2

- | | | |
|----|------------------------------------|----|
| a) | <i>Keiji In</i> (time keepers) | a) |
| b) | <i>Kiroku In</i> (score keepers) | b) |
| c) | <i>Shinko In</i> (co coordinators) | c) |
| d) | <i>Kyugo In</i> (first aid) | d) |

3 when holding a competition the venue must be chosen with the competitors safety and security in mind medical insurance must also be arranged beforehand 3

4 when holding a competition, the following officials shall be selected and positioned 4

- | | | |
|----|--|----|
| a) | <i>Shin Pan Cho</i> (the chief referee) | a) |
| b) | <i>Shu Shin</i> (main judge) and <i>Fuku Shin</i> (assistant judges) | b) |
| c) | <i>Kyugo In</i> (first aid) | c) |

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Article 6) <i>Shin Pan Cho</i> (chief referee)		
1	<i>Shin Pan Cho</i> shall aim to administer a competition fairly and smoothly	1
2	<i>Shin Pan Cho</i> may ask for other <i>Shu Shin</i> or <i>Fuku Shin</i> qualifications as well as for <i>Sen Shu</i> (the competitors') membership information	2
3	<i>Shin Pan Cho</i> shall give <i>appropriate guidance</i> or make a decision in the following cases:	3
a)	if he/she perceive a violation of the rules or inappropriate conduct	a)
b)	if he/she is asked by a judge to give some advice	b)
c)	if a question arises regarding matters <i>not specified</i> in the rules	c)
d)	if an accident happens during a match	d)
4	<i>Shin Pan Cho</i> may take the following steps when he thinks it necessary in order for the competition to run smoothly:	4
a)	give guidance	a)
b)	dismiss a competitor	b)
c)	disqualify a competitor	c)
5	<i>Shin Pan Cho</i> shall be the director of the technical committee of the groups concerned if not, a person appointed by him. a <i>Fuku Shin Pan Cho</i> (deputy chief referee) may be elected if necessary	5

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Article 7) *Shu Shin* and *Fuku Shin* (main judges and assistant judges)

1	a <i>Shu Shin</i> runs each <i>Shiai Jo</i> and makes the necessary judgement	1
2	the authority of <i>Shu Shin</i> covers all aspects of the match of which he/she takes charge	2
3	the judging and direction of a match shall be done only by <i>Shu Shin</i> and <i>Fuku Shin</i> nobody can change their decision or <i>protest it directly</i> except when the authority of <i>Kansa</i> (an arbitrator) is put into effect	3
4	a <i>Shu Shin</i> administers a match and declares the result with his/her judgement	4
5	a <i>Fuku Shin</i> assists the <i>Shu Shin</i>	5
6	the host association selects <i>Shu Shin</i> and <i>Fuku Shin</i> from the members eligible on the basis of the qualification rules	6

Article 8) *Kansa* (arbitrator)

1	a <i>Kansa</i> shall be appointed for a <i>Kumi Te</i> match	1
2	a <i>Kansa</i> task is to make sure everyone adheres to the tournament rules and regulations	2
3	<i>Kansa</i> shall give appropriate guidance to <i>Shu Shin</i> , <i>Fuku Shin</i> , time keepers, score keepers etc. in the following cases:	3
	a) if <i>Kansa</i> perceives a violation of the rules or inappropriate and unfair conduct	a)
	b) if a <i>Kantoku</i> (a coach) protests or asks a question	b)
	c) if a <i>Fuku Shin</i> asks a question or asks for advice	c)
	d) if a tournament Doctor gives an advice	d)
4	<i>Kansa</i> may ask for an explanation from a judge and/or anyone else concerned as the occasion demands	4
5	<i>Kansa</i> shall be appointed and delegated by people eligible on the basis of the qualification rules and by the <i>Komon</i> (the technical director) of the organisation	5

remember there is no *Kansa* in a *Kata* match or event

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Article 9) *Sen Shu* (competitor/s)

- | | | |
|---|--|---|
| 1 | a host organisation/association <i>cannot refuse</i> members who satisfy the conditions of participation based on the requirements of the competition <i>unless there is a specific reason nor shall it force them</i> to participate in a competition | 1 |
| 2 | in principle, <i>Sen Shu</i> must be a member of WTKO or of an <i>officially authorised organisation/association</i> | 2 |

Article 10) *Kantoku* (coach/es)

- | | | |
|---|--|---|
| 1 | a <i>Kantoku</i> may direct/guide <i>Sen Shu</i> during a match | 1 |
| 2 | a <i>Kantoku</i> may protest or ask questions through <i>Kansa</i> | 2 |
| 3 | a <i>Kantoku</i> may give instructions to <i>Sen Shu</i> at a given-time | 3 |
| 4 | a <i>Kantoku</i> should have instructor and judge qualifications | 4 |

Article 11) *Keiji In* (time keeper/s)

a time keeper shall measure the length of each match and notify *Shu Shin* according to the given procedure

Article 12) *Kiroku In* (score keeper/s)

a score keeper shall register and announce the score and the result of each match and notify them to *Shu Shin* as the occasion demands

Article 13) *Shinko In* (co coordinators)

as an agent between parties, co coordinators shall take care of communicating with the competitors and executives during the match. They shall do their best to ensure a smooth competition

Article 14) *Kyugo In* (first aid)

- | | | |
|---|--|---|
| 1 | first aid staff shall assist a <i>Sen Shu</i> who is injured or suddenly taken ill in order to ensure a safe match | 1 |
| 2 | at least one first aider should be a Doctor or a qualified nurse | 2 |

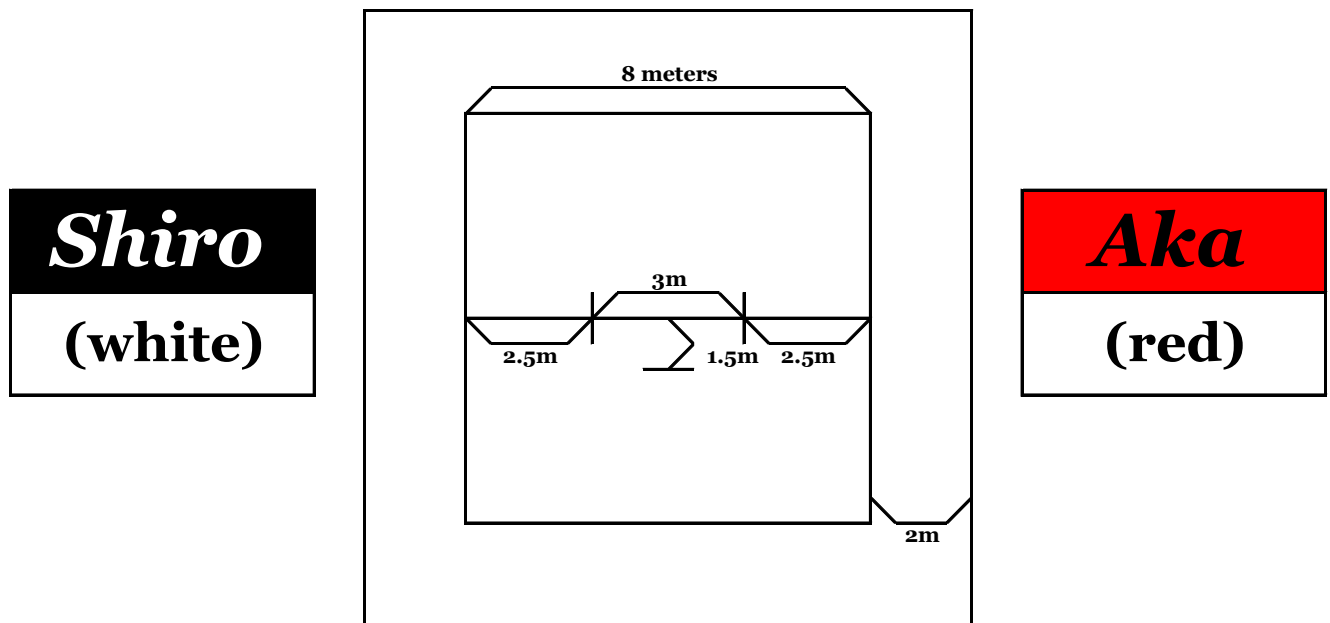
Article 15) clothes

- | | | |
|---|---|---|
| 1 | a <i>Sen Shu</i> shall wear a white <i>Kara Te Gi</i> and if necessary: shall wear a red belt around his/her waist as an indicator | 1 |
| 2 | a <i>Sen Shu</i> shall wear a previously issued badge or number | 2 |
| 3 | a <i>Sen Shu</i> shall use safety equipment as specified | 3 |
| 4 | a <i>Sen Shu</i> may wear soft contact lenses only if necessary | 4 |
| 5 | a <i>Sen Shu</i> shall use nothing but the specific safety equipment except when <i>Shu Shin</i> or a <i>Fuku Shin</i> finds it necessary | 5 |
| 6 | a <i>Kansa</i> shall wear the arbitrator's emblem (if necessary/available) | 6 |
| 7 | a <i>Shin Pan</i> as well as <i>Kansa</i> shall wear the clothes which WTKO specifies with an ID card indicating that he/she is a <i>Shin Pan</i>
a <i>Shin Pan</i> uniform consist of: dark blue blazer
white long sleeves (when possible) button shirt (with a pocket on the left side)
official neck tie, grey trousers, official black shoes and a whistle | 7 |
| 8 | executives and assistants' uniforms should be the same and should be easily distinguishable at the tournament | 8 |

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Article 16) *Shiai Jo* (*Tatami* area/court)

Sho Men the front



Shiro
(white)

Aka
(red)

1

a *Shiai Jo* shall be 8 meters square
and have a border which is wider than 4 centimetres

1

2

to begin a match, both *Sen Shu* should stand at their respective lines
the lines are one meter long and three meters apart in the centre of the *Shiai Jo*
in principle, the lines are marked from *Sho Men* point of view
the line on the *Sho Men* left hand side shall be red
and the one on *Sho Men* right hand side shall be white

2

3

the position of the *Shu Shin* indicated by a line 2.0 meters
behind the centre point when facing the front of the *Shiai Jo*

3

4

for safety reasons the difference in level between a raised *Shiai Jo*
and the floor shall be less than one meter
and there shall be a safety zone
of more than two meters (whenever possible) around the *Shiai Jo*

4

5

the court must be level and should be made of:
board, resin, cloth, *Tatami* mats, or urethane mats

5

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Article 17) competition events

- 1 a competition shall be classified into two categories
individual competitions and group competitions are held respectively in each of the following:
 - a) *Kata*
 - b) *Kumi Te*
- 2 the following competition methods may be used:
 - a) league tournament
each *Sen Shu* competes against every other participant
the winner being the one with the least losses
 - b) knockout tournament
Sen Shu continues until he/she is eliminated
- 3 a host association may have other kind of events

Chapter 3) Kumi Te match

Article 18) *Kumi Te* competition requirements

- 1 in a *Kumi Te* match, both *Sen Shu* may use their techniques freely
within the *Shiai Jo* in a given time to demonstrate their superiority
the following types of *Kumi Te* matches are used:
 - a) *Ippon Shobu* aims to get an *Ippon* (a decisive technique) first within a given time
 - b) *Sanbon Shobu* aims to get a *Sanbon* (three decisive technique) first within a given time
 - c) *Saki Dori Shobu* aims to get an *Ippon* or *Waza Ari* first within a given time
- 2 in a match, *Tsuki*, *Keri*, *Uchi* etc. must be sufficiently controlled
and a relaxed posture maintained, which enables the next attack to be made against the opponent

Article 19) team match "*Kumi Te*"

