

## CHAPTER 5 ADDITIONAL INFORMATION

### Item 42 - Junior Tournaments

The rules and regulations that concern the junior tournaments are to be separately provided.

### Item 43 - Revision of Document

The revision of this document is done by the Masters Committee also called *Shihan-Kai* with a majority of two thirds of the members present.

### Additional Clause

Date of Revision: May 11 1996

Last date of revision: August 14 2004

# **TOURNAMENT RULES & REGULATIONS FOR OFFICIALS**

## **CHAPTER 1 GENERAL RULES**

### **Item 1 - Goal and Objective**

1. The goal of establishing these rules and regulations for officials is to promote standardized guidelines to ensure a fairness and smoothness flow in decision-making.
2. This document is to be used as a supplement to the Tournament Rules & Regulations document.

### **Item 2 - Guide for Use**

All official tournaments sponsored by The Japan Karate Association are to follow these rules and regulations.

### **Item 3 - Rules of Conduct for Officials**

1. All judging officials are to be neutral and fair.
2. All judging officials should make their decisions freely and based on the Tournament Rules & Regulations documents.
3. All judging officials are to behave in a dignified and professional manner.
4. All judging officials give their decisions promptly and accurately.
5. During a match or event, a judging official does not talk to any person other than the involved ones in that particular match or event.

### **Item 4 - Additional Information**

If there arises a situation undefined by this present document, the decision shall be given by the Master Chief Judge.

## CHAPTER 2 PROCEDURES FOR JUDGING

### Item 5 - Voice Commands for the Head Judge

1. The following commands are to be used by the Head Judge:
  - a) 1 Point or 3 Points Match begin - *Shobu Ippon* or *Sanbon Ippon Hajime* for a *Kumite* match or event
  - b) Ready, begin for a *Kata* match or event - *Yoi Hajime*
  - c) Stop - *Yame*
  - d) Return to your starting position - *Moto No Ichi*
  - e) Resume, for a *Kumite* match or event - *Tsukukete Hajime*
  - f) 30 seconds time remaining - *Ato Shibaraku*
  - g) Half point - *Waza-Ari*
  - h) 1 point - *Ippon*
  - i) Together making 1 point - *Awasete Ippon*
  - j) No points - *Torimasen*
  - k) Faster attack - *Hayai*
  - l) Simultaneous attacks - *Aiuchi*
  - m) Distance not sufficient - *Maai*
  - n) Blocked attack - *Ukete-Masu*
  - o) Off target attack - *Nukete-Masu*
  - p) Weak attack - *Yowai*
  - q) Caution - *Keikoku*
  - r) Warning - *Chui*
  - s) To disqualify - *Hansoku*
  - t) Non defending - *Muboubi*
  - u) Out of bounds - *Jogai*
  - v) Decision time - *Hantei*
  - w) Red ( or white) is the winner - *Aka* (or *Shiro*) *No Kachi*
  - x) Draw - *Hikiwake*
  - y) Re-match - *Sai-Shiai*
  - z) Second re-match - *Sai-Sai-Shiai*
  - aa) Call to confer - *Shugo*
  - bb) Withdrawal of competitor - *Kiken*
  - cc) Absolute disqualification - *Shikkaku*

2. For the following verbal commands, the Head Judge clearly announces to which competitor, either the red or the white one, the command is addressed to:
  - a) Winner - *Kachi*
  - b) 1 point - *Ippon*
  - c) Half point - *Waza-Ari*
  - d) Caution - *Keikoku*
  - e) Warning - *Chui*
  - f) To disqualify - *Hansoku*
  - g) Out of bounds - *Jogai*
  - h) Non defending - *Muboubi*
  - i) Withdrawal of competitor - *Kiken*
  - j) Disqualification - *Shikkaku*
  
3. When 1 point (*Ippon*) or half point (*Waza-Ari*) is scored, the Head Judge clearly announces the target area and the kind of attack that was done effectively.
  - a) head and neck area - *Jodan*
  - b) stomach, sides of the abdomen and back - *Chudan*
  - c) punch - *Tsuki*
  - d) kick - *Keri*
  - e) strike - *Uchi*
  
4. If a competitor scores with consecutive techniques called *Renzoku Waza*, the Head Judge announces the target area and the kind of attack as well as announces either a half point by consecutive techniques or *Renzoku Waza Waza-Ari*, or a 1 point by consecutive techniques or *Renzoku Waza Ippon* given.

