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World Goju ryu Karate Federation

*RULES OF GOJU-RYU KARATE COMPETITION*

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## **PART I. BASIC REGULATIONS**

### **Art. 1. Aim, tasks, principles**

1.1. The Rules define the organization, procedure and conditions for the competition, requirements for the technical actions of the sportsmen and the work of judges. The rules of judgement are designed for the organizers, referees, coaches and a wide range of athletes.

1.2. The Aim of these Rules is:

1.2.1. To develop and popularize Goju Ryu Karate throughout the population;

1.2.2. To secure healthy and socially constructive lifestyles of youth through physical education and sport;

1.2.3. To make them available for a variety of organizers, coaches, judges and athletes.

### **1.3. The Rules of the Competitions exist to address the following tasks:**

a) streamlining of existing national offices of the Goju Ryu Karate Federation (hereinafter - the Federation);

b) creating the necessary conditions and prerequisites for efficient operation of new national branches of the federation;

c) the efficient work of judges by eliminating different interpretation of certain provisions;

d) the training of judges, coaches and athletes;

e) outlining the procedure and conditions of the competition;

f) outlining norms of sports ethics.

1.4. As in Olympic competitions, the athlete losing the match is eliminated due to certain options;

1.5. The essence of the match is to force the enemy to abandon (surrender) from continuation of the match or to prevail over him in a clear advantage.

### **Art. 2. Norms of sports ethics**

Anyone associated with Goju Ryu Karate should:

2.1. Respect the commitment to sport, honesty, integrity, impartiality, fairness, candor and generosity as the main moral principles in their life.

- 2.2. Protect the health of athletes above all, and promote their welfare.
- 2.3. Not compromise our moral principles inside or outside the dojo.
- 2.4. Publicly expose any corruption and dishonesty.
- 2.5. Confront and oppose racial, national and religious discrimination, and avoid those who promote discrimination.
- 2.6. Not use the media to discredit the image of the sports community;
- 2.7. Refrain from unethical behavior, which could cast a shadow on people connected with sports;
- 2.8. Never try to achieve material gain by limiting the interests of colleagues and athletes;
- 2.9. Observe absolute equality of people associated with Goju-Ryu Karate and respect their rights, regardless of their material prosperity or position occupied;
- 2.10. Never use inaccurate information or other means for the purpose of misleading someone, submit only proven facts that would be used to solve the problem.

### **Art. 3. Character and methods of conducting Kumite Competition**

- 3.1. Competitions can be individual and team only:
  - 3.1.1. In individual competitions the prizes are defined for participants in each weight category;
- 3.2. The basis of the individual competition method follows the Olympic system where the participant is eliminated from the competition after the first defeat.
- 3.3. All individual are conducted due to the Olympic system (competitions for primacy, championships, tournaments, etc.).

### **Art. 4. Organization of the competition.**

- 4.1. Events of Goju-Ryu Karate should be conducted according to the Rules and Regulations of the competition.
- 4. 2. The organization conducting the competitions must:
  - 4.2.1. Develop an agenda and approve the Regulations for the competition
  - 4.2.2. Create an organizing committee to prepare and carry out the competitions.
  - 4.2.3. Equip and approve the Jury Table members.
  - 4.2.4. Solve the issue of logistics and medical support of competitions.

4.2.5. Organize accommodation and meals, representatives and judges, as well as the work of transport and staff.

4.2.6. Prepare the venue of the competition.

4.3. The provisions of the competition is the second basic document (after the Regulations) that guides the jury and participants.

4.3.1. Provisions on competition must not contradict the Regulations.

4.3.2. Provisions on competition shall contain the following sections:

- 1) the purpose and the objectives;
- 2) time, place, program and rules of the competitions;
- 3) leadership and jury;
- 4) organizations involved, the individual participants and their requirements;
- 5) regulation of the matches under the approved rules;
- 6) the procedure and conditions of individual championships (scoring system);
- 7) awarding the winners;
- 8) conditions of acceptance of nonresident participants and judges;
- 9) procedure and deadline for applications.

Provisions on competition must be precise, precluding a different interpretation of any of its points. Amendments to the Regulation on competition may be made based on requests by an approved organization but no later than before the draw for participants.

## **Art. 5. Anti-doping rules**

5.1. Competitors should not participate in a tournament under the influence of any medications that may affect their performance or provide physical or psychological advantage over their rivals.

5.2. The banned drugs and substances include:

5.2.1. Stimulants (amphetamine, phencamphaman, cocaine, etc.);

5.2.2. Analgesic drugs (heroin, morphine, etc.);

5.2.3. Anabolic steroids (testosterone, nandrolone, etc.);

5.2.4. Hypnotics and sedatives (barbiturates, phenobarbital, and xenobarbital etc.);

5.2.5. Drugs that cause hallucinations (marijuana, LSD, mescaline, etc.);

5.2.6. Diuretics.

5.3. Forbidden are following manipulations:

5.3.1. Additional infusion of blood, red blood cells or plasma;

5.3.2. The effect on urine for the purpose of hindering the identification of illicit drugs, substances.

5.4. The organizers of the competition have the right to expose doping checks of any of the participants.

5.5. In case of identification of the banned drugs and substances after testing participant and / or team is subjected to disciplinary (disqualification) or administrative (fines) penalties.

#### **Art. 6. Participants of the competition.**

6.1. By age division the competitors are divide into the following groups:

- |              |                |
|--------------|----------------|
| - children   | - 8-9 years;   |
| - kids       | - 10-11 years; |
| - minicadets | - 12-13 years; |
| - cadets     | - 14-15 years; |
| - juniors    | - 16-17 years; |
| - seniors    | - 18+ years;   |
| - veterans   | - 36+ years;   |

#### **Art. 7. Medical examination of sportsmen and judges. Admission of participants to the competition**

7.1. Competitors may participate in competitions if they are approved by a sports organization and have passed the medical examination 5 days before the competition. In addition competitors age 15 and younger must have trained for a minimum of six months and competitors age 16 and older must have trained for a minimum of one year.



7.2. In order to participate in the competition one must submit an application, executed accordingly.

7.3. Application is valid if it is signed by the sport organization directing athletes to the competition, and certified by the respective legal seal.

7.4. There must be a mark of doctor ("allowed," "not allowed") in the application, opposite to the name of each athlete, also the doctor's signature and seal of a medical clinic that allows admission to the competition.

7.5. Signature of a doctor, certified seal of a medical clinic is also to be placed in the application with the total number of athletes admitted to the competition.

7.6. The decision on admission of participants to the competition is decided by the credentials committee, which approves the composition of the organization conducting the competitions.

7.7. The Credentials Committee usually consists of: Chairman of the Credentials Committee, secretary, doctor and other members of the commission who check applications and documents of participants. Duties of the Chairman of the Credentials Committee can be carried out by the Chief Judge or his deputy.

7.8. The work of the Credentials Committee is organized on the first competition day or the night before, regardless of the number of days allocated for the event. Credentials committee begins its work before the official weighing.

7.9. A participant must present to the credentials committee a document confirming his identity (identity card or passport - for 16 years of age and older; and birth certificate - for 15 years of age and younger) and Budo-passport of Goju Ryu karate bearing the technical kyu or dan gradation relevant to the International Goju Ryu Karate Federation.

7.10. A participant is automatically eliminated from the competition if he has not passed the credentials committee.

7.11. The athletes at the competition can have the same or adjacent gradations.

## **Art. 8. Weighing of sportsmen**

8.1. Weighing of the participants is organized and held on the day mentioned in the Regulations.

8.2. Weighing is allowed to be done on a medical or electronic scales, applicable for such purpose.

8.3. Participants of the competition are entitled to check their weight on the scales for the official weighing or on the similar scales before the official weighing.

8.4. Weighing is held by the commission assigned by the chief judge. The commission consists of: Deputy of the Chief Judge, secretary, doctor and two judges.

8.5. In addition to the judges, representatives of other teams can be affiliated to the work of the commission.

8.6. While weighing on two or more scales the number of the commission members will increase in the proportion to the number of scales.

8.7. While weighing, the participant is obliged to show the document identifying him (ID document or passport – for juniors and seniors; birth certificate – for children and teenagers), Goju Ryu Karate budo-passport.

8.8. Participants shall be weighed in their underwear (shorts, trunks).

8.9. The results of weighing are to be added to the weighing and draw protocol.

8.10. A competitor will not be allowed to compete in a particular weight category if he didn't pass the weighing by the deadline and if his weight proved to be higher than the one indicated for such category. The competitor will be allowed to transfer to a higher weight category (indicated in the Regulations of the Competition).

## **Art. 9. Rights and obligations of participants.**

10.1. **A competitor is obliged to:**

10.1.1. Know and adhere to the Rules.

10.1.2. Prevent the actions that are contrary to the norms of behavior and sport's ethics.

10.1.3. Be at the competitions at the exact time, mentioned in the Regulations.

10.1.4. Have a neat appearance and wear the allowed protective equipment.

10.1.5. Have the necessary documents mentioned in the Regulations of the Competitions.

10.1.6. Come onto the tatami without delay.

10.1.7. Exchange bows with your opponent before the start of the tournament and after it's end.

10.1.8. Execute the orders of the judges.

10.1.9. Not to interfere with the work of the judges and do not demonstrate dissatisfaction with the work of the judges.

10.1.10. Upon knocking your opponent down, move immediately back to the outer line of the tatami and stay there, facing the center of the tatami until the next order is given.

**10.2. The competitor is entitled to:**

10.2.1. In the hour before the competition, check his weight on the official scales or similar ones.

10.2.2. Receive the necessary information from his representative (coach) about the competition's process, pairs of the next round, and changes in the program and regulations, etc.

10.2.3. Use a pause in the tournament (3 minutes) for medical help, and (1 minute) to repair protective equipment.

10.2.4. Rest and use the service of a coach in the pauses between the rounds, if after the end of the fight it appears to be a "Draw".

10.2.5. Refusal of his own free will to continue the match.

**Art. 11. Rights and obligations of the team's representative, coach**

11.1. Each team (group of competitors) of a nation, taking part in the competition should have its own representative.

11.2. The representative is the leader of the team (group of competitors) of a nation and is the mediator between the jury and participants.

11.3. In case of the absence of an official representative, his functions will be performed by the coach or team's captain, assigned from the team participants.

