

# TOURNAMENT RULES & REGULATIONS

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India Development Foundation  
of Overseas Indians

PRESENTS





# TOURNAMENT RULES & REGULATIONS

## CHAPTER 1 GENERAL RULES

### Item 1 – Goal and Objective

The goal of establishing these rules and regulations is to promote a fair and smooth course of occurrence of all events in any given tournament.

### Item 2 – Applicants Concerned

1. These rules and regulations shall apply to the following IDF related events:
  - a) Districts, States & National Championships
2. All tournaments shall abide by this present document.

### Item 3 – Rules of Conduct for All Participants

All participants shall act in accordance to the highest standards of ability and of fair play in the spirit of Karate Do and strive to the utmost respect and dignity towards others participants. In Accordance to this, all gestures and posturing indicating victory or winning are strictly prohibited.

### Item 4 – Additional Information

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

## CHAPTER 2 TOURNAMENT OPERATIONS

### Item 5 – Preparation Set-up Prior to Event

1. Prior to holding a tournament, the Host Organization shall notify all concerned of its proposed plan for the upcoming tournament.
2. Also, it is necessary to provide the following support personnel:
  - a) Timekeepers
  - b) Scorekeepers
  - c) Directors of Operations
  - d) Official Doctor & Medical Attendants
3. As well, the following officials must be provided:
  - a) Master Chief Judge
  - b) Head Judges and Judges

### Item 6 – Master Chief Judge

1. The Master Chief Judge is responsible to maintain a fair and smooth course of occurrence of all events in a given tournament.

2. The Master Chief Judge is responsible to provide appropriate decisions in the following situations:
  - a) if there is an issue with the rules and regulations or if unfairness has been identified
  - b) if a judge is requesting advice or guidance
  - c) if there is a matter exceeding this present document
3. d) if there is an accident
4. If a situation has occurred, after consulting with the Head Judge and the Judges, the Master Chief Judge will take action as per the following:
  - a) give special advise or instructions
  - b) banish from the tournament
  - c) disqualify a competitor from the tournament
5. After consultation with the Judges, the Master Chief Judge will decide the duration of disqualification and if it applies to further tournaments. A letter confirming this decision is then forwarded to the involved individual or group.
6. The Master Chief Judge is appointed by the Host Organization. If necessary, the Host Organization will also select an Assistant Chief Judge.
7. As a general rule, the Master Chief Judge is appointed by the Host organisation.

## Item 7 – Head Judge & Judges

1. The Head Judge and the Judges are responsible for a match or event and make decisions during a given match or event.
2. The Head Judge and the Judges exert control over the surroundings of the match or event as well.
3. The Head Judge and the Judges are solely responsible for the outcome of a match of event and cannot be challenged.
4. The Head Judge coordinates the match or event and gives the final decision regarding the outcome of the match or event.  
The final decision is either red side or white side declared winner  
(Aka No Kachi, Shiro No Kachi)  
In the case of a full point or Ippon, red side or white side full point is declared (Aka Ippon, Shiro Ippon)
5. The Judges, previously called Corner Judges assist the Head Judge by indicating their own decisions during the match or event.
6. The Head Judge and the Judges are selected amongst the pool of certified Judges and appointed to their positions by the Host Organization.

## Item 8 – Competitors

1. The Host Organization reserves the rights to allow or refuse a competitors participation in a tournament.

2. As a general rule, the competitors are active members of a recognised karate organisation or members of an affiliated organisation approved by the Host Organisation. However, non members can apply and be approved by the Host Organization.

## Item 09 – Head Coach

1. One Head Coach can be present for his competitor during a match or event, whether individual or team event.
2. A Head Coach must be registered with the Host Organization prior to the tournament.
3. If a Head Coach has a question or protest regarding a match or event, it has to be addressed to the Technical Panel. No appeals can be done at the decision time (Hantei) now being called.
4. A Head Coach gives advice to the competitor from a designated area, with no disruptions or disturbances to other competitors or Judges during that match or event. If a Head Coach does not abide by this, the Chief Judge will deal with this disruptive behaviour immediately, on that court.
5. A Head Coach has to hold instructor's qualification.

## Item 10 – Timekeepers

A timekeeper is responsible to keep time of a match or event, as well as notify the Head Judge of elapsed time during the match or event as per set procedure.

## Item 11 – Scorekeepers

A scorekeeper is responsible for keeping a record of all scores during a match or event, as well as announcing or presenting those scores publicly. If necessary, the scorekeeper shall notify the Head Judge of these scores.

## Item 12 – Directors of Operations

A director of operations is responsible for good communication between all competitors and officials to ensure smooth occurrence of the tournament.

