



WORLD SHOTOKAN FEDERATION

(W.S.F.)

JYU KUMITE & SHOBU SANBON KUMITE RULES

SHOTOKAN

2018

JYU KUMITE & SHOBU SANBON KUMITE RULES

1. The Kumite competition area :

- a) The kumite competition area is defined at 8x8 meters for **Cadets, Juniors** and **Seniors**, plus 2 meters total safety area.
- b) The kumite competition area is defined at 6x6 meters for Children under 14 years, plus 2 meters total safety area.

2. Official dress :

- a) **Referees** : A one-button navy jacket with two silver buttons.

A white shirt with short sleeves. An official tie, worn without tiepin. Plain light -grey trousers without turn-ups. Plain dark blue, or black socks and black slip-on shoes without shoelaces, only for use on the match area.

Female Referees and Judges can wear a hair clip.

- b) **Contestants** : White Karate-Gi, the belts red one and blue one, the mits of the same color as the belt are compulsory. A body/chest protector is compulsory for cadets, juniors and seniors female. It is forbidden to wear shin pads, foot protections, glasses and earrings; as well as clips or other blunt objects in hair. Contact lenses can be worn by the competitor's own risk. A pony tale band can be worn by the female contestants. Groin guards are not mandatory, but if worn must be approved types.

- c) **Coaches** : The coaches will wear a sports suit (training suit, and in the finals, costume) and will display the official identification signs.

- d) Competitors and coaches must wear the official uniform, as defined above.

- e) The Arbitration Commission may exclude any official or competitor that does not comply with this rule.

Specifications:

- If a competitor appears on the tatami at the beginning of a bout with inappropriate outfit, he will not be disqualified immediately; he will be given 1 minute to fix the situation.
- With the agreement of the Arbitration Commission, the Official Referees and Judges may take off their jacket.

3. Organization of the competition :

I. JYU KUMITE

- a) **Individual competitions** : Will be organized only for seniors-male category, after elimination system without repassage.

II. SHOBU SANBON

- b) **Competitiile individuelle** : Will be organized, in all age / weight categories, masculine and feminine, after elimination system without repassage.

- c) **Team Competitions** : : Will be organized, in all age / weight categories, masculine and feminine, after elimination system without repassage.

4. The Referee Panel :

- a) The referees' Panel will be composed of 1 Referee - SUSHIN, 4 Judges - FUKUSHIN, an Arbitrator - KANSA, a scorekeeper, 4 reserve Referees and a Tatami Manager. Referee

- b) In **SHOBU SANBON**, SUSHIN will have the casting vote, showing his arm bent on the side of the decision. He is the only one who can stop the game and validate the points.
- c) In **JYU KUMITE and SHOBU SANBON**, the FUKUSHIN Judges will sit on the 4 corners of the tatami area with 2 hand flags, one red - AKA and one blue - AO (the 2 FUKUSHIN from the front corners of the Referee SUSHIN-2 and 3 will hold the red flag in the left hand and the blue flag in the right hand, and the other 2 FUKUSHIN, at the corners behind the SUSHIN-1 and 4, will hold the red flag in the right hand and the blue flag in the left hand). They are obliged to signal only valid techniques that they see.
- d) In **SHOBU SANBON**, if SUSHIN does not stop the match and does not signal why he did not stop the match, when at least two FUKUSHIN Judges signal a technique on the same side, KANSA is obliged to stop the match by whistling and shaking the red flag. In this case **SUSHIN must validate the technique**.
- e) If, for example, two FUKUSHIN Judges raise a flag for AKA and the other two FUKUSHIN Judges for AO, the **SUSHIN Referee, having the casting vote, will validate the point on the side that he believes he saw the valid technique, and ignore the signaling of the other two referees FUKUSHIN**.
- f) If, for example, at the end of the match, Referee SUSHIN and 1 rJudge FUKUSHIN signal a decision to AKA and two other FUKUSHIN Judges signal a decision for AO, **Referee SUSHIN, having the decisive ballot vote, will validate the point for AKA**.
- g) If, for example, at the end of the match, Referee SUSHIN and 1 Judge FUKUSHIN signal a decision to AKA and the other 3 FUKUSHIN judges signal the decision to the AO, **the Referee SUSHIN is obliged to validate the point for AO**, even if he is convinced that AKA has made the scoring technique.
- h) If Referee SUSHIN sees a scoring technique for AKA (or AO) and stops the match, **he can validate the point only if he has the support of a FUKUSHIN Judge on his side**.
- i) If, for example, after the stop of the bout, Referee SUSHIN and 1 Judge FUKUSHIN signal a decision to AKA (AO) and the other 3 FUKUSHIN Judges signal TORIMASEN, the **Referee SUSHIN can not validate the technique** and will show TORIMASEN.
- j) If, for example, after the stop of the bout, Referee SUSHIN and 1 Judge FUKUSHIN signal the same decision to AKA (AO), 1 other FUKUSHIN Judge signal TORIMASEN and 1 Judge FUKUSHIN signals MIENAI, **Referee SUSHIN can validate technique**.

