

***Traditional Tournament  
Rules and Regulations***

国際本部道場空手道

HOMBU DOJO KARATE INTERNATIONAL



## Hombu Dojo Karate International

# General Rules

index

Page 2

<b>Chapter</b>	<b>1</b>	<b>general rules</b>	<b>Page</b>	<b>6</b>
Article	1	purpose	Page	6
Article	2	application of the rules	Page	6
Article	3	manners of participants	Page	6
Article	4	general notes	Page	6
<b>Chapter</b>	<b>2</b>	<b>administration of competitions</b>	<b>Page</b>	<b>6</b>
Article	5	organisation of competitions	Page	6
Article	6	<i>Shin-Pan-Cho</i> (chief-referee)	Page	7
Article	7	<i>Shu-Shin</i> and <i>Fuku-Shin</i> (main-judge/s and assistant-judge/s)	Page	8
Article	8	<i>Kansa</i> (arbitrator/s)	Page	8
Article	9	<i>Sen-Shu</i> (competitor/s)	Page	9
Article	10	<i>Kantoku</i> (coach/es)	Page	9
Article	11	<i>Keiji-In</i> (time-keeper/s)	Page	9
Article	12	<i>Kiroku-In</i> (score-keeper/s)	Page	9
Article	13	<i>Shin-Ko-In</i> (co-ordinator/s)	Page	9
Article	14	<i>Kyugo-In</i> (first-aid)	Page	9
Article	15	clothes	Page	9
Article	16	Shiai-Jo (match area/court)	Page	10
Article	17	competition events	Page	11

## Hombu Dojo Karate International

		index	Page 3
<b>Chapter</b>	<b>3</b>	<b>Kumite match/es</b>	<b>Page 11</b>
Article	18	Kumite competition requirements	Page 11
Article	19	team match/es (Kumite)	Page 11
Article	20	judgement of techniques in (Kumite)	Page 12
Article	21	Hantei (judgement of a Kumite match)	Page 13
Article	22	Sai-Shiai (match extension/s) Kumite	Page 13
Article	23	<i>Chui</i> (foul/s)	Page 14
Article	24	<i>Jo-Gai</i> (out of court)	Page 15
Article	25	<i>Mubobi</i> (defencelessness)	Page 15
Article	26	<i>Shikkaku</i> (dismissal from the tournament area)	Page 15
Article	27	<i>Kiken</i> (withdrawal)	Page 16
Article	28	injuries	Page 16
Article	29	* <i>Shu-Shin</i> * <i>Fuku-Shin</i> * <i>Kansa</i> *	Page 16
Article	30	Kumite match time	Page 16
Article	31	Kumite match proceedings	Page 17
Article	32	Kumite match equipment	Page 18
<b>Chapter</b>	<b>4</b>	<b>Kata match/es</b>	<b>Page 19</b>
Article	33	<i>Kata</i> match method	Page 19
Article	34	<i>Shin-Pan</i> (judge/s)	Page 19
Article	35	<i>Kata</i> match judgement	Page 20
Article	36	loss of points and disqualification/s (in <i>Kata</i> )	Page 21
Article	37	Sai-Shiai additional match/s (in <i>Kata</i> )	Page 21
Article	38	<i>Kata</i> match proceedings	Page 22
Article	39	<i>Kata</i> match equipment	Page 23
Article	40	general notes	Page 23
<b>Chapter</b>	<b>5</b>	<b>addendum</b>	<b>Page 24</b>
Article	41	individual <i>Kata</i>	Page 24
Article	42	notes	Page 24
Article	43	team <i>Kata</i>	Page 24
Article	44	team <i>Kata</i> formation	Page 24

## Hombu Dojo Karate International

index

Page 25

<b>Chapter</b>	<b>6</b>	<b>judging rules</b>	<b>Page</b>	<b>25</b>
Article	45	judging rules purpose	Page	25
Article	46	application of the rules	Page	25
Article	47	manners of a judge	Page	25
Article	48	miscellaneous	Page	25
Article	49	signals used by <i>Shu-Shin</i> (main-judge)	Page	26
Article	50	signals used by <i>Fuku-Shin</i> (assistant-judges)	Page	27
Article	51	words used by <i>Shu-Shin</i> and their meanings	Page	28
Article	51	words used by <i>Shu-Shin</i> and their meanings (2)	Page	29
Article	52	whistle signals	Page	30
<b>Chapter</b>	<b>7</b>	<b>judging a Kumite match</b>	<b>Page</b>	<b>30</b>
Article	53	position of <i>Shin-Pan</i> (= <i>Shu-Shin</i> , <i>Fuku-Shin</i> and <i>Kansa</i> )	Page	30
Article	54	criteria for judgement in Kata/Kumite at Hantei	Page	31
<b>Chapter</b>	<b>8</b>	<b>judging a Kata match</b>	<b>Page</b>	<b>32</b>
Article	55	position of <i>Shin-Pan</i> (where on the <i>Shiai-Jo</i> )	Page	32
Article	56	criteria for <i>Kata</i> judgement	Page	33
Article	57	procedure on the <i>Shiai-Jo</i> for <i>Kata Kohaku-Hoshiki</i> (flags system)	Page	34
Article	58	procedure on the <i>Shiai-Jo</i> for <i>Kata Tensu-Hoshiki</i> (points system)	Page	35
Article	59	procedure on the <i>Shiai-Jo</i> for Kumite (flags system)	Page	36
Article	60	procedure on the <i>Shiai-Jo</i> for Kumite (mirror system)	Page	37
Article	61	procedure on the <i>Shiai-Jo</i> for Team Kumite (flags system)	Page	38

