



CZECH SHINKYOKUSHINKAI
ČESKÁ ASOCIACE SHINKYOKUSHINKAI-OYAMAS KARATE
(Czech Shinkyokushinkai Oyamas karate association)
MEMBER OF WKO
(AKO)



WKO and AKO CR

SHINKYOKUSHIN KARATE

COMPETITION RULES

UPDATED
-2018-

WKO and AKO CZ SHINKYOKUSHIN KARATE COMPETITION RULES

GENERAL PART.

Num. 1. ORGANIZATION OF THE KARATE TOURNAMENT.

1. A karate tournament may include kumite or kata competition. The kumite competition can be further divided into team matches and individual matches. Individual fights can be further divided into weight categories and categories without difference in weight. Fights in weight categories are divided into matches. The term match also refers to individual kumite competitions between pairs of competing team competitors.
 - a) TOURNAMENT - in **karate**
 - b) COMPETITION - **kata**
 - c) MATCHING – teams
- individuals
 - d) CATEGORIES - pupils, adolescents, juniors, seniors - women
- men

- b) COMPETITION - in **kumite**
- c) MATCHING - teams
- individuals
- d) CATEGORIES - pupils, adolescents, juniors, seniors
- WEIGHT CATEGORIES – women
- men
- WITHOUT WEIGHT DIFFERENCE - women
- men
- e) MATCH

Num. 2. ORGANIZATION OF JUDGES ON KARATE TOURNAMENT.

2.1. Head Referee

Rights (in consultation with the Competition Director):

- adjust the start of the competition if the place, equipment or people do not comply with the rules
- **Do not allow the opening of a competition unless the doctor is present**
- cancel the competition in weight categories when one or two competitors are present
- change the time sequence of the competition when required by the course of the matches. This must be announced in time to the competitors and coaches
- not allow competitors which do not comply with the rules or regulations to start
- interrupt the competition when the behavior of competitors, coaches, officials or spectators so requires. When it is not possible to restore order, it may be ordered to end the competition
- exclude a competitor(s) from the competition of a coach who has seriously violated the rules or behaves rudely during the competition. Its result is nullified, in case of placement this is not declared and its the place will remain unoccupied.
- replace judges in case they make serious mistakes, behave recklessly or are unable to fulfill their duties
- change the panel of referees

Responsibilities:

- Check the location and readiness of the competition
- Check the condition of the tatami and the equipment
- to closely monitor the course of the competition and to decide on the issues
- In case of a protest, investigate and decide immediately
- specify the activities of the judges before the competition and evaluate them at the end
- manage the judges' activities during the competition
- in the case of K.O. to the head, note this in the BUDO PASS of the competitor in the medical department of inspections (write the fact K.O. to the head, date and sign)
- check if the boards intended for tameshiwari comply with the rules
- informs and guides the doctor before and during the tournament

2.2. Main Referee (SHUSHIN)

Tasks:

- check the tatami before the match if it complies with the rules, in case of defects it must be removed by the organizer of the competition. When they don't respond, they report it to the main referee
- is fully responsible for the course of the match
- make sure that there are no spectators, photographers or other persons near the tatami that could disrupt the course of the match or injure the competitors
- starts and finishes the match, announces the extension of a match
- at the beginning of the match stands on the marked spot (preferably facing the Arbiter table)
- the obligation is to have dirty and colored karate-gi replaced with clean and white
- announces possible interventions, warnings and penalties (even after the match)
- in case of injury, summons the doctor of the competition. At the discretion of the doctor, he shall continue or end the match
- if necessary, prompt the timekeeper to stop timing
- monitors the course of the match so that it has the best possible view, but does not hinder the movement of competitors
- at the instruction of the timekeeper finishes the match
- is obliged to take into account the signals of judges by majority vote
- may submit proposals to the Chief Referee to disqualify a competitor who deliberately and seriously violates the rules
- The power of the Referee is not limited only to the fighting area (tatami) but also to its surroundings

Note: When a contestant who has a relation to the referee (eg. his / her own student) comes into the match, he / she can request a replacement in the shushin panel, who decides on a possible replacement in the panel.

