

JKS Denmark



Japan Karate Shoto Federation - Danmark
NPO法人日本空手松涛連盟

Ippon Shobu

Kumite competition rules

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CHAPTER 1: GLOSSARY

Tournament Host:

The organizer of the tournament, usually the national karate organization.

Referee Committee:

Committee to govern, to manage and to control the application of the Ippon Shobu Kumite competition rules of Danish JKS Karate Federation.

Match Area Managers:

Senior judges who are mandated to manage and coach the match judges on a certain match area.

Judges:

Chief Judge, Arbitrators, Referees and Corner Judges.

Match Judges:

Arbitrator, Referee and Corner Judges designated for one match area.

Appeals Jury:

The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Committee. No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict-of-interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Refereeing panel involved in the protested incident.

CHAPTER 2: INTRODUCTION.

§ 1: GENERAL MATTERS ON THE COMPETITION RULES.

Art. 2.1: **PURPOSE OF THE COMPETITION RULES.**

These Rules are instituted for the purpose of:

- ensuring strict fairness and uniformity of the methods of judging karate matches; •
defining and supporting the authority of the Judges.
- protecting the physical and mental well-being of the competitors.

These Rules shall be applicable to all matches held under the auspices of JKS.

Art. 2.2: **OTHER MATTERS.**

In case of a situation not foreseen in these Rules, or in case there is a doubt about the applicability of these rules to a given situation, the Referee Committee shall consult among themselves to find a solution.

All officials will be notified of these decisions and a public announcement will be made.

§ 2: BEHAVIOUR.

Art. 2.3: **BEHAVIOUR OF ALL THOSE INVOLVED IN JKS COMPETITION.**

The behavior of all those involved in JKS Competition, be they contestants, coaches, managers, judges or other officials, must be in accordance with the values of the Karate-Do Dojo-kun, being good character, Integrity, Effort, Courtesy and Self-control.

CHAPTER 3: THE GENERAL RULES OF JUDGING.

Art. 3.1: **JUDGMENT OF A MATCH.**

- ° 1. The judgment of a match shall be made by a panel of judges.
- ° 2. Judges shall judge matches in accordance with the JKS Kumite competition rules.
- ° 3. Their authority does not function beyond these Rules. °
- 4. The decisions of the judges are absolute.

Art. 3.2: **JUDGES.**

- ° 1. To judge matches and competition in JKS, the following officials will be selected:
 - A Chief Judge
 - Referees
 - Arbitrators
 - Corner Judges
 - Match Area Managers (optional).
- ° 2. The Chief Judge (and optionally Match Area Managers) is appointed by the Referee Committee.
- ° 3. The Referee, Arbitrator and Corner Judges for each match area are appointed by the Chief Judge before or at the time of the match.

The composition of a panel of Judges cannot be changed at the discretion of the Judges alone.

Art. 3.3: **DUTIES OF THE JUDGES.**

- ° 1. Judges must be objective and sincere.
- ° 2. Judges must conduct themselves impartially and fairly.
- ° 3. Judges must comport themselves with dignity and self-possession.
- ° 4. All judges shall bear in mind that propriety, or lack of it, of their attitude and behavior, taken in relation to the conduct of the match and judgments thereon, have a great influence over the interest and success of a match and an important bearing upon the reputation and public esteem of Karate Do. The attitude and moves of the judges taken during the match must therefore be vigorous, agile, precise, and refined.
- ° 5. The Referee and the Corner Judges must concentrate their full attention on the match, observe each contestant accurately and judge every action of the contestants correctly.
- ° 6. During the match, the Referee and the Corner Judges must not converse with anyone other than the Arbitrator, the Judges, and the contestants.

Art. 3.4: **POWER AND DUTY OF THE CHIEF JUDGE.**

The Chief Judge:

- has overall responsibility for all matters related to the judgment of a tournament.
- shall be responsible for overseeing that matches are conducted according to the JKS Competition Rules.

Art. 3.5: **POWER AND DUTY OF THE REFEREE.**

- ° 1. The Referee shall have the power:
 - to conduct matches, including starting and stopping.
 - to announce the decision of the Panel of Judges.
 - to explain, when necessary, the grounds on which decisions are made.
 - to announce fouls.
 - to issue warnings (prior to or during a match).
 - to take other disciplinary actions (for example, to dismiss or suspend a contestant from a match).

- to obtain advice from Corner Judges.
 - to announce victory by majority based on the table for judgment (see Appendices);
 - to extend the duration of a match.
- ° 2. Should it be necessary to replace an Arbitrator or a Corner Judge due to an accident during a match, the Referee shall immediately halt the match and request the Chief Judge to select a substitute without loss of time.
- ° 3. Whenever the Referee has any difficulties in his decisions, he will consult the Chief Judge.

Art. 3.6: POWER AND DUTY OF THE CORNER JUDGES.

- ° 1. The Corner Judges shall have the power:
- to assist the Referee.
 - to give their opinion regarding different situations during the match.
 - to signal their judgment regarding the conduct and development of matches by means of flags and/or whistle.
 - to exercise their right to vote in respect of decisions affecting matches.
- ° 2. The Corner Judges shall carefully observe the actions of the contestants within their range of vision.
- ° 3. Each Corner Judge shall continuously evaluate the relative excellence of contestants and form his opinion independently.
- ° 4. In the following cases, they shall at once signal the Referee by means of whistle or flag, correctly giving their opinion:
- in the circumstances mentioned in: "Power and Duty of the Corner Judges in Kumite match.";
 - when he notices injury or illness of a contestant before the Referee notices it;
 - in other cases when they deem it necessary to bring something to the attention of the Referee.
- ° 5. In case of a difference of opinion between the Referee and the Corner Judges on a given matter, the Corner Judge can, with the concurrence of other Corner Judges, oppose the judgment of the Referee.
- ° 6. When the Referee calls "Hantei", the Corner Judges shall give their opinion in the prescribed manner.

Art. 3.7: POWER AND DUTY OF THE ARBITRATOR (KANSA).

- ° 1. An Arbitrator shall be appointed for each match to ensure the proper application of these Competition Rules.
- ° 2. He shall oversee the operation of the match and the decision of the Referee, and when requested by the Referee, he may give his opinion.
- ° 3. When a decision given by the Referee and/or the Corner Judges is thought to have violated the Competition Rules, the Arbitrator may call for an explanation from the Referee and/or Corner Judges, and in case where he finds the decision is patently opposed to the Competition Rules, he may demand that the Panel of Judges revise its decision.
- ° 4. The power of the Arbitrator for the supervision of the match shall include supervision, inspection and direction of the timekeeper and the recorder.
- ° 5. Records kept of the match shall become official records subject to the approval of the Arbitrator.

Art. 3.8: POWER AND DUTY OF THE MATCH AREA MANAGER.

The Match Area Manager shall manage and coach the match judges on a specific match area.

Art. 3.9: TERMS AND SIGNALS.

The terms and signals to be used by the Referee in the operation of a match shall be, as specified in the Appendices.

The terms and signals to be used by the Corner Judges in the operation of a match shall be as specified in the Appendices.

Art. 3.10: SIGNALS.

The signals to be made by flags and/or whistle by Corner Judges during the match shall be, in principle, as specified in the Appendices.

Whistle signals used by the Referee shall have the following meanings:

- (long/normal) + (short/strong): "Hantei" (Decision).
- (short/strong): "Yame" (Halt) or the command to lower the flags or the Score Board.

