

Rules of Kumite Competition

1. JUDGING PRINCIPLES AND BASIC REQUIREMENTS

A. The competitors' safety

The competitors' safety should always be the main priority of the match officials. In case of an accident the judge must stay calm and act promptly to check the state of the competitor, and if necessary, call the tournament doctor.

B. Judging principles and requirements

The panel of judges and the review panel shall have equal authority in judging the events, but the final decision rests with the Head Judge.

The specified time of free-style fight (Kumite) shall be as follows. In case it is deemed necessary, the Head Judge may allow extra time.

When an unavoidable situation arises, the Head Judge may decide to change the tournament schedule after consultation with the the match officials, and the Review panel.

The judge must be able to make fair judgements, make the correct signals and announcement at any time.

C. Corner judges, main judge and judging criteria

1. The bouts will be judged by 5 judges; 4 assistant judges (corner judges) and 1 main judge.
2. The judge gives all commands and announces all decisions.
3. Each judge, including the main judge, has one vote.
4. All decisions must be majority vote of at least three of the five judges.

2. FREE-STYLE FIGHT (KUMITE)

A. Basic Principles

1. Victory is awarded to the contestant;
 - who has scored one full point.
 - who has scored two half points, which make one full point.
 - who won by decision.
 - whose opponent was disqualified or failed to take part in the bout without good reason.

2. Duration of the match and extension procedure

The extension procedure and duration of the bouts will diverge in preliminaries, semi-finals and finals as follows:

<Adult Man, 18 years old or older>

- Preliminaries: 2 min; 2 min; 2 min (Final extension)
- Semi-finals and Finals: 3 min; 2 min; 2 min (Final extension)

<Adult Woman, 18 years old or older> <Under 18> <Under 15>

- Preliminaries: 2 min; 2 min (Final extension)
- Semi-finals and Finals: 2 min; 2 min; 2 min (Final extension)

<Other classes, 46-51 years old, 51-56 years old, 56 years old or older>

- Preliminaries: 1.5 min; 1.5 min (Final extension)
- Semi-finals and Finals: 1.5 min; 1.5 min; 1 min (Final extension)

*There is no weight determination.

*In the final extension a winner has to be decided and the judges can not declare a draw and each judge must declare a win to one of the competitors.

Rules of Kumite Competition

3. Obligatory protections

<Adult Man, 18 years old or older>

- Groin protector only

<Adult Man, 46-51 years old, 51-56 years old, 56 years old or older>

- Hands, Shin, Groin protector (Use of knee protector is optional)

<Under18 years old, Boy>

- Hands, Shin, Groin protector (Use of head and knee protector is optional)

<Under15 years old, Boy>

- Head, Hands, Shin, Groin protector (Use of knee protector is optional)

<Adult Woman, 18 years old or older> <Under18 years old, Girl>

- Hands, Shin, Chest, Lower abdomen protector (Use of head and knee protector is optional)

<Under15 years old, Girl>

- Head, Hands, Shin, Chest, Lower abdomen protector (Use of knee protector is optional)

Class \ Protectors	Head	Hands	Shin	Knee	Groin	Lower abdomen	Chest
Adult Man, 18years old or older	X	X	X	X	O	X	X
Adult Man, over 46 years old	X	O	O	option	O	X	X
Under 18 years old, Boy	option	O	O	option	O	X	X
Under 15 years old, Boy	O	O	O	option	O	X	X
Adult / Under 18 years old, Girl	option	O	O	option	X	O	O
Under 15 years old, Girl	O	O	O	option	X	O	O

*Head guard and glove(protector of hands) shall be prepared by the organizer.

Other protectors should be prepared by each competitor. But they must have the same level of protection and keeps similar aesthetic as one homologated by the organizer.

And they must be approved by the organizer before using for the tournament.

Protectors homologated by the organizer can be purchased at the place of the tournament.

*Use of a mouthpiece is recommended.

*Groin protector and lower abdomen protector should be put under the pants.

*Other protectors than glove will be unified in white cloth. Use of leather is not permitted.

*Inner T-shirts for women and girls will be unified in white.

*Protection by taping requires the tournament doctor' s permission.

4. Clothing

Each competitor must wear clean white "karate gi" and put the number cloth to the center of the back.

B. Full-Point (Ippon) Victory

5. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji), etc. which vigorously downs the opponent for more than three seconds or results in the opponent' s loss of his/her will to fight scores one full-point.