2.3. Corner Referee (FUKUSHIN)

- sitting on a chair in the corner of the fighting area (5 referees system)
- they have a red and white flag and a whistle on their neck. Only with the help of flag and the whistle signals helps to manage the match with the referee
- at the command of FUKUSHIN SHUGO, he puts the wound flags on a chair and bypasses the field to arrive at the arbitrator
- answers the questions of the referee factually and briefly

2.4. Arbitrator (KANSA)

- keep a written record of the course of the match (in particular, record the names of competitors, points awarded, warnings, penalties and the outcome)
- controls the work of the timekeeping
- where the decision is incompatible with the rules or there is a serious administrative

- omission, draws the attention of the referee
- informs the referee at the end of the match on the state of the match (points, penalties)
 - supervises weighing and records its results

Num. 3. FIGHTING AREA

- 1) **The match area must be flat and safe.** The surface can be tatami, parquet or linoleum. It is forbidden to organize competitions on stone or concrete.
There may not be any objects near the competition area that would endanger the health of competitors who are away from the competition area at the time of the match.
- 2) The match area shall be an 8-meter square and 1 more meter on every side for safety.
- 3) **AKA (red) and SHIRO (white)** positions are marked with a 1 m long tape 1.5 m away from the center of the fighting area to opposite sides. The SHUSHIN position is marked with a tape 0.5 m long 2 m from the center of the fighting area.
- 4) **Equipment:** There must be one chair with a red and white flag for each referee in each corner of the fighting area and in the security zone. There must be a table and a chair for the scorer and timekeeper on the side of the Main Referee. The scorer and the timekeeper must have writing utensils a stopwatch, a gong (or whistle) and a red cushion (or glove) to be able to signal the end of the match by throwing it to the Referee's feet at the end of the match. On the AKA side there must be a red ribbon with a minimum length of 70 cm and a width of 4 cm.

Num. 4. OFFICIAL DRESSCODE

- 1) **Competitors** are required to wear white karate-gi without stripes or other patterns. The length of the sleeve must extend below the elbow by at least 4 cm. The trousers must be long enough to cover at least two thirds of the calf. It is forbidden to sew pockets from any side. There can be no hidden object (button, clips) on it. The competitor wears a belt (obi) of color matching of his/her technical maturity and must be of such length to be able to wrap around the competitor's waist twice and that the both ends go over by at least 15 cm on each side from the knot. Sleeves or trousers must not be rolled up. In addition, women must wear a white T-shirt under their coat.
- 2) The competitor must have short nails and must not wear or have any metal or any other object that could hurt the opponent. Hair pins and hair clips are prohibited in kumite matches. Ribbons and other ornaments are prohibited.
- 3) The club sign can have a maximum size of 10 x 10 cm and is placed on the left sleeve.
- 4) The state emblem may be worn only by the representatives on the left sleeve.
- 5) Advertising signs may only be placed on the back of a karate-gi. If the organizer uses starting numbers he has the right to use his advertising on the number.
- 6) If a contestant arrives incorrectly to the fighting area, he / she will not be disqualified immediately but will be given one minute to remove any deficiency.

- 7) The Referee shall wear long black pants, a blue shirt with short or long sleeves and a white (yellow) bow-tie. And carry a whistle and writing utensils.
- 8) The commission of Referees may exclude any official or competitor who fails to comply with these regulations.

Num. 5. AGE AND WEIGHT CATEGORIES, MANDATORY PROTECTORS

Age means the achieved age in the whole calendar year.

For example, if a competitor has 10 years of competition on June 25, 2018 from January 1, 2018 until December 31, 2018 in the 10 year category.

The so-called "alternate start" is allowed for youth and junior categories. An athlete's alternate start is a form of start in the next higher (age) category, even if he / she has not reached the required age on the day of the tournament. The permission can be obtained with the approval of the competitor and his trainer. It is valid for one competition season.

5.1. PUPILS

Category:	Age:	Weight:
1A. Mini boys	6-7 years	-25, + 25 kg
1B. Mini girls	6-7 years	-25, + 25 kg
2A. Younger boys	8-9 years	-25, -30, -35, +35 kg
2B. Younger girls	8-9 years	-25, -30, +30 kg
3A. Older boys	10-11 years	-35, -40, -45, +45 kg
3B. Older girls	10-11 years	-30, -35, +35 kg

Mandatory protectors: Groin protector, white-cloth shin and instep protector, white-cloth gloves, helmet. Girls-chest protector. Gloves must be made of soft material to protect the joints but the fingers remain free.

Permitted protectors: Tooth protector.

5.2. KADETS

Category:	Age:	Weight:
4A. Male younger adolescents	12-13 years	-45, -50, -55, + 55 kg
4B. Female younger adolescents	12-13 years	-35, -40, +40 kg
5A. Male older adolescents	14-15 years	-55, -60, -60, + 60 kg (weight difference 3 kg)
5B. Female older adolescents	14-15 years	-45, -50, +50 kg (weight difference 3 kg)

Mandatory protectors: Groin protector, white-cloth shin and instep protector, helmet. Girls-chest protector.

Permitted protectors: Tooth protector.

5.3. JUNIORS

Category:	Age:	Weight:
6A. Male juniors	16-17 years	-60, -65, -70, +70 kg (weight difference 3 kg)

6B. Female juniors 16-17 years -50, -55, +55 kg (weight difference 3 kg)

Mandatory protectors: Groin protector, white-cloth shin and instep protector, helmet. Junior Girls-basket chest protector (must not reach stomach).