## Item 13 – Official Doctor & Medical Staff

1. The Official Doctor is selected by the tournament officials.
2. The Official Doctor in conjunction with the Master Chief Judge, is responsible for all medical decisions that may occur during the course of an incident involving injury, whereas the candidate is to continue or withdraw from a match.
3. A medical staff is responsible to treat and support an illness or injury that may occur during the course of a tournament, in order to maintain a safe environment for all participants.

## Item 14 – Dress Code for Participants

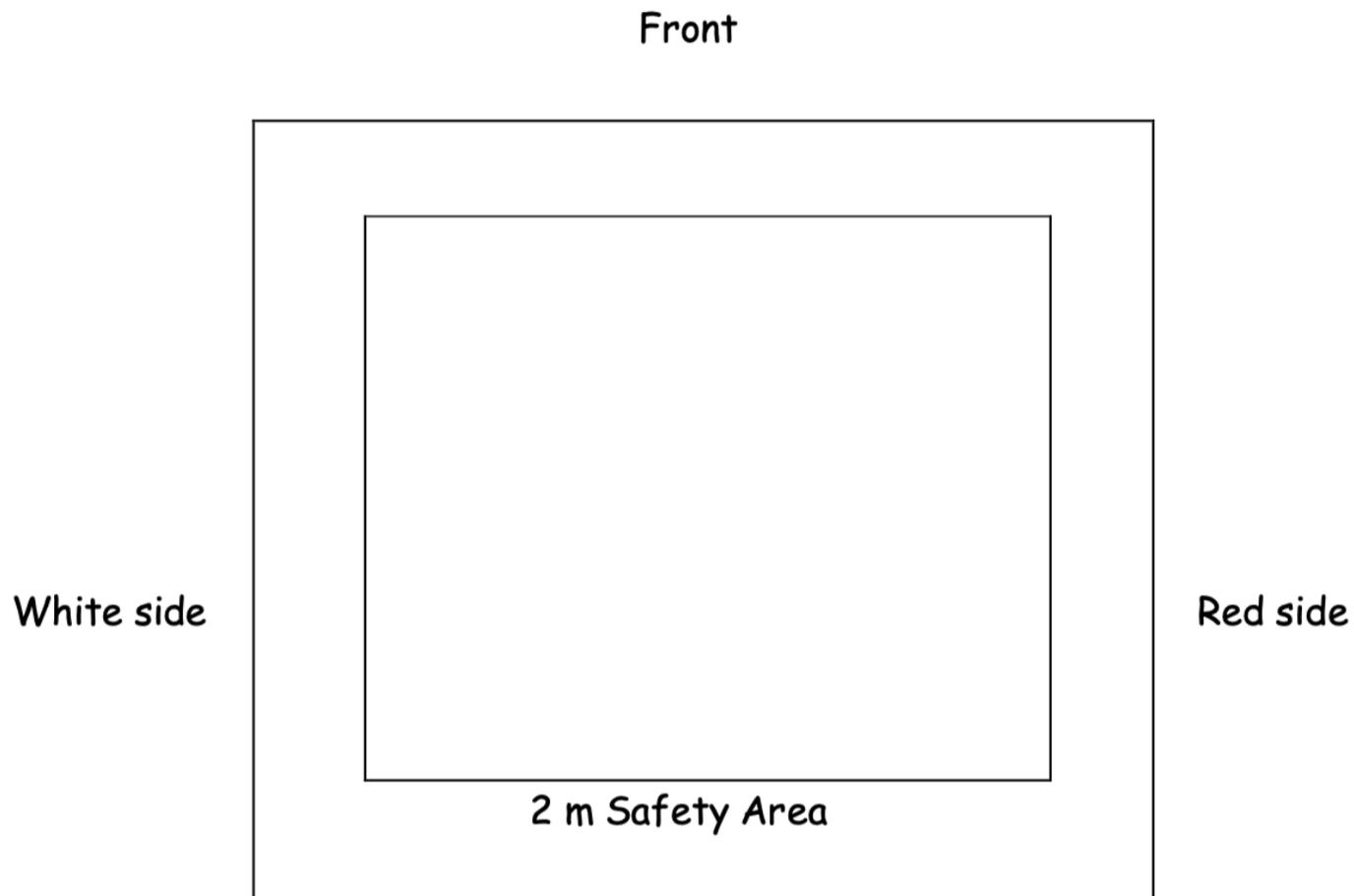
1. A competitor wears an all plain white karate uniform.
  - a) crests that are recognised by the Host Organization may be worn on the left chest side
  - b) sleeves of the jacket length should be at least 1/2 of the forearm but no longer than the wrist, and folding of the cuffs is not permitted; however if folded inward, that fold must be sown; the length of the top, after the belt is tied, is up to half of the thigh females must wear a plain white t-shirt under the top length of the pants must be 2/3 of the calf down from the knee but no longer than the top part of the ankle, and folding of the cuffs is not permitted; however if folded inward, that fold must be sown
  - c) crests and numbers given by the Host Organization must be worn at the designated area
  - d) in order to differentiate between opponents, one of the competitors shall wear a thin red band of cloth around the waist or a AKA Belt over their existing Belt.
  - e) general appearance must not provoke any feelings or injury to the opponent all nails must be cropped short, hair must be clean and not of any weird colours, its length must not interfere or distract; when tied there should be no plastic, metal or colourful ribbons that has an aim to beautify; rubber bands or cloth bands are permitted
  - f) medical needed aids such as teeth braces, soft contact lenses are to be worn at the own risk of the competitor; however, during a Kumite match, glasses are not permitted.
  - g) medical aids used for a past sustained injury, whether taping , bandages or support pads must not be cause of injury to the opponent, and are to be approved by the Head Judge prior to the match
  - h) medical aids that are made of a hard material such as casts, wood, hard plastic, steel are not permitted
  - i) otherwise, designated safety equipment should be used
2. A competitor wears nothing more than is mentioned in the prior statement unless specified by either the Head Judge or the Master Chief Judge.
3. A Head Coach, The Head Judges, the Judges must wear the official dress wear.
4. All other support staff is easily identified as such by wearing a similar dress wear.