C. Half-Point (Waza-ari) awarding

6. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), elbow strike (hiji), etc. which downs the opponent or results in the opponent' s loss of his will to fight for less than three seconds after which he stands up and resumes the fight scores one half-point. Similarly, when one opponent loses his balance but does not fall down as a result of the other contestant' s thrust (tsuki) , kick (geri), elbow strike (hiji) etc. one half-point is declared. Excluding the class "Adult Men" , when kick (geri) is cleanly hit to the opponent' s head which has not been completely defended, one half-point is also declared.

Rules of Kumite Competition

7. When an opponent is downed with any technique, and a well focused, but non-contact, downward punch (gedan tsuki) follows immediately as part of a combination one half-point will be awarded.

8. Two declarations of half-point constitute a full-point victory.

D. Victory by Decision (Hantei)

9. When no clean one-point victory or no disqualification has been made, the victory is awarded by decision.

The decision will be made according to the following order of priority:

- (1) the competitor who got half-point (Waza-ari)
- (2) the competitor who gave a damage to the opponent
- (3) the competitor who made effective attacks more than the opponent
- (4) the competitor who fought out the spirit more than the opponent

In case there is fouls (Hansoku) declared to one or both competitors, the decision will be made according to the criteria of the decision which is shown in the attachment.

10. The decision is valid when it is based on the judgement of at least three of five judges.

E. Extensions (Enchosen)

11. When a decision cannot be reached on the basis of the judgement of at least three of five judges, a draw (Hikiwake) is declared and extensions are granted.

12. One bout will have up to two extensions after the first round. After the second extension, a decision must be made. For the preliminary of other classes than "Adult Men" , only one extension is allowed.

F. Fouls (Hansoku)

13. The following actions are considered fouls:

- (1) Touching the opponent' s face , neck and throat even slightly with a hand (punch) or elbow attack. (GANMEN-KOGEKI)
- (2) Groin kicks (KINTEKI-GERI)
- (3) Head thrusts (ZU-TSUKI)
- (4) Attacking an opponent who is already down (TAORETA AITE ENO KOGEKI)
- (5) Attacking from behind (HAIGO KARANO KOGEKI)
- (6) Grabbing the opponent' s neck (Clinch) (KAKE)
- (7) Grabbing (TSUKAMI) and holding (KAKAEKOMI) the opponent' s uniform(karate-gi), arms and legs and throwing the opponent' s body (NAGE)
- (8) Pushing with open hands (SHOTEI-OSHI) or closed hands (SEIKEN-OSHI)
- (9) Such repeated actions as falling down and stepping out right after kicking or punching one' s opponent (KAKENIGE)
- (10) Stepping outside the area frequently
- (11) Such desperate kick as "Kaiten Dou Mawashi Geri" , etc. is valid only once in a bout. (once in the first bout and once in each extensions are valid.) The second one is considered as foul.
- (12) Any other actions that the judges may regard as foul

Rules of KYOKUSHIN Kumite Competition

14. Excluding deliberate actions, fouls result in one warning (Chui).
Four declarations of warning (Chui) result in disqualification (Shikkaku).
Warning will be given to the competitor who makes foul before the opponent.
In case of vicious foul disqualification may be declared.

G. Penalties (Genten)

15. The following situations result in one penalty:
(1) Two warnings
(2) Deliberate foul
(3) Other actions that main judge may consider as a bad attitude towards the contest.
16. Two penalties constitute disqualification.

H. Disqualification (Shikkaku)

17. The following situations result in disqualification:
(1) Two penalties
(2) Failing to obey the judge' s instructions during a bout.
(3) Actions considered as sheer violence, deliverate serious fouls and deliberate bad attitude towards the contest.
(4) Being late for bout or failing to appear.
(5) In case the weighing result which is done on the inscription day is in excess of the specified limit. The weight in will be done wearing "Karate gi" and the excess within 2kgs will be allowed, considering the weight of the clothes.
(6) If there is difference over 5kgs between the declared weight and the weighing result, it also may be disqualified.
(7) When the opponent cannot continue to fight because of damage caused by foul.

I. Others

18. Any protest against the decision shall not be permitted.

Rules of Kumite Competition for children

1. JUDGING PRINCIPLES AND BASIC REQUIREMENTS

A. The competitors' safety

The competitors' safety should always be the main priority of the match officials. In case of an accident the referee must stay calm and act promptly to check the state of the competitor, and if necessary, call the tournament doctor.

B. Judging principles and requirements

The panel of judges and the review panel shall have equal authority in judging the events, but the final decision rests with the Head Judge.

The specified time of free-style fight (Kumite) shall be as follows. In case it is deemed necessary, the Head Judge may allow extra time.

When an unavoidable situation arises, the Head Judge may decide to change the tournament schedule after consultation with the the match officials, and the Review panel.

