



WORLD  
KARATE-DO  
ALLIANCE

**Competition Rules**

**KUMITE**  
I P P O N

# SETTING HIGHER STANDARDS

*Different groups of people with different lived experiences are part of a diverse and caring community. WKA Embraces Diversity and Inclusion and Removes Barriers to provide Access.*

*WKA Executive Board*



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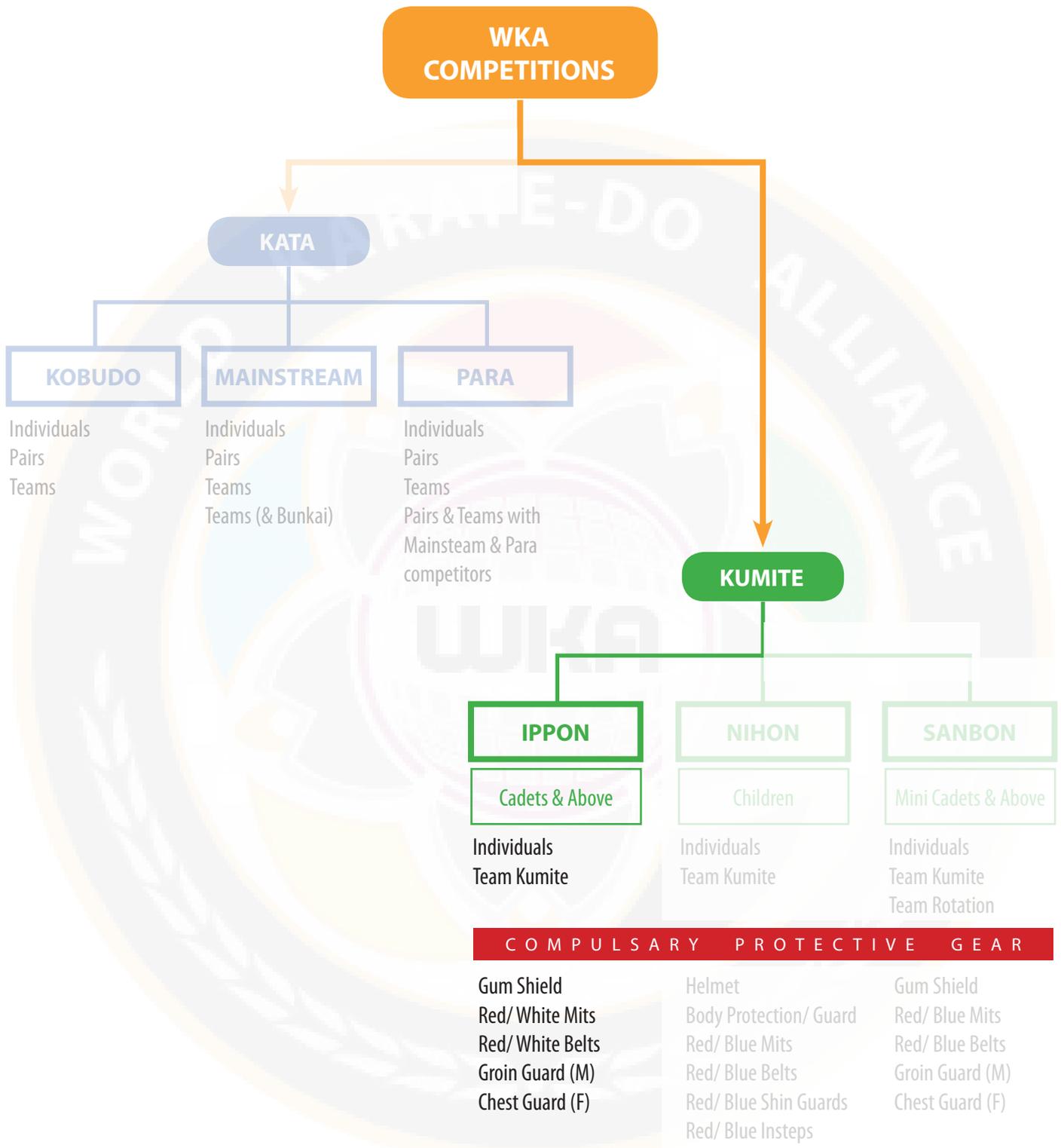
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Fig. 1.01 - Competition Kata and Kumite Structures