- 1 the number of *Sen Shu* in a team shall be an odd one
- 2 the maximum number of substitutes in a team match is two
- 3 the team turnout should be at least half
- 4 the result is determined by number of wins obtained in each match
- 5 if *Sen Shu* order is changed from the original reported one
the team will be disqualified
- 6 the number of wins accumulated by each team will determine their victory or defeat
However, in cases where the number of wins is the same between two teams
the team who has more wins *firstly* by *Ippon* (including *Ippon* by *Hansoku*)
secondly wins by *Awase Waza Ippon* (2 *Waza Ari*)
and *thirdly* wins by one *Waza Ari* or by *Hantei Kachi* (*Shin Pan* decision)
shall be deemed as the winning team
in cases where the points still remain the same between the two teams
an additional match between representatives of each team shall be carried out to obtain a result
- 7 in the case of more than one additional match
the same *Sen Shu* may participate in all extension matches

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Article 20) judgement of techniques in <i>Kumi Te</i>		
1	attack objectives are as follows:	1
a)	<i>Jodan</i> means the neck and head area (but excluding the throat)	a)
b)	<i>Chudan</i> means the front, side and back of the body area	b)
2	the criteria of judgement are as follows:	2
a)	correct stance and good attitude	a)
b)	strong spirit	b)
c)	suitable distance and timing	c)
d)	correct grasp of objective	d)
e)	course of techniques and target	e)
3	<i>Ippon</i> is given when one of the techniques such as <i>Tsuki</i> , <i>Keri</i> , <i>Uchi</i> etc. has simultaneously satisfied all of the above criteria	3
4	the following cases may be deemed as <i>Ippon</i> even if the above criteria have not been totally satisfied	4
a)	when <i>Sen Shu</i> pre-empt the beginning of the opponent's attack	a)
b)	when <i>Sen Shu</i> destroys his/her opponent's balance and or posture	b)
c)	when one of the techniques was used together with throwing the opponent	c)
d)	when a series of attacks have reached the objective	d)
e)	when the opponent has become defenceless (<i>Mubobi</i>)	e)
5	<i>Waza Ari</i> is given when a valid technique almost equivalent to <i>Ippon</i> has been executed	5
6	two <i>Waza Ari</i> (<i>Awase Waza</i>) equal one <i>Ippon</i>	6
7	<i>Ai Uchi</i> is when both of the competitors have simultaneously executed their techniques (and these techniques have the same validity)	7

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Article 21) *Hantei* (judgement of a *Kumi Te* match)

- | | | |
|----|--|----|
| 1 | in the case where neither one of the <i>Sen Shu</i> has managed to score within the given match-time a general evaluation (based on all the judgements given up to that moment) shall decide which competitor is the winner | 1 |
| 2 | in cases where both of the <i>Sen Shu</i> have been injured (but not by each other) or where another factor has made the continuation of the match impossible a general evaluation (based on all the judgements given up to that moment) shall decide which <i>Sen Shu</i> is the winner | 2 |
| 3 | the judgement factors in a <i>Kumi Te</i> match are as follows: | 3 |
| a) | presence or absence of a <i>Waza Ari</i> | a) |
| b) | presence or absence of <i>Keikoku</i> (cautions) and <i>Chui</i> , <i>Jo Gai</i> , <i>Mubobi</i> (fouls) | b) |
| c) | skill and power of the techniques | c) |
| d) | number of attacks | d) |
| e) | fighting spirit | e) |
| f) | tactical superiority | f) |
| g) | etiquette | g) |
| 4 | the final judgement, based on a majority decision among <i>Shu Shin</i> and <i>Fuku Shin</i> shall be made by <i>Shu Shin</i> | 4 |
| 5 | <i>Hiki Wake</i> (draw) shall be declared in cases where both of the competitors are deemed as having the right to be winners | 5 |

Article 22) *Encho Sen* (match extension/s) in *Kumi Te*

- | | | |
|----|---|----|
| 1 | if there were no regulations specified the winners are decided using the following methods: | 1 |
| a) | in the case of <i>Hiki Wake</i> a <i>Encho Sen</i> (extension) may be held or a <i>Saki Dori</i> (a sudden death match to be decided by the hosting organisation where the first point scored decides the winner) in the case where no points were scored a winner will be decided by a combined vote by <i>Shin Pan</i> during <i>Hantei</i> (<i>Shin Pan</i> combined flags judgement) | a) |
| b) | in a <i>Encho Sen</i> , warnings/scores shall be <i>carried over</i> from the <i>previous match</i>

<i>Shu Shin</i> should convey these warnings to the competitor before the start of the extension | b) |
| c) | in the case of another <i>Hiki Wake</i> a <i>Sai Shiai</i> (new match) may be held | c) |
| 1 | in a <i>Sai Shiai</i> , the procedures are the same as if the competitors never fought before so both <i>Sei Shin</i> and <i>Fuku Shin</i> will judge accordingly not taking into account the way the competitors fought before in their first fight | 1 |
| 2 | The <i>Sai Shiai</i> is normally a <i>Saki Dori</i> fight whomever scores first win | 2 |
| 3 | But if no one scores, the <i>Shin Pan</i> need to make a decision at <i>Hantei</i> | 3 |

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Kumi Te

Article 23) *Chui* (foul/s)

1

the following are forbidden in a competition

1

a)

to make a real physical and intentional attack on an opponent

a)

b)

to bite or scratch an opponent

b)

c)

to meaninglessly grasp or tackle an opponent

c)

d)

to carry out a dangerous throw or joint locking technique

d)

e)

to attack towards the eyes or groin

e)

f)

to attack by *Nuki Te*, *Kai Shu* (slapping) or *Zu Tsuki* (head butting)

f)

g)

to waste time or to show lack of fighting spirit by not attacking

g)

h)

to use provocative or ridiculing speech or actions towards an opponent

h)

i)

to execute techniques after *Yame* or *Jo Gai* (escaping outside the boundaries)

i)

j)

to go against a *Shin Pan* (a judge's) signal

j)

k)

to behave against the rules

k)

2

in cases where *Sen Shu* violates one of the above forbidden items
one of the following judgements will be made:

2

a)

when *Sen Shu* is considered to have
explicitly violated one of the above forbidden items
Hansoku Chui warning of disqualification will be given
if a violation occurs again by the same *Sen Shu*
the latter will lose by *Hansoku Make* (disqualification)
Shu Shin shall declare his/her opponent *Kachi* (the winner)

a)

b)

in cases where one's violation is considered slight negligible
and does not injure his/her opponent, one shall be given *Keikoku* (caution)
Keikoku is not necessarily a factor for judgement
but might be considered *Hansoku Chui* if repeated
in the event of *Hansoku* this *Sen Shu* will be disqualified

b)

3

in cases where the first violation can be considered *grave and vicious*
or - causes considerable injury - to one's opponent *Hansoku* shall be given at once
Shu Shin shall declare his/her opponent *Kachi*

3

a)

a *Sen Shu* who wins twice by opponent's fouls may not continue

a)

b)

if the above points are not followed by *Sen Shu*
he/she shall be declared *Shikkaku* (disqualified from the tournament)

b)

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Article 24) *Jo Gai* (out of court)

- | | | |
|----------|--|----------|
| 1 | <p>in cases where part of a <i>Sen Shu</i> body touches outside the line of the <i>Shiai Jo</i>
 <i>Shu Shin</i> shall declare <i>Jo Gai Keikoku</i> (caution for escaping outside the court) for the first violation
 <i>Jo Gai Chui</i> (warning for disqualification) for the second violation
 <i>Jo Gai Hansoku</i> (disqualification) for the third violation
 and <i>Shu Shin</i> shall declare his/her opponent <i>Kachi</i> (scored as an <i>Ippon</i>)</p> | 1 |
| 2 | <p>escaping from the <i>Shiai Jo</i>
 or wasting time, will result in <i>Jo Gai Chui</i> or <i>Jo Gai Hansoku</i>
 depending on previous warnings issued</p> | 2 |

Article 25) *Mubobi* (defencelessness/disregards for ones' safety)

- | | | |
|----------|--|----------|
| 1 | <p>in the following cases <i>Sen Shu</i> shall be declared <i>Mubobi</i>
 and a caution/warning will be given based on the number of times repeated
 first time violation <i>Mubobi Keikoku</i> second time violation <i>Mubobi Chui</i>
 third time and final violation leading to the disqualification of the competitor <i>Mubobi Hansoku</i>
 they are as follows:</p> | 1 |
| a) | <p>in cases where it is evident that the success of a technical attack
 was due to the defenceless state of the opponent</p> | a) |
| b) | <p>in cases where it is evident that <i>Sen Shu</i> has lost his/her fighting spirit</p> | b) |
| 2 | <p>even in cases where <i>Sen Shu</i> has been hit by his/her opponent's attack
 when <i>Shu Shin</i> considers his/her condition to be dangerously defenceless
 <i>Shu Shin</i> shall give him/her <i>Keikoku</i> or <i>Mubobi Chui</i>
 when <i>Mubobi Chui</i> is given twice <i>Hansoku</i> will be given
 and his/her opponent shall be declared <i>Kachi</i> (scored as an <i>Ippon</i>)</p> | 2 |

Article 26) *Shikkaku* (dismissal from the tournament area)

- | | | |
|----------|--|----------|
| 1 | <p>in the following cases a <i>Sen Shu</i> shall be given <i>Shikkaku</i>
 and <i>Shu Shin</i> shall declare his/her opponent <i>Kachi</i> (scored as an <i>Ippon</i>)</p> | 1 |
| a) | <p>in cases where <i>Sen Shu</i> does not follow <i>Shu Shin</i> orders</p> | a) |
| b) | <p>in cases where a <i>Sen Shu</i> makes speeches or actions contrary to the spirit of <i>Kara Te Do</i></p> | b) |
| c) | <p>in cases where valid reasons are found making the continuation of the match impossible</p> | c) |
| 2 | <p>in cases where a violation is committed by a team or a team member in a group match
 the whole team shall be declared <i>Shikkaku</i> and the opposing team shall be declared <i>Kachi</i></p> | 2 |
| a) | <p>if the order of <i>Sen Shu</i> in a team match is changed
 or if a member <i>not in the list</i> is added, that team shall be disqualified</p> | a) |
| b) | <p>in the case where all team members have improperly misbehaved
 that team shall be disqualified</p> | b) |
| 3 | <p>in cases where the order in the list of the participating competitors of a team
 or the team members list are changed (<i>lists which are submitted prior to the bout</i>)
 the team shall be declared <i>Shikkaku</i> and the opposing team shall be declared <i>Kachi</i></p> | 3 |
| 4 | <p>in a team match, if any member is disqualified
 that member is also forbidden from participating in the rest of the team competition
 however, he/she may still participate in other events he/she has registered for
 in some cases, <i>Shu Shin</i> reserves the right to prohibit that competitor
 from participating in all other events in that tournament
 that decision is reached by <i>Shu Shin</i> on the basis of deliberation among all <i>Shin Pan</i> and <i>Shin Pan Cho</i></p> | 4 |

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Article 27) *Kiken* (withdrawal)

- | | | |
|---|--|---|
| 1 | in cases when <i>Sen Shu</i> leaves the tournament area without reporting | 1 |
| 2 | in cases where <i>Sen Shu</i> has <i>Kiken</i> (he/she withdraws from a match)
his/her opponent shall be declared <i>Kachi</i> and awarded an <i>Ippon</i>
in a group match, if the whole team leaves or <i>Kiken</i>
the opposing team shall be declared <i>Kachi</i> and awarded an <i>Ippon</i>
if only one person leaves or <i>Kiken</i>
his/her individual opponent shall be declared <i>Kachi</i> and awarded an <i>Ippon</i> | 2 |

