

WTKA

KUMITE COMPETITION RULES

Article 1: TYPES OF COMPETITION

1. INDIVIDUAL COMPETITION:

- Male - Female Divisions.
- Age - Weight – Height - Belt Divisions.

1.1 Direct elimination system will be applied with or without additional time.

1.2 The competition system and use of additional time will be defined by the WTKA Federal Commission one day prior to the Tournament.

1.3 Additional time will not be applied for final competitions.

1.4 Kumite will begin with competitors in first round, 16 competitors in second round, 8 of which will be eliminated, followed by 4 further eliminations to determine the 4 finalists.

1.5 AWARDING OF THE FIGHTING:

- **Shobu Sanbon:** The first competitor to score 3 Ippons or 6 Wazaari before the ending of the match will be deemed the winner.

2. TEAM COMPETITION:

2.1 The same rules of individual competitions will be applied.

2.2 Team will be composed of 3 Competitors.

2.3 Team Competition Age Categories are the same as Individual Competitions.

2.4 Weight Category is OPEN.

2.5 Before the beginning of every Team Competition the Team Representative must present to the Judges the form containing the names of competitors and the order in which they will compete.

2.6 The order cannot be changed once the matches has begun.

2.7 The team Representative may change the order prior the next match.

2.8 AWARDING OF THE FIGHTING:

- The team that wins more matches will be the winner of the team competition.
- The winner of Team competition will be the Team with the highest Ippon and Wazaari score.
- In the event of a tie, each team will choose a representative fighter. The result of the match between the 2 representatives will determine the winning team

Article 2: START – BREAK – END OF THE COMPETITIONING

At the start of each competition the Referee will be on the border line of the Tatami with the Fukushin to the left. The competitors are to stand to the far left and far right of Officials.

1. Referee will step forward and perform the greetings: shomen ni rei (to the guest) then otaga ni rei (to the Referees and competitors).
2. After a brief greeting between Referees the Motonoichi will be called, and everybody will take their positions.
3. The competition will begin with the command "Shobu Sanbon Hajime".
4. To break the match the Referee will announce "Yame", and everyone will return to their place.
5. Then Referee will announce "Tsuzukete Hajime" and the competition will start again.
6. Score Keeper will alert competitors 30 seconds prior the end of the match with a signal.
7. The Referee will confirm by announcing "Atoshibaraku".
8. Two signals will sound to mark the end of the match. The Referee will confirm the conclusion of the match with the announcement "Yame" followed by "Soremade".
9. The Referee will interrupt the fighting when a contender performs a valid technique or when the Fukushin calls a valid technique or for following reasons: a foul, a competitor stepping out the square, injury, prohibited action, excessive excitation, and in any other necessary case.
10. When judging the Referee has to identify the competitors (aka\shiro) the level (Jodan/Chudan/Gedan), the technique (Tsuki/Uchi/Geri), and the value of earned point (Wazaari/Ippon).
11. All aspects must be executed with the maximum discipline and respect for Tradition. This ceremony must create a martial ambience and positively influence the development of the competition. This will not only be a sport competition but will further the discipline and above all be educational.
12. Terms and moves (gestures) are listed in the Appendix.

Article 3: DURATION OF MATCH

1. Each match will consist 2 minutes stop/start round for Cadets, Juniors Seniors (Males and Females) categories. 3 minutes for finals.
2. Children categories matches will consist of 1,30 minutes round in eliminatory and semi finals. 2 minutes stop/start finals.
3. WTKA Federation may modify the times providing the changes are communicated prior to the competition.

Article 4: EXTRA TIME

1. In the event of drawn match extra time must be added in individual Kumite competitions (Encho Sen) for 3 minutes (Cadets, Juniors Seniors) or 1,30 minutes (Children).
2. The first competitor who scores a point during extra time will be declared the winner.
3. If the match is still a draw (nobody score point) the winner will be declared by HANTEI.
4. In this event Competition Officials will make their decision taking into consideration warnings and/or penalties during the first fighting and extra time fighting together (such as 1 match).

Article 5: LEGAL TARGET AREAS

1. Head (Face, Side, Back and Neck). No throat.
2. Torso (Front, Back, Side, Clavicles and Groin included).

Article 6: SCORE

1. A score is when a "Clean" Technique strikes the Legal Target Area. See article 7.
2. A Legal technique executed at the same time of fight end signal is positive score. After the signal, even if before "Yame" a fighter can no longer score.
3. If the two contenders are out of competition area neither can score.
4. Neither competitor scores in the event of 2 good techniques executed by both competitors at the same time (Aiuchi).
5. If a competitor executing a legal technique injures to the opponent, even with a superficial injury, no score will be given.

ARTICLE 7: IPPON AND WAZAARI:

1. IPPON: when a legal, clear and decisive technique strikes the Legal Target Area.
2. Basic criteria for IPPON judgement are the following:
 - Good form :in other words an attack that is properly considered correct in the traditional Karate fighting.
 - Good attitude: the disposition of the fighter to the practiced discipline.
 - Speed and power: the correct degree of speed\power in the same technique.
 - Zanshin: concentration before, during and after performing the technique.
 - Time: technique execution during the moment of maximum effect.
 - Correct distance: performing the technique at the proper distance to obtain the best effect.
 - Technique performed while the opponent is stepping back score fewer points, and techniques performed while stepping back cannot be considered for points. In all cases the technique must have the ability to “penetrate” the target but must maintain a good level of control. This will be confirmed at officials meeting.
3. Fighter can also earn an Ippon for the used techniques not described in part 2 but with the following characteristics:
 - a) Impact technique: or a technique performed with the best use of time while the opponent is attacking.
 - b) Punch technique and leg attack combination.
 - c) A projection ended with a valid punch or kick technique.
 - d) Kick techniques: Jodan.
4. WAZAARI: will be given for a good technique that does not meet the criteria described in points 2 and 3.
5. Above-stated criteria will be evaluated carefully because they are the basis of fair judgement.
6. Officials will have to express their judgment around these criteria.
7. Officials will have to consider carefully competitor’s movements before, during and after every technique execution and from competitors entrance to the Tatami until the end of the competition.
8. Competitors psychological behaviour is very important: from the start until the end of fighting.