## 1. COMPETITION STRUCTURE

### 1.01 General Information for Shobu Ippon Kumite Competition

- 1.01.1 Competitions are divided into 2 major sections: Kata and Kumite, as shown in Figure 1.01.
- 1.01.2 The KUMITE Competitions are divided into 3 Sections: Shobu IPPON, Shobu Nihon, and Shobu Sanbon.
- 1.01.3 This document focuses on the Shobu IPPON categories and Rules.
- 1.01.4 The term 'bout' refers to an individual fight between two competitors.
- 1.01.5 Match is the total of all bouts between the members of two teams.
- 1.01.6 The term 'round' refers to a discrete stage which leads to the eventual identification of finalists.
- 1.01.7 Shobu Ippon is open to Cadets, Juniors, Seniors and Veterans, and is divided into the Individuals and Team Kumite Categories.
- 1.01.8 Each bout in Shobu Ippon Categories is stopped when scores reach 1 Ippon (or 2 waza-ari).
- 1.01.9 The Compulsory equipment for Shobu Ippon Kumite includes Gum Shield, White and Red mitts, White and Red belts, Groin guard for males and chest guard for females. Shin guards and insteps are NOT allowed.
- 1.01.10 Groin guards and chest guards must be worn underneath the Karate-Gi.
- 1.01.11 Gum shields MUST be white or transparent.
- 1.01.12 Sport glasses and contact lenses can be worn during kumite at the competitor's own risk. Spectacles (glass or hard plastic) are NOT allowed.
- 1.01.13 For all kumite Categories, one's own grade belt will not be used. Red (Aka) and White (Shiro) will be used for all Shobu Ippon Kumite categories.
- 1.01.14 For Shobu Ippon Individual and Team Kumite, there are 3 categories of warnings/ penalties. These are Atenai, Mubobi, and Jogai. Shikkaku refers to disbarment from the whole tournament.

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- 1.01.15 The '4-Flag System' will be used by the Refereeing Panel for all categories of Shobu Ippon Kumite. This system involves a Central Referee, 4 corner Judges, and the Kansa (Judge as a match supervisor near table officials; seated on the right-hand side of the starting position of the Central Referee).
- 1.01.16 Coaches (in uniform, not in Karate-Gi) of competitors will sit facing the table officials however, taking videos or interrupting fights is prohibited.
- 1.01.17 The 15 seconds signal (by a gong, buzzer, or whistle) before bout ends, referred to as Atoshi Baraku, will be announced during all bouts in all categories of Shobu Ippon Individual and Team kumite.
- 1.01.18 Both Individual and Team Kumite Categories are divided into two: (a) Females and (b) Males.
- 1.01.19 The duration of a bout is 2 minutes running time, in which case the clock is stopped only when the Central Referee announces 'Time'.
- 1.01.20 Individual categories are divided by age and weight.
- 1.01.21 Team categories are divided by age.

## **1.02 Starting and finishing a Category**

- 1.02.1 It is very important that every coach knows what happens at the start and end of every category to prepare competitors prior a competition. This helps in reducing unnecessary stress and that feeling of 'being lost'.
- 1.02.2 The Start of a Category:
- (a) All competitors are called and lined up by a member of the Refereeing Panel. Name tags are collected and checked.
  - (b) Any competitor who is not present on the tatami area will be called twice on the microphone. If there is still no sign of the competitor towards the end of the round, competitor will be declared KIKEN (renunciation).
  - (c) Once lined up, all competitors are checked for any irregularities (jewelry, piercings, metal hair clips, long nails, long trousers, rolled up sleeves, bandages, etc.) by members of the Refereeing Panel. If presentation does not conform to the rules, competitor is given 1 minute to redress.
  - (d) Members of the Refereeing Panel line up facing competitors.
  - (e) Central Referee announces \*Shomen ni Rei, and Refereeing Panel together with competitors on the tatami turn to bow towards main table (front).
  - (f) Central Referee makes the second announcement of \*\*Otogai ni Rei, where members of the Refereeing Panel together with competitors resume their original position and bow towards each other.
  - (g) Central Referee takes one step back; Refereeing Panel turns towards him/ her, and they exchange bows.
  - (h) Members of the Refereeing Panel proceed to their positions on the tatami, while competitors break their line and sit down.

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- (i) The Central Referee, Kansa, and all 4 Judges find their places, and the first two competitors are called. Colour of belt (Aka/ Shiro) is called first, followed by the name of the competitor. Aka is always positioned on the right-hand side of the Central Referee.
- (j) Coaches' name tags are collected by a member of the Refereeing Panel prior start of each bout and handed back after. The coaches sit facing the Central Referee and table officials.

