

SHOTOKAN KARATE INTERNATIONAL AUSTRALIA - INCORPORATED



1. THE RULES OF KARATE COMPETITION.

2. THE REFEREEING RULES.

3. THE BY-LAWS OF THE REFEREEING RULES

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PREFACE

1. THE RULES OF KARATE COMPETITION.
2. THE REFEREEING RULES.
3. THE BY-LAWS OF THE REFEREEING RULES.

The Rules and Regulations set forth, herein, are the official Championship Rules of Shotokan Karate International - Australia Incorporated. They take effect from July/2002 and supersede all previous publications.

The basic text is from the S.K.I.F. Championship Rules, slightly modified to suit Australian conditions. The basic thrust of the S.K.I.F. Rules remains unchanged.

These Rules are intended for use, within Australia, by S.K.I. Australia Members and should not be confused with the Official World Championship Rules of S.K.I.F.

The term "In principle", which is found within the attached text, is interpreted as meaning, "to follow said Rule wherever possible". Prevailing conditions, would dictate whether, or not, the preferred Rule, would be adopted by a Championship Organizing Committee.

Those Dan Grades, wishing to obtain Referee/Judge Certification, will be required to complete a written examination, based upon the attached Rules (a condensed examination paper, is attached to rear of this book and should be used for study purposes).

A practical examination will also be conducted. Applicants must achieve a pass mark, in both written and practical, to obtain the desired certification.

Brian Cox - 27th of April 2002
National Technical & Development Committee

OWNERS PARTICULARS

NAME: _____

ADDRESS: _____

DOJO: _____

THE RULES OF KARATE COMPETITION

Articles:

Competition Area

- 1.1 The competition area is to be set up on a flat space. Care must be taken to produce a competition area that is free from hazard, to all involved.
- 1.2 In principle, the competition area is made as a square, of 8 metres, on each side. Measurements are to be made on the outside of the tape, which designates the area boundary.
- 1.3 Layout of the competition area is shown in Exhibit 4.

Dress Code

- 2.1 Contestants are to wear a plain white karate-gi (rolling up of sleeves or pants, is not permitted, and, knees or elbows, must not be exposed). In principle, each contestant shall be required to wear a red or a white belt (red and white cords may be substituted and worn, around the waist, with the competitors personal belt). The wearing of multiple karate belts is not a recommended method of identification.
- 2.2 Contestants are to keep their nails cut short. The wearing of metal objects or any other articles, which could cause injury, is prohibited.

No protectors are used. Use of protectors, bandages or supporter tapes is prohibited, in principle, unless the Refereeing Panel approves of such.

KUMITE Competition

- 3.1.1 The competition takes the form of,
 - (1) Individual competition, and,
 - (2) Team competition.
 (There are no weight categories.)
- 3.1.2 Decisions are made based upon IPPON rules, for Team Events, and IPPON-HAN rules, for Individual Events. However, for Individual Events only, a Final Match may be based upon SANBON rules.
- 3.1.3 In team competition, in principle, one team consists five (5) contestants. The team competitions, however, can be organized based upon teams of either 3 contestants or 7 contestants.
- 3.1.4 In team competition, each match will be held in accordance with the pre-registered fighting orders, of the individual contestants, in the respective teams.
- 3.1.5 In team competition, the team with the most individual victories, wins the match. If the number of victories are the same, for both teams, the team with the most IPPONS, wins the match. Two WAZA-ARI constitutes IPPON, however, priority shall be given to

IPPON when compared with two WAZA-ARI. IPPON wins shall include those disqualifications, of the opponent, by HANSOKU or SHIKKAKU. If, the numbers of IPPONS are the same, for both teams, a deciding match is held. Each team is to designate a representative, for the deciding match. An individual representative, can participate in, up to two deciding matches, consecutively, and has to be replaced thereafter. The deciding matches are repeated until a decision is reached.

KATA Competition

- 3.2.1 The competition takes the form of;
- (1) Individual competition, and,
 - (2) Team competition.
- 3.2.2 In team competition, in principle, one team consists of three (3) contestants.
- 3.2.3 Individual KATA contests are, held by using KO-HAKU (red versus white) system, as well as point system. Team competition, is held by using point system only.
- 3.2.4 The contests are held, using both compulsory (SHITEI-KATA) and free selection (SENTEI-KATA) or, a combination of both (such as SHITEI-KATA in the preliminary contests and SENTEI-KATA in the quarter finals and thereupon).
- 3.2.5 When the decision is a draw, the Refereeing Panel shall hold a deciding contest(s). The previously struck scores shall not be considered when attempting to break a drawn contest. When using Scorecards, for Kata competition, the previously struck scores are never to be used again.
- 3.2.6 In principle, repetition of the same KATA is prohibited in performing SENTEI-KATA.

Referee, Judge and Arbitrator

- 4.1 A KUMITE match requires the attendance of those Referees (one Referee as Shushin and four Judges as Fukushin) who are duly licensed.
- 4.2 A KATA contest requires the attendance of those Referees (in principle, one Referee as Shushin and six Judges as Fukushin) who are duly licensed.
- 4.3 In order to supervise the competition, one Arbitrator is also assigned, to attend a contest. The Referee (Shushin), may take the Arbitrator role for KATA competition.

Competition Proceedings - KUMITE

- 5.1 To begin the match, both contestants stand at the designated positions and bow to each other. The Referee (Shushin) then declares the starting of the match, by announcing "Shobu-Hajime".
- 5.2 The Referee declares the ending of the match, by announcing "Yame", "Sore-Made". Contestants shall, immediately stop fighting and return to the designated positions, to receive the Referees decision. The contestants then bow to each other and leave the fighting area.
- 5.3 The Referee reserves all the power concerning the conducting of the match.

