

**Tournament  
Rules & Regulations  
(General)**



**World  
Traditional  
Karate  
Organisation**

# World Traditional Karate Organisation

## Index

<b>Chapter</b>	<b>1</b>	<b>General Rules</b>	<b>Page</b>	<b>4</b>
Article	1	Purpose	Page	4
Article	2	Application of the Rules	Page	4
Article	3	Manners of Participants	Page	4
Article	4	Notes	Page	4
<b>Chapter</b>	<b>2</b>	<b>Administration of Competitions</b>	<b>Page</b>	<b>4</b>
Article	5	Organisation of Competitions	Page	5
Article	6	<b>Shin-Pan-Cho</b> (Chief-Referee)	Page	5
Article	7	<b>Shu-Shin &amp; Fuku-Shin</b> (Main-Judges and Assistant-Judges)	Page	5
Article	8	<b>Kansa</b> (Arbitrator)	Page	6
Article	9	<b>Sen-Shu</b> (Competitor/s)	Page	6
Article	10	<b>Kantoku</b> (Coach/es)	Page	6
Article	11	<b>Keiji-In</b> (Time-Keeper/s)	Page	6
Article	12	<b>Kiroku-In</b> (Score-Keeper/s)	Page	6
Article	13	<b>Shin-Ko-In</b> (Co-ordinator/s)	Page	6
Article	14	<b>Kyugo-In</b> (First-Aid)	Page	6
Article	15	Clothes	Page	6
Article	16	<b>Shiai-Jo</b> (Match Area/Court)	Page	7
Article	17	Competition Events	Page	8
<b>Chapter</b>	<b>3</b>	<b>Kumite Match/es</b>	<b>Page</b>	<b>8</b>
Article	18	Competition Requirements	Page	8
Article	19	Team Match/es	Page	8
Article	20	Judgement of Techniques	Page	9
Article	21	<b>Hantei</b> (Judgement of a Match)	Page	9
Article	22	<b>Sai-Shiai</b> ((Match Extension/s)	Page	10
Article	23	<b>Chui</b> (Foul/s)	Page	10
Article	24	<b>Jo-Gai</b> (Out of Court)	Page	11
Article	25	<b>Mubobi</b> (Defencelessness)	Page	11
Article	26	<b>Shikkaku</b> (Dismissal from the Tournament Area)	Page	11
Article	27	<b>Kiken</b> (Withdrawal)	Page	12
Article	28	Injuries	Page	12
Article	29	<b>* Shu-Shin * Fuku-Shin * Kansa *</b>	Page	12

# World Traditional Karate Organisation

## Index

Article	30	Match Time	Page	12
Article	31	Match Proceedings	Page	13
Article	32	Match Equipment	Page	14
Chapter	4	<b>Kata Match/es</b>	Page	15
Article	33	Match Method	Page	14
Article	34	<b>Shin-Pan</b> (Judge/s)	Page	15
Article	35	Match Judgement	Page	16
Article	36	Loss of Points and Disqualification/s	Page	17
Article	37	<b>Sai-Shiai</b> (additional Match/s)	Page	17
Article	38	Match Proceedings	Page	18
Article	39	Match Equipment	Page	19
Article	40	Notes	Page	19
Article	41	Addendum Team <b>Kata</b> Finals (with <b>Bunkai</b> )	Page	20
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	
Article			Page	

# World Traditional Karate Organisation

## Chapter 1) General Rules

### Article 1) Purpose

The Purpose of these Tournament Rules & Regulations (Hereafter Rules) is to enable a Smooth and Fair Administration of Competitions

### Article 2) Application of the Rules

1 In the Rules, a Competition may be Organised by one of the following Groups: 1

- |    |   |    |
|----|---|----|
| a) | Class "D" Group<br>Branch or Club   | a) |
| b) | Class "C" Group<br>Organisation or Joint-Group of a Prefecture/State/Province | b) |
| c) | Class "B" Group<br>Organisation or Joint-Group of a Region                    | c) |
| d) | Class "A" Group<br>Foreign National Representative                            | d) |
| e) | <b>Honbu</b> (General Head-Office)  | e) |

2 in Principle, these Rules Must be applied in All Competitions 2

### Article 3) Manners of Participants

Competitions shall be held Fairly on the basis of the **Karate Spirit** with Competitors showing Proper Respect for All Opponents

### Article 4) Notes

If a Question arises regarding Matters Not Specified in these Rules such Matter shall be decided by **Shinpan-Cho** (the Chief-Referee)

## Chapter 2) Administration of Competitions

### Article 5) Organisation of Competitions

1 A Representative of the Association Organising a Competition shall Publicly announce the Requirements of the Competition before it begins and notify All Concerned Parties 1

2 When holding a Competition, the following Staff shall be appropriately positioned 2

- |    |                                  |    |
|----|----------------------------------|----|
| a) | <b>Keiji-In</b> (Time-Keepers)   | a) |
| b) | <b>Kiroku-In</b> (Score-Keepers) | b) |
| c) | <b>Shinko-In</b> (Coordinators)  | c) |
| d) | <b>Kyugo-In</b> (First-Aid)      | d) |

3 When holding a Competition, the Venue Must be chosen with the Competitors Safety and Security in mind Medical Insurance Must also be arranged Beforehand 3

4 When holding a Competition, the following Officials shall be Selected and Positioned 4

- |    |  |    |
|----|--|----|
| a) | <b>Shin-Pan-Cho</b> (the Chief-Referee)                            | a) |
| b) | <b>Shu-Shin</b> (Main-Judge) & <b>Fuku-Shin</b> (Assistant-Judges) | b) |
| c) | <b>Kyugo-In</b> (First-Aid)  | c) |