Art. 3.11: DECISION.

When the Referee awards a decision based on the signals given by the Corner Judges, the decision shall be governed by the rules given in the Appendix "The table of Judgment".

Art. 3.12: OTHER JUDGING MATTERS.

Matters relating to judgment not prescribed in these Rules shall be discussed among the Panel of Judges and the decisions thus reached shall be referred to the Arbitrator of the match and the Chief Judge for approval.

All officials will be notified of these decisions and a public announcement will be made.

CHAPTER 4: THE RULES OF KUMITE MATCH.

§ 1: GENERAL.

Art. 4.1: **KUMITE COMPETITION.**

- ° 1. A kumite competition between individual competitors or between teams of competitors, to obtain a title, is conducted by means of kumite matches.
- ° 2. Competitors or teams compete against each other one against one following a random draw. The system applied for this draw is defined by the Organizing Committee of JKS.
- ° 3. The method of the kumite competition is based on the 'Knock Out'-principle: only the winner of a kumite match can continue in the competition.

Art. 4.2: **TYPES OF KUMITE MATCH.**

The types of kumite match shall be as follows: •

- individual kumite match
- team kumite match.

Art. 4.3: **CONDUCT OF A KUMITE MATCH.**

Kumite matches shall be conducted exclusively by the instructions of the Referee.

Art. 4.4: **PARTICIPATION IN A KUMITE MATCH.**

Participation in a Kumite match shall be governed by the rules given in the Appendix "Participation in a match".

§ 2: INDIVIDUAL KUMITE MATCH.

Art. 4.5: **METHODS OF AN INDIVIDUAL KUMITE MATCH.**

- ° 1. An individual kumite match is conducted between two competitors. °
- 2. There are three types of individual kumite match:
 - ° 2.1 '**Ippon Shobu**' ('One point' match)
 - The duration of this match shall be for two minutes (effective time).
 - The competitor who, within the prescribed time, has scored one point is the winner.
 - ° 2.2 '**Sanbon Shobu**' ('Three point' match)
 - The duration of this match shall be for three minutes (effective time).
 - The competitor who, within the prescribed time, has scored three points is the winner.
 - ° 2.3 '**Encho Sen**'
 - The contestant who scores first, wins the match.
 - This method is only applicable for extra matches.
- ° 3. All individual kumite matches are 'Ippon shobu', except for the final matches of Senior individual kumite competitions, which will be 'Sanbon shobu'.

Art. 4.6: **STARTING, SUSPENDING AND ENDING OF A KUMITE MATCH.**

- ° 1. Starting.
 - Called by the announcer, the contestants will immediately proceed to their position just outside on the match area line. (See the Appendices)
 - The Referee shall take up his position.

- On the signal of the Referee the contestants will bow to the match area, enter the area and proceed to their starting position (see the Appendices). They will then bow to each other and wait in 'Yoi'-stance for the start of the match.
- The match shall start with the announcement by the Referee of "Shobu Ippon/Sanbon Hajime". ° 2. Suspending and resuming.
- By announcing "Yame", the Referee shall halt the match temporarily and order the contestants to their positions.
- The contestants shall return to their prescribed position to wait for an award or a command of the Referee.
- When resuming the match, the Referee shall announce "Tsuzukete hajime." ° 3. Ending.
- After halting the match by announcing "Yame", the Referee shall end the match by announcing "Soremade".
- When the award is given by the Referee, the contestants shall bow to each other and leave the match area. Outside the match area they will bow to the area and the match is over.

Art. 4.7: **DURATION OF AN INDIVIDUAL KUMITE MATCH.**

- ° 1. Effective time of a match shall be taken from when the Referee announces "Shobu Ippon/Sanbon hajime".
- ° 2. The opportunity to score ends on the signal of the bell, however the match ends with the referee's command 'Yame'.
- ° 3. When a match is suspended by the Referee's command "Yame", effective time shall be stopped until the moment the Referee resumes the match by the announcement "Tsuzukete hajime". ° 4. When the contestants move out of the match area, the match shall be considered effective until such time as the Referee orders "Yame".
- ° 5. The time spent in connection with an injury of a contestant or for discussion among the Judges shall not be counted as effective time.

Art. 4.8: **EXTRA KUMITE MATCHES.**

- ° 1. In the event of a draw in individual kumite matches, there will be an extension of the match (Encho Sen).
 - This extension will be of one minute duration (effective time)
 - This extension will be decided by the first score
 - Warnings and penalties are carried into this extension.
- ° 2. At the end of the extension, each judge must indicate a winner (Hantei). The decision is based only on the extension.

§ 3: **TEAM KUMITE MATCH.**

Art. 4.9: **METHODS OF TEAM KUMITE MATCH.**

- ° 1. A team kumite match is conducted between two teams of competitors.
- ° 2. Each team shall list its individual members in a predetermined order.
- ° 3. Individual kumite matches shall be held between the individual members of each team in a predetermined order.
- ° 4. The individual kumite matches between the individual members are 'Ippon Shobu'.

Art. 4.10: NUMBER OF COMPETITORS IN TEAM KUMITE MATCH.

- ° 1. The number of persons comprising a team shall be an odd number (the number will be stated in the Tournament Rules and on the Tournament Application Form).
- ° 2. In the first match of a team kumite contest a complete team must be present (a team of 3 has to present 3 competitors, a team of 5 has to present 5 competitors). All of them must compete in the first match unless permission is given by the competition committee.
- ° 3. If, in the first match, a full team cannot present due to championship conditions or for any other reason, the competition committee will decide.
- ° 4. If a team is not complete the forfeited position is free but will be clearly marked in the order on the written form.
- ° 5. A team which lines up and competes in an order other than that presented in written form before the match, will be disqualified.

CHAPTER 5: THE RULES OF JUDGING OF KUMITE MATCH.

§ 1: CRITERIA FOR DECISION OF INDIVIDUAL KUMITE MATCH.

Art. 5.1: **CRITERIA FOR VICTORY.**

Victory in an individual kumite match shall be awarded to a contestant:

- ° 1. in the case of 'Ippon Shobu', based on the acquisition of one Ippon.
- ° 2. in the case of 'Sanbon Shobu', based on the acquisition of three Ippons.
- ° 3. the case of 'Encho Sen', based on the acquisition of the first scoring technique.
- ° 4. in all other cases, by decision of the Panel of Judges

Art. 5.2: **CRITERIA FOR AWARDING IPPON**

Ippon shall be awarded to a contestant who has scored a 'Full Ippon' or an 'Awasete Ippon'.

- ° 1. Full Ippon
 - ° 1.1 Full Ippon is awarded to a contestant when a scoring technique is recognized by the Panel of Judges as Ippon.
 - ° 1.2 Full Ippon is awarded to a contestant when his opponent loses the match due to foul, disqualification, or retirement.
- ° 2. Awasete Ippon

When a contestant scores two Waza-ari's during a match, these two Waza-ari's in combination shall be considered as an 'Awasete Ippon'.
- ° 3. In case a contestant first scores a Waza-ari and then an Ippon, he will obtain a Full Ippon.

Art. 5.3: **CRITERIA FOR VICTORY BY DECISION.**

In the absence of victory by Ippon, victory by decision can be awarded based on the following criteria, relating to each competitor:

- whether there has been Waza-ari,
- whether there has been a warning for a foul,
- the number of escapes outside the match area,
- the excellence in the fighting attitude,
- the ability and skill,
- the degree of the vigorous and fighting spirit,
- the number of attacking moves,
- the excellence in the strategy used.