The judge must be able to make fair judgements, make the correct signals and announcement at any time.

C. Corner judges, main judge and judging criteria

1. The bouts will be judged by 5 judges; 4 assistant judges (corner judges) and 1 main judge.
2. The judge gives all commands and announces all decisions.
3. Each judge, including the main judge, has one vote.
4. All decisions must be majority vote of at least three of the five judges.

2. FREE-STYLE FIGHT (KUMITE)

A. Basic Principles

1. Victory is awarded to the contestant;
 - who has scored one full point.
 - who has scored two half points, which make one full point.
 - who won by decision.
 - whose opponent was disqualified or failed to take part in the bout without good reason.

2. Duration of the match and extention procedure

The extention procedure and duration of the bouts will diverge in preliminaries and finals as follows:

- Preliminaries: 1 min 30 sec ; 1 min (Final extension)
- Finals: 1 min 30 sec ; 1 min; 1 min (Final extension)

*There is no weight determination.

*In the final extension a winner has to be decided and the judges can not declare a draw and each judge must declare a win to one of the competitors.

Rules of Kumite Competition for children

3. Obligatory protections

<under 3rd grade of elementary school, boy> ※See the tournament guideline as to the age

- Head, Hands, Shin, Groin protector

<under 3rd grade of elementary school, girl>

- Head, Hands, Shin, Lower abdomen protector

<3rd grade of elementary school and over, boy>

- Head, Hands, Shin, Knee, Groin protector

<3rd grade of elementary school and over, girl>

- Head, Hands, Shin, Knee, Chest, Lower abdomen protector

Class \ Protectors	Head	Hands	Shin	Knee	Groin	Lower abdomen	Chest
under 3rd grade, boys	O	O	O	X	O	X	X
under 3rd grade, girls	O	O	O	X	X	O	X
3rd grade & over, boys	O	O	O	O	O	X	X
3rd grade & over, girls	O	O	O	O	X	O	O

*Head guard shall be prepared by the organizer.

Other protectors should be prepared by each competitor. But they must have the same level of protection and keeps similar aesthetic as one homologated by the organizer.

And they must be approved by the organizer before using for the tournament.

Protectors homologated by the organizer can be purchased at the place of the tournament.

*The head guard has the front net.

*Groin protector and lower abdomen protector should be put under the pants.

*Other protectors than head guard will be unified in white cloth. Use of leather is not permitted.

*Inner T-shirts for ladies and girls will be unified in white.

*Protection by taping requires the tournament doctor' s permission.

4. Clothing

Each competitor must wear clean white "karate gi" and put the number cloth to the center of the back.

B. Full-Point (Ippon) Victory

5. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), etc. which vigorously downs the opponent or results in the opponent' s loss of his/her will to fight or make him/her cry scores one full-point.

C. Half-Point (Waza-ari) awarding

6. Excluding the techniques listed as fouls, a thrust (tsuki), kick (geri), etc., by which movement of the opponent stops temporarily or his/her balance is lost or he/she bends his/her body or limps scores one half-point.

When kick (geri) is cleanly hit to the opponent' s head which has not been completely defended, one half-point is also declared. The upper knee kick (jodan hiza geri) is prohibited for children classes.

Rules of Kumite Competition for children

7. When an opponent is downed with any technique, and a well focused, but non-contact, downward punch (gedan tsuki) follows immediately as part of a combination, one half-point will be awarded. In children's match, downward punch (gedan tsuki) is not always needed. The decision depends on judges.
8. If kicks (geri) of both competitors are cleanly hit to the opponent's head at the same time, those will not be regarded as one half-point.
9. Two declarations of half-point constitute a full-point victory.

D. Victory by Decision (Hantei)

10. When no clean one-point victory or no disqualification has been made, the victory is awarded by decision.
The decision will be made according to the following order of priority:
 - (1) the competitor who got half-point (Waza-ari)
 - (2) the competitor who gave a damage to the opponent
 - (3) the competitor who made effective attacks more than the opponent
 - (4) the competitor who fought out the spirit more than the opponent
 In case there is fouls (Hansoku) declared to one or both competitors, the decision will be made according to the criteria of the decision which is shown in the attachment.
11. The decision is valid when it is based on the judgement of at least three of five judges.

E. Extensions (Enchosen)

12. When a decision cannot be reached on the basis of the judgement of at least three of five judges, a draw (Hikiwake) is declared and extensions are granted.
13. For preliminaries, only one extension is allowed. For finals, one bout will have up to two extensions. After the last extension, a decision must be made.

