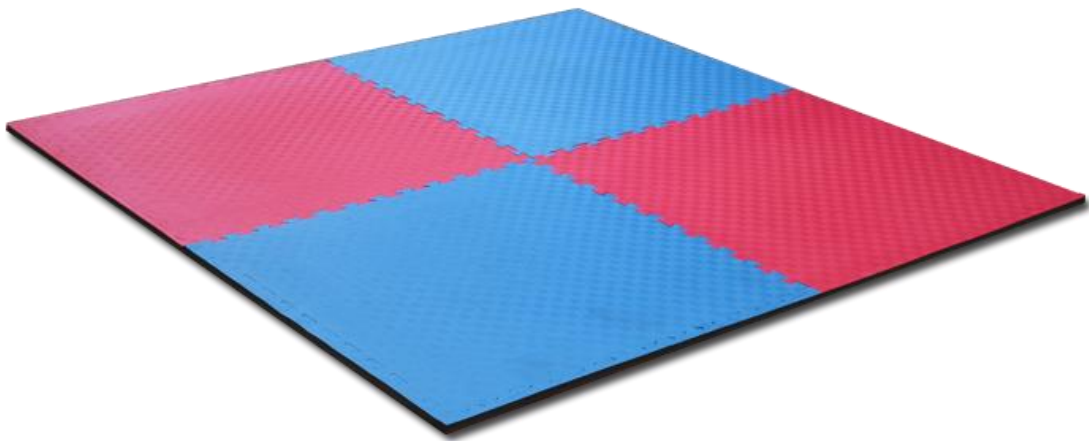




# Table Officials and Marshalls WYNTK



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# Foreword

Although not as high profile as Competitors or Referees, Table Officials and Marshalls are every bit as important, and are critical to the success of SKIA tournaments.

Quite often Table Officials and Marshalls are not Karateka themselves, but are family members who have been watching Karate tournaments for many years and have kindly offered to lend a hand. Unfortunately, the first experience for many of these volunteers is not always a good one, as there can be confusion at the table regarding rules, terminology, gestures and procedures. This guide seeks to address some of these issues by outlining “what you need to know” in a concise plain-English format. Combined with the efforts of the SKIA Tournament Committee, we hope to elevate professionalism and improve the experience (and enjoyment) of being a Table Official or Marshall.

The SKIA Referees Committee is hugely thankful to the Table Officials and Marshalls who volunteer their valuable time to assist in making our tournaments a continued success – OSS!



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# SKIA Kata Competition



The duties of Table Officials and Marshalls during Kata competition are to:

- Marshall the Competitors.
- Announce the Competitors and the scores.
- Manage the draw and record the scores.

## **Marshall**

1. Marshalls should have a copy of the draw, and should inform the Table Official of any absent competitors.
2. Competitors should be marshalled into Aka (Red) and Shiro (White), with Aka being on the right hand side of the Chief Fukushin (Chief Judge).
3. Competitors should be lined up in order, with the first to compete at the furthest point from the Chief Fukushin.
4. Please ensure that at least the first and second to compete have belts/sashes as appropriate.
5. While waiting for their match, competitors should remain seated at the side of the match area. Preferably, competitors should sit with crossed-legs (competitors are not required to kneel).
6. Once the event is underway, please begin marshalling the next event – this will reduce downtime between events.

## **Announcer**


1. Announcers should call Competitors for marshalling, including those who may have been reported absent.
2. For each bout, the Competitors' names and belt colour should be announced (eg "Leonard Hofstadter – Shiro, versus Sheldon Cooper – Aka"). The next set of Competitors should also be announced to allow time to prepare (eg "...followed by Howard Wolowitz – Shiro, versus Rajesh Koothrappali – Aka").
3. In Ko Haku (flags system), the Chief Fukushin (Chief Judge) will call for votes with "Hantei". They will tally the votes and announce "No Kachi" (winner). There is no need for any announcement of the votes or the winner.
4. In the Finals (points system), the Chief Fukushin will call for votes with "Hantei". After the second whistle, the scores will be turned towards the table. The Announcer should call out the scores, starting with the Chief Fukushin and working around the panel in a clockwise manner (eg "8.2, 8.1, 8.0, 8.0, 8.3"). Please indicate the score of each Judge by motioning towards them with an open hand (it is considered rude to point in Japanese culture). The Table Official will tally the scores and the final score should be announced (eg "...total score: 24.3").





5. After the placings have been decided, the competitors will be lined up. The Announcer should announce the placings, beginning with 3<sup>rd</sup> and working towards the National/State Champion (eg “The results for Men’s Open Kata: In 3<sup>rd</sup> place Rajesh Koothrappali; in 2<sup>nd</sup> place Leonard Hofstadter; and in 1<sup>st</sup> place and National/State Champion Sheldon Cooper”). If you choose to clap, please do so equally for all placegetters.