Art. 5.4: **SCORING AREAS.**

The scoring areas shall be limited to the following:

- the head
- the neck
- the chest
- the abdomen • the back.

Art. 5.5: **CRITERIA FOR A SCORING TECHNIQUE**

- ° 1. A scoring technique is a powerful technique delivered with control to the recognized scoring areas under the following conditions:
 - good form
 - good attitude
 - strong vigor

- "zanshin"
- proper timing
- correct distance
- ° 2. Techniques can only score if they are:
 - delivered with 'full bodyweight' (Kime)
 - delivered perpendicular to the scoring area
 - directed to the axis of the body.

Art. 5.6: EVALUATION OF A SCORING TECHNIQUE.

- ° 1. To evaluate a technique Judges shall consider the potential of the technique, which means the effect the technique would have had if it was not controlled in a proper way. Contact is not required to score.
- ° 2. To evaluate a technique Judges shall not only consider the potential effectiveness of the technique, but also the attitude of the competitor.
- ° 3. A scoring technique delivered simultaneously with the Referee's command "Yame" shall be counted into the score.

Art. 5.7: CRITERIA FOR SCORING A WAZA-ARI.

When a scoring technique is recognized to be effective, it will be classed as Waza-ari. A scoring technique is effective if it has the clear potential to reduce significantly, even for a short time, the capability of the opponent to compete.

Art. 5.8: CRITERIA FOR SCORING AN IPPON.

When a scoring technique is recognized to be decisive, it will be classed as Ippon. A scoring technique is decisive if it has the clear potential to reduce to zero, even for a short time, the capability of the opponent to compete.

Art. 5.9: ADDITIONAL CRITERIA FOR SCORING AN IPPON.

Effective techniques delivered under the following conditions shall be considered as Ippon:

- an attack delivered with perfect timing when the opponent started to move towards the attacker,
- an attack delivered immediately when the opponent was unbalanced by the attacker,
- a combination of effective attacks,
- a combined use of nage techniques and effective attacks,
- when the opponent has lost his fighting spirit, • when there is no attempt to defend against the attack,
- when there is no chance to defend against the attack.

Art. 5.10: NON-ACCEPTANCE OF TECHNIQUES.

- ° 1. Techniques delivered under the following conditions shall not be considered as valid, even if they were accompanied by sufficient power:
 - when a contestant fails to deliver a technique the moment, he has seized his opponent,
 - when a contestant fails to deliver a technique the moment, he has unbalanced his opponent. °
- 2. A technique, delivered after the Referee's command "Yame" shall not be recognized as a score, nor shall it constitute a base for decision.
- ° 3. Techniques delivered from outside the match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid.

- ° 4. In a case where a technique is combined with a prohibited act or technique, the technique will not be considered, and the Panel of Judges will make a decision on the prohibited act or technique.
- ° 5. Scoring techniques simultaneous delivered by both contestants, shall not score (Aiuchi).

Art. 5.11: PROHIBITED ACTS AND TECHNIQUES.

The following acts and techniques are prohibited:

- ° 1. Dangerous actions: acts or techniques that invoke a risk of injury or a reduction in the opponent's capability to compete, namely:
 - ° 1.1 uncontrolled attacks or techniques,
 - ° 1.2 techniques which make excessive contact,
 - ° 1.3 attacks to the upper and lower limbs,
 - ° 1.4 open hand techniques to the face,
 - ° 1.5 attacks to the groin,
 - ° 1.6 attacks to the hip joint, the knee joint, the instep and the shin,
 - ° 1.7 grabbing, unless immediately followed up by a technique,
 - ° 1.8 clinching or bodily crashing against the opponent unnecessarily,
 - ° 1.9 dangerous throws,
 - ° 1.10 lack of regard for his own safety (Mubobi).
- ° 2. Improper behavior (Taido): acts that demonstrate improper behavior, namely:
 - ° 2.1 failing to obey the orders of the Referee,
 - ° 2.2 overexcitement, to such an extent that the contestant is considered by the Judges as a danger to his opponent,
 - ° 2.3 any act or acts of a contestant considered as malicious or willfully violating the rules prohibiting them,
 - ° 2.4 any unsporting behavior such as verbal abuses, provocation or needless utterances, °
 - 2.5 any behavior likely to bring karate into disrepute (this includes coaches, manager or anybody connected with the contestant),
 - ° 2.6 wearing a karate-gi which does not conform to the specifications (see the Appendix "Official dress code"),
 - ° 2.7 all acts which are deemed as violating the rules of the match.
- ° 3. Avoidance of contest (Jogai): acts or techniques who are demonstrating intended or not intended avoidance of contest, namely:
 - ° 3.1 Moves wasting time,
 - ° 3.2 Moves avoiding contest,
 - ° 3.3 Escaping from the match area.

Art. 5.12: WARNING, FOUL AND DISQUALIFICATION.

- ° 1. When a contestant has committed a prohibited act or technique the Referee, in agreement with the panel of Corner Judges, shall announce a foul (Hansoku). The announcement of a foul automatically invokes the disqualification (Hansoku make) of the contestant.
- ° 2. When a contestant is about to commit a prohibited act or technique the Referee, in agreement with the panel of Corner Judges, shall give a warning. Depending on the seriousness it can be an official reprimand (Keikoku) or a warning of disqualification (Chui).
- ° 3. In case the contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce his defeat due to a foul. ° 4. If a contestant continually escapes out of the match area:
 - After the first escape, the contestant will be given an official reprimand ('Jogai Keikoku').
 - After the second escape, the contestant will be given a warning of disqualification ('Jogai Chui').
 - After the third escape, the contestant will be disqualified ('Jogai Hansoku').

- ° 5. All warnings comprise two distinct categories. The first category relates to 'Avoidance of contest (Jogai)', the second category relates to all other ones.
- ° 6. The degree of severity of the penalty is decided by the panel of judges, however the minimum degree of escalation for repeat offences is from keikoku to hansoku chui to hansoku.

Art. 5.13: **SAFETY ISSUES**

- ° 1. If a contestant loses two matches through Hansoku due to 'Dangerous actions', then the contestant will not be allowed to continue in kumite contest,
- ° 2. If a contestant wins two matches due to disqualification of the opponent through injury or excessive contact, then the contestant will not be allowed to continue in kumite contest.
- ° 3. A competitor is allowed to request one (1) minute of rest between two immediately succeeding matches, or between an extension (Encho Sen) and an immediately succeeding match.

§ 2: CRITERIA FOR DECISION OF TEAM KUMITE MATCH.

Art. 5.14: **CRITERIA FOR DECISION OF TEAM KUMITE MATCH.**

- ° 1. The winner of a team kumite match shall be decided based on the individual matches.
- ° 2. The criteria for deciding the winner of a team kumite match based on the number of winners of individual matches are the following (in order of descending importance):
 - Number of wins.
 - Number of "Ippon wins", including "Awasewaza wins".
 - Number of "Full Ippon wins".
- ° 3. When a team ties with its opposing team under these methods of decision mentioned above, the decision shall be made based on the result of an extra individual match, SAI SHIAI (new match, no awards/warnings carried into this extra match) conducted between a representative of each team.
- ° 4. In case this extra match is a draw, there will be an extension of this extra match (Encho Sen).
 - This extension will be of one minute duration (effective time)
 - This extension will be decided by the first score.
 - Warnings and penalties are carried into this extension.
- ° 5. At the end of the extension, each judge must indicate a winner (Hantei). The decision is based only on the extension.