Article 28) injuries

- | | | |
|----|--|----|
| 1 | if it is impossible for one or both <i>Sen Shu</i> to continue a match
one of the following judgements shall be made by <i>Shu Shin</i>
on the basis of deliberation amongst the <i>Shin Pan</i> | 1 |
| a) | if <i>Sen Shu</i> is injured accidentally or unintentionally
<i>Shu Shin</i> shall declare him/her <i>Kiken</i>
and award the match to the opponent <i>Kachi</i> (scored as <i>Waza Ari</i>) | a) |
| b) | if a <i>Sen Shu</i> is injured as a direct result of the opponent's actions
the opponent shall be disqualified
the injured competitor shall be awarded the match <i>Kachi</i>
(scored as an <i>Ippon</i>) | b) |
| c) | if both <i>Sen Shu</i> cannot continue due to accidental injuries
the match shall be declared <i>Hiki Wake</i>
both <i>Sen Shu</i> will be declared <i>Kiken</i> and cannot participate in the next match | c) |
| 2 | the doctor may order to stop the match
after deliberation among <i>Shin Pan</i> (<i>Shu Shin</i> , <i>Kansa</i> and <i>Fuku Shin</i>) | 2 |
| 3 | if <i>Sen Shu</i> wins by the disqualification of his/her opponent
due to having used excessive force, and the winning competitor is injured
the latter may not continue to his/her next scheduled match
unless he/she receives permission from <i>Shu Shin</i> based on the tournament's Doctor advice | 3 |

Article 29) *Shin Pan* (*Shu Shin* * *Fuku Shin* * *Kansa*)

a *Kumi Te* competition is governed by the following:

- | | | |
|----|------------------------------|----|
| a) | one <i>Shu Shin</i> | a) |
| b) | four or six <i>Fuku Shin</i> | b) |
| c) | one <i>Kansa</i> | c) |

Article 30) *Kumi Te* match time

- | | | |
|---|---|---|
| 1 | a match shall be two or five minutes long
or according to the hosting organisation | 1 |
| 2 | the time of a match shall be defined by each time interval
beginning with <i>Shu Shin</i> command of <i>Hajime</i> or <i>Tsuzukete Hajime</i>
and ending with <i>Shu Shin</i> command of <i>Yame Soremade</i>
and shall not include the time when a match is suspended | 2 |
| 3 | although the time keeper may signal the end of a match by ringing the bell | 3 |
| <i>Shu Shin</i> command of <i>Yame</i> is the determining factor of the end of the match | | |

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Article 31) *Kumi Te* match proceedings

1	both <i>Sen Shu</i> , facing each other at their individual starting lines inside the <i>Shiai Jo</i> must begin immediately after the <i>Shu Shin</i> command of <i>Hajime</i> or <i>Tsuzukete Hajime</i>	1
2	the command <i>Yame</i> / <i>Yame Soremade</i> shall immediately suspend or end the match and <i>Sen Shu</i> shall return to <i>Moto No Ichi</i> (their starting positions) in order to receive <i>Shu Shin</i> decision or other instructions	2
3	<i>Shu Shin</i> shall give the command <i>Yame</i> / <i>Yame Soremade</i> immediately after an act requiring it and suspend or end the match in one of the following cases:	3
a)	in case of <i>Waza Ari</i> or <i>Ippon</i>	a)
b)	in cases where it is necessary to permit <i>Sen Shu</i> to tidy him/herself up or to give him/her other instructions	b)
c)	in cases where <i>Sen Shu</i> has committed an evident foul	c)
d)	in cases where <i>Sen Shu</i> is injured or an accident has happened	d)
e)	in cases where <i>Kansa</i> has given an instruction for a match suspension	e)
f)	in cases where a <i>Fuku Shin</i> has indicated his/her opinion and the <i>Shu Shin</i> upholds it	f)
g)	in cases where the match situation is considered dangerous	g)
h)	in cases where <i>Jikan</i> (the end of the match time) has been signalled or the bell has rung to signal it	h)
4	<i>Kansa</i> or <i>Fuku Shin</i> shall signal for the match to stop immediately by means of his/her whistle if he/she feels that there is a need to do so when there is no declaration from <i>Shu Shin</i>	4
5	<i>Shu Shin</i> may call <i>Fuku Shin Shugo</i> , and deliberate with them or give them his/her instructions in cases of necessity always in the presence of <i>Kansa</i> in cases where <i>Fuku Shin</i> cannot agree <i>Shu Shin</i> shall give his/her definitive decision based on a majority vote	5
6	both <i>Sen Shu</i> shall immediately continue their match upon the instruction <i>Tsuzukete Hajime</i>	6
7	<i>Sen Shu</i> may ask for <i>Jikan</i> (time) from <i>Shu Shin</i> when he/she has an accident or injury or is suddenly taken ill, if <i>Shin Pan</i> do not notice it	7
8	each <i>Fuku Shin</i> shall give his/her decision by means of his/her flag when <i>Shu Shin</i> vocally commands <i>Hantei</i> (or with his/her whistle signal)	8
9	<i>Shu Shin</i> shall notify <i>Sen Shu</i> of his/her decision based on all of the decisions made by <i>Fuku Shin</i> and him/herself	9
10	a time keeper, with a stop watch and at a given position by the court shall measure the match time, and notify <i>Shin Pan</i> by means of a bell as follows:	10
a)	the bell shall be rung once to announce <i>Atoshi Baraku</i> (the final 30 seconds of the match)	a)
b)	the bell shall be rung twice to announce <i>Jikan</i> (the end of the match)	b)
11	a score keeper shall register the result of <i>Shin Pan</i> judgement on a score sheet	11

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Article 32) <i>Kumi Te</i> match equipment		
1	a whistle for each <i>Shin Pan</i>	1
2	a red and a white flag for each <i>Shin Pan</i>	2
3	a stop watch for the time keeper	3
4	a bell for the time keeper	4
5	score sheets for the score keeper	5
6	a red belt shall be worn by competitors as an indicator the length and width shall be appropriate so as not to obstruct their movements and should be easily distinguishable	6
7	a score board (if available)	7
8	the following: mouth guard, fist protector, groin protector are compulsory also compulsory are chest protectors (for women)	8
9	only white fist protectors (mitts) will be allowed the latter will be a maximum of 4 cm (one and a half inches) thick	9
10	the mouth guard needs to be transparent for medical reasons no colours, flags or names	10
11	the length of the <i>Kara Te Gi</i> sleeves must not be shorter than the elbow or go past the wrists	11
12	the length of the <i>Kara Te Gi</i> trousers must not be shorter than the shin or go past the ankles	12
13	only one badge (on the left side of the jacket) either the organisation/association badge or club badge, but not both the only exception is the national flag for members of the national squad	13
13	shin pads are not allowed	13

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KATA

Chapter 4) *Kata* match/es

Article 33) *Kata* match method

1 a *Kata* match consists of the performance of *Kata* demonstrated within the court which shall be judged in superiority as follows:

a) *Kohaku Hoshiki* (red and white flags system)
consists of the performance of the same *Kata* simultaneously by *Sen Shu* (both competitors) and shall be judged on superiority

b) *Tensu Hoshiki* (point system)
consists on the judges' scoring the *Kata* of each *Sen Shu* separately to decide the result based on points

c) in a team *Kata* match
a team of three members perform the same synchronised *Kata* and shall be judged using *Tensu Hoshiki*

2 a *Kata* shall be chosen from the following based on those which have been established by the technical committee of the head office

Heian Shodan	Heian Nidan	Heian Sandan	Heian Yondan	Heian Godan	Tekki Shodan
Tekki Nidan	Tekki Sandan	Bassai Dai	Bassai Sho	Kanku Dai	Kanku Sho
Enpi	Jion	Jiin	Chinte	Unsu	Meikyo
Wankan	Jitte	Gankaku	Hangetsu	Sochin	Nijushiho
Gojushiho Sho			Gojushiho Dai		

3 a *Kata* match is classified into the following types:

a) *Shitei Kata* consists of the demonstration of one of the following *Kata* :
(chosen by *Shu Shin*)

Heian Shodan	Heian Nidan	Heian Sandan	Heian Yondan	Heian Godan	Tekki Shodan
--------------	-------------	--------------	--------------	-------------	--------------

b) *Sentei Kata* consists of the demonstration of one of the following *Kata* :
(chosen by *Shu Shin*)

Bassai-Dai	Kanku-Dai	Enpi	Jion
------------	-----------	------	------

c) *Tokui Kata* consists of the demonstration of one of the official WTKO *Kata*:
(freely chosen by *Sen Shu*)

Article 34) *Shin Pan* (judge/s)

1 rotation or changing of *Shin Pan* cannot take place until the end of each round

2 a *Kata* match shall be carried out with the following *Shin Pan* :

a) one *Shu Shin* and four *Fuku Shin* in the case of *Kohaku Hoshiki* (flags system)

b) one *Shu Shin* and four (or six) *Fuku Shin*
in the case of *Tensu Hoshiki* (points system)

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Article 35) *Kata* match judgement

1	match judgement shall be based on the following criteria:	1
a)	correctness of the order of the <i>Kata</i> and correctness of the course of techniques	a)
b)	presence of the three elements: strength; elasticity of the body and speed control of techniques	b)
c)	<i>Embusen</i> correctness of <i>Kata</i> course and <i>Unsoku</i> smoothness of foot movements	c)
d)	use of techniques with the understanding of their meaning	d)
e)	good unity and good characterisation of a technique	e)
f)	correct aim to the target and correct method of breathing	f)
g)	presence of power in basic techniques and its correct use	g)
h)	presence of a strong spirit	h)
i)	completeness of <i>Kamae</i> posture and <i>Zan Shin</i> awareness	i)
j)	good manners and good attitude	j)
k)	feet and hands in correct form	k)
l)	correct grasp of objective	l)
m)	absence of exaggerated movements	m)
n)	absence of speed control	n)
o)	good control and unification of the demonstration - in the case of a group match -	o)
p)	correct course for <i>Tsuki</i> , <i>Keri</i> , <i>Uchi</i> , and <i>Uke</i>	p)
q)	correct standing posture	q)
r)	no reduction of points even though a competitors steps outside the court in individual or team group matches	r)
s)	no lifting of the back leg's heel when in a stance	s)
t)	smoothness of continuation after an error was made in a <i>Kata</i>	t)
u)	pause to think of the next movement of a <i>Kata</i>	u)
v)	no wearing, holding or carrying of any unnecessary items during a <i>Kata</i> performance	v)
2	in a <i>Tensu Hoshiki</i> event, an average score will be decided each <i>Shin Pan</i> can score up to one point above or below that average for example: if "8.0" is the average "9.0" would be the highest and "7.0" would be the lowest	2

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Article 36) loss of points and disqualification in <i>Kata</i>		
1	the following cases will cause <i>Hansoku</i> :	1
a)	in cases where a <i>Kata</i> was halted	a)
b)	in cases where <i>Sen Shu</i> changed parts of the declared <i>Kata</i> or performed a <i>Kata</i> other than the one announced	b)
c)	in cases where <i>Sen Shu</i> talks back to <i>Shu Shin</i> or in cases of actions contrary to the spirit of <i>Kara Te Do</i>	c)
d)	in cases where <i>Kara Te</i> rules are violated	d)
Article 37) <i>Sai Shiai</i> (additional match) in <i>Kata</i>		
1	in the case of <i>Kohaku Hoshiki</i> all <i>Shin Pan</i> shall give <i>Hantei</i> (judgement) simultaneously aiming for a definite winner	1
2	in the case of <i>Hiki Wake</i> in a <i>Tensu Hoshiki</i> match the score keeper will add the lowest score which was previously removed to the total score	2
if it is still a draw		
the score keeper will add the highest score which was previously removed to the total score		
if it is still a draw		
an additional match may be held		
3	after the additional match, <i>Shin Pan</i> must decide the winner	3
4	<i>Kata</i> performed in the additional match must be different from the one performed in the initial match	4
according to the level of the participants		