**11.4. Representative/coach of the team is obliged to:**

11.4.1. Know and adhere to the Rules and Regulations of the competition.

11.4.2. Prevent actions that contradict the norms of behavior and sport's ethics.

11.4.3. Provide the timely arrival of his team (group) at the competition.

- 11.4.4. Apply in time with all the documents for participation in the competition.
- 11.4.5. Be present at the jury's committee, held with other representatives.
- 11.4.6. Inform his sportsmen of the jury's decision.
- 11.4.7. Be at the venue till the end of his sportsmen's matches.
- 11.4.8. Watch the discipline and behavior of his team's participants (group) during the competition, in the public places and during the events included in the program of the competitions.

**11.5. Representative/coach is entitled to:**

- 11.5.1. Amend the members of his team before the weighing.
- 11.5.2. Be present at weighing.
- 11.5.3. Apply to the secretary and members of the jury for inquiries concerning all the questions of conducting the competition and of its result.
- 11.5.4. Apply to the jury with requests and protests with reference to the Rules, that were violated during the competition.

**11.6. Representative/coach is prohibited from:**

- 11.6.1. Interfering with the work of the judges and organizers of the competitions, or attempting to influence their decisions.
- 11.6.2. Infringe the ethical norms of the participants of the competitions, judges and audience.
- 11.6.3. Performing the functions of a judge at the competition .
- 11.7. Representative can be discharged from the competition by the chief judge and organizers of the competitions for severe infringements of the discipline and ethical norms of behavior. The organization, that sent the team for the competitions, will be informed of the infringement.

## **PART II: COMPETITION RULES**

### **Art.1 Competition Structure**

**1.1 The KUMITE competition** will be divided into:

- 1.3.1 Irikumi-ju (Individual)
- 1.3.2 Irikumi-go (Individual)

Also, each Kumite competition will be divided into various categories (childrens, youngsters, cadets, juniors, seniors, veterans, male, female, weight, age etc.).

## **Art.2 Participation r ules**

2.1 In all competitions, contestants must participate only in their own categories (age, weight etc.). Children, youngsters and cadets may take part in the irikumi-ju section only, junior, seniors and veterans may take part in the kumite irikumi-go only.

2.2 **A Veteran** contestant can only participate in Veteran Kumite categories.

2.2.2. **A category** will be organized with a minimum of 4 competitors from 2 federations. If this minimum requirement is not met, the category will be merged with the most convenient one.

2.2.3. Each Federation may register a maximum of one Team and a maximum of two individual contestants in each category of Kumite.

## **Art. 3: Competition Staff**

3.1 **Competition Director:** is appointed by the World Goju Ryu Karate Federation DC “WGKF”. He will govern the conduct and the development of the competition but cannot interfere with the judging rules. He shall be assisted by other competition personnel.

3.2 **Competition Doctor:** is appointed by the World Goju Ryu Karate Federation DC “WGKF”. He will govern all medical matters during the competition. He will record a contestant’s injury on an “INJURY Form”. He is authorized to give his opinion as to whether a contestant is fit or unfit to compete or continue with a match in a round and/or the competition.

3.3 **The First Aid Crew:** shall be prepared to act along with the Competition Doctor in cases of accident or sickness.

3.4 **Security Team:** They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.

3.5 No competition will start without the Competition Doctor and First Aid Crew being present.

## **Art. 4: Official uniform**

### ***REFEREES***

4.1 All judges and referees must wear the official uniform designed by the World Goju Ryu Karate Federation DC “WGKF”. This uniform must be worn at all tournaments, courses and examinations.

4.2 The Referee Official uniform is composed of:

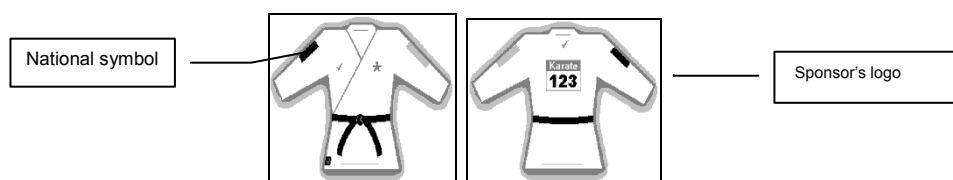
- A navy-blue blazer bearing two silver buttons.
- A white shirt
- A red “EGKF of WGKF” tie.
- Light grey trousers.
- Black socks.
- Black gymnastic or sportive shoes.

4.3 Referees and Judges are not allowed to wear watches, bracelets, mobile telephones, tie- pin, or other objects that could cause injury.

### ***CONTESTANTS (Sportsmen)***

4.4. All contestants must wear a clean, white Karate-Gi.

4.5. A national country badge is permitted (maximum 10 square centimeters), a federation logo on the left side of the chest (Image 1) and with only one sponsorship advertising logo panel on the back of the contestants Gi top. It must be at shoulder height (Image 2), and measure a maximum of 30 x 15 cm



1) Image 1

2) Image 2

4.6 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.

4.7 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.

4.8 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.

4.9 The trousers must be long enough to cover two-thirds of the shin and must not reach the anklebone. The trousers must not be rolled up.

4.10 Muslim women may use a white Scarf or Chador.

4.11 Only female contestants can wear a plain white t-shirt beneath the Karate-Gi jacket.

4.12 In Kumite matches flag system, for identification purposes, one of the contestants shall wear a red belt for AKA and blue belt for AO replacing their belt of grade.

4.13 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 «WGKF» 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. The contestant's coach is responsible for ensuring that the contestant is appropriately dressed for the competition.

## ***COACHES***

4.16 During the competition, all coaches have to wear a national tracksuit (or trousers and national polo shirt) with their National or Federation name and badge on it.

4.17 At the Tatami, coaches are not allowed to assist contestants to wear or adjust their Karate-Gi or other clothes during a competition.

4.18 The Officers of «WGKF» or Competition Director may disbar any official or contestant who does not comply with these regulations.

## **Art. 5: Protection equipment, outfit and presentation**

In competitions World Goju ryu Karate Federation «WGKF», the following protections can be used:

5.1 **Mitts** with open fingers of 10 ounce: Irikumi-go Kumite for Junior, Senior and Veteran categories, blue for Ao, red for Aka, corresponding to their belt for that round.

5.3 **Gum shields** must be white or clear. Athletes who cannot use a gum shield must present a medical certificate stating why they cannot wear it.

5.4 **Groin protectors** must be worn under the Karate-Gi.

5.5 **Chest protectors** (for female kumite) must be white.

5.6 **Helmet and chest protector** must be blue/AO or red/AKA corresponding to their belt for that round in Irikumi-Go and Irikumi-Ju Kumite.

5.7 Shin protector: must be blue/AO or red/AKA corresponding to their belt for that round in Irikumi-Go and Irikumi-Ju Kumite.

5.8 All protective equipment must be approved by the World Goju ryu Karate Federation's "WGKF" DC. The following rules apply to the wearing of devices for protection:

**5.9. Compulsory Equipment:**

5.9.1. Gloves with open fingers (Irikumi-Go Kumite – special device for Irikumi-Go)

5.9.2. Mouthguard ( Irikumi-Ju Kumite, Irikumi-Go Kumite).

5.9.3. Groin protector (Irikumi-Ju, Irikumi-Go)

5.9.4. Breast protector (women's Kumite);

5.9.5. Protective jacket (children, juniors, cadets and women in Kumite);

5.9.6. Protective helmet (Irikumi-Ju, Irikumi-Go Kumite men, women).

5.9.7. After the previous approval by the World Goju ryu Karate Federation's DC "WGKF" competitors may use soft/waterproof contact lenses or special glasses, and also other additional equipment, that is recommended by the medical commission of «WGKF».

**5.10. Prohibited equipment:**

5.10.1. Glasses (with glass or hard plastics) for Kumite;

5.10.2. All competitors are to have their nails cut short both on hands and feet, their hair of each competitor should be clean and be of appropriate length and they shall not wear metal items that may cause injury to the themselves or their opponents.



5.11 Competitors may not wear any bandages or supports if such usage hasn't been allowed by the official doctor;

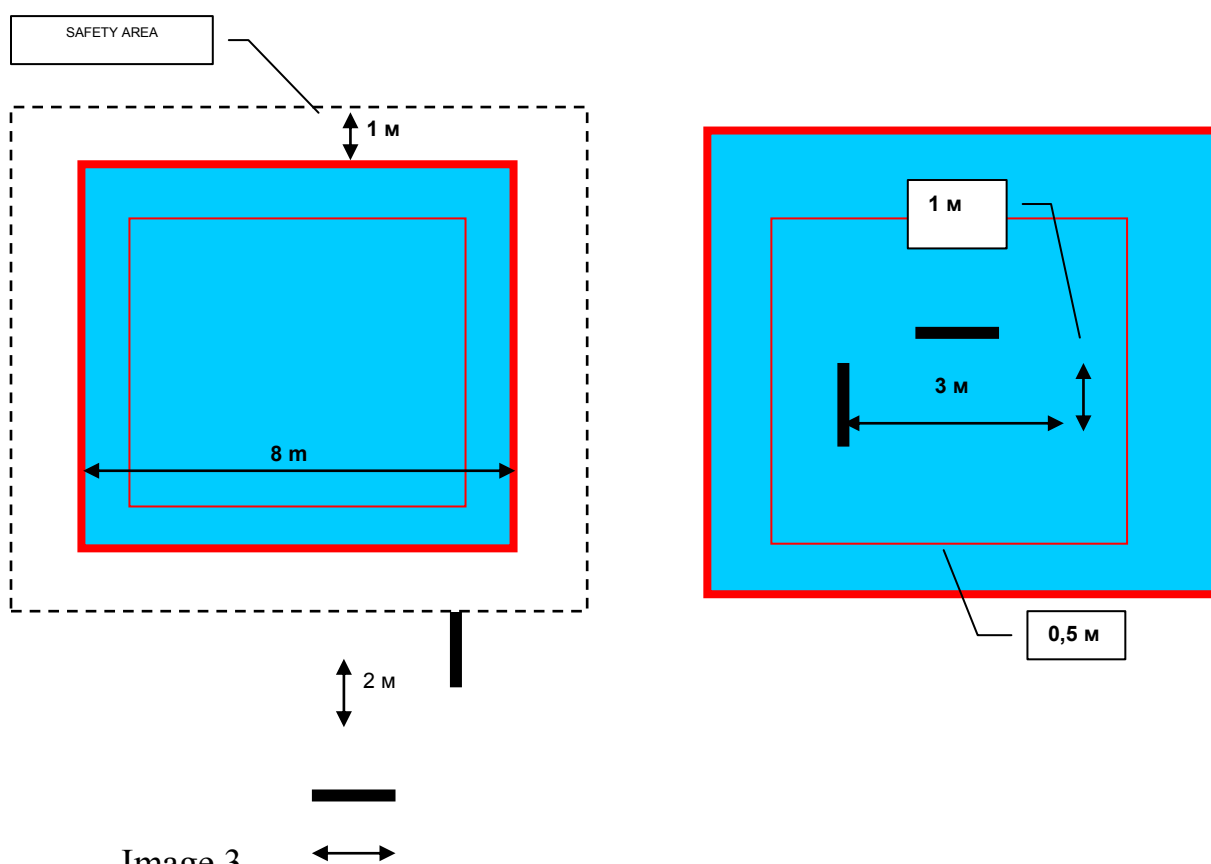
5.12 Competitors are prohibited to use Hachimaki (head bands).