ATTENTION ! :

- **Referee SUSHIN can stop the match** if he sees a valid point, if he has the support of 1 FUKUSHIN Judge.
- **Referee SUSHIN is obliged to stop the match if at least 2 FUKUSHIN Judges signal the same side (AKA or AO) technique.**
- **No Referee or Judge at a kumite match can be from the same country with the two competitors.**

5. Duration of a match and signaling:

I. JYU KUMITE :

- a) All seniors male categories – 2 minute;
- b) In all cases, the decision will be taken at the end of the match, through HANTEI, to designate the winner, taking into account all warnings and all valid points executed by the two athletes.

II. SHOBU SANBON :

- a) Children under 14 years– 1,5 minutes;
- b) Cadets, Juniors, Under 21, Seniors (masculine si feminine) – 2 minutes;

- c) At Seniorsi, in final (masculine si feminine) – 3 minutes.
- d) In case of equality, the decision will be made by HANTEI.
- e) **ATOSHI BARAKU** (warning at the end of the match) a beer sound, or a whistle whistle **30 seconds** after the end of the match.

6. The score :

In **JYU KUMITE** competitions :

a) **WAZAARI** (1 point)

- I. Jodan /Chudan Tsuki or Uchi (TAI-NO-SEN or GO-NO-SEN)
- II. Chudan Keri (TAI-NO-SEN or GO-NO-SEN)

b) **IPPON** (2 points)

- I. Jodan Keri
- II. Tsuki or Keri against an unbalanced opponent by the initiative, or fell to the ground
- III. Tsuki/Uchi without the opponent's reaction, or on unprotected back
- IV. Tsuki or Keri executed on SEN-NO-SEN

All techniques, in order to be validated, must meet the 6 criteria :

- I. Good form;
- II. Sporting attitude;
- III. Vigorous application;
- IV. Awareness (ZANSHIN);
- V. Good timing;
- VI. Proper distance.

WAZAARI is 90% of the value of an IPPON, and slightly deficient of one of the 6 criteria.

In all cases, contact with the hand or foot on the face must be controlled; in case of excessive contact, the Referee Panel will decide the level of warning or penalty imposed.

In **SHOBU SANBON** competitions :

a) **WAZAARI** (1 point)

- I. Jodan /Chudan Tsuki or Uchi (TAI-NO-SEN or GO-NO-SEN)
- II. Chudan Keri (TAI-NO-SEN or GO-NO-SEN)

b) **IPPON** (2 points)

- I. Jodan Keri
- II. Tsuki or Keri against an unbalanced opponent by the initiative, or fell to the ground
- III. Tsuki/Uchi without the opponent's reaction, or on unprotected back
- IV. Tsuki or Keri executed on SEN-NO-SEN.

All techniques, in order to be validated, must meet the 6 criteria mentioned above.