Permitted protectors: Tooth protector.

5.4. SENIORS

Category: Age: Weight:
7A. Men: 18-20 years -75, -80, -90, + 90 kg (weight difference 4 kg)

Mandatory protectors: Groin protector, white-cloth shin and instep protector,

Permitted protectors: Tooth protector

Category: Age: Weight:
7B. Women: 18-20 years -60, +60 kg (weight difference 4 kg)

Mandatory protectors: Basket breast protector, white-cloth shin and instep protector.

Permitted protectors: Tooth protector.

Other senior categories follow the WKO rules and the rules of the tournament organizer.

Num. 6. MATCH DURATION

The time is continuous, it stops only when the Main Referee asks for JIKAN.

1) Mini pupils: 1 min.

At the end of the match, the Referee must decide and announce the result.

2) Younger pupils: 1 min. + 1 min. (sai shiai - new match)

When the first minute ends in a tie, there is a 1 minute long new match (sai shiai, points and penalties from the first match are not taken into consideration). After the extension, the panel of referees must decide.

3) Older pupils: 1 min. + 1 min. (sai shiai - new match)

When the first minute ends in a tie, there is a 1 minute new match (sai shiai, points and penalties from the first match are not taken into consideration). After the extension, the panel of judges must decide.

4) Younger adolescents: 1.5 min. + 1 min. (sai shiai - new match)

When the first 1.5 minutes ends in a tie, there is a 1 minute new match (sai shiai, points and penalties from the first match are not taken into consideration). After the extension, the panel of judges must decide.

5) Older adolescents: 2 min. + 1 min. (sai shiai - new match) + weight
(difference 3 kg)

When the first 2 minutes end in a tie, there is a 1 minute new match (sai shiai, points and penalties from the first match are not taken into consideration). Even when a new match ends in a tie, weighing follows. **Weighing is done in full gear, the competitor does not remove anything.** The

weight difference must be greater than 3 kg, the lighter competitor wins. If the weight does not decide, the panel must decide the winner.

6) Juniors: 2 min. + 2 min. (sai shiai - new match) + weight
(difference 3 kg) + 1 min. (sai shiai - new match)

In WKO competitions

6a) Juniors: 2 min. + 2 min. (sai shiai - new match) - weighing + 2 min. (sai shiai - new match), points and penalties are always deleted for each new match.

When the first 2 minutes end in a tie, there is a 2 minute extension (new match). Points and penalties from the first match are not taken into consideration. When the second match finishes in a tie, weighing follows, the weight difference must be greater than 3 kg for juniors, the lighter competitor wins. If it still does not decide the winner, there is a further 2 minute extension, after which the panel of judges has to decide.

Note: The first 2-minute extension and the second 2-minute extension are considered a new match. Penalties and the points are always deleted at the beginning of each match.

7) Men / Women: 3 min. + 2 min. (sai shiai - new match) + 2 min. (sai shiai - new match) - weighing or tameshiwari + 2 min. (sai shiai - new match), points and penalties are always deleted for each new match.

When the first 3 minutes ends in a tie, the first 2 minute overtime (new match) follows.

All points and penalties will be deleted. If it also ends in a tie, the second 2-minute extension (sai shiai - new match) follows. When the second extension ends in a tie, weighing follows, the weight difference must be greater than 5 kg for men and 3 kg for women (respectively in the BRH for men 10 kg, for women 5 kg), the lighter competitor wins. If it does not decide, there is a third 2-minute extension, after which the panel of judges has to decide.

Note: Every 2 minute extension is considered a new match. Penalties and points are always deleted at the beginning of each match.

Num. 7. WEIGHING

- 1) AKA is weighted first and SHIRO second.
- 2) Competitors are weighted in full gear.

Note: Weight differences within the competition categories are given in points 5.2 (Older Adolescents), 5.3. (Juniors) and 5.4. (Seniors).

Num. 8. CRITERIA FOR DECISION

All categories compete for - **IPPON** (or **2 WAZA-ARY, WAZA-ARY+ WAZA-ARI = IPPON**).

- 1) There are five referees at the WKO tournament. Each match is judged by the Main Referee and four Corner Referees and supervising arbitrator.
 - each of the four corner Referees has one vote
 - the Main Referee also has one vote
 - the Arbiter supervises and guarantees the impartiality and honesty of the Referees' decisions
 - the Arbiter has no right to vote

- decision-making is majority, 3 out of the Referee panel members must vote for the result
- in the event of a contested decision, image recording may be used as an aid.

