
SWKF COMPETITION RULES

Version I – March 2018



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SHOTOKAN WORLD KARATE DO FEDERATION

Headquarters: 3075 NW South River Drive, Miami, Florida 33142



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Shotokan World Karate Do Federation

Federation Rules of Karate

Competition

approved by SWKF ExCom – Miami, Florida – December 2017

Part 1: GENERAL COMPETITION RULES

Chapter 1: COMPETITION ADMINISTRATIVE RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 SWKF competitions are divided into two main types: **KATA and KUMITE**
- 1.2 Each kata and kumite competition will be divided into various categories: male and female, individual and teams;
- 1.3 Also, each kata and kumite competition will be divided into various age categories as follows:

Category	Type	Level	Age
Children I1-I6	KATA	10KYU-1KYU	6-7 years
Children I7-I12	KATA	10KYU-1KYU	8-9 years
Children I13-I18	KATA	10KYU-1KYU	10-11 years
Youth I19-I24	KATA	10KYU-1KYU	12-13 years
Youth Black Belt I25	KATA	Youth Black Belt	Mixed
Children I1-I6	KUMITE	10KYU-1KYU	6-7 years
Children I7-I12	KUMITE	10KYU-1KYU	8-9 years
Children I13-I18	KUMITE	10KYU-1KYU	10-11 years
Youth I19-I24	KUMITE	10KYU-1KYU	12-13 years
Cadet 1 J1-J8	KATA	10KYU-1KYU	14-15 years
Cadet 2 J9-J16	KATA	10KYU-1KYU	16-17 years
Junior J17-J24	KATA	10KYU-1KYU	18-19 years
Junior Advance	KATA	Junior Black Belt	Mixed
Cadet 1 J1-J8	KUMITE	10KYU-1KYU	14-15 years
Cadet 2 J9-J16	KUMITE	10KYU-1KYU	16-17 years
Junior J17-J24	KUMITE	10KYU-1KYU	18-19 years
Junior Advance	KUMITE	Junior Black Belt	Men
Junior Advance	KUMITE	Junior Black Belt	Women
Adult Open S1-S15	KATA	10KYU-1KYU	20-34 years men
Adult Open S16	KATA	Shodan +	20-34 years men
Adult Open S1-S15	KATA	10KYU-1KYU	20-34 years women
Adult Open S16	KATA	10KYU-1KYU	20-34 years women
Adult Open S17	TEAM KATA (1 per country)	Shodan +	20-34 years men only
Adult Open S17	TEAM KATA (1 per country)	Shodan +	20-34 years women only
Adult Open S1-S15	KUMITE	10KYU-1KYU	20-34 years men
Adult Open S16	KUMITE	Shodan +	20-34 years men
Adult Open S1-S15	KUMITE	10KYU-1KYU	20-34 years women
Adult Open S16	KUMITE	Shodan +	20-34 years women
Adult Open S17	TEAM KUMITE (1 per country)	Shodan +	20-34 years men

SWKF Rules – valid from 1st of January 2018



Adult Open S17	TEAM KUMITE (1 per country)	Shodan +	20-34 years women
Adult S17-S19 women / S21-S23 men	KATA	10KYU-1KYU	35-44 years
Adult S20 women / S24 men	KATA	Shodan +	35-44 years
Adult S17-S19 women / S21-S23 men	KUMITE	10KYU-1KYU	35-44 years
Adult S20 women / S24 men	KUMITE	Shodan +	35-44 years
Adult S25-S27 women / S29-S31 men	KATA	10KYU-1KYU	45-54 years
Adult S28 women / S32 men	KATA	Shodan +	45-54 years
Seniors S25-S27 women / S29-S31 men	KUMITE	10KYU-1KYU	45-54 years
Seniors S28 women / S32 men	KUMITE	Shodan +	45-54 years
Masters S33-S35 women / S37-S39 men	KATA	10KYU-1KYU	55+ years
Masters S36 women / S40 men	KATA	Shodan +	55+ years
Masters S33-S35 women / S37-S39 men	KUMITE	10KYU-1KYU	55+ years
Masters S36 women / S40 men	KUMITE	Shodan +	55+ years
Kata Team Mixed (1 team per country)	KATA	Shodan +	35+ years
Kumite Team Men Only (1 team per country)	KUMITE	Shodan +	35+ years
Kumite Team Women Only (1 team per country)	KUMITE	Shodan +	35+ years

1.4 The SWKF KATA Competition Categories

1.4.1 CHILDREN's kata will be Shotokan Style only, divided by belt colors (Kyu grades - SWKF System of belts), as follows:

- Up to Orange (10 – 7 Kyu)
- Green to Blue (6 – 4 Kyu)
- Brown (3 Kyu – 1 Kyu)
- Black (Shodan+)

1.4.1.1 Children will be allowed to perform only Heian and Tekki Shodan Kata in SWKF CHILDREN Kata competition. Children 12 years old and 3 Kyu and higher can perform Kata of choice. (Bassai Dai, Tekki and Jion)

1.4.2 All other Kata categories

Katas as follows:

10 Kyu – 4 Kyu - Heian Kata

3 Kyu – 1 Kyu – Heian, Tekki, Bassai Dai, Jion

Shodan + 20 to 34 years

1st Round - Heian Kata

2nd Round - Heian Kata, Tekki

Semi-Final Round - Bassai Dai, Jion, Empi, Kanku Dai and Jitte

Final Round – Open

Shodan 35+ years

1st Round - Bassai Dai, Jion

Semi Final – Open

Final – Open (Can repeat Kata)



1.4.3 Individuals and Teams Kata will be organized into rounds, as follows:

Round one and other rounds as necessary. Two competitors will perform Katas in the ring at the same time. One will be Aka (Red) and the other Shiro (White). At the end of the Kata the five judges will select the winner with flags called by the head referee. The winner will move on the next round.

This will continue until there are 6 competitors left.

Final round: All competitors will compete individually on a point system 8.0 – 10.0. The low score and high score will be eliminated and the sum of the three remaining scores will be used to arrive at the winner (highest score).