The match ends, by decision, at **6 points (3 IPPON or 6 WAZAARI)**.

Attacks are limited to the following **AREAS** Head, Face, Neck, Chest, Abdomen, Back, Side

Explanations:

- An effective technique applied at the same time when the end of the match is signaled is considered valid. Even if it is effective, a technique applied after an order suspending or stopping the fight will not be marked and can lead to the penalty of the culprit.
- No technique, even if it is correct, will not be scored if it was applied when the two competitors were outside the Tatami. However, if one of the contestants applies an effective technique while still inside the tatami and before Referee SUSHIN shouts YAME, this technique will be awarded.
- There will not be marked effective techniques for scoring simultaneously both opponents against each other (AIUCHI).

7. Decision criteria :

The result of a fight is given by a competitor when he obtains **JYU KUMITE** the winner's decision through HANTEI at the end of the game and at **SHOBU SANBON** the score of **6 points (3 IPPONS)** or at the end of the match he has the highest number of points a decision (HANTEI) or situations of HANSOKU, SHIKKAKU, or KIKEN imposed against a competitor.

When a match ends with an even or no score, at **SHOBU SANBON**, the Referee will announce the null match (HIKIWAKE) and the decision will be taken by HANTEI.

In team competitions, if a competitor loses by HANSOKU or SHIKKAKU, any score of the disqualified competitor will be reduced to 0 and the 2-0 score will be scored in favor of the other team.

In the event that none of the competitors get a score during the match or we have a tie, the decision will be taken by the final vote of the referee SUSHIN and the four FUKUSHIN (HANTEI) referees. It is obligatory to make a decision in favor of one of the competitors that will be based on the following:

- a) the attitude, the spirit of struggle and the force demonstrated by the competitors;
- b) the superiority of tactics and techniques presented;
- c) which of the competitors initiated the majority of the actions.

In team competitions at **SHOBU SANBON**, the winner will be the team with the most victories. In the event of a tie, the winner will be the team with the most points accumulated, both in the win and the lost matches. In case of equality and points, an additional match between two competitors of the two teams will be organized. The winner will win the winning team. In the event of a tie, the winning team will be designated by the decision of the Referee and 4 Judges(HANTEI), taking into account the above criteria.

8. Prohibited behaviour :

a) Category 1

All excessive contacts on the wrists (and hard contacts on the calves, not attacked by an attack) and to the face, unassisted tears and throws that by contact with the ground endanger the physical integrity of the opponent, kicks with the open palm, head, knee or elbow be warned / penalized as follows:

- I. CHUKOKU - warning
- II. KEIKOKU - warning
- III. HANSOKU CHUI - warning
- IV. HANSOKU (la **SHOBU SANBON**) – **penalty (the opponent wins the bout)**

b) Category 2

Exit from the Tatami on his own fault, disobedience to the Referee's decision, grabbing or pushing for more than **5 seconds**, unruly behavior, MUBOBI, sweeps and throws that by their nature may jeopardize the opponent's physical integrity, techniques that exceed the target and run away from the fight to run the time. Exaggeration of an injury caused by the opponent, or as a result of a MUBOBI situation.

- I. CHUKOKU - warning
- II. KEIKOKU - warning
- III. HANSOKU CHUI - warning
- IV. HANSOKU (at **SHOBU SANBON**) - **penalty (the opponent wins the match)**

c) Shikkaku

Athletes, coaches, members of a delegation that behaves inconsistently with the principles and damage the Karate-Do prestige, will be immediately disqualified from all competitions, with the possibility of suspending the competition for an additional period of time.

If an athlete claims a non-existent injury, SHIKKAKU is required without a prior warning. In these cases it is necessary to consult the Referee Committee.

A public announcement must be made in this case.