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Article 38) <i>Kata</i> match proceedings		
1	in the case of <i>Kohaku Hoshiki</i> (flags system) <i>Shu Shin</i> shall notify <i>Sen Shu</i> the name of the <i>Kata</i> chosen at random from the <i>Shitei</i> List <i>Sen Shu</i> shall begin immediately after <i>Shu Shin</i> vocally command <i>Hajime</i> or with his/her whistle signal	1
2	in the case of <i>Tensu Hoshiki</i> (points system) <i>Sen Shu</i> shall stand at a point appropriate for the completion of the <i>Kata</i> within the <i>Shiai Jo</i> declare loudly the name of the <i>Kata</i> to be carried out and after the referee has repeated the name he/she shall begin his/her demonstration/performance without any order or signal by <i>Shu Shin</i>	2
3	after the <i>Kata</i> demonstration/performance <i>Sen Shu</i> shall return to his/her initial position and receive a <i>Hantei</i>	3
4	in one of the following cases, <i>Shu Shin</i> may call <i>Fuku Shin</i> for <i>Hantei</i> or to give them his/her instructions <i>Fuku Shin Shugo</i> in the event of disagreement between <i>Shin Pan</i> , <i>Shu Shin</i> shall rule on the basis of majority	4
a)	in cases where it is evident that <i>Sen Shu</i> has committed a foul or an error	a)
b)	in cases where an injury or another accident has happened to <i>Sen Shu</i>	b)
c)	in cases where a question has arisen about the score	c)
d)	in cases where a <i>Fuku Shin</i> has indicated or wants to indicate his/her opinion	d)
5	<i>Fuku Shin</i> shall indicate his/her opinion by means of his/her whistle when he/she notices one of the above cases	5
6	a score keeper shall record the name of the <i>Kata</i> performed by <i>Sen Shu</i> on his/her score sheet	6
7	in the case of <i>Kohaku Hoshiki</i> all <i>Shin Pan</i> shall indicate his/her decision by mean of his/her flags under <i>Shu Shin</i> whistle signal	7
<i>Fuku Shin</i> may not put their flags down until <i>Shu Shin</i> next whistle signal		
8	in the case of <i>Tensu Hoshiki</i> all <i>Shin Pan</i> shall lift his/her score cards to indicate his/her decision under <i>Shu Shin</i> whistle signal	8
<i>Fuku Shin</i> may not put their score cards down until <i>Shu Shin</i> next whistle signal		
9	one of the score keepers shall read <i>loudly</i> the points indicated by <i>Shin Pan</i> starting with <i>Shu Shin</i> and proceeding clock wise the other score keeper shall record them down on the score sheets in order to count the total points according to a given counting method	9
10	one of the score keepers shall notify the total score to <i>Shu Shin</i> who shall repeat it	10
11	a competitor may leave the <i>Shiai Jo</i> only after the judgement or notification of the score is made by <i>Shu Shin</i>	11

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Article 39) *Kata* match equipment

1	each <i>Shin Pan</i> should have a whistle	1
2	each <i>Shin Pan</i> should have one pair of red and white flags	2
3	each <i>Shin Pan</i> should have one score board	3
4	equipment for score keeping	4
5	one set of <i>Shitei Kata</i> cards and one set of <i>Sentei Kata</i> cards shall be held by <i>Shu Shin</i>	5
6	a <i>Aka Obi</i> (red belt) shall be worn by <i>Sen Shu</i> accordingly at his/her waist to distinguish them apart the length and width shall be appropriate as not to obstruct their movements and yet be easily distinguishable	6

Article 40) general notes

1	the use of mouth guard, fist protector, groin protector <i>are compulsory</i> the mouth guard needs to be transparent for medical reasons no colours, flags or names chest protector (for women) is compulsory	1
2	only white fist protectors (mitts) will be allowed the latter will be a maximum of 4 cm (one and a half inches) thick	2
3	the length of the <i>Kara Te Gi</i> sleeves must not be shorter than the elbow or go past the wrists	3
4	the length of the <i>Kara Te Gi</i> trousers must not be shorter than the shin or go past the ankles	4
5	only one badge (on the left side of the jacket) either the organisation/association badge or club badge, but not both the only exception is the national flag for members of the national squad	5
6	shin pads are not allowed	6
7	how and when to bow	7
	there will only be one bow for all (<i>Sen Shu</i> and <i>Shin Pan</i>) at the very beginning of the competition	

Shin Pan Cho (the chief referee) will line all competitors and *Shin Pan* in order to start the competition
he/she will then command *Sho Men Ni Rei* and everyone will bow towards *Sho Men*
then he/she will command *Shin Pan Ni Rei* and competitors will turn to face the judges and bow

the above is the only time competitors will line up to bow
we will no longer need to line up each category of *Kata* or *Kumi Te*
and have the *Shin Pan* line up as well as this is unnecessary and time consuming

in an elimination *Kata* bout, the competitors enter the *Shiai Jo* when told to do so by *Shu Shin*

reach the assigned position and turn to bow to each other
the latter is repeated just before leaving the *Shiai Jo*

Sen Shu need to focus their full attention on each other
therefore there is no need to bow too many times

in a *Kumi Te* bout competitors only bow to each other just before they are asked to fight

there is no need to bow to the *Shu Shin* every time he/she awards him or her a point

competitors also bow to each other just before they leave the *Shiai Jo*

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Chapter 5) addendum

Article 41) individual *Kata*

- | | | |
|----------|---|----------|
| 1 | in the first round competitors will be asked to perform a <i>Shitei Kata (Kohaku Hoshiki)</i> flags system | 1 |
| 2 | in the second round competitors will be asked to perform a <i>Sentei Kata (Kohaku Hoshiki)</i> flags system | 2 |
| 3 | in the final round competitors will be performing a <i>Tokui Kata (Tensu-Hoshiki)</i> system points | 3 |

Article 42 notes

- | | | |
|----------|--|----------|
| 1 | in the first round (eliminations)
competitors will be asked to perform a <i>Shitei Kata (Kohaku Hoshiki)</i> flags system | 1 |
| 2 | in the final round competitors will be performing a <i>Tokui Kata (Tensu Hoshiki)</i> points system | 2 |

Article 43) team *Kata*

- | | | |
|-----------|--|-----------|
| 1 | all team <i>Kata</i> events will be by <i>Tensu Hoshiki</i> and <i>Tokui Kata</i> | 1 |
| 2 | first round first <i>Tokui Kata</i> | 2 |
| 3 | last round <i>Tokui Kata</i> with <i>Bunkai</i>
teams will not be allowed to perform the same <i>Kata</i>
from the one performed in the elimination round (depending on their level) | 3 |
| 4 | the last four teams in the team <i>Kata</i> event will have to perform a <i>Bunkai</i> | 4 |
| 5 | teams will have to perform their chosen <i>Kata</i> and then go seamlessly into the application | 5 |
| 6 | only one person will be the defender with the other two making the attacks | 6 |
| 7 | all the <i>Kata</i> moves will need to be performed in the correct order | 7 |
| 8 | all the <i>Kata</i> moves will need to be applied with the correct criteria | 8 |
| 9 | techniques cannot be added or removed from the original sequence | 9 |
| 10 | interpretations are limited to changing angles and/or distance/direction/speed | 10 |
| 11 | all techniques must be realistic/effective and/or decisive | 11 |
| 12 | solo performance of the <i>Kata</i>
should be enhanced by the ability to execute and understand the <i>Bunkai</i> | 12 |

Article 44) team *Kata* formation

- | | | |
|----------|--|----------|
| 1 | a team <i>Kata</i> can be made of all male competitors, or all female competitors | 1 |
| 2 | a team <i>Kata</i> can be made of all junior competitors, or all senior competitors | 2 |
| 3 | a team <i>Kata</i> can be made of a combination of all of the above
according to the organising committee | 3 |

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Rules for Judging

Chapter 6) judging rules

Article 45) judging rules purpose

1

the purpose of these rules is to define a unified criteria
with the aim of carrying out fair and smooth judgements

1

2

the present tournament rules and regulations (thereafter "rules")
have been established in addition to the competition rules
in order to clarify and provide specific details pertaining to judging

2

Article 46) application of the rules

1

all judging of official competitions given by the WTKO
shall be done on the basis of these rules

1

however, the rules shall not apply when otherwise specified
by the concerned director of the technical committee

Article 47) Manners of a Judge

1

a judge shall be fair and impartial

1

2

a judge shall be guided by all the rules concerned and by his/her conscience
carrying out his/her duties independently

2

3

a judge shall always behave in a dignified and professional manner on the court

3

4

a judge shall make correct and swift judgements

4

5

a judge shall not talk with anyone during a match
except with other judges concerned (when asked to do so) *Fuku Shin Shugo*




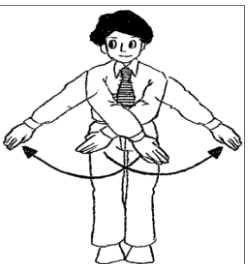

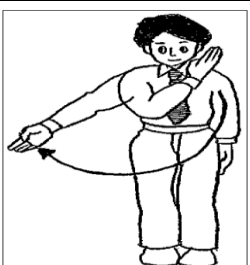

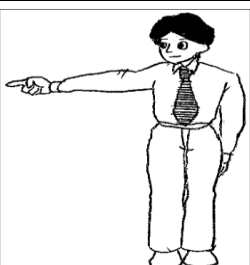
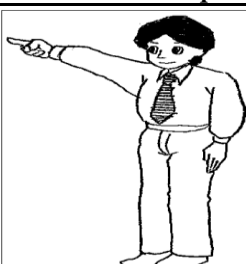

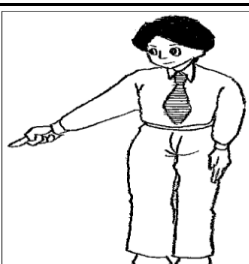








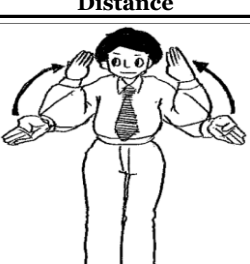
5

Article 48) miscellaneous

if a question arises regarding matters not specified in the rules
such matter shall be decided by *Shin Pan Cho* (chief referee)

World Traditional Kara Te Organisation

Article 49) signals used by *Shu Shin*

			
Hikiwake Draw	Yame Stop	Tsuzukete Hajime Re Start a Match	Tori Masen No Score
			
Ippon Decisive Technique	Waza Ari Effective Technique	Keikoku Caution	Chui Warning
			
Hansoku Disqualification	Shikkaku Expulsion	Jo Gai Out of Bounds	Mubobi Defencelessness
			
Shobu Ippon Hajime Start	Hayai First to Score	Yowai Too Weak	Ma Ai Distance
			
Nuke Te Masu Missed Target	Uke Te Masu Blocked Technique	Ai Uchi Simultaneous Score	Fuku Shin Shugo Judges Conference

World Traditional Karate Organisation

Article 50) signals used by *Fuku Shin*

Ippon Decisive Technique	Waza Ari Decisive Technique	Ai Uchi Simultaneous Score	Hayai First to Score
Ma Ai Distance	Yowai Too Weak	Keikoku/Chui/Hansoku Caution/Warnings	Mubobi Defencelessness
Mie Masen Unseen	Uke Te Masu Blocked Technique	Nuke Te Masu Missed Target	
Hikiwake Draw	Tori Masen No Score	Jo Gai Out of Bounds	

World Traditional Karate Organisation

Article 51) words used by *Shu Shin* and their meanings

1		1
a)	<i>Nakae</i> order to enter the <i>Shiai Jo</i>	a)
b)	<i>Shobu Ippon</i> or <i>Sanbon Shobu Hajime</i> order to start a <i>Kumi Te</i> match	b)
c)	<i>Hajime</i> order to start a <i>Kata</i> match	c)
d)	<i>Yame</i> stopping a <i>Kumi Te</i> match	d)
e)	<i>Yame Soremade</i> ending a <i>Kumi Te</i> match	e)
f)	<i>Naore</i> recover in a <i>Kata</i> match	f)
g)	<i>Moto No Ichi</i> order to return to the starting position	g)
h)	<i>Tsuzukete Hajime</i> order to continue a <i>Kumi Te</i> match	h)
i)	<i>Atoshi Baraku</i> 30 seconds to the end of the <i>Kumi Te</i> match	i)
j)	<i>Waza Ari</i> an effective technique	j)
k)	<i>Ippon</i> a decisive technique	k)
l)	<i>Awasete Ippon</i> two effective techniques have been carried out	l)
m)	<i>Hayai</i> indicate that one side was quicker than the other	m)
n)	<i>Tori Masen</i> no recognisable/effective techniques was scored	n)
o)	<i>Ma Ai</i> the distance was not correct	o)
p)	<i>Uke Te Masu</i> the technique was blocked successfully	p)
q)	<i>Nuke Te Masu</i> the technique missed the target	q)
r)	<i>Yowai</i> the technique was not strong enough	r)
s)	<i>Keikoku</i> to caution the competitor	s)
t)	<i>Chui</i> to give a warning to the competitor	t)
u)	<i>Hansoku</i> to disqualify a <i>Sen Shu</i> (or a team)	u)

