



# **WSF COMPETITION RULES KATA AND KUMITE**

2015



# WSF Kumite Rules & Regulations

## I. Objective

The aim of the WSF competition rules is to provide to be understandable by public, athletes, coaches and referees during the WSF events.

## II. Parties

The rules valid for World Shotokan Federation's affiliated National Shotokan Federations, Shotokan Clubs, Shotokan Dojos and individual participants to the official WSF Events.

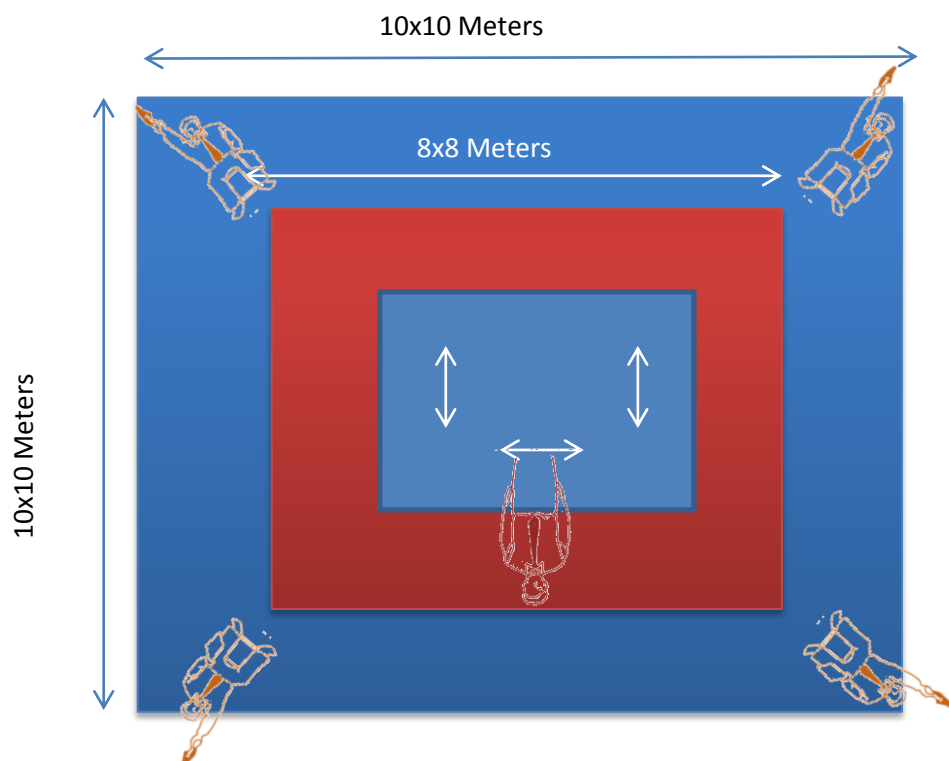
## III. Organisation of the Events

The WSF Competitions consist of Shobu Ippon Kumite, Jyu Kumite, Shotokan Style Kata's and to provide conformity of the with WKF rules WKF Kumite categories will be added. The events are in both in Male & Female categories. WKF Kumite categories will be conducted under WKF Rules.

## IV. Competition Area

The competition area will be 8x8 with (10x10 with safety lines). Referee's and athletes standing position will be marked 2 meter's each inside the tatami. Judges will seat at the corners in the safety line out of the jogai line.

Each tatami will be equipped with a table which consist of scoreboards, bells, whistle. Staffs will be as follows; Match Supervisor, Timekeepers, Scorekeeper, Scoresupervisor. The entire tatami area will be designed without any dangerous materials.





## V. Suits and Protectors

- i. **Athletes;** The athletes wear clean, ironed Karate-gi during the competitions, dirty and wrinkled Karate-gi's will be forced to change with new one in two minutes. Athletes will wear blue and red hand gloves, teeth protectors in shobu ippon and jyu kumite competitions. Groin protectors may be used. Head protectors not allowed. Using bandages for foot, hand, or head is not allowed, if used for injury will be permitted by tournament doctor. Any metallic or plastic materials in the body not permitted, if used for treatment etc will be permitted by tournament doctor. Foot and hand fingers must be cut in order to prevent injury if above given restrictions happens in the tournament the athlete will be given two minutes to recover otherwise will be disqualified. Match Area Controller will be responsible for controlling the athletes. Religiously used hijab is permitted. Athletes wear blue and red belts and called as AO (Blue) and AKA (Red)
- ii. **Coaches** Coaches wear track suit in entire competition area. Any materials such as photo, video recording, mobile recording during the foregoing competition.
- iii. **Referees** Referee's wear blue blazer jacket with silver buttons, a White shirt with short sleeves. An official tie, worn without tie pin. Plain light-grey trousers. Black socks and black slip-on shoes for use on match area. Female Referee's will also wear