- 2) The duration of the match is set in **Num. 6. MATCH DURATION**
- 3) If no decision has been made after two overtimes, the winner must be 10 kg (men) or 5 kg (women) lighter than his/her opponent in the BRH and OPEN competitions. In each lower weight category it is 5 kg for men and 3 kg for women. For juniors 3 kg, for cadets - older adolescents 3 kg. If there is no weight difference, the criteria is the number of broken plates in the tameshiwari.
- 4) If there is no difference in weight or broken plates (tameshiwari), a 3. extension follows (echo-sen) and after this extension a decision must be made by the Referees.
- 5) The victory is attributed to a competitor who has reached one whole point - IPPON (or two half WAZA-ARI points) or who has won on the basis of a half point - WAZA-ARI. The winner is also decided by one of the contestants giving up, disqualification of the opponent, or by the decision of the Referees.
- 6) If the contestant cannot continue the match after an effective attack or foul from his opponent, the tournament doctor, after consultation with the panel of Referees, may not recommend the continuation of the fight.
- 7) A contestant who cannot continue a match due to an injury caused by an opponent's **foul** becomes the winner of the match. The fouling competitor loses the match.
- 8) A contestant who cannot continue a match due to an injury caused by an opponent's **permitted technique** loses the match. His opponent becomes the winner.
- 9) The organizer's right is, in agreement with the coaches, to modify and amend the rules as the weight category, and the duration of the matches.

8.1. IPPON SCORE (full point):

- 1) Any technique (punches, elbows, kicks, sweeps, etc.) except those defined as illegal, which obviously excludes the opponent from fighting for more than 5 seconds.
- 2) If the opponent loses the will to fight for more than 5 seconds, the whole point is awarded – IPPON.
- 3) When having obtained two WAZA-ARI (half-points), which results in one IPPON (full-point).
- 4) If a contestant injures him/her-self and is unable to continue fighting, the opponent receives an IPPON and wins.
- 5) In the Children 's League (League), for pupils and adolescents, after authorized and strong techniques that make the opponent get on the ground or make the opponent fall to his/her knees, and even if the opponent stands up within 3 seconds, he is given an IPPON.

8. 2. WAZAARI SCORE (half point):

- 1) Any technique (fist punch, kick, elbow punch, etc.), other than fouls, that eliminate an opponent from fighting for less than 3 seconds after which he continues to fight.
- 2) If the opponent loses the desire to fight for less than 3 seconds, after which he continues to fight.
- 3) If the opponent is shaken enough to lose their balance and orientation in the fight, even if they do not fall, this will be considered half-point -WAZA-ARI.
- 4) When an opponent is dropped on the ground by any technique, such as a sweep, and this technique is immediately followed by a downward strike (GEDAN TSUKI), a half point may be awarded.
- 5) In the category of pupils, adolescents and juniors, WAZAARI is awarded after the head is "touched" by a foot. The technique must be effective (fast, accurate, correctly timed). This does not apply to pushing kicks, simply wiping your foot on the helmet or any other accidental contact.
- 6) In the competition of children (League) with pupils and adolescents, when the technique stops the opponent's movement, the so-called counter.

8. 3. DECISION CRITERIA:

- 1) In the event that a competitor has won a WAZA-ARI and the other is without a point, the competitor with a WAZA-ARI will be declared the winner.
- 2) Even if no points are scored in a match, the referees may announce a winner if one of the competitors demonstrates a higher technical readiness, fitness and fighting spirit than the opponent.
- 3) The referees may announce the winner even before the end of the match, when the technical difference between the competitors is so great that there is a risk of a serious injury to the weaker competitor (technical KO).
- 4) When a contestant does not appear within 3 minutes of the call to come to the tatami. The referee declares KIKEN - surrender - and declares the winner.
- 5) If a whole point or a disqualification is not reached in a match, the valid decision is that which is supported by at least 3 panel judges.

Note: If none of the competitors score a point, the following criteria will be taken into account when deciding:

- 1) *The amount of injuries (damage) and their extent (eg. because of the passed time of the match there was no scoring, otherwise it would already be a WAZA-ARI).*
- 2) *When there are no injuries, the number and strength of the punches and kicks must be taken into account. Including very powerful techniques that shook the opponent but not yet enough for WAZA-ARI.*
- 3) *If the number of strikes and kicks is even, the last overtime wins the one who was more active and showed greater will to fight.*

Num. 9. AUTHORIZED TECHNIQUES

- 1) It is possible to attack the whole body surface except for: spine, genitalia, frontally to the knees and arms (hands) on the head and neck.
- 2) The organizer has the right, in agreement with the coaches, to modify the rules **prohibited techniques** within the tournament.