Duration of a Match - KUMITE

- 6.1 In principle, the duration of a KUMITE match is for two (2) minutes. A Final Match, in Individual Competition, may be conducted for up to five (5) minutes, under SANBON rules.
- 6.2 In the event of a draw (in individual competition), an extension (ENCHO-SEN) of a match is held, for another two (2) minutes. In the event that a draw still exists, at the end of ENCHO-SEN, a rematch (SAI-SHIAI) is held, for another two (2) minutes. In individual competition, a maximum of one (1) extension and one (1) rematch shall occur.
- 6.3 ENCHO-SEN is an extension of time and all penalties incurred, in the match proper, continue to apply. SAI-SHIAI, is a new match, in which the first competitor to be awarded a point (IPPON or WAZA-ARI), shall be declared the winner.
- 6.4 In judging SAI-SHIAI, of a match, every effort must be made, by the Referee/Judges, to reach a decision of Win for either side, based upon the Referee's (Shushin) discretion or by consensus. A Judge should not indicate a "Draw" at the completion of SAI-SHIAI (a decision, one way or the other, must be made).
- 6.5 The time keeping, for a match, begins upon declaration of the start, by the Referee, and shall exclude any moments wherein, the match was declared stopped.

Decisions - KUMITE

- 7.1 A decision, of winning the match, is made by either contestant scoring IPPON (in Team competition) or IPPON-HAN (in Individual competition), by obtaining HANTEI or by the HANSOKU or SHIKKAKU incurred on the opponent. Resigning from the match, for reasons of injury or other, constitutes a loss, for the retiring contestant.
- 7.2 Attacks are limited to the following areas;
- (1) Head (2) Neck (3) Chest (4) Abdomen (5) Back

Criteria for Determining an IPPON - KUMITE

- 8.1 An IPPON is awarded when a TSUKI, UCHI, ATE or KERI is accurately and effectively executed to the designated areas of the opponent. The execution of a technique made simultaneously at the call by the Referee to end the match is still considered valid.
- 8.2 An IPPON can be awarded in the following instances, while the execution of the technique, may not be up to the fullest effectiveness;
- (1) A counter attack executed at a DE-AI of the opponent's attack, or,
 - (2) A simultaneous attack executed upon making the opponent to lose their balance, or,
 - (3) Efficiently executing combination techniques such as TSUKI and TSUKI, KERI and TSUKI, throwing (NAGE) and TSUKI or KERI, or,
 - (4) An attack executed toward the opponent, who is in a state, of loss of fighting spirit (MUBOBI).

8.3 An IPPON is not awarded in the following instances, despite effective execution of technique;

- (1) An attack which is not made immediately upon grabbing the opponent, or,
- (2) An attack which is not made immediately upon throwing the opponent, or,
- (3) Insufficient ZAN-SHIN.

Criteria for Decisions - KUMITE

9.0 In the absence of IPPON, IPPON-HAN, SANBON, HANSOKU or SHIKKAKU by the end of a match, a decision (HANTEI) is taken on the basis of the following;

- (1) Whether there have been any WAZA-ARI,
- (2) Whether there have been any KEIKOKU,
- (3) Whether there have been any HANSOKU-CHUI,
- (4) Whether there have been any JOGAI-CHUI,
- (5) Whether there have been any MUBOBI-CHUI,
- (6) Overall impression meriting superior rating in comparison.

HANSOKU, JOGAI, MUBOBI

IPPON SHOBU

IPPON-HAN SHOBU

SANBON SHOBU

HANSOKU

1ST time

Aka (Shiro) Keikoku

1ST time

Aka (Shiro) Keikoku

1ST time

Aka (Shiro) Chukoku

2nd time

Aka (Shiro) Hansoku Chui
Shiro (Aka) Wazaari

2nd time

Aka (Shiro) Hansoku Chui
Shiro (Aka) Wazaari

2nd time

Aka (Shiro) Keikoku
Shiro (Aka) Wazaari

3rd time

Aka (Shiro) Hansoku
Shiro (Aka) No Kachi

3rd time

Aka (Shiro) Hansoku
Shiro (Aka) No Kachi

3rd time

Aka (Shiro) Hansoku Chui
Shiro (Aka) Ippon

4th time

Aka (Shiro) Hansoku
Shiro (Aka) No Kachi

IPPON SHOBUIPPON-HAN SHOBUSANBON SHOBUJOGAI1ST time

Aka (Shiro) Jogai Ikkai

1st time

Aka (Shiro) Jogai Ikkai

1st time

Aka (Shiro) Jogai Ikkai

2nd timeAka (Shiro) Jogai Nikai
Shiro (Aka) Wazaari2nd timeAka (Shiro) Jogai Nikai
Shiro (Aka) Wazaari2nd timeAka (Shiro) Jogai Nikai
Shiro (Aka) Wazaari3rd timeAka (Shiro) Jogai Sankai
Shiro (Aka) No Kachi3rd timeAka (Shiro) Jogai Sankai
Shiro (Aka) No Kachi3rd timeAka (Shiro) Jogai Sankai
Shiro (Aka) Ippon4th timeAka (Shiro) Jogai Yonkai
Shiro (Aka) No KachiIPPON SHOBUIPPON-HAN SHOBUSANBON SHOBUMUBOBI1ST time

Aka (Shiro) Mubobi Ikkai

1ST time

Aka (Shiro) Mubobi Ikkai

1ST time

Aka (Shiro) Mubobi Ikkai

2nd timeAka (Shiro) Mubobi Nikai
Shiro (Aka) Wazaari2nd timeAka (Shiro) Mubobi Nikai
Shiro (Aka) Wazaari2nd timeAka (Shiro) Mubobi Nikai
Shiro (Aka) Wazaari3rd timeAka (Shiro) Mubobi Sankai
Shiro (Aka) No Kachi3rd timeAka (Shiro) Mubobi Sankai
Shiro (Aka) No Kachi3rd timeAka (Shiro) Mubobi Sankai
Shiro (Aka) Ippon4th timeAka (Shiro) Mubobi Yonkai
Shiro (Aka) No KachiNOTE:

Ikkai

meaning in Japanese is 1st time

Nikai

meaning in Japanese is 2nd time

Sankai

meaning in Japanese is 3rd time

Yonkai

meaning in Japanese is 4th time

Prohibitions - KUMITE

10.0 Prohibited techniques and actions are as follows;

- (1) Execution of techniques with contact. (SUN-DOME must be adhered to).
- (2) Attacks by NUKI-TE or attacks to the groin, eyes or attacks using head strike.
- (3) Grabbing, clinching and bumping, done excessively with no technical purpose.
- (4) Dangerous throwing technique and attacks to the joints.
- (5) Superfluous actions, which waste time.
- (6) Personal insultation toward the opponent, or officials, abuse and provocation.

