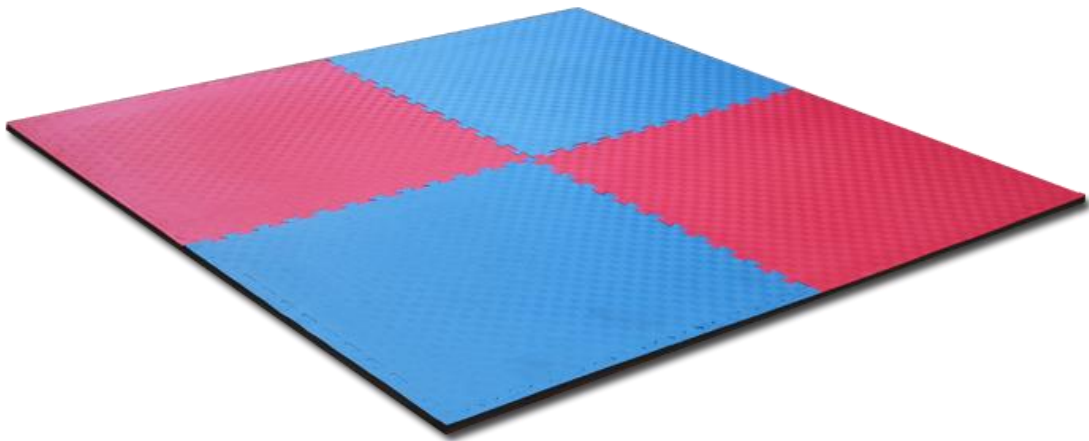




# Refereeing and Judging Handbook



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# Foreword

In 2012, SKIA successfully hosted the 11<sup>th</sup> SKIF World Championships in Sydney. The learning curve for Australian Referees and Judges was very steep – made even more challenging by the transition from State and National rules, procedures and gestures, to those required at the World Championships. Fortunately, we were patiently and expertly tutored by the late Sensei Memduh Sanli – SKIF Chief Referee and then Chairman of the SKIA Referees Council. Sensei Memduh helped us rise to the occasion, imparting not only his great knowledge and experience, but also inspiring us with confidence. This Refereeing and Judging Handbook, first published one year after Sensei Memduh's passing, is dedicated to his memory.

One of the many learnings from hosting the 2012 World Championships was the need for consistency of rules, procedures and gestures at the World, National and State competition levels. This not only reduces the burden on Officials, but also assists Coaches and Athletes to transition from one level of competition to the next with minimum adjustment. Therefore, in 2013 the SKIA Referees Council undertook to adopt the SKIF Tournament Rules, which are supported by the SKIF Judging Rules. Some adaptation of these rules was required for Australian conditions (for example, how to proceed if there is less than a full panel of Officials available), and these are reflected in the SKIA Refereeing and Judging Procedures.

In 2014, the SKIA Referees Council completed Sensei Memduh's work, documenting refereeing and judging terminology, and capturing photos of the official refereeing and judging gestures. These elements combined with guidance on official dress standards, plus accreditation and maintenance requirements, completes this Refereeing and Judging Handbook.

In memory of Sensei Memduh Sanli – OSS!



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# SKIF Tournament Rules

SKIF Headquarters, Tokyo  
April 2013



## **KUMITE RULES**

**ARTICLE 1: KUMITE COMPETITION AREA**

**ARTICLE 2: OFFICIAL DRESS**

**ARTICLE 3: ORGANIZATION OF KUMITE COMPETITIONS**

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**ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES**

**ARTICLE 14: MODIFICATIONS**

It should be noted that the male gender used in this text also refers to the female.

## **ARTICLE 1: KUMITE COMPETITION AREA**

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a square, with sides of eight meters (measured from the outside) with an additional two meters on all sides as a safety area. The area may be elevated to a height of up to one meter above floor level. The elevated platform must measure at least twelve meters a side, in order to include both the competition and the safety areas.
3. A line half a meter long must be drawn two meters from the centre of the competition area for positioning the Referee.
4. Two parallel lines each one metre long and at right angles to the Referee's line, must be drawn at a distance of one and a half meters from the centre of the competition area for positioning the competitors.
5. Two crossed lines, each one half a meter, will mark the centre.
6. The Judges will be seated in the safety area.
7. The Arbitrator will be seated at outside of the safety area, behind, and to the right or left of the Referee.
8. The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.

### **EXPLANATION**

- I. There must be no advertisement boarding, walls, pillars etc. within one meter of the safety area's outer perimeter.
- II If mats are used should be non-slip where they contact the floor and have a low co-efficient of friction on the upper surface. They should not be as thick as Judo mats, since these impede Karate movement. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard.

## **ARTICLE 2: OFFICIAL DRESS**

1. Contestants and their coaches must wear the official uniform as herein defined.
2. The Referee council may disbar any official or competitor who does not comply with this regulation.

### **REFEREE**

1. Referee and Judges must wear the official uniform designed by the Referee Council. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
  - A navy blue blazer bearing gold buttons
  - A white shirt with short or long sleeves
  - An official tie worn without tiepin
  - Plain gray trousers without cuffs
  - Female referees and judges may wear a hairclip

### **CONTESTANT**

1. Contestants must wear a white unmarked Karate-GI without stripes or piping. Only the SKIF emblems and/or national emblem of flag of the country may be worn. This must be on the left breast of the jacket. Only the original manufacturer's labels may be displayed on the GI. They must be in the normally accepted locations i.e. bottom right corner of the GI jacket and waist position on the trousers. In addition, an identifying number issued by the Organizing Committee may be worn on the back.