Num. 10. PROHIBITED ACTS and TECHNIQUES

- 1) **GANMEN-KOGEKI** - Attacks with techniques using hands or elbows to the opponent's face or neck. (Even a slight touch may result in HANSOKU. However, making faints to the face is allowed.)
- 2) **KINTEKI-GERI** (groin kicks).
- 3) **ZU-TSUKI** (head thrusts).
- 4) **TSUKAMI** (grabbing of the opponent's dogi or hand/foot).
- 5) **KAKE** (hooking). (To grapple or hook the opponent's neck, head, shoulders, or body)
- 6) **OSHI** (pushing). (Pushing with open hands, closed hands, head or with the body is not allowed. It will be considered as HANSOKU even if you push with only one hand.)
- 7) To attack while leaning the head or body against the opponent.
- 8) **KAKAEKOMI** (hugging and holding). (The person who puts their arms around the other one first will be given a foul.)
- 9) Attack from the back.
- 10) To attack an opponent who is already down.
- 11) **KAKENIGE** (run-away attack). (Pretend to attack while actually running away from the opponent.)
- 12) Running away by repeatedly doing JOGAI (stepping outside of the fighting area with **both legs**). When judging the JOGAI, the Referee must consistently assess whether it was a push by the opponent. A contestant who intentionally pushes his/her opponent must be warned and later punished. It is not possible to punish both competitors one for stepping outside of the fighting area and the other for pushing. When a contestant gets outside of the fighting area because of an escape, fear or avoidance of a fight, the contestant may be punished. When a competitor maneuvers skillfully and leaves the fighting area accidentally, it does not have to be judged as JOGAI. In the case of a contestant stepping outside of the fighting area with both legs, the Main Referee shall stop the match with the "YAME" command.
- 13) Attacks on the groin and lower abdomen.
- 14) Kicks to knee joints and throws.

- 15) It is forbidden to attack breasts intentionally and repeatedly in the case of female juniors and women.
- 16) Any other actions that the referees may regard as fouls.
- 17) Any action that may be considered as bad attitudes towards the competition.

10. 1. WARNINGS AND PENALTIES - CHUI and GENTEN:

10.1.1. CHUI (WARNING) MAY BE GRANTED FOR:

- 1) Slight violation of the rules.
- 2) Holding of a kimono.
- 3) Pushing with an open hand.
- 4) Holding the neck or head.
- 5) Holding hands, shoulders, legs for more than one second.
- 6) Passivity.
- 7) Escaping, turning your back to the opponent.
- 8) Any talking on the fighting area.
- 9) In all cases when the Referee sees it fit.

10.1.2. GENTEN (punishment) MAY BE GRANTED FOR:

- 1) Serious violation of the rules.
- 2) Damage caused by unauthorized technique but the opponent may continue.
- 3) Repeated violation of the rules.
- 4) Attack with any hand technique to the neck or head.
- 5) Attacking the genitals.
- 6) Attack on the spine.
- 7) Frontal attack to the knee.
- 8) Throws made by holding the kimono.
- 9) Holding of the head or neck followed by any technique.
- 10) Uncontrolled intentional attack on the opponent lying on the ground with full force.
- 11) In all cases when the Referee sees it fit.
- 12) Two warnings (CHUI) result in GENTEN (**2CHUI = GENTEN**).

- 13) **GENTEN can be declared immediately for a serious violation of the rules which can cause an injury, but always after the panel of judges has been consulted.**

10.1.3. SHIKKAKU CAN BE GRANTED FOR:

- 1) Intentional serious violation of the rules..
- 2) Intentionally injuring an opponent with prohibited techniques so that he cannot continue the competition.
- 3) Failure to comply with the Referee's order.
- 4) Contestant's behavior that contradicts with the karate etiquette (spirit), including his "coach".
- 5) When a competitor fails to arrive in time for the match (within 3 minutes of the call).
- 6) In all cases when the Referee sees it fit.
- 7) Competitors stand against each other for more than 1 minute without a fight. This is considered a lack of willpower and both competitors must be disqualified.
- 8) Two penalties (GENTEN) result in SHIKKAKU (4 CHUI = 2 GENTEN = SHIKKAKU).

Num. 11. TAMESHIWARI

(Breaking rules)

- 1) The material used for the breaking test should consist of glued spruce boards of the following dimensions - length 33 cm, width 21 cm and thickness 24 mm: The Referee must check that the materials if they meet the criteria specified by the international Karate organization. The lines on the board should be parallel to the shorter side of the board.
- 2) Each competitor should use 4 techniques SEIKEN, ENPI, SHUTO, The total number of broken boards will be the base on which "Decision by TAMESHIWARI" will be made.
- 3) The Boards for the breaking test must be placed across the top of two stable blocks set at designated place.
- 4) Each competitor must break at least 2 boards on their first attempt, but they can try to break as many boards as they want.
- 5) The material on the surface of the boards must be approved by the referee and placed on the board by an assistant.
- 6) Competitors may not move or touch the boards, but may measure their distance.
- 7) Breaking is only recognized when the boards are completely broken into 2 pieces - KANZUI. If they are only broken halfway - SHIPPAI, the break is not recognized. In the

event of a successful attempt, the Main Judge declares in the direction of the scorer "KANZUI" and shows the number of broken boards on his/her fingers (the gesture can be completed verbally).