### 1.02.3 The End of a Category

- (a) On completion of every category, competitors are asked to line up and winners are announced. On being called, winners step forward and bow.
- (b) After all winners have been announced, the bowing ceremony at the end of the category initiates with the announcement of Otogai ni Rei and all competitors bow towards Refereeing Panel. The second announcement is Shomen ni Rei, where everyone turns and bows towards the main table.
- (c) Refereeing Panel exchange bows once again as per 1.02.2 (g).
- (d) Name tags are redistributed, and winners are ushered to the podium for medals.

*\*Shomen ni Rei – meaning 'face front', everybody bows to the front, showing respect to Tradition and History.*

*\*\*Otogai ni Rei – meaning 'bow to others', showing respect to all.*

## 1.03 Starting and Finishing a Bout

### 1.03.1 The Start of a bout:

- a) *When the Central Referee announces "Aka/ Shiro – Nakae", the Central Referee, and the 2 competitors enter the tatami.*
- b) *After the Central Referee ensures that all 4 Judges, both competitors, table officials, and Kansa are all prepared, he/ she announces "Shobu Ippon - Hajime", and the two competitors initiate the fight. At this instant, one of the table officials (timekeeper) starts the stopwatch.*
- c) *When the Central Referee calls "Yame" (Stop), the two competitors stop their fight and resume to their original position, but the Timekeeper does not stop the clock.*
- d) *On the command of "Tsuzukete Hajime" (Resume fighting), both competitors are expected to resume fighting. Atoshi Baraku will be announced 15 seconds before bout ends.*

### 1.03.2 The end of a bout:

- (a) When time is up, or when a total score of 1 IPPON is reached, command given is "Yame". This command is followed by another command of "Soremade" (End of fight), after which, the Central Referee moves towards the Kansa to verify the scores and announce the decision taken.

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- (b) The winner is announced by colour: Aka/ Shiro “No Kachi”, and both competitors bow towards Referee and towards each other before exiting the area, while coaches collect their name tags.

#### 1.04 Flags, Ties, and Criteria

##### 1.04.1 Showing of Flags during a bout:

- (i) 1 flag raised in favour for Aka or Shiro – point is given if centre referee is in favour.
- (ii) 2 flags raised in favour for Aka or Shiro – point is given if centre referee is in favour .
- (iii) If 3 or 4 flags are raised in favour for Aka or Shiro – point is given.

##### 1.04.2 Tie Situations in Individual Kumite:

- (a) In the case of a tie in Individual Kumite bouts, where there are NO scores (that is, 0 – 0) or the score is a Waza-ari each at the end of a bout, the Central Referee announces Hikiwake” (Draw), after which he/ she announces ‘Hantei’ and blows the whistle.
- (i) If 2 flags are raised in favour of Aka and 2 flags are raised in favour of Shiro, the Central Referee announces his/ her decision as either ‘Aka no kachi’, ‘Shiro no kachi’, or ‘Hikiwake’ (Draw).
- (ii) In the case that the Central Referee announces Hikiwake, competitors must fight again, and Referee announces ‘Sai Shiai’. In this 2-minute rematch, warnings/ penalties are not carried forward.
- (iii) If the tie persists at the end of the Sai Shiai, the Central Referee will announce Hantei, and flags are raised for Aka or for Shiro.

##### 1.04.3 Criteria for Hantei in an Individual Kumite bout:

- 1. In the case of Ties in individual Kumite bouts, Hantei is taken based on the criteria shown below and flags are raised for the best fighter.
  - (a) The ability and skill shown in techniques during the bout.
  - (b) Zanshin, fighting spirit and fighting attitude.
  - (c) The strategy used.
  - (d) Fair play.
  - (e) The number of attacking moves.
  - (f) The total number of warnings/ penalties.
- 2. In the case where one competitor has 1 Waza-ari and Atenai Chui, and the other has no point and no warning, Hikiwake may be considered.

## 2. SCORING AND WARNINGS/ PENALTIES

### 2.01 Scoring and Non- scoring Areas

2.01.1 The following are the scoring areas:

- 1) Head
- 2) Sides of the neck
- 3) Chest and back (excluding the shoulder blades)
- 4) Abdomen
- 5) Sides (from beneath arm pits downwards, till above hip bone)

- (a) It is Forbidden to attack the throat, back of the neck, and groin area.
- (b) All other Parts of the body NOT mentioned in this section fall under the non-scoring areas.

### 2.02 Warnings and Penalties

2.02.1 The three categories of warnings and penalties are:

- (a) Atenai
- (b) Mubobi
- (c) Jogai

2.02.2 Each Category is subdivided into 3:

1. Atenai – Atenai Chui – Atenai Hansoku
2. Mubobi -Mubobi Chui – Mubobi Hansoku
3. Jogai -Jogai Chui – Jogai Hansoku

2.02.3 Penalties can be skipped and can be imposed directly according to the severity of the foul (e.g Atenai Chui can be imposed on the first foul done).