1.5 SWKF KUMITE competition will be divided into:

- 1 pt - SHOBU IPPON (Individual and Team Rotation)
- 3 pt - SHOBU SANBON (Individual and Team Rotation)

1.5.1 Children 6-7, 8-9 and 10-11 Kumite shall be Shobu Ippon Ha (1.5 points)

1.5.2 Each team shall consist of 3 - 5 members all Shodan + within the category and age limits set forth. There will be 5 matches, of the 5, the team to win 3 matches wins the team category. Each team member shall compete in a minimum of one Kumite match. If the team has only 3 members, then 2 members will be allowed to compete in 2 Kumite matches. But no competitor shall compete in more than two matches per round. In the event of a tie due to the expiration of time, there will be one additional tie breaker 6th match and that match will go on until there is a winner.

ART. 2: PARTICIPATION RULES

2.1 A kata category will be valid if there are at least 5 Shotokan referees/judges.

2.2 Special circumstances will be considered by the SWKF ExCom.

2.3 The competitors will have to choose to compete in either Kumite Ippon and/or Kumite Sanbon for individual Kumite.

2.4 All team Kumite shall be Shobu Ippon matches. Final team Kumite round shall be Shobu Sanbon.

2.5 All competitors must compete ONLY in their own categories of age, kyu grade/belt color, etc., with some exceptions, specified below. Special circumstances will be considered by the SWKF ExCom.

Exceptions:

- a) Masters may compete in any adult open and above categories.
- b) Seniors may compete in any adult open senior category.

2.6 Each country can register a maximum of 1 Team and a maximum of 5 individual competitors with one additional back-up competitor in each Kumite and/or Kata category.

ART. 3: COMPETITION STAFF

3.1 **Competition Director:** is appointed by the Shotokan World Karate Do Federation Federation's Executive Committee (SWKF-ExCom.). He/she will govern the conduct and the development of the competition but cannot interfere with the judging rules. He/she shall be assisted by other competition personnel.

- 3.2 **Competition Doctor:** is appointed by the SWKF-ExCom. He/she will govern all medical matters during the competition. He/she will record a competitor's injury on an "INJURY Form". He/she is authorized to give his/her opinion as to whether a competitor is fit or unfit to compete or continue with a match in a round and/or the competition.
- 3.3 **The First Aid Crew:** shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 **Security Team:** They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.
- 3.5 No competition will start without the Competition Director, Competition Doctor, First Aid Crew and Security Team being present.

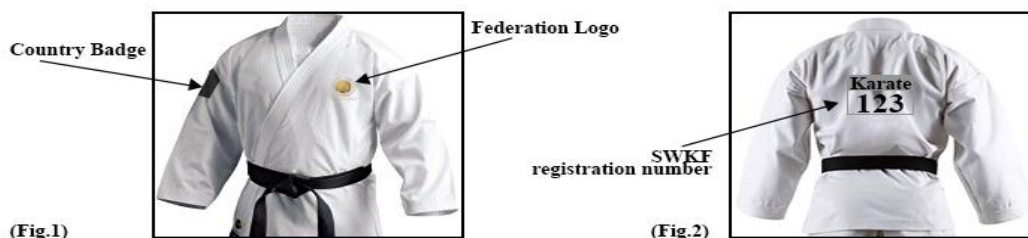
ART. 4: OFFICIAL UNIFORMS

THE REFEREE'S UNIFORM

- 4.1 All Judges and Referees must wear the official uniform designed by the SWKF-ExCom. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The Referee Official uniform is composed of:
 - A black blazer.
 - A SWKF referee badge.
 - A white shirt.
 - A yellow SWKF tie.
 - Light grey trousers.
 - Black socks.
 - Black soft sole shoes.
- 4.3 Whilst officiating on the Tatami, Referees and Judges are not allowed to wear watches, bracelets, pens, mobile telephones, tie-pin or other objects that could cause injury.

THE COMPETITOR'S UNIFORM

- 4.4 All competitors must wear a clean, white Karate-Gi, and can include a discreet trademark logo.
- 4.5 A competitor is allowed to have only the following advertising items on his Karate Gi jacket: a national country badge or flag is permitted (maximum 10 square centimeters), the federation logo on the left side of the chest (*Fig.1*) SWKF registration number must be worn on the back of the Gi.



- 4.6 The Karate-Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips, but does not reach the knees.



- 4.7 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but it must not reach the knees.
- 4.8 The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.9 The trousers must be long enough to cover two-thirds of the shin and must not reach the anklebone. The trousers must not be rolled up.
- 4.10 Muslim women may use a white Scarf or Chador.
- 4.11 Only female competitors can wear a plain white t-shirt beneath the Karate-Gi jacket.
- 4.12 In Kata events the competitors must wear a belt of their own Karate grade.
- 4.13 If a competitor is inappropriately dressed for a match, the Referee will allow the competitor 1 minute to change his uniform to comply with the SWKF rules. If after this period (1 minute) the competitor has not been able to change his uniform the decision of the Referee will be KIKEN (disqualification) for this competitor. The competitor's coach is responsible for ensuring that the competitor is appropriately dressed for the competition.

THE COACH'S UNIFORM

- 4.14 During the competition, all coaches must wear a national tracksuit (or trousers and national polo shirt) with their National or Federation name, an official badge on it and the ID card given at the Registration Room. Coaches will not be permitted to enter the competition area.
- 4.15 At the Tatami, coaches are not allowed to assist competitors to wear or adjust their Karate-Gi or other clothes.
- 4.16 The SWKF Officers or Competition Director may disbar any official or competitor who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

In SWKF competitions, the following protective equipment can be used:

- 5.1. **Mitts** - Special mitts can be worn, with the approval of SWKF-ExCom.
- 5.2 **Gum shields** can be any color except red. Mandatory, all categories.
- 5.3 **Groin protectors** must be worn under the Karate-Gi. Mandatory, all categories.
- 5.4 **Chest protectors** - for female children, youth, cadet, junior and junior advanced must wear chest protectors (for women adult, senior and masters chest protectors are optional).
- 5.5 **Body protector** (for children and youth Kumite). They can be worn over the GiJacket. Above youth, body protector is optional.
- 5.6 **Head Guard** (for children and youth Kumite). Above youth, head guard is optional.
- 5.7 All protective equipment must be approved by the SWKF-ExCom.
- 5.8 It's mandatory that the coach informs the Competition Doctor about any item or medical device (pacemaker, surveillance device, contact lenses, etc.) that a competitor wears. If the referee discovers such an item that is disclosed to the SWKF Doctor the competitor will be disqualified.