### **Table Official**

1. Table Officials will have the master copy of the draw. Any Competitors who have been reported as absent by the Marshall should be struck from the draw prior to commencement of the event – their opponent will be given a Bye (the draw should not be reshuffled).
2. In Ko Haku (flags) system, the Chief Fukushin (Chief Judge) will call for votes with “Hantei”. They will tally the votes and announce “No Kachi” (winner). The winner will progress to the next round.
3. In the Finals (points system), the Chief Fukushin will call for votes with “Hantei”. After the second whistle, the scores will be turned towards the table and the Announcer will call out the scores, starting with the Chief Fukushin and working around the panel in a clockwise manner (eg “8.2, 8.1, 8.0, 8.0, 8.3”). Please record all scores, strike the highest and lowest (in the case of the example, the 8.0 and 8.3 scores would be eliminated to yield a total score of 24.3) and tally the remaining scores. Please advise the Announcer of the total score. Note that in the case of only 3 Fukushin, all scores are counted.
4. In the event of a draw for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>, the Competitor with the higher remaining lowest score wins. If the highest scores are also the same, Sai Shiai (rematch) will be performed with a different Kata.
5. After the placings have been decided, please advise the Announcer.

### **Refereeing Terminology and Gestures**

| TERM   | MEANING               | CHIEF FUKUSHIN<br>GESTURE  |
|--------|-----------------------|--|
| Hantei | Call for votes/scores | <p>A long then short blast of the whistle. Once the votes / scores have been registered / announced, another short blast of the whistle.</p>  |

| TERM                | MEANING  | CHIEF FUKUSHIN<br>GESTURE  |
|---------------------|--|--|
|                     | Vote for Shiro/Aka   | Flag extended upwards from the shoulder at 45 degrees.<br>  |
| No Kachi            | Winner (also by forfeiture)  | Flag extended upwards from the shoulder at 45 degrees.<br>  |
| Hikiwake, Sai Shiai | Rematch resulting from a draw (Points System only)<br>Disqualification | Flags crossing in front of the knees at 45 degrees.<br><br> |

# SKIA Kumite Competition



The duties of Table Officials and Marshalls during Kumite competition are to:

- Marshall the Competitors.
- Announce the Competitors and keep time.
- Manage the draw and record the points/penalties.

## **Marshall**

1. Marshalls should have a copy of the draw, and should inform the Table Official of any absent competitors.
2. Competitors should be marshalled into Aka (Red) and Shiro (White), with Aka being on the right hand side of the Shushin (Referee).
3. Competitors should be lined up in order, with the first to compete at the furthest point from the Shushin.
4. Please ensure that at least the first and second to compete have belts/sashes as appropriate.
5. While waiting for their match, competitors should remain seated at the side of the match area. Preferably, competitors should sit with crossed-legs (competitors are not required to kneel).
6. Once the event is underway, please begin marshalling the next event – this will reduce downtime between events.

## **Announcer and Timekeeper**

1. Announcers should call Competitors for marshalling, including those who may have been reported absent.
2. For each bout, the Competitors' names and belt colour should be announced (eg "Leonard Hofstadter – Shiro, versus Sheldon Cooper – Aka"). The next set of Competitors should also be announced to allow time to prepare (eg "...followed by Howard Wolowitz – Shiro, versus Rajesh Koothrappali – Aka").
3. The Announcer may also act in the role of Timekeeper. Bout duration is as follows:
  - a. Under 16 and over 50 years = 90 seconds;
  - b. Grand Champion = 5 minutes;
  - c. All others = 2 minutes.

Please start the clock immediately upon the Shushin's (Referee) announcement of "Hajime" (Begin). Please stop the clock immediately upon "Yame" (Stop). Please restart the clock immediately upon "Tsuzukete Hajime" (Continue).

At the point of 30 seconds remaining in the match, please ring the bell once and announce "30 seconds". The Shushin will advise the Competitors of "Ato Shibaraku" (a little more time).

At the point of time expiry, please ring the bell once and announce "Time". The Shushin will call "Yame".





4. After the placings have been decided, the competitors will be lined up. The Announcer should announce the placings, beginning with 3<sup>rd</sup> and working towards the National/State Champion (eg “The results for Men’s Open Kumite: In 3<sup>rd</sup> place Rajesh Koothrappali; in 2<sup>nd</sup> place Leonard Hofstadter; and in 1<sup>st</sup> place and National/State Champion Sheldon Cooper”). If you choose to clap, please do so equally for all placegetters.