§ 3: METHODS OF JUDGING OF KUMITE MATCH.

Art. 5.15: **JUDGMENT OF A KUMITE MATCH.**

The judgment of a Kumite match shall be made by a panel of Judges.

Art. 5.16: **PANEL OF JUDGES FOR KUMITE MATCH.**

The panel of Judges of a match shall comprise one Referee and four Corner Judges. Their position will be according to the diagram in the Appendix "Diagrams of the match area".

Art. 5.17: **POWER AND DUTY OF THE REFEREE IN KUMITE MATCH.**

- ° 1. Only the Referee shall have the authority to conduct, suspend or terminate the match. No one other than the Referee shall be permitted to halt the match arbitrarily.
- ° 2. The Referee shall have the power and duty given to him by: "Power and duty of the Referee".

° 3. Under the following circumstances the Referee will halt the match by announcing 'Yame' and order the contestants to their original positions:

- ° 3.1 When the bell signals the end of the opportunity to score.
- ° 3.2 When two or more Corner Judges signal by flags and whistle their judgment on the contest. (Note: When one Corner Judge signals by flags and whistle his judgment on the contest, the Referee may ignore the signal and continue with the match.)
- ° 3.3 When he observes a scoring technique.
- ° 3.4 In case of injury of one or both contestants.
- ° 3.5 When he observes a contestant committing a prohibited act.
- ° 3.6 When he observes a contestant about to commit a prohibited act.
- ° 3.7 When he observes avoidance of contest by a contestant.
- ° 3.8 When he deems that one or both contestants cannot continue with the match owing to injuries, illness or other causes.
- ° 3.9 When a match develops into an in-fighting with neither of the contestants delivering scoring techniques. In this manner, he shall take necessary precautions to prevent confusion or injuries.
- ° 3.10 Whenever he deems it necessary for the normal progress of the match, for instance:
 - To order a contestant to adjust his uniform,
 - When the match develops into a deadlock without the exchange of effective techniques between the contestants,
 - When a contestant seizes his opponent without continuing with a technique.
- ° 4. On halting the match, the Referee will take the following actions:
 - ° 4.1 When the bell signals the end of the opportunity to score,
 - he shall return to his position and announce 'Soremade',
 - he then will go outside the area and, after checking with the Kansa, will state scores and penalties,
 - he will then allow the Corner Judges time for considering their judgment,
 - he shall call "Hantei" and shall whistle calling upon the Corner Judges to give their judgment,
 - he then shall decide by majority based on the table for judgment (see Appendices), ▫ he shall then return to his position and declare the winner by raising his hand on the side of the winner ('Kachi') or call the match a draw ('Hikiwake').
 - ° 4.2 When two or more Corner Judges signal by flags and whistle their judgment on the contest, he will listen to their opinion and announce a decision.
 - ° 4.3 When he observes a scoring technique, he will, with the consensus of the Corner Judges, announce a decision.
 - If there is no award, he will order the resumption of the match.
 - If the award is 'Waza-ari', he will order the resumption of the match or, if this is the second 'Waza-ari' for the contestant, he shall announce the winner by the existence of an Awasete Ippon and terminate the match.
 - If the award is 'Ippon', he shall announce the winner and terminate the match. (Remark: In the case of 'Encho Sen', the match will be terminated after the first scoring technique.)
 - ° 4.4 In case of injury, the Referee shall at once halt the match and order the prompt and appropriate treatment of the injured.
 - ° 4.5 When he observes a contestant committing, or about to commit, a prohibited act, the Referee shall call the Corner Judges to determine whether the rules have been broken or not and announce a decision.
 - ° 4.6 When he deems that one or both contestants cannot continue with the match owing to injuries, illness or other causes. After consultation with the tournament Doctor, he shall call the Corner Judges together to decide as to whether the match should be continued.
- ° 5. When resuming the match, he shall announce "Tsuzukete hajime".

Art. 5.18: TERMS AND SIGNALS USED BY THE REFEREE IN KUMITE MATCH.

- ° 1. To conduct, suspend or terminate the match, the Referee shall use the appropriate terms and signals.
- ° 2. When announcing a decision, the Referee will clearly identify the contestant involved, and state the technique or act, and announce the decision.

Art. 5.19: POWER AND DUTY OF THE CORNER JUDGES IN KUMITE MATCH.

- ° 1. The Corner Judges shall have the power and duty given to them by: "Power and duty of the Corner Judges".
- ° 2. To observe the match, they will take up their respective positions (see Appendix "Diagrams of the match area"), carrying a red and white flag and a whistle.
- ° 3. The Corner Judge shall carefully observe the actions of the contestants within his range of vision, and in the following cases, he shall at once signal the Referee by means of whistle and/or flag, giving his opinion:
 - When he observes Ippon or Waza-ari.
 - When he notices that a contestant is about to commit or has committed a prohibited act.
 - When he observes avoidance of contest by a contestant.
 - When he deems that one or both contestants cannot continue with the match owing to injuries, illness or other causes.
 - In all cases when he deems it necessary to bring something to the attention of the Referee.

Art. 5.20: TERMS AND SIGNALS USED BY THE CORNER JUDGES IN KUMITE MATCH.

To signal their judgment on the match the Corner Judges shall use the appropriate signals by means of flags and/or whistle.

CHAPTER 6: GENERAL MATTERS

§ 1: PROTEST AGAINST DECISION

Art. 6.1: **METHODS OF PROTEST AGAINST DECISION**

- ° 1. The contestants cannot personally protest the Judge's decision.
- ° 2. Only when a decision given by the Referee and the Corner Judges is thought to have obviously violated the Rules of the Match or the Rules of Judging, the responsible officer of the team involved (ordinarily, the manager) may protest to the Arbitrator against the decision immediately after it was detected.

Art. 6.2: **HANDLING OF PROTEST AGAINST DECISION**

- ° 1. When he receives a protest a decision from the manager of a team to which the contestant belongs, the Arbitrator himself shall review the complaint, may call for an explanation of the Referee and/or Corner Judges, and in case he finds the decision patently unreasonable, he may demand the panel of the Judges to revise its decision.
- ° 2. When a protest is made through the Arbitrator, the Referee shall, on behalf of the Corner Judges and himself, explain to the Arbitrator the circumstances and grounds on which his decision was made. If the Arbitrator demands a review of the decision, a revision or confirmation of the decision must be made based on a full concurrence of the Referee and the Corner Judges.

§ 2: INJURIES OR ACCIDENTS DURING THE MATCH

Art. 6.3: **OCCURRENCE OF INJURY OR ACCIDENT**

In case of an injury of a contestant, the Referee shall at once halt the match, help the injured contestant and, at the same time, call the tournament Doctor. The treatment of the injury may not significantly delay the match.

Art. 6.4: **AUTHORITY ON INJURIES AND ACCIDENTS**

Only the tournament Doctor can take decisions concerning all matters about injuries, accidents, or physical condition of the contestants.