## Hombu Dojo Karate International

		index	Page 39
<b>Chapter</b>	<b>9</b>	<i>Kihon-Ippon-Kumite</i>	<b>Page 39</b>
Article	62	instructions for participants and refereeing rules	Page 39
Article	63	concerning the attacker	Page 39
Article	64	prohibitions for the attacker	Page 39
Article	65	concerning the defender	Page 40
Article	66	prohibitions for the defender	Page 40
Article	67	points of attention	Page 40
Article	68	about disqualification	Page 40
<b>Chapter</b>	<b>10</b>	<i>Jiyu-Ippon-Kumite</i>	<b>Page 41</b>
Article	69	instructions for participants and refereeing rules	Page 41
Article	70	concerning the attacker	Page 41
Article	71	prohibitions for the attacker	Page 41
Article	72	concerning the defender	Page 42
Article	73	points of attention	Page 42
Article	74	about disqualification	Page 42
<b>Chapter</b>	<b>11</b>	<i>Jiyu-Kumite (individuals)</i>	<b>Page 42</b>
Article	75	individual events	Page 42
<b>Chapter</b>	<b>12</b>	<i>Jiyu-Kumite (teams)</i>	<b>Page 43</b>
Article	76	team event	Page 43
Article	77	additional points	Page 43
<b>Chapter</b>	<b>13</b>	<i>Kata competition</i>	<b>Page 44</b>
Article	78	<i>Kata</i> procedures	Page 44
Article	79	formation of <i>Kata Shu-Shin</i> and <i>Fuku-Shin</i>	Page 44
<b>Chapter</b>	<b>14</b>	points of attention for <i>Shin-Pan</i>	<b>Page 45</b>
Article	80	standard for the judgement of Kumite competitions	Page 45
Article	81	if there is a <i>Hiki-Wake</i>	Page 45
Article	82	other points of attention	Page 45
<b>Chapter</b>	<b>15</b>	procedure for <i>Kata</i> events	<b>Page 46</b>
Article	83	<i>Shitei Kata</i> see drawing below	Page 46
Article	84	<i>Shitei Kata</i> step by step	Page 47
Article	85	<i>Sentei Kata</i> step by step	Page 47

## Hombu Dojo Karate International

### Chapter 1) general rules

#### Article 1) purpose

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

#### Article 2) application of the rules

1

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

1

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

2

in principle, these rules must be applied in all competitions

2

#### Article 3) manners of participants

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

#### Article 4) general notes

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

### Chapter 2) administration of competitions

#### Article 5) organisation of competitions

1

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

1

2

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

2

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

3

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

3

4

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

4

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

## Hombu Dojo Karate International

### Article 6) *Shin-Pan-Cho* (chief-referee)

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

## Hombu Dojo Karate International

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

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

### Article 8) *Kansa* (arbitrator)

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



## Hombu Dojo Karate International

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

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

### Article 10) *Kantoku* (coach/es)

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

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

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

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

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

### Article 13) *Shinko-In* (co-ordinators)

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

### Article 14) *Kyugo-In* (first-aid)

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

### Article 15) clothes

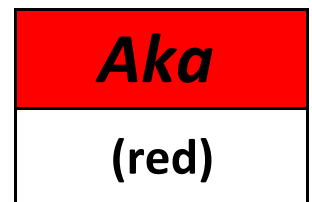
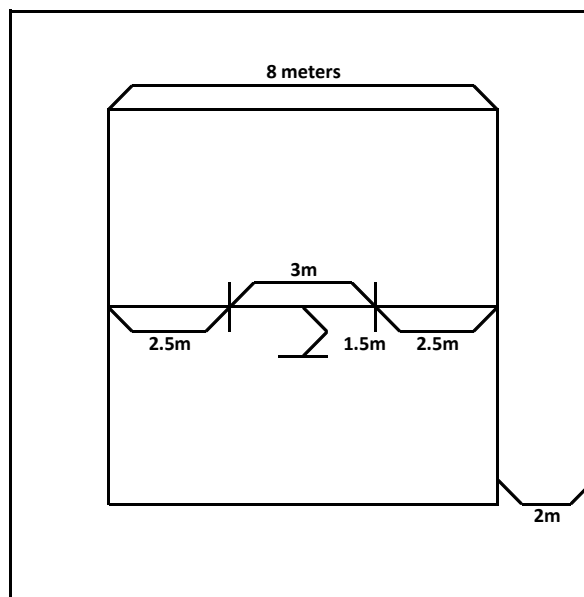
- |          |  |          |
|----------|--|----------|
| <b>1</b> | a <i>Sen-Shu</i> shall wear a white <i>Kara-Te-Gi</i> and if necessary: shall wear a red belt around his/her waist as an indicator   | <b>1</b> |
| <b>2</b> | a <i>Sen-Shu</i> shall wear a previously issued badge or number  | <b>2</b>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

## Hombu Dojo Karate International

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

# Shomen

the front



1

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

1

2

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

2

3

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

3

4

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

4

5

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

5

## Hombu Dojo Karate International

### Article 17) competition events

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

### Chapter 3) Kumite match

#### Article 18) Kumite competition requirements

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

#### Article 19) team match "Kumite"

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

## Hombu Dojo Karate International

### Article 20) judgement of techniques in Kumite

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

## Hombu Dojo Karate International

### Article 21) Hantei (judgement of a Kumite match)

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

### Article 22) Sai-Shiai (match extension/s) in Kumite

- 1** if there were no regulations specified, the winners are decided using the following methods: **1**
- a)** in the case of *Hiki-Wake* a *Sai-Shiai* (extension) may be held or a *Saki-Dori* (a sudden death match to be decided by the hosting organisation where the first point scored decides the winner) in the case where no points were scored a winner will be decided by a combined vote by *Shin-Pan* during *Hantei* (*Shin-Pan* combined flags-judgement) **a)**
- b)** in a *Sai-Shiai*, warnings shall be - *carried over* - from the - *previous match* - *Shu-Shin* should convey these warnings to the competitor before the start of the extension **b)**