### **Table Official**





1. Table Officials will have the master copy of the draw. Any Competitors who have been reported as absent by the Marshall should be struck from the draw prior to commencement of the event – their opponent will be given a Bye (the draw should not be reshuffled).
2. Please record all scores and penalties as announced by the Shushin (Referee). At the conclusion of the bout, the Shushin will announce “No Kachi” (winner), and the winner will progress to the next round.
3. In the event of a draw, Encho Sen (extension of the bout) will be run. All points, penalties, warnings carry over into Encho Sen. In the event of a draw at the end of Encho Sen, Sai Shiai (a new bout) will be run. Nothing from the previous bout carries over into Sai Shiai. In the event of a draw at the end of Sai Shiai, the decision will be made by Hantei.
4. After the placings have been decided, please advise the Announcer. Note that there is no play-off for 3<sup>rd</sup> place – the Competitors who were knocked out in the semi-final rounds will be awarded equal 3<sup>rd</sup> place. There are no round-robins.
5. In Team Kumite, teams comprise 5 competitors in Mens’ events and 3 competitors in Womens’ events. Should any competitors not be able to continue into subsequent bouts, the team may continue provided they have at least 3 (Mens’) / 2 (Womens’) competitors. Before each round a team representative must nominate the fighting order. The fighting order can be changed each round. However, the fighting order cannot be changed during a round, and any team doing so will be disqualified – please advise the Kansa (Arbitrator).  
Note that in Team competition there will be no Encho Sen. In the event of two teams having the same number of bout victories, the winning team is determined by:
  - a. The team with the most Ippons in victory; then
  - b. The team with the most Waza Aris in victory; then
  - c. Competition between nominated fighters, which may include Encho Sen.
  - d. Hansoku, Shikkaku, and Kiken will be recorded as an Ippon loss.










## Refereeing Terminology and Gestures



| TERM         | MEANING             | SHUSHIN GESTURE   |
|--------------|---------------------|---|
| Shobu Hajime | Begin the match     | Step backwards after command.<br>                                  |
| Yame         | Stop                | Arm cutting downwards from the elbow with palm open.<br>           |
| Torimasen    | No score            | Motion outwards with palms facing downwards.<br>                  |
| Aiuchi       | Simultaneous scores | Fists together in front of the chest with palms facing down.<br> |

| TERM         | MEANING          | SHUSHIN GESTURE   |
|--------------|------------------|---|
| Ippon        | Full point       | Arm extended upwards from the shoulder at 45 degrees with palm facing out.<br>   |
| Waza Ari     | Half point       | Arm extended downwards from the shoulder at 45 degrees with palm facing out.<br> |
| Keikoku      | Minor infraction | Arm extended from the shoulder, pointing at the feet.<br>                      |
| Hansoku Chui | Infraction       | Arm extended from the shoulder, pointing at the abdomen.<br>                   |

| TERM                        | MEANING   | SHUSHIN GESTURE   |
|-----------------------------|---|---|
| Hansoku                     | Serious infraction                                    | <p>Arm extended from the shoulder, pointing at the face.</p>   |
| Jogai<br>Ikkai/Nikai/Sankai | Out of the match area for the first/second/third time | <p>1. Arm extended from the shoulder, pointing at the feet.</p>  <p>2. Motion outside of the match area.</p>  <p>3. Arm bent at the elbows with palm facing in, indicating the number of infractions with the fingers.</p>  |

| TERM                         | MEANING  | SHUSHIN GESTURE   |
|------------------------------|--|---|
| Mubobi<br>Ikkai/Nikai/Sankai | Self endangerment for the<br>first/second/third time | <p>1. Hand touching the cheek.</p>  <p>2. Arm bent at the elbows with palm facing in, indicating the number of infractions with the fingers.</p>  |
| Tsuzukete Hajime             | Continue the match                                   | <p>1. Arms extended horizontally with palms facing in.</p>  <p>2. Motion together then step backwards.</p>                                    |

| TERM              | MEANING   | SHUSHIN GESTURE  |
|-------------------|---|--|
| Hikiwake          | Draw  | Arms extended with palms facing up.<br>   |
| Encho Sen, Hajime | Extension of the match  |  |
| Sai Shiai, Hajime | Rematch   |  |
| No Kachi          | Winner<br><br>(note the by convention, No Kachi will not be announced in the event that a competitor wins by Ippon in an Ippon Shobu match) | Arm extended upwards from the shoulder at 45 degrees with palm facing out.<br> |
| Kiken             | Forfeiture  | Arm extended downwards from the shoulder, pointing at the absent spot.<br>    |

| TERM     | MEANING          | SHUSHIN GESTURE  |
|----------|------------------|--|
| Shikkaku | Disqualification | <p>1. Arm extended from the shoulder, pointing at the face.</p>  <p>2. Motion behind, pointing out of the competition area.</p>  |

# Notes