2.02.4 If a competitor is given either 3 penalties (that is; all 3 Atenai, or all 3 Mubobi, or all 3 Jogai), or reaches the third penalty of any of these 3 categories, he/ she will be disqualified (Hansoku).

2.02.5 The Atenai, Mubobi, and Jogai Categories are separate and do not cross-cumulate.

## 2.03 ATENAI

2.03.1 The Atenai Category includes all actions in which attacking techniques:

- (1) Make excessive contact on the opponent, irrelevant of whether the point of impact is a scoring area.
- (2) Are prohibited techniques.
- (3) Make contact on forbidden parts of the body.
- (4) Make contact on joints and other non - scoring areas.
- (5) Are uncontrolled and which exceed past or over a target.

2.03.2 The following techniques are Prohibited:

- (a) Open hand techniques to all parts of the body especially the face, neck, and throat.
- (b) Hiza geri (knee strikes), Empi uchi (elbow strikes), Atama uchi (Head butt strikes), Flying/ jumping kicks (mae tobi geri, tobi yoko geri), and Uraken uchi.
- (c) Dangerous leg sweeping techniques (Ashibarai) which land high on the leg and may cause knee injury.
- (d) Dangerous throws (no safe landing for opponent).
- (e) Kakato geri (dropping heel kick).
- (f) Maegeri Jodan (maegeri to the face or head).

2.03.3 Joint areas include the wrists, elbows, shoulders, hip joints, knees, and ankles.

2.03.4 If, however, a controlled mawashi geri lands on the shoulder blades (which is not a scoring area) of the opponent, attacker will not be penalized, and technique is not a score.

## 2.04 MUBOBI

2.04.1 Mubobi; any situation where the competitor shows a lack of regard for his/ her own safety or integrity (e.g., attacking with an unguarded head in front, exposing his/ her back, not maintaining zanshin (focus) on target before/ during/ and after attack.

2.04.2 Time wasting; instances where competitor 'refuses' to fight by running away from opponent, constantly interrupts bout (e.g., putting up hand due to loosely tied gloves/ belt), and unnecessary body contact/ or grabbing opponent without an immediate follow up technique are all penalized as Mubobi.

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- 2.04.3 Unfair play; faking injuries and any other exaggeration/ theatrical behaviour (e.g., over-reacting to light contact), is also penalized as mubobi.
- 2.04.4 Disrespectful behaviour of competitor/s (or coach); refusal to cooperate with Referee, throwing gloves, shouting, answering back, foul language, all negative reactions which show disrespect. Repeated disrespectful behaviour will eventually result in Shikkaku.

## **2.05 JOGAI**

- 2.05.1 Jogai; when a competitor touches the floor outside the competing area with any part of the body. This does not apply in the case where a competitor is pushed.
- 2.05.2 Jogai is given when competitor steps outside match area to avoid his/ her opponent's attacks or as a deliberate act.
- 2.05.3 In certain situations, Jogai penalty is given or not given depending on when Referee calls yame and on the time-up bell.

## **2.06 SHIKKAKU**

- 2.06.1 Any disrespectful behaviour shown by a competitor, will result in the expulsion of that individual from the category, following which a record of behaviour is taken and the relevant Name Tag is marked accordingly. Repeated disrespectful behaviour will eventually result in Shikkaku; that is; disqualification from WKA tournaments.
- 2.06.2 The mentioned disrespectful behaviour also includes that of the coaches. If any coach or member of any team does not follow orders, makes obscene/ offensive gestures, threats, uses foul language, shows aggression, to any member of the Refereeing Panel/other competitors/ or coach, or acts maliciously during a bout, Shikkaku will be announced.
- 2.06.3 Any competitor receiving Shikkaku, will lose all placings won in that Category and will NOT be awarded any medals.

## **2.07 Scoring IPPON or WAZA-ARI**

- 2.07.1 An Ippon is awarded when a precise and powerful controlled technique lands with perfect timing and good form, at the correct distance, on an opponent while zanshin is maintained throughout the whole action. Technique must also reflect a good sporting attitude (no malicious intentions).