Disqualifications - HANSOKU, SHIKKAKU

11.1 Committing, or attempting, execution of prohibited techniques or actions, causes an imposition of, warning of HANSOKU or HANSOKU-CHUI by the Referee. If such act is repeated, the contestant loses by HANSOKU-MAKE.

11.2 The following cases immediately disqualify the contestant from the match, by HANSOKU;

- (1) When the contestant does not obey the Referee's orders, or,
- (2) When a direct contact is made with a resultant serious injury to the opponent, or,
- (3) When the contestant is deemed to be hazardous, in continuing the match, due to excessive emotional excitement, or,
- (4) When the contestant is deemed to intentionally ignore, the prohibitions of dangerous techniques or actions, or,
- (5) Committing JOGAI. (Refer to Page 6 Clause 9.0 for Ippon Shobu, Ippon-han Shobu and Sanbon Shobu), or,
- (6) Committing MUBOBI. (Refer to Page 6 Clause 9.0 for Ippon Shobu, Ippon-han Shobu and Sanbon Shobu), or,
- (7) When the contestant is deemed in violation of the competition rules.

It should also be noted that any individual, or a team, to which the individual belongs, who is declared SHIKKAKU by the consensus of the Refereeing Panel, can be disqualified from participating in any matches thereafter, of the entire tournament. Such a decision, of disqualifying, requires an approval from the Executive Committee of the competition. The Executive Committee is to consist of at least five (5) Referees and/or Arbitrators in which the heads of Refereeing Committee and Arbitrators Committee must be included for making a decision without any delay.

Injuries and Accidents - KUMITE

12.1 When a contestant requests discontinuation of a match, in progress, due to injury that is light, and thus not preventing the continuation of the match, the contestant is declared defeated by abandonment (KIKEN).

12.2 A match is declared draw (HIKIWAKE) when, the extent of the injury is serious enough to stop the match, but when neither contestant is deemed responsible, or, when both contestants are injured, by mutual fault.

- 12.3 A contestant who is unable to continue, the match, due to injury or, for any other reasons, or who asks for suspension of the match, is declared a loss by KIKEN.

Competition Proceedings - KATA

- 13.1 The contestant shall stand at the designated position, bow to the front, declare the name of the KATA, to perform, which the Referee repeats (or reverse) and starts performing.
- 13.2 The contestant receives the decision, from the Referee, either for points, or for a win, by the method of KO-HAKU (red versus white), bows to the front and then leaves the fighting area.
- 13.3 The Referee reserves all the power concerning the proceedings of the contest.

Decisions - KATA

- 14.1 In principle, in KO-HAKU (red versus white) method, of contest, the Referee declares the decision, by observing decisions made by six (6) Judges and the Referee.
- 14.2 In principle, in the point method, of contest, the highest and the lowest scores are eliminated from the scores indicated by seven (7) Referee/Judges. The remaining five (5) scores are added together to come up with a point for the contest.

Criteria for Decisions - KATA

- 15.1 The three principles in performing KATA, i.e., "precise application of power", "fluency in movement" and "flexibility in body", are to be distinctively exhibited. Movements in a KATA have to be executed in a correct sequence. The characteristics of each KATA have to be clearly understood, including the meaning of each movement. Performance must bear the proper control, yet with a high spirit.
- 15.2 The following will disqualify a contestant from the KATA contest;
- (1) Performing a KATA, which is different from the one announced, or,
 - (2) When, in the midst of the performance, switches into a different KATA, or,
 - (3) When the performance is discontinued in progress, or,
 - (4) When several errors are committed.
- 15.3 The following are subject to penalty, in the scoring. (In this case, the Referee must confer with all the Judges and pronounce the points that are to be equally deducted, from the Referee's/Judges' scores).
- (1) Kiai at wrong places or missing Kiai.
 - (2) Excessively out of performance line.
 - (3) Clear miss-execution of techniques.
 - (4) Excessive loss of balance at times of landing.
 - (5) Excessively disordered costume during the performance.

Protest and Other Proceedings for Complaint

- 16.1 Contestants are not entitled to directly protest to the Referees' judgments.

- 16.2 When the decisions made by Referees/Judges, appear to contravene these rules, of the competition, the protest can be made toward the Chief Referee, only through the coach or the representative of the respective team or individual. In the absence of a Chief Referee, the Referee Council receives the protest.
- 16.3 When a conclusion cannot be reached, by the rules set out herein, or when an interpretation of the rules is in further question, a decision must be reached by consensus of all of the Referees/Judges and Arbitrator for the contest. When further clarification becomes necessary, the head of Refereeing Committee decides.

Miscellaneous

- 17.1 When a contestant received two wins, by the opponent's HANSOKU, for the contestants' injuries, the contestant shall be prohibited from participating in any further KUMITE matches, for the day. (This is in order to protect the contestant from further injury).
- 17.2 In principle, juniors (less than 16 years of age) are only to participate in the KATA competition, unless otherwise approved by the Executive Committee of the Tournament.
- 17.3 Any competitions in which, the respective rules set forth herein, are not adopted for any reasons, they are not considered official competitions of SKI, unless otherwise approved by the Executive Committee.