### **Item 6 Whistle Commands**

\_\_\_\_\_ indicates the length of whistling

1. The following are the whistle commands used by the Head Judge:
  - a) \_\_\_\_\_ start - *Hajime*
  - b) \_\_\_ stop - *Yame*
  - c) \_\_\_ call to confer - *Shugo*
  - d) \_\_\_\_\_ decision time - *Hantei*
  - e) \_\_\_ lower flags or score boards

2. The following are the whistle commands used by the Arbitrator:
  - a) \_\_\_\_\_ stop the match
3. The following are the whistle commands used by the Judges:
  - a) \_\_\_\_\_ 1 point or *Ippon* has been scored
  - b) \_\_\_\_\_ half point or *Waza-Ari* has been scored
  - c) \_\_\_\_\_ attention call to Head Judge

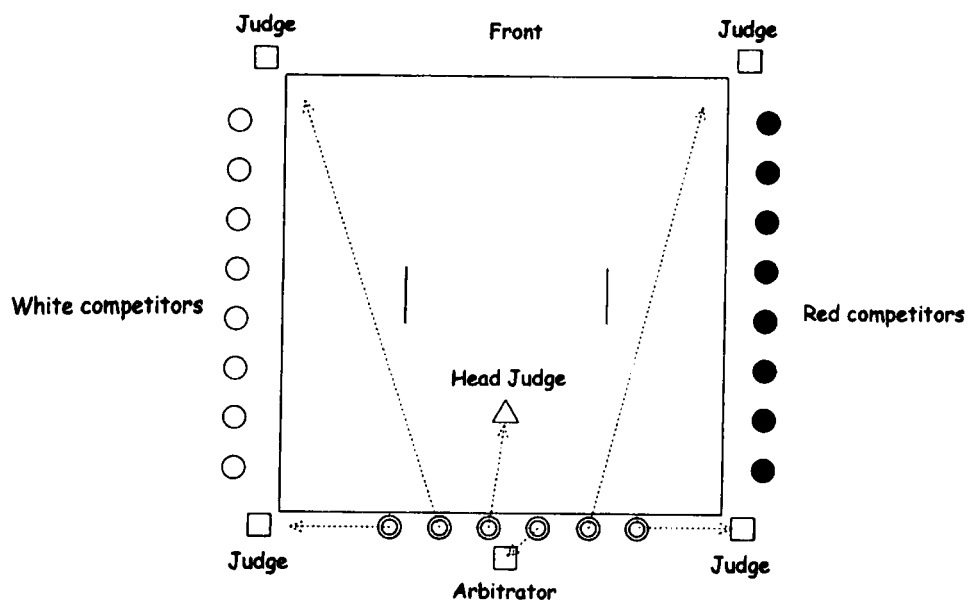
### **Item 7 - Hand & Flag Signals for Court Officials**

The Judges use specific gestures when expressing their judgments and decisions. See Appendix 6 for illustrated table.

## CHAPTER 3 TO JUDGE KUMITE

### Item 8 - Location of Court Officials

1. The Head Judge during a match or event is positioned as seen below and moves according to the competitors.
2. The Judges hold a whistle in their mouth and a red and white flag in each hand. They are positioned as seen below.



Note: For a Red and White Flag System, please see above diagram. The red competitors are situated at the right side of the Head Judge while the white competitors area at the left side.

For the Head Judge and the Judges, please follow the arrows to see they are positioned after initial bowing and when the match or event is over, to see them come back to their original positions for the final bowing.

The Arbitrator sits facing the Front or *Shomen*, for observation of the match or event.

## Item 9 - Criteria for Decisions

The Head Judge decides the outcome of the match following the indications of all the Judges. Please see the table below for all possible decisions in a Red and White Flag System both for *Kumite* or *Kata* events.