# World Traditional Karate Organisation

## Article 6) Shin-Pan-Cho (Chief-Referee)

- 1 **Shin-Pan-Cho** shall aim to Administer a Competition Fairly and Smoothly 1
- 2 **Shin-Pan-Cho** may ask for other **Shu-Shin** or **Fuku-Shins'** Qualifications as well as for **Sen-Shu** (the Competitor)s' Membership information 2
- 3 **Shin-Pan-Cho** shall give *Appropriate Guidance* or make a Decision in the following cases: 3
- |    |  |    |
|----|--|----|
| a) | if he/she perceive a Violation of the Rules or Inappropriate Conduct     | a) |
| b) | if he/she is asked by a Judge to give some Advice                        | b) |
| c) | if a Question arises regarding matters <i>Not Specified</i> in the Rules | c) |
| d) | if an Accident happens during a Match                                    | d) |
- 4 **Shin-Pan-Cho** may take the following Steps when he thinks it necessary in order for the Competition to Run smoothly: 4
- |    |                         |    |
|----|-------------------------|----|
| a) | Give Guidance           | a) |
| b) | Dismiss a Competitor    | b) |
| c) | Disqualify a Competitor | c) |
- 5 **Shin-Pan-Cho** shall be the Director of the Technical Committee of the Groups Concerned if not, a person appointed by him. 5  
A **Fuku-Shin-Pan-Cho** (Deputy-Chief-Referee) may be elected if necessary

## Article 7) Shu-Shin & Fuku-Shin (Main-Judges & Assistant-Judges)

- 1 A **Shu-Shin** runs each Match and makes the Necessary Judgement 1
- 2 The Authority of **Shu-Shin** covers *All Aspects* of the Match of which he/she takes charge 2
- 3 The Judging and Direction of a Match shall be done only by **Shu-Shin** and **Fuku-Shin** Nobody can change their Decision or *Protest it Directly* Except when the Authority of **Kansa** (an Arbitrator) is put into effect 3
- 4 a **Shu-Shin** administers a Match and Declares the Result with his/her Judgement 4
- 5 a **Fuku-Shin** Assists the **Shu-Shin** 5
- 6 On the basis of the Qualification Rules the Host Association selects **Shu-Shin** & **Fuku-Shin** from the Members Eligible 6

## Article 8) Kansa (Arbitrator)

- 1 a **Kansa** shall be Appointed for a **Kumite** Match 1
- 2 a **Kansa's** task is to make sure Everyone adheres to the Tournament Rules & Regulations 2
- 3 **Kansa** shall give Appropriate Guidance to **Shu-Shin** & **Fuku-Shin** Time-Keepers, Score-Keepers etc. in the following cases: 3
- |    |  |    |
|----|--|----|
| a) | if <b>Kansa</b> perceives a Violation of the Rules or Inappropriate and Unfair Conduct | a) |
| b) | if a <b>Kantoku</b> (a Coach) Protests or asks a Question                              | b) |
| c) | if a <b>Fuku-Shin</b> asks a Question or asks for Advice                               | c) |
| d) | if a Tournament Doctor gives an Advice   | d) |
- 4 **Kansa** may ask for an Explanation from a Judge and/or anyone else concerned as the Occasion Demands 4
- 5 **Kansa** shall be Appointed and Delegated by people Eligible on the basis of the Qualification Rules and by the **Komon** (Technical Director) of the Organisation 5

# World Traditional Karate Organisation

## Article 9) Sen-Shu (Competitors)

1 A Host Organisation/Association *Cannot Refuse* Members who satisfy the conditions of Participation based on the Requirements of the Competition *Unless there is a Specific Reason Nor shall it Force them* to Participate in a Competition 1

2 in Principle, **Sen-Shu** Must be a Member of WTKO or of an Officially Authorised Organisation/Association 2

## Article 10) Kantoku (Coaches)

1 A **Kantoku** may Direct/Guide **Sen-Shu** during a Match 1

2 A **Kantoku** may Protest or ask Questions through **Kansa** 2

3 A **Kantoku** may give Instructions to **Sen-Shu** at a Given-Time 3

4 A **Kantoku** should have Instructor & Judge Qualifications 4

## Article 11) Keiji-In (Time-Keeper)

a Time-Keeper shall Measure the Length of Each Match and Notify **Shu-Shin** according to the Given Procedure

## Article 12) Kiroku-In (Score-Keeper)

a Score-Keeper shall Register and Announce the Score and the Result of Each Match and Notify them to **Shu-Shin** as the occasion demands

## Article 13) Shinko-In (Co-Ordinator)

as an Agent between Parties, Co-Ordinators shall take care of Communicating with the Competitors and Executives during the Match. They shall do their best to ensure a Smooth Competition

## Article 14) Kyugo-In (First Aid)

1 First Aid Staff shall Assist a **Sen-Shu** who is Injured or Suddenly taken ill in order to ensure a Safe Match 1

2 at least One **Kyugo-In** should be a Doctor or a Qualified Nurse 2

## Article 15) Clothes

1 A **Sen-Shu** shall wear a White Karate-Gi and if necessary: shall wear a Red or White Belt around his/her waist as an Indicator 1

2 A **Sen-Shu** shall wear a Previously Issued Badge or Number 2

3 A **Sen-Shu** shall use Safety-Equipment as Specified 3

4 A **Sen-Shu** may wear Soft-Contact-Lenses only if Necessary 4

5 A **Sen-Shu** shall use Nothing but the Specific Safety Equipment Except when **Shu-Shin** or a **Fuku-Shin** finds it Necessary 5