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- 2.07.2 Precise and Powerful controlled techniques are those attacks which hit the scoring area with controlled explosiveness with no damage inflicted on opponent.
- 2.07.3 Examples of Perfect timing: when an attack is delivered exactly as the opponent starts to move towards attacker; when an attack is delivered immediately as the opponent loses balance.
- 2.07.4 Good form refers to the correct execution of the technique.
- 2.07.5 Correct distance is the distance in which the executed technique can be performed in good form.
- 2.07.6 Zanshin is the focus of the competitor before his/ her attack, during the attack, and after the attack; zanshin must be maintained.
- 2.07.7 Good sporting attitude is when attacker has no malicious intentions of hurting opponent despite the pressure to win.
- 2.07.8 More examples of effective techniques, displayed with the above-mentioned characteristics, that deserve to be awarded an IPPON are:
- (a) Effective Jodan Geri techniques (must be executed with total control).
  - (b) Effective attacks delivered on the undefended scoring areas with delayed or no reaction from opponent.
  - (c) Effective attacks delivered on opponents who turned their back to their attackers. If technique lacks any of the mentioned criteria, it will not be awarded an Ippon. If technique is too weak, it may not be scored at all.
  - (d) When a combination of effective consecutive techniques is delivered on opponent (that is, if each technique on its own would have merited a Waza-ari).
- 2.07.9 A Waza-ari is awarded for a technique almost comparable to that needed to score an IPPON, as explained above.

### **3. THE COMPETITOR**

#### **3.01 Presentation on Tatami**

- 3.01.1 The competitor's Karate -Gi must be white and clean.

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- 3.01.2 Female competitors must wear a white T-shirt underneath the Karate-Gi jacket. Male competitors are not allowed to wear anything under the Karate-Gi jacket.
- 3.01.3 Karate-Gi jacket and pants may include the manufacturer's brand/ logo and a discreet trademark logo with no additional stripes or decorations.
- 3.01.4 The competitor's Karate-Gi Jacket may display the following advertising items (Refer to Figure 1.02):
- National Country badge [Maximum area covered is 10 square centimetres (cm)] on the right side of the chest.
  - The Club/ Federation Logo on the left side of the chest.
  - One sponsorship logo (Maximum size of 30 cm x 15 cm) on the back of the Karate-Gi jacket, at shoulder height.
  - WKA Logo at the edge, on the lower right side of the Karate-Gi jacket.
- 3.01.5 When tightened with the belt, the jacket must be of an overall length that it covers the hips and the backside, but it must not reach the knees.
- 3.01.6 Once tied, both ends of the belt must be equal in length and must not reach the knees. This applies only at the start of each category, as during bouts, initial appearance cannot be maintained.

**Figure 1.02** - Competitor's Karate-Gi Jacket – Front and Back



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- 3.01.7 The jacket sleeves may cover the wrist bone where gloves are tied but must not be longer than the wrist bone.
- 3.01.8 The trousers must be long enough to cover two-thirds of the shin but not too long that its hem touches the tatami. Trousers must not be rolled up, neither from the inside, nor from the outside.
- 3.01.9 During bouts (both individual and Team categories), competitors must wear red or white belts as requested by the Refereeing panel.
- 3.01.10 Women can wear a white hijab, long white sleeves (Figure 1.03), white jeggings (not shown), due to Cultural/ Traditional or Religious beliefs. Headbands, bandana, hachimaki (Japanese head bands), or any type of hairclips are not allowed.
- 3.01.11 Competitor's fingernails must be short (and clean), such that no injuries are incurred.

**Figure 1.03** - Hijab/ T-shirt/ Long sleeves/ Jeggings



- 3.01.12 Competitor must not wear any jewelry, earrings, facial or tongue or any body piercings, amulets, wristbands, watches, or any metallic objects on his/her body.
- 3.01.13 Competitors with medical issues who need to have a medical app on their body are to provide a certificate from their doctor as proof to show during competition and will wear these during bouts at their own risk.
- 3.01.14 Before all bouts, hair must be clean and neatly tied or set such that it does not obstruct vision or cover any parts of the face. Any head covering (3.01.10) must be securely fixed before bouts.
- 3.01.15 Spectacles are not allowed during bouts. Contact lenses and Sport plastic glasses are allowed at the competitor's own risk.
- 3.01.16 Heavy make-up in the case of female competitors is not allowed as competition is not a beauty contest.

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- 3.01.17 Any bandages or support can be worn if presented with the doctor's certificate. Certificate must be typed to be legible and must briefly explain the medical condition of the competitor. If bandage/ support is visible, this must be white or skin colour.
- 3.01.18 Compulsory equipment is to be worn before competitor presents him/ herself on tatami.
- 3.01.19 If competitor does not present him/ herself as explained in this Section, he/ she will be allowed 1-2 minutes to change, otherwise, decision will be KIKEN (renunciation).
- 3.01.20 If any disrespectful behaviour is shown by the competitor, he/ she will be expelled from the category and record of behaviour taken. Repeated disrespectful behaviour will eventually result in Shikkaku, as already explained in previous paragraphs.