Hombu Dojo Karate International

**KUMITE**

Article 23) *Chui* (foul/s)

1

the following are forbidden in a competition

1

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)
- i)
- j)
- k)

- to make a real physical and intentional attack on an opponent
- to bite or scratch an opponent
- to meaninglessly grasp or tackle an opponent
- to carry out a dangerous throw or joint locking technique
- to attack towards the eyes or groin
- to attack by *Nuki-Te* , *Kai-Shu* (slapping) or *Zu-Tsuki* (head-butting)
- to waste time or to show lack of fighting spirit by not attacking
- to use provocative or ridiculing speech or actions towards an opponent
- to execute techniques after *Yame* or *Jo-Gai* (escaping outside the boundaries)
- to go against a *Shin-Pan* (a judge's) signal
- to behave against the rules

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)
- i)
- j)
- k)

2

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

2

- a)
- b)

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

- a)
- b)

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

3

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

3

- a)
- b)

a *Sen-Shu* who wins twice by opponent's fouls may not continue if the above points are not followed by *Sen-Shu* he/she shall be declared *Shikkaku* - disqualified from the tournament -

- a)
- b)

## Hombu Dojo Karate International

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

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

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

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

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

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

## Hombu Dojo Karate International

### Article 27) *Kiken* (withdrawal)

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

### Article 28) injuries

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

### Article 29) \* *Shu-Shin* \* *Fuku-Shin* \* *Kansa* \*

a Kumite competition is governed by the following:

- a) one *Shu-Shin* a)
- b) four - or six - *Fuku-Shin* b)
- c) one *Kansa* c)

### Article 30) Kumite match time

- 1 a match shall be two (2) or five (5) minutes long 1  
- or according to the hosting organisation -
- 2 the time of a match shall be defined by each time interval 2  
beginning with *Shu-Shin* command of *Hajime* or *Tsuzukete Hajime*  
and ending with *Shu-Shin* command of *Yame-Soremade*  
and shall not include the time when a match is suspended
- 3 although the time-keeper may signal the end of a match by ringing the bell 3  
*Shu-Shin* command of *Yame* is the determining factor of the end of the match



## Hombu Dojo Karate International

### Article 31) Kumite match proceedings

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

## Hombu Dojo Karate International

### Article 32) Kumite match equipment

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

## Hombu Dojo Karate International

### Chapter 4) Kata match/es

#### Article 33) Kata match method

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

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

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

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

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

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

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

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

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

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

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

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

#### Article 34) Shin-Pan (judge/s)

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

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

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

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

## Hombu Dojo Karate International

# KATA

### Article 35) *Kata* match judgement

1

match judgement shall be based on the following criteria:

1

a)	correctness of the order of the <i>Kata</i> and correctness of the course of techniques	a)
b)	presence of the three elements: strength; elasticity of the body and speed control of techniques	b)
c)	<i>Embusen</i> - correctness of <i>Kata</i> course - and <i>Unsoku</i> - smoothness of foot movements -	c)
d)	use of techniques with the understanding of their meaning	d)
e)	good unity and good characterisation of a technique	e)
f)	correct aim to the target and correct method of breathing	f)
g)	presence of power in basic techniques and its correct use	g)
h)	presence of a strong spirit	h)
i)	completeness of <i>Kamae</i> - posture - and <i>Zan-Shin</i> - awareness -	i)
j)	good manners and good attitude	j)
k)	feet and hands in correct form	k)
l)	correct grasp of objective	l)
m)	absence of exaggerated movements	m)
n)	absence of speed control	n)
o)	good control and unification of the demonstration - in the case of a group match -	o)
p)	correct course for <i>Tsuki</i> , <i>Keri</i> , <i>Uchi</i> , and <i>Uke</i>	p)
q)	correct standing posture	q)
r)	- no reduction of points - even though a competitors steps outside the court in individual or team group matches	r)
s)	no lifting of the back-leg's heel when in a stance	s)
t)	smoothness of continuation after an error was made in a <i>Kata</i>	t)
u)	pause to think of the next movement of a <i>Kata</i>	u)
v)	no wearing, holding or carrying of any unnecessary items during a <i>Kata</i> performance	v)

2

in a *Tensu-Hoshiki* event, an average score will be decided  
each *Shin-Pan* can score up to one point above or below that average  
for example: if "8.0" is the average  
"9.0" would be the highest and "7.0" would be the lowest

2

## Hombu Dojo Karate International

### Article 36) loss of points and disqualification in *Kata*

1

the following cases will cause *Hansoku* :

1

a)

in cases where a *Kata* was halted

a)

b)

in cases where *Sen-Shu* changed parts of the declared *Kata* or performed a *Kata* other than the one announced

b)

c)

in cases where *Sen-Shu* talks back to *Shu-Shin* or in cases of actions contrary to the spirit of *Kara-Te-Do*

c)

d)

in cases where *Kara-Te* rules are violated

d)

### Article 37) *Sai-Shiai* (additional match) in *Kata*

1

in the case of *Kohaku-Hoshiki* all *Shin-Pan* shall give *Hantei* (judgement) simultaneously - aiming for a definite winner -

1

2

in the case of *Hiki-Wake* in a *Tensu-Hoshiki* match the score-keeper will add the lowest score - which was previously removed - to the total score

2

if it is still a draw

the score-keeper will add the highest score - which was previously removed - to the total score

if it is still a draw

an additional match may be held

3

after the additional match, *Shin-Pan* must decide the winner

3

4

*Kata* performed in the additional match must be different from the one performed in the initial match

4

- according to the level of the participants -

## Hombu Dojo Karate International

### Article 38) *Kata* match proceedings

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

## Hombu Dojo Karate International

### Article 39) *Kata* match equipment

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

### Article 40) general notes

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

there will only be one bow for all (*Sen-Shu* and *Shin-Pan*) at the very beginning of the competition

