

G I K R

KARATE INTERNATIONAL



JUDGING and REFEREEING MANUAL

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INTRODUCTION

- **GKR Karate International** has made available to students of all ages, the opportunity to test their skills on a competitive level. With this in mind, and given the considerable number of tournaments provided by **GKR** each year, it is essential that all Referees and Judges be of the highest standard.
- The responsibility of the Referee and Judge is a very satisfying one. The one thing that **GKR** has always promoted among Referees, Judges and competitors alike, is that no matter what your personal feelings are at the time, you must always remain fair and approach each event with an impartial open mind. The spirit of competition and fair play, along with a professional approach to the job at hand, will make for a very happy and successful tournament.
- The purpose of this manual is to provide the guidelines by which Judges and Referees for **GKR Karate International** tournaments can base their decisions.
- In the interests of maintaining quality in our tournaments, as well ensuring fairness to competitors, Referee's will be categorised according to their grade and skill level in the art.
- Whilst this manual will endeavour to cover all areas pertaining to the running of each event, there is no substitute for experience. The Judging and Referee seminar will provide the practical hands-on experience along with a more in depth explanation of the manual's key points.

Section 1: REFEREE AND JUDGE LEVELS

- The following are the levels and responsibilities for Referees and Judges.
- The level denotes the grade level that they are permitted to referee and judge.
- To attempt any level of refereeing, a person must fit the eligibility requirement also.
- All persons attempting any level of refereeing must be 16 years of age or above.

Level 1

Qualification: Qualified to judge or referee 8th -7th kyu divisions.

Eligibility: 6th - 4th kyu

Level 2

Qualification: Qualified to judge or referee up to 6th - 4th kyu divisions.

Eligibility: 3rd - 1st kyu

Level 3

Qualification: Qualified to judge or referee all 3rd kyu and above divisions (excluding open divisions)

Eligibility: Shodan-Ho

Level 4

Qualification: Qualified to judge or referee all divisions including opens.

Eligibility: Shodan and above

Level 5

Qualification: Qualified to Judge or referee all divisions. A Level 5 accreditation means that the person is a Senior Referee and is able to co-ordinate and oversee the running of tournament rings including ring officials. They are qualified to run a GKR Karate Tournament where they are responsible for the tournament and all final decisions. (See Tournament Director's Manual for further responsibilities)

Eligibility: Senior Regional Instructors

Level 6

Qualification: Level 6 accreditation is the most senior qualification for all GKR Karate Tournaments. This qualifies a person to be able to teach, coach and assess GKR Judges, Referees and conduct Referee Seminars.

Section 2: THE COMPETITION AREA

DEFINITION AND ETIQUETTE

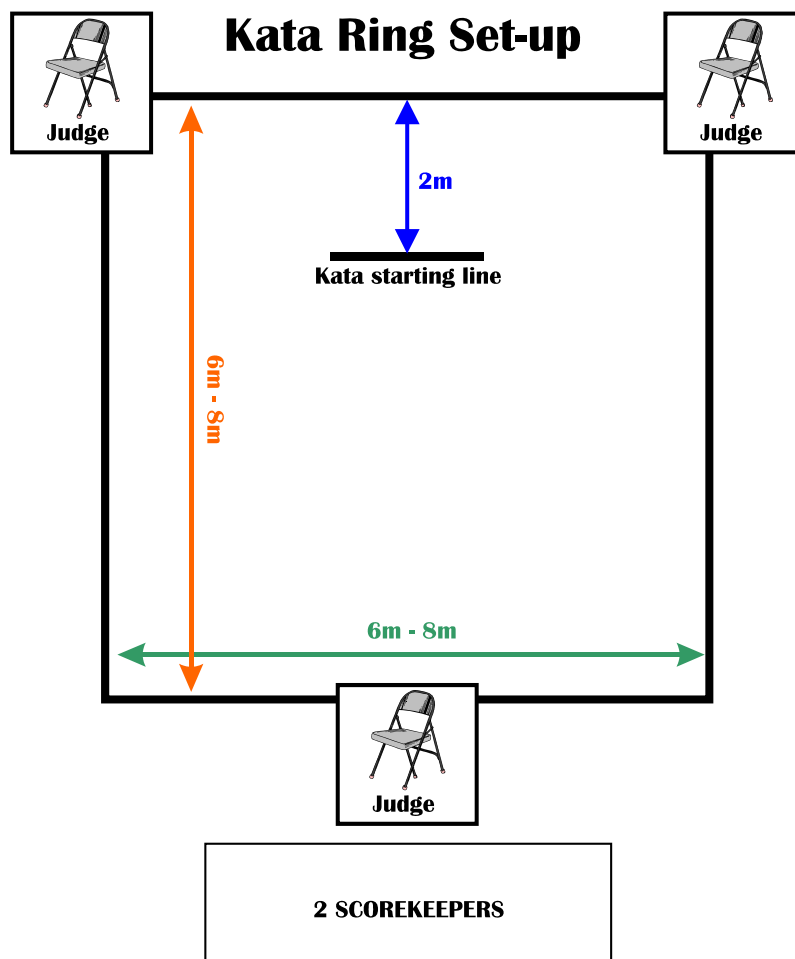
The competition area is made up of a series of rings which are boundaries marked out in a square, within which the events can take place.

No person other than tournament officials and competitors is permitted to enter the competition area at any time. Each ring will consist of one square boundary, with a table and two chairs for the use of the timekeeper and scorekeeper. A further three chairs will be placed at each ring for the use of the three Judges and/or Referees.