The rules set forth, herein above, are made effective as of July 2002.

THE REFEREEING RULES

Articles:

Objectives

- 1.0 The rules herein, are set forth for the purpose of defining the authority, of the Referees/Judges and standardizing the precise methods, for refereeing the competitions, held under the authorization of Shotokan Karate International - Australia Incorporated.

Decisions

- 2.0 Referees/Judges are to make decisions of wins or losses based upon The Rules of Karate Competition set forth by the Shotokan Karate International - Australia Incorporated.

Organization of Refereeing Panel

- 3.0 In principle, the Refereeing Panel, for a KUMITE competition consists of one Referee as SHUSHIN and four Judges as FUKUSHIN. The Refereeing Panel for a KATA competition, in principle, consists of one Referee as SHUSHIN and six Judges as FUKUSHIN. An Arbitrator is also appointed for both KUMITE and KATA competition. In addition, for the purpose of facilitating the operation of the competition, a number of timekeepers, announcers and record keepers are appointed.

Power and Duties of Referees/Judges - KUMITE

- 4.0 The following are the powers of the Referees/Judges.
- (1) The Referee (SHUSHIN) leads the proceedings, of the match, by announcing a start and an end of the match. The Referee announces the decisions for IPPON or WAZA-ARI and gives clarification or explanation of the basis for decisions. The Referee announces HANSOKU, SHIKKAKU or gives various warnings, CHUI. The Referee declares other proceedings, such as expulsion of the contestants from the match (TAIJYO) or suspension of the match. The Referee is entitled to two (2) voting points for each decision and has the power to call the Judges for consultation. The Referee has the power to declare the extensions or re-contests of the matches.
 - (2) The Judge (FUKUSHIN) carries white and red flags, a whistle, and sits at the designated position around the competition area. The Judge supports the Referee by indicating own decisions for IPPON, WAZA-ARI, HANSOKU, JOGAI or MUBOBI by using flags and whistle. The Judge is entitled to one (1) voting point for each decision.

Declaring Starting, Ending or Suspending of Match - KUMITE

- 5.1 The Referee takes the designated position and following an exchange of bows by the contestants, declares the commencement of the match by announcing "SHOBU HAJIME".

- 5.2 When the Referee recognizes the execution of a technique to merit IPPON (in teams competition), the Referee stops the match by announcing "YAME", stands at the designated position and indicates the winner, by hand signal with a clear announcement of the winning technique, thus ending the match.
- 5.3 When the Referee recognizes the execution of a technique to merit WAZA-ARI, while insufficient for an IPPON, the Referee stops the match, by announcing "YAME", orders the contestants to return to the original positions, stands at the designated position, declares WAZA-ARI and orders the match to resume immediately. Obtaining two (2) WAZA-ARI (in team competition) or three (3) WAZA-ARI (in individual competition), by a contestant, constitutes a win, thus ending the match.
- 5.4 When the time for a match expires, the Referee stops the match by announcing "YAME", "SORE MADE". The Referee returns to his position while giving a time for Judges to conclude their decision. He then calls "HANTEI", gives a signal by whistle for Judges to indicate their decision, and reaches a decision by adopting a majority rule. He then indicates the winner, by hand signal, and announces "AKA or SHIRO NO-KACHI" (Red or White, has won) or declares a "HIKIWAKE" a draw. A decision is made after the Referee adding two (2) voting points.
- 5.5 In the following instances, the Referee stops the match by announcing "YAME". To resume the match, he announces "TSUZUKETE HAJIME".
- (1) When either or both contestants step out of the competition area or when a Judge indicates "JOGAI" by whistle, the Referee orders the contestants to return to the original positions, declares "JOGAI" penalty and resumes the match immediately. Stepping partially or completely beyond the line constitutes "JOGAI".
 - (2) When ordering to a contestant to put the Karate-gi back in order.
 - (3) When a contestant has violated, or deemed to have an intention to violate, those prohibited matters, or, when a call from a Judge is made to this extent, the Referee must stop the match immediately. The Referee either gives a warning or declares "HANSOKU" after consulting the Judges.
 - (4) When a contestant is in a state, which conforms to MUBOBI, or when a call from a Judge is made to this extent, the Referee stops the match immediately. The Referee either gives a warning or declares "CHUI" after consulting the Judges.
 - (5) When a contestant is deemed injured or has developed illness, and thus is unable to continue the match, the Referee immediately stops the match, calls the Judges for consultation and decides whether to continue the match or not.
- 5.6 The Judge is responsible to observe the acts of the contestants within the field of his vision. The Judge signals to the Referee by whistle and flags when the following are observed;
- (1) When IPPON or WAZA-ARI is recognized,
 - (2) When violation to the prohibited matters has occurred, or when a contestant is deemed to have an intention of violating such,
 - (3) When an injury or illness has been discovered before the Referee's noticing such,
 - (4) When either or both contestant(s) steps out of the competition area,
 - (5) When it is deemed necessary for other reasons.

- 5.7 In the event of disagreement between the Referee and the Judge, for the matters in article 5.6, the Judge is entitled to debate against the Referee, by obtaining a consensus from other Judges. If the disagreement still remains, the Arbitrator provides a final ruling.
- 5.8 The Judge has to make an independent decision, by applying careful assessment of the contestant's performance during the match.
- 5.9 The Judge indicates his decision, upon a call by the Referee for HANTEI, without any delay.
- 5.10 The time-keeper gives an expiry notice, of 30 seconds, of the match, by using a bell.