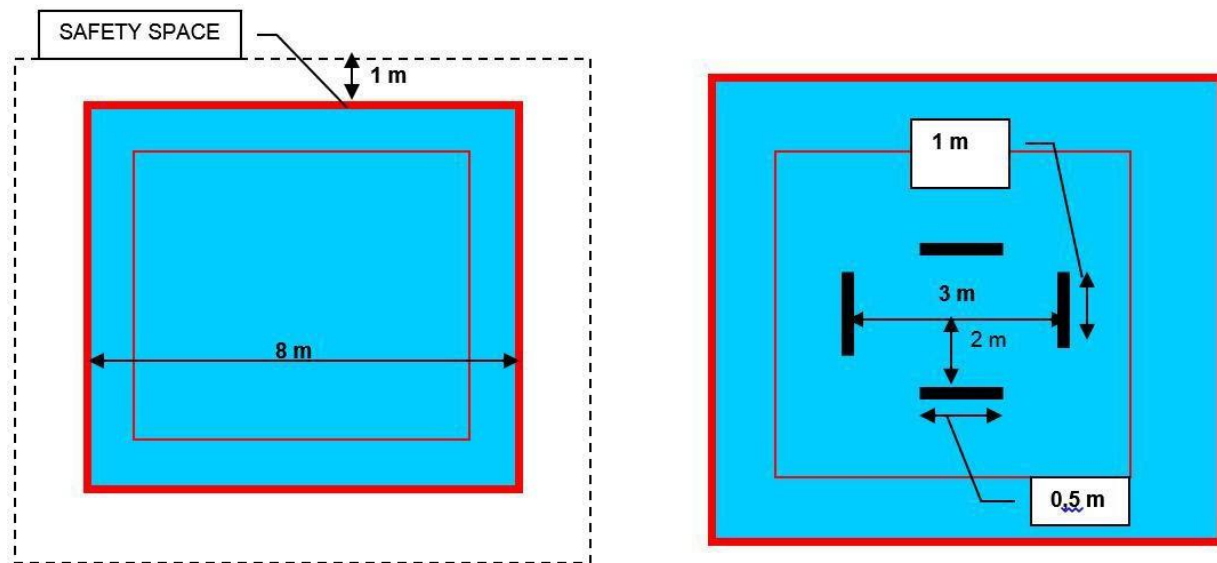
- 5.9 Competitors need the written approval of the Competition Doctor to wear special glasses or any special item and devices (see §5.8).

NAILS, METALLIC OBJECTS, HAIR and BANDAGES

- 5.10 All competitors are required to keep their finger and toe nails short, to not exceed the finger extremity, and shall not wear metallic objects or jewelry that might cause injury to themselves or their opponent.
- 5.11 Each competitor must keep their hair clean and cut or tied up to such a length that it does not obstruct their performance or put them at risk in a match.
- 5.12 Females can wear discreet hair clips (not metallic) during a Kata Competition.
- 5.13 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.14 Competitors are not allowed to wear Hachimaki, amulets or wristbands.
- 5.15 If the competitor come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the SWKF rules. Otherwise, the decision will be KIKEN for this competitor. The competitor's coach is responsible for ensuring that the competitor does not violate these rules.

ART. 6: MATCH AREA SIZES

- 6.1 Tatami **mats** are compulsory.
- 6.2 **Kumite**: The size of the Match area must, in principle, be 8 x 8 meters and a minimum 6 x 6 meters for Children.
- 6.3 **Kata**: The size of the area shall be large enough so that participants are able to safely perform the Kata



(Fig.3)



ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and the SWKF organizer.
- 7.2 5 Red flags and 5 White flags for each tatami.
- 7.3 5 Kata Score boards for each tatami.
- 7.4 Recording equipment: Score sheets and Recording forms, pens, calculators, etc.
- 7.5 Red markers for each tatami.
- 7.6 The SWKF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.
- 7.7 Whistles, Bells, Gongs or PA system to announce time signals.

ART. 8: PROTEST AGAINST DECISION AND REVISION OF DECISION

- 8.1 Competitors cannot personally protest against the Referee panel's decision.
- 8.2 Only the coach of the team involved may protest to the Chief Referee against a decision, when the decision given by the Referee panel is thought to have violated the Rules of the match or the Rules of judging.
- 8.3 However, coaches must not interrupt the work of the Jury Table by asking to check the participation lists or other documents, or asking for explanations, etc.
- 8.4 The coach can attract the attention of the Chief Referee if there is an **administrative error** (wrong competitor, points or warning given, wrong display content, etc.) during the match.
- 8.5 The coach can protest, in writing, to the SWKF–Referee Commission, but only after the match is finished.

PROTEST PROCEDURE:

- 8.6 The coach announces to the Chief Referee that he intends to make an official protest, once the match is finished.
- 8.7 The Chief Referee will stop the whole round and will inform the SWKF-Referee Commission about it.
- 8.8 The coach completes the “PROTEST sheet” and gives it to the Chief Referee who will give it to the SWKF – Referee Commission.
- 8.9 The SWKF–Referee Commission shall review the complaint and the evidence that supports it, and may ask for an explanation from the Chief Referee and the Referee Panel in that tatami.
- 8.10 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.
- 8.11 It is the coach who is responsible for providing the evidence for the protest.
- 8.12 The SWKF-Referee Commission, after approval from the SWKF-ExCom, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.
- 8.13 The SWKF–Referee Commission may penalize the Referee(s) who caused the protest.
- 8.14 The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.
- 8.15 To reduce any charting error, the winner of each match must confirm his name to the Jury Table prior to leaving the area.



- 8.16 Video proof, regarding an assumptive technical evaluation error, is not accepted as evidence for the protest.
- 8.17 Video proof is accepted, as evidence, only for administrative errors and only if the incident is clearly visible.