## Item 17 – Set-up of Courts

1. The court area is a square measuring 8 meters X 8 meters, marked off by a 4-5 centimetres wide line. The outer edges of this line measure 8 meters. If mats are used, the boundary may be marked by mats of a different colour.
2. For a Kumite Match or Event, the starting positions of the competitors are on the center line, indicated by two parallel lines both 1 meter long, and that are 3 meters apart from each other. In general, when facing what is called the Front or Shomen, the right line is red and the left line is white.
3. For safety reasons, a court shall not be raised for more than 1 meter above the ground level and there is a 2 meters wide safety area around the court.

4. The surface of the court should be flat and smooth. It may be made of wood, resin, urethane mats or Tatami mats.
5. To indicate the position of the Head Judge, a line is drawn 1.5 meters back from the center of the court.

### Set-up & Dimensions of Courts



### Item 18 – Definition of Kumite Event

1. In a Kumite Event, two competitors enter the court and within the allotted time, perform various kinds of techniques freely against each other hoping to hold victory. There are two different kinds of scoring system:
  - a) 1 Point Match or Ippon Shobu: The competitor who has scored one full point or 2 half points first, within the allotted time, is declared the winner.
  - b) 3 Points Match or Sanbon Shobu: The competitor who has scored 2 full points first, within the allotted time, is declared the winner.
2. In a match or event, all techniques – punches, kicks, strikes, have to be done with control. The distance required to do the techniques should be close enough to be able to be effective. There should be no damage done to the opponent. A light touch to the target is permitted.

### Item 19 – Definition of Team Kumite Event

1. A team consists of an odd number of competitors.
2. As a general rule, all team members have to be present at the first round of a match or event. The team that is seeded or placed in order to not face each other in the first round, have to be present at the second round of a match or event. Subsequently, if the team is missing a member or members, that missed person or persons must be placed last in the sequencing of competitors of that match.
3. Prior to the event, the order in which the competitors will perform must be reported by the Head Coach or Team Leader. This must be done for each round of a match.
4. The winning team is determined by the number of individual performances that are won.
5. That is an equal amount of competitors from each team face each other, determining a number of wins.

a) Match by Elimination: Each team member has one performing bout each. The individual results are then added up to determine which team has won. If there is a draw, the highest score determines the win, as per the following:

1 point or Ippon, disqualification or Hansoku, absolute disqualification or Shikkaku, withdrawal by disqualification or Kiken, out of bounds or Jogai Hansoku, volunteer non defending or Muboubi Hansoku, 2 half points, decision by Judges.

b) If there is still a draw, a match is held with a competitor chosen by each team, in order to determine the win. This is called a Decision Match by Team Choice or Daihyosha Ketteisen. This match continues until there is a winner. In this case, a team member that has performed before may compete, but no more than once.

Decision Match by Team Choice or Daihyosha Ketteisen, is conducted the same as an Individual Match or Kojinsen, thus following the order of Re-Match (Sai-Shiai) with Sudden Death (Sakidori) .