## VI. Competition Types

- i. Shobu Ippon Kumite (Two Point)
- ii. Shobu Sanbon Kumite (Three Point)
- iii. WKF Kumite (Eight Point)
- iv. Individual Kata
- v. Team Kumite (Shobu Ippon) (3 Athlete's and 1 reserve)
- vi. Team Kata
- vii. Male and Female

## VII. Age Groups

Children, Cadets, Juniors, -21 Years Juniors, Seniors

6-7 Years, 8-9 Years, 10-11 Years, 16-17 Years, -21 Years 18 and Over Veterans

35-45 Years, 46-50 Years, 51-55, Years, 56-60 Years, 61 and Over

Age's specified according to the starting date of the competitions.

Official registrations is made on [www.sportdata.org](http://www.sportdata.org) in order to supply conformity, recording.



## VIII. Kumite Weight Divisions

6-7 Years Female	-20Kg, -25Kg, +25Kg
6-7 Years Male	-20Kg, 25Kg, - 30Kg, -35Kg, +35Kg
8-9 Years Female	-25Kg, -30 Kg, +30 Kg
8-9 Years Male	-25Kg, -30Kg, -35Kg, 40Kg, +40Kg
10-11 Years Female	-34Kg, -38Kg, +38Kg
10-11 Years Male	-30Kg, -34Kg, -38Kg, -42Kg, +42Kg
12-13 Years Female	-43Kg, -52Kg, +52Kg
12-13 Years Male	-38Kg, -44Kg, -50Kg, -56Kg, +56Kg
14-15 Years Female	-47Kg, -54Kg, +54Kg
14-15 Years Male	-52Kg, -57Kg, -63Kg, -70Kg, +70Kg
16-17 Years Female	-48Kg, -53Kg, -59Kg, +59Kg
16-17 Years Male	-55Kg, -61Kg, -68Kg, -76Kg, +76Kg
Under 21 Years Male	-60Kg, -67Kg, -75Kg, -84Kg, +84Kg
Under 21 Years Female	-50Kg, -55Kg, -61Kg, -68Kg, +68Kg
18 Years and Over Female	-50Kg, -55Kg, -61Kg, -68Kg, +68Kg
18 Years and Over Male	-60Kg, -67Kg, -75Kg, -84Kg, +84Kg

## IX. Team Kumite Events

Team Kumite competitions 3 athletes must be present in all rounds. One reserve may be used in each round if necessary. Before the team matches coaches will submit the turn of the athletes to the match area controller. Elimination system with repechage will be used during the event. There is no weight divisions in team matches. Winning team will be decided who has the most bout victories. In case of hanshoku or shikkaku during the event the point will be zeroed and opponent will have the victory. In case of Hikiwake, each team will bring one athlete and first

## X. Referee Panel

Referee panel consists of one Referee and five judges sitting in to the corners outside of the jogai line. Each Referee's and judges will not be in same Nationality with the athletes. In case of not enough Referee or Judge's, Referee panel may be decided with 2 Judge's and 1 Referee both in Kata and Kumite events. In the starting position Judge 1 and Judge 2 on the Referee's left, Judge 3 and Judge 4 are on the right side of the Referee's.

## XI. Duration of the Competitions

i. Children Male & Female	1.5 Minutes
ii. Cadets, Juniors	2 Minutes
iii. -21 Years Female Juniors	2 Minutes
iv. -21 Years Male Juniors	3 Minutes
v. Senior Male	3 Minutes
vi. Senior Female	2 Minutes
vii. Veterans	2 Minutes

Note: In Senior Male Kumite finals will be three round each 2 minutes. The Bout starts with the command of Referee "Hajime" and counter stops when Referee commands "Yame" and starts each time "Tsuzukate hajime" of the Referee command.



## XII. Attack Areas and Criteria for Scoring

- i. **Jodan** Head and Neck
- ii. **Chudan** Abdomen, Sides, Back, Chest

Under the belt scores will be invalid.