World Traditional Kara Te Organisation

Article 51) words used by *Shu Shin* and their meanings

1		1
v)	<i>Jo Gai Keikoku</i> caution for stepping outside the <i>Shiai Jo</i>	v)
w)	<i>Jo Gai Chui</i> warning for stepping outside the <i>Shiai Jo</i>	w)
x)	<i>Jo Gai Hansoku</i> disqualification for stepping outside the <i>Shiai Jo</i>	x)
y)	<i>Mubobi Keikoku</i> caution for defencelessness	y)
z)	<i>Mubobi Chui</i> warning for defencelessness	z)
aa)	<i>Mubobi Hansoku</i> disqualification for defencelessness	aa)
ab)	<i>Ai Uchi</i> both competitors made an equally effective attack simultaneously	ab)
ac)	<i>Hiki Wake</i> to declare a draw	ac)
ad)	<i>Enchosen Saki Dori Ippon Hajime</i> to declare the start of an extension period	ad)
ae)	<i>Fuku Shin Shugo</i> calling an assistant judge (or judges) for a conference	ae)
af)	<i>Kiken</i> to declare a withdrawal	af)
ag)	<i>Kachi</i> win by one <i>Sen Shu</i> (or a team)	ag)
ah)	<i>Aka</i> (or <i>Shiro</i>) <i>No Kachi</i> to declare the winner in a match	ah)
ai)	<i>Shikkaku</i> to declare a dismissal from the tournament	ai)
2	at the moment of declaration of <i>Waza Ari</i> or <i>Ippon</i> <i>Shu Shin</i> shall indicate which part was attacked and which kind of technique was applied, by using one of the following words:	2
a)	<i>Jo Dan</i> upper level	a)
b)	<i>Chu Dan</i> middle level	b)
c)	<i>Tsuki</i> punch	c)
d)	<i>Keri</i> kick	d)
e)	<i>Uchi</i> strike	e)
3	at the moment of declaration of <i>Ippon</i> due to a combination of techniques, <i>Shu Shin</i> shall indicate the part which reached the opponent using one of the above words	3
4	if <i>Shu Shin</i> makes a wrong declaration, he/she should immediately rectify it by announcing the correct declaration	4

World Traditional Kara Te Organisation

Article 52) whistle signals

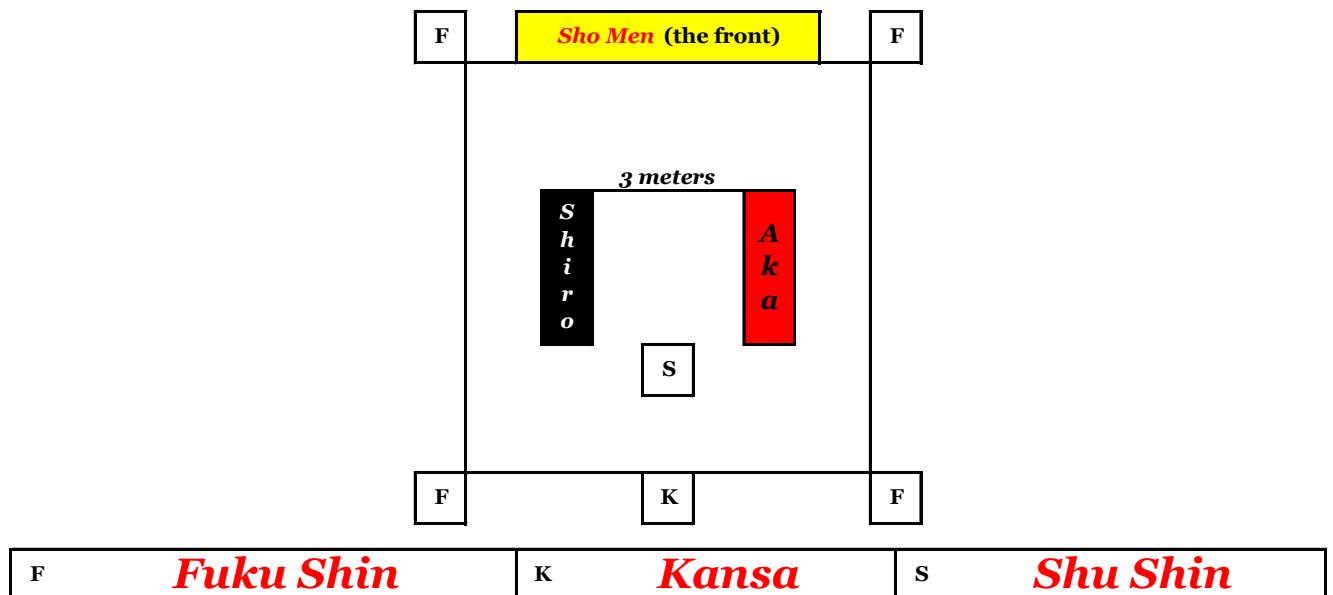
the length of the whistle blow is indicated by the length of the lines below:

1	when Shu Shin uses a whistle, the following indications shall be given:	1
a)	" _ _ _ " to ask for Hantei a decision from Shi Pan	a)
b)	" _ " to end the displaying of flags or scoring cards by Fuku Shin	b)
2	when Kansa uses a whistle, the following indications shall be given:	2
a)	" _ _ _ _ " to interrupt a match	a)
3	when Fuku Shin uses a whistle, the following indications shall be given:	3
a)	" _ _ " when he/she perceive an Ippon a decisive technique	a)
b)	" _ _ " when he/she perceive a Waza Ari an effective technique	b)
c)	" _ _ _ _ " when he/she has something to tell Shu Shin	c)

Chapter 7) judging a **Kumi Te** match

Article 53) position of **Shin Pan** (**Shu Shin** / **Fuku Shin** / **Kansa**)

1	Shu Shin shall stand at the top position of a triangle formed by him/herself and both Sen Shu and move in accordance with the competitors	1
2	Fuku Shin carry a red flag, a white flag, and a whistle they shall be positioned as shown below	2



World Traditional Kara Te Organisation

Article 54) criteria for judgement in *Kata /Kumi Te* at *Hantei*

when *Shin-Pan* announces a judgement

using the criteria table below:

decisions by <i>Shin Pan</i>					announcement by <i>Shu Shin</i>
1	S	S	S	S	<i>Shiro No Kachi</i>
2	S	S	S	S	<i>Shiro No Kachi</i>
3	S	S	S	S	<i>Shiro No Kachi</i>
4	S	S	S	H	<i>Shiro No Kachi</i>
5	S	S	H	H	<i>Shiro No Kachi or Hiki Wake</i>
6	A	A	A	A	<i>Aka No Kachi</i>
7	A	A	A	A	<i>Aka No Kachi</i>
8	A	A	A	A	<i>Aka No Kachi</i>
9	A	A	A	H	<i>Aka No Kachi</i>
10	A	A	H	H	<i>Aka No Kachi or Hiki Wake</i>
11	H	H	H	H	<i>Hiki Wake</i>
12	H	H	H	H	<i>Hiki Wake</i>
13	H	H	H	H	<i>Hiki Wake</i>
14	H	H	H	A	<i>Hiki Wake</i>
15	H	H	H	A	<i>Hiki Wake</i>
16	H	H	H	S	<i>Hiki Wake</i>
17	H	S	S	A	<i>Hiki Wake or Aka No Kachi or Shiro No Kachi</i>

Symbols

A	<i>Aka</i> red is the winner
S	<i>Shiro</i> white is the winner
H	<i>Hiki Wake</i> a draw

World Traditional Kara Te Organisation

Chapter 8) judging a *Kata* match

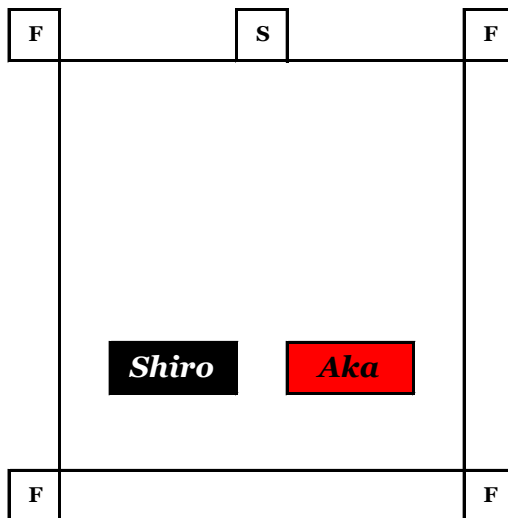
Kata

Article 55) position of *Shin Pan*

Shin Pan shall be positioned as shown below:

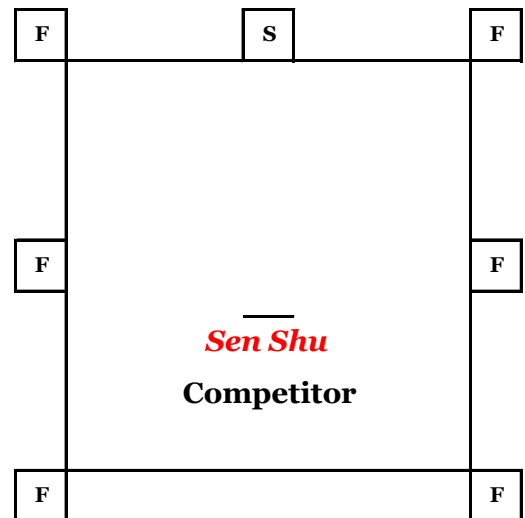
Sho Men

the front



control table

S *Shu Shin*
main-judge



control table

F *Fuku Shin*
assistant judge

Eliminations

Semi Finals

Finals

World Traditional Kara Te Organisation

Article 56) criteria for *Kata* judgement

estimation of *Kata* shall be given according to the following criteria:

points of a <i>Kata</i> order		marks deducted
1	a competitor makes a mistake but quickly restart the <i>Kata</i> again	0.2
2	a competitor forgets a part of the <i>Kata</i> but continues with it	0.5
3	a competitor makes a big mistake and forgets some movements of the <i>Kata</i>	1.0
4	a competitor stops part way through a <i>Kata</i>	disqualification
5	a competitor is stopped by a judge	disqualification

basic criteria 1				marks
1	posture			0.1
2	balance			0.1
3	"Tachi" stance	a)	length of steps	0.1
		b)	tension of the hips	
		c)	position of the hips	
		d)	turning of the hips	
4	"Kihon" basic	a)	parts which are used	0.1
		b)	power and <i>Kime</i> (focus) of technique	
		c)	grasp of objective	
		d)	course of technique	

basic criteria 2		marks
1	attitude, spirit, aim of eyes	1.0
2	maturity	1.0
3	physical strength	1.0
4	tempo (rhythm) of a technique	1.0
5	expansion and contraction of the body	1.0
6	the pattern formed by the <i>Kata</i> movements	1.0
7	smooth movement of the legs	1.0
8	significance of a technique	1.0
9	characterisation of the <i>Kata</i>	1.0
10	fluidity of the competitors' movements	1.0

World Traditional Kara Te Organisation

Article 57) procedure on the *Shiai Jo* for *Kata*

Eliminations *Kohaku Hoshiki* (flags system)