THE RING

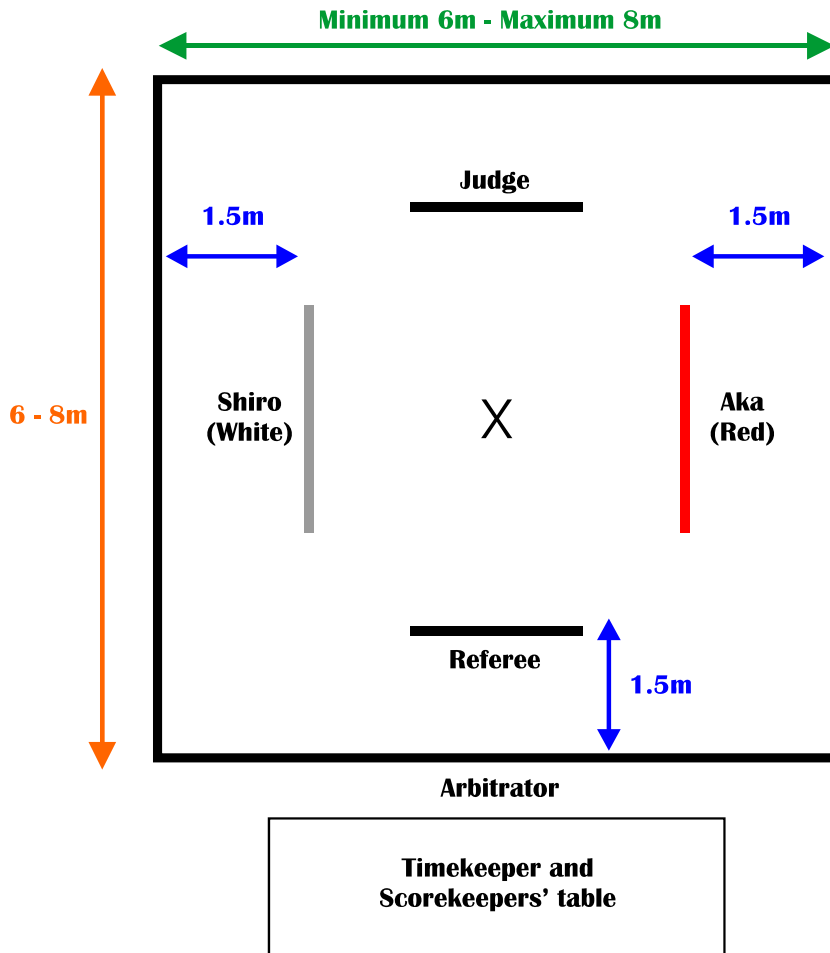
1. The ring is measured as a 6 meter square and is to be clearly marked by tape on the floor. (Make sure it is not the kind of tape that lifts of existing paint/lines of the floor).
2. Two parallel lines must be marked at a distance of 1.5 meters from the sidelines of the ring at right angles to the Referee's line. These indicate the competitor's starting positions.
3. Two parallel lines must be marked 1.5 meters from the front and back lines of the ring to indicate the Referee and Judge's starting positions.
4. The Arbitrator and scorekeeper must be seated behind the Referee, out of the ring.
5. A line marked **KATA** must be placed 2 meters in from the baseline

2.1 BASIC RING SET-UP FOR KATA.



2.2: DIAGRAM - BASIC RING SET-UP FOR KUMITE

Kumite Ring Set-up



- In order to save time with setting up and running the tournament, the Kata line shown in the previous diagram will remain on the floor during the Kumite bouts. However, in order to avoid confusion, it will have the word **KATA** written on the line.
- Where possible, the ring size may be 7 x 7m or 8 x 8m (maximum). Where this occurs, ring set-up (i.e. Referee, Judge, Kata and competitor's lines must be altered accordingly (based on Tournament Director's decisions).

Section 3: POWERS AND DUTIES

All GKR Karate International tournaments are run under the guidance of a Chief Referee/Tournament Director. This person is responsible for the smooth and efficient running of the tournament and all officials.

3.1 THE CHIEF REFEREE

The Chief Referee's powers and duties include:

1. To ensure the correct preparation for each given tournament, including competition area arrangement, competitor draws, appointment of officials, match operation and supervision, safety precautions, etc.
2. To pass the final judgement on matters of a technical nature that may arise during a given match and for which there are no stipulations in the rules.

3.2 THE REFEREE (Shushin)

The Referee ("SHUSHIN") shall have the power to conduct matches (including announcing the start, suspension and the end of the match). He/she has the power to:

- a) Make the final judgement in the awarding of an IPPON or WAZA-ARI.
- b) Explain, if necessary, the basis for giving a judgement.
- c) Impose penalties and issue warnings (before, during or after a bout).
- d) Obtain the opinion/s of the Judge and/or Arbitrator (when required).
- e) Announce extensions of time on a bout.
- f) Halt a bout in the case of a competitor being injured and consult with First Aid personnel and the Chief Referee before making a decision.

Other powers and duties include:

1. The authority of the Referee is not confined solely to the competition area, but also to its entire immediate perimeter.
2. The Referee shall give all commands and make all announcements.
3. When the Judge signals (by a gesture) an effective technique, it is a Referee's duty to consider the Judge's signal and give a judgement. A Referee does not have to call 'YAME' when a Judge signals a point.
4. When explaining the basis for a Judgement, the Referee may speak to the Arbitrator or Chief Referee. The Referee will explain only to him/her and no one else.
5. When awarding a point, it is a referee's duty to ensure all criteria for scoring are met (such as correct form, distance, technique, vigorous application etc). When the referee withholds a point because one of the criteria has not been met, the referee should inform the competitor of this.
6. A good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome, such as "YAME – TORIMASEN" should be avoided as much as possible. The Referee's judgement in this instance is made "on the move".
7. Before over-ruling any Judge's signal the Referee must consider whether the Judge was better sighted.

3.3 THE JUDGE (Fukushin)

The Judge's role is an important one. A Judge assists the referee in his decisions to award points. The Judge offers a valuable view from an opposite angle. Therefore the Judge must ONLY score what he/she actually sees and not just signal a score because the Referee saw something.

When signalling a score, the Judge should use signals that may be clearly seen - yet which are not overly obtrusive. The objective is to inform the Referee of an opinion - not to see or to impose it.

1. The Judge ("FUKUSHIN's") role is to:
 - a) Signal an opinion by discrete gestures regarding scoring.
 - b) Take part in a consultation with the Referee, when invited.
2. The Judge shall speak only if summoned (Shugo) by the Referee.
3. The Judge shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
 - a) When an IPPON or WAZA-ARI is observed
 - b) When a competitor has committed a prohibited act and/or technique.
 - c) When an injury or illness of a competitor is noticed.
 - d) When both or either of the competitors has moved out of the competition area. (Jogai)
 - e) In other cases when it is deemed necessary to call the attention of the Referee.

NOTE

ALL CONSULTATIONS BETWEEN THE OFFICIALS MUST BE KEPT AS BRIEF AS POSSIBLE. WHEREVER POSSIBLE, DISCUSSIONS SHOULD BE STRENUOUSLY AVOIDED AND RELIANCE PLACED UPON THE PRESCRIBED GESTURES AS NOTED IN THE SIGNALS SECTION OF THIS MANUAL.