5.13 In cases where the competitors appear on the tatami breaking these rules, the referee shall give them one minute to prepare themselves in the accordance with the Rules. If they cannot, these competitors will be disqualified. The coach of the competitors is responsible for them adhering to the Rules.

## Art. 6. The Venue

6.1. Tatami floors are compulsory. Measures are indicated as shown on the image 3

6.2. **Kumite**: The size of the Match area, in principle, shall be 8 x 8 meters for Cadets, Juniors, Seniors and Veterans: and a minimum 6 x 6 meters for Children, and a safety space of 1 meter all around it.



## Art. 7: Equipment for the competition

7.1 The competition equipment will be prepared by the competition host and organizer.

***The type and quantity of the equipment:***

7.2 Flags red/blue: (at least 5 for each Match area).

7.3 Recording equipment: (score sheets and recording forms, pens, calculators, timers, etc).

7.4 Belts red/blue

7.5 Protection jackets red/blue

7.6 The computer system of a Federation is compulsory. The national organizers will ensure that it is transported safely and is used properly.

7.7 Whistles, Bells or Gongs to announce time signals.

**Art. 8 Application of protests and decision review**

8.1 Contestants cannot personally protest against the Referee and Judge's decision.

8.2 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.

***PROTEST PROCEDURE:***

8.3 The coach announces to the Chief Referee that he intends to make an official protest.

8.4 The Chief Referee will stop the whole round and will inform the Referee Commission about it.

8.5 Before the coach makes an official protest he has to pay a protest fee to the treasurer of Jundokan International. The fee will be returned if the protest is upheld.

8.6 The coach completes the "PROTEST sheet" and gives it to the Chief Referee who will give it to the Referee Commission.

8.7 The Referee Commission shall review the complaint and the evidence that supports it, and may call for an explanation from the Chief Referee, the Referee

and/or Judges.

8.8 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.

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

8.10 The Referee Commission, after approval from the World Goju ryu Karate Federation-DC “WGKF”, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.

8.11 The Referee Commission may penalize the Referee(s) who caused the protest.

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

8.13 To reduce any charting error, the winner of each match must confirm his name to the Jury Table Judge prior to leaving the area.

8.14 Video proof is accepted ONLY if it is obviously clear and leaves no doubt.

## **Art. 9 Other Matters**

9.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the panel of referees shall consult among themselves to find a solution for the specific situation.

9.1.1 The decision must be approved by the Referee Commission and Directing Committee of the World Goju ryu Karate Federation “WGKF”. All officials will be notified of this decision and a public announcement will be made.

9.2 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.

9.3 Any behavior 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.

## **PART 3: RULES OF JUDGMENT**

### **Art. 1: General statements**

1.1 All the referee activities will be in accordance with the rules of the World Goju ryu Karate Federation “WGKF” and will be coordinated by the Referee Commission (RC). The RC will be composed of an uneven number of members (3, 5, 7, etc) and it shall be led by the Chairman of the RC.

1.2 Before the beginning of any tournament, after the registration of the competitors, all referees decide which system of Kumite they wish to referee in – Irikumi-Go or Irikumi-Ju

1.3 All Referees must choose to be Contestant or to be Referee. They cannot compete and referee in the same tournament.

1.4 The Referee, Judge(s) and Kansa (arbitrator) must avoid conducting a kumite match if a contestant from their own federation or country is involved. He must inform the Chief Referee about this situation. Depending on the situation, the Chief Referee may replace the official with a neutral one (if possible) or he may decide to use this official.

### **SECTION 1: Referees Committee**

They will ensure that these rules are applied impartially on the Tatami. The panel of referees is composed of: Central Referee (**SUSHIN**), Mirror Judge (**FUKUSH-IN**), Arbitrator (**KANSA**) or Corner Judges. The Jury table personnel will be made up of the Jury Table Judge, Score– keeper, Time-keeper, and Caller-Announcer.

### **Art. 1: The mission**

1.1 The Chairman of the Referee Commission is appointed by the Directing Committee (DC) of the World Goju ryu Karate Federation “WGKF”.

1.2 The composition of the Referee Commission will be proposed by the Chairman of the Referee Commission and he will submit it to the DC for approval.

1.3 The Chief Referee and the panel of referees for each Tatami are appointed by the Chairman of the Referee Commission.

1.4 The Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges will be appointed by the Chief Referee from the panel of referees before or at the time of each match.

1.5 The Jury Table Personnel are appointed by the host of the competition / organizer and must be approved by the World Goju ryu Karate Federation DC.

## **Art. 2: General commitments of referees and judges**

The Chief Referee, Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges and Jury Table Judges have the following duties:

2.1 To learn and to know the Rules of Karate Competition.

2.2 To be objective, impartial and fair.

2.3 To show respect and understanding.

2.4 To have a clear scale of evaluation.

2.5 They must behave with dignity and demonstrate respect for the contestants and other officials.

2.6 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as officials of WGKF.

2.7 They must concentrate their full attention on the match, observing each contestant carefully and judging correctly every action of the contestants.

2.8 During the match they must not talk with anyone other than the Chief Referee, the other Judges, the contestants and the Referee Commission.

## **Art. 3: Responsibilities and obligations of the Chief referee**

3.1. The Chief Referee organizes, coordinates and supervises the whole activity at the Tatami.

3.2. Chief Referee acting as head of the judging panel if competitions are held on one tatami.

3.3. Before the competition Chief Referee is to:

a) check the capability of venue for events, facilities and rules, compliance with the requirements of the Regulation, draw up a statement of acceptance of venue of the competition;

- b) to declare the composition of the Credentials Committee and appoint judges to providing weighing and draw of the competitors;
- c) to allocate judges in teams if competitions are held in two or more tatamis.

3.4. During the competitions Chief Referee should:

- 3.4.1. Take measures promptly to correct the mistakes made by judges during the competition.
  - 3.4.2. Come to a resolution as soon as possible on applications and protests coming from representatives of teams (countries).
  - 3.4.3. Conduct a judicial panel session with the participation of teams (countries) to declare the order of the judges and discuss the process of competition.
  - 3.4.4. Approve the results at the end of the competition.
  - 3.4.5. Chief Referee organizes, coordinates and controls everything that happens on the mat.
  - 3.4.6. The Chief Referee has the deciding vote in judging.
  - 3.4.7. The Chief Referee is responsible for ensuring the conduct of the match, according to the Competition Rules and, in the event of extraordinary accidents, renders a decision based on the Rules.
  - 3.4.8. The Chief Referee has the right to stop the match and offer an administrative panel of judges to fix problems or to review a decision that was made in violation of these Rules.
  - 3.4.9. Chief Referee advises the referees and judges and manages them.
  - 3.4.10. Before each fight, the Chief Referee appoints the referee, the Mirror Judge, Kansa, and/or corner judges.
  - 3.4.11. If it becomes necessary to replace one of them during the match, the Chief Referee immediately stops the bout and appoints a replacement.
  - 3.4.12. The Chief Referee is subject to the jury of the Federation.
  - 3.4.13. He has no right to interfere in the judicial determination of the match, but has the right to intervene in case of improper application of the rules.
- 3.5. The Chief Referee prepares a daily written report on the work of judges and special incidents (if any) at the mat.

3.6. Chief Referee is obliged after the event:

3.6.1. To confirm the results of individual or team competition;

3.6.2. Prepare a report on the competition and deliver it within a specified period (not later than three days after its completion) to the organization that conducted the event.

3.7. Chief Referee may:

3.7.1. Delay the competition if, before starting the matches, the venue, equipment or regulations do not comply with the Rules.

3.7.2. Delay or stop the competition in case of adverse conditions that hinder the quality of the event.

3.7.3. Make changes to the program and competition schedule, should the need arise.

3.7.4. Serve as Chairman of the Credentials Committee.

3.7.5. Remove judges who have made serious errors or cannot cope with their duties.

3.7.6. Make changes to the composition of the judging panel.

3.7.7. Make a note, warning or suspend from their duties representative or timekeeper for violation of provisions of the Rules and the rules of conduct and ethics of sports.

3.7.8. Change if necessary sequence of fights.

3.7.9. In consultation with a doctor, decide on the withdrawal from the competition a participant who was injured.

3.8. The Chief Referee has the right to modify the Regulation on race, draw away or replace during a fight members of the judging panel.

3.9. Execution of orders of the Chief Referee is required for all competitors, judges and representatives of the teams (countries).

3.10. Report of the chief Referee of the competition should include the following sections:

- Competitors, their quantitative and qualitative composition.
- The panel of judges, its composition and its evaluation of each specialist.
- Declarations and protests, their number and summaries.
- Injuries and disease, their number and list of names of participants knocked out.

- Conclusions that provides assessment conducted by the sports event with indicating shortcomings and recommendations for their elimination.
- The report should be attached; enrollment in the competition resolution by the Credentials Committee, weighing protocols and draw participants, minutes of the course competition (tournament nets), consolidated reports, certificate of acceptance competition venue, statements, protest and the decision thereon, agenda meetings of the board of judges together with representatives of teams (groups of competitors) report of doctor of the competition.

#### **Art. 4. Responsibilities and obligations of Chief Referee's Deputy**

- 4.1. Chief Referee's Deputy together with the Chief Referee directs the competition, and is responsible for it's conduct.
- 4.2. The work of the Deputy Chief Referee is guided by the instructions of the Chief Referee, and in his absence performs his duties.
- 4.3. Deputy Chief Referee serves as the referee on the mat if competitions are held on two or more tatamis at the time.