Art. 6.5: **DECISION ON INJURY OR ACCIDENT**

- ° 1. In case a contestant is deemed unable to continue with the match owing to an injury or any other physical reasons based on the advice of the tournament Doctor, the Referee shall terminate the match and suspend the injured from the match.
 - ° 1.1 If the injury is ascribable to his opponent, he shall be declared the winner.
 - ° 1.2 If the injury is not ascribable to his opponent, he shall be declared the loser.
- ° 2. A contestant, who wins a match through disqualification of the opponent for causing injury, cannot fight again in the competition without permission from the tournament Doctor.
- ° 3. For the contestant's own safety: if a contestant wins two matches through Hansoku of his opponents, due to injuries caused by uncontrolled techniques, then the contestant will not be allowed to continue in the Tournament.

Art. 6.6: **DECISION ON QUITTING THE MATCH**

- ° 1. When a contestant, who suffers a minor injury not serious enough to disable him, refuses to continue with the match or requests for permission to quit the match, he shall be declared the loser. °
- 2. In case an injury or injuries sustained during a kumite match for reasons not ascribable to one contestant disabled a contestant or in case both contestants are injured at the same time for reasons for which both are responsible,
 - ° 2.1 the contestant who quits the match shall be declared the loser.
 - ° 2.2 In case both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, the match shall be declared a draw.

§ 3: SAFETY AND SECURITY MATTERS

Art. 6.7: **GENERAL SAFETY AND SECURITY MATTERS**

- ° 1. The contestant may not use devices for protection. However, safety devices may be permitted if so approved by the Organizing Committee to prevent hazards.
- ° 2. The contestant is not allowed to wear bandages or supports, except with the tournament Doctor's permission.
- ° 3. The contestant shall keep his nails short and shall not wear metallic objects or the like on his body, which may cause injury.

Art. 6.8: **SPECIFIC SAFETY AND SECURITY MATTERS**

- ° 1. In Kumite Match the contestants shall wear WHITE fist protectors.
- ° 2. Gum shields are compulsory in Kumite.
- ° 3. Groin guards are allowed in Kumite.
- ° 4. Chest protectors are allowed in Ladies Kumite.
- ° 5. Spectacles are not allowed in Kumite.

No other protectors/equipment are allowed unless approved by JKS Executive Board.

§ 4: RETIREMENT

Art. 6.9: **RETIREMENT**

A contestant who is unable to continue to compete or participate for reasons other than injury or who requests for permission to quit the match for such reasons shall be declared the loser.

§ 5: COACHING

Art. 6.10: **COACHING**

During a kumite match coaching is only allowed when a match is suspended by the Referee's command "Yame" till the moment the Referee resumes the match by the announcement "Tsuzukete hajime".

§ 6: OUTFIT AND PRESENTATION

Art. 6.11: **OFFICIAL DRESS**

The official dress for contestants, Judges and coaches shall be as specified in the Appendix "Official dress code".

Art. 6.12: CONTESTANTS

- ° 1. The contestants shall wear a clean, white and unfigured Karate gi.
- ° 2. In Kumite Match, for identification purposes, one of the contestants shall fasten a red belt around his waist and the other a white belt. The contestants don't have to take off their own belt.

§ 7: MATCH AREA AND EQUIPMENT

Art. 6.13: MATCH AREA

- ° 1. The match area shall have a flat surface with necessary measures taken for the prevention of hazards.
- ° 2. Wooden floors are preferable. However, canvas or tatami may be used.
- ° 3. The size of the match area:
 - ° 3.1 The size of the kumite match area, in principle, shall be eight meters square.
- ° 4. The match area shall be border lined.
- ° 5. Details on the match area are described in the Appendix "Diagrams of the match area" °
- 6. Additional lines:
 - ° 6.1 For kumite match area: two parallel lines, each one meter long, shall be drawn at 1,5 meters from and on both sides of the center point of the match area, at right angles to the line where the Referee stands at the beginning of a match. These shall be the standing lines for the contestants in kumite match.

Art. 6.14: MATCH EQUIPMENT

The types, quantity and usages of the equipment prepared by the Tournament Host are specified in the Appendix "Match equipment".

§ 8: STAFF

Art. 6.15: APPEALS JURY

- ° 1. The Appeals Jury is appointed by JKS Referee Committee.
- ° 2. They shall govern the conduct and development of the matches as far as it does not interfere with or concern the judging rules.
- ° 3. They may be assisted by the Tournament personnel staff.

Art. 6.16: TOURNAMENT DOCTOR

- ° 1. The Tournament Doctor is appointed by JKS Executive Board.
- ° 2. He shall govern all medical matters during the Tournament.
- ° 3. He may be assisted by the First Aid Crew.

Art. 6.17: TOURNAMENT STAFF

- ° 1. To carry out certain tasks and for the purpose of facilitating the operation of matches, a number of personnel shall be determined by the Tournament Host. They shall/may proceed as specified in the Appendix "Tournament Staff".

JKS Denmark



Japan Karate Shoto Federation - Danmark
NPO法人日本空手松涛連盟

Ippon Shobu

Kumite competition rules

Appendices

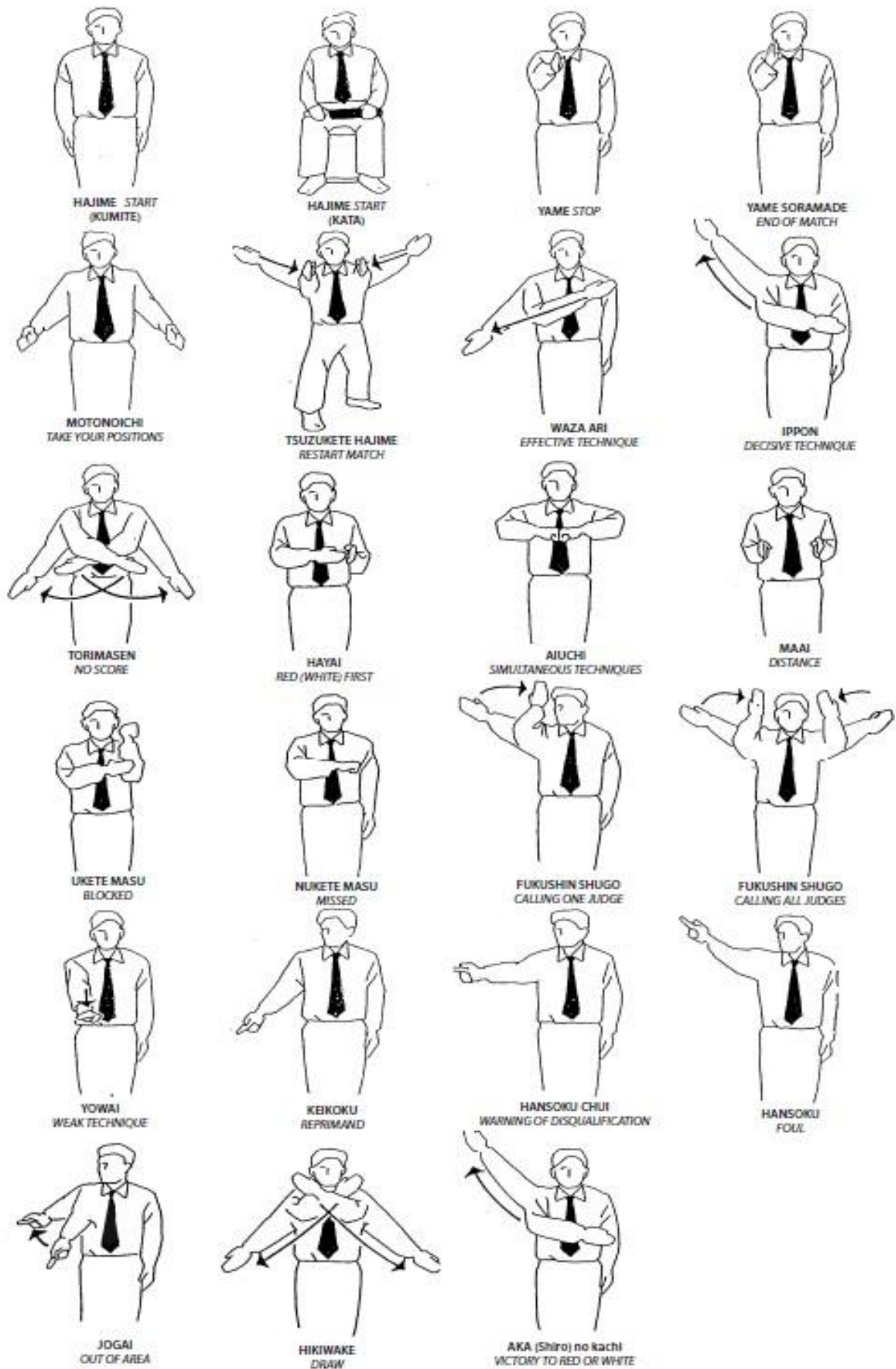
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Effective from 01.04.2022