3.4 THE ARBITRATOR (Kansa)

- An Arbitrator ("KANSA") shall be appointed for each match. The power and duties of the Arbitrator are to oversee the running of the match and to ensure that the rules are followed.
- The Arbitrator is not there to assist the Referee and Judge in evaluating the scores.
- The Arbitrator can, paradoxically, be involved at the request of the Referee in group decisions. This is rare and most often occurs when a judge feels the Arbitrator may have been better sighted.
- An Arbitrator cannot halt the bout if he/she disagrees with a decision.
- The power and duties of the Arbitrator also include the supervision and direction of the timekeeper and scorekeeper.

3.5 THE SCORE-KEEPER

Kata

- During the kata division, two score-keepers are required.
- Both score-keepers should confirm the total score of the kata given by the three judges.
- At the end of the kata division, the score-keepers should ensure the draw has been clearly marked with first, second and third place winners.

Kumite

- During the kumite only one score-keep is required. The second score-keeper, takes on the role of time-keeper.
- The score-keeper will sit behind the table to the rear of the Referee and must at all times be in clear sight of the Referee.
- The score-keeper will mark down all scores given by the Referee, including the adding up of warnings and penalties.
- If a competitor has been warned for the same infringement a number of times without penalty, the scorekeeper may inform the Arbitrator who may signal the Referee.

3.6 THE TIME-KEEPER

Kata

- There is no set time for Kata. During the kata division, the timekeeper will assist the Scorekeeper in the adding up of the scores. This is to ensure each competitor's score is confirmed by two people to avoid mistakes.

Kumite

- The timekeeper will sit behind the table to the rear of the Referee and must at all times be in clear sight of the Referee.
- The clock will not at any time be stopped unless specifically directed to be the Referee of that bout.

KUMITE TIME-KEEPING SUMMARY

DIVISION		DURATION	TYPE
ALL DIVISIONS BELOW OPEN	-	1.30 MIN	(CONTINUOUS)
Blow whistle once at	1.00 minute		
Blow whistle twice at	1.30 minutes		
OPEN DIVISIONS	-	2.00 MIN	(CONTINUOUS)
Blow whistle once at	1.30 minutes		
Blow whistle twice at	2.00 minutes		
OPEN DIVISION FINALS	-	2.00 MIN	(stop time for all calls)
Blow whistle once at	1.30 minutes		
Blow whistle twice at	2.00 minutes		
TEAM KUMITE (SHOBU IPPON)	-	1.00 MIN	(CONTINUOUS)
Blow whistle once at	0.45 seconds		
Blow whistle twice at	1.00 minute		

SECTION 4 TOURNAMENT KATA

In all tournament divisions, kata is to be run before kumite.

4.1 IMPORTANT POINTS FOR TOURNAMENT KATA

Judges' positions:

Kata is scored by three Judges who are positioned at various points around the ring. One of the Judges is to be positioned directly in front of the scoring table and the other two are positioned at the far corners of the ring. (refer to diagram of competition area).

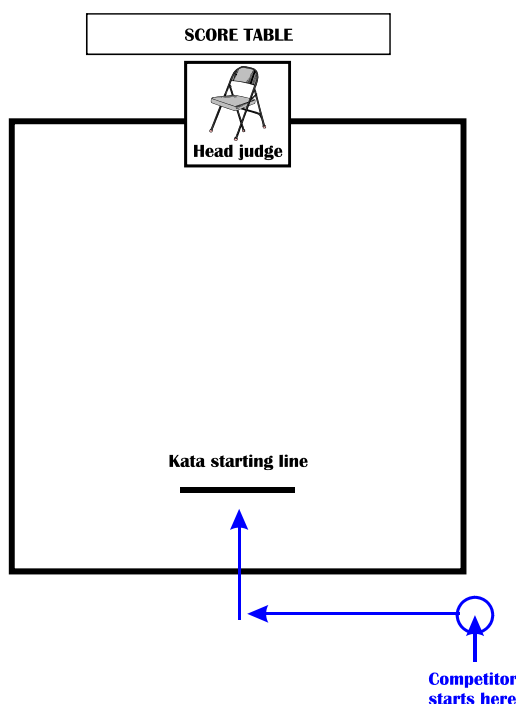
A Judge must at no time, once the competitor has entered the ring or during the course of any performance of the kata in his/her ring, be seen to concentrate on anything else other than the event taking place in his/her ring.

A competitor's entry:

1. When announced, the competitor is to move to the bottom right corner of the ring (see diagram).
2. Once composed, he/she will walk along the base line to the centre of the ring. Make a right hand turn then bow and move three paces to the line marked "KATA".
3. The competitor will then bow to the Head Judge and announce the kata he/she is going to perform.
4. The Head Judge will repeat the name of the kata so that it can be heard by the other Judges. Only at this point may the competitor begin his/her kata.
5. The competitor will now bow again and begin the kata.

DIAGRAM – COMPETITOR'S DIRECTION FOR ENTERING THE RING

How a competitor should enter the ring



Second attempts:

- If a competitor makes a conscious, considerable mistake, he/she may stop, compose themselves and restart their kata (excluding Open divisions). It must be noted to both competitors and judges, that in the event of a competitor restarting their kata, there is no loss of points or prejudice towards their second attempt.
- If a competitor fails on the second attempt, they will be awarded the minimum score possible for that division.

Open Divisions:

- Male and Female Open Kata competitors DO NOT get a second attempt in kata
- Competitors in the Male and Female Open Kata who reach the finals must perform a different Kata to the one they performed in the preliminary rounds.
- In the case of a draw in the Open Kata Finals, competitors have the option to perform the kata they performed in the rounds.

Points to look for:

The scoring marks will be awarded for:

- Sharpness of technique (relating to the grade held)
- Accuracy (to how the katas should be performed - eg. Stances, technique etc)
- Degree of technical difficulty
- Balance
- Focus and intensity
- Etiquette and discipline
- Fluency between techniques.
- Overall presentation of the kata

Note:

Do not be overly critical in judging slight differences in technique and timing. Only obvious incorrect technique should be penalised (eg. Punch having incorrect shape. Forward stance having bent back leg etc)

4.2 SCORING KATA

- Once a competitor has finished his/her kata and the final bow is completed, the Judges will make their choice of score.
- The Head Judge, when he/she is ready, will blow their whistle to indicate to the other Judges to hold up their scores.
- The scores will be shown to the score-keeping table first where the score-keeper will write down the scores and total them up. After this, the head Judge will blow his/her whistle again to signal to other judges to display their scorecards to the audience.
- Once a competitor has finished his/her kata and the final bow is completed, he/she must wait on the kata line for all Judges to have scored and the results have been written down.
- Once the scores have been written down the competitor will bow and walk three paces backwards and bow out of the ring.
- The Head Judge will now motion for the next competitor to be called by the score-keeper.