Article 8: DECISION FOR HANTEI

- 1. Without 3 Ippon the winner will be declared in accordance with the following criteria:
 - if Wazaari and/or Ippon have been assigned and if penalties have been inflicted.
 - The number of competition area exits.
 - Competitors competition attitude.
 - Tactical - technical - stylistic superiority expressed during the competition.
 - Power and competition spirit.
 - Number of Executed attacks.
 - Fair play expressed.

Article 9: ILLEGAL TECHNIQUES

1. Attacks without control.
2. Excessively powerful techniques on impact point.
3. Leg and arm articulation attacks.
4. Head attacks (Atama).
5. Elbow attacks (Enpi).
6. Knee attacks (Hiza).
7. Open Hand attacks to face.
8. Groin attacks.
9. Throat.
10. Grabbing the Opponent and failing to immediately execute a legal technique.
11. Pushing the opponent.
12. Executing dangerous projections without controlled downfall.
13. Avoiding or refusing to competition.
14. Behaviours to gain time or any unsportsmanlike behaviours (such as offensive and foul language to the Opponent, Referees, Judges, Coaches..).
15. lack of consideration for the safety of himself and the opponent (Mubobi).

16. Simulations of any kind.

17. Inappropriate behaviour against Karate – Do Spirit (by contestants, coaches, competitors or followers).

Article 10: WARNING & PENALTY

A warning or a penalty will be given to a competitor when:

1. executing an illegal technique.
2. Avoiding or refusing to competition.
3. Lack of safety precautions for himself and the opponent (Mubobi).
4. Penalties are progressive.
5. ATENAI: warning (may be repeated and is not taken into consideration in Hantei event).
6. CHUI: penalty for a serious infraction which causes the opponent to no longer be able to participate in the competition.
7. HANSOKU: disqualification for the sums of penalty or for a serious infraction which causes the opponent to no longer be able to participate in the competition.
8. JOGAI: Competition area exits:
 - First and Second competition area exit Referee will announce Jogai (warning).
 - Third competition area exit Referee will announce Jogai Chui (penalty).
 - Fourth competition area exit Referee will announce Jogai Hansoku (disqualification).
9. Penalties for illegal actions are not added to different penalties (for example competition area exits penalties).
10. In the event of more than one penalties given for the same reason, these penalties will be added (for example after Chui, will follow Hansoku).

Article 11: DISQUALIFICATION

1. If competitor after receiving a penalty, repeats the forbidden action or executes other illegal actions, the Referee will have to disqualify the competitor.
2. If a fighter doesn't observe Competition Officials orders.
3. If the competitor disregards for his and his opponent's safety.
4. Unsportsmanlike behaviour.

Article 12: INJURIES

1. If a competitor is injured the competition shall be stopped by the Referee immediately long enough for the Doctor for the treatment of injury. Then Doctor decides if the Fighter can continue.
2. If the injured Competitioner is declared fit by the doctor then the competition will continue. But if the injured Competitioner avoid to continue the competition or asks not to continue competing, he loses by forfeiting the competition (Kiken).
3. If the competitors are injured accidentally at the same time and both are not able to continue the competition the decision will be taken by the Hantei.
4. If the competitors are injured at the same time and one of them avoid to continue the competition or asks not to continue competing, he loses by forfeiting the competition (Kiken).
5. In the event of a doctor declaring a competitor unfit to continue:
 - If injury was caused by either Competitor action the injured Competitioner will be deemed the winner.
 - If injury is not caused by either Competitors action the injured Competitioner will be deemed the loser.
6. If the injured competitor deemed winner caused either competitor disqualification, he may not competition further without medical certification by competition area doctor.
7. The doctor is the only person who can Judge (decide) about the competitors' fitness.
8. The competition can be stopped for a maximum of 2 minutes. If the Competitor is unable to continue a decision must be made by the Referee.

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Article 13: PROTESTS

1. The contenders and coaches cannot personally protest against Officials decisions regarding Ippon/Wazaari. Official Coach may protest regarding administration errors.
2. If Competition Officials don't observe competitioning rules, the competitor's coach may protest by speaking with Tatami Chief.
3. If Tatami Chief decides after speaking with Referee and Judges that they made a mistake, he will ask them to correct their decision.
4. If Referee and Judges don't agree with Tatami Chief they will confer with Competition Director to reach a decision.
5. If Referees and Tatami Chief are agree but the competitor's Coach does not agree with them, he may present an Official Protest by paying 100 euro. He will receive the money back only if his protest will be accepted.

6. Any Official Protest will be examined by the Competition Director and by the Federal Council Members who are present.
7. An answer will be reached in a short time and the decision will be final (no further protests are allowed).
8. During a Protest Examination the competition is interrupted, but on the same competition area other matches may start.

Article 14: 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 were may be used for medical/religious reasons.

2. CONTESTANTS:

- Clean, white Karate-Gi.
- National Logo is allowed on the left side of Karate – Gi.
- 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.

3. COACHES:

- Coaches and trainers must dress wear over Gi or National Official tracksuit.

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

Article 15: 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.