F. Fouls (Hansoku)

14. The following actions are considered fouls:
 - (1) Touching the opponent's face, neck and throat with a hand (punch) or elbow attack.(GANMEN)
 - (2) Groin kicks (KINTEKI-GERI)
 - (3) Head thrusts (ZU-TSUKI)
 - (4) Upper knee kick (JODAN HIZA-GERI) *If it's hit to the opponent, one warning will be given.
 - (5) Attacking an opponent who is already down (TAORETA AITE ENO KOGEKI)
 - (5) Attacking from behind (HAIGO KARANO KOGEKI)
 - (6) Grabbing the opponent's neck (KAKE)
 - (7) Grabbing (TSUKAMI) and holding (KAKAEKOMI) the opponent's uniform(karate-gi), arms and legs and throwing the opponent's body (NAGE)
 - (8) Pushing with open hands (SHOTEI-OSHI) or closed hands (SEIKEN-OSHI)
 - (9) Putting the head or the body against the opponent attack (ATAMA WO TSUKETENO KOGEKI)
 - (10) Such repeated actions as falling down and stepping out right after kicking or punching one's opponent (KAKENIGE)
 - (11) Stepping outside the area frequently
 - (12) Such desperate kick as "Kaiten Dou Mawashi Geri" ,etc. is valid only once in a bout. (once in the first bout and once in each extensions are valid.) The second one is considered as foul.
 - (13) Contracting the distance between himself(herself) and an opponent without attacking intentionally in order to stop the opponent's attack.
 - (14) Any other actions that the judges may regard as foul

Rules of Kumite Competition for children

15. Excluding deliberate actions, fouls result in one warning (Chui).
Four declarations of warning (Chui) result in disqualification (Shikkaku).
Warning will be given to the competitor who makes foul before the opponent.
In case of vicious foul disqualification may be declared.

G. Penalties (Genten)

16. The following situations result in one penalty:
- (1) Two warnings
 - (2) Deliberate foul
 - (3) Other actions that main judge may consider as a bad attitude towards the contest.
17. Two penalties constitute disqualification.

H. Disqualification (Shikkaku)

18. The following situations result in disqualification:
- (1) Two penalties
 - (2) Failing to obey the judge' s instructions during a bout.
 - (3) Actions considered as sheer violence, deliverate serious fouls and deliberate bad attitude towards the contest.
 - (4) Vomiting during the vout
 - (5) Being late for bout or failing to appear.
 - (6) In case the weighing result which is done on the inscription day is in excess of the specified limit. The weight in will be done wearing "Karate gi" and the excess within 2kgs will be allowed, considering the weight of the clothes.
 - (7) If there is difference over 5kgs between the declared weight and the weighing result, it also may be disqualified.
 - (8) When the opponent cannot continue to fight because of damage caused by foul.

I. Others

19. Any protest against the decision shall not be permitted.

Rules of Kumite Competition (Obligatory protectors)

Class \ Protectors	Head	Hands	Shin	Knee	Groin	Lower abdomen	Chest
Adult Man, 18years old or older	X	X	X	X	O	X	X
Adult Man, over 46 years old	X	O	O	option	O	X	X
Under 18 years old, Boy	option	O	O	option	O	X	X
Under 15 years old, Boy	O	O	O	option	O	X	X
Adult / Under 18 years old, Girl	option	O	O	option	X	O	O
Under 15 years old, Girl	O	O	O	option	X	O	O
Child, under 3rd grade, boy	O	O	O	X	O	X	X
Child, under 3rd grade, girl	O	O	O	O	X	O	X
Child, 3rd grade & over, boy	O	O	O	O	O	X	X
Child, 3rd grade & over, girl	O	O	O	O	X	O	O

Besides this illustration, please read the rule of kumite competition (3. obligatory protections)

HEAD



The head guard for Youth and Lady classes does not have the front net. The front net will be attached for Junior and Child classes only. The head guard will be prepared by the organizer.

HANDS 【Open finger type leather gloves】 for classes except Child classes



Open finger type leather gloves will be prepared by the organizer. The gloves will be sold at the place of the championship.

HANDS 【Gloves made by white cloth】 for Child classes



Each competitor must prepare gloves of the same material and shape. The gloves will be sold at the place of the championship.

Rules of Kumite Competition (Obligatory protectors)

SHIN



Each competitor must prepare shin pads of the same material and shape. The shin pads will be sold at the place of the championship.

KNEE



Each competitor must prepare knee pads of the same material and shape. The knee pads will be sold at the place of the championship.

LOWER ABDOMEN



Each lady competitor must prepare lower abdomen protector of the same material and shape. The protector will be sold at the place of the championship.