4.3 TIED SCORES

- In the event of a draw for the first, second or third place, each competitor will perform kata again to determine the placings. All previous scores by any competitor now become irrelevant.
- Competitors who achieve a draw may perform the same kata again.
- Each Judge may only score the difference between the two by 0.1. This ensures there will be no further draw and also ensures that one judge does not hold more power in the final opinion over the other two. Basically it says that the competitor who has two judges believing they should win, does so.
- In the event of three competitors drawing for first, second or third place, the 0.1 rule still applies. The Judges must score each competitor differently within 0.1 of one another with no two competitors receiving the same score (eg 7.1, 7.2, 7.3).

Section 5: TOURNAMENT KUMITE

5.1 STARTING, SUSPENDING AND ENDING BOUTS

5.1 i STARTING A KUMITE DIVISION:

When the kumite division begins, the following is the order in which to proceed;

- A role is called and all competitors, after being checked off against the entrant's list, move to their designated position lining up by the side of the ring (aka or shiro). Competitors should stay in their correct order.
- When all competitors are lined up in order, the Referee, Judge and Arbitrator move to the top of the ring together for the formal bow in. This is as follows.
 - a) The referee calls competitors to face the crowd "Shomini, Rei". All bow.
 - b) The referee calls competitors to face each other "Autogani, Rei". All bow.
 - c) The referee calls for competitors to sit and the first two competitors are called.

5.1 ii STARTING A KUMITE BOUT:

- When beginning a bout, the Referee and Judge will go to their starting lines.
- The Referee then calls the competitors to their starting lines - "Autogani moto no ichi". If a competitor marches on prematurely, he/she must be motioned off.
- Once motioned in, competitors walk to their starting lines, bow to the Referee, then the Judge, then to their opponent.
- Competitors must bow properly (a quick nod is both discourteous and insufficient).
- A Referee may also call for a bow where none is volunteered.
- When starting or restarting a bout, the Referee should check that both competitors are on their lines and properly composed. Competitors jumping up or down or fidgeting must be stilled before the bout can commence.

5.1 iii THE RUNNING AND COMPLETION OF A KUMITE BOUT:

1. Following the exchange of bows, the Referee will announce “SHOBU SANBON, HAJIME” and the bout will commence.
2. The Referee will stop the bout by announcing “YAME” when a scoring technique is seen. The Referee will order the competitors to take up their original positions.
3. The Referee and Judge return to their positions whereby the Judge indicates his/her opinion by means of a gesture. The Referee identifies the relevant score and awards it as “WAZA-ARI or IPPON” and indicates this with the prescribed gesture. The Referee then restarts the bout by saying “TSUZUKETE HAJIME”.
4. When a contestant has scored SANBON (3 full points) during a bout, the score-keeper will request the time-keeper to blow his/her whistle twice, indicating the end of the bout. The Referee upon hearing this shall call “YAME” and order the competitors to the starting line, as he/she returns to his/hers. The winner is then declared and indicated by the Referee, who raises his/her hand on the side of the winner, declaring “SHIRO/AKA NO KACHI”, the bout has then come to an end at this point.
5. If SANBON is not reached and instead time is up, the time-keeper will blow his/her whistle indicating the end of scoring time. The Referee will then call “YAME” and order the competitors back to their starting line as the Referee and Judge return to theirs. The Referee will then look to the score-keeper who will in turn signal with the appropriate gesture who the winner is.
6. If a bout at the end of scoring time results in a draw (HIKIWAKE). The competitors will now have one minute to score. The clock is restarted and then the Referee starts the bout with “SHOBU HAJIME”. During this time, as soon as a competitor scores, the Referee will call “YAME” and the scoring competitor is announced as the winner.
7. If/when faced with the following situations, the Referee shall announce “YAME” and halt the bout temporarily. The bout will subsequently be re-started.
 - a) When both or either of the competitors are out of the area (or when the Judge signals an exit). The Referee will order the two competitors back to their initial positions.
 - b) When the Referee orders the competitor to adjust his/her gi, belt or other equipment.
 - c) When the Referee notices that a competitor has contravened the rules, or when the Referee perceives a signal from the Judge regarding the same.
 - d) When the Referee considers that one or both of the competitors cannot continue with the bout due to injuries, illness or other causes. Heeding the opinion of the resident First Aid persons the Referee will decide whether the bout should be continued.
 - e) When a competitor seizes the opponent and does not perform an immediate effective technique, the Referee will separate them.
 - f) When one or both competitors fall and no effective techniques are immediately forthcoming. A Referee should always allow an opponent time to take advantage of an opponent falling or being unbalanced.

5.1 iv UNUSUAL CIRCUMSTANCES:

If any situations arise that are not covered by these rules, or if there is any doubt concerning their application, given the case, the Referee will immediately halt the bout and confer with the Arbitrator, Judge and the Chief Referee in order to obtain a consensus of opinion.

5.1 v THE USE OF THE BYE:

A number of times during a tournament, a kumite division will have an odd number of competitors. It is important that as each round passes, a different competitor is given the bye (free round).

5.1 vi WHERE THREE COMPETITORS REMAIN:

Any occasion where an odd number of competitors exist, unless a person is injured, will eventually result in three competitors left in the final.

The following is the method by which the result of first, second and third can be best achieved.

Competitors shall be known as 'A', 'B' and 'C'.

- Firstly 'A' fights 'B'.
- The winner then fights 'C' (NOT the loser)
- If 'A' beats both 'B' and 'C', then 'A' is automatically awarded first place and 'B' and 'C' fight for second and third places.
- If 'A' loses to 'C', then 'C' is automatically the first place getter and 'A' is the second place getter and 'B' is awarded third place.

5.2 SCORING

The result of a bout is determined by either:

- A) A competitor scoring 3 IPPON'S, 6 WAZA-ARI'S or a combination of the two totalling SANBON (3 points).
- B) The match runs its full duration of time. The competitor with the highest score is declared the winner.
- C) Obtaining a decision, or by a HANSOKU or SHIKKAKU imposed against a competitor.