### **3.02 Etiquette**

- 3.02.1 Karate begins with courtesy and ends with courtesy. The competitor must always show respect.
- 3.02.2 When called, competitor is expected to bow towards the Central Referee before stepping onto the tatami area and bow again after finding his/her place on the tatami.
- 3.02.3 Competitors must show respect towards their opponent both before and after bouts.
- 3.02.4 The competitor is expected to bow again before exiting the tatami area. Competitor's back is never given to the central Referee, as this shows disrespect.
- 3.02.5 Team categories, the same etiquette is expected.
- 3.02.6 All competitors must remain present on the tatami till end of category unless called by another Referee to another tatami.
- 3.02.7 In the presence of an injury, when the medical officer is called, competitors and coaches are not allowed on the tatami unless requested by the Refereeing panel.
- 3.02.8 During medical examination on the tatami, any offence or inappropriate gestures by the coaches will not be tolerated. Such behaviour will be penalized and may also result in Hansoku.

## **4. THE COACH**

### **4.01 The Competitor's Role Model**

- 4.01.1 The Coach is responsible for his/ her competitors.
- 4.01.2 Etiquette applies also to Coaches as they are their students' role models.
- 4.01.3 Coaches must wear their National/ Club uniform (polo/t-shirt & tracksuit). Tracksuit must display the name of their Club/ Federation and tracksuit jackets must not be worn around the waist. As with competitors, coaches will be given 1-2 minutes to change if appearance does not conform to the rules.

- 4.01.4 Name tags must be always worn, and any coach without one will be asked to leave the tatami area. Coaches are expected to cooperate and lead by example.
- 4.01.5 Coaches will sit on chair provided on the tatami when their student is competing, but are not allowed to interfere, or take videos, or interrupt without permission.
- 4.01.6 Only 1 coach for each competitor (or team) can be present on the chair provided and he/she must be always seated.
- 4.01.7 The Points assigned by the Refereeing Panel are Final and are not contested; that is, questioned or argued over.
- 4.01.8 Coaches are Not WKA Referees, so they are expected to perform the duty of a competent Coach, who encourages his/ her students to give their best, be polite, view success as well deserved and view any defeat to improve, without any unnecessary shouting.
- 4.01.9 A competent coach can identify the weaknesses of his/ her students during their performance and can better guide his/ her students to improve for their next performance. A positive attitude always yields better results.
- 4.01.10 Coaches are not allowed to interrupt the Table Officials.
- 4.01.11 If a coach is concerned about whether his/ her student is called or not, before any category, he/ she is to approach the Main Table respectfully (bow) and provide the name of the competitor.
- 4.01.12 Any disrespectful behaviour from any coach will result in immediate dismissal by the security from the competition area.
- 4.01.13 A coach must keep in mind that his/ her behaviour will influence his/ her competitors' performance.

## **5. SHOBU IPPON TEAM KUMITE**

### **5.01 Procedures and Rules**

- 5.01.1 The team will be composed of 3 competitors and 1 reserve, however, at the beginning of each match, only the 3 team members will line up in the match area.
- 5.01.2 Teams which do not have 3 competitors at the start of the first round will not be allowed to compete but will be declared Kiken.
- 5.01.3 Only one reserve is allowed per team, and s/he may be substituted for an injured team member from the second round onwards.
- 5.01.4 Prior every Team match, the coach must hand in the fighting order of the team members to the table officials. The fighting order can be changed for each round, but once notified, it cannot be amended.

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5.01.5 An example of the fighting order is shown in Figure 1.04. Both number and name must be shown in the fighting order sheet.

**Figure 1.04 – Fighting Order**

Name of Team: _____		Category: _____		
Competitors' Numbers/ Name	Round 1	Round 2	Round 3	Round 4
5601	1			
5114	2			
4902	3			

5.01.6 If coach does not notify Refereeing Panel about change in fighting order (before commencement of round), the team will be disqualified.

5.01.7 Matches between the individual members of each team will be held in a predetermined order.

5.01.8 If during a round, a team member is injured, and substitute is already part of the team, the competition Doctor confirms that the competitor is unfit/ unable to continue, the team will be allowed to continue competing in that category with only 2 competitors.

5.01.9 If a team member is disqualified (Hansoku) or withdraws voluntarily (Kiken) during a team match, the opponent's score will be counted as Ippon.

5.01.10 The disqualified competitor (by Hansoku or Kiken), will keep the score registered at the time of disqualification.