CHEST GUARD

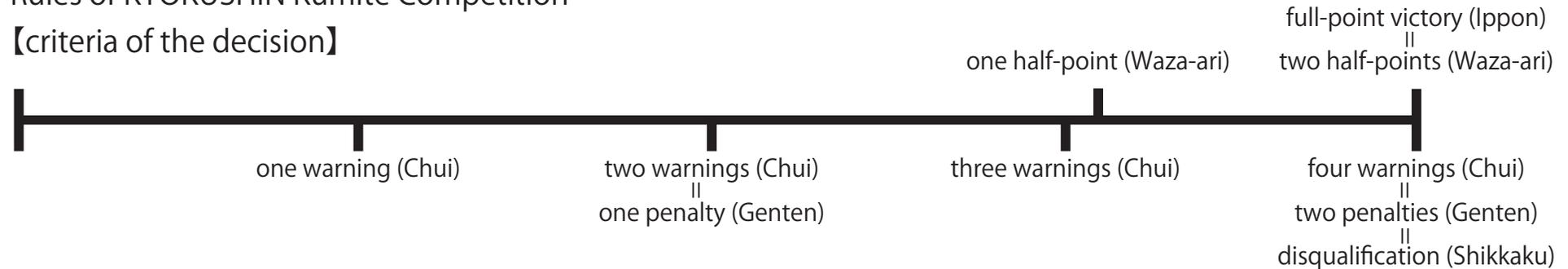


Each lady competitor must prepare chest guard of the same material and shape. The product made in hard plastic is prohibited. The protector will be sold at the place of the championship.



The chest guard covering up the whole trunk is prohibited.

Rules of KYOKUSHIN Kumite Competition 【criteria of the decision】



0	\leq one warning	\leq two warnings	\leq three warnings	$>$ four warnings	The difference of one warning does not affect the decision excluding final extension. When the 4th time warning is declared, he/she will be disqualified.
0	$>$ or $=$ two warnings				If there is difference of two warnings, the contestant declared two more than the other basically will lose. But if his/her offence is superior to the other at a rate of 8:2 or more, it is a draw , except final extension.
0			$>$ three warnings		If there is difference of three warnings, the contestant declared three more than the other will lose, unless he/she gets one half-point.
0				$>$ four warnings	When the contestant is declared the 4th time warning, he/she will be disqualified.
	one warning	$>$ or $=$ three warnings			In this case, there is difference of two warnings. So the contestant declared two more than the other basically will lose. But if his/her offence is superior to the other at a rate of 8:2 or more, it is a draw , except final extension.
	one warning			$>$ four warnings	When the contestant is declared the 4th time warning, he/she will be disqualified. The number of warnings will not offset.
	two warnings			$>$ four warnings	When the contestant is declared the 4th time warning, he/she will be disqualified. The number of warnings will not offset.

0	$<$ one half-point + one warning	\leq one half-point + two warnings	\leq one half-point + three warnings	$>$ one half-point + four warnings	The difference of one warning does not affect the decision excluding final extension. When the 4th time warning is declared, he/she will be disqualified.
0		$<$ one half-point + two warnings			There is difference of two warnings. But the contestant declared two more warnings than the other gets one half-point, so he/she will win.
0			$<$ or $=$ one half-point + three warnings		Because one half-point is scored, he/she will basically win. But if the other's offence is superior to him/her at a rate of 8:2 or more, it is a draw , except final extension, because he/she is declared three more warnings.
0				$>$ one half-point + four warnings	Even if one half-point is scored, when he/she is declared the 4th time warning, he/she will be disqualified.
	one half-point + one warning	$>$ or $=$ one half-point + three warnings			There is difference of two warnings. So the contestant declared two more than the other basically will lose. But if his/her offence is superior to the other at a rate of 8:2 or more, it is a draw , except final extension.
	one half-point + one warning			$>$ one half-point + four warnings	When the contestant is declared the 4th time warning, he/she will be disqualified. The number of warnings will not offset.
	one half-point + two warnings			$>$ one half-point + four warnings	When the contestant is declared the 4th time warning, he/she will be disqualified. The number of warnings will not offset.

Standard Actions of the Judges for Kumite Competition

1. Opening the bout

- 1) The person in charge shall call the contestants out. The contestants shall enter the fighting area from opposite sides.
- 2) The main judge shall stand in the center between both competitors, and give the commands "SHOMEN NI REI" (Bow to front), "SHUSHIN NI REI" (Bow to the main judge), "OTAGAI NI REI" (Bow to each other), and then the bout will start with his commands "KAMAETE" (Take fighting position) and "Hajime" (Start).