ART. 9: OTHER MATTERS

- 9.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the Chief Referee and the panel of referees shall consult among themselves to find a solution for that specific situation.
- 9.2 The decision must be approved by the SWKF-Referee Commission and SWKF-ExCom. All officials will be notified of this decision and a public announcement will be made.
- 9.3 All Karate-ka, including competitors, coaches, managers, or anybody connected with the competitor, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
- 9.4 Coaches, federation presidents and spectators are not permitted to loiter around the tatami area, nor the Table Jury area nor are they permitted to speak to or distract or interfere with the work of the Jury Table officials.
- 9.5 Coaches are not permitted to accompany a Kata Competitor onto the tatami.
Exception: With permission from the Tatami Chief Referee, a coach can accompany a disabled competitor onto the tatami in order to allow the competitor to compete. Example: visually impaired competitors.

CHAPTER 2: JUDGING RULES

ART. 10: GENERAL MATTERS

- 10.1 All the referee activities will be in accordance with the SWKF rules and will be coordinated by the SWKF-Referee Commission (SWKF-Refcom). The SWKF-Refcom will be composed of an uneven number of members (3, 5, or 7) and it shall be led by the Chief Worldwide SWKF-Referee.
- 10.2 In the absence of the Chief Worldwide SWKF-Referee, the Chairman/Chief Instructor of the SWKF-Federation will take over all his duties and responsibilities.
- 10.3 The Panel of referees will ensure that these rules are applied impartially on the Tatami.
- 10.4 The referee panel for each tatami will be the Centre Referee (**SUSHIN**) and 4 Corner Judges.
- 10.5 The Jury Table personnel will be made up of the Jury Table Score-keeper, Time-keeper, and Caller- Announcer (3).
- 10.6 The Referee (Sushin) or Judge(s) must avoid refereeing a Kata or a Kumite match if a competitor from their own federation or country is involved. The Referee, Judge or Arbitrator must inform the Chief Referee about this situation. The Chief Referee must replace the official with a neutral one.

ART. 11: APPOINTMENTS

- 11.1 The Chief Worldwide Referee of the SWKF-Referee Commission is appointed by the SWKF Executive Committee (SWKF- ExCom).
- 11.2 The Chief Referee and the panel of referees for each Tatami are appointed by the SWKF-Referee Commission.



- 11.3 The Central Referee (**SUSHIN**) and Corner Judges will be appointed by the Chief Referee from the panel of referees before or at the time of each match.
- 11.4 The Jury Table Personnel are appointed by the host of the competition and the SWKF organizer and must be approved by SWKF-ExCom.

ART. 12: GENERAL DUTIES OF REFEREES AND JUDGES

The Referee Members/Judges have the following duties:

- 12.1 To learn and to know the SWKF Rules of Karate Competition.
- 12.2 To be objective, impartial and fair.
- 12.3 To show respect and understanding.
- 12.4 They must behave with dignity and demonstrate respect for the competitors and other officials.
- 12.5 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as SWKF officials.
- 12.6 They must concentrate their full attention on the match, observing each competitor carefully and judging correctly every action of the competitors.
- 12.7 During the match they must not talk with anyone other than the Chief Referee, the other Judges, the competitors and the SWKF-Referee Commission.

ART. 13: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

- 13.1 The Chief Referee organizes, coordinates and supervises the whole activity at the Tatami.
- 13.2 He/she has the ultimate responsibility of judgment.
- 13.3 He/she will be responsible for ensuring that matches are conducted according to these Competition Rules and if any unusual incident occurs, He/she shall base his/her decision upon these rules.
- 13.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error .
- 13.5 He/she advises and leads the referees and judges on his/her tatami.
- 13.6 He/she will appoint the Judges prior to each match.
- 13.7 If it becomes necessary to replace one of them during a Match, the Chief Referee shall immediately stop the match and select a substitute without a loss of time.
- 13.8 The Chief Referee is subordinate to the SWKF-Referee Commission.
- 13.9 He/she cannot interfere with the Refereeing score evaluation.
- 13.10 He/she prepares a daily written report about the referee panel and special incidents (if any) at his/her tatami.

ART. 14: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

- 14.1 To conduct Matches, including start and stop.
- 14.2 To announce the decision of the panel of Judges.
- 14.3 To explain, when necessary, the grounds on which such decisions are made.
- 14.4 To announce fouls and to issue warnings (prior to, during, and after a match).
- 14.5 To take other disciplinary action (e.g. dismiss/suspend a competitor from a match).
- 14.6 To obtain advice and information from the Judges.
- 14.7 To decide victory by majority based on the table for judgment (**see Fig. 8**).
- 14.8 To extend the duration of the Match.
- 14.9 To consult the Chief Referee whenever he has difficulties taking decisions.



ART. 15: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE



(JURY TABLE, SCORE-KEEPER, TIME-KEEPER, AND THE CALLER-ANNOUNCER)





- 15.1 The Jury table announces the name of each competitor for each match and ensures that the correct competitor is on the Tatami.
- 15.2 During each match, the Jury Table records and registers the points scored by each competitor, the warnings and penalties given to each competitor, and they keep an accurate record of the match time, etc.
- 15.3 Before each Round, they will check the draw sheet and any attached relevant Injury Sheet.
- 15.4 They must review the Injury sheet and inform the Referee about any competitor’s injuries.
- 15.5 The Jury table must attach any “Injury sheet” to the Category Draw sheet at the end of the match






CHAPTER 3: TERMINOLOGY & GESTURES





ART. 16: THE MEANING OF THE TERMS USED AND THE GESTURES







(commands, penalties, announcements) used during a kumite match are the following:







	NAKAE	Enter the tatami	Enter to the center of the ring.
	SHOBU (Sanbon / Ippon Ha) HAJIME	Start the match.	The Referee stands on the official line.
	SHOBU HAJIME	Start the extended match.	The Referee stands on the official line.
	ATOSHI BARAKU	A little more time left.	An audible signal will be given by the timekeeper 30 seconds before time-up.