### a) **Criteria for Ippon**

- i. An effective and powerful technique,
- ii. Good timing and proper distance,
- iii. A concentrated mind and soul,
- iv. Application to the proper target,
- v. Correct stance,

### b) **Ippon Score**

- i. Successful counterattack deai,
- ii. Blocking a technique and make an effective counter attack to the Jodan or Chudan,
- iii. Unbalancing the opponent and immediately after applying effective technique, such as ashi barai unbalance, ashi barai falling down and application or taking down the opponent from the hips,
- iv. Attack to the undefensive opponent
- v. Kicks to the head

**Wazaari** will be given for the techniques if the above criterias and ippon scoring criterias fails. Two half points means one point ippon. Auchi, if two athletes apply an effective same attack each of them at the same moment, and same speed may be assessed as auchi. Shobu Sanbon means six points and means three ippon and six wazaari. All techniques must be well controlled and light touch permitted.

### c) **Decision for Hikiwake**

In case of hikiwake Referee's and Judge's will look following

- i. If any points received,
- ii. Most dominant athlete during the bout,
- iii. The quality, power and number of the techniques used,
- iv. Fighting spirit and effort,
- v. If there are penalties such as hansoku chui, keikoku chui, warnings, jogai chui.



### **XIII. Disqualification**

- i. Excessive contact, passing target techniques, dangerous swing techniques,
- ii. Performing or preparing dangerous throws,
- iii. Grabbing, holding, wasting time without attacking,
- iv. Head attacks, open hand techniques, nukite attacks to the eyes,
- v. Attacks to the groin area or joints,

If the techniques causes minor injury warning Chukoku may be given, if causes with bleeding then Keikoku may be given, If the athletes potential winning is not zeroed but bleeding then Hansoku Chui applied. If the athlete may not continue to the bout and winning potential is zeroed then Hansoku will be applied. If the athlete has Chukoku followed by Keikoku, Hansoku Chui and Hansoku is given.

### **XIV. Jogai**

If any part of the athlete touch to the jogai line without pushing or throwing will be penalised starting with a Chukoku, in the second time Jogai Chui and third time will be given Jogai Hansoku and the opponent will be declared as winner. If the athlete makes a valid attack and touches to the jogai line will not be penalized. If the technique is not valid then Jogai will be penalized.

### **XV. Muboubi**

A non defending athlete and puts himself/herself to a dangerous situation without making any defence or technique, first time will be warned as Muboubi, second time Muboubi Keikoku, third time Muboubi Chui and the last will be resulted as Muboubi Hansoku.

### **XVI. Shikkaku**

Referee panel will discuss about the Shikkaku give decision according to the following criterias;

- Not to obey Referee's warnings, Unacceptable words, discourteous behaviours, attitude which harms spirit of Shotokan.

The Referee panel will decide about the Shikkaku decision and an announce to the public will made. The Shikkaku athlete will not be compete in any competition and also will be taken off to the stadium. Shikkaku may be applied if one of the team members or delegation do above given criterias Referee panel may decide one of the team members disqualification or whole team.

### **XVII. Kiken**

- If an athlete voluntarily withdraws,
  - Can not continue to the bout,
  - When its name announced three times and do not ready for the competition,
  - Withdraws without any reason,
- Will be declared as Kiken, this may happen in individual, team, kata and kumite competitions. If one athlete is given kiken other will get victory.



# WSF Kata Rules & Regulations

Kata competitions held with individual and team categories. Two athletes perform Kata at the same time in the elimination parts, but in the final kata will be performed one by one. Blue and Red flag system is used for the Kata Competitions. The Referee panel is designed as five judges same as kumite and if there are not enough judges will be able to use three judges for the majority system. The competitors should register the chosen kata to the official table. The competitor will announce the name of the Kata and start. In team competitions one athlete may be registered as reserve. Athletes may choose available kata's from the following list. Each round different kata must be performed and also in final Super Kata must be performed. Heian and Tekki Kata's can not be performed in the final.