Kata

once *Sen Shu* have been called to the *Shiai Jo*
an official will check that all *Sen Shu* are there
appoint the first round of *Aka* and *Shiro* making them move to the correct side of the *Shiai Jo*
the *Sen Shu* been appointed *Aka* will then wear a red belt/sash over or instead of their own belt

Shu Shin and *Fuku Shin* will line up and bow to each other

remember there is no *Kansa* in a *Kata* match or event

Shin Pan will then position themselves on their appointed chairs

the timekeeper or recorder will then call the first two *Sen Shu*
they will line up facing *Sho Men* and once *Shu Shin* ask them to enter (*Nakae*) or just *Sen Shu*
they will do so, reaching their appointed starting points
turn to face each other and bow to one another then turn towards *Sho Men* again
from *Musubi Dachi* they will wait to hear which *Kata* they will have to perform
once *Shu Shin* has told them the name of their *Kata*, they will need to repeat that name
Shu Shin will then command *Yoi* (according to the *Kata* requested)
and *Hajime* with the latter command they will have to start together

at the end of the *Kata*, both *Sen Shu* will need to keep their last position
Shu Shin will then command *Naore* (return to *Yoi* position)
and then *Yasume* (return to a *Hachiji Dachi* relaxed position)

Shu Shin might then call *Fuku Shin Shugo* (a meeting of the judging panel)
or *Hantei* (decision) then whistle for them to do so
once the decision has been given *Shu Shin* will then whistle again for *Fuku Shin* to lower their flags

in the event of *Hiki Wake*, *Shu Shin* will notify *Fuku Shin* and the competitors concerned about the latter
once this is done, *Sen Shu* will be asked to perform a different *Kata*

according to the level of the participants

if no draws are given, *Sen Shu* will turn to bow to one another and leave the *Shiai Jo*
making sure that the winner goes to the area control table to acknowledge their win

once this is done, *Sen Shu* and *Shin Pan* will line up again
Shu Shin will then announce who will go to the finals

Shu Shin and *Fuku Shin* will line up and bow to each other

World Traditional Kara Te Organisation

Article 58) procedure on the *Shiai Jo* for *Kata*

Finals *Tensu Hoshiki* (point-system)

Kata

once *Sen Shu* have been called to the *Shiai Jo*
an official will check that all *Sen Shu* are there

Shu Shin and *Fuku Shin* will line up and bow to each other

Shin Pan will then position themselves on their appointed chairs

the timekeeper/recorder will then call the first *Sen Shu*
he/she will line up facing *Sho Men* and once the *Shu Shin* ask him/her to enter (*Nakae*)
Sen Shu will do so, reaching his/her chosen starting points

Sen Shu will then announce his/her chosen *Kata*
Yoi by him/herself, and then start
once *Sen Shu* has finished the performance, he/she will return to *Yoi*
Shu Shin will then command *Hantei* asking *Fuku Shin* to vote using their scoring cards
by blowing his/her whistle once

the timekeeper/recorder will read the scores starting with from *Shu Shin* and carrying on clockwise

once the scores have been read, *Shu Shin* will blow the whistle once again
to allow the *Fuku Shin* to lower their scoring cards

the timekeeper/recorder will then add the scores discarding the lowest and the highest scores

in the event of a draw for 1st, 2nd or 3rd place

the timekeeper/recorder will then add the lowest score which was at first discarded

if still a draw, he/she will then add the highest score which was at first discarded

if still a draw, *Shu Shin* will notify *Fuku Shin* and the *Sen Shu* concerned about the latter

once this is done, *Sen Shu* will be asked to perform a different *Kata*

- according to the level of the participants

sometime, *Shu Shin* will suggest to *Fuku Shin* to use one score for the first competitor
and then score the second by going higher or lower by 0.1 of a point in order to reach a result

once this is done, *Sen Shu* and *Shin Pan* will line up again
Shu Shin will then announce who the 3rd place, 2nd place and winners are

Shu Shin and *Fuku Shin* will line up and bow to each other

World Traditional Kara Te Organisation

Article 59) procedure on the *Shiai Jo* for *Kumi Te* - flags System -

Eliminations

Kumi-Te

once *Sen Shu* have been called to the *Shiai Jo*
an official will check that all *Sen Shu* are there
appoint the first round of *Aka* and *Shiro* making them move to the correct side of the *Shiai Jo*
the *Sen Shu* been appointed *Aka* will then wear a red belt/sash over or instead of their own *Obi* (belt)

Shu Shin , *Kansa* and *Fuku Shin* will line up and bow to each other

Fuku Shin and *Kansa* will then position themselves on their appointed chairs

the timekeeper/recorder will then call the first two *Sen Shu*

they will line up as in the drawing on page 8 Article 9)

Shu Shin will then ask them to enter (*Nakae*)

and then *Shu Shin* him/herself will enter the *Shiai Jo*

they will do so, reaching their appointed starting points, and bow to one another

there is no need to bow to *Shu Shin* , as their whole attention should be towards their opponent

from *Hachiji Dachi* feet shoulder width apart

they will then wait to hear *Shu Shin* command of "*Shobu Ippon Hajime* "

during the fight, *Shu Shin* might command *Yame*

at this command the timekeeper must pause the stopwatch and raise it upward

at *Shu Shin* command of *Tsuzukete Hajime* re start the fight

the timekeeper must re start the stopwatch lowering it again

Shu Shin might occasionally call *Fuku Shin Shugo* (a meeting of the judging panel)
in order to discuss a point or a caution/warning or disqualification

once *Shu Shin* commands *Yame Soremade* the bout is over

Shu Shin will then call for *Hantei*

once *Fuku Shin* have given their decision, *Shu Shin* will whistle again and they will lower their flags
then *Shu Shin* will raise either the red or white flag or indeed both according to the majority of decisions

in the event of a draw in an individual match

the *Sen Shu* will be asked to have a *Sai Shiai* (extension match) or a *Saki Dori* sudden death match

if there is no score during the *Saki Dori* match a winner will be decide by *Hantei*

in the *Saki Dori* extension match warnings accumulated in the *Shobu Ippon* previous match
will be carried over to the next one

in the event of a draw at the end of a team match

two *Sen Shu* one from each team

will be asked to have an additional match (*Sai Shiai*)

in the case of more than one additional-match

the same competitors may participate in all extension-matches

once this is done, *Sen Shu* and *Shin Pan* will line up again

Shu Shin will then announce the teams which will go to the finals

Shu Shin , *Kansa* and *Fuku Shin* will line up and bow to each other

World Traditional Kara Te Organisation

Kumi-Te

Article 60) procedure on the *Shiai Jo* for *Kumi Te* - mirror system -

occasionally, the number of *Shin-Pan* (judges) is limited
therefore *Shin Pan Cho* will deem necessary to appoint only one *Shu Shin* and one *Fuku Shin* per *Shiai Jo*
once the competitors have been called to the *Shiai Jo*
an official will check that they are all there
appoint the first round of *Aka* and *Shiro* making them move to the correct side of the *Shiai Jo*
the *Sen Shu* been appointed *Aka* will then wear a red belt/sash over or instead of their own *Obi* (belt)

Shu Shin, *Kansa* and *Fuku Shin* will line up and bow to each other

Kansa will then position him/herself on his/her appointed chair

Fuku Shin will be on the opposite side of *Shu Shin*

the timekeeper/recorder will then call the first two *Sen Shu*

they will line up as in the drawing on page 8 Article 9)

Shu Shin will then ask them to enter *Nakae* enter the *Shiai Jo*
and then *Shu Shin* and *Fuku Shin* will also enter the *Shiai Jo*

Sen Shu will do so, reaching their appointed starting points, and bow to one another
(there is no need to bow to *Shu Shin*, as their whole attention should be towards their opponent)

from *Hachiji Dachi* (feet shoulder width apart)

they will then wait to hear *Shu Shin* command of "*Shobu Ippon Hajime*"

during the fight, both *Shu Shin* and *Fuku Shin* will move with *Sen Shu*, monitoring their fight

if and when, *Fuku Shin* notices a score or has a reason to stop the fight

he/she will signal *Shu Shin* to do so, either by whistle or hand signal

at which *Shu Shin* will command "*Yame*" in order to discuss the reason of the stoppage with the other judges
once the discussion is over *Shu Shin* could either give nothing, a score, a penalty, or a warning

during the fight, *Shu Shin* might command *Yame*

at this command the timekeeper must pause the stopwatch and raise it upward

at *Shu Shin* command of *Tsuzukete Hajime* re start the fight

the timekeeper must re start the stopwatch lowering it again

once *Shu Shin* commands *Yame Soremade* the bout is over

Shu Shin will then discuss with *Fuku Shin* the other judge the outcome of the match

in the event of a draw in an individual match

Sen Shu will be asked to have a *Sai Shiai* extension match or a *Saki Dori* sudden death match
if there is no score during the *Saki Dori* match a winner will be decide by *Hantei*

in the *Saki Dori* extension match warnings accumulated in the *Shobu Ippon* previous match
will be carried over to the next one

in the event of a draw at the end of a team match

two *Sen Shu* one from each team

will be asked to have a *Sai Shiai* an additional match

in the case of more than one additional match

the same competitors may participate in all extension matches

once this is done, *Sen Shu* and *Shin Pan* will line up again

Shu Shin will then announce the teams which will go to the finals

Shu Shin, *Kansa* and *Fuku Shin* will line up and bow to each other

World Traditional Kara Te Organisation

Article 61) procedure on the *Shiai Jo* for team *Kumi Te* - flags system -

once *Sen Shu* have been called to the *Shiai Jo*
 an official will check that all teams are there
 appoint the first round of *Aka* and *Shiro* making them move to the correct side of the *Shiai Jo*
 the team been appointed *Aka* will then wear a red belt/sash over or instead of their own *Obi* (belt)

Shu Shin, *Kansa* and *Fuku Shin* will line up and bow to each other

Fuku Shin and *Kansa* will then position themselves on their appointed chairs

the timekeeper/recorder will then call the first two *Sen Shu*

they will line up as in the drawing on page 8 Article 9)
Shu Shin will then ask them to enter *Nakae* or *Sen Shu*
 and then *Shu Shin* him/herself will enter the *Shiai Jo*

each fight will be judged as an individual fight

once all the fights have ended if there is a clear team winner this will be announced by *Shu Shin*

in the event of a draw at the end of a team match

two *Sen Shu* - one from each team -
 will be asked to have a *Sai Shiai* - additional-match -
 in the case of more than one additional-match
 the same competitors may participate in all extension-matches

a)

in the case of *Hiki Wake* a *Sai Shiai* (extension) may be held
 or a *Saki Dori* (a sudden death match to be decided by the hosting organisation
 where the first point scored decides the winner)
 in the case where no points were scored
 a winner will be decide by *Hantei* (*Shu Shin* and *Fuku Shin* flag judgement)

a)

b)

in a *Sai Shiai*, warnings shall be carried over from the previous match

b)

Shu Shin should convey these warnings to the competitor
 before the start of the extension

Notes

if there are only three teams in the finals, each team will fight each other
 the winning scores from each fight will be checked
 the team with more wins will be declared the ultimate winner

team "A"	fights	team "B"	team "A"	fights	team "C"	team "C"	fights	team "B"
1st fighter (I)		1st fighter (o)	1st fighter (o)		1st fighter (I)	1st fighter (I)		1st fighter (W)
2nd fighter (o)		2nd fighter (I)	2nd fighter (W)		2nd fighter (I)	2nd fighter (o)		2nd fighter (I)
3rd fighter (W)		3rd fighter (J-C)	3rd fighter (o)		3rd fighter (o)	3rd fighter (W)		3rd fighter (o)
team "A" is the winner			team "C" is the winner			team "C" is the winner		

team "A" has 1 *Ippon* and 2 *Waza Ari*

team "B" has 2 *Ippon* and 1 *Waza Ari*

team "C" has 3 *Ippon* and 1 *Waza Ari*

team "C" wins the Gold Medal

team "B" wins the Silver Medal

team "A" wins the Bronze Medal

I = *Ippon*

W = *Waza Ari*

J C = *Jo Gai Chui*

o = no score

World Traditional Kara Te Organisation

Rules for Youth

Chapter 9) "Kihon Ippon Kumi Te"

basic idea:

a **Kihon Ippon Kumi Te** contest is to establish superiority using an exchange of powerful attacks and defences applying basic principles

it excludes the use of *adapted* or *changed techniques*
or the *execution of only rudimental techniques*
and it is meant as an exercise to train for *correct-posture*