	<p>YAME</p>	<p>Temporary halt of match.</p>	<p>The timekeeper stops the clock in Kumite.</p>
	<p>TSUZUKETE</p>	<p>Fight on.</p>	<p>Resumption of fighting, ordered after an unauthorized interruption has occurred.</p>
	<p>TSUZUKETE HAJIME</p>	<p>Restarting the match.</p>	<p>The Referee stands on the official line, steps back into Zenkutsu-Dachi and brings the palms of his hands towards each other.</p>
	<p>YAME</p>	<p>End of the match.</p>	<p>The Referee faces the palm of one hand between the competitors, with the arm outstretched.</p>
	<p>MOTONOICHI</p>	<p>Original position.</p>	<p>Referee and Judges return to their respective standing lines.</p>

	<p>SHUGO</p>	<p>Judges called.</p>	<p>The Referee beckons with both hands and with the palms facing inwards.</p>
	<p>HANTEI</p>	<p>Judgment.</p>	<p>The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.</p>
	<p>IPPON</p>	<p>One point.</p>	<p>The Referee extends their arm higher than their shoulders, towards the relevant competitor.</p>
	<p>WAZA-ARI</p>	<p>Half point.</p>	<p>The Referee extends their arm slightly downwards to the side towards the relevant competitor.</p>
	<p>AIUCHI</p>	<p>Simultaneous scoring. No point awarded.</p>	<p>The Referee brings his fists together in front of the chest.</p>
	<p>HIKIWAKE</p>	<p>A draw.</p>	<p>The Referee extends both arms to the side and slightly downwards with palms facing up.</p>






	<p>AKA (SHIRO) NO KACHI</p>	<p>Victory of red (white).</p>	<p>The Referee obliquely raises an arm on the side of the winner.</p>
	<p>ENCHO-SEN</p>	<p>Extension.</p>	<p>The Referee restarts the match with the command "Shobu Hajime".</p>
	<p>SAI SHIAI</p>	<p>A new match.</p>	<p>In Ippon Kumite, if there is a draw, another match will be held. This re-match is called Sai Shiai</p>
	<p>TORIMASEN</p>	<p>Not acceptable as scoring.</p>	<p>The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.</p>
	<p>KINSHI</p>	<p>Warning for prohibited behavior.</p>	<p>The Referee points one index finger in the air at a 60- degree angle on the side of the offender.</p>
	<p>ATENAI</p>	<p>Warning for any excessive contact.</p>	<p>The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.</p>

	<p>CHUI</p>	<p>Final warning.</p>	<p>The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.</p>
	<p>KINSHI</p>	<p>Prohibited behavior.</p>	<p>Time wasting, exaggerated actions, disrespectful actions, out of ring.</p>
	<p>HANSOKU</p>	<p>Foul/Disqualification.</p>	<p>The Referee points with the index finger to the face of the offender and announces a victory for the opponent.</p>
	<p>JOGAI</p>	<p>Exit from fighting area.</p>	<p>On the side of the offender, the Referee says AKA/SHIRO Jogai and points his/her index finger in the air at a 60- degree angle and imposes a Kinshi warning or penalty (Sanbon and Ippon Ha Kumite) or a Jogai warning or penalty in Ippon Kumite. The Judge, signals this offence to the Referee by pointing the index finger at a 45-degree angle to the area boundary on the side of the offender</p>
	<p>MUBOBI</p>	<p>Defenseless Behavior</p>	<p>On the side of the offender, the Referee says AKA/SHIRO Mubobi and points his/her index finger in the air at a 60- degree angle and imposes a Kinshi warning or penalty (Sanbon and Ippon Ha Kumite) or a Mubobi warning or penalty in Ippon Kumite.</p>
	<p>UKE IMASU</p>	<p>Technique blocked.</p>	<p>An open hand touching the elbow of the opposite arm.</p>

	<p>NUKETE IMASU</p>	<p>Target missed.</p>	<p>A closed fist crossing in front of the body</p>
	<p>YOWAI</p>	<p>Technique too weak.</p>	<p>An open hand descending downwards.</p>
	<p>HAYAI</p>	<p>Quickest/first to score.</p>	<p>An open hand touching the palm of the other hand, with the fingers.</p>
	<p>MAAI</p>	<p>Bad distance.</p>	<p>Both the hands are raised open and parallel to the floor and facing each other.</p>
	<p>KIKEN</p>	<p>Renunciation.</p>	<p>The Referee points with the index finger towards the feet of competitor.</p>
	<p>SHIKAKKU</p>	<p>Disbarment from the tournament</p>	<p>The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.</p>

In Kumite the Corner Judges' signals can be made by either flags called by the whistle or the head referee.

	<p>IPPON</p>
	<p>WAZA ARI</p>
	<p>AIUCHI</p>
	<p>UKE IMASU</p>
	<p>NUKETE IMASU</p>
	<p>MIENAI</p>

	<p>MAAI</p>
	<p>JOGAI</p>
	<p>ATENAI</p>
	<p>CHUI</p>
	<p>HANSOKU</p>



	<p>HIKIWAKE</p>
	<p>NO KACHI</p>

CHAPTER 4: DECISIONS

Art. 17: Decision with majority

If the Referee and the Judges are not in agreement about a score, warning or penalty, the Head Referee will be the tie breaker. **The ultimate decision will be made by the majority of the (5).**

Art. 18: Restarting the round

In all cases, during a round, when a wrong competitor (accidentally) takes the place of another one or there is a missing competitor, the result of that **match** will be annulled. The **match** will restart at the point the mistake occurred and will involve only those competitors affected by the mistake. But, if the round is finished, the results cannot be changed.