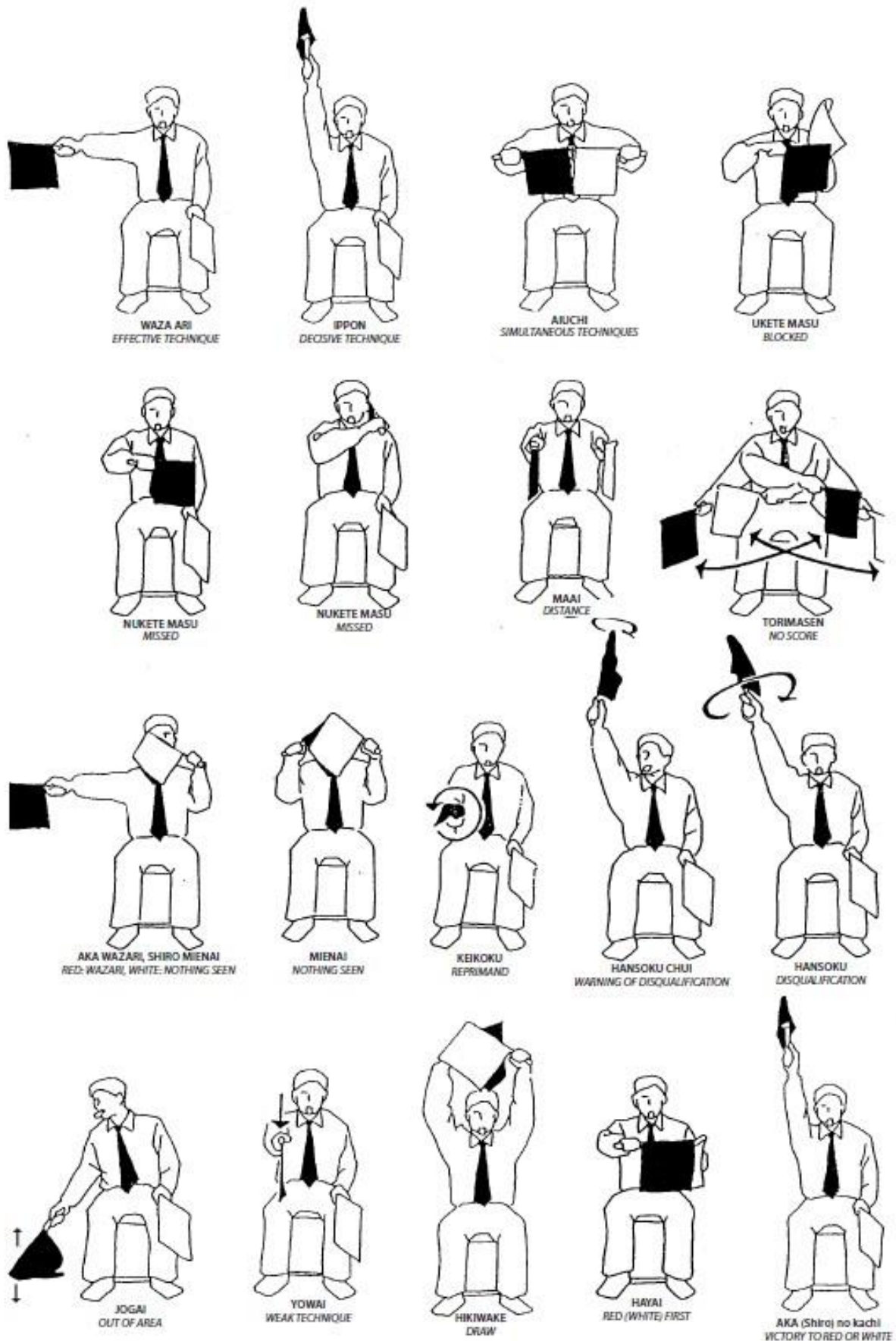
APPENDIX 1: **THE TERMS AND THEIR MEANING**

Shobu ippon hajime	Start of the match
Yame	Stop
Tsuzukete hajime	Continue (after 'Yame')
Tsuzukete	Continue
Atoshibaraku	30 seconds before the match ends
Soremade	End of the match
Motonoichi	Come to your first position (Ordering the contestants to their fixed positions)
Jogai, nakae	You are out, enter the match area (Ordering the contestants to return into the match area)
Ippon	A decisive technique
Waza-ari	An effective technique
Awasete Ippon	Together Ippon (Two waza ari's recognized as one ippon)
Aiuchi	Same time (Valid scores at the same moment by the two contestants)
Fukushin shugo	Calling the Judges together
Hantei	Decision
Aka (Shiro) no kachi	Victory of the red (white)
Hikiwake	A draw
Hansoku chui	Warning of disqualification
Hansoku	Foul
Hansoku make	Disqualification due to a foul
Shiro (Aka) hansoku, aka (shiro) no kachi	A foul by the white (red), the victory of the red (white)
Shiro (Aka) no kiken niyori, aka (shiro) no kachi	Victory by the red (white) due to renunciation by the white (red)
Encho sen	Extending the time period over which the match is conducted
Uke te imasu	Technique blocked
Nukete imasu	Technique missed / passed
Haiyai	Quicker / Fast
Yowai	Weak
Ma-ai	Distance
Fujubun	Not good enough
Torimasen	Not acceptable
Atenai	Take care, you may not touch
Mubobi	Lack of self-protection
Shikaku	Disqualification from Tournament
Mienai	Nothing seen
Keikoku	Official reprimand

APPENDIX 2: THE METHODS USED BY THE REFEREE



APPENDIX 3: **THE METHODS USED BY THE CORNER JUDGES**



APPENDIX 4: THE TABLE FOR JUDGMENT

Judgment by the four Corner Judges.

(The marks S, A and D represent respectively: Shiro, Aka and Draw.)