## Item 20 – Definition & Criteria for Scoring Points

1. The areas of attacks are defined as follow:
  - a) head and neck area or Jodan
  - b) stomach, sides of the abdomen and back, in this case Chudan
2. Criteria for scoring points are as follow:
  - a) proper execution and power of the technique
  - b) proper distance and timing
  - c) correct posture and proper frame of mind
  - d) concentrated mind and spirit
  - e) execution to the proper target
3. If all the criteria mentioned above have been reached in the execution of either a punch, a kick or a strike, this constitute what is scored as 1 point or Ippon.
4. A 1 point or Ippon can be scored even if some of the above mentioned criteria are not reached, in the following situations:

- a) successfully evading an attack while executing a effective counterattack or Deai.
  - b) knocking the opponent off balance and executing an effective attack
  - c) a consecutive series of attacks that all reach their target
  - d) the opponent is without any defense
5. A technique that is well executed but does not qualify as a 1 point or Ippon, is defined as a half point or Waza-Ari.
  6. 2 half points become 1 point or Ippon.
  7. If both competitors move and execute a technique at the same time and with similar intensity, this is called Aiuchi. In this instance, the attacks cancel each other and no points are scored.

## Item 21 – Criteria for Reaching an Outcome in a Match

1. If none of the two competitors reach the full score within the allotted time, each Judge indicate their decision as to the outcome of the match or event. The outcome of the match or event is determined by the decision of all the Judges together. The Head Judge will then decide the outcome of the match or event.
2. If both competitors get injured or for other reasons cannot continue the match, the Judges will indicate their decision as to the outcome of the match or event. The Head Judge will then decide the outcome of the match or event.
3. The following elements help to determine the outcome of a match:
  - First elements of decision -
    - a) if any points are scored
  - Second elements of decision -
    - b) if there are warnings or Hansoku Chui that have been given
    - c) if there are out of bounds warnings or Jogai Chui that have been given
    - d) if there are volunteer non defending warnings or Muboubi Chui that have been given
  - Third elements of decision
    - e) if one competitor has dominated more in that match
    - f) skill and strength of the techniques displayed
    - g) fighting spirit and effort shown by a competitor; if there has been any caution or Keikoku given
    - h) proper frame of mind shown by a competitor
    - i) the amount of attacks performed by one competitor as compared to the other
4. The Judges must carefully take into consideration all the elements if a competitor who has a half-point or Waza-Ari , as well as has more than one warning that are of different categories of warning.

## Item 22 – Re-Match (Sai-Shiai) with Sudden Death (Sakidori)

If the outcome of the match or event cannot be decided, a draw or Hikiwake is then declared. The Host Organization decides prior to the Tournament if there should be a “sudden death” match within a second re-match situation.

1. If there is a draw, another match will be held. This re-match is called Sai-Shiai. However, the Head Judge may order that this re-match is a “sudden death” match meaning that the competitor that scores first is declared the winner.
2. In case there is again a draw or Hikiwake during re-match the Judges must determine a winner by Hantei.

### Item 23 – Criteria Leading to Disqualification (Hansoku)

1. The following elements are forbidden:
  - a) excessive contact, going beyond the target, “wild” swinging techniques
  - b) performing or intent to perform dangerous throws
  - c) grabbing, holding on, or wasting time by not attacking
  - d) using provocative language and attitude, verbal taunting or not following the orders of a Judge
  - e) continuing to attack after stop (Yame) or out of bounds (Jogai) is called
  - f) head butt attack or intent to use head butt attack
  - g) spear hand or Nukite attack to the eyes
  - h) purposely attacking the groin area or the joints
2. If there has been any of the above that have been perpetrated, the following decisions will be made:
  - a) If an element has been identified but not severe as to cause injury or damage to a competitor, a caution or Keikoku is then given. This caution does not affect judging decision but if a second caution is given, called warning or Hansoku Chui, in the same match, this could result in disqualification (Hansoku) of the perpetrator and the other competitor is declared the winner.
  - b) If an element has been identified as severe and there is obvious malicious intent or if a competitor is seriously injured or damaged, a warning (Hansoku Chui ) or a disqualification (Hansoku ) can be given to the perpetrator and the other competitor is declared the winner.
3. Any competitor who has received a disqualification or Hansoku during a tournament, is not allowed to continue to compete in Individual or Team Kumite. The competitor who has received a first disqualification or Hansoku is to be identified by the marking of a red tape, placed on the upper arm on one side.
4. When a Hansoku is announced by the Head Judge, the scorekeeper will record this on a specific document that is submitted to the Master Chief Judge.