2. During the bout

- 1) If there is a full point victory, half-point technique or foul made, or if a contestant steps outside the fighting area etc., the assistant judge shall whistle and, at the same time, raise the flag. The main judge shall give the command "Yame" (Stop), and make the contestants return to their positions which they had when the bout started and show the judgement result both verbally and physically.
- 2) When the bout starts again after breaking, the main judge shall give the command "KAMAETE" and "ZOKKOU" (Continue).
- 3) The signals to be given by the corner judges using whistles and flags, and the judgements and actions to be given by the main judge are as follows.

3. Full-point victory (IPPON)

- 1) Corner judges shall raise diagonally upwards the flag with the color corresponding to the competitor who got full-point (IPPON) and at the same time blow a single long and loud blast on the whistle.
- 2) Main judge shall stop the bout by the command "YAME" , state the color of the raised flags and count them, including himself in the count, state the technique that resulted in IPPON, and raise diagonally upwards his arm of the winner' s side and declare "IPPON" .

4. Half-point awarding (WAZA-ARI)

- 1) Corner judges shall raise horizontally the flag with the color corresponding to the competitor who took half-point (WAZA-ARI) , giving a single loud blast on the whistle once.
- 2) Main judge shall stop the bout by the command "YAME" , state the color of the raised flags and count them, including himself in the count, state the technique that resulted in WAZA-ARI, and raise horizontally his arm of the competitor' s side and declare "WAZA-ARI" .

5. From half-point (WAZA-ARI) to full-point (IPPON)

If the competitor does not stand up within three seconds or does not regain his will to fight within three seconds;

- 1) Corner judges shall change the flag position from WAZA-ARI to IPPON, and the same time blow a single long and loud blast on the whistle.
- 2) Main judge shall state "IPPON" if the majority of the judges including himself (three or more) has made such a judgement. If less than three judges give IPPON, the judgement will remain "WAZA-ARI" .

Standard Actions of the Judges for Kumite Competition

6. Foul (HANSOKU)

- 1) Corner judges shall wave diagonally downwards the flag with the color corresponding to the competitor who made a foul, and at the same time blow several short, sharp blasts on the whistle.
- 2) In case of a foul being equal to "CHUI" , main judge shall stop the bout by the command "YAME" , state the color of the waved flags and count them including himself, and then state the actions that resulted in HANSOKU, pointing with his forefinger at the competitor who got the CHUI and declare "CHUI-ICHI" . The same action shall be taken in case of "GENTEN-ICHI" .
- 3) In case of directly given GENTEN-ICHI or SHIKKAKU at one foul, the main judge must consult with the corner judges first.

7. Step outside the fighting area (JOGAI)

- 1) Corner judges shall tap the floor several times with the flag of the side of which competitor' s feet is out, blowing several short, sharp blasts on the whistle.
- 2) Main judge shall immediately give the command "YAME" and call "JOGAI" , and then bring back the competitors to the center of the fighting area, start the bout again with the command "ZOKKOU" (Continue).

8. Unclear action (FUMEI)

- 1) If one or some corner judges show any signals, which is considered unclear, the other corner judges shall cross two flags in front of his face.
- 2) Main judge shall let the bout go on without any interruption.

9. No count or no score (MITOMEZU)

- 1) If one or some corner judges show any signals, which is considered no count or no score, the other corner judges shall cross two flags and wave them back and forth.
- 2) Main judge may declare "MITOMEZU" depending on the situation.
- 3) When the competitor slips and falls down, corner judges shall cross two flags and wave them back and forth, blowing several short, sharp blasts on the whistle.

10. Victory by decision (HANTEI-GACHI)

- 1) Corner judges shall raise diagonally upwards the flag with the color corresponding to the competitor who is considered to be the winner, and at the same time blow a single long, loud blast on the whistle.
- 2) Main judge shall ask the corner judges for their decisions by stating "HANTEI WO TORIMASU" (Take decision) and "HANTEI" (Decision), declare the color of the flag of the winner, count the number of flags including himself, raise his arm diagonally upwards and declare the color of the flag of the winner.
* The numbers of flags for a draw and for the opponent shall also be counted, even if the number is not enough for a majority decision.

11. Draw (HIKI-WAKE)

- 1) Corner judges shall cross the flags in front of his knees, blowing a single long, loud blast on the whistle.
- 2) Main judge shall count the number of flags indicating a draw and cross diagonally downwards his arms in front of himself, and declare "HIKI-WAKE" .
*The number of raised flags shall also be counted, even if they are not enough for a majority decision.