5.2 i SCORING CRITERIA

- Any score, whether Ippon (full point) or Waza-ari (half point), must only be awarded by a referee when all of the following scoring criteria are present:
 - I.) Good Form
 - II.) Correct Attitude
 - III.) Vigorous Application
 - IV.) Zanshin
 - V.) Proper Timing
 - VI.) Correct Distance

CLARIFICATION OF THE SCORING CRITERIA

I) Good Form:

Any point scored must contain the elements of correct karate technique. The technique delivered should be precise in its technique both on the way to and from the target area. Good stance is also taken into account where it applies. For example a person showing good form in their punch, but is running backwards in its delivery will not have probable effectiveness and therefore should not be scored.

If a Referee and Judge are strict on only scoring those techniques that show good form, competitors will see this and aim to keep their kumite as clean as possible.

II) Correct Attitude:

Is a component of good form and refers to a non-malicious attitude during delivery of the scoring technique.

III) Vigorous Application:

A technique to score must be delivered with commitment and focus; nothing is held back. This area is often missed when a score is assessed. To score, any punch or kick delivered must have the competitor's full 'kamai'.

IV) Zanshin:

Is the state of continued commitment which endures after the technique has landed. The competitor with Zanshin maintains total concentration and awareness of the opponent's potentiality to counter attack.

V) Proper Timing:

This means delivering a technique when it will have the greatest potential effect.

VI) Correct Distance:

Relates to the point at which the completed technique comes to rest on or near the target. To score, the technique must have the potential to penetrate deep into the target. Therefore, a straight arm punch will rarely score as it has a low potential to do this.

For example, a punch which comes somewhere between the skin touch and 2-3 cm from the face and where the punching arm is not fully extended has the correct distance.

Similarly correct distance means delivering a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of the blow is reduced.

5.2ii SCORING AREAS

- Attacks are limited to the following areas:
 - a) Head
 - b) Face
 - c) Neck (but excluding the throat)
 - d) Abdomen
 - e) Chest
 - f) Back (but excluding the shoulders)

5.2 iii IPPON SCORE

- In scoring, it must be noted that an **IPPON** is worth 2 **WAZA-ARIS**.
- To score an **IPPON**, a technique must meet the following criteria.
 - a) Jodan Kicks (Round or hook kicks only)
 - b) Successfully scoring (picking off) at the precise moment the opponent attacks
 - c) Deflecting an attack and scoring to the unguarded back of the opponent
 - d) Sweeping followed by a scoring technique
- In awarding **IPPON** (full point) scores, a judge must often use their discretion and experience. It must be noted that an IPPON represents a technique that would have *totally incapacitated* your opponent. For example a Jodan (head level) kick may be executed with good form but may lack precision of timing and balance, and in reality, would only have stunned an opponent (as opposed to knocking them out). In this instance, it would only be awarded with a **WAZA-ARI** (half point)

5.2 iv WAZ-ARI SCORE

- A WAZA-ARI is awarded for a technique almost comparable to that needed to score an IPPON.
- In the cases noted above the Referee must look for IPPON'S in the first instance and only award a WAZAARI in the second instance.

Examples of WAZA-ARI's are:

- a) Hand techniques to body and head.
- b) Kicks to the body and some to the head.

5.2 v OTHER SCORING SITUATIONS TO NOTE

1. **Competitors scoring at the same time:**

Simultaneous effective scoring techniques delivered by both competitors, shall be recognised as **AIUCHI** and no point will be awarded.

NOTE: True AIUCHI'S are rare

Not only must two techniques land simultaneously but both must be valid scoring techniques - each with good form, vigorous application etc. Two techniques may well land simultaneously, but seldom are both - if indeed either - effective scores.

In a situation where only one of the simultaneous pair is actually a score. **THIS IS NOT AIUCH** and only the competitor who met all of the scoring criteria is awarded the point.

2. **Competitors scoring outside the ring:**

No technique, even if technically correct, will be scored if it is delivered while both competitors are outside the competition area.

However, if one of the competitors is outside the ring and the competitor inside the ring delivers an effective scoring technique before the referee can call **YAME**, the technique shall be scored. This is a rule often missed by referees.

3. **Competitors scoring on, or after time:**

An effective technique delivered at the same time that the end of the bout is signalled, is considered valid. An attack, even if effective, delivered after an order to suspend or stop the bout, shall not be scored and may result in a penalty being imposed on the offender.

4. **Competitors grabbing:**

It is permissible for a competitor to seize the opponent as long as an effective scoring technique is immediately forthcoming. This may include catching a kick or punch and proceeding immediately after with a scoring technique. It may also include the pulling down of the opponent's guard before making a strike. It is not permissible to grab at the opponent's body or head even if an effective scoring technique follows.

5. **A sweeping technique** need not require the competitor to fall on the floor to merit scoring. It is simply sufficient if he/she is merely unbalanced, as the scoring technique is delivered. If the sweep does not unbalance the opponent it is ignored when considering the point and the follow up technique is all that is scored.

Note: Referees must not be too quick in halting a bout. Many potentially successful sweeps and strikes have been defeated by the Referee calling "YAME" too early. 2 seconds should elapse after a sweep for it is during this time that the committed and co-ordinated attacker will have demonstrated his/her follow-through.

5.2 vi FILLING OUT THE SCORE SHEET

- Each bout that runs must have a score sheet filled out by the score-keeper.
- Each time a competitor receives a score, a cross (X) is put in the box on their accumulative score.
- Each time a foul is committed that is penalised by the Referee, a cross is marked on the opponent's score total, plus the foul is recorded in the box below the score.

For example:

- If **AKA** receives a **WAZA-ARI**. A cross is put in the 0.5 box for **AKA**.
- If **AKA** then receives an **IPPON**. A cross is put in the 1.0 and 1.5 box for **AKA**.
- If **AKA** then receives a **KEIKOKU** for contact. A cross is put in the 0.5 box for **SHIRO** and the letter 'K' is written in the foul box directly below.

EVENT:

SHIRO							AKA						
NAME:							NAME:						
Score	0.5	1	1.5	2	2.5	3	Score	0.5	1	1.5	2	2.5	3
Foul							Foul						
WINNER'S NAME:													

Foul abbreviations:

K	-	Keikoku	(Half point penalty)
HC	-	Hansoku chui	(One point penalty)
H	-	Hansoku	(Disqualification through fouls)
S	-	Shikakku	(Disqualification through attitude)

Note: Fouls are to be written under the column of the victim, not the perpetrator.