Article 62) instructions for participants and refereeing rules

- | | | |
|---|--|---|
| 1 | Sen Shu after their names/numbers have been checked proceed to the starting position
an make a standing bow to each other
they should not bow to Shu Shin or Fuku Shin | 1 |
| | they also bow to each other after the result has been announced
they should not bow to Shu Shin or Fuku Shin | |
| 2 | on the instruction Aka Jodan by Shu Shin
Aka steps back from Shi Zen Tai to Hidari Gedan Barai
and clearly announces the target he/she is about to attack with, then he/she is free to attack | 2 |
| 3 | Shiro will step back and block the attack and then counter-attack with a basic technique
at which Shu Shin will order " Yame "
Shiro will then step forward to Shi Zen Tai and Aka will steps back into Shi Zen Tai | 3 |
| 4 | Aka will perform all his/her attacks first then Shiro will do the same | 4 |
| 5 | each Sen Shu , must attack their targets with precision
the defender may Tai Sabaki (step sideways) to block
therefore the attacker is allowed to attack in the direction the defender steps towards
if he/she steps away too early | 5 |
| 6 | after the attacks and defences have all been completed
the participants will return to their original positions
make a bow to one another and wait for judgement | 6 |

Article 63) concerning the attacker

- | | | |
|---|--|---|
| 1 | the attacker should attack directly from a position of Kamae (Gedan Barai in this case)
in the order of Jodan - Chudan and Mae Geri (the latter is from double Gedan Barai) | 1 |
| 2 | each attack consists of only one technique
Migi Jodan Oi Zuki Migi Chudan Oi Zuki Migi Chudan Mae Geri
- punching techniques are not to be snapped back - | 2 |

Article 64) prohibitions for the attacker

- | | | |
|---|--|---|
| 1 | attacking while crowding the opponent distance too close Shu Shin to advise accordingly | 1 |
| 2 | attacking after inducing the opponent to move - feint and such - | 2 |
| 3 | a ramming attack | 3 |
| 4 | in the case of an upper level punch
pushing the punch downward unnecessarily
<i>aiming too low or pushing once the punch is finished</i> | 4 |
| 5 | to actually hit the opponent with the technique | 5 |
| 6 | to arbitrarily change the side of Kamae used in the previous attack (s) | 6 |

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Article 65) concerning the defender					
1	the defender should retreat - simultaneously - with the opponent's attack by stepping back and blocking				1
2	the blocks allowed are as follows:				2
a)	against a <i>Jodan Oi Zuki</i>	<i>Age Uke</i>	<i>Soto Uke</i>	<i>Uchi Uke</i>	a)
b)	against a <i>Chudan Oi Zuki</i>	<i>Soto Uke</i>	<i>Uchi Uke</i>		b)
c)	against a <i>Chudan Mae Geri</i>	<i>Gedan Barai</i>	<i>Gedan Hai Wan Uke</i>	- lower level forearm block -	c)
3	blocks can be with any arm (one should block using <i>Te Kubi</i> (the wrist) or <i>Ashi Kubi</i> (the ankle)				3
4	the counter attack is free - but is limited to only one technique -				4
5	the counter attack <i>Tsuki</i> or <i>Uchi</i> should <u>not</u> be snapped back				5
Article 66) prohibitions for the defender					
1	the defender is <u>not</u> allowed to sweep ; throw or use joint locking techniques either while blocking or when counter attacking				1
2	the defender is <u>not</u> allowed to block on the opponent's elbow				2
3	the defender is <u>not</u> allowed to hit the opponent with his/her finishing technique				3
4	the defender should <u>not</u> retreat, ignoring the opponent's attack or take an unnecessarily long fighting distance				4
Article 67) points of attention					
1	apart from when so suggested by <i>Shu Shin</i> competitors are <u>not</u> allowed to have a second try				1
2	both when attacking and defending there should only be one " <i>Ki Ai</i> " spirit shout at the same time as the technique is executed				2
3	one is <u>not</u> allowed to jump or slide forward (sliding the back foot) (although an exception can be made when a short <i>Sen Shu</i> faces a taller <i>Sen Shu</i>)				3
4	one is <u>not</u> allowed to wear glasses soft contact lenses are allowed				4
Article 68) about disqualification					
1	when one <i>Sen Shu</i> has violated the rules, <i>Shin Pan Cho</i> (the chief referee) can on his own account, or after an appeal by a <i>Shu Shin</i> interrupt the match and, after consultation with <i>Shu Shin</i> , <i>Fuku Shin</i> and <i>Kansa</i> , give a warning (in a <i>Kata</i> event, the judges might also penalise the culprit by reducing his/her score)				1
2	if a participant executes a forbidden technique, <i>Hansoku Make</i> is called a deliberation among <i>Shu Shin</i> , <i>Fuku Shin</i> and <i>Kansa</i> is necessary in order for that judgement to go into effect				2

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Chapter 10) "Jiyu Ippon Kumi Te"

basic idea:

a *Jiyu Ippon Kumi Te* contest is for *Sen Shu* with more advanced basic skills
its objective is to come close to free-sparring and further the use of tactical skills
eliminating as much as possible restricting rules and prohibitions

Article 69) instructions for participants and refereeing rules

1 *Shin Pan (Shu Shin, Fuku Shin and Kansa) will line up and bow to each other* 1

the two *Sen Shu* called shall have their names/numbers checked
and at *Shu Shin* command of *Nakae* (or *Sen Shu*) they proceed to their starting places
(at the initial position they are three meters apart)
after *Hantei* or when judgement has been passed, they again bow to each-other
they should not bow to *Shu Shin* or *Fuku Shin*

2 on the command *Hajime* by *Shu Shin* 2
Aka will always perform all his/her attacks first
then *Shiro* will do the same

3 the *Kamae* of both competitors is free 3

4 after each attack has been performed 4
the opponents adjust their breathing and return to the ideal fighting distance
while keeping eye contact with each other, and continue with the attacks

5 after all the attacks have been performed, they will *Moto No Ichi* (return to their initial places) 5
and wait for the judgement, after which they will again bow to one another
they should not bow to *Shu Shin* or *Fuku Shin*

6 both attacks and defences should be executed within the *Shiai Jo* 6
as a rule, a *Shiai Jo* is eight meters square

Article 70) concerning the attacker

1 after informing clearly his/her opponent of the target 1
the attacker should from his/her position of *Kamae* start by attacking
with *Migi Jodan Oi Zuki*, *Migi Chudan Oi Zuki* and *Migi Chudan Mae Geri*
while adjusting his/her distance accordingly

2 the attacker is only allowed one feint, the next movement should be the actual attack 2

3 one should without fail attack in the direction of the opponent 3

Article 71) prohibitions for the attacker

1 a ramming attack that fails to take the fighting distance into account 1

2 Hitting the opponent with the attack 2

3 Blocking the counter-attack or evading it - or similar behaviour - 3

4 the attacker should - *not* grab - his/her opponent 4

5 the attacker should - *not* use - bouncing footwork 5

6 the attacker is - *not allowed* - to switch the attacking side 6

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Article 72) concerning the defender

- | | | |
|----------|--|----------|
| 1 | the defender is <u>not</u> allowed to step outside the <i>Shiai Jo</i> more than once
<i>Jo Gai Keikoku</i> is given for the first time, followed by <i>Jo Gai Chui</i> for the second time
and <i>Jo Gai Hansoku</i> for the third and final time | 1 |
| 2 | the defender is <u>not</u> allowed to use <i>De Ai</i> (= counter attack) before blocking | 2 |
| 3 | the defender is not allowed to use <i>Ashi Barai</i> (= sweeping the opponent's leg) | 3 |

Article 73) points of attention

- | | | |
|----------|---|----------|
| 1 | there is <u>no</u> second chance for both the attacker and the defender | 1 |
| 2 | there should be <u>only one</u> <i>Ki Ai</i> at the time of the attack and defence | 2 |
| 3 | the defender must <u>not</u> run away or take a longer <i>Ma Ai</i> than necessary | 3 |
| 4 | both <i>Sen Shu</i> are <u>not</u> allowed to hit each other as this could lead to <i>Hansoku</i> | 4 |
| 5 | if there is a feint attack, this must <u>not</u> touch the opponent | 5 |
| 6 | attacking techniques <u>must be snapped back</u> instantly | 6 |

Article 74) about disqualification

- | | | |
|----------|---|----------|
| 1 | when one of the participants has violated the rules, <i>Shin Pan Cho</i> can
(on his/her own account, or after an appeal by <i>Shu Shin</i> and or <i>Fuku Shin</i>) interrupt the match and
after consultation with <i>Shin Pan</i> (<i>Shu Shin</i> , <i>Fuku Shin</i> and <i>Kansa</i>) give a warning
in a <i>Kata</i> event, the <i>Shu Shin</i> and <i>Fuku Shin</i>
might also penalise the perpetrator by reducing his/her score | 1 |
| 2 | if a participant executes a forbidden technique, <i>Hansoku Make</i> is called
a deliberation among <i>Shin Pan</i> (<i>Shu Shin</i> , <i>Fuku Shin</i> and <i>Kansa</i>) is necessary
in order for that judgement to go into effect | 2 |

Chapter 11) Jiyu Kumi Te

Article 75) individual events

- | | | |
|----------|--|----------|
| | the duration of a <i>Shobu Ippon Kumi Te</i> match for seniors will be of 2 minutes
(senior categories are for 18 years old and above) | |
| | the duration of a <i>Shobu Ippon Kumi Te</i> match for juniors will be of 2 minutes
(junior categories are for 17 years old and below) | |
| 1 | the decision of <i>Shu Shin</i> and <i>Fuku Shin</i> carry the same weight | 1 |
| 2 | <i>Hansoku Chui</i> has the same value as <i>Waza Ari</i>
and should be taken into account at <i>Hantei</i> without fail | 2 |
| 3 | the full-time of a match is two minutes and stops on the command <i>Yame</i> by <i>Shu Shin</i>
and starts at <i>Shu Shin</i> command of <i>Hajime</i> | 3 |
| 4 | the final match is two minutes
or depending on one of the participants obtaining an <i>Ippon</i>
in a <i>Ippon Shobu</i> bout | 4 |
| 5 | if there is <u>no clear winner</u> after two minutes, there will be a <i>Saki Dori Ippon Shobu</i> match
if there is <u>no score</u> at the end of such extra match, the winner shall be decided by <i>Hantei</i> | 5 |

Keikoku (cautions) and *Chui* (warnings) are carried out into the extra match

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Chapter 12) "Jiyu Kumi Te"

Article 76) team event

- 1 during a team match, in the event of *Hiki Wake* where both teams have the same amount of wins the winning team is decided by comparing the two team's types of wins there are three types of wins, thus three levels of ratings with "A" having preference over "B" and "B" having preference over "C" 1

"A"	amount of wins by <i>Ippon</i> (decisive technique full-point) also an " <i>Ippon</i> " following a " <i>Waza Ari</i> " count as "A"	"A"
"B"	amount of wins due to <i>Hansoku</i> (disqualification) also if there has been a <i>Hansoku</i> after a <i>Chui</i> count as "B"	"B"
"C"	amount of wins by <i>Awasete Ippon</i> (one <i>Waza Ari</i> followed by a second <i>Waza Ari</i>) count as "C"	"C"

