



WMO Rules of Kumite Competition

2019

SECTION 1

Uniforms and for „judges

The competitor's uniform

1. All competitors must wear a clean, white Karate-Gi.
2. The Karate-Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips, but does not reach the knees.
3. The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but does not reach the knees.
4. The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
5. The trousers must be long enough to cover two-thirds of the shin and must not reach the ankle bone. The trousers must not be rolled up.
6. Muslim women may use a white Scarf or Chador.
7. Only female contestants can wear a plain white t-shirt beneath the Karate-Gi jacket.
8. If a contestant is inappropriately dressed for a match, the referee will allow the contestant 1 minute to change his uniform to comply with the WMO rules. If after this period (1 minute) the contestant has not been able to change his uniform the decision of the referee will be KIKEN (disqualification) for this contestant.
9. The contestant's coach is responsible for ensuring that the contestant is appropriately dressed for the competition.

The coach's uniform

During the competition, all coaches have to wear a top jacket hoodie with there clubs badge on it.

Coaches who are improperly dressed will be given 1 minute to change

Coaches must give their name to the Jury Table officials before they sit on chair.

At the Tatami, coaches are not allowed to assist contestants to wear or adjust their Karate-Gi or other clothes during a competition. The WMO-Officers or Competition Director may disbar any official or contestant who does not comply with these regulations.

PROTECTION EQUIPMENT

In WMO Kumite competitions, the following protections can be used:

1. **Mitts:** White, Red or Blue
2. **Shin Pads & Foot Protection:** Any colour shin pads referees discretion on colour of foot protection preferably Red, Blue or White
3. **Kumite-belt:** White, Red or Blue depending if you are (AkA) or (Shiro) you will be told by center referee. The Colored belts will be supplied and at the Judges table
4. **Gum shields:** Must be worn. Athletes who cannot use a gum shield must present a medical certificate stating why they cannot wear it.
5. **Groin protectors** must be worn under the Karate-Gi.
6. **Chest protectors** (Only for female kumite) must be white/incolour.
7. **Helmets** can be worn only by (children Nihon Kumite) or present a medical certificate stating why they need to wear it.

All protective equipment must be approved by the WMO. The following rules apply to the wearing of devices for protection:

Compulsory Equipment:

1. **Mitts:** Nihon & Sanbon kumite
2. **Gum Shields:** Nihon & Sanbon kumite
3. **Groin protectors:** Nihon & Sanbon kumite
4. **Chest protectors:** Nihon & Sanbon kumite
5. **Shin Pads:** Nihon & Sanbon kumite

Soft/water-permeable contact lenses or special eye-glasses or other special equipment recommended by WMO medical commission, may be worn at the contestant's own risk with prior WMO approval.

Forbidden Equipment: Spectacles (glass or hard plastic) for kumite.

NAILS, METALLIC OBJECTS, HAIR, and BANDAGES

All competitors are required to keep their finger and toe nails short and shall not wear metallic objects that may cause injury to themselves or their opponent. Each competitor must keep their hair clean, and cut to such a length that it does not obstruct the smooth conduct of the match. Females can wear discreet hair clips (not metallic) during a Kata Competition.

Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.

Competitors are not allowed to wear Hachimaki, amulets or wristbands. If the competitor come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the WMO rules. Otherwise, the decision will be KIKEN for this contestant. The contestant's coach is responsible for ensuring that the contestant does not violate these rules.

COMPETITION EQUIPMENT

The competition equipment will be prepared by the competition host and WMO organizer. The type and quantity of the equipment: Whistles, Bells or Gongs to announce time signals.

PROTESTS AGAINST DECISION AND REVISION OF DECISION

Contestants cannot personally protest against the Referee and Judge's decision. Only the coach of the team involved may protest to the Chief Referee against the decision, when the decision given by the Referee and Judges is thought to have violated the Rules of the match or the Rules of judging. However, the coaches may not interrupt the work of the Jury Table by trying to check the participation lists or other documents, asking for explanations, etc. The coach can protest, in writing, to the WMO – Referee Commission (Refcom)

PROTEST PROCEDURE:

The coach announces to the Chief Referee that he intends to make an official protest, once the match is finished.