- 8) In case of failure - SHIPPAI, the competitor is allowed one more attempt, but the number of boards is limited to 2 boards. In the event of an unsuccessful attempt, the Main Referee will say "SHIPPAI" in the direction of the scorer.
- 9) If the competitor fails on the second attempt his/her score will be 0.
- 10) The TAMESHIWARI test will be followed by the instructions of the Referee. Time limit is 2 minutes. Overtime is considered SHIPPAI.
- 11) After each break, the contestants shall move two steps clockwise.

Num. 12. CORNER REFEREE PROCEDURE IN THE MATCH - SGNALIZATION

- 1) IPPON - WHOLE POINT - Corner Referee shall raise diagonally upwards the flag with the color corresponding to the 5 competitor who got the IPPON and at the same time blow a single long and loud blast on the whistle.
- 2) WAZA-ARI - HALF POINT - Corner Referee shall raise horizontally the flag of the competitor who took the WAZAARI, giving a single loud and strong blast on the whistle.
- 3) from WAZA-ARI to IPPON - Corner Referee shall change the flag position from WAZA-ARI to IPPON, and at the same time blow a single long and loud blast on the whistle.
- 4) CHUI - WARNING - Corner Referee shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, loud blasts on the whistle.
- when signaling CHUI waving only with his/her wrist
- 5) GENTEN - PENALTY - Corner Referee shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several long, loud blasts on the whistle.
- when signaling GENTEN waving with his/her elbow
- 6) FUMEI - I DIDN'T SEE - Corner Referee shall cross two flags, and blow a single short loud blast on the whistle.
- 7) JOGAI - Corner Referee tapping the floor several times with the flag of the side of the competitor who got JOGAI, he shall blow several short, loud blasts on the whistle.
- 8) HIKIWAKE - UNDECIOUS - Corner Referee shall cross the flags in front of his knees, and at the same time blow a single loud blast on the whistle.
- 9) MITOMEZU - Corner Referee shall cross the flags in front of his knees, and at the same time blow a single loud blast on the whistle.

Num. 13. THE MAIN REFEREE PROCEDURE IN THE MATCH -

SIGNALIZATION

- 1) **Announcement of IPPON** - Main Referee shall stop the bout by the command YAME, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in IPPON, and raises upwards his arm at the winner's side and declares IPPON.
- 2) **WAZAARI DECLARATION** - Effective attack that damages an opponent, but not in that effective to be declared as IPPON.
 - Main Referee shall stop the bout by the command YAME, state the color of the raised flags and count them, including himself in the count, state the technique that resulted in WAZA-ARI, and raise horizontally his arm of the competitor's side and declare WAZA-ARI.
- 3) **AWAZATE IPPON STATEMENT:** Two WAZA-ARI = one IPPON.
 - The Main Referee will first declare WAZA-ARI and then AWAZATE IPPON. The movement of the arm is the same as for WAZA-ARI and IPPON, but behind it.
- 4) **HIKIWAKE STATEMENT:** Undecided.
 - Main Referee shall count the number of flags indicating a draw and cross diagonally downwards his arms in front of himself, and declare HIKI-WAKE. (The number of raised flags shall also be counted, even though they are not enough for a majority decision) .
- 5) **DECLARATION OF FAULS:**
 - A) **CHUI ICHI:** The Main Referee shall stop the bout by giving the command YAME, state the color of the waved flags, count the number of flags including himself, and then he shall state the action that resulted in HANSOKU, pointing with his forefinger at the competitor who got the CHUI and declare CHUI ICHI. The same action shall be taken in case of CHUI NI.
 - B) **GENTEN ICHI:** The activity and movement of the arm is the same as the CHUI ICHI but points to the face of the competitor and says GENTEN ICHI.
 - C) **SHIKKAKU:** Main Referee shall raise diagonally upwards his arm on the side of the competitor who has been disqualified, and then point with his finger in the direction outside the competition mat and declare SHIKKAKU. Then he declares the second competitor the winner.

In the case of successive CHUI warnings, the following procedures shall be followed:

The second CHUI warning will result in the first sentence of GENTEN ICHI.

Referee's procedure - he/she says: CHUI ICHI - points with his/her index finger at the belly of the competitor and then announces AWAZATE GENTEN ICHI and points the face of the competitor.