Standard Actions of the Judges for Kumite Competition

12. Disqualification (SHIKKAKU)

- 1) Especially for seriously vicious fouls, the corner judges shall request the main judge for consultation.
- 2) Main judge shall raise diagonally upwards his arm on the side of the competitor who has been disqualified, and then point with his finger to the direction outside of the competition mat and declare "SHIKKAKU" .

13. Uniform (Karate-gi, dogi)

In case the karate-gi of the competitor comes into disorder during the bout, the main judge may stop the bout, bring back the competitors to their original positions, and have him adjust it.

14. Concluding the bout

<In case of IPPON or SHIKKAKU>

The main judge shall stop the bout and make both competitors face to the front and declare IPPON or SHIKKAKU, and give commands "SHOMEN NI REI" (Bow to the front), "SHUSHIN NI REI" (Bow to the main judge), and "OTAGAI NI REI" (Bow to each other). And then instruct the competitors to leave the competition mat.

<In case of no IPPON nor SHIKKAKU>

- 1) Corner judge shall, at the same time as the signal for ending the bout, blow a single long, loud blast on the whistle.
- 2) Main judge shall give the command "YAME" and stop the bout immediately, get the competitors back to their original positions, and make them face to the front, and request the corner judges for their decisions by stating "HANTEI WO TORIMASU" and "HANTEI" .
- 3) When asked by the main judge for "HANTEI" , the corner judge shall raise diagonally upwards the flag on the side of the considered winner and the same time blow his whistle strongly once. In case the bout being a draw, he shall cross the two flags in front of his knees and at the same time blow a single short, sharp blast on the whistle.
- 4) Main judge shall declare the color of the flag on the winner' s side, count the number of raised flags including himself, and raise his arm diagonally upwards, declaring the winner if the number of flags of the same color gets the majority.

*The numbers of flags for a draw and for the opponent shall also be counted.

- example1 : "AKA (red) ICHI (1), NI (2), SAN (3), SHI (4), GO (5)" → "AKA (red)"

- example2 : "HIKI-WAKE (draw) ICHI (1), NI (2)" , "AKA (red) ICHI (1), NI (2), SAN (3)"
→ "AKA (red)"

- 5) In case of a draw, the main judge shall count the numbers for a draw, crossing his arms diagonally downwards in his front and declare "HIKI-WAKE" (draw) . And he shall proceed to an Extension.

- example : "AKA (red) ICHI (1)" , "HIKI-WAKE (draw) ICHI (1), NI (2), SAN (3), SHI (4)"
→ "HIKI-WAKE (draw)"

Main judge shall declare the winner, and give the commands "SHOMEN NI REI" , "SHUSHIN NI REI" , "OTAGAI NI REI" and instruct the competitors to leave the competition mat.

Standard Actions of the Judges for Kumite Competition

15. Terminology of the judge

Term	Action
Greeting (AISATSU):	
SHOMEN NI REI	The judge team face the official table and bow.
KOHO NI REI	The judge team turns to another side and bow.
OTAGAI NI REI	The judge team members turn and bow to each other.
Opening the bout (SHIAI KAISHI):	
NAKAE	The main judge calls the fighters to enter in the match area
SHIRO	White. First competitor entering the area.
AKA	Red. Second competitor entering the area.
SHOMEN NI REI	The fighters face the official table and bow. (The main judge too)
SHUSHIN NI REI	The fighters face the main judge and bow. (The main judge too)
OTAGAI NI REI	The fighters face each other and bow.
KAMAETE	Take fighting position, including the main judge.
HAJIME	Start the bout. (The main judge punching gyaku-tsuki)
During the bout (SHIAI-CHU):	
YAME	Stop the bout immediately.
ZOKKO	Continue the bout.
ZOKKO	Attack, Fight. (When the competitors do not fight, just stand and look at each other)
FUKUSHIN SHUGO	Calling judges together.
ENCHOSEN	Extension
Fouls-names:	
GANMEN-KOGEKI or GANMEN	Attacking the face with the hand or elbow.
TSUKAMI	Grabbing the karate-gi.
KAKAEKOMI	Hugging and holding.
KAKENIGE	Pretend to attack whilst actually running away from the opponent.
SHOTEI-OSHI or SHOTEI	Pushing the opponent with the open hands.
KINTEKI-GERI	Kick to the genitals.
ZU-TSUKI	Head thrust.
KAKE	Hooking (To grapple or hook the opponent' s neck, head, shoulders, etc)

Declaration of fouls:

The main judge designates the competitor who made the foul as Aka or Shiro and he declares the foul, and its nature.

- example: "Aka, tsukami, chui-ichi" .