6 A **Kansa** shall wear the Arbitrator's Emblem 6

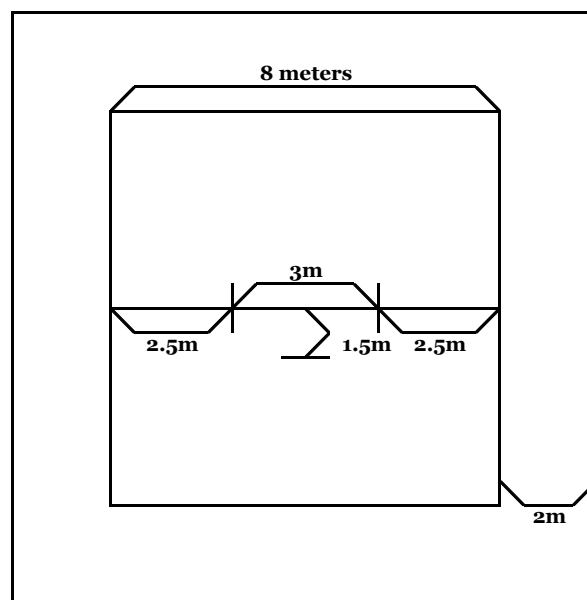
7 A **Shin-Pan** as well as **Kansa** shall wear the Clothes which WTKO Specifies with an ID Card indicating that he/she is a **Shin-Pan** 7

A **Shin-Pan** Uniform consist of: Dark Blue Blazer, White Long Sleeves Button-Shirt (with a Pocket) Official Neck Tie, Grey Trousers, Official Black Shoes and a Whistle

8 Executives and Assistants' Uniforms should be the same and should be Easily Distinguishable at the Tournament 8

# Shomen (the Front)

**Shiro**  
(White)



**Aka**  
(Red)

- |   |  |   |
|---|--|---|
| 1 | <b>a <u>Shiai-Jo</u> shall be 8 meters Square, and have a Border which is Wider than 4 centimetres</b>   | 1 |
| 2 | <b>to Begin a Match, both <u>Sen-Shu</u> should stand at their respective Lines<br/>the Lines are One meter Long and Three meters apart in the Centre of the <u>Shiai-Jo</u><br/>in Principle, the Lines are Marked from <u>Shomen</u>'s point of view<br/>the line on the <u>Shomen</u>'s Left Hand Side shall be Red<br/>and the one on <u>Shomen</u>'s Right Hand Side shall be White</b> | 2 |
| 3 | <b>the position of the <u>Shu-Shin</u> indicated by a line 2.0 meters<br/>behind the Centre Point when facing the Front of the <u>Shiai-Jo</u></b>   | 3 |
| 4 | <b>for Safety Reasons the Difference in Level between a Raised <u>Shiai-Jo</u><br/>and the Floor shall be Less than One meter<br/>and there shall be a Safety-Zone of More than Two meters around the <u>Shiai-Jo</u></b>  | 4 |
| 5 | <b>the Court Must Be Level and should be made of:<br/><u>Board, Resin, Cloth, Tatami-Mats, or Urethane-Mats</u></b>  | 5 |

# World Traditional Karate Organisation

## Article 17) Competition Events

1 A Competition shall be Classified into Two Categories  
Individual Competitions & Group Competitions are held Respectively in Each of the following: 1

- a) **Kata** a)
- b) **Kumite** b)

- 2 a) The Following Competition Methods may be used: 2
- a) League Tournament
  - b) Knockout Tournament
- b) Each **Sen-Shu** Competes against every other Participant  
The Winner being the one with the Least Losses  
**Sen-Shu** continues until he/she is Eliminated

3 a Host Association may have Other Kind of Events 3

## Chapter 3) Kumite Match

### Article 18) Competition Requirements

1 in a **Kumite** Match, Both **Sen-Shu** may use their Techniques Freely  
within the **Shiai-Jo** in a given Time to Demonstrate their Superiority  
the following Types of **Kumite** Matches are used: 1

- a) **Ippon-Shobu** aims to get an **Ippon** (a Decisive Technique) first within a given time a)
- b) **Sanbon-Shobu** aims to get a **Sanbon** (Three Decisive Technique) first within a given time b)
- c) **Saki-Dori-Shobu** aims to get an **Ippon** or **Waza-Ari** first within a given time c)

2 in a Match, **Tsuki**, **Keri**, **Uchi** etc. must be Sufficiently Controlled 2  
and a Relaxed Posture maintained, which enables the Next Attack to be made against the Opponent

### Article 19) Team Match

1 the Number of **Sen-Shu** in a Team shall be an Odd one 1

2 the Maximum number of Substitutes in a Team Match is Two 2

3 the Team turnout should be at least Half 3

4 the Result is Determined by Number of Wins obtained in Each Match 4

5 if **Sen-Shu's** Order is Changed from the Original Reported one 5  
**the Team will be Disqualified**

6 the Number of Wins Accumulated by Each Team will determine their Victory or Defeat 6  
However, in cases where the Number of Wins is the same between Two Teams  
the Team who has more Wins **Firstly** by **Ippon** (including **Ippon** by **Hansoku**)  
**Secondly** Wins by **Awase-Waza-Ippon** (2 **Waza-Ari**)  
and **Thirdly** Wins by One **Waza-Ari** or by **Hantei-Kachi** (**Shin-Pan's** Decision)  
shall be Deemed as the Winning Team  
in cases where the Points still remain the same between the Two Teams  
an Additional Match between Representatives of Each Team shall be carried out to obtain a Result

7 in the case of more than one Additional Match 7  
the Same **Sen-Shu** may participate in All Extension Matches