Power and Duties of Referees/Judges - KATA

- 6.1 The Referee/Judge are entitled to, and are responsible for, the following;
- (1) At KO-HAKU (red versus white) contest, the Referee chooses the KATA, to be performed and announces such to the contestants. At the end of the performance, the Referee signals to the Judges for their indication, of winner, by flag. The Referee then declares the winner. For the contest of point system, the Referee chooses a KATA, or repeats the name of the KATA, for SENTEI-KATA. In the end of the performance, the Referee indicates his points along with the Judges. When charging a contestant for a penalty or SHIKKAKU, the Referee summons the Judges for a decision.
 - (2) The Judge indicates his decision, of the winner, for KO-HAKU contest, or his points, for point system contest, upon the signal given by the Referee. The Judge is responsible for evaluating the performance within the field of his vision. When the Judge considers a penalty or SHIKKAKU ought to be imposed, he signals to the Referee by whistle and hand and proceeds to the Referee's position for explanation.
 - (3) When a contestant has violated, or is deemed to have the intention of violating, prohibited matters, the Referee immediately stops the match. When the Judge noticed such, prior to the Referee, the Judge signals to the Referee for a decision and a declaration of SHIKKAKU.

Protest to Arbitrator and Retrial

- 7.0 When a protest is filed through the Arbitrator (KANSA-YAKU), the Referee is responsible to present explanations, to the Arbitrator, representing the Referee/Judges.

When the Arbitrator requests a retrial, the Referee/Judges must consult for a revision of the decision.

Arbitrator

- 8.0 The Arbitrator for each match is assigned for the purpose of supervising match proceedings, and examining the decisions made by Referee/Judges. The Arbitrator is empowered to make recommendations toward the Referee.

When a protest is filed by the authorized representative of a contestant, such as a coach to the Chief Referee, the Chief Referee may approach the Arbitrator, of a match in progress, to have the match suspended. The Arbitrator may then examine the validity of the decision by requesting the Referee's explanation and, when the protest is found valid, may request the Referee/Judge to make a retrial, for revision of the decision.

In KATA contests, the Referee can perform the role of the Arbitrator.

Miscellaneous

- 9.1 In principle, the participants, team leaders and coaches, are not entitled to act as Referee/Judge.
- 9.2 A prior approval must be obtained from the Executive Committee, when a competition cannot be held under those rules set forth herein.

The rules set forth, herein above, are made effective as of July 2002.

THE BY-LAWS OF THE REFEREEING RULES

Articles:

- 1.1 The Referee can overrule an appeal for an effective execution of technique when such an appeal, is made by only one Judge. The Referee, at his own discretion, can then let the match continue without interruption. The Referee, however, must stop the match when the appeal from a Judge is persistent or when an appeal is made by two, or more Judges. The Referee then summons the Judges for decision.
- 1.2 When all four Judges indicate WAZA-ARI, the Referee cannot overrule them, to declare an IPPON, by his own discretion. An IPPON can still be declared, when all of the Judges agree to the Referee's opinion, of IPPON, upon consultation.
- 2.0 Only the Referee is empowered, to declare stopping or ending of the match. Contestants must not use their own judgment in stopping the match.
- Any attacks made after the declaration of stop (YAME) are not considered valid and shall have no effect, for making HANTEI decisions. Any attacks deemed to be executed, deliberately, after the declaration of stop (YAME) are subject to HANSOKU decisions.
- 3.0 Unless the Referee declares YAME, the match is deemed in progress, despite the contestant(s) having stepped out of the competition area.
- 4.0 When a Referee/Judge is deemed disabled, by an accident or any other reason, the Arbitrator and the Chief Referee designate a substitute. Any part of the Refereeing Panel must not be altered based upon the discretion of the Referee/Judge.
- 5.0 Close distance sparring, must be stopped by the Referee when no effective technique was observed, during the exchange of a few techniques, after the commencement of the close distance sparring. The same applies, to the exchange of techniques, after a throw or a fall. The contestants are to be parted, for resumption of the match, in order to avoid any complications and danger.
- 6.0 A match that is in a state of agglutination, with no exchange of techniques taking place, must be stopped by the Referee. The contestants must return to the original positions, for resumption of the match.
- The Referee must stop, the grabbing of an opponent by the other opponent with two (2) hands, immediately. The Referee may allow, the grabbing of an opponent by the other opponent with one (1) hand, for only a short time.
- 7.0 The official terminology (in Japanese) for the use of the Referee as well as corresponding gestures are indicated in Exhibit 1.
- 8.0 The official gestures used by the Judges are indicated in Exhibit 3. Some of the official gestures used by the Referee are indicated in Exhibit 2.
- 9.0 For reaching the decision (HANTEI), the Referee must apply the standards, as shown in Exhibit 5, in concluding those indications made by the Judges.

10.0 Code of conduct and dress requirements, for Referee/Judge is as follows:

- (1) Be neutral and fair.
- (2) Act with dignity and decisiveness.
- (3) Focus attention to observe the development of the match and exercise articulate decisions to any moves made by the contestants.
- (4) Do not talk, except to Arbitrator, Referee/Judge or the participants of the match.
- (5) The official S.K.I.F. Referee/Judge Uniform is;
A blue blazer, S.K.I.F. tie, white shirt (length of sleeves determined by Championship Committee), grey trousers, black belt, black socks and black shoes (shoes that do not require laces, are preferred). Watch, tie-pin, cufflinks or any other items, which could cause injury, must not be worn.
The optional Referee/Judge Uniform, which may be adopted by a Championship Organizing Committee, for the day of competition, is:
A plain white Karate-gi with an over-gi jacket. The Organizing Committee may designate the type and colour of the jacket as it sees fit.
- (6) The motions and attitudes of the Referees/Judges have a serious effect to the overall success of the competition. Refined, precise and articulate manners are required.

11.1 When a contestant has injury, the Referee must, immediately, stop the contest and take the appropriate action.

11.2 When the Official Doctor or the Referee conclude that, the contestant is unable to continue the contest, due to injuries or for other medical reasons, the contest must be stopped or the contestant must be prohibited from participating, in the contest.