	Opinion of Corner Judges				Decision
1	S	S	S	S	Victory of Shiro
2	S	S	S	A	Victory of Shiro
3	S	S	S	D	Victory of Shiro
4	S	S	D	D	Victory of Shiro or a Draw; it depends on the judgment of the Referee
5	S	S	A	D	Victory of Shiro or a Draw; it depends on the judgment of the Referee
6	A	A	A	A	Victory of Aka
7	A	A	A	S	Victory of Aka
8	A	A	A	D	Victory of Aka
9	A	A	D	D	Victory of Aka or a Draw; it depends on the judgment of the Referee
10	A	A	S	D	Victory of Aka or a Draw; it depends on the judgment of the Referee
11	D	D	D	D	Draw
12	D	D	D	A	Draw
13	D	D	D	S	Draw
14	D	D	A	S	Draw
15	A	A	S	S	Draw, Victory of Shiro or Victory of Aka; it depends on the judgment of the Referee

When the Judges are required to indicate the winner, one vote by the Referee and one vote by the Corner Judge are equally regarded as a vote of the same quality.

APPENDIX 5: THE TOURNAMENT STAFF

In order to carry out certain tasks and for the purpose of facilitating the operation of matches, a number of personnel shall be determined by the Tournament Host and stationed at appropriate locations.

° 1. Record keeper.

- The record keeper is responsible for ensuring that the essential facts of the match are accurately recorded.
- These facts are:
 - the name of the participant(s),
 - the name of the winner of the match,
 - the awards, penalties and decisions given by the Referee, ▫ all essential remarks concerning the match.

° 2. Timekeeper.

- The timekeeper is responsible for ensuring that the match runs its full course (normally two minutes).
- The timekeeper shall stop the clock when the match is stopped and shall restart when it resumes. (Effective time)
- The timekeeper shall give signals by a gong or buzzer indicating "30 seconds to go" or "time up".

° 3. Announcer.

- The announcer is responsible for ensuring that contestants or participants are called to the match area in proper time and that the results and decisions of the Judging panel are clearly announced to all concerned.

° 4. Desk Officials

To carry out the match smoothly the desk officials shall have the following duties:

- to be concerned with the progress of the match,
- communication with the participants,
- communication with the Judges,
- preparation of the match floor,
- other duties will be determined by the Tournament Host.

° 5. First Aid Crew.

The First Aid crew shall be prepared to act in case of accident or sickness along with a doctor. They shall:

- assist the Tournament Doctor,
- have First Aid equipment on hand,
- prepare a place to care for the injured,
- other duties will be determined by the Tournament Host or the Tournament Doctor.

APPENDIX 6: **THE MATCH EQUIPMENT**

The types, quantity and usages of the equipment prepared by the Tournament Host will be as follows:

° 6. Flags (red and white, 5 of each per match area).

The Referee and Corner Judges will each be given a pair of flags and shall use them to signify the winner or to make signals.

° 7. Recording Equipment.

Recording Equipment will consist of recording forms, calculation sheets, pen, etc. to be used by the Recorder(s).

° 8. Red Ribbons.

These will be worn by participants so that the Judges may easily distinguish them.

The size of the ribbon will be such that they will not obstruct the participants in their performance, but large enough to be seen clearly by the Judges.

° 9. Clock and Time signal.

A clock with 'chronometer'-functions and a sound signal will be given to the timekeeper to measure the allotted time for Kumite match.

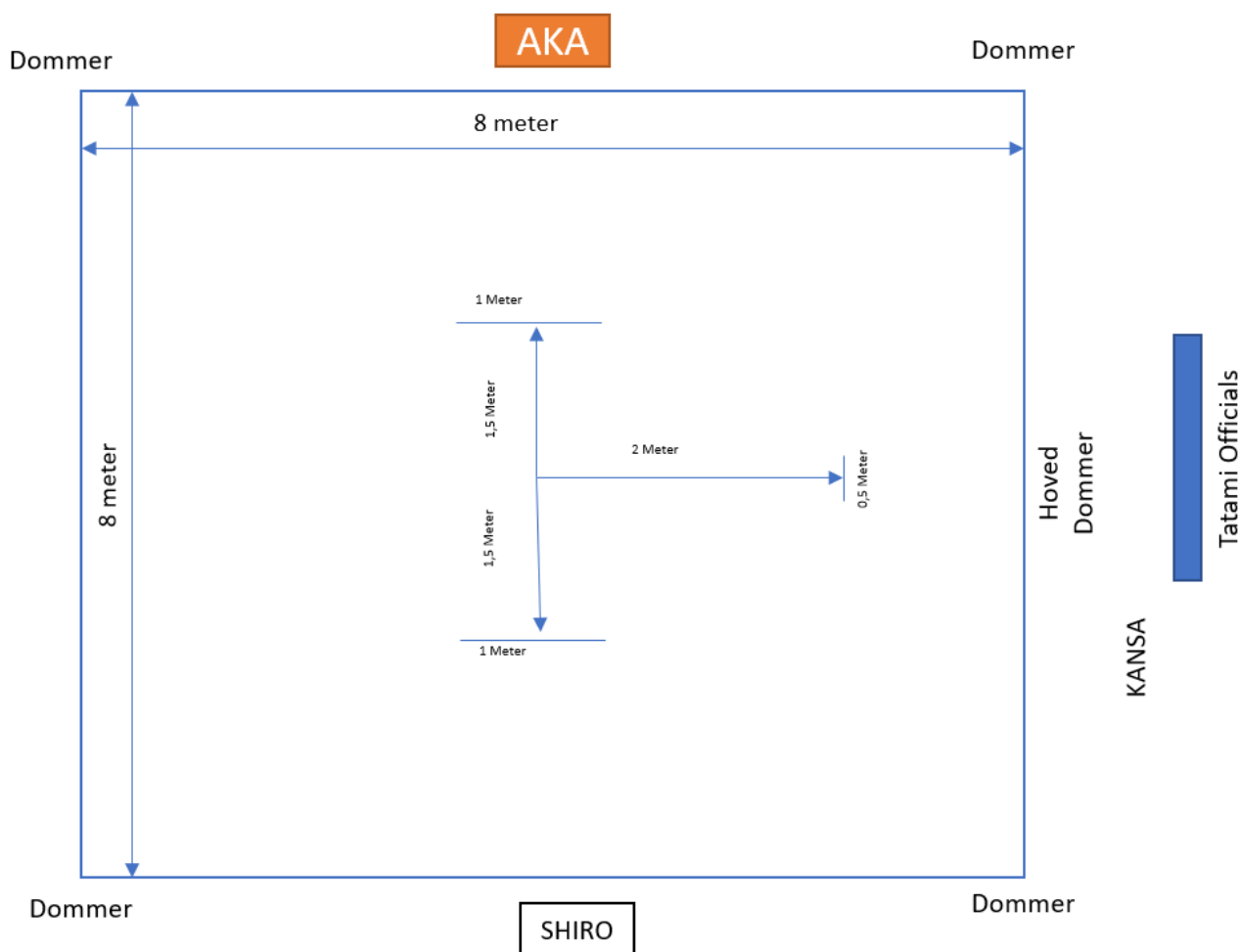
° 10. Other matters.

The required material to keep the surface of the match area clean and disinfected.

APPENDIX 7: THE DIAGRAMS OF THE MATCH AREA

An additional safety area of minimum 1meter must be provided around the match area, with a preferred color of RED.

KUMITE



APPENDIX 8: **THE OFFICIAL DRESS CODE**

° 11. Judges.

- Judges must wear the official uniform. This uniform must be worn at all tournaments, courses and examinations.
- The official uniform will be as follows:
 - a short sleeved white shirt incl. a breast pocket for the whistle, ▫ a dark tie,
 - plain light grey trousers,
 - un-patterned dark blue or black socks, and black shoes for use outside the match area.
- No shoes or socks will be allowed when refereeing or judging a match.