# World Traditional Karate Organisation

## Article 20) Judgement of Techniques

- 1 Attack Objectives are as follows: 1
- a) **Jodan** means the Neck and Head Area (Not the Throat) a)  
b) **Chudan** means the Front, Side and Back of the Body Area b)
- 2 The Criteria of Judgement are as follows: 2
- a) Correct Stance and Good Attitude a)  
b) Strong Spirit b)  
c) Suitable Distance and Timing c)  
d) Correct Grasp of Objective d)  
e) Course of Techniques and Target e)
- 3 **Ippon** is given when one of the Techniques such as **Tsuki, Keri, Uchi** etc. has Simultaneously Satisfied All of the above Criteria 3
- 4 The following cases may be Deemed as **Ippon** *even if the above Criteria have Not been Totally Satisfied* 4
- a) when **Sen-Shu** Pre-empt's the Beginning of the Opponent's Attack a)  
b) when **Sen-Shu** Destroys his/her Opponent's Balance and or Posture b)  
c) when One of the Techniques was used together with Throwing the Opponent c)  
d) when a Series of Attacks have reached the Objective d)  
e) when the Opponent has become Defenceless (**Mubobi**) e)
- 5 **Waza-Ari** is given when a Valid Technique Almost Equivalent to **Ippon** has been Executed 5
- 6 Two **Waza-Ari (Awase-Waza)** Equal One **Ippon** 6
- 7 **Ai-Uchi** is when Both of the Competitors have Simultaneously Executed their Techniques (and these Techniques have Similar Validity) 7
- ## Article 21) Hantei (Judgement of a Match)
- 1 in the case where Neither of the **Sen-Shu** has managed to Score within the given Match-Time a General Evaluation (based on all the Judgements given up-to-that-moment) shall Decide which Competitor is the Winner 1
- 2 in cases where both of the **Sen-Shu** have been Injured (but not by Each Other) or where another Factor has made the Continuation of the Match Impossible a General Evaluation (based on all the Judgements given up-to-that-moment) shall Decide which **Sen-Shu** is the Winner 2
- 3 the Judgement Factors in a **Kumite** Match are as follows: 3
- a) Presence or Absence of a **Waza-Ari** a)  
b) Presence or Absence of **Keikoku** (Cautions) and Fouls (**Chui, Jo-Gai, Mubobi**) b)  
c) Skill and Power of the Techniques c)  
d) Number of Attacks d)  
e) Fighting Spirit e)  
f) Tactical Superiority f)  
g) Etiquette g)
- 4 The Final Judgement, based on a Majority Decision among **Shu-Shin** & **Fuku-Shin** shall be made by **Shu-Shin** 4
- 5 **Hikiwake** (Draw) shall be declared in cases where Both of the Competitors are Deemed as having the Right to be Winners 5

# World Traditional Karate Organisation

## Article 22) Sai-Shiai (Match Extension/s)

- 1** if there were No Regulations Specified, the Winners are decide using the following Methods: **1**
- a) in the case of **Hikiwake** a **Sai-Shiai** (Extension) may be held a) or a **Saki-Dori** (a Sudden Death Match to be decided by the Hosting Organisation where the First Point Scored decides the Winner) b) in the case where No Points were Scored a Winner will be decide by **Hantei** (**Shu-Shin** and **Fuku-Shin** Flag-Judgement) b) **in a Sai-Shiai, Warnings shall be Carried Over from the Previous Match** **Shu-Shin** should convey these Warnings to the Competitor Before the Start of the Extension

## Article 23) Chui (Foul/s)

- 1** the following are Forbidden in a Competition **1**
- a) to make a Real Physical and Intentional Attack on an Opponent a)  
b) to Bite or Scratch an Opponent b)  
c) to Meaninglessly Grasp or Tackle an Opponent c)  
d) to carry out a Dangerous Throw or Joint Locking Technique d)  
e) to Attack towards the Eyes or Groin e)  
f) to Attack by **Nukite**, **Kaishu** (Slapping) or **Zutsuki** (Head-Butting) f)  
g) to waste Time or to show Lack of Fighting Spirit by Not Attacking g)  
h) to use Provocative or Ridiculing Speech or Actions towards an Opponent h)  
i) to Execute Techniques after Yame or **Jo-Gai** (Escaping Outside the Boundaries) i)  
j) to go against a **Shin-Pan** (a Judge's) Signal j)  
k) to Behave against the Rules k)

- 2** in cases where **Sen-Shu** Violates one of the above Forbidden Items One of the following Judgements will be made: **2**
- a) When **Sen-Shu** is considered to have a) Explicitly Violated one of the above Forbidden Items **Hansoku Chui** (Warning of Disqualification) will be given if a Violation occurs again by the same **Sen-Shu** the latter will lose by **Hansoku Make** (Disqualification) **Shu-Shin** and **Fuku-Shin** shall declare his/her Opponent **Kachi** (the Winner)
- b) in cases where One's Violation is considered slight (**Negligible**) b) and does not Injure his/her Opponent, one shall be given **Keikoku** (Caution) **Keikoku is Not a factor for Judgement** but might be Considered **Hansoku Chui** if Repeated in the event of **Hansoku** this **Sen-Shu** will be Disqualified

- 3** in cases where the First Violation can be considered **Grave and Vicious** or **Causes Considerable Injury** to one's Opponent **Hansoku** shall be given at Once **Shu-Shin** and **Fuku-Shin** shall declare his/her Opponent **Kachi** (the Winner) **3**
- a) a **Sen-Shu** who Wins Twice by Opponent's Fouls may not continue a)  
b) if the above Points are not followed by **Sen-Shu** b) he/she shall be declared **Shikkaku** (Disqualified from the Tournament)

# World Traditional Karate Organisation

## Article 24) Jo-Gai (Out of Court)

1 in cases where Part of a **Sen-Shu**'s Body touches Outside the Line of the **Shiai-Jo Shu-Shin** shall declare **Jo-Gai Keikoku** (Caution for Escaping outside the Court) for the First Violation  
2 **Jo-Gai Chui** (Warning for Disqualification) for the Second Violation  
**Jo-Gai Hansoku** (Disqualification) for the Third Violation  
and **Shu-Shin** shall declare his/her Opponent **Kachi**

2 Escaping from the **Shiai-Jo**  
or **Wasting Time**, will result in **Jo-Gai Chui** or **Jo-Gai Hansoku**  
depending on Previous Warnings Issued

## Article 25) Mubobi (Defencelessness)

1 in the following cases **Sen-Shu** shall be Declared **Mubobi** (Defenceless)  
and a Caution/Warning will be given based on the Number of Times repeated  
First Time Violation **Mubobi Keikoku** Second Time Violation **Mubobi Chui**  
Third Time and Final Violation leading to the Disqualification of the Competitor **Mubobi Hansoku**  
They are as follows:

- a) in cases where it is Evident that the Success of a Technical Attack was due to the Defenceless state of the Opponent a)
- b) in cases where it is Evident that **Sen-Shu** has Lost his/her Fighting Spirit b)

2 Even in cases where **Sen-Shu** has been Hit by his/her Opponent's Attack  
when **Shu-Shin** considers his/her condition to be Dangerously Defenceless  
**Shu-Shin** shall give him/her **Keikoku** or **Mubobi Chui**  
when **Mubobi Chui** is given Twice **Hansoku** will be given  
and his/her Opponent shall be declared **Kachi**

## Article 26) Shikkaku (Dismissal from the Tournament Area)

1 in the following cases a **Sen-Shu** shall be given **Shikkaku**  
and **Shu-Shin** shall declare his/her Opponent **Kachi**

- a) in cases where **Sen-Shu** Does Not Follow **Shu-Shin**'s Orders a)
- b) in cases where a **Sen-Shu** makes Speeches or Actions Contrary to the Spirit of **Karate-Do** b)
- c) in cases where Valid Reasons are found making the Continuation of the Match Impossible c)

2 in cases where a Violation is Committed by a Team or a Team-Member in a Group Match  
the Whole Team shall be declared **Shikkaku** and the Opposing Team shall be declared **Kachi**

- a) if the Order of **Sen-Shu** in a Team-Match is Changed  
or if a Member (Not in the List) is Added, that Team shall be Disqualified a)
- b) in the case where All Team Members have Improperly Misbehaved  
that Team shall be Disqualified b)

3 in cases where the Order in the List of the Participating Competitors of a Team  
or the Team Members List are Changed (Lists which are Submitted Prior to the Bout)  
the Team shall be declared **Shikkaku** and the Opposing Team shall be declared **Kachi**

4 in a Team Match, if any Member is Disqualified  
that Member is also forbidden from Participating in the Rest of the Team Competition  
However, he/she may still Participate in other Events he/she has Registered for  
in some cases, **Shu-Shin** reserves the right to Prohibit that Competitor  
from Participating in All other Events in that Tournament  
that Decision is reached by **Shu-Shin** on the basis of Deliberation among all **Shin-Pan**

# World Traditional Karate Organisation

## Article 27) Kiken (Withdrawal)

- 1 in cases when **Sen-Shu** leaves the Tournament Area without Reporting 1
- 2 in cases where **Sen-Shu Kiken** (= Withdraws from a Match) his/her Opponent shall be declared **Kachi** 2
- in a Group Match, if the Whole Team Leaves or **Kiken** (= Withdraws from a Match) the Opposing Team shall be declared **Kachi**  
if Only One person Leaves or **Kiken** his/her Individual Opponent shall be declared **Kachi**

## Article 28) Injuries

- 1 if it is Impossible for One or Both **Sen-Shu** to Continue a Match One of the following Judgements shall be made by **Shu-Shin** on the basis of Deliberation amongst the **Shin-Pan** 1
- a) if **Sen-Shu** is Injured Accidentally or Unintentionally **Shu-Shin** shall declare him/her **Kiken** and Award the Match to the Opponent (**Kachi**) a)
- b) if **Sen-Shu** is Injured as a Direct Result of the Opponent's Actions the Opponent shall be Disqualified and the Injured Competitor shall be Awarded the Match b)
- c) if Both **Sen-Shu** Cannot Continue due to Accidental Injuries the Match shall be declared **Hikiwake** Both **Sen-Shu** will be declared **Kiken** and Cannot Participate in the Next Match c)
- 2 The Doctor may order to Stop the Match after Deliberation among **Shu-Shin, Kansa & Fuku-Shin** 2
- 3 if **Sen-Shu** Wins by the Disqualification of his/her Opponent due to having used Excessive Force, and the Winning Competitor is Injured the Latter May Not Continue to his/her Next Scheduled Match Unless he/she receives Permission from **Shu-Shin** based on the Tournament's Doctor Advice 3

## Article 29) \* Shu-Shin \* Fuku-Shin \* Kansa \*

a **Kumite** Competition is Governed by the following:

- a) One Shu-Shin a)
- b) Four (or Six) Fuku-Shin b)
- c) One Kansa c)

## Article 30) Match Time

- 1 a Match shall be Two (2) or Five (5) minutes long (or according to the Hosting Organisation) 1
- 2 the Time of a Match shall be defined by Each Time Interval beginning with **Shu-Shin** Command of **Hajime** or **Tsuzukete Hajime** and Ending with **Shu-Shin** Command of **Yame** and shall Not Include the Time when a Match is Suspended 2
- 3 although the Time-Keeper may signal the End of a Match by Ringing the Bell **Shu-Shin's** Command of **Yame** is the Determining Factor of the End of the Match 3