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

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

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

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

*Sen-Shu* - competitors - need to focus their full attention on their opponents  
therefore there is no need to bow too many times

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

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

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

## Hombu Dojo Karate International

### Chapter 5) addendum

#### Article 41) individual *Kata*

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

#### Article 42 notes

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

#### Article 43) team *Kata*

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

#### Article 44) team *Kata* formation

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



## Hombu Dojo Karate International

### Rules for Judging

#### Chapter 6) judging rules

##### Article 45) judging rules purpose

1

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

1

2

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

2

##### Article 46) application of the rules

1

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

1

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

##### Article 47) Manners of a Judge

1

a judge shall be fair and impartial

1

2

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

2

3

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

3

4

a judge shall make correct and swift judgements

4

5

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




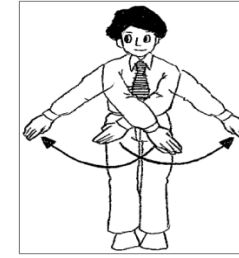


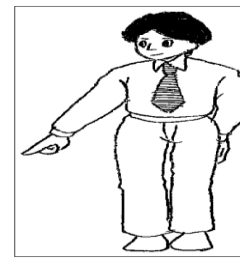
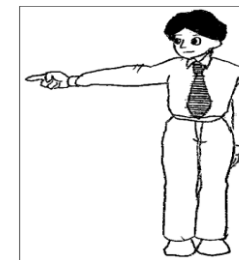




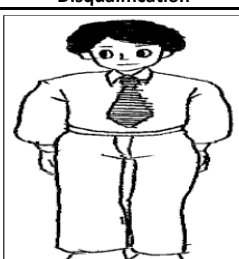

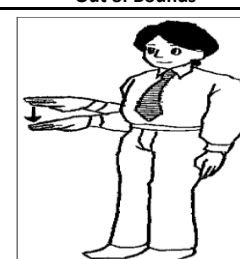
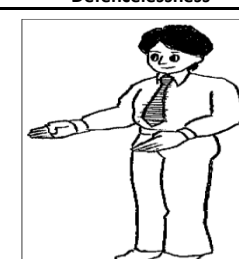


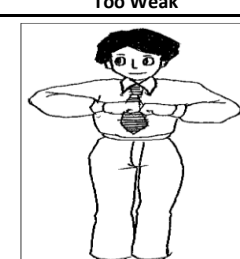
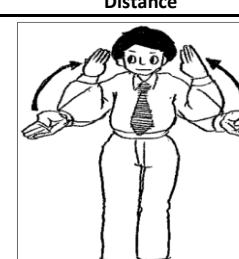
5

##### Article 48) miscellaneous

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


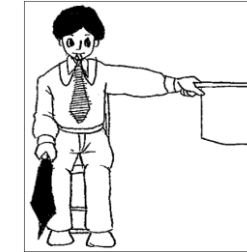
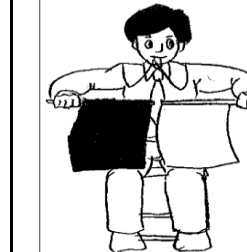



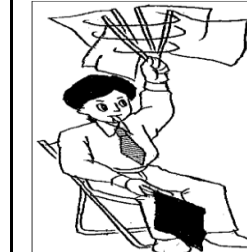

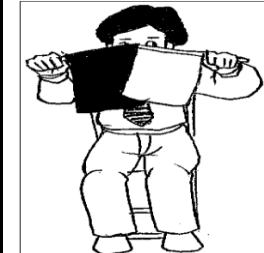





## Hombu Dojo Karate International

Article 49) signals used by *Shu-Shin* main-judge/s

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

**Hombu Dojo Karate International**

Article 50) signals used by *Fuku-Shin* (assistant judge/s)

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

## Hombu Dojo Karate International

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

1

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)
- i)
- j)
- k)
- l)
- m)
- n)
- o)
- p)
- q)
- r)
- s)
- t)
- u)

- Nakae* order to enter the *Shiai-Jo*
- Shobu Ippon or Sanbon Shobu Hajime order to start a Kumite-match
- Hajime* order to start a *Kata* -match
- Yame stopping a Kumite match
- Yame-Soremade ending a Kumite match
- Naore* recover in a *Kata* match
- Moto-No-Ichi* order to return to the starting position
- Tsuzukete Hajime order to continue a Kumite-match
- Atoshi-Baraku 30 seconds to the end of the Kumite-match
- Waza-Ari* an effective technique
- Ippon* a decisive technique
- Awasete Ippon* two effective techniques have been carried out
- Hayai* indicate that one side was quicker than the other
- Tori-Masen* no recognisable/effective techniques was scored
- Ma-Ai* the distance was not correct
- Uke-Te-Masu* the technique was blocked successfully
- Nuke-Te-Masu* the technique missed the target
- Yowai* the technique was not strong enough
- Keikoku* to caution the competitor
- Chui* to give a warning to the competitor
- Hansoku* to disqualify a *Sen-Shu* (or a team)

1

- a)
- b)
- c)
- d)
- e)
- f)
- g)
- h)
- i)
- j)
- k)
- l)
- m)
- n)
- o)
- p)
- q)
- r)
- s)
- t)
- u)

## Hombu Dojo Karate International

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

1

- v)
- w)
- x)
- y)
- z)
- aa)
- ab)
- ac)
- ad)
- ae)
- af)
- ag)
- ah)
- ai)