° 12. Contestants

° 12.1 Karate-gi

- The contestants shall wear a clean, white, and unfigured karate-gi. Taping, to cover publicity or advertising, is not allowed.
- The jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips.
- The sleeves of the jacket must come at least half the way down the forearm and may not be rolled up externally. The sleeves may not cover the wrist.
- The trousers must be long enough to cover at least two-thirds of the shin. They may not cover the ankle.
- The belt must be of an overall length that leaves approx. 15 centimeters of extra length on both ends after it has been properly tied around the waist. It should also be around 5 centimeters in width.
- A national badge may be worn. The maximum size of the badge is 10 cm by 10 cm. The position of the badge on the karate-gi is on the left breast.

° 12.2 Other matters

- Each contestant must keep his/her hair clean and cut to such a length that does not obstruct the smooth conduct of the match. ▫ Hachimaki (head band) will not be allowed.
- Should the Referee consider any contestant's hair too long and/or unclean, he may, with the Chief Judge's approval, disbar the contestant from the match.
- Hair slides are prohibited, as are metal hair grips.
- Contestants must have short fingernails and must not wear metallic or other objects.
- Soft contact lenses can be worn at the contestant's own risk.
- The wearing of unauthorized clothing or equipment is forbidden.
- In the case of women, a plain white tee-shirt may be worn beneath the karate jacket. ▫ Women may wear the authorized additional protective equipment approved by the Organizing Committee.
- Each competitor must wear an identification number on the back.
- In Kumite Match one of the contestants shall, for identification purposes, fasten a red belt around his waist. The contestants don't have to take off their own belt.

° 13. Coaches.

The coach shall always during the tournament wear a tracksuit with an identifying badge upon it.

APPENDIX 9: **PARTICIPATION IN A MATCH**

° 14. General matters.

- After the beginning of the official draw, no contestant may be replaced by another in an individual title match (except with the permission of the Referee Committee).
- Individual contestants or teams that do not arrive at the competition venue before the tournament starts, may be disqualified from participation in that tournament.

- Should individual contestants or teams that have applied for participation, either fail to attend a match without good reason, or without notifying in advance the match-conducting authorities quit the match and leave, the disciplinary measure to be applied will be decided upon by the Referee Committee.
- If, through an error in administration by the tournament staff, the wrong contestants compete, then regardless of the outcome, that match will be declared null and void.

° 15. Kumite Team Match.

- In a team match, except for the first match, a participating team will be allowed to participate only when it comprises more than half the prescribed number of members.
- Before each team match, a team representative must hand to the table, an official form defining the names and fighting order of the team members.
- The fighting order can be changed for each round but once notified, it cannot then be changed.

° 16. Retirement.

- A contestant who is unable to continue to compete or participate for reasons other than injury or who requests for permission to quit the match for such reasons shall be declared the loser.

APPENDIX 10: **GENERAL MEDICAL RULES**

° 17. General matters.

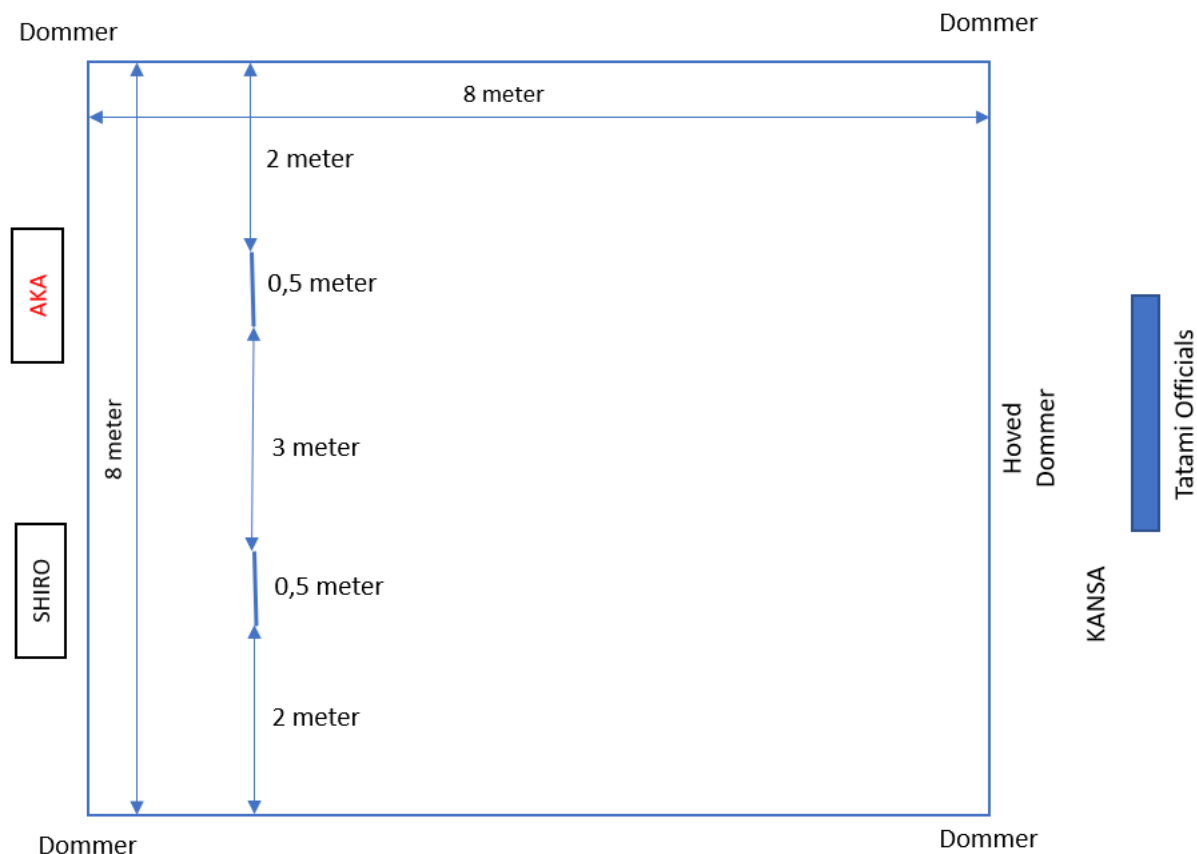
- A fundamental part of the JKS Contest Rules is the concern to protect the health of the competitor(s) and to reduce the possibilities of accidents. Medical care is purely for the treatment of injuries sustained.
- The tournament Doctor may, if requested, give advice on the capability of the competitor to continue.
- It is recommended that all competitors undertake once a year a thorough medical examination by a medical doctor who is experienced in sport medicine. This is the responsibility of the national organization.
- On demand of the tournament Doctor and based on a reasonable doubt, every competitor must submit him(her) self to a medical examination.
- Before the contest, existing illness or injuries must be notified to the tournament Doctor.
- The use of any performance enhancing substances is forbidden.

° 18. Medical Rules for Kumite match.

- If, during a contest, a competitor becomes unconscious, even for a small moment, he has to be examined by the tournament Doctor.
- If, during a contest, a competitor becomes unconscious for 10 seconds or more, he will be excluded from further competition during the whole tournament.

APPENDIX 11: **KATA Flag & Point – MATCH AREA**

Tatami layout “Flag”



Tatami layout “Points”