5.3 PROHIBITED BEHAVIOUR

The following techniques are forbidden: -

1. Techniques which make contact with the throat
2. Techniques which make excessive contact, without having regard to the scoring area attacked.
3. Attacks to the groin, joints and instep
4. The use of open handed techniques such as HAITO, NUKITE or SHUTO (inside and out)
5. Throws of any kind
6. Spinning hook kicks and spinning back fists
7. Sweeping techniques and spinning back kicks (for 4th kyu and below divisions)
8. Techniques, which by their nature, cannot be controlled for the safety of the opponent.
9. Repeated direct attacks to the opponent's arms or legs
10. Repeated exits from the ring (JOGAI) or movements, which waste too much time.
11. Purposeless grabbing of the opponent or violent pushing or wrestling
12. Any discourteous behaviour such as provocation and un-called for remarks. Any competitor, coach or official member of a team, who behaves discourteously towards any member of the group of officials including Referees, Judges, time-keepers and score-keepers by means of gestures or words etc, can earn the immediate disqualification from the tournament.
13. Feigning of injury in order to gain the advantage.
14. Control to the scoring area must be reasonable. Techniques which touch the areas may be scored, but those that use excessive contact may not be scored and could incur a penalty for lack of control. In the case of a kick technique, a greater tolerance is allowed, provided the attack does not cause obvious injury.
15. **MUBOBI:** Relates to a situation where one or both of the competitors display a lack of regard for his/her own safety.

Note: Just as with scoring points, when it comes to giving warnings or penalties to a competitor, the Referee must use his/her own discretion and experience. Thus the following points apply;

5.3 i CONTACT

One of the most difficult decisions a Referee will face is in the judging of contact made.

In the evaluation of excessive contact, there is no substitute for an experienced Referee. Techniques to the face may "TOUCH" and still score, but touch does not mean solid impact. When assessing the contact force used, the Referee must take the following circumstances into account.

1. Where contact was made:

a) Contact to the body:

The trained karateka can absorb a stronger impact over muscled areas such as the stomach.

However, the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised.

b) Contact to the face:

As face contact is deemed more dangerous, it may impose a more severe penalty.

The Referee must assess if contact was severe enough to warrant a warning or penalty by way of assessing any redness, bruising, swelling or bleeding to the area that was contacted.

c) Contact to the groin:

The accidental kick to the groin area can reduce the opponent's potential for winning as surely as a deliberate one.

Therefore the Referee should award a penalty in either case and allow the opponent time to recover.

d) Contact to the leg:

Foot sweeps that land high on the leg can cause knee injury. The Referee must assess the validity of any sweep attack to the leg. An ineffective sweep high on the leg must be warned and if repeated, penalised.

In the case where it has caused pain or injury, a penalty should be imposed immediately.

2. The result of the contact on the competitor

Before imposing penalties for contact the Referee should take into account the following:

a) Exacerbating injury:

Did the victim increase the impact of an otherwise controlled technique by a sudden movement; e.g. by charging forward? This must not be used however, as an excuse by the Referee for repeated cases of excessive contact in his/her ring.

b) Size difference:

The Referee must consider the effects of a large difference in size between competitors as can often occur in a team match. What is controlled contact for someone weighing 100 kilos may be a hammer blow for the 65 kilo opponent.

c) Assessing the true result of the injury:

The Referee must constantly observe the injured competitor because their behaviour may assist him/her in their assessment. A short delay in giving the assessment allows injury symptoms such as nosebleeds or bruising to develop. At this point the clock should be ordered to stop by the Referee. Observation will also reveal any efforts by the competitor to aggravate slight injury for tactical advantage.

d) Potential feigning of injuries:

Feigning of an injury, which does not exist is a serious infraction of the rules. Exaggerating an injury which does exist, is less serious - but still prohibited.

Examples of this are the blowing strongly through an injured nose to promote bleeding or rubbing the face roughly with the back of a mitt.

“SHIKKAKU” can be imposed on any competitor feigning injury. For example: When such things as, collapse and rolling around on the floor are not supported by a neutral First Aid Attendant.

Warnings or a penalty can be imposed for exaggerating injury.

e) Pre-existing injuries:

A pre-existing injury can increase the symptoms and throw the degree of contact used totally out of proportion. For example: If a person has been injured during a previous bout and contact is made again to the same area, a referee must effectively assess the true contact made in this particular instance before giving any warnings or penalties.

f) Belated symptoms:

After a competitor is contacted during a bout and receives a penalty, if they are able to fight on then this infraction has now been penalised and cannot be then further assessed later in that bout.

This means that if their injury prevents them from proceeding on (e.g. they are in too much pain or the nose starts to bleed), no further penalty can be given.

If they choose not to continue they will have to forfeit the bout. This rule discourages people showing little karate spirit by pulling out due to slight pain and winning by the disqualification of their opponent.

This is why a referee should take time to assess the extent of injuries before awarding penalties and recommencing the bout.

5.3 ii JOGAI

The point at which **YAME** is called is helpful in determining if **JOGAI** has occurred.

Examples of this are as follows:

- If **AKA** delivers a successful technique and then exits immediately afterwards, **YAME** should be called at the instant of score and the exit therefore occurs outside of bout time and may not be penalised.
- If **AKA's** attempt to score is unsuccessful, **YAME** will be called for **JOGAI** and the exit will be recorded.
- If **SHIRO** exits just after **AKA** scores with a successful attack, then **YAME** will occur immediately on the score and **SHIRO's** exit will not be recorded.
- If **SHIRO** exits the ring and **AKA** scores before **YAME** is called, then **AKA's** point will be awarded instead of **SHIRO's JOGAI** warning.

Jogai Penalties:

1st time -	Warning, no penalty
2nd time -	Half point penalty
3rd time -	Full point penalty
4th time -	Hansoku (disqualification)

5.3 iii MUBOBI

The true/real essence of **MUBOBI** is when a competitor shows little or no regard to their own or their opponent's safety. The simplest way to assess this act is when a competitor rushes in with a flurry of techniques that show no form, balance or control, therefore putting both competitors at risk of injury - (i.e. it is reckless, uncontrolled behaviour).

MUBOBI is a rare but serious infraction. Where a referee believes **MUBOBI** has been displayed, they are to notify the Ring Co-ordinator or a Senior Official who must then be present to watch the remainder of the bout. In the event where the competitor continues to display dangerous behaviour (**MUBOBI**) the ring coordinator is now present and can help the Referee/Judge make a decision for a second warning. In the event of a second warning, immediate disqualification is the penalty.