*Jo-Gai Keikoku* caution for stepping outside the *Shiai-Jo*  
*Jo-Gai Chui* warning for stepping outside the *Shiai-Jo*  
*Jo-Gai Hansoku* disqualification for stepping outside the *Shiai-Jo*  
*Mubobi Keikoku* caution for defencelessness  
*Mubobi Chui* warning for defencelessness  
*Mubobi Hansoku* disqualification for defencelessness  
*Ai-Uchi* both competitors made an equally effective attack simultaneously  
*Hiki-Wake* to declare a draw  
*Enchosen Saki-Dori Ippon Hajime* to declare the start of an extension period  
*Fuku-Shin Shugo* calling a judge (or judges) for a conference  
*Kiken* to declare a withdrawal  
*Kachi* = win by one *Sen-Shu* (or a team)  
*Aka* (or *Shiro*) *No-Kachi* to declare the winner in a match  
*Shikkaku* to declare a dismissal from the tournament

1

- v)
- w)
- x)
- y)
- z)
- aa)
- ab)
- ac)
- ad)
- ae)
- af)
- ag)
- ah)
- ai)

2

- a)
- b)
- c)
- d)
- e)

at the moment of declaration of *Waza-Ari* or *Ippon*  
*Shu-Shin* shall indicate which part was attacked  
and which kind of technique was applied, by using one of the following words:

*Jodan* = upper level  
*Chudan* = middle level  
*Tsuki* = punch  
*Keri* = kick  
*Uchi* = strike

2

- a)
- b)
- c)
- d)
- e)

3

at the moment of declaration of *Ippon* due to a combination of techniques, *Shu-Shin*  
shall indicate the part which reached the opponent using one of the above words

3

4

if *Shu-Shin* makes a wrong declaration, he/she should immediately rectify it  
by announcing the correct declaration

4

## Hombu Dojo Karate International

### Article 52) whistle signals

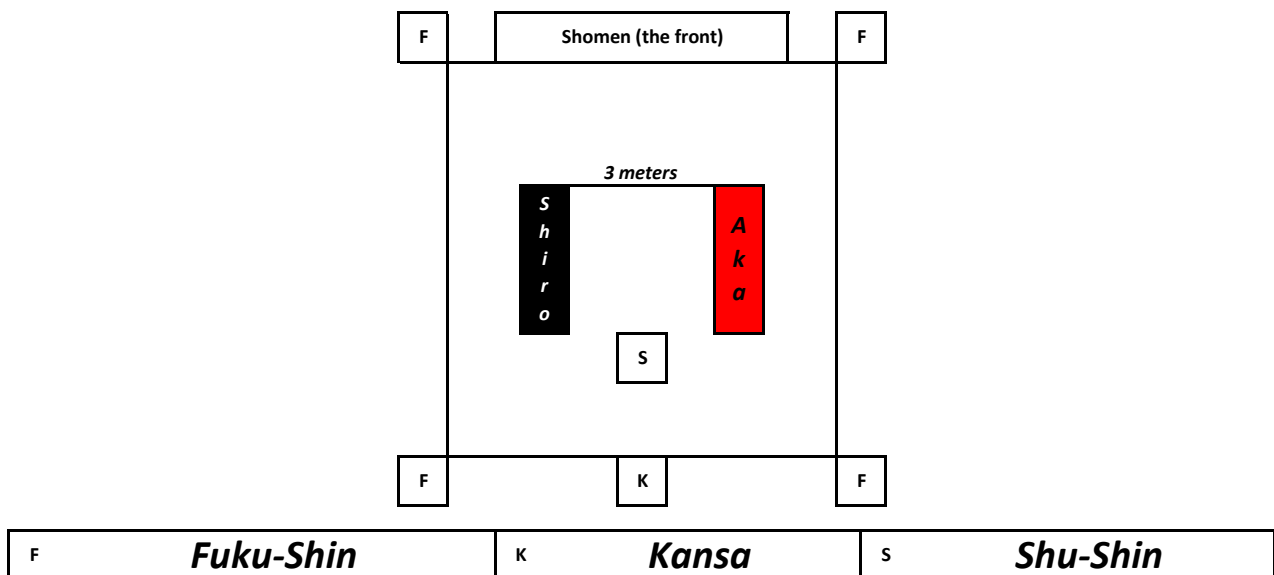
the length of the whistle blow is indicated by the length of the lines below:

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

### Chapter 7) judging a Kumite-match

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

- |          |  |          |
|----------|--|----------|
| <b>1</b> | <p><i>Shu-Shin</i> shall stand at the top position of a triangle formed by him/herself and both <i>Sen-Shu</i> and move in accordance with the competitors</p> | <b>1</b> |
| <b>2</b> | <p><i>Fuku-Shin</i> carry a red-flag, a white-flag, and a whistle<br/>They shall be positioned as shown below</p>  | <b>2</b> |



## Hombu Dojo Karate International

### Article 54) criteria for judgement in Kata/Kumite at Hantei

when *Shin-Pan* announces a judgement

using the criteria table below:

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

### Symbols

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

**Hombu Dojo Karate International**

Chapter 8) judging a *Kata* match

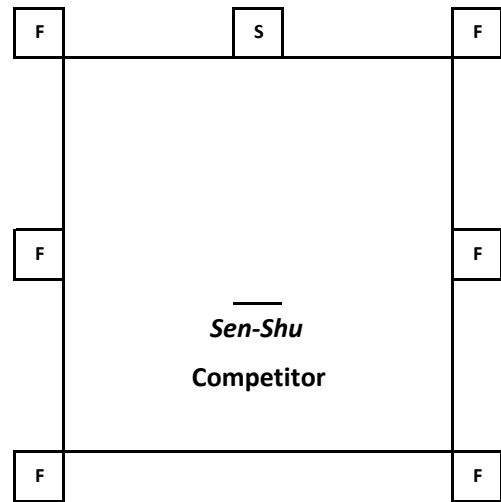
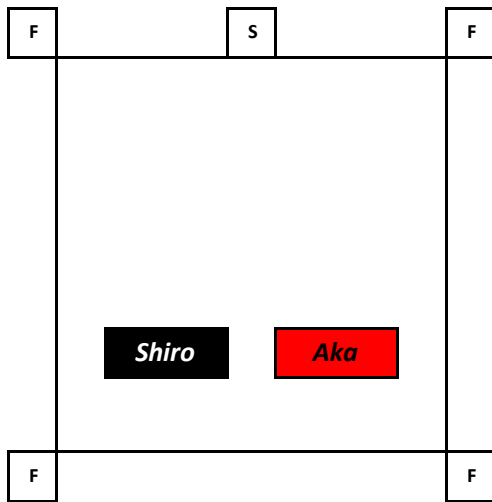
**KATA**