# World Traditional Karate Organisation

## Article 31) Match Proceedings

- 1 Both **Sen-Shu**, Facing Each Other at their Individual Starting Lines Inside the **Shiai-Jo** Must Begin Immediately after the **Shu-Shin's** Command of **Hajime** (or **Tsuzukete-Hajime**) 1
- 2 the Command **Yame** shall Immediately Suspend or End the Match and **Sen-Shu** shall return to **Moto-No-Ichi** (their Starting Positions) in order to receive **Shu-Shin's** Decision or other Instructions 2
- 3 **Shu-Shin** shall give the Command **Jo-Gai** or **Yame** Immediately after an Act Requiring it and Suspend or End the Match in One of the following cases: 3
- a) in case of **Waza-Ari** or **Ippon** a)
- b) in cases where it is Necessary to Permit **Sen-Shu** to Tidy him/herself up or to give him/her other Instructions b)
- c) in cases where **Sen-Shu** has Committed an Evident Foul c)
- d) in cases where **Sen-Shu** is Injured or an Accident has happened d)
- e) in cases where **Kansa** has given an Instruction for a Match Suspension e)
- f) in cases where a **Fuku-Shin** has Indicated his/her Opinion and the **Shu-Shin** Upholds it f)
- g) in cases where the Match Situation is Considered Dangerous g)
- h) in cases where **Jikan** (the End of the Match Time) has been Signalled or the Bell has Rung to Signal it h)
- 4 **Kansa** or **Fuku-Shin** shall signal for the Match to Stop Immediately by means of his/her Whistle if he/she feels that there is a need to do so when there is No Declaration from **Shu-Shin** 4
- 5 **Shu-Shin** may call **Fuku-Shin Shugo**, and Deliberate with them or give them his/her Instructions in cases of Necessity always in the presence of **Kansa** in cases where **Fuku-Shin** Cannot Agree **Shu-Shin** shall give his/her Definitive Decision based on a Majority Vote 5
- 6 Both **Sen-Shu** shall Immediately continue their Match Upon the instruction **Tsuzukete Hajime** 6
- 7 **Sen-Shu** may ask for **Jikan** (= Time) from **Shu-Shin** when he/she has an Accident or Injury or is Suddenly taken ill, if **Shin-Pan** do not notice it 7
- 8 Each **Fuku-Shin** shall give his/her Decision by means of his/her Flag when **Shu-Shin** Vocally Commands **Hantei** (or with his/her Whistle Signal) 8
- 9 **Shu-Shin** shall notify **Sen-Shu** of his/her Decision based on All of the Decisions made by **Fuku-Shin** and him/herself 9
- 10 a Time-Keeper, with a Stop-Watch and at a given position by the Court shall measure the Match Time, and notify **Shin-Pan** by means of a Bell as follows: 10
- a) the Bell shall be Rung Once to announce **Atoshi-Baraku** (the Final 30 seconds of the Match) a)
- b) The Bell shall be Rung Twice to announce **Jikan** (the End of the Match) b)
- 11 a Score-Keeper shall Register the Result of **Shu-Shin's** Judgement on a Score Sheet 11

# World Traditional Karate Organisation

## Article 32) Match Equipment

1	a Whistle for Each <b>Shu-Shin</b> and <b>Fuku-Shin</b>	1
2	a Red and a White Flag for Each <b>Shu-Shin</b> and <b>Fuku-Shin</b>	2
3	a Stop-Watch for the Time-Keeper	3
4	a Bell for the Time-Keeper	4
5	Score Sheets for the Score-Keeper	5
6	a Red or White Belt shall be worn by Competitors as an Indicator the Length and Width shall be appropriate so as Not to Obstruct their Movements and should be Easily Distinguishable	6
7	a Score-Board (if available)	7
8	The following: Mouth-Guard, Fist-Protector, Groin-Protector <u>are Compulsory</u> Also Compulsory are Chest-Protectors (for Women)	8
9	Only White Fist-Protectors (Mitts) will be allowed The latter will be a Maximum of 4 cm (one and a half inches) thick	9
10	the length of the <b>Karate-Gi's</b> Sleeves Must not be shorter than the Elbow	10
11	the length of the <b>Karate-Gi's</b> Trousers Must not be shorter than the Ankle	11
12	Only One Badge (on the Left Side of the Jacket) Either the Organisation/Association Badge or Club Badge, but not both the only exception is the National Flag for members of the National Squad	12
13	Shin-Pads are Not allowed	13

# World Traditional Karate Organisation

## Chapter 4) Kata Match

### Article 33) Match Method

1 a **Kata** Match consists of the Performance of **Kata** Demonstrated within the Court which shall be Judged in Superiority as follows: 1

- a) **Kohaku-Koshiki** (Red and White Flags System) consists of the Performance of the Same **Kata** Simultaneously by **Sen-Shu** (Both Competitors) and shall be Judged on Superiority a)
- b) **Tensu-Hoshiki** (Point System) consists on the Judges' Scoring the **Kata** of Each **Sen-Shu** Separately to Decide the Result based on Points b)
- c) in a Team **Kata** Match, a Team of Three Members perform the Same Synchronised **Kata** and shall be Judged using **Tensu-Hoshiki** c)

2 a **Kata** shall be Chosen from the following based on those which have been established by the Technical Committee of the Head Office 2

<u>Heian-Shodan</u>	<u>Heian-Nidan</u>	<u>Heian-Sandan</u>	<u>Heian-Yondan</u>	<u>Heian-Godan</u>	<u>Tekki-Shodan</u>
<u>Tekki-Nidan</u>	<u>Tekki-Sandan</u>	<u>Bassai-Dai</u>	<u>Bassai-Sho</u>	<u>Kanku-Dai</u>	<u>Kanku-Sho</u>
<u>Enpi</u>	<u>Jion</u>	<u>Jiin</u>	<u>Chinte</u>	<u>Unsu</u>	<u>Meikyo</u>
<u>Wankan</u>	<u>Jitte</u>	<u>Gankaku</u>	<u>Hangetsu</u>	<u>Sochin</u>	<u>Nijushiho</u>
	<u>Gojushiho-Sho</u>		<u>Gojushiho-Dai</u>		

3 a **Kata** Match is Classified into the following Types: 3

- a) **Shitei-Kata** consists of the Demonstration of One of the following **Kata**: (chosen by **Shu-Shin**) a)

<u>Heian-Shodan</u>	<u>Heian-Nidan</u>	<u>Heian-Sandan</u>	<u>Heian-Yondan</u>	<u>Heian-Godan</u>	<u>Tekki-Shodan</u>
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b) **Sentei-Kata** consists of the Demonstration of One of the following **Kata**: (chosen by **Shu-Shin**) b)

<u>Bassai-Dai</u>	<u>Kanku-Dai</u>	<u>Enpi</u>	<u>Jion</u>
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- c) **Tokui-Kata** consists of the Demonstration of One of the Official WTKO **Kata**: (Freely chosen by **Sen-Shu**) c)