PART 2: KUMITE RULES

CHAPTER 5: GENERAL KUMITE RULES

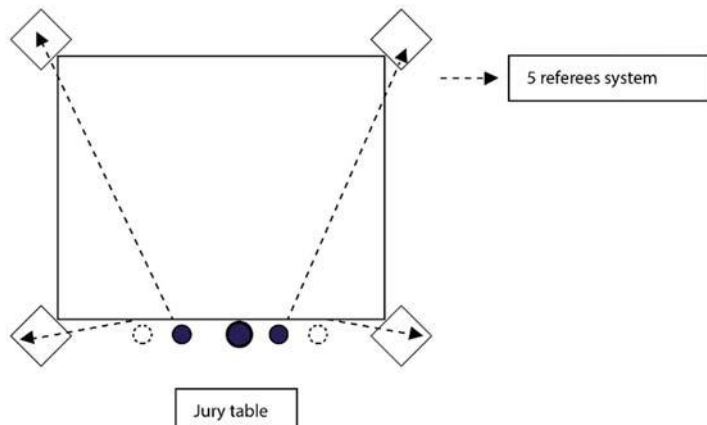
ART. 19: STARTING – SUSPENDING – ENDING THE KUMITE MATCH

19.1 The competitors must line up at the beginning of the round. If one, or more, of them is absent, they will be called twice on the microphone. If they don't come by the time the round has finished, they will be declared KIKEN.

19.2 STARTING THE MATCH:

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between competitors, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

After the bow, the Referee invites the “4 Corner Judges” to take their places (outside the match area), as shown below:



(Fig. 9)

At the command of “Nakae or Motoichoichi”, the panel of referees and the competitors enter the match area. The match shall start with the announcement by the Referee of "Shobu Sanbon / Ippon Ha / Ippon Hajime".



19.3 The coaches must be seated on the opposite side of the Jury table.

19.4 The coaches' and competitors' badges must be given to the Table Jury officials, who will ensure that the correct coaches and competitors enter the tatami.

19.5 SUSPENDING THE MATCH

By announcing "Yame" the Referee shall halt the Match temporarily and order the contestants back to their positions. When resuming the Match, the Referee announces "Tszukete Hajime".

19.6 ATOSHI BARAKU

The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating Atoshi Baraku, 30 seconds to go

19.7 ENDING THE MATCH

When it is time-up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting the match (Yame), the Referee shall end the match by announcing "Yame". He then checks the scores and penalties with the Table Jury then announces the decision. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

ART. 20: CRITERIA FOR DECIDING IPPON AND WAZA-ARI

20.1 An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, position and balance).
- strong vigor (kime),
- good sporting, non-malicious attitude,
- zanshin,
- proper timing,
- correct distancing

Some examples of effective techniques delivered under the following conditions shall be considered as an Ippon:

- When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
- When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- When a combination of successive and effective techniques is used.
- For the combined use of tsuki and geri techniques.
- For combined use of Tsuki, geri and nage techniques.
- When the opponent has lost their fighting spirit and turned their back to the attacker.
- Effective attacks delivered on the undefended parts of the opponent.
- For effective Jodan Geri techniques (Shodan only).

20.2 A Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.



20.3 The score announcements:

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/ Shiro ... Jodan/Chudan ... Tsuki / Geri / Nage ... Ippon or Waza Ari

ART. 21: VICTORY OR DEFEAT

Shall be awarded based on:

- 21.1 Victory by Ippon / Ippon Ha score.
- 21.2 Victory by decision (Hantei).
- 21.3 Defeat due to a disqualification (Hansoku, Shikaku).
- 21.4 Defeat due to a retirement (Kiken).

21.5 VICTORY by IPPON HA or by SANBON SCORE

The competitor, who scores first with one Ippon (or two Waza-ari) for Shobu Ippon or with one Ippon and one Waza Ari or 3 Waza Ari for Ippon Ha 3 Ippon (or 6 Waza-ari, or a 6 point or higher score combination of Ippon and Waza-ari) for Shobu Sanbon, will be declared the winner.

21.6 VICTORY by DECISION (Hantei)

In the absence of Ippon / Ippon Ha and Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken based on the following considerations:

- In the case of a competitor (in Sanbon Kumite) scoring at least one Waza Ari more than the opponent, he will automatically be declared winner (Kachi).
- In Individual Sanbon Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

21.7 HANTEI procedure:

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call "Hantei" and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the competitor of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

21.8 CRITERIA FOR HANTEI

- a) Whether there have been any Waza-ari or Ippon.
- b) Whether there have been any warnings (Atenai / Kinshi).
- c) The comparative excellence in the fighting attitude.
- d) The ability and skill.
- e) The degree of the vigour and fighting spirit.
- f) The number of attacking moves.
- g) The comparative excellence in the strategy used.
- h) Fair play.

21.9 DEFEAT DUE TO A FOUL – DISQUALIFICATION (Hansoku)

When a competitor commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending competitor:



- 21.9.1 In the case of a competitor, after having been warned twice, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat because warnings already incurred.
- 21.9.2 Failing to obey the orders of the Referee.
- 21.9.3 If a competitor becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.
- 21.9.4 If the act or the acts of a competitor are considered as malicious, willfully violating the rules prohibiting them.
- 21.9.5 Other acts which are deemed in violation of the Rules of the Match. Any unruly behavior from people connected with the competitor, such as the Coach, Manager, supporters, etc. may result in the disqualification of the competitor and/or the team.
- 21.9.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other competitor and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.
- 21.9.7 Any competitor (or team) who receives HANSOKU in the semi-finals will still receive a bronze medal.
- 21.9.8 Any competitor (or team) who receives HANSOKU in the final will still receive a silver medal.
- 21.9.9 Any competitor (or team) who receives SHIKAKKU in the semi-final or final will not receive a medal.

21.10 DEFEAT DUE TO RETIREMENT (Kiken)

- 21.10.1 A competitor who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

ART. 22: SCORING AREAS AND SCORING TECHNIQUES

- 22.1 The scoring areas shall be limited to the following: Head (Shodan + only), Abdomen, Neck, Chest, Side and Back (excluding the shoulders).
- 22.2 The throat and groin is not a scoring point; it is forbidden to attack the throat.
- 22.3 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- 22.4 An attack, even if effective, delivered after the Time-up bell signals the end of the match, shall not be recognized as such, nor shall it constitute a basis for decision.
- 22.5 Techniques delivered outside the prescribed match area shall be invalid.
- 22.6 However, if a competitor delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.
- 22.7 Scoring techniques of the same value simultaneously delivered by both competitors shall not score (Aiuchi).