Article 55) position of *Shin-Pan*

*Shin-Pan* shall be positioned as shown below:

**Shomen**

the front



**Eliminations**

**Semi-Finals**

**Finals**



## Hombu Dojo Karate International

### Article 56) criteria for *Kata* judgement

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

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

basic criteria 1		marks								
1	posture	0.1								
2	balance	0.1								
3	<table border="1" style="width: 100%;"> <tr> <td style="width: 10%; text-align: center; color: red;">a)</td> <td style="text-align: center;">length of steps</td> </tr> <tr> <td style="text-align: center; color: red;">b)</td> <td style="text-align: center;">tension of the hips</td> </tr> <tr> <td style="text-align: center; color: red;">c)</td> <td style="text-align: center;">position of the hips</td> </tr> <tr> <td style="text-align: center; color: red;">d)</td> <td style="text-align: center;">turning of the hips</td> </tr> </table>	a)	length of steps	b)	tension of the hips	c)	position of the hips	d)	turning of the hips	0.1
a)	length of steps									
b)	tension of the hips									
c)	position of the hips									
d)	turning of the hips									
4	<table border="1" style="width: 100%;"> <tr> <td style="width: 10%; text-align: center; color: red;">a)</td> <td style="text-align: center;">parts which are used</td> </tr> <tr> <td style="text-align: center; color: red;">b)</td> <td style="text-align: center;">power and <i>Kime</i> (= focus) of technique</td> </tr> <tr> <td style="text-align: center; color: red;">c)</td> <td style="text-align: center;">grasp of objective</td> </tr> <tr> <td style="text-align: center; color: red;">d)</td> <td style="text-align: center;">course of technique</td> </tr> </table>	a)	parts which are used	b)	power and <i>Kime</i> (= focus) of technique	c)	grasp of objective	d)	course of technique	0.1
a)	parts which are used									
b)	power and <i>Kime</i> (= focus) of technique									
c)	grasp of objective									
d)	course of technique									

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

## Hombu Dojo Karate International

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

### Eliminations *Kohaku-Hoshiki* (flags-system)

# KATA

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

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

*Shin-Pan* will then position themselves on their appointed chairs

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

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

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

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

- according to the level of the participants -

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

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

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

## Hombu Dojo Karate International

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

### Finals *Tensu-Hoshiki* (point-system)

# KATA

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

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

*Shin-Pan* will then position themselves on their appointed chairs

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

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

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

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

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

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

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

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

if still a draw, *Shu-Shin* will notify *Fuku-Shin* and the *Sen-Shu* concerned about the latter  
once this is done, *Sen-Shu* will be asked to perform a different *Kata*

- according to the level of the participants -

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

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

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

## Hombu Dojo Karate International

Article 59) procedure on the Shiai-Jo for Kumite - flags System -

### Eliminations

# KUMITE

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

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

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

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

they will line up as in the drawing on page 8 Article 6)  
*Shu-Shin* will then ask them to enter (*Nakae*)  
and then *Shu-Shin* him/herself will enter the *Shiai-Jo*

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

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

from *Hachiji-Dachi* - feet shoulder-width apart -  
they will then wait to hear *Shu-Shin* command of "*Shobu-Ippon Hajime* "

during the fight, *Shu-Shin* might command *Yame*  
at this command the timekeeper must pause the stopwatch and raise it upward  
at *Shu-Shin* command of *Tsuzukete Hajime* = re-start the fight  
the timekeeper must re-start the stopwatch lowering it again

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

once *Shu-Shin* commands *Yame Soremade* the bout is over  
*Shu-Shin* will then call for *Hantei*

once *Fuku-Shin* have given their decision, *Shu-Shin* will whistle again and they will lower their flags  
then *Shu-Shin* will raise either the red or white flag or indeed both according to the majority of decisions  
in the event of a draw in an individual match  
the *Sen-Shu* will be asked to have a *Sai-Shiai* (extension-match) or a *Saki-Dori* sudden death match  
if there is no score during the *Saki-Dori* match a winner will be decide by *Hantei*

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

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

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

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

## Hombu Dojo Karate International

# KUMITE

### Article 60) procedure on the Shiai-Jo for Kumite - mirror system -

occasionally, the number of *Shin-Pan* (judges) is limited  
therefore *Shin-Pan-Cho* will deem necessary to appoint only one *Shu-Shin* and one *Fuku-Shin* per *Shiai-Jo*

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

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

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

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

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

they will line up as in the drawing on page 8 Article 9)  
*Shu-Shin* will then ask them to enter *Nakae* - enter the *Shiai-Jo* -  
and then *Shu-Shin* and *Fuku-Shin* will also enter the *Shiai-Jo*

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

from *Hachiji-Dachi* (feet shoulder-width apart)  
they will then wait to hear *Shu-Shin* command of "*Shobu-Ippon Hajime*"

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

if and when, *Fuku-Shin* notices a score or has a reason to stop the fight  
he/she will signal *Shu-Shin* to do so, either by whistle or hand signal  
at which *Shu-Shin* will command "*Yame*" in order to discuss the reason of the stoppage with the other judges  
once the discussion is over *Shu-Shin* could either give nothing, a score, a penalty, or a warning

during the fight, *Shu-Shin* might command *Yame*  
at this command the timekeeper must pause the stopwatch and raise it upward  
at *Shu-Shin* command of *Tsuzukete Hajime* = re-start the fight  
the timekeeper must re-start the stopwatch lowering it again

once *Shu-Shin* commands *Yame Soremade* the bout is over  
*Shu-Shin* will then discuss with *Fuku-Shin* - the other judge - the outcome of the match