Miscellaneous

12.0 In KUMITE matches, the record keeper identifies the names of the contestants, records and displays the decisions, made by the Referee.

In KATA contests, the record keeper keeps records of the names of the contestants, names of KATA and calculates and announces the scores. The record keeper also records the Arbitrator's decisions or rulings. Those records become official, only when an approval of the Arbitrator is obtained.

Those rules set forth, herein above, are made effective as of July 2002.

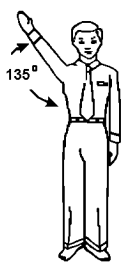
Exhibit 1 - Terminology and Gestures used by the Referee (SHUSHIN).

Term	Meaning or Gesture
SHOBU HAJIME	Start the match.
YAME	Stop the match.
TSUZUKETE HAJIME	Resume the match.
TSUZUKETE	Used when the match is stopped, without the Referee's call of stopping.
JOGAI	Warning, for the voluntary exit of the fighting area, by a competitor, while a match is in progress. The Referee points to the edge of the fighting area and announces, AKA/SHIRO JOGAI.
MOTO NO ICHI	Competitors to return, to the original start position.
WAZA ARI	Reward for scoring technique, which is not quite IPPON. Two WAZA-ARI constitutes IPPON. Stretch an arm downward at an angle of 45 degrees.
IPPON	Full point, wins match. Move an arm straight up.
YAME, SOREMADE	End of the match.
AWASETE IPPON	Two WAZA-ARI combined to produce IPPON winner.
AKA/SHIRO NO KACHI	Red/White wins the match. Move arm straight upward, as with IPPON.
HANTEI	A long whistle, followed by a short whistle, asking Judges to indicate a decision (flags are raised to indicate the decision). Another short whistle, then asks the Judges to lower their flags.
HIKIWAKE	A drawn match. Stretch both arms downward, at an angle of 45 degrees, with palms open and facing upward.
ENCHO SEN	Extra time. Continuation of a drawn match, in which, all penalties continue.
AIUCHI	Simultaneous score, by both competitors. Bring two fists together, in front of the chest.
HANSOKU	Disqualification of a competitor. Point index finger toward offenders face.
HANSOKU CHUI	Penalty against a competitor. Point index finger toward offender's abdomen.
AKA/SHIRO HANSOKU SHIRO/AKA NO KACHI	Red/White disqualification, resulting in White/Red, being awarded the match.
AKA/SHIRO KIKEN SHIRO/AKA NO KACHI	Resignation of Red/White, resulting in White/Red, being awarded the match.
ATO SHIBARAKU	A little more time, to end of match (30 seconds left).
SHIKKAKU	Disqualification, usually resulting from breach of JOGAI rule (competitor exited fighting area four times).
JOGAI CHUI	Penalty, given for second and third breach of JOGAI rule. First point to edge of fighting area and then to the offender's abdomen, with the index finger.
AKA/SHIRO JODAN/CHUDAN TSUKI/UCHI/KERI	Red (AKA) or White (SHIRO), scored to head (JODAN) or torso (CHUDAN), with punch (TSUKI), strike (UCHI) or kicking (KERI) technique.
MUBOBI CHUI	Penalty, for lack of defensive attitude. Point at offender's abdomen, with index finger.

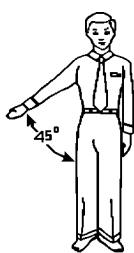
Exhibit 2 - Gestures of Referee (SHUSHIN).

1. IPPON Arm pointing upward from the shoulder, at an angle of 135 degrees to the body.
2. WAZA ARI Stretch an arm from the shoulder, downward, at an angle of 45 degrees to the body.
3. HIKI WAKE Arms downward at an angle of 45 degrees, with palms open and facing upward.
4. TORIMASEN Arms downward at an angle of 45 degrees, with palms open and facing downward.
5. HANSOKU CHUI Point at the offender's lower chest area, with index finger, arm stretched. HANSOKU is pointing at the face of the offender.
6. FUKUSHIN SHUGO Arms pointing upward from elbows, palms in.
7. SHOBU HAJIME Feet together and arms by the side, hands open.
8. YAME Arm forward and sweeping downward, hand vertical.
9. JOGAI Point to the boundary of the Fighting Area.
10. AIUCHI Fists together, in front of the lower chest.

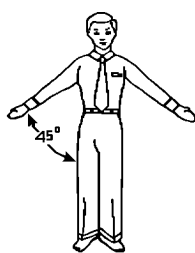
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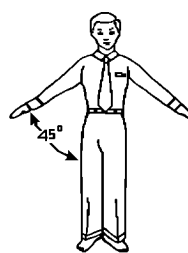
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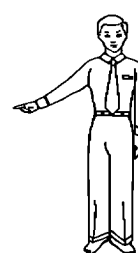
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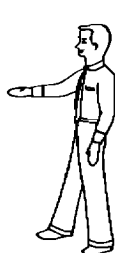
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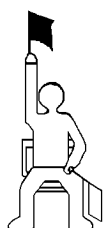
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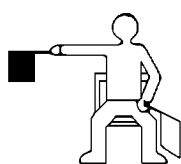
Exhibit 3 - Gestures of Flags by Judges (FUKUSHIN).

1. IPPON Arm pointing upward from elbow, with elbow at shoulder level.
2. WAZA ARI Stretch an arm from the shoulder straight to the side parallel to the floor.
3. HIKI WAKE Cross flags over the head.
4. TORIMASEN Wave flags side ways crossing over the knees.
5. HANSOKU Stretch an arm straight upward from the shoulder and make big circles.
6. HANSOKU CHUI Same as above, except making small circles.
7. AIUCHI Bring the tops of two flags together, handles horizontal, in front of the chest.
8. MIE NAI Bring the tops of two flags together, handles at 45 degrees, just below the eyes.
9. JOGAI Repeated short whistles, flag pointing at line.
10. MUBOBI CHUI Point flag at floor with handle vertical and make small circles.