#### **Head of the judging panel has the right to:**

- 4.4. Combine the function of a judge-informant.
- 4.5. Conduct moves of judges.
- 4.6. Stop matches for violations and mistakes made by referees, and to correct them.
- 4.7. Remove judges who have made serious errors or fail to execute their responsibilities in consultation with the Chief Referee.
- 4.8. Remove a second from his duties in case of gross violation of the provisions of the Rules and the rules of conduct and sports ethics without the consent of the Chief Referee.
- 4.9. Relieve representatives of teams (countries) from their duties in the case of gross violation of the rules and regulations, behavior, and sports ethics in consultation with the chief Referee.
- 4.10. In consultation with the doctor, decide on the withdrawal from the competition of an injured participant.
- 4.11. The head of the judging panel is responsible for the quality of the judging panel



headed by him.

4.12. Deputy Chief Justice is entitled to perform the duties of Chief of Credentials Committee by order of the Chief Referee.

**The head of the judging panel shall:**

- a) appoint the referee and side judges for refereeing the matches on the tatami;
- b) control the course of judicial note semi-final and final matching pair in case of disputes;
- c) accept petitions and protests from representatives of teams (countries) and transfer them to the main judge;
- d) submit to and follow instructions of chief judge, and also, and to report to him on the results of the judging panel;
- f) evaluate each the work of each specialist based on a five-point scale.

**Art. 5. Responsibilities and duties of the referee (Sushin)**

Referee directs the course of the match on the mat and ensures the rules of the competition are followed. To do so, he moves on the tatami to position himself so he can monitor the athletes.

Before the match the referee should:

- Control the accuracy of the location of the participants on the mat;
- Monitor compliance with the requirements of Competition Rules for protective equipment;
- Check the readiness of the corner judges, timekeeper, the seconds, and a doctor to perform their duties;

**Referee** is entitled to:

- 5.1. Conduct the match, including its beginning and end.
- 5.2. Announce the decision of the panel of judges.
- 5.3. Clarify, if necessary, the grounds on which such decisions were made.
- 5.4. To announce fouls and issue warnings (before, during and after the match).
- 5.5. To take other disciplinary action (e.g. dismiss/suspend contestant from a match).
- 5.6. Listen to counsel and receive information from mirror judge, Arbitrator and / or corner judges.

- 5.7. To decide victory by majority based on the jury table.
- 5.8. To extend the duration of the match.
- 5.9. Consult with the Chief Referee in each case when difficulties arise with the decision.
- 5.10. In the case of serious knockout of a fighter, immediately invite the doctor to the tatami and call a second to assist.
- 5.11. Declare remark, warning; or demand from the head of the judging panel of his dismissal in cases of gross misconduct.
- 5.12. The referee has the right to stop the match to make their own comments about the violation of the Rules and make decisions in case of:
  - 5.12.1. Obvious technical unpreparedness of competitors.
  - 5.12.2. Passiveness during the match by one or both competitors.
  - 5.12.3. The futility of further implementation by one of the participants while making an armlock or a choking technique.
  - 5.12.4. Knockdown or knockout where one or both competitors stay down.
  - 5.12.5. Refusal of one or both competitors to continue the match.
  - 5.12.6. Refusal of an competitor's second to continue the match.
- 5.13. The referee must interrupt the bout in case of:
  - 5.13.1. Violation of the Rules.
  - 5.13.2. Expiration of the set time limit of the match.
  - 5.13.3. Request to stop from the participant of the match.
  - 5.13.4. Participant needs to fix their protective equipment.
  - 5.13.5. A competitor goes "outside the tatami" competition area.
  - 5.13.6. One or both competitors receive an injury.
  - 5.13.7. One participant sends a signal of surrender or denial to continue the match, when held in an arm lock or a choking technique.
  - 5.13.8. The second of a competitor sends a signal to terminate the match.
  - 5.13.9. If the competitor stays down after a knockdown or knockout.
  - 5.13.10. When required by the corner judge or Chief Referee.
  - 5.13.11. When a participant executes a dangerous technique.

5.13.12. When there was a signal (gong strike) of the end of the round.

5.14. Referee after the match is to:

5.14.1. Collect judicial notes of corner judges and pass them to the head of the judging panel.

5.14.2. After the announcement of the final decision by the judges on the result of the match, raises his hand to the side of the winner;

**Art. 6: Responsibilities and obligations of the mirror judge (*Fukushin*), corner judge and arbitrator (*Kansa*)**

6.1 To assist, help and inform the Referee.

6.2 To exercise their right to vote on a decision during a match.

6.3 To evaluate the performance of the contestants.

6.4 The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag, whistle, and/or hand correctly giving their opinion:

6.4.1 When they notice an injury or illness of a contestant before the Referee notices it.

6.4.2 When they perceive an action which they consider should be awarded as Ippon or Waza-ari.

6.4.3 When a contestant appears about to commit, or has committed, a prohibited act and/or technique.

6.4.4 When both or either of the contestants have moved out of the competition area.

6.4.5 In all cases when it is necessary to call the attention of the referee.

6.5.1 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the contestants and signal their opinion independently, in the prescribed manner.

**The Arbitrator (KANSA):**

6.6 He is responsible for the official result of the match. He shall keep an explicit

scoreboard, registering correctly the points and penalties.

6.7 The scoreboard will be attached to the round list He will concentrate on the match and will give his opinion only when the Referee requests it.

6.8 He controls and verifies the Jury Table display notes (Scores and Penalties).

6.9 He announces Atoshi Baraku by whistle or words if the Referee doesn't hear the signal from jury table.

6.10 He verifies the presence of the contestants according to the Round List, before the round begins.

6.11 He informs the Chief Referee of any discipline problems.

#### **Corner and mirror judge:**

6.12. Corner and mirror judges after the fight are to:

- finalize the filling-in of the judges' notes;
- to keep track of the total count of the scores of both competitors;
- indicate the winner with the higher score, and in case of an equal count – make their own decision;
- transport the judges' note to the referee.

#### **Art. 7: Responsibility and obligations of the jury table (jury table, secretary judge, score-keeper, time-keeper, and the caller-announcer)**

7.1 The Jury table Judge must be a qualified person, with good ability and who knows the Rules of Karate Competition of WGKF.

7.2 The Jury table announces the name of each contestant for each match and ensures that the correct contestant is on the Tatami.

7.3 During each match, the Jury Table records and registers the points scored by each contestant, the warnings and penalties given to each contestant, and they keep an accurate record of the match time, etc.

7.4 They must attach the "Injury sheet" to the Round List, and review it during each round.

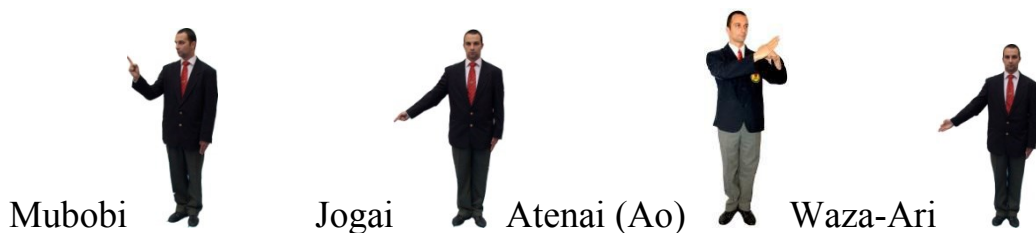
### **SECTION 2: Terminology and meaning of gestures**

#### **Art. 1: The meaning of terms and gestures**

The meaning of the terms used and the Gestures (commands, penalties, announcements) used during a kumite match are the following:

1. **SHOBU** (*Irikumi-Ju / Irikumi-Go*) **HAJIME**: Start the match. The Referee stands on the official line.
2. **SHOBU HAJIME**: Start the extended match. The Referee stands on the official line.
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. **MOTONOICHI**: Original position. The Contestants, Referee and Judges return to their respective standing lines.
9. **SHUGO**: Judges called. The Referee beckons with one arm to the Judges.
10. **HANTEI**: Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
11. **GOHON**: Five scores a knockdown; pointing at the corresponding sportsmen a referee raises his arm bent at elbow.
12. **WAZA-ARI**: Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.
13. **HIKIWAKE**: A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.
14. **AKA (AO) NO KACHI**: Victory of red (blue). The Referee obliquely raises an arm on the side of the winner.

15. **ENCHO-SEN:** Extension. The Referee restarts the match with the command “Shobu Hajime”.
16. **TORIMASEN:** Not acceptable as scoring. The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
17. **ATENAI:** Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
18. **CHUI:** Official warning. The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
19. **HANSOKU:** Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
20. **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.
21. **YOWAI:** Technique too weak. An open hand descending downwards.
22. **MAAI:** Bad distance. Both the hands are raised open and parallel to the floor, and facing each other.
23. **MUBOBI:** 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.
24. **KIKEN: Renunciation.** The Referee points with the index finger towards the feet of contestant.
25. **SHIKAKKU: Disqualification.** The Referee points first with the index finger to the offender’s face, then obliquely above and to the rear, outside the area.
26. **MIENAI:** The Referee covers his eyes with hands, showing that he hasn’t seen the last technique.
27. The gestures of the central referee should be understandable and energetic.



Shobu Irikumi Hajime



Yowai



Maai



1

2

Yame



Tsuzukete Hajime

1

2



1

Gohon



2



1

2

Waza-Ari



1

Hikiwake



2



1

Torimasen



2



1

Kiken



2

Chui

1

2



1

2

1

2

3



image.4.