### in the event of a draw in an individual match

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

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

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

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

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

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

## Hombu Dojo Karate International

### Article 61) procedure on the Shiai-Jo for team Kumite - flags system -

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

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

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

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

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

each fight will be judged as an individual fight

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

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

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

a)

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

a)

b)

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

b)

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

#### Notes

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

team "A"	fights	team "B"
1st fighter (I)		1st fighter (0)
2nd fighter (0)		2nd fighter (I)
3rd fighter (W)		3rd fighter (J-C)
team "A" is the winner		

team "A"	fights	team "C"
1st fighter (0)		1st fighter (I)
2nd fighter (W)		2nd fighter (I)
3rd fighter (0)		3rd fighter (0)
team "C" is the winner		

team "C"	fights	team "B"
1st fighter (I)		1st fighter (W)
2nd fighter (0)		2nd fighter (I)
3rd fighter (W)		3rd fighter (0)
team "A" is the winner		

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

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

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

team "C" wins the Gold Medal

team "B" wins the Silver Medal

team "A" wins the Bronze Medal

I = Ippon

W = Waza-Ari

J-C = Jo-Gai-Chui

0 = no score

## Hombu Dojo Karate International

### Rules for Youth

#### Chapter 9) "Kihon-Ippon Kumite"

basic idea:

a Kihon-Ippon Kumite contest is to establish superiority  
using an exchange of powerful attacks and defences applying basic principles

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

#### Article 62) instructions for participants and refereeing rules

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

#### Article 63) concerning the attacker

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

#### Article 64) prohibitions for the attacker

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

## Hombu Dojo Karate International

### Article 65) concerning the defender

- |    |   |    |
|----|---|----|
| 1  | the defender should retreat - simultaneously - with the opponent's attack by stepping back and blocking               | 1  |
| 2  | the blocks allowed are as follows:  | 2  |
| a) | against a <i>Jodan Oi-Zuki</i> <i>Age-Uke</i> <i>Soto-Uke</i> <i>Uchi-Uke</i>   | a) |
| b) | against a <i>Chudan Oi-Zuki</i> <i>Soto-Uke</i> <i>Uchi-Uke</i>   | b) |
| c) | against a <i>Chudan Mae-Geri</i> <i>Gedan-Barai</i> <i>Gedan Hai-Wan-Uke</i><br>- lower level forearm block -         | c) |
| 3  | <i>blocks can be with any-arm</i> (one should block using <i>Te-Kubi</i> (the wrist) or <i>Ashi-Kubi</i> (the ankle)) | 3  |
| 4  | the counter-attack is free - <i>but is limited to only one technique</i> -  | 4  |
| 5  | the counter-attack <i>Tsuki</i> or <i>Uchi</i> should - <i>not</i> - be snapped back                                  | 5  |

### Article 66) prohibitions for the defender

- |   |  |   |
|---|--|---|
| 1 | the defender is - <i>not</i> - allowed to - <i>sweep</i> - ; - <i>throw</i> - or use - <i>joint-locking techniques</i> - either while - <i>blocking</i> - or when - <i>counter-attacking</i> - | 1 |
| 2 | the defender is - <i>not</i> - allowed to block on the opponent's elbow  | 2 |
| 3 | the defender is - <i>not</i> - allowed to hit the opponent with his/her finishing technique  | 3 |
| 4 | the defender should - <i>not</i> - retreat, ignoring the opponent's attack or take an - <i>unnecessarily long</i> - fighting distance  | 4 |

### Article 67) points of attention

- |   |  |   |
|---|--|---|
| 1 | apart from when so suggested by <i>Shu-Shin</i> competitors are - <i>not</i> - allowed to have a second try  | 1 |
| 2 | both - when attacking and defending - there should only be one " <i>Ki-Ai</i> " - spirit-shout - at the same time as the technique is executed                               | 2 |
| 3 | one is - <i>not</i> - allowed to - jump or slide-forward - (sliding the back-foot)<br><i>(although an exception can be made when a short Sen-Shu faces a taller Sen-Shu)</i> | 3 |
| 4 | one is - <i>not</i> - allowed to wear glasses - <i>soft contact lenses are allowed</i> -   | 4 |

### Article 68) about disqualification

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



## Hombu Dojo Karate International

### Chapter 10) "Jiyu-Ippon Kumite"

basic idea:

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

#### Article 69) instructions for participants and refereeing rules

1

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

1

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

2

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

2

3

the *Kamae* of both competitors is free

3

4

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

4

5

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

5

6

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

6

#### Article 70) concerning the attacker

1

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

1

2

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

2

3

one should - *without fail* - attack in the direction of the opponent

3

#### Article 71) prohibitions for the attacker

1

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

1

2

Hitting the opponent with the attack

2

3

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

3

4

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

4

5

the attacker should - *not use* - bouncing footwork

5

6

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

6

## Hombu Dojo Karate International

### Article 72) concerning the defender

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

### Article 73) points of attention

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

### Article 74) about disqualification

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

### Chapter 11) Jiyu Kumite

### Article 75) individual events

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

## Hombu Dojo Karate International

### Chapter 12) "Jiyu-Kumite"

#### Article 76) team event

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

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

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

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

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

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

HDKI believe in the traditional *Shotokan* way  
where *Ippon* - a decisive technique - means that the fight is over  
there is therefore no room for *Gohon-Kumite* or *Kihon-Ippon-Kumite*  
*Kumite* is supposed to be free (within the safety limits)  
our competitors will, aided by our qualified referees  
fight within the tournament rules and regulations  
using *Jiyu-Kumite* (*Ippon-Shobu*)