	Decisions by the Judges				Decisions by the Head Judge
1	○	○	○	○	White is the winner
2	○	○	○	●	White is the winner
3	○	○	○	X	White is the winner
4	○	○	X	●	White is the winner / Draw
5	●	●	●	●	Red is the winner
6	●	●	●	○	Red is the winner
7	●	●	●	X	Red is the winner
8	●	●	X	○	Red is the winner / Draw
9	X	X	X	X	Draw
10	○	X	X	●	Draw
11	○	X	X	X	Draw
12	X	X	X	●	Draw
13	○	○	●	●	Draw / Red is the winner / White is the winner
14	○	○	X	X	White is the winner / Draw
15	X	X	●	●	Red is the winner / Draw

Symbols: ● Red is the winner  
 ○ White is the winner  
 X Draw

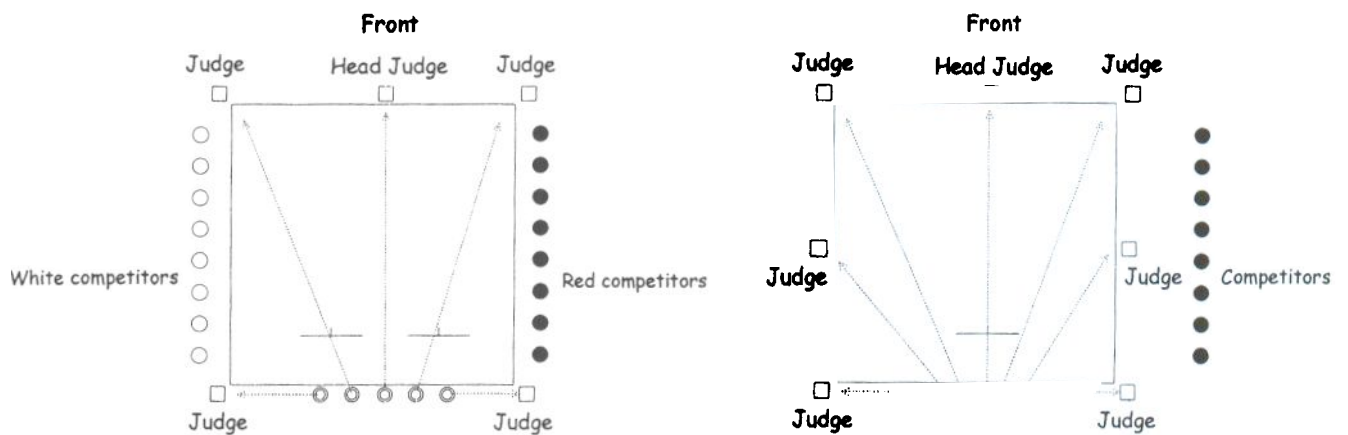
## CHAPTER 4 TO JUDGE KATA

### Item 10 - Location of Court Officials

Please see the diagrams below for the location of the Head Judge and the Judges as part of a Red and White Flag System as seen on the left hand side and a Point system as seen on the right hand side.

For the Head Judge and the Judges, please follow the arrows to see where they are positioned after initial bowing and after the match or event is over, to see them come back to their original positions for the final bowing.

The Arbitrator sits facing the Front or *Shomen*, for observation of the match of event.





## Item 11 - Criteria for Decisions

Points are awarded according to the following elements as seen below:

1	Frame of mind, spirit and eye contact
2	Perfection overall
3	Levels of strength
4	Contraction and expansion of the body
5	Change in the speed of the techniques
6	Line of performance or <i>Enbusen</i>
7	Smoothness of feet movements
8	Understanding of the meaning of techniques
9	Illustrating the essential characteristics of the chosen <i>Kata</i>
10	Overall smoothness of movements

### Elements as Part of *Kata* Sequence

1	Did not return to the starting point
2	Mistake is made, but immediately corrected and <i>Kata</i> is resumed
3	Movement is missed, but <i>Kata</i> is continued
4	Major mistake is made and several movements are missed
5	Stopped in the middle of the performance
6	Being interrupted by the Head Judge

### Fundamental Criteria for Decisions

1	Posture
2	Balance
3	Stances <ul style="list-style-type: none"> <li>a) Width and length</li> <li>b) Adherence of the feet to the floor</li> <li>c) Position of the hips</li> <li>d) Rotation of the hips</li> </ul>
4	Basics or <i>Kihon</i> <ul style="list-style-type: none"> <li>a) Transforming the body parts into "weapons"</li> <li>b) Strength and focus of techniques</li> <li>c) Aiming for the proper target</li> <li>d) Proper course of techniques</li> </ul>