### Item 24 – Out of Bounds (Jogai)

If a competitor touches the ground outside the borders of the court with any part of the body, a caution indicative of out of bounds or Jogai Keikoku is then announced. If this happens a second time, an out of bounds warning or Jogai Chui is given. If this happens a third time, a disqualification by out of bounds or Jogai Hansoku is given to the perpetrator and the other competitor is declared the winner.

If a competitor scored before being out of bounds, his score will prevail.

## Item 25 – Criteria for Volunteer Non Defending (Muboubi)

1. A caution for volunteer non defending called Muboubi Keikoku, a warning for volunteer non defending called Muboubi Chui and a disqualification for volunteer non defending called Muboubi Hansoku can be given in the following situations:

a) if it is obvious that a competitor does not provide any defensive effort and gets hit, then that competitor receives the appropriate level of volunteer non defending and the other competitor the appropriate level of reprimand or Hansoku

b) if it is identified that a competitor shows no fighting effort.

2. Although not necessarily hit, a competitor can receive a non defending reprimand, either caution, warning or disqualification as the referee may judge the present situation dangerous. In that case the other competitor is declared the winner.

## Item 26 – Absolute Disqualification (Shikkaku)

1. An absolute disqualification or Shikkaku is given in the following situations that the Head Judge and the Judges have already discussed, and therefore the other competitor is declared the winner:

a) non compliance to the orders of the Head Judge

b) display of poor and unacceptable attitude and frame of mind and use of unacceptable verbal or body language as a Karate competitor

2. c) if it is deemed inappropriate for the match to continue

An absolute disqualification or Shikkaku can be given without any prior warnings and to any person within the tournament site.

3. After absolute disqualification has been given to a competitor, that competitor cannot continue to participate in that tournament, whether Individual or Team Kumite.

4. The details of an absolute disqualification must be discussed by the involved Judges and given to the pertinent scorekeepers who enter these specified details on the appropriate form which is given to the Master Chief Judge.

4. If a team has perpetrated a serious offence, the whole team is given an absolute disqualification and the other team is declared the winner.

## Item 27 – Withdrawal (Kiken)

1. Withdrawal or Kiken is given by the Head Judge in the following situations:

a) failing to report when the match or event is being called

b) volunteer withdrawal

c) competitor cannot continue a match

2. If a competitor or team withdraws, the other competitor or team is declared the winner.

3. A competitor who voluntarily withdraws with no obvious physical reasons, cannot compete in any other matches or events.

## Item 28 – In the Case of an Injury

1. If a competitor is injured, the Head Judge will consult with the doctor and will await a diagnosis of the injury. The match is thus stopped until the doctor has finished the care of the injured competitor. If a competitor is unable to continue a match due to that injury, the Judges will decide if a withdrawal or Kiken is to be given. If that is the case, without calling a disqualification or Hansoku, then the other competitor is declared the winner. If both competitors are injured and there are no disqualifications or Hansoku issued, then the match is stopped and a decision as to the outcome of the match will be called.
2. If a competitor is unable to continue a match due to an injury, then a withdrawal or Kiken will be given and the other competitor has been issued a disqualification or Hansoku, the injured competitor is declared the winner. This decision prevails even if the disqualified competitor has scored a half point or Waza-Ari.
3. In case of an injury, the doctor will discuss the injury with the Master Chief Judge and can request that the injured or incapacitated competitor withdraw from Kumite events.

## Item 29 – Required Judges

The following officials are required per court:

- a) 1 Head Judge
- b) 4 Judges

## Item 30 – Time of the Event

1. The allotted time for a match or event is 2 minutes.  
At a World Championships or National Championships, the adult male final Kumite match is 5 minutes. However, the Host Organization can decide otherwise.
2. The Head Judge starts the match with a verbal cue that ends with the word: begin or Hajime at which time the countdown is started. Countdown is interrupted when stop (Yame) or out of bounds (Jogai) is called. Countdown resumes when the verbal cue: resume or Tsuzukete Hajime is pronounced. If the allotted time for the match has elapsed, the timekeeper will announce this to the Head Judge and the match is thus finished.

## Item 31 – Required Equipment

1. Whistles – one per official
2. Red and white flags – a pair for each Judge
3. A stopwatch
4. A bell
5. Official forms for scorekeepers
6. Red bands of cloth to differentiate the competitors – the dimensions of this red band of cloth worn around the waist should not hinder the match in any way or AKA Belt worn over the existing rank belt of the contestant.
7. Red and white tape to prepare the court
8. Red tape to identify a competitor that has received a disqualification or Hansoku

## Item 32 – Safety Equipment

1. Gloves for the hands
2. A transparent mouth guard
3. A chest protector \* as recognized by the IDF (For Contestants in Under 18 Events)

# TOURNAMENT RULES & REGULATIONS FOR OFFICIALS

## CHAPTER 1 GENERAL RULES

### Item 1 – Goal and Objective

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

### Item 2 – Guide for Use

All official tournaments sponsored & conceptualised by Indian Development Foundation - Overseas Indians follow these rules and regulations.