#### Article 77) additional points

1 the use of mouth-guard, fist-protector, groin-protector - *are compulsory* - chest-protector (for women) - *is compulsory* - the mouth guard needs to be transparent for medical reasons - no colours or flags or names - 1

2 the length of the *Kara-Te-Gi* sleeves must not be shorter than the elbow or longer than the wrist 2

3 the length of the *Kara-Te-Gi* trousers must not be shorter than the shin or longer than the ankle 3

4 only one badge - on the left side of the jacket - either the organisation/association badge or club badge, but not both the only exception is the national flag for members of the national squad 4

## Hombu Dojo Karate International

### Chapter 13) "Kata" competition

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

### Article 78) Kata procedures

1 *Shu-Shin, Fuku-Shin and Kansa will line up and bow to each other* 1

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

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

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

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

*if there is still a draw*

*the - highest - score will be added to the latest score*

*if there is still a draw*

*a - re-match - will be held*

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

6 team *Kata* competitions are always according to *Tensu-Hoshiki* (point system) 6

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

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

9 as a basic principle 9

*one should avoid draws in all matches*

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

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

### Article 79) formation of the Kata Shin-Pan

1 both in competitions by *Kohaku-Hoshiki* (flag-system)  
and *Tensu-Hoshiki* (point-system)  
*Shin-Pan should be changed until the end of that round* 1

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

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

## Hombu Dojo Karate International

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

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

### Article 80) standard for the judgement of Kumite competitions

#### please use the following criteria:

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

### Article 81) if there is a *Hiki-Wake*

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

### Article 82) other points of attention

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

## Hombu Dojo Karate International

Chapter 15) procedure for *Kata* events

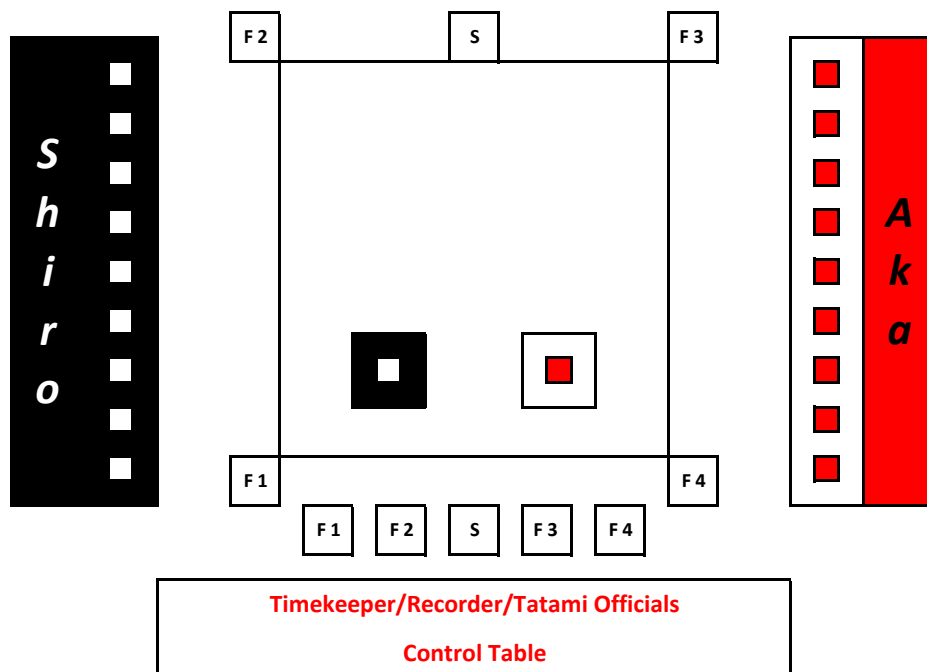
Article 83) *Shitei Kata* see drawing below

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

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

## SHO-MEN

the front



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

## Hombu Dojo Karate International

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

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

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

1

the timekeeper/recorder or a *Tatami* official will call the first competitor to line up  
*Shu-Shin* will then command "*Nakae*" asking *Sen-Shu* to enter the *Shiai-Jo*  
there is no need for *Sen-Shu* to bow as they enter the *Shiai-Jo*  
once inside, *Sen-Shu* will move to his/her chosen post, and announce the *Kata*  
*Shu-Shin* will then repeat the name of the *Kata* *Sen-Shu* will perform  
once the performance is over, *Sen-Shu* will return to the starting position  
and stay in a *Yoi* position to await for the scores to be read and totalled  
the timekeeper/recorder or a *Tatami* official, will then start to read the score cards  
starting from *Shu-Shin* and proceeding clockwise  
once the score have been read and totalled (removing the highest and lowest scores)  
the remaining total will be shouted out and displayed on a board for all to hear/see

1

2

if there is a draw for 1st, 2nd and or 3rd place, the timekeeper/recorder will  
**add the lowest score which was previously discarded**  
if there is still a draw, the timekeeper/recorder will  
**add the highest score which was previously discarded**  
if there is still a draw, the timekeeper/recorder will  
call *Shu-Shin* and in turn *Shu-Shin* will command *Fuku-Shin Shugo*  
calling all *Fuku-Shin* to confer in order to decide the outcome of the match  
*Sen-Shu* will then be asked to perform another *Kata*  
(according to the level of the participants)  
after which *Shin-Pan* will have another *Hantei* to decide a winner

2

3

in the above case *Shu-Shin* normally suggests to *Fuku-Shin*  
to score the 1st *Sen-Shu* with the average for that category  
and the 2nd *Sen-Shu* either higher or lower than the previous one by 0.1 of a score  
**example: first performer 7.5 second performer either 7.6 or 7.4**

3

4

once the total has been given *Sen-Shu* will leave the *Shiai-Jo*

4