Apendix I : **Terminology**

SHOBU HAJIME	The beginning of the match or fight	After the announcement, the referee SUSHIN takes a step back
ATOSHI BARAKU	There is still a little time left	The timekeeperr will give an acoustic signal 30 seconds before the actual end of the fight, and SUSHIN makes the announcement.
YAME	Stop	Interruption or end of a fight. When he makes the announcement, SUSHIN makes a short cut by hand.
MOTO NO ICHI	Initial position	Competitors and SUSHIN return to their starting positions
TSUZUKETE	Continue the fight	Command to resume the fight when an unauthorized interruption occurred
TSUZUKETE HAJIME	Resuming the fight	SUSHIN stands in his position. When he says tsuzukete stretches his arms with his palms facing the competitors and when he says "Hajime" he turns his palms to one another and at the same time steps back.
SHUGO	Judge / Judge's call.	SUSHIN calls the 4 FUKUSHIN at the end of the match or fight, or recommends Shikkaku.
HANTEI	Decision	SUSHIN calls the 4 FUKUSHIN to make a decision at the end of an inconclusive match. After a short whistle the 4 FUKUSHIN express his vote by signals with flags, and SUSHIN, at the same time, indicates his vote by raising the hand (right or left).
HIKIWAKE	Match null	In the event of a null match, the referee crosses his arms and then stretches them with his palms in front.
TORIMASEN	Unacceptable as scoring technique	SUSHIN crosses his arms, then makes a cutting motion, laterally, palms down. So do FUKUSHIN with the flags.
AIUCHI	Techniques punctuated simultaneously	No point is given to any competitor. SUSHIN takes his fists together in front of his chest. So do FUKUSHIN with the flags.
AKA (AO) NO KACHI	Announcement of the winner	SUSHIN raises the arm to the winner
AKA (AO) IPPON	Marking 2 points	SUSHIN raises his arm to 45 ° against the competitor. So do FUKUSHIN with the flags.
AKA (AO) WAZAARI	Marking 1 point	The arm down to 45 degrees in front of the competitor. SUSHIN raises the arm to the shoulder

		or down to 45 ° from the competitor. So do FUKUSHIN with the flags.
CHUKOKU	First warning for category 2 - JOGAI	For Ctg.2, SUSHIN points the pointer vertically toward the culprit's face. FUKUSHIN beats the color of the sportsman who came out of TATAMI on the demarcation line of TATAMI and straightens the flag vertically towards the guilty one.
KEIKOKU	Warning	SUSHIN indicates a violation of Ctg.1 or Ctg.2, then indicates at 45 ° downwards in the direction of the guilty
HANSOKU- CHUI	Warning	SUSHIN indicates the penalty, then points the pointer horizontally to the guilty one
HANSOKU	Disqualification	SUSHIN indicates the penalty, then points the 45 ° upward in the direction of the guilty and announces the winner of the opponent.
JOGAI	Exit the match space	SUSHIN indicates with the pointer finger on the side of the guilty, towards the edge of the battle surface and the level of warning. FUKUSHIN beats the color of the sportsman that came out of the surface on the line of demarcation of the battle surface and straightens the flag, vertically, towards the guilty one.
SHIKKAKU	Severe disqualification	SUSHIN shows up to 45 degrees to the guilty one, then retires by making AO (AKA) Shikkaku! Then the adversary is announced the winner.
KIKEN	Disclaimer	SUSHIN points down to 45 degrees in the direction of the competitor's starting line.
MUBOBI	Self-exposure to hazards	SUSHIN moves forward and back to face his hand.

Sibiu, 10.04.2018

Rules modified, adapted and improved by

Vladimir Dorian Prica 6 DAN

Karate SUSHIN and FUKUSHIN, Gestures



Waza Ari

is awarded for: - **Chudan or Jodan Tsuki** delivered to any of the 7 scoring areas.
-

Uchi, delivered to any of the 7 scoring areas: Head, Face, Neck, Abdomen, Chest, Back, and Side



Waza Ari is also awarded for: **Chudan kicks**. Chudan includes the back, sides,

chest and abdomen.