The second penalty GENTEN NI (or fourth warning CHUI) will result in a disqualification SHIKKAKU. Referee procedure - he/she says: CHUI ICHI (or GENTEN NI) - points with his/her index finger at the belly of the competitor and immediately announces AWAZATE GENTEN NI and points with the index finger and middle finger at the face of the competitor. Then he shows same gestures like IPPON and says SHIKKAKU.

The competitor which committed the foul must say "OSU" after hearing the decision.

Num. 14. STANDARD ACTIONS AND TERMINOLOGY OF THE MAIN REFEREE AND CORNER REFEREES:

14. 1. MATCH PREPARATION:

- 1) The Referee will have all competitors of a certain category on the edge of the fighting area. The competitors enter the edge of the fighting area barefoot in karate-gi. The Referee will check their appearance and order to remove any deficiencies. The Main Referee will give brief instructions on how the matches will be organized.
- 2) During matches, the person designated by the organizer (or referee) shall announce the names of the incoming competitors and the competitors who have to prepare. The first one to be announced is always AKA and a red ribbon will be attached to his belt, the second one is SHIRO. For categories where protectors are mandatory, the competitors shall equip them.
- 3) AKA starts on the right side, SHIRO on the left side of the Main Referee.
- 4) The Referee is facing the official place. A place where important Shinkyokushin Karate officials or rare guests sit.

14. 2. START OF THE MATCH:

AKA-NAKAE, SHIRO-NAKAE – to your designed places (AKA stands to the right of the main referee, SHIRO to the left).

AKA (red) - is the first competitor to enter the fighting area.
SHIRO (white) - is the second competitor to enter the fighting area.

SHOMEN-NI-MUITE - face the audience.

SHOMENI-NI-REI - Greetings to the viewers (official place for guests). Everyone bows and says "OSU".

SHUSHIN-NI-REI - the competitors turn towards the Main Referee, bow and say "OSU".

OTAGAI-NI-REI - the competitors turn to each other, bow and says "OSU".

KAMAETE - competitors will take a fighting stance.

HAJIME - Start the match. The Referee will stand in KAMAET and indicates a GYAKU TSUKI.

14. 3. KUMITE:

YAME - stop immediately - pause the match. The Referee slashes with an open hand from the top to the bottom (OI hand - front).

KAMAETE - after the interruption of the match and the declaration of the result, punishment, take a fighting stance again.

ZOKKO - continue, start the match again. The Referee shall stand in KAMAE and slash with his/her open hand from the top to the bottom (OI hands).

ZOKKO - used during a match when both opponents are passive.

MITOMEZU - nothing happened, no point, no rating.

JOGAI - stepping out of the fighting area. The referee stops the match. Order the competitors to return to their starting points. He points with his/her index finger to the side of the field where the guilty competitor stands and says JOGAI. Or he/she can warn the competitor. He/she then orders to take a fighting stance KAMAETE and to continue ZOKKO.

KIKEN - surrender. When a contestant hurts himself or fails to arrive in time to the fighting area. Uses SHIKKAKU signaling.

MAITE - loss. When a contestant for some reason cannot continue the match. Uses SHIKKAKU signaling.

YAME, SOREMADE – end of the match

FUKUSHIN SHUGO - summoning of the referees.

In case it is necessary to adjust the DOGI of the competitor, the Referee shall interrupt the match and order to stop time - JIKAN. After adjusting the competitors DOGI, put them at the starting points and order the continuation of the match - ZOKKO.

14. 4. FAULS - PROGRESS:

- 1) The foul is followed by a "CHUI ICHI" warning (first warning).
- 2) The second warning, verbally referred to as the first - CHUI ICHI will result in the first penalty GENTEN ICHI.
Explanation: CHUI ICHI + CHUI ICHI = AWAZATE GENTEN ICHI
- 3) Any action considered to be an intentional foul or whether because the foul caused a serious injury, can be punished with GENTEN ICHI (first penalty). Before, however, the Main Referee must summon and request the opinion of the Corner Referees.
- 4) GENTEN NI (second penalty) will result in SHIKKAKU (disqualification).
Explanation: CHUI ICHI (third warning) + CHUI ICHI (fourth warning) = AWAZATE GENTEN NI = SHIKKAKU.

Note: *It's impossible to grant more penalties than GENTEN NI, the match ends.*

14. 4. DECLARATION OF THE MATCH RESULT - DECISION:

If a whole point has not been reached - IPPON or a disqualification, the victory is awarded at the discretion of the Referee Panel. Here's how:

- 1) **YAME** – end the match.

2) **SHOMEN - NI - MUI TE** - competitors turn to face the spectators and wait for the announcement of the decision.