28. The gestures of the mirror judge should be short, quick, tactful and modest.



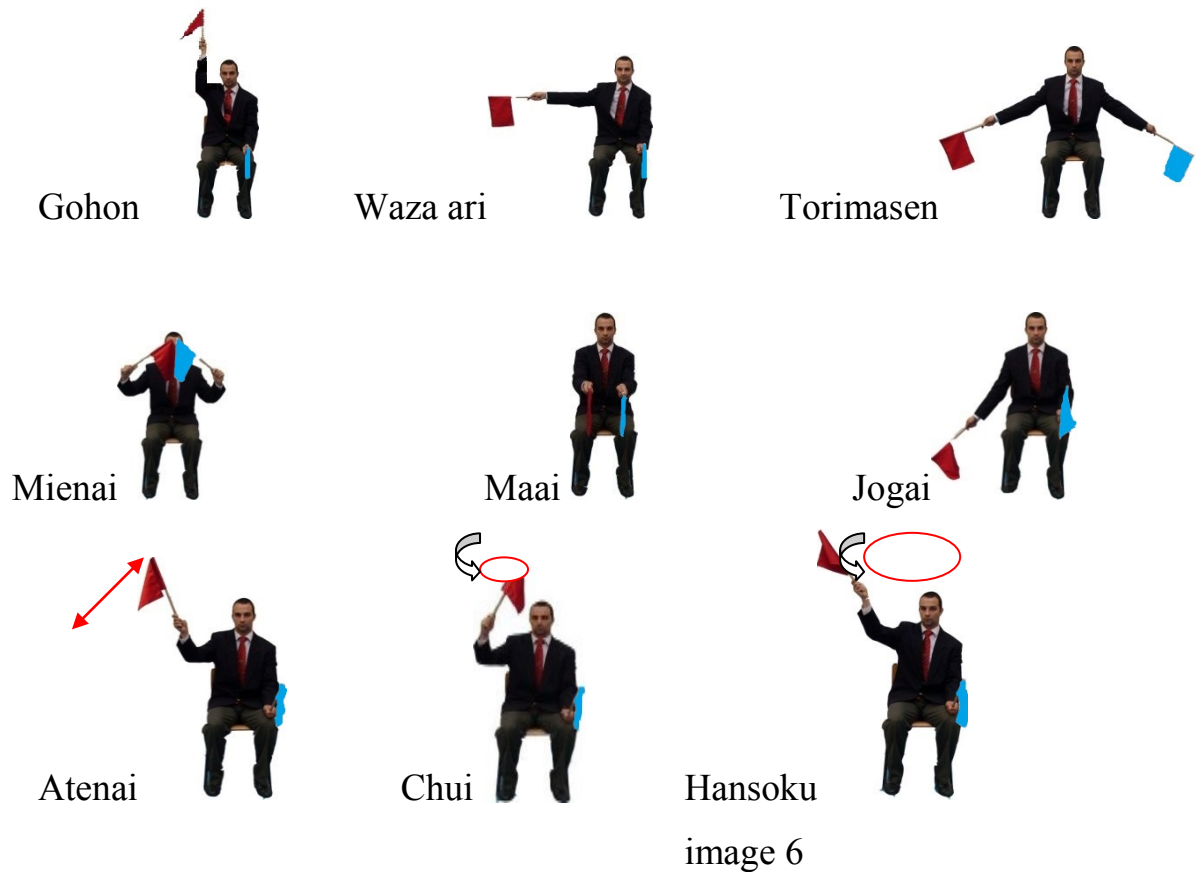
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## Art. 2. Signals

Signals are made with flag and/or whistle.

2.1. Signals of the corner judges for Kumite Irikumi-Ju, Irikumi-Go:





## 2.2. Signals of referee and judges during the kata competition.



image.7

Below are the definitions of the signals with whistle made by a referee:

long/normal + short/strong = Hantei;

short/strong = command to lower the flags or the score boards.

## SECTION 3: Decision-making

3.1 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 ultimate decision will be made by the majority.

3.2 In all cases, during a round, when a wrong contestant takes the place of another one (because of too much noise, wrong announcement, inattentive contestants, etc), the result of that match will be annulled. The round will restart at the point the mistake occurred and will involve only those contestants affected by the mistake. But, if the round is finished, the results cannot be changed.

3.3 When the Referee makes a decision on the basis of the signals given by the Judges, the decision shall be governed by the Table of Judgment shown in images below.

### 3.4 Example

SHIRO NO KACHI	AKA NO KACHI
○ ○ ○ ○	● ● ● ●
○ ○ ○ ●	● ● ● ○
○ ○ ○ ×	● ● ● ×
SHIRO NO KACHI or HIKIWAKE	AKA NO KACHI or HIKIWAKE
○ ○ ● ×	● ● ○ ×
○ ○ × ×	● ● × ×
HIKIWAKE	SHIRO/AKA NO KACHI or HIKIWAKE
× × × ×	○ ○ ● ●
○ × × ×	
● × × ×	
○ ● × ×	

Image 8

O O X Mienai .....AO/AKA NO KACHI or HIKIWAKE

In the case of two judges giving a point to Ao (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a

point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

3.5 If the Referee and the Mirror Judge are not in agreement about a score or penalty, the Referee must ask the Kansa for his opinion. The final decision will be made by the majority.

3.6 Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Chief Referee and to the Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.

## **PART 4: KUMITE RULES**

### **General Statements**

#### **Art. 1: Starting – Suspending – Ending the Kumite match**

1.1 The contestants must line up at the beginning of the round. If one of them is absent he will be called twice on the microphone. If he doesn't come, he will be declared KIKEN.

#### **1.2 Starting:**

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area.

After the formal exchange of bows between contestants, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

After the bows, the Referee invites the Judge and Kansa in the “Mirror system”, or the “4 Corner Judges” in the “Flag System” to take their places (outside the match area), as shown on the image.

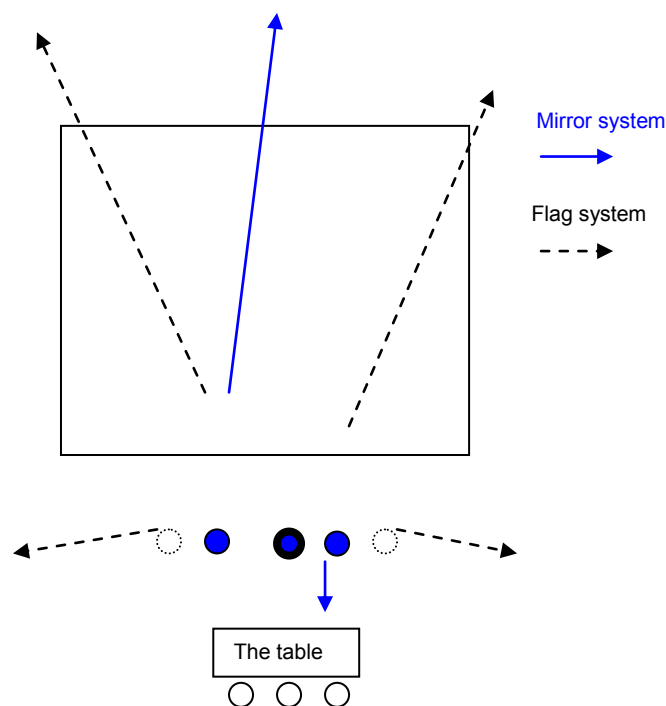


image 9

At the command of “Nakae or Motonoichi”, the panel of referees and the contestants enter in match area. The match shall start with the announcement by the Referee of “Shobu Irikumi-Ju / Irikumi-Go Hajime.

In Irikumi-Ju and Irikumi-Go Kumite the match doesn’t stop after each potential score; referee and judges control the match and in the system of judicial notes arbiter and corner judges count the scores.

### **1.3. Suspending The Kumite Match**

By announcing “Yame” the Referee shall halt the Match temporarily and order the contestants back to their positions.

When resuming the Match, the Referee announces “Tszukete Hajime”.

#### **1.3.1. *Atoshi Baraku***

A time keeper gives a signal with gong, buzzer or whistle, announcing «Atoshi Baraku» informing contestants that 30 seconds are left.

### **1.4. Ending The Kumite Match**

When time is up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting the match (Yame), the Referee shall end the match by announcing “Soremade”. He then checks the scores and penalties with the Kansa or the Table Jury Judge and then announces the decision. After the formal exchange

of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

1.4.1. In a «System of the judges' notes» style match, the referee first collects the notes from corner judges and compares them with the note of Kansa or judges table and announces the result. After the competitors, judges' panel, and official representatives exchange bows, (Otagai ni Rei – Shomen ni Rei) the tournament is declared over.

## **Art. 2 Criteria of decision-making in scoring**

**2.1. A score** 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 vigour (kime),
- 3) good attitude,
- 4) martial (zanshin),
- 5) proper timing,
- 6) correct distancing

2.1 Effective techniques delivered under the following conditions shall be considered scoring ones:

2.1.1 When an attack is delivered with perfect timing and the opponent started to move towards the attacker.

2.1.2 When an attack is delivered immediately as the opponent was unbalanced by the attacker.

2.1.3 When a combination of successive and effective attacks are used.

2.1.4 For the combined use of arm and leg techniques.

2.1.5 For combined use of arm, leg techniques and throws.

2.1.6 When the opponent has lost their fighting spirit and turned their back to the attacker.

2.1.7 Effective attacks delivered on the undefended parts of the opponent.

2.1.8 For valid Jodan Geri techniques and kicks in the upper part of the body.

2.1.9 If an armlock or a choking technique is made.

### **Art. 3: Victory or Defeat**

#### ***Shall be awarded on the basis of:***

1. Victory by knockout or 2 knockdowns
2. Victory by armlock or choking technique
3. Victory by score
4. Victory by decision (HANTEI).
5. Defeat by foul, disqualification (Hansoku).
6. Defeat by retirement (Kiken)

### **3.3. Victory by Score**

A contestant achieving the largest score is declared the winner.

#### **3.4. Victory by decision (HANTEI).**

3.4.1. In the absence of a scoring advantage, 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:

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

#### **3.4.3. HANTEI procedure:**

In the decision for Hantei, the Referee is placed within the limit 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 / AO 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.

#### **3.4.4. Hantei criteria.**

When declaring Hantei the following is to be kept in mind:

- \_ Whether there have been successive scores.
- \_ 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 vigor and fighting spirit.
- \_ The number of attacking moves.
- \_ The comparative excellence in the strategy used.
- \_ Fair play.

### **3.5. 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:

3.5.1 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.

3.5.2 Failing to obey the orders of the Referee.

3.5.3 If a contestant becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.

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

3.5.5 Other acts which are deemed in violation the Rules of the Match. Any unruly behavior 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.

3.5.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other contestant and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.

3.5.7 Any contestant (or team) who receives SHIKAKKU in the final will not receive a medal.

### **3.6 Defeat Due To Retirement (Kiken)**

3.6.1 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.

#### **Art. 4 Scoring areas and scoring techniques**

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

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

4.3 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.

4.4 Techniques delivered outside the prescribed match area shall be invalid.

4.5 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.

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

#### **Art. 5: 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

##### **5.1 Atenai**

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

5.1.1 Uncontrolled attacks (which travel past or over the target).

5.1.2 Techniques which make excessive contact, having regard to the scoring area attacked.

5.1.3 Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins

5.1.4 Attacks to the groin.



5.1.5 Open hand techniques to the face, throat, and neck, Hiza Geri, Empi or Atama Uchi.

5.1.6 Grabbing (unless immediately followed up by a technique).

5.1.7 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).