### Item 3 – Rules of Conduct for Officials

1. All judging officials are to be neutral and fair.
2. All judging officials should make their decisions freely and based on the Tournament Rules & Regulations documents.
3. All judging officials are to behave in a dignified and professional manner.
4. All judging officials give their decisions promptly and accurately.

### Item 4 – Additional Information

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

## CHAPTER 2 PROCEDURES FOR JUDGING

### Item 5 – Procedures for Kumite Tournaments

1. The Head Judge calls the competitors to line up. Then to bow to the Front or Shomen Ni Rei and to each other or Otagai Ni Rei.
2. Two competitors move to their respective designated positions and bow to each other.

3. At the end of the match or event, the Head Judge calls the competitors to line up, then will tell them to bow to each other and to the Front.
4. When the Head Judge gives the signal to start the match, the countdown starts. When the Head Judge calls the match to stop or Yame, as well as in the case of out of bounds or Jogai, the countdown stops and will resume when the Head Judge gives the signal to resume or Tsuzukete Hajime. The Head Judge will call the match to stop, Yame or out of bounds, Jogai and interrupt the match, in the following situations:
  - a) if there is a 1 point or Ippon or a half point or Waza-Ari
  - b) if the competitors need to fix their uniform or if the Head Judge needs to give them advice
  - c) if there are any elements that can lead to disqualification
  - d) an injury or accident
  - e) at a Judge's indication and the Head Judge considers it necessary
  - g) if a match or the surroundings of a match is considered dangerous
  - h) if too much closeness in such that a proper technique cannot be executed
  - i) if a competitor touches the ground outside the borders of the court with any part of the body
  - j) when the allotted time for a match or event has elapsed
5. During the match or event if any of the above is identified, the Judges will signal the identified element by whistle and a corresponding flag gesture to the Head Judge.
6. If necessary, the Head Judge will confer with the Judges to discuss an element and make appropriate recommendations or corrections. If the Judges are not agreeing, then a decision is taken with a majority rule and the Head Judge will declare the final decision. Conferring should be kept to a minimum.
7. The Head Judge then gives the command to resume the match or Tsuzukete Hajime and the match is thus pursued.
8. A competitor may request to have the match interrupted by calling a time-out for the following situations that may not have been noticed by the Head Judge: accident, injury or sickness. However, the match is not interrupted until the Head Judge chooses to call the interruption, saying stop or Yame.
9. When it is time to decide the outcome of the match or event, the Head Judge will use either voice command or whistle command to indicate that it is decision time or Hantei. The Judges will then indicate their decision by using a flag or flags.
10. After taking notice of the decision of each of the Judges, the Head Judge will indicate by whistle to the Judges to lower their flag or flags and then announces the outcome of the match or event. The Head Judge will use step 9 and 10 in the occurrence that all allotted time has elapsed.
11. The timekeeper is seated at a designated location and monitors with a stopwatch the elapsing time during a match and uses a bell to indicate to the Judges by ringing once and announcing that 30 seconds are remaining, (San-Jubi-Yo Mai) as well as by ringing

twice, and announcing that all allotted time has elapsed. The announcement of this always prevails.

12. The scorekeepers use the pertinent official forms to keep records of all scores and outcome of all matches or events, following the Head Judge's announcements.