Ippon is awarded for: **Jodan kicks**. Jodan includes the face, head and neck and any scoring technique delivered on a thrown or fallen opponent.

“When a contestant is thrown or falls and is scored upon when their torso is on the tatami the score will be **Ippon**.”



Category 1 Warning (**Chukoku**) May be imposed for attendant minor infractions or the first instance of a minor infraction.



Category 2 Warning (**Chukoku**) May be imposed for attendant minor infractions or the first instance of a minor infraction.



Keikoku is imposed where the contestant's potential for winning is slightly diminished by opponent's foul and Ippon (1 point) is added to the contestant's score.



Hansoku-Chui is usually imposed for infractions for which a Keikoku has previously been given in that bout although it may be imposed directly for serious infringements and Nihon (2 points) is added to the contestant's score.



Hansoku this is imposed following a very serious infraction or when a Hansoku-Chui has already been given. It results in the disqualification of the opponent. In team matches, the fouled competitor's score will be set at eight points and the offender's score will be zeroed.



Kiken or forfeiture is the decision given when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout or are withdrawn on the order of the referee.



Mubobi (Self Endangerment) - The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate that the contestant has

endangered himself.



Jogai - "Exit from the Match Area" The Referee indicates an exit to the Judges by pointing with the index finger to the match area boundary on the side of the offender.



Feigning or Exaggerating Injury The Referee holds both hands to face to indicate a **Category II** offense.



Dangerous & Uncontrolled Attacks - The Referee brings his clenched fists past the side of his head to indicate a **Category II** offense.



Excessive Contact The Referee indicates to the Judges that there has been excessive contact or other **Category I** offense.



Cancel Last Decision - When an award or penalty has been given in error the Referee turns towards the contestant, announces "Aka" or "Ao" crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision

has been cancelled.



Aiuchi - "Simultaneous Scoring Techniques". No point is awarded to either contestant. The Referee brings the fists together in front of the chest.



Avoiding Combat - The Referee makes a circling motion with the down turned index finger to indicate a Category II offense.



Attacks with the Head, Knees or Elbows - The Referee touches his forehead, knee or elbow with the open hand to indicate a **Category II** offense.



Aka (Ao) Scored First The Referee indicates to the Judges that Aka scored first by

bringing the open right hand to the palms of the left hand. If Ao was first, then the left hand points to the right hand.



... **no Kachi** - "Win" At the end of the match or bout, announcing "Aka no (or Ao no) Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



Unnecessary Clinching, Wrestling, **Pushing** or Seizing Without a Technique The Referee hold both clenched fists at shoulder level or makes a pushing motion with

both open hands to indicate a **Category II** offense.



Otagai ni Rei - The Referee motions to the contestants to bow to each other.