5.1.8 Dangerous leg sweeping techniques (Ashi Barai without follow-up by a technique, foot sweeps that land too high on the leg and that could cause knee injury).

5.1.9 Dangerous throws (without any assurance of the opponent landing safely).

5.1.10 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).

5.1.11 Any behavior likely to bring Karate into disrepute (this includes Coaches, Managers and anybody connected with the contestant).

5.1.12 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).

5.1.13 When a contestant avoids combat.

5.1.14. **The announcement:** The Referee will announce “Aka/Ao ATENAI”...and the penalty.



5.1.15. The gesture indicating the contact (Atenai):

Image 10

**The possible penalties are:**

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

## 5.2. Mubobi.

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

5.2.2 Attacks with an unguarded head in front.

5.2.3 Attacks without following the target with the eyes.

5.2.4 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.

5.2.5 **The announcement:** The Referee will announce “Aka/Ao, MUBOBI”... and the penalty;



5.2.6. The gesture indicating Mubobi

Image 11

The possible penalties are:

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

## 5.3 Jogai

5.3.1 Jogai means “Touching the floor outside the match area with any part of the body”.

5.3.2 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.

5.3.3 If Aka delivers a technique and then exits immediately afterwards.

5.3.4 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.

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

5.3.6 If Ao exits the Tatami just after Aka scores with a successful attack, then

Yame will occur immediately on the score and Ao's Jogai will not be recorded.

5.3.7 If Ao 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 Ao's Jogai penalty will be imposed.

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

5.3.9 **The corresponding announcement:** referee declares; «Aka/Ao – Jogai and the penalty.



5.3.10. The gesture for Jogai:

Image 12

5.3.11. If the contestant already has one or two exits from the match area, he will still be punished with JOGAI as follows:

**In case of Irikumi-Ju:**

- a) First escape - a Warning: Jogai
- b) Second escape - a Private warning: Jogai Chui
- c) Third escape - Official warning: Jogai Hansoku

**In case of Irikumi-Go:**

- a) First escape - a Warning: Jogai
- b) Second escape - a Private warning: Jogai
- c) Third escape - Official warning: Jogai Chui
- d) Fourth escape - Disqualification: Jogai Hansoku

5.3.12 There will be no accumulation of punishment between Atenai, Jogai or Mubobi.

5.3.13 Penalties must be accompanied by an increase in the severity of the penal-

ty imposed.

5.4 **Shikakku** (This is the highest penalty in the World Goju ryu Karate Federation). It is a disqualification from the entire competition and it is given in the following cases:

5.4.1 When the contestants do not obey the orders of the Referee.

5.4.2 When they commit an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.

5.4.3 When they make obscene or offensive gestures.

5.4.4 When the Referee believes that a contestant has acted maliciously, without thinking of the well-being of the other contestant.

5.4.5 **The announcement:** The Referee will announce “Aka/Ao – SHIKAKKU.



5.4.6. The gesture for Shikaku.

Image 13

Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the Referee Commission.

5.4.7. The contestant who receives Shikakku will lose all the positions he / she won before in that round / category.

## **Art. 6 Injuries and Accidents**

In the case of an injury of a contestant, the Referee shall at once halt the match, assist the injured contestant and, at the same time, call the Competition Doctor.

### **6.1 Doctor's Decisions**

6.1.1 Only the Competition Doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the contestants.

6.1.2 A contestant who wins a match through disqualification of their opponent for causing them an injury cannot fight again in the competition without the Competition Doctor's Permission"

6.1.3 When a contestant wins through a disqualification of their opponent for

causing them an injury, the Chief referee will send a judge with the injured winner to the Competition Doctor. The Competition Doctor must complete the “Injury sheet” (see image 14). The completed “Injury sheet” will be given to the Jury Table and it will be attached to the round list. It is the Jury Table’s responsibility to monitor the contestant’s progress to the next round and to show the Injury Sheet to the Referee. Depending on the instructions in the Injury Sheet the Referee will decide if the contestant can or cannot continue to compete in the competition.

Image 14

Date:	Time:	Tatami №	Name of chief referee on the tatami	
Full name of the sportsman		Country	The character of the trauma	
Doctor’s remarks		Recommendations	Whether he/she may compete	Signature/stamp of the doctor
			YES/NO	

6.1.4. No point shall be awarded if the contestant injures his opponent, even if the injury is only very minor.

## **6.2. *Victory or Defeat after an Injury or Accident***

6.2.1 When a contestant, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.

6.2.2 If two contestants harm each other, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:

- a. The fight is won by the contestant that has accumulated the most points.
- b. If the score is the same, then the Referee will call for HANTEI to decide the

winner.

c. In Team competition the Referee will announce a Tie (HIKIWAKE).

6.2.3. If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.

6.2.4 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either contestant, disable a contestant or in a case where both contestants are injured at the same time for reasons for which both are responsible, the final result will be decided by:

- a) The contestant who quits the Match shall be declared the loser by Kiken.
- b) In a case where both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, then HANTEI will decide the final result.

6.2.5 In a case where a contestant is deemed unable to continue the match owing to an injury or any other physical reasons, on the basis of the advice by the Competition Doctor, the Referee shall end the match and suspend the injured contestant from the match and will attribute the victory as follow:

- a) If the injury is ascribable to his opponent, he shall be declared the winner.
- b) If the injury is not ascribable to his opponent, he shall be declared the loser.

## **SECTION 4. Kumite Irikumi**

### **Technical actions and requirements. General statements**

In accordance with the Rules of Irikumi-Ju and Irikumi-Go competition – this is a tournament where the technical actions of athletes are reduced to the application of punches, kicks, throws, performance of armlocks and choking techniques with the purpose of obtaining victory in the match without causing harm to health. Contact is allowed in the zones allowed for the use of authorized techniques. But the competitions for children Irikumi-Ju are conducted only with surface contact.

### **Art. 1. Irikumi tournament**

Bout consists of three interconnected stages:

1.1. Standing fight – a match, in which the opponents stay in a position where both are standing on their feet.

1.2. Mixed fight – a match, where one participant is standing on his feet while the other participant is in the position of a ground fight by lying, leaning, sitting, kneeling (one or both knees) and touching the surface of the mat with three or more points of the body. .

13. Ground fight – a match held in a position where both participants touch the surface of the mat with three or more points of their bodies that are in the position of a ground fight.

## **Art. 2. Throws**

2.1. Throw is performed by seizing or grabbing the opponent, which results in the opponent falling to the mat and touching its surface with any part of his body except the feet and ending up in the position of a ground fight.

2.1.1. Throws include actions where an athlete is attacked, and sees the attempt of the attacker to perform a throw, intercepts the initiative and uses the effort of the opponent to perform a proactive throw (counter throw).

2.2. Throws are performed with raising or without raising an opponent from the tatami and are evaluated based on the amplitude their performance (height of fall) no matter which part of the body the opponent fell on; and made with or without the fall of the attacker.

2.2.1. Throws can be made without raising the opponent from the tatami, where the opponent finds himself in the position of the ground fight due to a takedown, and the attacker is in a standing or favorable position.

2.2.2. Throws made by raising the opponent from tatami can be performed at low and high amplitude:

a) throws at low amplitude – are throws in which the lower torso of an opponent (the hips) falls at a height lower than the chest of an attacker (in line with the attacker's hips). Throws of low amplitude can be attributed to backheels, sweeps, hooks, and throws over the thigh.

b) throws at high amplitude – are throws in which the lower torso of an opponent (the hips) falls at the height above the attacker's chest, but not higher than the attacker's own height. Throws of high amplitude can be attributed to those over the chest, back, shoulders.

2.3. After the capture when attempting a throw there are 3 seconds given, after which the referee has the right to interrupt the match for further continuation at the starting lines.

2.4. Throws must be carried out with enough force and speed.

2.4.1. Slow lifting and lowering of the opponent on the tatami, regardless of range of motion are not evaluated by judges.

2.5. Holding, throws, and rollovers where both opponents are maneuvering on the ground are not evaluated, but are allowed to further an advantage for fulfillment of armlocks or choking techniques.

2.6. There are only 10 seconds given for decisive actions on the ground, after which the referee has the right to interrupt the match for further continuation in the ground fight, if no armlock or choking technique was performed to this point.

### **Art. 3. Punches (kicks)**

Rules of the competition allow to apply the following punches:

3.1. To the head (parts of the face, chin, jaw region).

3.2. To the torso (chest – region of heart and "solar" plexus, stomach, liver and spleen, side of the body - ribs and kidneys);

3.3. To the leg (the inner and outer side of the thigh);

3.4. Punches are performed at any trajectory by the striking fist, elbow;

3.5. Kicks are performed at any trajectory by striking with the leg, shin and knee;

3.6. Punches and kicks are applied in full contact (without limiting the degree of dose) to the allowed parts of the opponent's body, including the grabbing;

3.7. In the conduct of a fight both athletes have right to strike in a standing position:

3.7.1. Punches and kicks to the head and torso, including carrying-out the strikes and kicks in a jump with a turn of the torso.



- 3.7.2. Kicking ones feet on the outside and inside of the thigh.
- 3.7.3. Kicks by knees and legs onto the torso.
- 3.7.4. Not allowed to strike the shin or by the shin.
- 3.8. When there is a mixed match it is not allowed to strike an opponent in a position of a ground fight.
- 3.9. In the conduct of the match when both athletes fight on the ground it is not allowed to punch and kick to the allowed parts of an opponents' torso.
- 3.10. The more effective position in the ground fight should be considered the position above the opponent who is lying on his back.
- 3.11. A mutual exchange of blows is not evaluated by judges unless one of the contenders is knocked down. In this case the kick or punch that led the opponent's knockdown will be evaluated.

#### **Art. 4. Knockdown and knockout**

- 4.1. The competitor is considered in a knockdown position when:
  - 4.1.1. As a result of technical actions performed by his rival, a competitor has the knock-out of him, or he has temporarily lost coordination of movements;
  - 4.1.2. A competitor is much inferior in strength and skill than his opponent, is unable to adequately defend himself, receives many heavy blows, and a further extension of the fight is dangerous to his health.
- 4.2. If an athlete is in a position of knockdown, the referee gives the command "Yame" temporarily stops the fight and starts to count time. By the command "Yame" and a score of "A" one second should pass.
- 4.3. The referee counts to eight with intervals of one second, even if the athlete is ready to continue the fight.
- 4.4. In case of a simultaneous knock-down of two competitor, the referee similarly counts to eight no matter who is the first to be ready to continue the fight.
- 4.5. If after the count of "Eight", a competitor cannot continue the match, the referee counts to ten and then commands "Out" announcing the completion of fight with a knockout.