It is the coach who is responsible in providing the evidence for the protest.

The Chief Referee will inform the coach of the final decision.

The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.

OTHER MATTERS

All Karate-ka, including contestants, coaches, managers, or anybody connected with the contestant, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self- control.

Any behaviour of coaches, managers or anybody connected to the contestants that is likely to bring Karate into disrepute may result in a penalty or in the disqualification of the contestant and/or the team.

SECTION 2

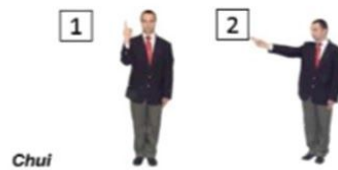
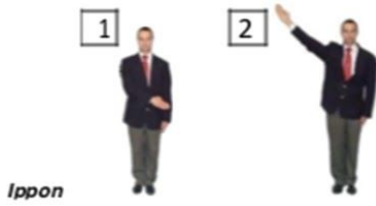
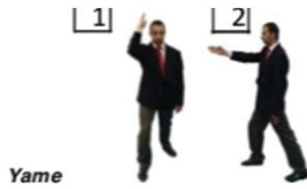
TERMINOLOGY & GESTURES:

(commands, penalties, announcements) used during a kumite match are the following:

1. SHOBU (Sanbon / Nihon / Ippon)
2. HAJIME: Start the match.
3. ATOSHI BARAKU: A little more time left. An audible signal will be given by the timekeeper 30 seconds before the actual end of the match.
4. YAME: Temporary halt of match. The Referee chops downwards with one hand. The timekeeper stops the clock.
5. TSUZUKETE: Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.
6. TSUZUKETE HAJIME: Restarting the match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and bring the palms of the hands towards each other.
7. SOREMADE: End of the match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.
8. SHUGO: Judges called. The Referee beckons with one arm to the Judges.
9. HANTEI: Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
10. IPPON: One point. The Referee extends their arm higher than their shoulders, towards the relevant contestant.
11. WAZA-ARI: Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.
12. AWASETE IPPON: Two Waza-ari recognized as one Ippon.
13. AIUCHI: Simultaneous scoring. No point awarded. The Referee brings his fists together in front of the chest.
14. HIKIWAKE: A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.

15. AKA (SHIRO) NO KACHI: Victory of red (white). The Referee obliquely raises an arm on the side of the winner.
16. ENCHO-SEN: Extension. The Referee restarts the match with the command "Shobu Hajime".
17. TORIMASEN: Not acceptable as scoring. The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
18. MUBOBI: First Warning or Warning for lack of regard for one's own safety. The Referee points one index finger in the air at a 60 degree angle on the side of the offender.
19. CHUI: Official warning. The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
20. HANSOKU CHUI: Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
21. JOGAI: Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.
22. YOWAI: Technique too weak. An open hand descending downwards.
23. HAYAI: Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.
24. MAAI: Bad distance. Both the hands are raised open and parallel to the floor, and facing each other.

THE CENTRAL REFEREE'S GESTURES MUST BE CLEAR AND LARGE





THE MIRROR JUDGE'S GESTURES must be short, quick, discreet and courteous



SIGNALS & FLAGS



SECTION 3 KUMITE RULES

CRITERIA FOR DECIDING IPPON AND WAZA-ARI

IPPON:1 POINT

An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

1. good form (technique, synchronization, position and balance)
2. strong vigor (kime)
3. good attitude
4. Zanshin
5. proper timing
6. correct distancing

Effective techniques delivered under the following conditions shall be considered as an

Ippon:1 Point

1. When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
2. When an attack is delivered immediately as the opponent was unbalanced by the attacker.
3. When a combination of successive and effective attacks are used.
4. For the combined use of tsuki and kerri techniques.
5. For combined use of Tsuki, kerri and nage techniques.
6. When the opponent has lost their fighting spirit and turned their backs to the attacker.
7. Effective attacks delivered on the undefended parts of the opponent.
8. For valid Jodan Gerri techniques.