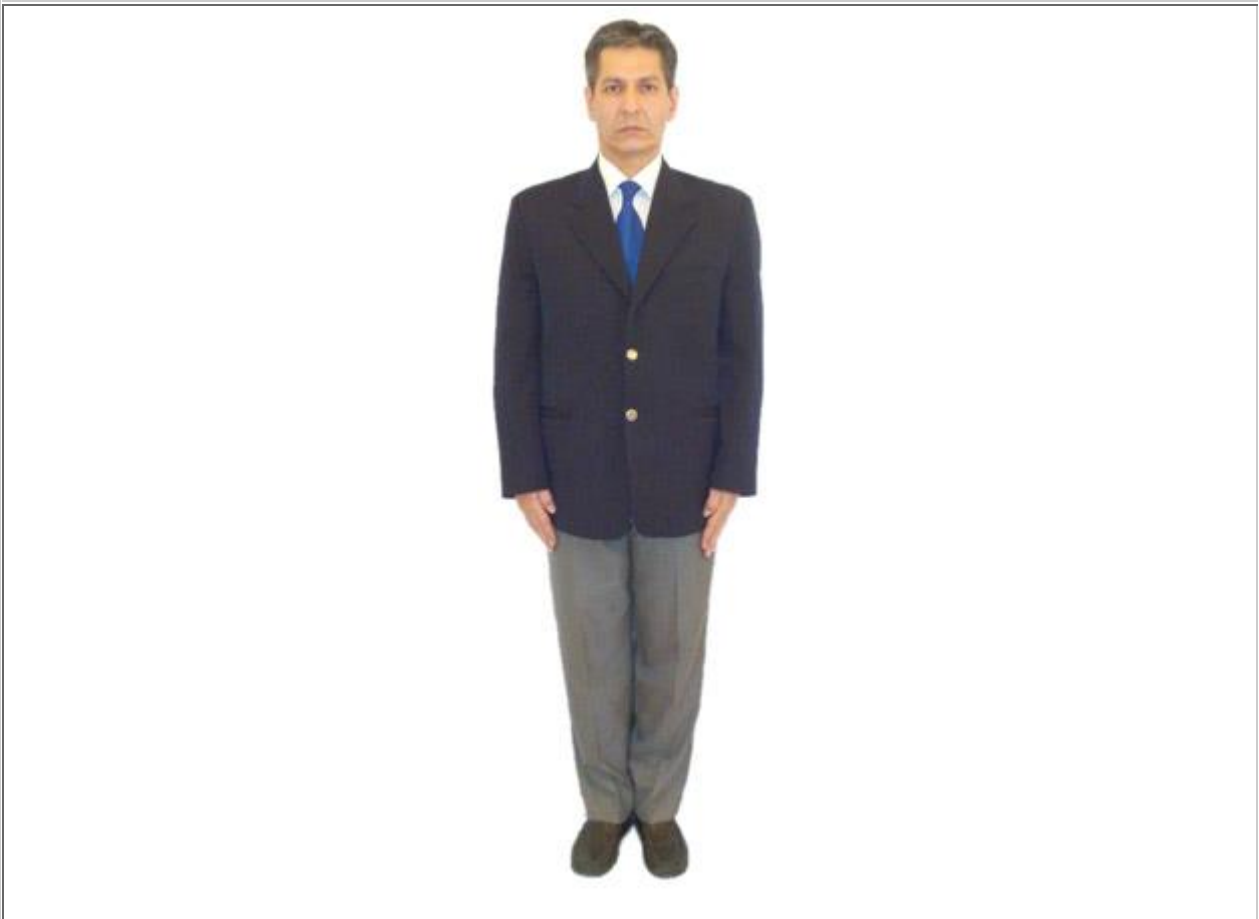


The Referee Opinion After calling "Yame" and using the prescribed signal, the

Referee indicates his preference by holding his bent arm palm upwards on the side of the scoring contestant.



Shikkaku - "Disqualification, Leave the Area". The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "Aka (Ao) Shikkaku!" He then announces a win for the opponent.



Shobu Hajime - "Start the Match". After the announcement, the Referee takes step back.



Shomen ni Rei - The Referee extends his arms palms to the front.



Shugo "Judges Called" The Referee calls the Judges at the end of the match or bout or to recommend Shikaku.



Tsuzukete Hajime "Resume Fighting - Begin" As he says "Tsuzukete", and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says "Hajime", he turns the palms and brings them rapidly towards one another at the same time stepping back.



Talking to or Goading the Opponent & Discourteous Behaviour The Referee places his index finger to his lips to indicate a **Category II** offense.



Technique Blocked or Off Target The Referee places and open hand over the other arm to indicate that the technique was blocked or hit a non-scoring area.



Technique Missed The Referee moves the clenched fist across the body to indicate that the technique missed or glanced off the scoring area.



Torimasen - "Unacceptable as a Scoring Technique" The Referee crosses his arms then makes a cutting motion, palms downward.



Unnecessary Clinching, Wrestling, Pushing or Seizing Without a Technique The Referee hold both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate a **Category II** offense.



Yame "Stop" Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.