3) The Main Referee steps backwards and declares points (WAZA-ARI), warnings (CHUI) and penalties (GENTEN). In the case of neither competitor having any point and not being punished or warned, he will announce the AKA/SHIRO MITOMEZU (no points).

4) **HANTEI - O - TORIMASU** - The Main Referee shall ask the Corner Referees for a decision.

5) **HANTEI** - "Decide!" When prompted, the Corner Referees must lift the flag over their heads in the color of what they consider to be the winner and whistle.

6) The Main Referee counts the flags and shows his decision last. Then takes a step forward and declares the result of the match by majority decision, AKA (or SHIRO) - AKA wins (or SHIRO) or HIKIWAKE - undecided. At the same time, he raises his hand to the winner's side. When draw - HIKIWAKE crosses his/her hands down, his/her hands are clenched in fists.

Examples of majority decisions:

4 white flags = SHIRO wins

3 white flags + 1 red flag = SHIRO wins

3 white flags + 1 tie = winner SHIRO

2 white flags + 2 tie = SHIRO winner or tie, depending on how the main referee decides

1 white flag + 3 tie = tie

4 red flags = AKA wins

3 red flags + 1 white flag = AKA wins

3 red flags + 1 tie = AKA wins

2 red flags + 2 tie = AKA wins or tie, depending on how the main referee decides

1 red flag + 3 tie = tie

4x tie = tie

1 white flag + 2 tie + 1 red flag = tie

2 red flags + 2 white flags = tie, or AKA or SHIRO wins, depending on the decision of the main referee

2 white flags + 1 red flag + 1 tie = SHIRO wins or tie, depending on how the main referee decides

2 red flags + 1 white flag + 1 tie = AKA wins or tie, depending on how the main referee decides

14. 5. COUNTING OF CHUI, GENTEN AND SHIKKAKU FOR THE MATCH RESULT:

1) Giving one warning, CHUI - ICHI, or the difference of penalties of both competitors is only one CHUI ICHI (example: AKA 3x CHUI - SHIRO 2x CHUI), it does not affect the result match (may not affect the outcome). It is at the discretion of the referees, if they choose to take into account the warnings or not. It depends on the course of the fight.

Note: A competitor who has received a CHUI ICHI or has one CHUI ICHI more than an opponent may win, lose or the match may end in a tie.

2) However, in the last round (extension), when there is no difference between the competitors, whoever has received even only CHUI ICHI must lose.

- 3) In the case of granting a penalty GENTEN - ICHI (or there is a difference of 2 CHUI ICHI warnings) when no point was awarded - the punished competitor cannot win. But in the case of clear, but non-pointed superiority of the fouling competitor Referee may decide that the match is over undecided - HIKIWAKE.
- 4) If the penalty difference is 3 CHUI, and the penalized competitor has no point, he must lose.
- 5) If a competitor has one GENTEN-ICHI penalty and one CHUI-ICHI warning (or 3x CHUI ICHI) and 1 WAZA-ARI and the second competitor did not get any points, it is required that the competitor with WAZA-ARI is declared as the winner.
- 6) In the case that the unpunished competitor is fighting cleanly and actively and the opponent has won WAZA-ARI thanks to his/her previous fouls - 3x CHUI ICHI (penalty difference 3 CHUI ICHI) - it is possible to end the match in a draw HIKIWAKE.

When one of the competitors is disqualified (SHIKKAKU), the other wins with IPPON.

Note: When one of the competitors receives the fourth CHUI ICHI (GENTEN NI) the match ends and the penalized competitor loses.

14. 6. END OF THE MATCH:

The referee declares the victor, followed by the same procedure as at the start of the match. After bowing to each other at the command - **AKUSHU**, the competitors shake hands and back out of the fighting area.

Num. 15. MEDICAL TREATMENT

In the case of a wound, the Referee will point with open palms in the shape of "T" -**JIKAN** - to stop the time and calls the doctor. The doctor must tell the Referee if the competitor can continue or not. If the doctor does not allow the competitor to continue, the competitor must end the competition. The referee is obliged to protect the life and health of the competitors.

15. 1. ASSESSMENT OF K.O. TO THE HEAD

- 1) A competitor who loses by a JODAN technique (kick to the head) which would be awarded with IPPON may only continue the match with the permission of the doctor.
- 2) When a contestant suffers from a K.O to the head and the doctor does not allow the competitor to continue the competition, the Referee is obliged to record this event in the BUDO PASS of the competitor with the date and his/her signature. At this point the competitor's medical examination expires. If the competitor wants to participate in a new competition, he is obliged to undergo a new medical examination and to notify the doctor of the K.O. to the head. He must not take part in competitions until the doctor has authorized him to participate.

Source:

World Karate Organization (WKO) - Rules for the Kyokushin International Karate Championship.

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