### Article 34) Shin-Pan (Judge/s)

1 Rotation or Changing of **Shin-Pan** Cannot take place Until the End of Each Round 1

2 a **Kata** Match shall be carried out with the following **Shin-Pan**: 2

- a) One **Shu-Shin** a)
- b) Four **Fuku-Shin** in the case of **Kohaku-Hoshiki** (Flags System)  
Four (or Six) **Fuku-Shin** in the case of **Tensu-Hoshiki** (Point System) b)

# World Traditional Karate Organisation

## Article 35) Match Judgement

1

Match Judgement shall be based on the following Criteria:

1

- |    |  |    |
|----|--|----|
| a) | Correctness of the order of the <b>Kata</b> and Correctness of the Course of Techniques                          | a) |
| b) | Presence of the Three Elements:<br>Strength; Elasticity of the Body and Speed Control of Techniques              | b) |
| c) | <b>Embusen</b> (Correctness of <b>Kata</b> Course)<br>and <b>Unsoku</b> (Smoothness of Foot Movements)           | c) |
| d) | Use of Techniques with the Understanding of their Meaning  | d) |
| e) | Good Unity and Good Characterisation of a Technique  | e) |
| f) | Correct Aim to the Target and Correct Method of Breathing  | f) |
| g) | Presence of Power in Basic Techniques and its Correct Use  | g) |
| h) | Presence of a Strong Spirit  | h) |
| i) | Completeness of <b>Kamae</b> (Posture) and <b>Zanshin</b> (Awareness)  | i) |
| j) | Good Manners and Good Attitude   | j) |
| k) | Feet and Hands in Correct Form   | k) |
| l) | Correct Grasp of Objective   | l) |
| m) | Absence of Exaggerated Movements   | m) |
| n) | Absence of Speed Control   | n) |
| o) | Good Control and Unification of the Demonstration (in the case of a Group Match)                                 | o) |
| p) | Correct Course for <b>Tsuki</b> , <b>Keri</b> , <b>Uchi</b> , and <b>Uke</b>                                     | p) |
| q) | Correct Standing Posture   | q) |
| r) | <u>No Reduction of Points</u><br>even though Competitors step Outside the Court in Individual/Team Group Matches | r) |
| s) | No Lifting of the Back-Leg's-Heel when in a Stance   | s) |
| t) | Smoothness of Continuation after an Error was made in a <b>Kata</b>  | t) |
| u) | Pause to Think of the Next Movement of a <b>Kata</b>   | u) |
| v) | No Wearing, Holding or Carrying of Any Unnecessary Items during a <b>Kata</b> performance                        | v) |

2

in a **Tensu-Hoshiki** Event, an Average Score will be decided  
Each **Shin-Pan** Can Score up to One Point Above or Below that Average  
for Example: if "8.0" is the Average  
"9.0" would be the Highest and "7.0" would be the Lowest

2



# World Traditional Karate Organisation

## Article 36) Loss of Points and Disqualification

1

The following cases will cause **Hansoku**:

1

- a) in cases where a **Kata** was Halted a)
- b) in cases where **Sen-Shu** Changed Parts of the Declared **Kata** or Performed a **Kata** other than the One Announced b)
- c) in cases where **Sen-Shu** Talks back to **Shu-Shin** or in cases of Actions Contrary to the Spirit of **Karate-Do** c)
- d) in cases where **Karate** Rules are Violated d)

## Article 37) Sai-Shiai (Additional Match)

1

in the case of **Kohaku-Hoshiki** the Four **Fuku-Shin** shall give **Hantei** (Judgement) Simultaneously (Aiming for a Definite Winner)

1

2

in the case of **Hikiwake** in a **Tensu-Hoshiki** the Score-Keeper will Add the Lowest Score (which was previously removed) to the Total Score

2

if it is still a Draw

the Score-Keeper will Add the Highest Score (which was previously removed) to the Total Score

if it is still a Draw an Additional Match may be held

3

After the Additional Match, **Shin-Pan** Must decide the Winner

3

4

**Kata** Performed in the Additional Match Must be Different from the one Performed in the Initial Match

4

# World Traditional Karate Organisation

## Article 38) Match Proceedings

- 1** in the case of **Kohaku-Hoshiki** **1**  
**Shu-Shin** shall Notify **Sen-Shu** the Name of the **Kata** chosen at Random from the **Shitei** List  
**Sen-Shu** shall Begin Immediately after **Shu-Shin** Vocally Command **Hajime**  
(or with his/her Whistle Signal)
- 2** in the case of **Tensu-Hoshiki** **2**  
**Sen-Shu** shall stand at a Point Appropriate for the Completion of the **Kata** within the **Shiai-Jo**  
Declare Loudly the Name of the **Kata** to be carried out  
and After the Referee has Repeated the Name  
he/she shall Begin his/her Demonstration/Performance  
**Without Any Order or Signal by Shu-Shin**
- 3** After the **Kata** Demonstration/Performance **3**  
**Sen-Shu** shall return to his/her Initial Position and receive a **Hantei** (Judgement/Deliberation)
- 4** in one of the following cases, **Shu-Shin** may call **Fuku-Shin** for Deliberation **Hantei** **4**  
or to give them his/her Instructions **Fuku-Shin Shugo**  
in the Event of Disagreement between **Shin-Pan**, **Shu-Shin** shall Rule on the basis of Majority
- a) in cases where it is Evident that **Sen-Shu** has committed a Foul or an Error a)  
b) in cases where an Injury or another Accident has happened to **Sen-Shu** b)  
c) in cases where a Question has Arisen about the Score c)  
d) in cases where a **Fuku-Shin** has Indicated (or wants to indicate) his/her Opinion **d)**  
and **Shu-Shin** Confirms/Agree with it
- 5** **Fuku-Shin** shall indicate his/her Opinion by means of his/her Whistle **5**  
when he/she Notices one of the above cases
- 6** a Score-Keeper shall Record the Name of the **Kata** Performed by **Sen-Shu** **6**  
on his/her Score Sheet
- 7** in the case of **Kohaku-Hoshiki** **7**  
**Fuku-Shin** shall indicate his/her Decision by mean of his/her Flags  
under **Shu-Shin's** Whistle Signal  
**Fuku-Shin may Not put their Flags Down until Shu-Shin's Next Whistle Signal**
- 8** in the case of **Tensu-Hoshiki** **8**  
**Fuku-Shin** shall Lift his/her Score Cards to indicate his/her Decision  
under **Shu-Shin's** Whistle Signal  
**Fuku-Shin may Not put their Flags Down until Shu-Shin's Next Whistle Signal**
- 9** One of the Score-Keepers shall Read Loudly the Points indicated by **Shin-Pan** **9**  
Starting with **Shu-Shin** and Proceeding Clock-Wise  
the Other Score-Keeper shall Record them down on the Score Sheets  
in order to Count the Total Points according to a Given Counting Method
- 10** One of the Score-Keepers shall notify the Total Score to **Shu-Shin** who shall Repeat it **10**
- 11** a Competitor may leave the **Shiai-Jo** Only After the Judgement **11**  
or Notification of the Score is made by **Shu-Shin**