4.6. If after the count of "Eight" in the event of the simultaneous knockdown of both competitors who cannot continue the match, the referee similarly announces the completion of fight with a mutual knockout.

4.7. After the command "out" the referee must invite the doctor to assist the knocked out members directly on the tatami. The athlete's coach is acting at the direction of a doctor.

4.8. In the competition among cadets and juniors, the match ends after the first knockdown. In adult and veteran competitions the match ends after the second knockdown.

**4.9. In competitions among children and youngsters all the technical actions are carried out only with surface contact.**

4.10. The athlete is considered in a state of a deep knockout if, by the result of technical actions performed by his opponent, he is unable to continue the fight, unable to get up and take a standing position, faints, is observed with poor coordination of movements and weak reaction of pupils to light.

4.10.1. In this case, the referee without opening a count ends the fight by the knock-out and immediately invites the doctor to help an athlete immediately on the tatami.

4.10.2. The athlete, who was knocked out, may be allowed to participate in regular competitions after a period that is:

- a) at least 4 months for youths and juniors;
- b) at least 3 months for adults.

4.10.3. The athlete, who was knocked out twice in a period of 6 months is removed from participating in competitions for 6 months.

4.12. All knockouts received by athletes during competitions, are recorded in the statement by the chief judge of the competition.

## **Art. 5. Armlocks and choking techniques**

5.1. Armlocks and choking techniques are allowed to the participants to be carried out only during the ground fight.

5.2. An armlock is considered to be application of bending pressure to joints, ligaments, or muscles of an opponent's arm or leg, the execution of which forces the opponent to give up or submit to avoid injury.

5.3. A choking technique is aimed at squeezing the carotid arteries and airways of the opponent, as a result of which he loses consciousness or is forced to surrender.

5.3.1. The signal to surrender the fight is loud cry of "Yeah!" Or tapping by hand or foot on the body on an opponent, on one's own body, or on the tatami. Any yell or scream of a competitor who is in an armlock is considered as a signal of defeat.

5.4. An armlock or a choking technique is terminated:

5.4.1. At the time of transition of an opponent from the ground fight to a standing position.

5.4.2. After the athletes' position that makes it impossible for the attacker to make further efforts to complete an armlock or a choking technique.

5.4.3 After the time limit expires for their performance.

5.4.4 As soon as the rival has signaled the defeat.

5.5. Victory by an armlock is counted in the event of a signal of defeat by the competitor, or by a referee, who made sure that the arm or leg was captured correctly, liberation from seizure is not possible, and continuation of the technique can lead to injury. Recent provisions should be the guide for the conduct of competitions among children and juniors.

5.6. Victory by a choking technique is counted in the event of a signal of defeat by the competitor.

5.7. After the seizure of the competitor in an armlock or a choking technique on the ground, the attacker is given 10 seconds, after which the referee interrupts the match and puts competitors in the initial position for further extension.

## **Art. 6. Fight at the edge of the tatami**

6.1. The position of athletes is considered "off the mat" if during the conduct of the fight:

6.1.1. In the standing position, there was an exit of a participant outside the working area of tatami with one foot.

6.1.2. In the ground fight position, half of the body of one of the participants moves outside the working area of the tatami.

6.1.3. By a signal or a command the referee stops the fight, and the participants return to the starting line to continue the fight.

6.1.4. Independent stopping of the fight in the "off the mat" position on the initiative of one or both opponents will be considered as unauthorized stop of the fight.

6.2. Technical actions taken at the time of the referee's signal are not counted as scores.

6.3. Throws outside the working area of the tatami is evaluated if in the moment of a fall the opponent hasn't fallen outside the working area.

6.4. Performance of an armlock or a choking technique, having started in the working area of the mat is not interrupted while any part of the body of one of the participants is still within the working area of the mat.

## **Art. 7. Passivity**

7.1. Passivity (passive action) - refusal of the participants to perform actions or lack of real fulfillment of attempts of the permitted technical actions.

7.2. Passivity of the participants is regulated by time or determined by the referee in the course of the match.

7.3. Passivity can be defined for one participant (individual passivity), and for both competitor in the match (joint passivity).

7.4. The passivity of both opponents in the ground fight during a seizure and the management of the mixed fight is limited by 5 seconds.

7.5. Individual passivity includes:

7.5.1. The athlete often and unreasonably adjusts his protective equipment during the match.

7.5.2. Athlete delays time to return to the standing position or to the middle of the tatami after the referee's command.

7.5.3. Athlete simulates activity, demonstratively attacking the air while deliberately out of range of the opponent.

7.5.4. Moving around the opponent without performing attacks and making no attempt to capture the opponent.

7.5.5. Intentionally goes outside the tatami working area when the opponent tries to perform a technical action.

7.5.6. Feigning illness, injury.

7.5.7. Refuses the referee's call to action on the tatami.

7.6. The referee stops the fight in case of passivity, invites participants to the starting line, announces to one or both of the fighters a remark or a warning and then continues the match.

7.7. In the case of passivity of one or both fighters in a standing position the referee has the right to caution the participants and the next time – a warning.

7.8. In the case of passivity by both competitors in a ground fight position or in a standing position, the referee stops the match and continues it without the imposition of penalties.

## **Art. 8. Prohibited Actions**

Participant is prohibited to:

8.1. Use petroleum jelly or other fatty or oily substances to cover the skin, legs or joints.

8.2. Take hallucinogens or performance enhancers.

8.3. Participant during the bout is prohibited to:

8.3.1. Perform dangerous throws.

8.3.2. Perform banned strikes.

8.3.3. Perform prohibited armlocks or choking techniques.

8.3.4. Deliberately injure the opponent.

8.3.5. Turn his back on the attacking opponent.

8.3.6. Move without the use of technical actions from a standing position to the ground fight.

8.3.7. Seize opponent's protective helmet with arms and legs.

8.3.8. Move mouth guard in the mouth or deliberately throw it.

8.3.9. Scratch or pinching.

8.8.10. Push the opponent outside the tatami.

8.3.11. Conduct technical actions on or off the tatami after the signal interrupts or stops the fight.

8.8.12. Talk on the mat and on their own to stop the fight except as allowed by these Regulations.

8.8.13. Ignore the referee's commands.

8.8.14. Violate the rules of conduct and ethics of sports.

#### **8.4. Dangerous throws are:**

8.4.1. Throws above attacker's height.

8.4.2. Throws of an opponent in front of oneself on the head while holding him upside down.

8.4.3. Throws while taking one's arm in an armlock.

8.4.4. Throws of an opponent back behind oneself with the attacker falling on him.

8.4.5. Repeated throws of opponent who lies on the ground with the attacker in a standing position.

8.4.6. Throws with a seizure of the opponent's neck with both hands.

#### **8.5. It is forbidden to strike:**

8.5.1. Using legs against the opponent when he is falling, lying or when the opponent rises.

8.5.2. In the eyes, throat, neck and neck region and the spine in the lower torso cleanly in the groin, on the legs, on the knee joints, stomping foot on foot.

8.5.3. Using one's head.

8.5.4. It is forbidden to strike using elbows and knees to the head.

8.5.5. Prohibited to jump on a downed opponent.

#### **8.6. Prohibited attempts to perform an armlock:**

8.6.1. In a standing position.

8.6.2. At the joints of hands, except the elbow joint.

8.6.3. Bend one's hands behind one's back.

8.6.4. To the spine (bending of the spine).

8.6.5. Pressing with the elbow or knee on top of any part of the body of the opponent in the conduct of the ground fight.

8.6.6. By seizure and squeezing of the opponent's head using legs.

8.6.7. Squeezing of one's head and other actions that may result in damaged cervical vertebrae.

### **8.7. Prohibited choking techniques:**

8.7.1. By pressing with the fingers on the carotid artery.

8.7.2. Clamping of the opponent's respiratory channels – mouth and nose.

8.8. If the referee does not notice the conduct of one of the participants using the forbidden technique, the injured athlete is allowed to signal by command "Yame". In this case, the referee must stop the match and determine the situation, announcing punishment to the trespasser.

8.9. Defeat is not considered if the athlete sends a signal in case of the use of a prohibited armlock or a choking technique by the opponent.

8.10. The participant is disqualified in the event of fraud or improper signal to the referee.

8.11. For a long retreat, delaying and unsportsmanlike behavior.

8.12. For obscene calls to the coach, team members, referees, the panel of judges and other persons in the competition may result in disqualification.

## **Art. 9. Remarks And Warning**

Violation of these Competition Rules by the participants can result in remarks and warnings.

### **9.1. Remarks towards the participant are declared:**

9.1.1. By coming late to the match after the first official call, within 30 seconds.

9.1.2. When initially performing a prohibited technique that does not lead to injury of the opponent.

9.1.3. For the first instance of moving outside the tatami working area as a result of defensive actions.

9.1.4. For passivity in the conduct of the match.

9.1.5. For the first and second violation of the rules of behavior.

9.1.6. Remarks to the participants and their seconds can be determined by the referee and made on his own.

**9.2. Warning to the participant is declared:**

9.2.1. By coming late to the fight after the first official call from 30 seconds to 2 minutes.

9.2.2. For each recurrence of similar violations described earlier as a remark.

9.2.3. Unauthorized stop of the fight.

9.3. The decision to announce a warning is to be determined by the referee provided he is supported by at least two side judges.

9.4. For a warning received by both competitors at the same time for one and the same offense, no winning points are awarded.

**Art. 10. Technical evaluation of actions**

Technical actions of the athletes in the fight are rated on a 5-point scale.

**10.1. One point is awarded:**

10.1.1. For a punch to the head or torso.

10.1.2. For a kick on the outer or inner side of the thigh.

10.1.3 For the controlled attack by knees and elbows to the trunk.

10.1.4. Dropping of the opponent.

10.1.5. Reported first warning for violation of these Rules to the opponent.

**10.2. Two points are awarded:**

10.2.1. For a combination, including block and attack.

10.2.2. For a kick to the body.

10.2.3. For a throw with a fall.

10.2.4. For a low amplitude throw.

10.2.5. For a throw from a standing position without finishing techniques.

10.2.6. Reported second warning for violation of these Rules to the opponent.

**10.3. Three points are awarded:**

10.3.1. For a kick to the head.



10.3.2. For a throw from a standing position with finishing techniques.

**10.5. Five points are awarded to winning:**

10.5.1. For technical actions that result in the opponent being knocked down, but do not give grounds for awarding the attacker with a “clear” victory.

