

WTKA

GENERAL RULES

1. TOURNAMENT OFFICIALS

ARTICLE 1: JUDGES – REFEREES - ARBITRATORS

1. Chief Referee, Referee, Judge, Corner Judges and Arbitrator are selected in the following way:
 - The Chief Referee is appointed by the WTKA Technical Commission.
 - The Referee, Judge, Corner Judges and Arbitrator, for each Match area are appointed by the Chief Referee before or at the time of each Match.
 - The WTKA Technical Commission, when necessary, may adopt other selection systems.

ARTICLE 2: REFEREES AND JUDGES DUTIES

The Chief Referee, Referee, Corner Judges and Arbitrator must observe following criteria:

1. They must be objective, impartial and fair.
2. They must working with dignity and demonstrate respect for the competitors and other Officials alike.
3. Their movements taken during the Match must be vigorous, agile, refined, quick and precise, and maintaining WTKA Officials attitude.
4. The Referee, Corner Judges and Arbitrator must concentrate their full attention on the Match, observe each competitor accurately and judge every action of the competitor correctly.
5. During the competitions Referee and Arbitrator must not speak with anyone other than the Chief Referee, the other Judges and the contestants.

ARTICLE 3: CHIEF REFEREE POWER AND DUTY

1. Has the ultimate responsibility of competition judgement.

2. Shall be responsible for seeing that the Competition is conducted according to these WTKA Rules and should any unusual incident occur, shall base his decision upon these Rules.
3. Shall appoint the Referee, Corner Judges and Arbitrator prior to the Match. Should it be necessary to replace one of them during a Match, the Chief Referee shall immediately stop the Match and select a substitute without loss of time.
4. Must be consulted whenever a Referee has any difficulties in his decisions.
5. For each Competition area, a Chief Referee will be appointed by the WTKA Technical Commission.

ARTICLE 4: REFEREE POWER AND DUTY

1. To conduct Matches, including start and stop.
2. To announce the decision of the panel of Judges.
3. To announce fouls.
4. To issue warnings (prior to, during, after the Match).
5. To take other disciplinary action (to dismiss or suspend a contestant from a Competition).
6. To obtain advice from Mirror Judge.
7. To decide victory by majority based on the table for judgement.
8. To extend the duration of the Match.

ARTICLE 5: MIRROR JUDGES POWER AND DUTY

1. To assist the Referee.
2. To give their opinion regarding different situations.
3. To signal their judgement regarding the conduct and development of Competitions.
4. To exercise their right to vote in a decision of a Competition.
5. The Judges shall carefully observe the actions of the contestants within their range of vision.
6. In the following cases, they shall at once signal the Referee correctly giving their opinion.

- When they notice injury or illness of a contestant before the Referee notices it.
 - When they perceive an action which they consider should be awarded as Ippon or Wazaari.
 - When a contestant appears about to commit, or has committed a forbidden behaviour or technique.
 - When both or either of the contestants have moved out of the Competition Area.
 - In all cases when it is necessary to call the attention of the referee.
7. Each Judge shall continuously evaluate sportsmanship behaviour of the contestants from the start until the end of Competition.
 8. When the Referee calls "Hantei", each of the Judges shall give their opinion in the prescribed manner. In case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges, oppose the judgement of the Referee. In any case the decision will be made by majority.

ARTICLE 6: ARBITRATOR – SCORE KEEPER - TIME KEEPER - SPEAKER

1. Judges will be appointed as Score-Keeper, Time-Keeper and Caller-Announcer to the Jury Table.
2. The Arbitrator is responsible of the official result of the Competitions.

2. GENERAL MATTERS

Article 1: COMPETITION AREA

1. KUMITE: the size of Competition Area shall be 8 metres square on Tatami floors.
2. KATA: the size of Competition Area shall be 8 metres square. Wooden floors are preferable.
3. KARATE SELF DEFENCE: the size of Competition Area shall be 8 metres square on Tatami floors.
4. KARATE POINT: the size of Competition Area shall be 8 metres square on Tatami floors.
5. KOBUDO: the size of Competition Area shall be 8 metres square. Wooden Floors are preferable.
6. Competition Area shall be border lined.