# World Traditional Karate Organisation

## Article 39) Match Equipment

- |   |   |   |
|---|---|---|
| 1 | One Whistle shall be held by <b>Shu-Shin</b> and Each <b>Fuku-Shin</b>  | 1 |
| 2 | One Pair of Red & White Flags shall be held by <b>Shu-Shin</b> and Each <b>Fuku-Shin</b>  | 2 |
| 3 | One Score-Board shall be held by <b>Shu-Shin</b> and Each <b>Fuku-Shin</b>  | 3 |
| 4 | Equipment for Score Keeping   | 4 |
| 5 | One Set of <b>Shitei-Kata</b> Cards and One Set of <b>Sentei-Kata</b> Cards shall be held by <b>Shu-Shin</b>  | 5 |
| 6 | a <b>Aka</b> or <b>Shiro</b> Obi (Belt) shall be Worn by each <b>Sen-Shu</b> Accordingly<br>at his/her Waist to Distinguish them apart<br>The Length and Width shall be Appropriate as Not to Obstruct<br>(and Yet be Easily Distinguishable) | 6 |

## Article 40) Notes

- |   |   |   |
|---|---|---|
| 1 | the use of Mouth-Guard, Fist-Protector, Groin-Protector <u>are Compulsory</u><br>Chest-Protector (for Women) <u>is Compulsory</u>   | 1 |
| 2 | Only White Fist-Protectors (Mitts) will be allowed<br>The latter will be a Maximum of 4 cm (one and a half inches) thick  | 2 |
| 3 | the length of the <b>Karate-Gi</b> 's Sleeves Must not be shorter than the Elbow  | 3 |
| 4 | the length of the <b>Karate-Gi</b> 's Trousers Must not be shorter than the Ankle   | 4 |
| 5 | Only One Badge (on the Left Side of the Jacket)<br>Either the Organisation/Association Badge or Club Badge, but not both<br>the only exception is the National Flag for members of the National Squad | 5 |
| 6 | Shin-Pads are Not allowed   | 6 |
| 7 | <b>How &amp; When to Bow</b>  | 7 |

### There will only be One Bow for all (**Sen-Shu** and **Shin-Pan**) at the very beginning of the Competition

**Shin-Pan-Cho** (the Chief Referee) will Line all Competitors and **Shin-Pan** in order to Start the Competition  
He/She will then Command **Shomen-Ni-Rei** and everyone will Bow towards **Shomen**  
Then he/she will Command **Otagai-Ni-Rei** and Competitors will turn to face each other and Bow

The Above is the only Time Competitors will line up to Bow  
We will no longer need to line up each Category of **Kata** or **Kumite**  
and have the **Shin-Pan** line up as well as this is Unnecessary and Time Consuming

### In an Elimination **Kata** Bout, the Competitors enter the **Shiai-Jo** when told to do so by **Shu-Shin**

Reach the assigned position and turn to Bow to each other  
the latter is repeated just before leaving the **Shiai-Jo**

**Sen-Shu** (Competitors) need to Focus their Full attention on their Opponents  
therefore there is no need to Bow too many times.

### In a **Kumite** Bout Competitors only bow to Each other just before they are asked to Fight

There is no need to bow to the **Shu-Shin** every time he/she awards him or her a Point

Competitors also Bow to each other just before they leave the **Shiai-Jo**

# World Traditional Karate Organisation

## Article 41) Team Kata Addendum

<b>1</b>	<b>The last 4 Teams in the Team Kata Event will have to perform a Bunkai</b>	<b>1</b>
<b>2</b>	<b>Teams will be allowed to perform the same Kata or a different Kata from the one performed in the Elimination Round</b>	<b>2</b>
<b>3</b>	<b>Teams will have to perform their Chosen Kata and then go seamlessly into the application</b>	<b>3</b>
<b>4</b>	<b>Only one person will be the Defender with the other two making the attacks</b>	<b>4</b>
<b>5</b>	<b>All the Kata moves will need to be performed in the Correct Order</b>	<b>5</b>
<b>6</b>	<b>All the Kata moves will need to be applied with the Correct Criteria</b>	<b>6</b>
<b>7</b>	<b>Techniques Cannot be Added or Removed from the Original Sequence</b>	<b>7</b>
<b>8</b>	<b>Interpretations are Limited to Changing Angles and/or Distance</b>	<b>8</b>
<b>9</b>	<b>All Techniques must appear Realistic/Effective and/or Decisive</b>	<b>9</b>
<b>10</b>	<b>Solo Performance of the Kata should be Enhanced by the ability to execute and Understand the Bunkai</b>	<b>10</b>