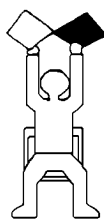
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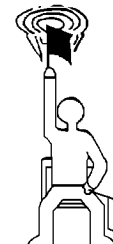
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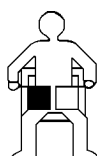
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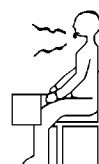
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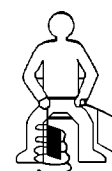
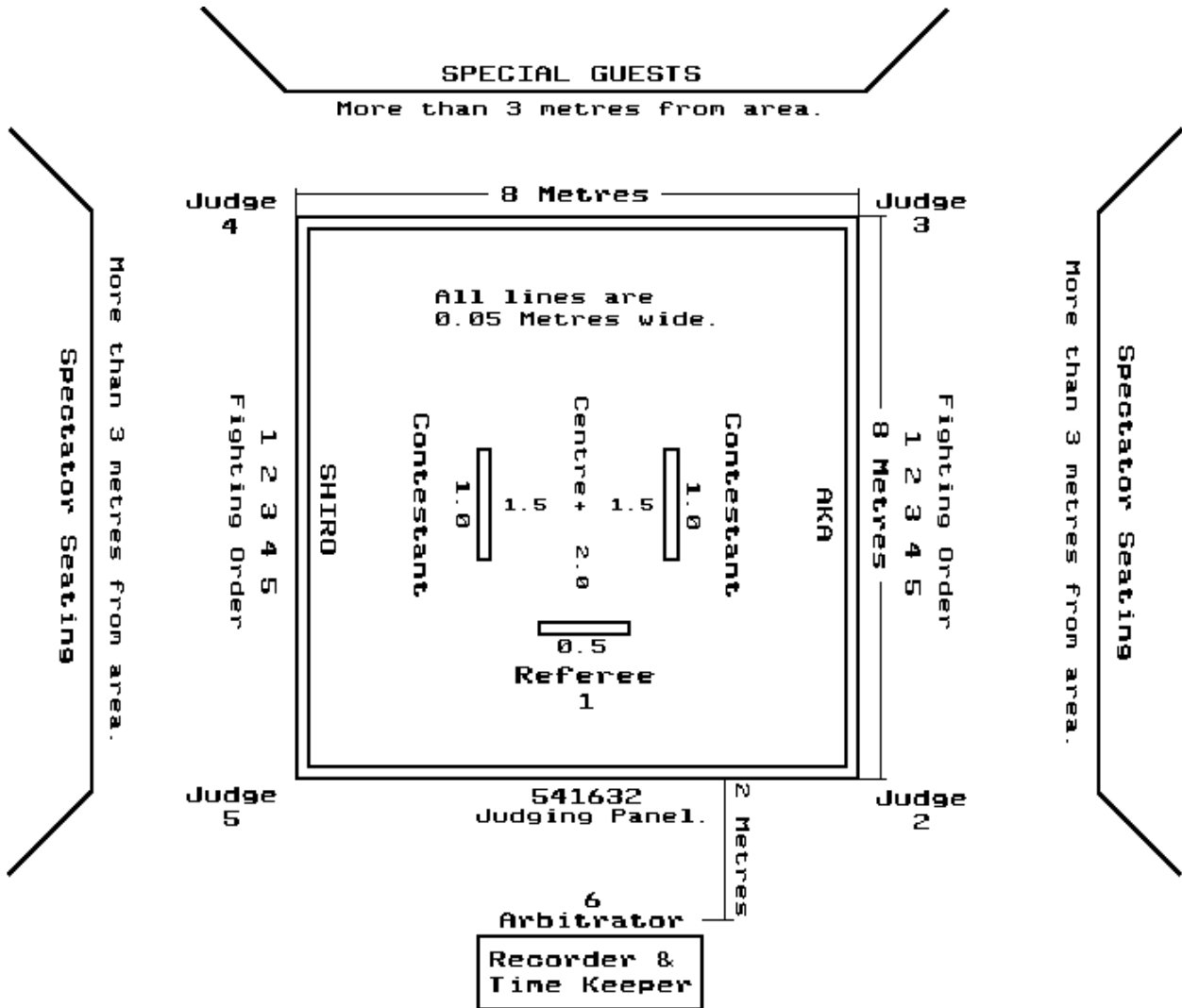


Exhibit 4 - The Match Area Layout

The KUMITE Match Area and the Positioning of the Referee, Judges, Arbitrator and Competitors.



In principle, the Arbitrator shall be positioned more than two (2) metres away from the front-side line of the match area. Where technically difficult, however, this rule may be circumvented.

Depending on the floor shape, the Recorder and the Time Keeper may be positioned beside the Arbitrator.

In principle, all the line markings, on the floor, shall be in a distinct white and measure 0.05 metres in width.

The eight (8) metre square, match area, shall be measured, on the outside of the marking tape (as indicated in above diagram).

Referee and Contestant markings, shall be measured from the centre of the match area, to the inner edge of the marking tape. The Referee mark shall be 0.5 metres in length and the Contestant marks shall be 1.0 metre in length.

In principle, each of the Judges shall be positioned, 0.5 metres from the corner of the match area.

Exhibit 5 - Examples of Score Decisions (Hantei) for KATA.