## Criteria for Decision

- i. Fighting spirit, power, chakugan,
- ii. Performing essential characteristics of the chosen Kata,
- iii. Strength, contraction and expansion of the body and the change in the speed of the techniques,
- iv. When reaching to the target posture, balance, stance and accuracy observed,
- v. Basic techniques power and accuracy in performing,
- vi. Following true direction and returning to the starting position or Embusen,
- vii. Proper use of stance and posture demonstrating focus of attention or Zanshin,
- viii. Synchronisation in team kata,

## Criteria for Point Reduction

- i. Athlete temporarily stops, but after continue to perform,
- ii. Wrong techniques order application,
- iii. One step allowed to the competitor to be in the starting position (Embusen)
- iv. External cues, breathes with sound not allowed,
- v. In Team Kata external cues or verbal cues are subject to deduction

## Criteria for Disqualification

- i. Uncompleted Kata,
- ii. Performing a different Kata from the announced ones,
- iii. Belts or pants of the Karate-gi fall down



### **Approved Shotokan Kata's**

1. Heian Shodan
2. Heian Nidan
3. Heian Sandan
4. Heian Yondan
5. Heian Godan
6. Tekki Shodan
7. Tekki Nidan
8. Tekki Sandan
9. Bassai Dai
10. Kanku Dai
11. Enpi
12. Jion
13. Jitte
14. Jiin
15. Hangetsu
16. Gangaku
17. Bassai Sho
18. Kanku Sho
19. Chinte
20. Unsu
21. Meikyo
22. Wankan
23. Sochin
24. Nijushiho
25. Gojushiho Dai
26. Gojushiho Sho





## Referee Commands

Yowai	Weak Attack	Nukete Masu	Off Target
Seiretsu	Line up	Keikoku	Caution
Shomen Ni Rei	Bow Front	Chui	Warning
Otagai Ni Rei	Bow Each Other	Hansoku	Disqualify
Hajime	Start	Shikakku	Absolute Disqualification
Yoi	Ready	Mubobi	Non Defending
Naore	Return Start Position	Hantei	Decision Time
Yame	Stop	Aka No Kachi	Aka Winner
Moto No Ichi	Return Position	Ao No Kachi	Ao Winner
Tsuzukete Hajime	Resume the Bout	Hikiwake	Draw
Tsuzukete	Continue	Sai Shiai	Re-Match
Ato Shibaraku	Last 30 Seconds	Sai Sai Shiai	Second Re-Match
Aka / Ao	Red / Blue	Sakidori	Decision Point
Jodan	Face Level Attack	Shobu Hajime	Decision Point Match Start
Chudan	Chest Level Attack	Shugo	Call to Talk
Tsuki	Punch	Kiken	Withdrawal
Uchi	Strike	Jogai	Out of the Area
Keri	Kick	Hayaii	Faster Attack
Wazaari	Half Point	Auichi	Simultaneous Attack
Ippon	One Point	Maai	Not Sufficient Distance
Awasate Ippon	Score Added Full Point	Ukete Masu	Blocked Attack
Torimasen	No Point		

## Referee and Judge's Signals



1 Point Match begin  
*Shobu Ippon Hajime*



Stop  
*Yame*



Back to your positions  
*Moto No Ichi*



Resume the match  
*Tsuzukete Hajime*



Half point  
*Waza-Ari*



1 Point  
*Ippon*



No point  
*Torimasen*



Faster attack  
*Hayai*



Attacks at same time  
*Aiuchi*



Distance not sufficient  
*Maai*



Blocked attack  
*Ukete-Masu*



Off target attack  
*Nukete-masu*



Off target attack



Off target attack



Off target attack



Out of bounds  
*Jogai*



Draw  
*Hikiwake*



Calling Judges to confer  
*Shugo*



Volunteer withdrawal  
*Kiken*



Absolute disqualification  
*Shikkaku*



Volunteer non defending  
*Muboubi*



Ready, begin  
*Yoi, Hajime*



Half point  
*Waza-Ari*



1 Point  
*Ippon*



Attacks at same time  
*Aiuchi*



Blocked attack  
*Ukete-Masu*



Off target attack  
*Nukete-masu*



Off target attack



Off target attack



No point  
*Torimasen*



Unable to see  
*Mienai*



Caution  
*Keikoku*



Warning leading to disqualification  
*Hansoku Chui*



Disqualification  
*Hansoku*



Out of bounds  
*Jogai*



Weak attack  
*Yowai*



Draw  
*Hikiwake*



Faster attack  
*Hayai*



Distance not sufficient  
*Maai*



Volunteer non defending  
*Muboubi*