Mubobi Penalties:

1st time	-	Warning and notify Ring Co-ordinator or Senior Official.
2nd time	-	Disqualification (Ring Co-ordinator or Senior Official present to make final decision)

Note:

- Because of the seriousness of a **MUBOBI** penalty, it is imperative that a Referee make a proper judgement.
- The Referee must be sure that any real threat of subsequent injury to any competitor is eliminated. "Prevention is better than cure."

5.4 PENALTIES

- Every fighter who contravenes the rules shall be warned or penalised.
- The nature of the penalty will be announced by the Referee.
- Warnings may also be imposed for the first instance of any minor infractions.

5.4 i TYPES OF PENALTIES

When it comes to giving penalties, the following descriptions apply:

KEIKOKU

This is a penalty in which **WAZA-ARI** is added to the opponent's score.

1. A **KEIKOKU** is imposed for minor infractions for which a warning has previously been given in that bout for the same infraction. Warnings such as Jogai, Mubobi, Contact, Illegal technique etc.
2. It may be given out immediately without a warning where infractions not sufficiently serious enough to merit **HANSOKU-CHUI** occur.

HANSOKU-CHUI

This is a penalty in which an **IPPON** is added to the opponent's score.

1. This is usually given for a major infringement on the rules or heavy contact.
2. Alternatively it can be given to a competitor who has had repeated infractions for which a **KEIKOKU** had previously been given in that bout.
3. Generally it is used when a competitor's potential for winning has been seriously reduced by the opponent's foul.

HANSOKU

HANSOKU is a disqualification by way of receiving too many penalties.

1. This is imposed following a very serious infraction or after a number of penalties have already been given for the same infraction. If a competitor has already received a **KEIKOKU** and **HANSOKU-CHUI** for the same infraction, the next penalty will be **HANSOKU**.
2. **HANSOKU** is also invoked when the number of **HANSOKU-CHUI**'s and **KEIKOKU**'s for various penalties imposed have raised the opponent's score to **SANBON**.
3. Generally it is used when, in the opinion of the Referee for that bout, the competitor's potential to win has been reduced to virtually zero by the opponent's foul/s.

SHIKKAKU

This is a disqualification from the actual tournament, division or match.

In order to define the limit to **SHIKKAKU** the Chief Referee must be consulted. **SHIKKAKU** may be invoked for the following:

- a.) When a competitor commits an act, which harms the prestige and honour of KARATE DO.
- b.) When a competitor does not obey the Referee's orders.
- c.) When an action and/or actions, of a competitor are considered to be dangerous and deliberately violate the rules concerning prohibited behaviour.
- d.) When other actions are considered to violate the rules of the tournament.

5.4 ii CONTACT PENALTIES

Contact is often the most common penalty a Referee must deal with and as stated in section 5.3, there is no substitute for experience.

Although a Referee must use his/her own discretion for each situation, the most logical penalty system for contact is as follows. This is to be used only as a guide:

INFRACTION	PENALTY
a) A competitor is hit but not hurt (first time)	A warning is given
b) A competitor is hit and slightly hurt (first time)	Half point penalty (Keikoku)
c) A competitor is hit hard enough to reduce their chances of winning (first time)	Full point penalty (Hansoku-chui)
d) A competitor is hit but not hurt (second occasion)	A half point penalty (Keikoku)
e) A competitor is hit and slightly hurt (second occasion)	Full point penalty (Hansoku-chui)
f) A competitor is hit hard enough to reduce their chances of winning (second occasion)	Hansoku is called

5.4 iii IMPORTANT NOTES ON PENALTIES

a) When to give a warning

Warnings are given where there has clearly been a minor infraction of the rules, but the competitor's potential for winning is not diminished (in the opinion of the Referee/Judge) by the opponent's foul.

b) Penalties increase in severity.

A penalty can be directly imposed for a rules infraction, but once given, repeats of the particular infraction must be accompanied by an increase in the severity of the penalty imposed. It is not, for example, possible to give a **KEIKOKU** for excessive contact and then give a warning for a second instance of excessive contact.

c) Penalties do not cross accumulate

Penalties do not cross accumulate. This is to say a warning for the first instance of **MUBOBI** will not be followed by an automatic **KEIKOKU** for the first instance of **JOGAI**.

d) Penalties are explained to the competitor

Any occasion where a penalty is given, a brief explanation is given to the competitor. For example "**Aka, contact, second warning, Shiro, Waza-ari**".

e) Declaring a winner through penalties

When the penalties incurred in any one bout through various infractions total **SANBON**, the offender will be declared **HANSOKU** and the winner will be announced as "**AKA/SHIRO NO KACHI**".

f) Understanding the difference between **HANSOKU** and **SHIKKAKU**

Both the penalties of **HANSOKU** and **SHIKKAKU** result in the disqualification of the offender. Because of this, they may often be mixed up by a Referee.

A **SHIKKAKU** is very rare and is the disqualification often from the entire tournament. It occurs when a competitor shows uncontrolled aggression and maliciousness towards their opponent or disregard for tournament protocol or the spirit of Karate-do (i.e. it is attitude orientated).

Where an opponent's score is raised to **SANBON** through continual penalties due to accidental reasons by a good natured person, then **HANSOKU** is correct call. The Referee would call for example "**AKA, HANSOKU, SHIRO, NO KACHI**".

SECTION 6. INJURIES AND ACCIDENTS IN THE COMPETITION AREA

6.1 PROTOCOL FOR INJURIES SUSTAINED IN THE RING

1. When a competitor is injured, the Referee shall at once call “time out” and help the injured competitor, at the same time calling the resident First Aid Personnel. The resident First Aid personnel is authorised to diagnose and treat the injury only. He/she may also make recommendation for the safety of the injured competitor.
2. In the event of a competitor being injured, the resident First Aid Personnel, the Referee, the Judge and both competitors are the only ones permitted in the ring unless specifically asked by the Referee.
3. In the event of a competitor being injured the opponent will immediately turn his/her back to the injured person and stand in HEIKO DACHI until instructed otherwise by the Referee. He/she will not interfere in any way with the care and treatment of the injured person.
4. An injured competitor who has been declared unfit to fight by the resident First Aid Personnel cannot fight again in that competition/division.
5. If two competitors injure each other at the same time, or are suffering from the effects of previously incurred injury and are declared by the resident First Aid Personnel to be unable to continue, the bout is awarded to the fighter who has amassed the most points at that time. If the point score is equal, then a decision (HANTEI) will decide the outcome of the bout. Hantei is where the Referee, Judge and Arbitrator decide on who should go through to the next round based on the performance displayed before injuries. This is extremely rare.