Judge	Judge	Judge	Judge	Opinion Referee	Final Decision of Referee
Shiro	Shiro	Shiro	Shiro	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Shiro	Aka	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Shiro	Draw	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Draw	Draw	Shiro Aka Draw	Victory of SHIRO DRAW DRAW
Aka	Aka	Aka	Aka	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Aka	Shiro	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Aka	Draw	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Draw	Draw	Shiro Aka Draw	DRAW Victory of AKA DRAW
Draw	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Draw	Draw	Shiro	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Aka	Shiro	Shiro	Shiro Aka Draw	Victory of SHIRO Victory of AKA DRAW
Shiro	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Shiro	Shiro	Aka	Draw	Shiro Aka Draw	Victory of SHIRO DRAW DRAW
Aka	Aka	Shiro	Draw	Shiro Aka Draw	DRAW Victory of AKA DRAW

You will observe, from the above examples, that the Referee cannot overrule two (2) or more Judges.

EXAMINATION FOR REFEREE/JUDGING CERTIFICATION

SHOTOKAN KARATE INTERNATIONAL AUSTRALIA - INCORPORATED

This is a sample examination paper, in a condensed form. It is intended to function as a study guide, for those wishing to obtain Referee/Judging Certification. The full examination paper will contain up to fifty (50) questions.

Those attempting "A" Level (Chief Referee) Certification are not required to do a written test. This certification is by invitation only.

When attempting "B" Level (Referee) Examination, a 90% pass mark is required, in the "C" Level paper and a 100% pass mark in the "B" Level paper (last page of this sample paper).

When attempting "C" Level (Corner Judge) Examination, an 80% pass mark is required, in the "C" Level paper.

Applicants, for certification, must be Shodan or above.

When completing this examination paper, please place a " Circle " around the bracketed letter preceding your answer.

Question 1.

The Kumite competition area, measures _____

- (a) 6 metres square.
- (b) 8 metres square.
- (c) 8 metres square, measured inside edge of marking tape.
- (d) none of the above.

Question 2.

The competitors uniform is, _____

- (a) a plain white Karate-gi, with rolled up sleeves.
- (b) a plain white tracksuit.
- (c) a plain white Karate-gi.
- (d) whatever the competitor happens to be wearing.

Question 3.

Kumite competition takes the form of, _____

- (a) individual competition.
- (b) team competition.
- (c) individual and team competition.
- (d) individual and team competition, in weight divisions.

Question 4.

In KUMITE teams competition, the team with _____

- (a) the most IPPONS wins the match.
- (b) the most WAZA-ARI wins the match.
- (c) the most individual victories, wins the match.
- (d) none of the above.

Question 5.

SHITEI-KATA is, _____

- (a) a free selection Kata.
- (b) a compulsory Kata.
- (c) a Kata that is only performed in competition.
- (d) a personal favourite.

Question 6.

In KATA competition, the _____ decides upon the method of breaking a tie.

- (a) Chief Referee
- (b) Table Officials
- (c) Refereeing Panel
- (d) Arbitrator

Question 7.

A Kumite match is attended by, _____

- (a) a Referee, four Judges and an Arbitrator.
- (b) a Time Keeper.
- (c) a Recorder.
- (d) all of the above.

Question 8.

SHUSHIN begins a KUMITE match by, _____

- (a) announcing "GO".
- (b) announcing "START".
- (c) announcing "HAJIME".
- (d) announcing "SHOBU-HAJIME".

Question 9.

In a KUMITE match, ENCHO-SEN is, _____

- (a) a rematch, as a result of a draw.
- (b) a penalty, for wasting time.
- (c) a time extension, as a result of a draw.
- (d) none of the above.

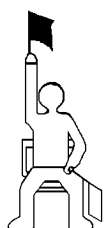
Question 10. [Incorporates ten (10) questions].

Please enter, the Japanese terminology for each gesture, indicated below. Either on the diagram or on the lines provided! Each correct answer is worth 2% of total mark!

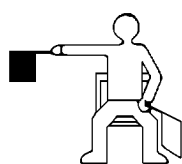
Gestures of Flags by Judges (FUKUSHIN)

1. _____ Arm pointing upward from the elbow, with elbow at shoulder level.
2. _____ Stretch an arm from the shoulder straight to the side parallel to the floor.
3. _____ Cross flags over the head.
4. _____ Wave flags side ways crossing over the knees.
5. _____ Stretch an arm straight upward from the shoulder and make big circles.
6. _____ Same as above, except making small circles.
7. _____ Bring the tops of two flags together, handles horizontal, in front of the chest.
8. _____ Bring the tops of two flags together, handles at 45 degrees, just below the eyes.
9. _____ Repeated short whistles, flag pointing at line.
10. _____ Point flag at floor, handle vertical and make small circles.

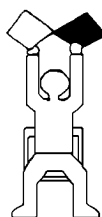
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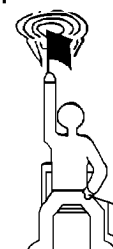
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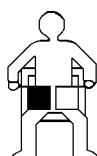
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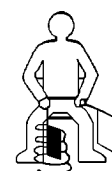
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Question 11. [Incorporates fifteen (15) questions].

Please enter "Final Decision of Referee" based upon the opinion of each Judge and the Referee.

Examples of Score Decisions (Hantei) for KATA.

Judge	Judge	Judge	Judge	Opinion Referee	Final Decision of Referee
Shiro	Shiro	Shiro	Shiro	Aka	-----
Shiro	Shiro	Shiro	Aka	Aka	-----
Shiro	Shiro	Shiro	Draw	Aka	-----
Shiro	Shiro	Draw	Draw	Aka	-----
Aka	Aka	Aka	Aka	Aka	-----
Aka	Aka	Aka	Shiro	Aka	-----
Aka	Aka	Aka	Draw	Aka	-----
Aka	Aka	Draw	Draw	Aka	-----
Draw	Draw	Draw	Draw	Aka	-----
Aka	Draw	Draw	Shiro	Aka	-----
Aka	Aka	Shiro	Shiro	Aka	-----
Shiro	Draw	Draw	Draw	Aka	-----
Aka	Draw	Draw	Draw	Aka	-----
Shiro	Shiro	Aka	Draw	Aka	-----
Aka	Aka	Shiro	Draw	Aka	-----

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