- 2 during a team match, in the event of a draw a representative must fight usually the captain however, there can only be two representative fights and the winner shall be decided during the second fight 2

- 3 during a team match, if the representative match leads to an extension the penalties from the extension fight will be carried over to the next one 3

- 4 if during a team match, the order of appearance of *Sen Shu* has been changed or a member has been replaced (after the members list has been filed) that team will be disqualified 4

- 5 if in the team match, a team cannot bring together more than half the prescribed number there will be no fight 5

WTKO believe in the traditional *Shotokan* way

where *Ippon* means that the fight is over

there is therefore no room for *Gohon Kumi Te* or *Kihon Ippon Kumi Te*

Kumi Te is supposed to be free (within the safety limits)

our competitors will, aided by our qualified referees fight within the tournament rules and regulations using *Jiyu Kumi Te* (*Ippon Shobu*)

Article 77) additional points

- 1 the use of mouth guard, fist protector, groin protector are compulsory chest-protector (for women) is compulsory the mouth guard needs to be transparent for medical reasons no colours or flags or names 1
- 2 the length of the *Kara Te Gi* sleeves must not be shorter than the elbow or longer than the wrist 2
- 3 the length of the *Kara Te Gi* trousers must not be shorter than the shin or longer than the ankle 3
- 4 only one badge on the left side of the jacket either the organisation/association badge or club badge, but not both the only exception is the national flag for members of the national squad 4

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Chapter 13) "Kata" competition

once the competitors have been called to the *Shiai Jo*
an official will check that all *Sen Shu* are there
appoint the first round of *Aka* and *Shiro* making them move to the correct side of the *Shiai Jo*
the competitor been appointed *Aka* will then wear a red belt/sash
over or instead of their own *Obi* (belt)

Article 78) *Kata* procedures

1 *Shin Pan* (*Shu Shin*, *Fuku Shin* and *Kansa*) will line up and bow to each other 1

2 at the beginning *Sen Shu* stands in *Shi Zen Tai* on the starting line
when the *Kata* to be performed is a *Shitei Kata* (*compulsory*)
Shu Shin will specifies the name of the *Kata*, and *Sen Shu* repeats that name
Sen Shu starts the *Kata* on the command of *Hajime* by *Shu Shin* (or a whistle signal)
when the performance is over, *Shu Shin* will say *Naore* (return to *Yoi* ready position)
then *Yasume* (relax) and then *Hantei* and a decision will be passed 2

3 as a rule within the *Tensu Hoshiki* (point system)
the average standard score will be set at "7.0" in individual or team events 3

4 the points given by *Shin Pan* (all the judges including *Shu Shin*)
shall be totalled - leaving out the highest and the lowest scores given - 4

5 if there is a draw, in *Tensu Hoshiki*
first the lowest score will be added to the previous totalled score 5

if there is still a draw

the highest score will be added to the latest score

if there is still a draw

a rematch will be held

however in that event the *Kata* to be performed will be free

6 team *Kata* competitions are always according to *Tensu Hoshiki* 6

7 *Shin Pan* co operate on the court
and will adapt to circumstances as they appear during the tournament 7

8 there is no *Kansa* in a *Kata* event 8

9 as a basic principle 9

one should avoid draws in all matches

10 *Shin Pan*
should see for themselves every move until the competitor returns to *Shi Zen Tai* 10

11 *Shin Pan*
should place *Kata* cards and flags on their knees red flag on top
score cards or score book should be placed on the floor between their feet 11

Article 79) formation of the *Kata Shin Pan*

1 both in competitions by *Kohaku Hoshiki* (flag system)
and *Tensu Hoshiki* (point system)
Shin Pan should not be changed until the end of that round 1

2 the number of judges (including *Shu Shin*) shall be five (5) or seven (7) 2

for more details about *Kata* procedures please check the "judging" part of the rules

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Chapter 14) points of attention for *Shin Pan* (judges)

the judgement of relativity of excellence of *Kihon Ippon Kumi Te*, *Jiyu Ippon Kumi Te* and *Kata* is full of many delicate problems and difficulties that cannot be explained in simple words
Shin Pan must be fair and impartial
 and should (through consultation within the judges' team) solve the problems clearly while keeping a neutral standard of technical ability and personality

Article 80) standard for the judgement of *Kumi Te* competitions

please use the following criteria:

1	to what extent the power of the whole body is concentrated both in case of the defender and the attacker	1
2	the rotation and the drive of the hips and/or the foot movement is used smoothly the co-ordination between the direction of movement of the whole body is in co-ordination with that of the technique	2
3	the stance, posture or body parts used, is in correct form at the moment of execution	3
4	the movement of hands and feet is co ordinated with the hips as the source of the movement	4
5	the <i>Ki Ai</i> is full, where heart and spirit are as one	5
6	the attitude is correct	6

Article 81) if there is a *Hiki Wake*

1	<i>Shin Pan</i> must raise a flag (or two), thus deciding the result between two competitors	1
a)	in <i>Kumi Te</i> there is an extension	a)
b)	in <i>Kata</i> there is a re-match	b)
2	on the standard of judgement please refer to: the competition rules and the judging rules sections	2

Article 82) other points of attention

1	if an attack hits the opponent, <i>Shin Pan</i> decides whether it was intentional or not	1
2	<i>Shu Shin</i> will move in accordance with <i>Sen Shu</i> locating himself/herself in the best position from which to see both competitors	2
3	in <i>Jiyu Ippon Kumi Te</i> stepping outside the court (voluntarily/escaping) twice leads to <i>Hansoku</i>	3
4	<i>Shu Shin</i> can give a <i>Keikoku</i> (caution) to a <i>Sen Shu</i> who is on the verge of breaking the rules can give a <i>Chui</i> (warning) to a competitor who broke the rules can give a <i>Hansoku</i> (disqualification) to a <i>Sen Shu</i> who broke the rules	4
5	the person in charge of refereeing on each court (<i>Shu Shin</i>) can, during the competition, also serve as <i>Kansa</i> (supervisor)	5

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Chapter 15) procedure for *Kata* events

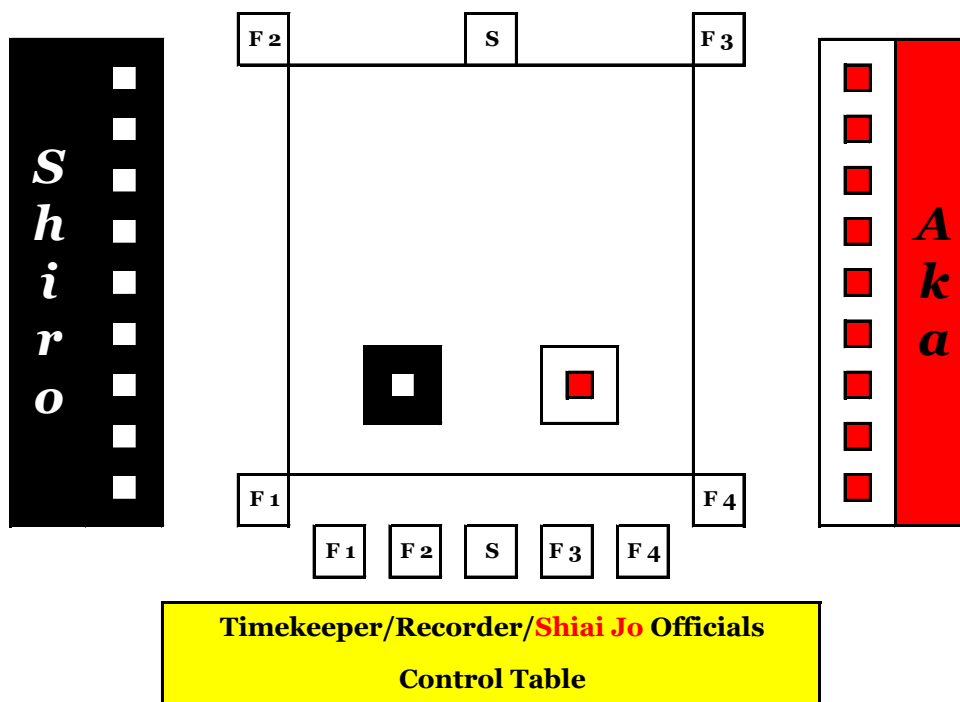
Article 83) *Shitei Kata* see drawing below

the timekeeper/recorder or *Tatami* official will announce the event
and call all the competitors to the *Shiai Jo*
then checks that all *Sen Shu* for that category are present
appointing *Aka* and *Shiro* for the first round
they will line up as in the drawing below

Shu-Shin and *Fuku Shin* will then bow to each other

Sho Men

the front



Shu Shin will then dismiss *Sen Shu*
Shin Pan (*Shu Shin* and *Fuku Shin*) will move to their appointed posts as shown above

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Article 84) *Shitei Kata* step by step 2)

the timekeeper/recorder or *Shiai Jo* official will then call the first two *Sen Shu* to line up
Shu Shin will then command "*Nakae*" or "*Sen Shu*" asking *Sen Shu* to enter the *Shiai Jo*
there is no need for *Sen Shu* to bow as they enter the *Shiai Jo*
 once inside, they will move to they allocated posts, they will turn to face each other and bow
 then turn again to face *Sho Men* and await for *Shu Shin* to announce the *Kata*
 they will then repeat the *Kata* name and await for further instructions
Shu Shin will then command "*Yoi*" asking *Sen Shu* to be ready to start the *Kata*
Shu Shin will then command "*Hajime*" asking *Sen Shu* to start performing the said *Kata*
 once they have finished performing the said *Kata*, *Sen Shu* will have to keep their last position
 and only when *Shu Shin* commands "*Naore*" are they allowed to return to a "*Yoi*" position
 after this *Shu Shin* will command "*Yasume*" for them to relax
 and wait for *Shu Shin* command of *Hantei* to *Fuku Shin*
 to raise their flags to give their opinion (all *Shin Pan* will raise their flags at the same time)
 on who should *Kachi* (win) or *Hiki Wake* (draw)
 if there is no draw, *Sen Shu* will turn to bow to one another and then move outside the *Shiai Jo*

Article 85) *Sentei Kata* step by step 1)

- 1 the timekeeper/recorder or a *Shiai Jo* official will call the first competitor to line up
Shu Shin will then command "*Nakae*" or "*Sen Shu*" asking *Sen Shu* to enter the *Shiai Jo*
 there is no need for *Sen Shu* to bow as they enter the *Shiai Jo*
 once inside, *Sen Shu* will move to his/her chosen post, and announce the *Kata*
Shu Shin will then repeat the name of the *Kata* *Sen Shu* will perform
 once the performance is over, *Sen Shu* will return to the starting position
 and stay in a *Yoi* position to await for the scores to be read and totalled
 the timekeeper/recorder or a *Shiai Jo* official, will then start to read the score cards
 starting from *Shu Shin* and proceeding clockwise
 once the score have been read and totalled (removing the highest and lowest scores)
 the remaining total will be shouted out and displayed on a board for all to hear/see
- 2 if there is a draw for 1st, 2nd and or 3rd place, the timekeeper/recorder will
add the lowest score which was previously discarded
 if there is still a draw, the timekeeper/recorder will
add the highest score which was previously discarded
 if there is still a draw, the timekeeper/recorder will
 call *Shu Shin* and in turn *Shu Shin* will command *Fuku Shin Shugo*
 calling all *Fuku Shin* to confer in order to decide the outcome of the match
Sen Shu will then be asked to perform another *Kata*
 (according to the level of the participants)
 after which *Shin Pan* will have another *Hantei* to decide a winner
- 3 in the above case *Shu Shin* normally suggests to *Fuku Shin*
 to score the 1st *Sen Shu* with the average for that category
 and the 2nd *Sen Shu* either higher or lower than the previous one by 0.1 of a score
example: first performer 7.5 second performer either 7.6 or 7.4
- 4 once the total has been given *Sen Shu* will leave the *Shiai Jo*

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WTKO Tournament Rules and Regulations

re written (edited) by

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