## **5.02 The Winning Team**

5.02.1 Identifying the winning team:

- (a) The winner of every team match is determined by the results of individual matches.
- (b) Any victory through Hansoku or Kiken of the opponent will be counted as Ippon while the disqualified or withdrawing fighter will keep the scores registered at that moment.
- (c) In the case of Kiken or Disqualification of a team, the opposing team's score will be set to Ippon.
- (d) The criteria for deciding, which is the winning team, in descending order of importance, is as follows:
  - (1) The number of wins.
  - (2) The greatest number of Ippon.
  - (3) The total number of waza-ari.
  - (4) The least total number of warnings/penalties.
  - (5) If all the above are equal, an Extra match (Sai Shiai) is held. The final competitors are selected by their relevant coaches.

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5.02.2 If there is still no score, winner is announced by Hantei, in which case it is either 'Aka no kachi' or 'Shiro no Kachi'.

### 5.03 Categories for Individual and Team Kumite

5.03.1 The Females and Males Age categories for Cadets to Seniors are shown in Tables 1.01, while that for the Veterans' is shown in Table 1.02.

**Table 1.01 – Age Categories for Cadets to Seniors**  
*Males and Females*

CADETS A	CADETS B	JUNIORS	SENIORS
14-15 years	16-17 years	18-20 years	21-35 years

**Table 1.02 – Veterans' Age Categories**  
*Males and Females*

VETERANS	A	B
AGE	36-40 years	≥41 years

5.03.2 The weight categories for both males and females for Cadets (A and B), Juniors, Seniors, and Veterans are shown in Table 1.03.

**Table 1.03 – Shobu Ippon Individual Weight Categories**

GENDER	WEIGHT CATEGORIES (kg)				
	Cadets A	Cadets B	JUNIORS	SENIORS	VETERANS
<b>Male</b>	<55, <65, <75, >75		<65, <75, <85, >85		Open
<b>Female</b>	<50, <55, <60, >60		<55, <60, <65, >65		Open

5.03.3 The weight categories for Cadets A are the same as those for Cadets B. Similarly, the weight categories for the Juniors are the same as those for the Seniors. Only the Veterans have 'Open weight' categories.

5.03.4 Table 1.04 shows the team age categories. All age categories are Open weight.

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**Table 1.04 – Shobu Ippon Team Age Categories**

	<b>CADETS A</b>	<b>CADETS B</b>	<b>JUNIORS</b>	<b>SENIORS</b>	<b>VETERANS</b>	
AGE	14-15 years	16-17 years	18-20 years	21-35 years	36-40 years	≥40 years
WEIGHT	Open	Open	Open	Open	Open	Open

#### **5.04 Injuries, Accidents, and Decisions taken**

- 5.04.1 Central Referee calls the medical staff on the tatami for any injury that requires immediate medical attention.
- 5.04.2 Decisions related to injuries, accidents, or the physical conditions of competitors, however, are taken only by the medical staff present on the tatami.
- 5.04.3 Any faking of injury may result in immediate disqualification.
- 5.04.4 If the competitor suffers a minor injury which is deemed by the medical staff that it is not serious enough to disable him/ her from continuing the match, but the competitor refuses to continue (or requests permission to quit the match), he/ she will lose the fight by KIKEN.
- 5.04.5 If the competitor suffers an injury which is considered disabling by the medical staff, or is considered unfit to continue the match due to certain physical conditions, either of the following decision is taken:
- (a) If the competitor’s injury is ascribable to his/ her opponent, he/she will be declared winner since opponent would be disqualified.
  - (b) If the competitor’s injury is not ascribable to his/ her opponent, he/she will lose the fight.
- 5.04.6 In the case of 5.04.5 (a), the competitor must be accompanied by a member of the Refereeing panel to the medical staff for a second visit. Competitor needs a written permission from the medical staff to be able to fight again if he/ she has more categories to compete.
- 5.04.7 It is the duty and responsibility of the competitor to inform the Refereeing panel about any previous injuries on the day before the start of any match or bout.
- 5.04.8 For the safety of all, an injured competitor will not be allowed to continue a Round if medical staff do not allow it, irrespective of any excuses brought by the coach or by injured competitor him/ herself.
- 5.04.9 If competitor fails to inform the Refereeing panel of his/ her previous injuries on the day, but he/ she is observed by the refereeing panel to be unstable, the Central Referee has the right to call the medical staff to examine the individual before he/ she is allowed to continue.