ART. 23: WARNINGS AND PENALTIES

In SWKF kumite competition, there are 3 categories of warnings and penalties:

- 23.1 **ATENAI** - Excessive contact;
- 23.2 **KINSHI** - Prohibited behavior;
- 23.3 **KIKEN** - Disqualified from current match;
- 23.4 **SHIKAKKU** - Disbarment from the entire competition.
- 23.5 **ATENAI category**

23.5.1 Techniques which make excessive contact, having regard to the scoring area attacked.

23.5.2 The following techniques which are done with contact:

- a) Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
- b) Attacks to the groin or the throat.
- c) Open hand techniques to the face, throat, and neck; Hiza Geri; Empi or Atama Uchi.
- d) Jumping techniques (like Tobi Yoko Geri or Urakon Uchi).
- e) Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).

23.5.3 Dangerous throws (without any assurance of the opponent landing safely).

23.5.4 The announcement: “Aka/Shiro – ATENAI ...”.



23.5.5 The gesture for Atenai is: **(Fig 10)**

23.5.6 The possible warnings and penalty are:

- a. first warning: Atenai
- b. Final warning: Ateani Chui
- c. Disqualification: Atenai Hansoku

23.6 KINSHI category

The following actions and behaviors are prohibited and will be penalized:

23.6.1 Time-wasting.

This includes refusing to fight, running away from the opponent and repeated match interruption by clinching or unnecessary bodily contact against the opponent.

23.6.2 **Exaggerated actions** (unsporting behavior, etc.) and reactions (i.e. faking injury, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).

23.6.3 **Any behavior likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).

23.6.4 **Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the referee decisions during the match, etc).

23.6.5 Any situation where the competitor shows a lack of regard for his/her own safety or integrity, as follows:

- a) Attacks with an unguarded head in front.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee's attention to the technique.
- d) The competitor is defenseless, and their back is exposed.

23.6.6 Any situation where the competitor touches the floor outside the match area with any part of his/her body, as follows:

- a. If the competitor goes out deliberately or to avoid an opponent's technique.
- b. If one competitor delivers an unsuccessful technique and then exits immediately afterwards, Kinshi will be recorded.
- c. If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Kinshi will not be recorded.
- d. If there is a successful technique, Yame should occur at the instant of the score. The exit therefore occurs outside of the match time and must not be penalized.
- e. If Shiro exits the Tatami or has exited as Aka's score is made (with aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Kinshi penalty will be imposed.
- f. The point at which "Yame" is called is helpful in determining if this Kinshi situation has occurred.
- g. Kinshi is not imposed if the competitor was pushed outside the match area by the opponent.
- h. Warnings must increase in severity until a penalty (Hansoku) is imposed.

23.6.7 Grabbing (unless immediately followed up by a technique).

23.6.8 Uncontrolled attacks (which exceed past or over the target).

23.6.9 The possible warnings and penalty are:

- a. First warning: Kinshi
- b. Second warning: Kinshi Ni
- c. Final warning: Kinshi Chui
- d. Disqualification: Kinshi Hansoku

23.6.10 The announcement: "Aka/Shiro, KINSHI"



23.6.11 The gesture for Kinshi is: **(Fig.11)**

23.7 KIKEN

- 23.7.1 It is a disbarment from the current match.
- 23.7.2 When they do not obey the referee.
- 23.7.3 When they do not act in a way expected of karate do.

23.8 SHIKAKKU

It is a disbarment from the entire competition and it is given in the following cases:

- 23.8.1 When the competitors do not obey the orders of the Referee and become aggressive.
- 23.8.2 When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.
- 23.8.3 When the competitor(s), their coach or any member(s) of their support squad make obscene or offensive gestures, make threats or give verbal abuse to the officials or other competitors.
- 23.8.4 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.
- 23.8.5 The announcement: The Referee will announce “Aka/Shiro – SHIKAKKU.



(Fig 12)

- 23.8.6 The gesture for Shikakku is:
- 23.8.7 Before Shikakku can be imposed, the Referee must consult the SWKF- Referee Commission.
- 23.8.8 The competitor who receives Shikakku will lose all the positions he / she won before in that round /category. He/she they will not receive a medal.

23.9 Coaches – warnings and penalties

- 23.9.1 The coaches will be penalized for bad behaviour (verbal abuse, physical aggressiveness against officials or against their own students).
- 23.9.2 The penalty scale for coaches will have 3 (three) steps: Kinshi; Kinshi Chui and Kinshi Hansoku.
- 23.9.3 The decision to warn or penalize a coach will be taken by the Referee panel and the Chief Referee.
- 23.9.4 After the decision to warn a coach has been taken the Chief Referee will mark an X on the back of coach's badge and certify this with his signature.



23.9.5 After the third mark, the SWKF-Referee Commission will forbid him or her to act as a coach during the remainder of the competition.

23.9.6 The SWKF-Referee Commission could also impose a suspension for a period of time, from all competitions under the SWKF umbrella.

ART. 24: INJURIES AND ACCIDENTS

In the case of an injury of a competitor, the Referee shall at once halt the match, assist the injured competitor and, at the same time, call the Competition Doctor.

24.1 DOCTOR'S DECISIONS

24.1.1 Only the competition doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the competitors.

24.1.2 A competitor who wins a match through disqualification of their opponent for causing them an injury cannot fight again in the competition without the Competition Doctor's Permission.

24.1.3 When a competitor wins through a disqualification of their opponent for causing them an injury, the Chief referee will send a judge with the injured winner to the Competition Doctor. The Competition Doctor must complete the "Injury sheet" (Fig.15). The completed "Injury sheet" will be given to the Jury Table and it will be attached to the round draw sheet. It is the Jury Table's responsibility to monitor the competitor's progress to the next round and to show the Injury Sheet to the Referee. Depending on the Doctor's instructions in the Injury Sheet the Referee will decide if the competitor can or cannot continue to compete in the competition.