WAZA-ARI:½ POINT : Waza-ari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

THE SCORE ANNOUNCEMENTS:

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed

(E.g.: Aka/ Shiro ... Jodan/Chudan ...Tsuki / Gerri / Uchi ...Waza-ari / Ippon).

VICTORY OR DEFEAT

Shall be awarded on the basis of:

1. Victory by Ippon/Sanbon score.
2. Victory by decision (Hantei).
3. Defeat due to a foul, disqualification (Hansoku).
4. Defeat due to a retirement (Kiken).

VICTORY BY NIHON OR BY SANBON SCORE

The contestant, who scores first with one Nihon 2 points (4 Waza- ari, or a score combination of Ippon and Waza-ari) will be declared the winner

The contestant, who scores first with one Sanbon 3 points (6 Waza- ari, or a score combination of Ippon and Waza-ari) for Sanbon, will be declared the winner

VICTORY BY DECISION (HANTEI)

In the absence of Ippon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken on the basis of the following considerations:

In the case of a contestant scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

In the case of a contestant scoring at least one Waza-ari and one Chui more than his opponent, Hantei must be called for. The decision may result only in Kachi for the contestant with one Waza-ari more or Hikiwake.

When the Referee calls "Hantei", each of the Judges shall give their opinion in the prescribed manner. In the case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges, oppose the judgment of the Referee. The final decision will be made by the majority.

HANTEI PROCEDURE:

In the decision for Hantei, the Central Referee is placed within the limits of the competition area.

He will call "Hantei" and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the contestant of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

CRITERIA FOR HANTEI:

- Whether there have been Waza-ari or Ippon.
- Whether there have been warnings.
- The number of escapes outside the Match area.
- The comparative excellence in the fighting attitude.
- The ability and skill.
- The degree of the vigour and fighting spirit.
- The number of attacking moves.
- The comparative excellence in the strategy used.
- Fair play.

DEFEAT DUE TO A FOUL - DISQUALIFICATION (Hansoku)

When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:

In the case of a contestant, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.

Failing to obey the orders of the Referee.

If the act or the acts of a contestant are considered as malicious, willfully violating the rules prohibiting them.

Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or the team.

DEFEAT DUE TO RETIREMENT (Kiken)

A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

SCORING AREAS AND SCORING TECHNIQUES

The scoring areas shall be limited to the following: Head, Abdomen, Face, Neck, Chest, Side, and Back (excluding the shoulders).

The throat is not a scoring point; it is **forbidden to attack the throat**:

An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

An attack, even if effective, delivered after the Time-up bell signals the end shall not be recognized as such, nor shall it constitute a basis for decision.

Techniques delivered outside the prescribed match area shall be invalid.

However, if a contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.

Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).

FORBIDDEN ACTIONS/TECHNIQUES-WARNINGS AND PENALTIES

Forbidden acts, actions and techniques are dealt with under the following 4 categories:

1. ATENAI
2. MUBOBI
3. JOGAI
4. SHIKAKKU

ATENAI

The following attacks and techniques are prohibited and will be penalized:

1. Uncontrolled attacks (which exceed past or over the target).
2. Techniques which make excessive contact, having regard to the scoring area attacked.
3. Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins
4. Attacks to the groin, throat
5. Open hand techniques to the face, throat, and neck, Hiza Geri, Empi or Atama Uchi.
6. Spinning Backfist
7. Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
8. Grabbing (unless immediately followed up by a technique).
9. Time-wasting. This includes refusing to fight, running away from the opponent, and repeated match interruption by clinching or unnecessary bodily contact against the opponent).
10. Dangerous throws (without any assurance of the opponent landing safely).
11. Exaggerated actions (unsporting behavior, etc) and reactions (i.e. faking injury, obscene or offensive gestures, verbal abuse, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).
12. Any behavior likely to bring Karate into disrepute (this includes Coaches, Managers and anybody connected with the contestant).
13. Any disrespectful and unnecessary actions are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, etc).
14. When a contestant avoids combat.