6.2 MAKING A DECISION AFTER AN INJURY

1. Self inflicted injury and that caused by such things as personal equipment are easy to deal with. However, when assessing an injury caused by the opponent's technique, the Referee must consider whether the technique was valid.
2. Was it properly applied to the correct area at the correct time and with the correct degree of control? Consideration of this will assist the Referee to decide whether the injured competitor should be declared the loser or whether the opponent should be penalised for a foul.
3. An injured competitor who wins a bout through disqualification of their opponent due to heavy contact, cannot fight again in the competition unless they have the permission from the resident First Aid Personnel. If he/she is injured again, he/she may win the second bout by disqualification but is immediately withdrawn from further kumite competition in that tournament. This rarely occurs.

Section 7 Dress requirements

7.1 COMPETITOR'S DRESS CODE

Uniforms:

- A minimum of a standard lightweight gi (uniform) must be worn by all competitors.
- The gi (uniform) must be in good condition with no loose straps or torn areas which could cause injury to the other competitor/s, Referees and Judges or even likewise to themselves.
- The sleeves of the gi must not be rolled up past the forearm.
- A club badge MUST be attached and on the left hand side of the gi on the chest area.

Shin and Instep Protectors:

- Must be worn by all competitors. They must be white in colour. These must also be worn under the gi trousers and not over the top of them.

Hand Mitts:

- Hand mitts must be worn by all competitors and must not be so large that they impede the accuracy of the technique. They must be white in colour.

NB: Boxing type gloves and the larger freestyle type gloves (usually red or black, leather or vinyl) are not permitted to be worn by any competitor.

Groin Guards:

- A groin guard is compulsory and can be worn underneath or over the top of the uniform.

Mouth Guards:

- A mouth guard is also compulsory and the event will not be allowed to continue without one. If a competitor loses their mouth guard during the course of the bout then the clock must be stopped whilst the competitor replaces the mouth guard.

NB: If the above equipment is not worn, the competitor will not be permitted to continue.

Chest Guards:

- Where possible, it is heavily recommended that all female competitors wear chest guards.

7.2 OFFICIAL'S DRESS CODES

Referee and Judges:

The standard dress for Male and Female Judges is:

- Black trousers for men
- Black trousers or knee length skirts for ladies
- Long sleeve white button up shirt for men
- Long or short sleeve white button up shirt for ladies
- GKR Tie
- Black socks
- Black shoes

Time-keepers and score-keepers:

- Time and score-keepers may wear the same uniform as Judges and Referees.
- They may if they choose however, wear a GKR Polo Shirt, with black track pants and runners.

Section 8. TOURNAMENT TERMINOLOGY

Shomuni	All competitors turn to face the audience
Rei	Bow
Autogani	Everyone
Autogani Moto No Ichi	Competitors move to starting position
Shobu Sanbon Hajime	Start the bout (first time only)
Shobu Hajime	Start the extended bout if the match is a draw
Yame	Stop the bout
Tsuzukete Hajime	Resume the bout
Tsuzukete	Fight on
Shugo	Judge has been called
Hantei	Judgement
Hikiwake	Draw
Torimasen	Unacceptable as a scoring technique
Aiuchi	Simultaneous scoring technique
Aka	The competitor is to the right hand side of the Referee. This competitor wears a red belt
Shiro	The competitor is to the left hand side of the Referee. This competitor wears a white belt
Aka No Kachi	Red side wins
Shiro No Kachi	White side wins
Ippon	One full point
Waza-Ari	One half point
Keikoku	Warning with a half point penalty
Hansoku Chui	Warning with a full point penalty
Jogai	When a competitor exits the ring
Hansoku	Disqualification (through fouls)
Shikkaku	Disqualification (through attitude and poor spirit)
Mubobi	Conduct that puts the competitor/s at risk

REFEREE AND JUDGE HAND SIGNALS

The techniques on this page may be used by the Referee or the Judge, but are primarily used by the Judge to communicate with the Referee.

I did not see

Judge covers his eyes with both hands.



Technique short of target

Referee holds open hands apart at head level.



Technique misses

Referee closes his fist and makes a sideways punching gesture in front of his stomach.



Excessive contact

Referee places the closed fist of one hand against the open palm of the other at chin height.



There are no Japanese equivalents for the terms on this page.

REFEREE HAND SIGNALS

The remaining hand signals are used exclusively by the referee, and are used to communicate with the score-table, and to inform the competitors and spectators of his decisions and assessments.

SHOBU SANBON HAJIME

Start the Match

Referee stands on his line.



WAZA-ARI

1/2 point score

The Referee extends his arm downward on the side of the scorer.



NO KACHI

Ippon Score

The Referee obliquely raises his arm on the side of the scorer.



TSUZUKETE HAJIME

Resume fighting – Begin

The Referee standing on his line, steps back into zenkutsu dachi and brings the palms of his hands towards each other.



REFEREE HAND SIGNALS

KEIKOKU

Warning with Waza-Ari Penalty

Referee points with his index finger to the feet of the offender.



HANSOKU CHUI

Warning with Ippon Penalty

The Referee points with his index finger to the abdomen of the offender



HANSOKU

Foul

The Referee points with his index finger to the face of the offender and announces a victory to his opponent



SHUGO

Judge Called

The Referee beckons with one arm to the Judge.



REFEREE HAND SIGNALS

YAME

Stop

Interruption or end of match. The Referee chops downwards with his hand. The Timekeeper stops the clock.



HIKIWAKE

Draw

Referee crosses arms over his chest, then uncrosses them and holds his arms out from body with the palms showing upwards



TORIMASEN

Unacceptable as Scoring Technique

Referee crosses his arms over his chest, then uncrosses them and holds his arms out from body with the palms facing downward.



REFEREE HAND SIGNALS

JOGAI CHUI

Warning with Ippon penalty

Referee uses two hand signals with announcement “Aka (or Shiro) Jogai Chui” He first points his index finger to the match boundary on the side of the offender, then to the offender’s abdomen.



AIUCHI

Simultaneous Scoring Techniques

No point awarded to either contestant. Referee brings fists together in front of his chest.



JOGAI

Outside Match Area

The Referee points with his index finger to the match boundary on the side of the offender.



SHIKKAKU

Disqualification

Referee uses three hand signals with the announcement “Aka (or Shiro) Jogai Chui - Shikkaku”. He first points with his index finger to the match boundary on the side of the offender, then to the offender's face and finally obliquely above and behind him. The Referee will then announce “Shiro (or Aka) No Kachi”.