Fig 15: Injury sheet

Date:	Hour:	Tatami No.	Name of Chief Referee of the tatami
Number & Competitor's name:	Federation:	Country:	Nature of injury
Doctor's Remark	Recommendation	Continue?	Doctor's signature/Stamp
		YES NO	

24.1.4 No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

24.2 VICTORY or DEFEAT after an injury

24.2.1 When a competitor, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.



24.2.2 If two competitors harm each other, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:

- a) The fight is won by the competitor that has accumulated the most points.
- b) If the score is the same, then the Referee will call for HANTEI to decide the winner.
- c) In Team competition the Referee will announce a Tie (HIKIWAKE). If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.

24.2.3 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either competitor, disable a competitor or in a case where both competitors are injured at the same time for reasons for which both are responsible, the final result will be decided by:

- a) The competitor who quits the Match shall be declared the loser by Kiken.
- b) In a case where both competitors quit and the reasons causing the injuries are not ascribable to either of the competitors, then HANTEI will decide the final result.

24.2.4 In a case where a competitor is deemed unable to continue the match owing to an injury or any other physical reasons, based on the advice of the Competition Doctor, the Referee shall end the match and suspend the injured competitor from the match and will attribute the victory as follow:

- a) If the injury is ascribable to his opponent, he shall be declared the winner.
- b) If the injury is not ascribable to his opponent, he shall be declared the loser.

24.3 SERIOUS INJURIES

In case of a serious injury, SWKF Discipline Commission may impose additional penalties.

24.3.1 The procedure applied in those cases will be found in **ART. 79 APPENDIX**

PART 3: KUMITE

CHAPTER 6: INDIVIDUAL KUMITE SANBON

ART. 25: DURATION OF AN INDIVIDUAL KUMITE MATCH

25.1	Children and youth (male/female)	1 min 30 sec. (effective time)
25.2	Cadets / Juniors (male/female)	2 min. (effective time)
25.3	Adults (male /female)	2 min. (effective time)
25.4	Seniors and Masters (male/female)	2 min. (effective time)
25.5	Finals: Shodan + 20 years and up	3 min. (effective time)

ART. 26: TIE AND EXTENSION

26.1 THE TIE

26.1.1 In the event of a tie (equal score, including 0-0) after time-up, in an individual Match, HANTEI will be called. Only for individuals. Teams will have a sixth tie breaker match.

26.1.2 The decision can be NO KACHI for Aka or Shiro (based on the criteria used in Hantei or it could be HIKIWAKE. In individual kumite, if Hikiwake is given, an Enchosen(extension) will follow.



26.2 THE EXTENSION (Encho-Sen)

- 26.2.1 The Referee command for starting the extension will be “Encho-Sen - Shobu Hajime”.
- 26.2.2 The time of Encho-Sen will be 1 minute.
- 26.2.3 This extension will be decided by the first to score (sudden death).
- 26.2.4 All scores and warnings are carried into the extension.
- 26.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension. The Referee Panel must decide AKA or SHIRO NO KACHI.

CHAPTER 7: TEAM KUMITE

Each individual match is decided according to the "Kumite Rules" for individual kumite match, no extensions (Hantei) in event of a tie a sixth tie breaker match will be required.

CHAPTER 8: GENERAL KATA RULES

ART. 27: JUDGEMENT OF A MATCH

- 27.1 The Panel of Judges (1 Central Referee and 4 Corner Judges) will adjudicate each kata match.
- 27.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 27.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 27.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the **Table for judgment** (see Fig.8).
- 27.5 When 6 competitors remain, the 6 competitors will compete based on a scoring system of 8.0 – 10.0. The highest and lowest scores will be discarded and the sum of the 3 scores will determine the winner (1, 2, 3A and 3B place) highest to next highest score.

ART. 28: STARTING THE KATA PERFORMANCE

- 28.1 When called upon by the Announcer, the competitor(s) will immediately proceed inside the match area, bow to the Central Referee, and they will clearly announce the name of the Kata (semi-final and final only) that they will perform to the Judges. For TeamKata, the lead competitor of the team, who is nearest to the Central Referee, will announce the name of the kata.
- 28.2 The Central Referee will clearly repeat the name of the Kata.
- 28.3 After that, the competitor (s) will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- 28.4 All the Kata Team members must adopt the "Triangle" formation (the lead competitor in front and in line with the Central Referee).



ART. 29: TIE IN TEAM KATA

- 29.1 In case of a tie, the tied teams can repeat the same team Kata.
- 29.2 In case of a second tie, the team must change Kata.

CHAPTER 9: CRITERIA FOR DECISION

In a Kata Match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements specified in **Basic performance** and in **Advanced performance**:

ART. 30: BASIC PERFORMANCE

- 30.1 The following basic points must appear in each performance of a Kata:
- a) Kata sequence.
 - b) Control of power.
 - c) Control of tension and contraction.
 - d) Control of speed and rhythm.
 - e) Direction of movements.
 - f) Understanding Kata technique
 - g) Embuzen
 - h) Coordination.
 - i) Stability and balance.
 - j) Pauses.
 - k) Kiai.
 - l) Breathing.
 - m) Concentration.
 - n) Spirit.

ART. 31: ADVANCED PERFORMANCE

- 31.1 Judges will note the specific important points and the degree of difficulty of the performed Kata. Judgment will be based on:
- a) The mastery of techniques by the competitor.
 - b) The degree of difficulty and risk in the performance of the Kata.
 - c) The Budo attitude of the competitor.



ART. 32: MINUS POINTS

32.1 Points will be deducted in these cases:

- a) For a momentary hesitation in the smooth performance of the Kata quickly remedied, 0.1 should be deducted from the final score.
- b) For a momentary but a discernible pause, 0.2 points should be deducted.
- c) For a momentary slight imbalance, and quickly remedied, 0.1 - 0.2 points should be deducted.
- d) For a lack of kiai, 0.1 point should be deducted.

ART. 33: DISQUALIFICATION

- a) If the competitor announces one kata and he performs another kata.
- b) If the Kata is varied (plus or minus a technique/movement, changing techniques/stances, etc.)
- c) If the competitor stops the Kata for more than 5 sec (kio).
- d) If the competitor loses balance completely and/or falls.
- e) If belt, trouser, a device, etc. falls down during the kata performance.