The announcement: The Referee will announce "Aka/Shiro - ATENAI"...and the penalty.



The gesture for Contact (Atenai):

The possible penalties are:

- a) Private warning: Atenai
- b) Official warning: Atenai Chui
- c) Disqualification: Atenai Hansoku.

MUBOBI

Mubobi means “Lack of regard for the contestant's own safety or integrity” The following situation will be punished with Mubobi:

Attacks with an unguarded head in front. Attacks without following the target with the eyes.

Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique.

The contestant is defenseless and their back may be exposed.

The announcement: The Referee will announce “Aka/Shiro, MUBOBI”... and the penalty.



The gesture for Mubobi is:

The possible penalties are:

- a) Private warning: Mubobi
- b) Official warning: Mubobi Chui
- c) Disqualification: Mubobi Hansoku.

JOGAI

Jogai means "Touching the floor outside the match area with any part of the body". It isn't Jogai if the contestant is pushed outside the match area by the opponent.

It is Jogai if the contestant goes out deliberately or to avoid an opponent's technique.

If Aka delivers a technique and then exits immediately afterwards. If there is a successful technique, Yame should occur at the instant of score. The exit therefore occurs outside of match time and must not be penalized.

If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded.

If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.

If Shiro exits the Tatami, or has exited as Aka's score is made (with Aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.

The point at which "Yame" is called is helpful in determining if Jogai has occurred.



The gesture for Jogai:

Any escape from the match area (Jogai) will be penalized in the following manner:

For Kumite:

- A) First escape - a Warning: **Jogai**
- B) Third escape - Official warning: **Jogai Chui**
- C) Fourth escape - Disqualification: **Jogai Hansoku**

SHIKAKKU (This is the highest penalty in Kumite)

It is a disqualification from the entire competition and it is given in the following cases:

- When the contestants do not obey the orders of the Referee.
- When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.
- When they make obscene or offensive gestures.
- When the Referee believes that a contestant has acted maliciously, without thinking of the well-being of the other contestants.
- The announcement: The Referee will announce "Aka/Shiro – **SHIKAKKU**.



The gesture for Shikakku:

COACHES – WARNINGS AND PENALTIES

The coaches will be penalized for bad behavior (verbal abuses, faking injuries, verbal or physical aggressiveness, etc.) against officials or against their own students;

INDIVIDUAL KUMITE

The Individual Match is decided by "Shobu Nihon". The contestants try to score 2 points (4 WAZA-ARI, 2 IPPON, or score a combination of both before their opponent, within the time limit.

In Kumite, the Mirror system will be used to adjudicate each match.

In Kumite Final, the Flag system may be used to adjudicate each match.

TIME OF MATCHES

All matches are 2 min. (effective time) except for the final.

Final matches are 3 min (effective time).

At every command of "Yame", the Jury table must stop the clock and at every command of "hajime" they will restart the clock.

Before the Tournament the WMO can modify the duration of the Matches.

TIE AND EXTENSION

THE TIE

In the event of a tie (equal score) after time-up, in an individual Match, HANTEI will be called.

The decision could be awarded by which competitor has the least amount of penalties or it could be "HIKIWAKE". In Individual Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

THE EXTENSION (Encho-Sen)

The time of Encho-Sen will be 1 minute.

This extension will be decided by the first to score (**sudden death**).

All awards or penalties are carried into the extension.

If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension.

After Encho-Sen, in Hantei, the sign of HIKIWAKE cannot be given. All the Judges and the Referee have to vote AKA or SHIRO

CATEGORIES

Kids:

Age & height grade/experience

Juniors 12-15 years

Age,weight, grade/experience

16-18 years

Age, weight, grade/experience

Adults

Age, weight, grade/experience