## Item 6 – Voice Commands for the Head Judge

1. The following commands are to be used by the Head Judge:
  - Senshu – calling competitors or asking to line up
  - Seiretsu – line-up, at beginning or end of the match or event
  - Shomen Ni Rei – asking a competitor or competitors to bow to the Front
  - Otagai Ni Rei – asking competitors to bow to each other
  - Shobu Ippon or Shobu Sanbon – identifying 1 Point or 3 Point Match
  - Hajime – begin
  - Yame – stop, to interrupt or end a match or event
  - Moto No Ichi – return to your exact position, in a Kumite match before resuming, prompting competitors to return to their exact starting positions
  - Tsuzukete Hajime – to resume the match
  - Tsuzukete – continue, when a competitor or competitors spontaneously stop, to continue the match
  - Ato Shibaraku – letting the competitors know that there is 30 seconds time remaining
  - Aka / Shiro – indicating red or white Jodan – to indicate a face level attack Chudan – to indicate a chest level attack Tsuki – to indicate a punch
  - Keri – to indicate a kick
  - Uchi – to indicate a strike
  - Waza-Ari – to indicate a half point
  - Ippon – to indicate a full point or 1 point
  - Awasete Ippon – to indicate that score added together making a full point Torimasen – indicating no points
  - Hayai – indicating faster attack
  - Aiuchi – indicating simultaneous attacks
  - Maai – indicating distance not sufficient
  - Ukete-Masu – indicating a blocked attack
  - Nukete-Masu – indicating an off target attack
  - Yowai – indicating a weak attack
  - Keikoku – indicating a caution
  - Chui – indicating a warning
  - Hansoku – indicating to disqualify
  - Muboubi – indicating a non defending
  - Jogai – indicating out of bounds
  - Hantei – indicating decision time
  - Aka /Shiro No Kachi – indicating red or white is the winner
  - Hikiwake – indicating a draw
  - Sai-Shiai – indicating a re-match
  - Sakidori – indicating a “sudden death” match, in a second re-match situation Shobu
  - Hajime – to begin a “sudden death” match
  - Shugo – indicating a call to confer
  - Kiken – to indicate a withdrawal of competitor/competitors
  - Shikkaku – to indicate an absolute disqualification

2. For the following verbal commands, the Head Judge clearly announces to which competitor, either the red or the white one, the command is addressed to. \*When announcing a score, the announcement is as follow:  
Red or White (Aka/Shiro), Area of Attack, Technique Used, Points Awarded \*When issuing a warning or a disqualification, the announcement is as follow: Red or White (Aka/Shiro), Type of Warning, Severity of Warning

\*When issuing a withdrawal of competitor(s) or an absolute disqualification, the announcement is as follow:

Red or White (Aka/Shiro), Identify the Command

3. If a competitor scores with consecutive techniques called Renzoku Waza, the Head Judge announces the target area and the kind of attack as well as announces either a half point by consecutive techniques or Renzoku Waza Waza-Ari, or a 1 point by consecutive techniques or Renzoku Waza Ippon given.

## Item 8 Whistle Commands

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

1. The following are the whistle commands used by the Head Judge:
  - a) \_\_\_\_\_ start – Hajime
  - b) \_\_\_ stop – Yame
  - c) \_\_\_ call to confer - Shugo
  - d) \_\_\_\_\_ decision time - Hantei e) \_\_\_ lower flags or score boards
2. The following are the whistle commands used by the Judges:
  - a) \_\_\_\_\_ 1 point or Ippon has been scored
  - b) \_\_\_ half point or Waza-Ari has been scored
  - c) \_\_\_ attention call to Head Judge

## Item 9 – Hand & Flag Signals for Court Officials

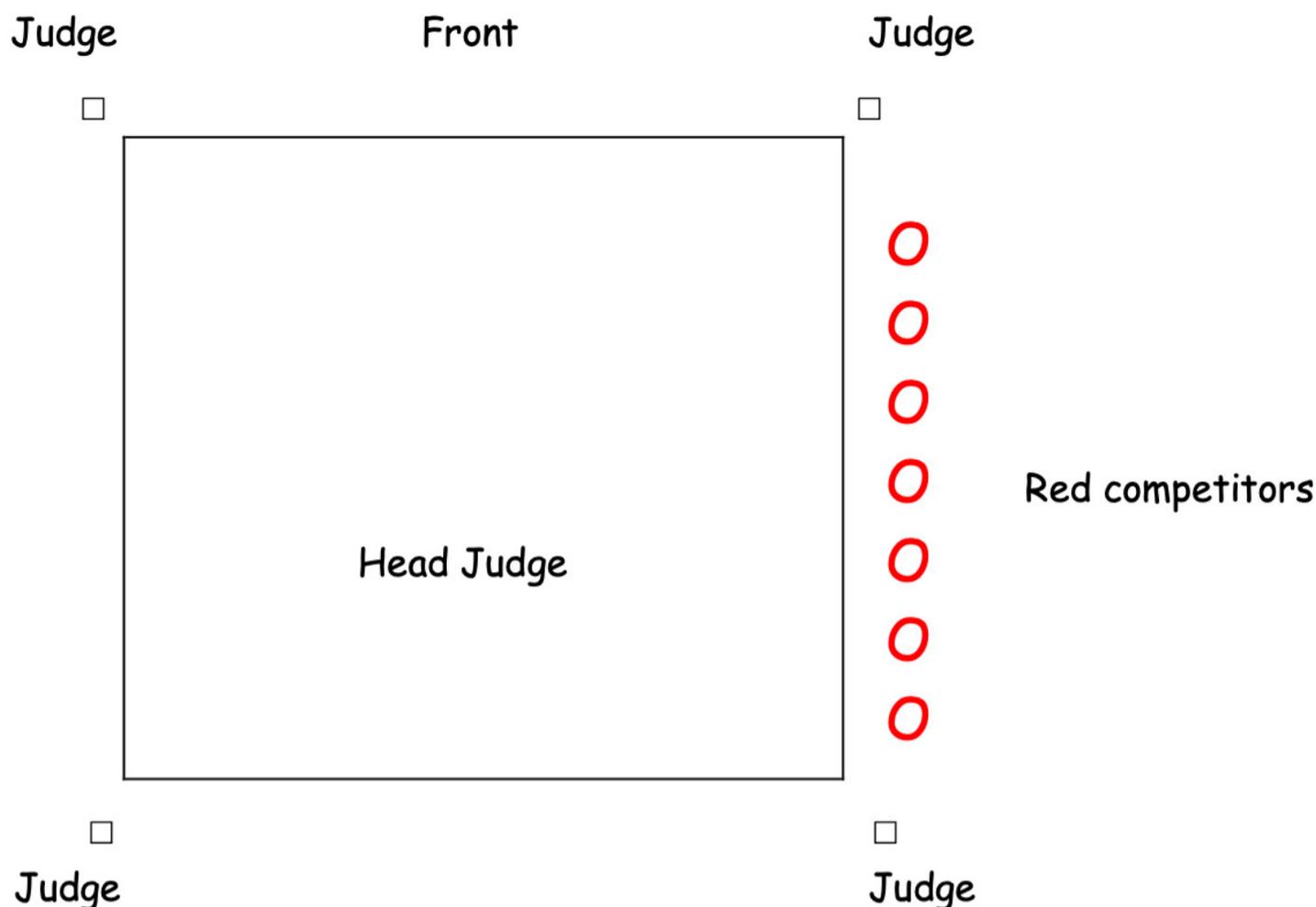
The Judges use specific gestures when expressing their judgments and decisions. See Appendix 6 for illustrated table.