The competitor who committed the foul must say "Osu!" when hearing the main judge' s declaration.

Declaration of full point and half-point:

<IPPON> The main judge designates the competitor as Aka or Shiro and declares "Ippon" and its nature.

- example: "Shiro, jodan-mawashi-geri, Ippon" .

<WAZA-ARI> Effective attacks which damages the opponent, but not to the same extent as an Ippon.

Waza-ari is declared in the same way as Ippon.

- example: "Aka, jodan-mawashi-geri, Waza-ari" .

Two declaration of Waza-ari constitutes a full point.

- example: "Aka, chudan-tsuki, waza-ari" (for the second) and immediately "awasete, Ippon" .

Standard Actions of the Judges for Kumite Competition

End of the bout (SHIAI SHURYO):

Decision:

When no clean one-point victory nor disqualification has been scored, the victory is awarded by decision. The procedure of decision is as follows:

Term	Action
YAME	Stop the bout.
SHOMEN MUIITE	The fighters face the front to the official table.
HANTEI WO TORIMASU	The main judge asks the decision to the corner judges.
HANTEI	When hearing this, the corner judges must use the flags and whistle to show their decision.
SHIRO/AKA	White/Red. The corner judges raise the flag having the same color as the competitor whom they consider the winner, diagonally upwards.
HIKIWAKE	Draw. The corner judge crosses both flags in front of himself downwards.
ICHI,NI,SAN,SHI,GO	One, Two, Three, Four, to count the flags plus main judge' s decision (Five)
AKA/SHIRO or HIKIWAKE	Decision of the judge (Red/White or Draw)

The main judge declares the victory. This is the end of the bout.

SHOMEN NI REI	The judge team face the official table and bow.
KOHO NI REI	The judge team turns to another side and bow.
OTAGAI NI REI	The judge team members turn and bow to each other.

Declaration of decision:

The main judge counts the number of flags, and gives his own decision and then points with his hand to the winner and say in case of AKA win: AKA and in case of SHIRO win : SHIRO.

In case of a draw, he crosses downwards his arms. And say: HIKI-WAKE.

- sample: "Hiki-wake ichi, Shiro ichi, ni, san, shi →Shiro" In this case "Shiro" wins 4 to 0.

"Shiro ichi, ni, Hikiwake ichi, ni, san → Hiki-wake" In this case there is a draw (2:0)

To win by decision it is required to have three or more of the judge' s approval.

How to announce warnings(example):

1-st time: Aka Ichi, Ni, San, Shi, Go	TSUKAMI, CHUI ICHI
2-nd time: Aka ichi, Ni, San, Shi	GANMEN-KOGEKI, CHUI ICHI, AWASETE GENTEN ICHI
3-rd time: Aka ichi, Ni, San	KINTEKI-KOGEKI, CHUI ICHI
4-th time: Aka Ichi, Ni, San, Shi, Go	SHOTEI, CHUI ICHI, AWASETE GENTEN NI, SHIKKAKU.

How to announce WAZA-ARI, IPPON (example):

Shiro Ichi, Ni, San, Shi, Go	GEDAN-MAWASHI-GERI, WAZA-ARI
Shiro Ichi, Ni, San, Shi	CHUDAN-TSUKI, WAZA-ARI, AWASETE IPPON
Aka Ichi, Ni, San, Shi, Go	JODAN-MAWASHI-GERI, IPPON

Standard Actions of the Judges for Kumite Competition

Flag signals of the corner judges:

Full-point victory (IPPON)	The judge raises the flag with the same color as the winner, diagonally upwards.
Half-point (WAZA-ARI)	The judge raises the flag with the same color as the contestant who took the half-point horizontally to the side.
Foul (HANSOKU)	The judge waves the flag with the same color as the competitor who got the foul, diagonally downwards.
Step outside the fighting area (JOGAI)	The judge lowers either flag diagonally touching the floor.
Draw, Indecision (HIKI-WAKE)	The judge crosses both flags in front of himself, lowering them so they point diagonally downwards.
No count or no score (MITOMEZU)	The judge crosses both flags in front of himself and waves.
Unclear action (FUMEI)	The judge crosses both flags at eye level.

Change of the judge team:

Term	Action
FUKUSHIN SHUGO	Calling judges together. The old team must walk to the edge of the mat and face the new team. The entering main judge will give the following order: Bow between both judge teams.
OTAGAI NI REI	Both judge teams will move to the right and the entering team will occupy the place of the leaving team. The old team will walk out of the area.

Any matter not contemplated in this rules, could happen in a tournament, will be discussed between the judges and the tournament head judge.