Article 2: DRESS CODE

1. OFFICIALS DRESS CODE:

- Navy Blue Jacket with 2 silver buttons and WTKA Logo (put on the left side of Jacket).
- White Shirt.
- Grey Pants.
- WTKA Official Tie.
- Black shoes.
- Head ware (Black, Dark or Blue) can be used only for medical/religious reasons.

2. CONTESTANTS:

- Clean, white Karate-Gi.
- National Logo is allowed on the left side of Karate – Gi and left side chest.
- In case of women a plain white t-shirt may be worn beneath Karate Jacket.
- 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 reach at least half the way down forearm and may not be rolled up.
- The trousers must be long enough to cover at least two-thirds of the shin.
- Hachimaki will not be allowed.
- The Belt must be of an overall length that leaves about 15 cm. of extra length on both ends after it has been properly tied around the waist.
- Competitors must have short fingernails and must not wear metallic or plastic, or other dangerous object which might injure himself and their opponents.
- Small trademark of manufacturer is not classed as an advertisement.

3. COACHES:

- Coaches must dress wear Karate-Gi or National Official tracksuit.

NOTE: WTKA Officials and the Tournament Director will control the application of dress code.

Article 3: CONTESTANT PRESENTATION

1. The contestants shall wear a clean, white and unfigured Karate-Gi.
2. National Logo is allowed on the left side of Karate – Gi.
3. In Kumite one of the contestants shall fasten a red band around their waist and the other contestant, a white band. The contestants must wear their own belt before start of kumite.
4. The contestant shall keep their nails short and shall not wear metallic objects or the like on their body which may cause injury to himself and to their opponent.

The contestant is not allowed to wear bandages or supports, accept with the Tournament Doctor's permission.

Article 4: SAFETY EQUIPMENT

1. KUMITE

- 1.1 Mitts with free thumb (thickness maximum 2 cm.).
- 1.2 Shin guards are allowed.
- 1.3 Foot guards are allowed.
- 1.4 Mouth guards are mandatory: must be soft plastic and properly fitted.
- 1.5 Head Guards and Chest Guards are mandatory for Children and Cadets categories (Male & Female) up to 16 years old.
- 1.6 Groin protectors are mandatory for Male.
- 1.7 Chest protectors are mandatory for Female.
- 1.8 Spectacles are not allowed in Kumite, Karate Point and Karate Self Defence. Spectacles are allowed in Kata and Kobudo.
- 1.9 Smooth contact lenses may be worn at the contestants own risk.

2. KARATE POINT:

- 2.1 Safety Equipment must not have any buckles, straps or tape that might cause injury during the match.

- 2.2 Point Karate Gloves: Point Karate Gloves must have padding that covers the Fist, Thumb and Ridgehand Striking Areas. The glove must cover the finger including the fingertips and must reach at least 5cm (2") above the wrist.
- 2.3 Point Karate Boots: Point Karate Boots must have padding that covers the entire boot and must extend 5cm (2") above the ankle.
- 2.4 Head Guards: Head Guard must cover the Forehead, Top of the Head, Upper Jaw, Temples and Ear and must be fully padded.
- 2.5 Shin Guards: Shin Guards must not contain any hard parts such as plastic, metal or wood and must be padded.
- 2.6 Mouth Guards: Mouth Guards must be soft plastic and properly fitted.
- 2.7 Groin Guards: Groin Guards must be contained within a padded cup holder.
- 2.8 Spectacles are not allowed in Kumite, Karate Point and Karate Self Defence. Spectacles are allowed in Kata and Kobudo.
- 2.9 All protective equipment must be approved by WTKA World Championships Commission and controlled by .

Article 5: STAFF

1. TOURNAMENT DIRECTOR: is appointed by WTKA World Championships Commission. He governs the right conduct and the development of the Competitions as far as he does not interfere with judging rules. He shall govern the application of dress code.
2. TOURNAMENT STAFF: will support Tournament Director, Event Promoter and WTKA President. Tournament Staff will be composed by a minimum of 4 persons to a maximum of 10 persons.

Article 6: DOCTOR

1. Tournament doctor is appointed by WTKA World Championships Commission and he shall govern all medical matters during the Tournament.
2. Tournament doctor will be supported by other medics and paramedics staff with ambulance.

Article 7: UNREGULATED SITUATIONS

1. In the event of unregulated situation the Competition Director and the Tatami Chief will determine the most correct and logical solution.
2. This solution will be studied by WTKA Federal Council and will be included in WTKA Competition Rules.