# CHAPTER 3 TO JUDGE KUMITE

## Item 10 – Location of Court Officials

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

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



are positioned after initial bowing and when the match or event is over, to see them come back to their original positions for the final bowing.

#### Item 11 – Criteria for Decisions

The Head Judge decides the outcome of the match following the indications of all the Judges. Please see the table below for all possible decisions in a Red and White Flag Item

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

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

Item 12 – Head Judge & Judges Gestures & Commands



勝負一本始め  
SHŌBU IPPON HAJIME



やめ  
YAME



元の位置  
MOTONOICHI



続けて始め  
TSUZUKETE HAJIME



技有り  
WAZAARI



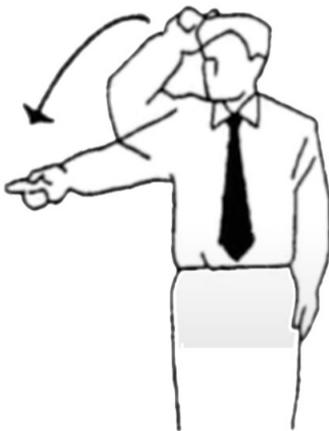
1本  
IPPON



とりません  
TORIMASEN



早い  
HAYAI



場外  
JŌGAI



引き分け  
HIKIWAKE



集合  
SYŪGŌ





抜けてます  
NUKETEMASU



弱い  
YOWAI



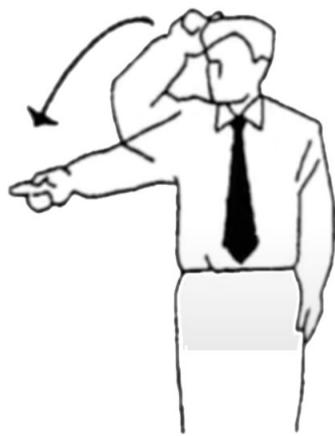
警告  
KEIKOKU



注意  
CHUI



反則  
HANSOKU



場外  
JOGAI



引き分け  
HIKIWAKE



集合  
SYUGO





棄権  
KIKEN



失格  
SHIKKAKU



無防備  
MUBOUBI



用意の姿勢  
YŌINOSHISEI



技有り  
WAZAARI



一本  
IPPON



相打ち  
AIUCHI



受けてます  
UKETEMASU



抜けてます  
NUKETEMASU





とりません  
TORIMASEN



見えない  
MIENAI



警告  
KEIKOKU



反則注意  
HANSOKU CHŪI



反則  
HANSOKU



場外  
JŌGAI



弱い  
YOWAI



引き分け  
HIKIWAKE



早い  
HAYAI



間合い  
MAAI



無防備  
MUBOUBI