**Art. 11. Disqualification and Removal**

**11.1. The participant is removed from the match:**

11.1.1 For exceeding the 3-minute time limit allotted to him for adjusting equipment or being attended by the doctor.

11.1.2. By inability to continue due to the injury, which was not the fault of the other participant of the fight.

11.1.3. The presence of trauma; its importance and the opportunity to continue the match is determined by the doctor of the competition. Exemption from the match due to injury should be given by the chief judge of the competition or the head of the judging panel based on the findings of the doctor.

11.1.4. Other decisions to withdraw from the match shall be made by the head of the judging panel in consultation with the referee.

**11.2. The participant is disqualified from the match:**

11.2.1. After receiving three warnings.

11.2.2. By carrying out prohibited technical actions that lead to the opponent being injured as a result of which the opponent cannot (at the conclusion of the doctor) continue the fight.

11.2.3. By intentionally causing injury to the opponent.

11.2.4. For gross misconduct, unethical behavior to the opponents, competitors, judges or spectators.

11.2.5. For refusing to execute the commands of the referee.

11.2.6. In the case of fraud towards judges.

11.3. The decision to declare a disqualification is made by the referee, provided that it is supported in the three corner judges and the head of the judging panel.

**Art. 12. Result of the fight**

The match has resulted in the victory of one and the defeat of another opponent or

both sportsmen. The winner can achieve “flawless” victory, technical victory or victory by scores.

12.1 «Clear» victory is awarded for:

12.1.1. Technical actions that result in the knockout of an opponent;

12.1.2. Technical actions that have resulted in 1 or 2 knockdowns of an opponent;

12.1.3. Refusal to continue the match;

12.1.4. Achievement of total domination over an opponent in a match.

12.1.5. Refusal to continue the match is determined when:

- There is the sign of surrender during an arm lock or a choking technique performed by an opponent;

- There is a determined will of an opponent to surrender or a decision made by his coach.

12.2. Technical victory is awarded for;

12.2.1. Absence of the opponent on tatami during 2 minutes.

12.2.2. Call off of an opponent from the match.

12.2.3. Disqualification of an opponent.

**12.3. Victory by scores**

12.3.1. Victory by scores is awarded for victory over an opponent through the achievement of scores.

12.3.2. A victory with a slight advantage is defined as 1 - 3 scores.

12.4. Defeat of both competitors is claimed if;

12.4.1 Both competitors haven't reported for the match.

12.4.2 Both of them are disqualified from the match for the injuries imposed on both opponents, with the condition that neither of them has violated the rules of the competitions;

12.4.3. Mutual knockout;

12.4.4 Mutual disqualification for violating these Rules.

12.5. When both competitors are disqualified, neither of them enters the next round of the competitions, regulated by the Olympic system, and their potential opponent will be awarded technical victory.

### **Art. 13. Judges' decision when determining the results of the match**

13.1. The decision to award the athlete a "clear" victory is made by the referee and is done without the consent of the members of the judging panel.

13.2. The decision to award the winning athlete a technical victory is made by the referee in consultation with the members of the judging panel, and in some cases with the doctor.

13.3. The decision to award the winning athlete with the victory by scores is made by the referee on the basis of the majority decision of corner judges.

13.4. The decision of the corner judges should be recorded to the judicial record notes.

13.5. In the notes, the judicial assessment of technical actions of athletes is indicated and the account of winning points is documented.

13.6. In case of an equal number of points the winner is determined by:

13.6.1. Whoever has the least amount of official warnings;

13.6.2. For the larger number of technical actions carried out which scored 5,4,3,2,1 points, respectively.

13.6.3. If all the criteria are exhausted to determine the winner, corner judge decides, based on their experience.

13.7. The account of the match in the judges' notes can be 2:1 or 3: 0 in favor of one of the participants in the match.

13.8. A victory where the difference in winning points is from one to three inclusive (in the indexes of the majority of corner judges) refers to a the small margin of victory, which is specified when announcing the outcome of the match.

13.9. The decision of the majority of the corner judges can be changed in the event of disputes only when it comes to determining the winner of semi-final and final pairs by 2: 1 in the judges' notes

13.10. In this case, the final decision on the winner is taken into account with the views of the two members of the judging panel, the head of the judging panel (on the results of the control note) and the referee.

13.11. The referee decisions based on judicial notes shall indicate the type of victory as follows:

PV – “clear” victory, TV - technical victory, and VS victory by scores,

W – warning.

#### **Art. 14. Determination of the winners in the individual primacy**

14.1. The winners in the individual primacy are the participants who went into the semi-finals (four participants).

14.1.1. The winner of the final pair (two participants) takes the first prize and the loser - the 2nd prize.

14.1.2. Athletes who were defeated in the semifinals, compete for the 3rd and 4th prizes.

#### **A. Kumite Irikumi-Ju**

##### **SECTION 5. Individual competitions in Irikumi-Ju**

Individual competitions by the rules of “Irikumi-Ju”. Competitors try to achieve a clear victory, technical victory or victory by scores faster than rival within the specified time.

##### **In Irikumi-Ju it is banned to:**

1. punch an opponent against his head
2. use armlocks and choking techniques for children and youngsters up to 12 years.
3. grabbing an opponent's head with both hands in a stand.

In Kumite Irikumi-Ju the Mirror system, Flag system, as well as the score system of judges' notes are used for judging.

## Art.1 Eligible Categories

Individual Kumite Irikumi-Ju					
Male Kumite			Female Kumite		
All belts			All belts		
Category	Age	Weight	Category	Age	Weight
Children	8-9 years	-28 kg	Children	8-9 years	-25 кг
Children	8-9 years	-32 kg	Children	8-9 years	+25 кг
Children	8-9 years	+32 kg			

All belts			All belts		
Category	Age	Weight	Category	Age	Weight
Kids	10-11 years	-32 kg	Youngsters	10-11 years	-37 kg
Kids	10-11 years	-37 kg	Youngsters	10-11 years	+37 kg
Kids	10-11 years	-42 kg			
Kids	10-11 years	-47 kg			
Kids	10-11 years	+47 kg			

All belts		
Category	Age	Bara кг.
Minicadets	12-13 years	-37 kg
Minicadets	12-13 years	-42 kg
Minicadets	12-13 years	-47 kg
Minicadets	12-13 years	-52 kg
Minicadets	12-13 years	-57 kg
Minicadets	12-13 years	+57 kg

All belts		
Category	Age	Bara кг.
Minicadets	12-13 years	-47 kg
Minicadets	12-13 years	+47 kg

All belts		
Cadets	14-15 years	-57 kg
Cadets	14-15 years	-63 kg
Cadets	14-15 years	-69 kg
Cadets	14-15 years	+69 kg

All belts		
Cadets	14-15 years	-55 kg
Cadets	14-15 years	+55 kg

## **Art. 2. Duration of an individual match of Irikumi-Ju**

- 2.1. Male Cadets / Juniors 2 min. (Actual time spent)
- 2.2. Female among Cadets / Juniors 2 min. (Actual time spent)
- 2.3. Children's, Youngsters (female / male) 1min. 30 seconds (Full time)
- 2.4. Prior to the tournament the Board of the World Goju Ryu Karate Federation "WGKF" can change the length of matches.

## **Art. 3: Tie And Extension**

### **3.1 The Tie**

- 3.1.1 In the event of a tie (equal score) after time-up, in an individual Match, HANTEI will be called.
- 3.1.2 The decision could be NO KACHI for Aka or Ao (based on the criteria used in Hantei), or it could be "HIKIWAKE". In Individual Irikumi-Ju, if Hikiwake is given, an Encho-Sen (extension) will follow.

### **3.2 The Extension (Encho-Sen)**

- 3.2.1 The Referee command for starting the extension will be "Encho-Sen – Shobu Hajime".
- 3.2.2 The time of Encho-Sen **will be 1 minute**.
- 3.2.3 This extension will be decided by the first to score (sudden death).
- 3.2.4 All awards or penalties are carried into the extension.
- 3.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension.
- 3.2.6 After Encho-Sen, in Hantei, the sign of HIKIWAKE cannot be given. All the Judges (Mirror Judge and Kansa) and the Referee have to vote AKA or AO.

## **KUMITE IRIKUMI-GO**

### **SECTION 7. Individual competitions in Irikumi-Go**

A Competition Of Irikumi-Go – is a competition of full-contact, where contact is permitted in the zones allowed for the use of permitted techniques. Competitors try to achieve clear victory, technical victory, or victory by scores faster than opponent within the specified time.

**In Irikumi-Go any punches to the head are allowed.**

In Irikumi-Go kumite "system of flags" or "system of judicial notes" are used for judging.

Participants of the competition are only juniors, seniors and veterans that must be experienced athletes who have passed serious physical training. They must have the professional medical certificate that they are completely healthy and able to participate in competitions of this type.

Competitions of Irikumi-Go are only individual ones.



## Article 1. Eligible Categories:

### Individual Kumite Irikumi-Go

#### Male Kumite

All belts		
Juniors	16-17 years	-63 kg
Juniors	16-17 years	-69 kg
Juniors	16-17 years	-74 kg
Juniors	16-17 years	-79 kg
Juniors	16-17 years	-84 kg
Juniors	16-17 years	+84 kg

#### Female Kumite

All belts		
Juniors	16-17 years	-60 kg
Juniors	16-17 years	+60 kg

All belts		
Seniors	18 years +	-63 kg
Seniors	18 years +	-69 kg
Seniors	18 years +	-74 kg
Seniors	18 years +	-79 kg
Seniors	18 years +	-84 kg
Seniors	18 years +	-89 kg
Seniors	18 years +	+89 kg

All belts		
Seniors	18 years +	-60 kg
Seniors	18 years +	-68 kg
Seniors	18 years +	+68 kg

All belts		
Veterans	36 years +	-74 kg
Veterans	36 years +	- 84 kg
Veterans	36 years +	+84 kg

All belts		
Veterans	36-40 years	-60 kg
Veterans	36-40 years	+60 kg

## Art. 2. Duration of an individual match Irikumi-Go

2.1. Male fight Adults / Veterans 3 min. (Actual time spent)

2.2. Female fight among Adults / Veterans 2 min. (Actual time spent)

2.3. Juniors' fight (female / male) 2 min. (Full time)

2.4. Prior to the tournament the Board of the World Goju Ryu Karate Federation "WGKF" can change the length of matches.