... Continued

5.04.10 Depending on the medical staff's decision, the competitor will or will not be allowed to participate.

5.04.11 No points will be awarded if competitor injures his/ her opponent, irrespective of how minor the injury is.

5.04.12 In the case of two competitors who are both declared unfit to continue by the medical staff due to previously incurred injuries, or injuries not ascribable to either competitor, the result of the match will be as follows:

- (a) The fight is won by the competitor who scored Waza-ari.
- (b) If the scores are equal (0-0, W-W), the winner is the one with least total number of warnings/ penalties.
- (c) HANTEI is taken if (b) is also equal for both.

5.04.13 Section 5.04.12 applies also in the case where both competitors quit the match.

## **6. TERMINOLOGY, MEANINGS, GESTURES, & FLAG SIGNALS**

6.01 Table 1.05 shows the terms used by the Central Referee during Ippon Kumite.

... Continued

**Table 1.05 - Terminology**

TERMS		MEANING
1	AIUCHI	Simultaneous scoring – no points awarded
2	AKA/ SHIRO no Kachi	Red/ White wins
3	ATENAI	First penalty for excessive contact and/or dangerously uncontrolled techniques within fighting distance.
4	ATOSHI BARAKU	A little more time left (= 15 seconds)
5	AWASETE IPPON	Two waza-ari recognized as 1 Ippon
6	CHUI	Final warning
7	HANSOKU	Disqualification
8	HANTEI	Judgement
9	HAYAI	First to score (quickest)
10	HIKIWAKE	A draw
11	IPPON	One Point
12	JOGAI	Exit from the fighting area
13	KIKEN	Renunciation
14	MAAI	Bad distance
15	MOTONOICHI	Return to original position
16	MUBOBI	Defenseless behaviour
17	NAKAE	Enter the tatami
18	NUKETE IMASU	Missed target
19	SAI SHIAI	A new match
20	SHIKKAKU	Disbarment from the championships/ tournament/ competition
21	SHOBU IPPON HAJIME	Start (the fight)
22	SHOBU HAJIME	Start the extended time
23	SHUGO	Judges called
24	SOREMADE	End of fight
25	TORIMASEN	Not acceptable as a score
26	TSUZUKETE	Continue fight
27	TSUZUKETE HAJIME	Restarting the fight
28	UKE IMASU	Technique blocked
29	WAZA-ARI	Half point
30	YAME	Temporary halt of the fight

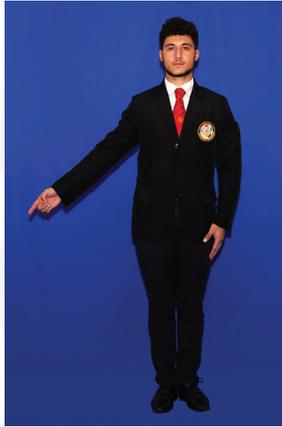
## 6.02 Referee's Gestures

Figure 1.05 shows the Referee's gestures used during kumite matches. Figure 1.06 shows the Flag signals made by the corner judges. The competitor must recognize these gestures to better understand and improve his/ her fighting skills and strategy.

*Figure 1.05 - Referee's Gestures*



SHOBU - HAJIME



JOGAI



ATENAI (AKA)



ATENAI (SHIRO)



YOWAI



MAAI



UKE IMASU



NUKETE IMASU



HAYAI (SHIRO)



UNCONTROLLED



TIME WASTING

... Continued

Figure 1.05 - Referee's Gestures



AIUCHI



SOREMADE



SHUGO



YAME



TZUZUKETE - HAJIME



TORIMASEN



HIKIWAKE

... Continued

Figure 1.05 - Referee's Gestures



KIKEN



NO KACHI



ATENAI CHUI



ATENAI HANSOKU



WAZA-ARI



IPPON

... Continued

*Figure 1.05 - Referee's Gestures*



SHIKKAKU



MUBOBI

### 6.03 Corner Judges' Flag Signals

Corner Judges' Flag signals are like hand gestures. The flags are just an extension of the hand. It is the colour of the flag which indicates fouls incurred and points given. Figure 1.06 shows the flag signals given during individual and team kumite.

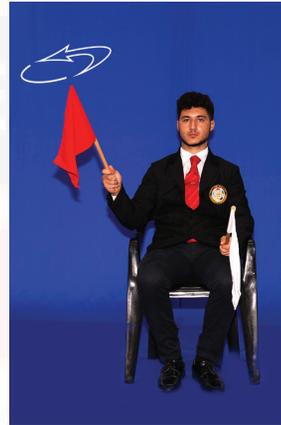
Figure 1.06 – Flag Signals



AIUCHI



ATENAI



CHUI



HANSOKU



HIKIWAKE



IPPON



JOGAI



MAAI



MIENAI



NO KACHI



UKE IMASU  
Flags touching



NUKITE IMASU  
Flags not touching



WAZA-ARI