- One contestant must wear a red belt or red strings with the belt, when two are competing at the same time.
2. Notwithstanding paragraph 1 above, the Executive Committee may authorize the display of special labels or trademarks of approved sponsors.
  3. The jacket, when tightened around the waist with the belt, must be a minimum length that covers the hips, but must not be more than three-quarters length from hip to knees. Female competitors may wear a plain white T-shirt beneath the Karate jacket.
  4. The minimum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jackets sleeves may not be rolled up.
  5. The trousers must be long enough to cover at least two thirds of the shin and may not be rolled up.
  6. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. HACHIMAKI (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, the Referee Council may disbar the contestant from the bout. In KUMITE matches hair slides are prohibited, as are metal hairclips. In KATA, a discreet hair clip is permitted.
  7. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Official Doctor, and the contestants accepts full responsibility for any injury.
  8. Junior, Female and Veteran contestants must wear the mitts approved by SKIF.
  9. Gum shield are compulsory.
  10. Groin protector is allowed. Shin protectors are forbidden.
  11. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk.
  12. The wearing of unauthorized clothing or equipment is forbidden. Females may wear the authorized additional protective equipment such as chest protectors.
  13. All protective equipment must be approved by SKIF.
  14. The Referee, on the advice of the Official Doctor, must approve the use of bandages, padding, or supports because of injury.

#### EXPLANATION

- I. There may well be a religious basis for the wearing of certain items such as turbans or amulets. Person wishing, by virtue of their religion, to wear what would otherwise be construed as unauthorized clothing must notify the Referee Council in advance of a tournament. The Referee Council will examine each application on its merit.
- II. If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead the fighter will be given one minute to remedy matters.

### **ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS**

1. A KARATE tournament may comprise KUMITE competition and/or KATA competition. The KUMITE competition may be further divided into the team match (IPPON SHOBU) and the individual match (IPPON-HAN SHOBU or IPPON SHOBU). The individual match may be further divided

into weight divisions and/or open category. Weight divisions are divided ultimately into several categories. The team "bout" also describes the individual KUMITE competitions between opposing pairs of team members.

2. No contestant may be replaced by another in an individual title match.
3. Individual contestants or teams that do not present themselves when called will receive KIKEN (renounce their right to perform) from that category.
4. In team matches, each team must have an odd number of contestants. Male teams comprise seven members with five competing in a round. Female teams comprise four members with three competing in a round. Male teams must have a minimum of five members to begin the first bout, they may continue in subsequent bouts with four or three members if team members are not capable of continuing to compete. Female must have three members to begin the first bout, they may continue in subsequent bouts with two members if a team member is not capable of continuing to compete.
5. The contestants are all members of the team. There are no fixed reserves.
6. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of seven, or four members, and their fighting order can be changed for each round, provided the new fighting order is notified first, but once notified, it cannot then be changed until that round is completed. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.

#### **ARTICLE 4: THE REFEREE PANEL**

1. The Refereeing Panel for each match shall consist of one referee (SHUSHIN), four Judges (FUKUSHIN), and one arbitrator (KANSA).
2. In addition, for facilitating the operation of matches, several timekeepers, caller/ announcers, record keepers, and score supervisors shall be appointed.

#### **EXPLANATION**

- I. At the start of a KUMITE match, the Referee stands on the outside edge of the match area. On the Referee's left and right stand the Judges. On the Referee's left stand Judges numbers 1 and 2, and on the right stands the Arbitrator and Judges numbers 3 and 4.
- II. After the normal exchange of the bows by contestants and Referee Panel, the Referee takes a step back, the Judges and Arbitrator turn inwards, and all bow together. All then take up their positions.
- III. When changing the entire Referee Panel, the departing Officials take one step forward, turn around and face the incoming Panel. They bow to each other on the command of the incoming Referee and in one line (facing in the same direction) leave the competition area. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

#### **ARTICLE 5: DURATION OF BOUT**

1. Duration of the KUMITE bout is defined as two minutes for Age 16 & above Male and Female and Veteran KUMITE (both teams and individuals) and one and a half minutes for Junior (15 years old & under)

- bouts. However for Male individual KUMITE only, a Final Match may be conducted for up to five minutes under SANBON-SHOBU (6-wazaari).
2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".
  3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "30 seconds to go" or "time up" signal marks the end of the bout.

## **ARTICLE 6: SCORING**

1. Scores are as follows:
  - a) IPPON (2 WAZA-ARI)
  - b) WAZA-ARI
2. An IPPON is awarded when a technique is performed according to the following criteria to a scoring area.
  - a) Good form
  - b) Sporting attitude
  - c) Vigorous application
  - d) Awareness (ZANSHIN)
  - e) Good timing
  - f) Correct distance
  - g) Correct angle
3. An IPPON can be awarded in the following instances, while the execution of the technique, may not be up to the fullest effectiveness;
  - a) A counter attack executed at a DE-AI of the opponent's attack
  - b) A simultaneous attack executed upon making the opponent to lose their balance
  - c) Efficiently executing combination techniques such as TSUKI and TSUKI, KERI and TSUKI, throwing (NAGE) and TSUKI or KERI etc.
  - d) An attack executed toward the opponent, who is in a state, of loss of fighting spirit (MUBOBI).
4. Attacks are limited to the following areas:
  - a) Head
  - b) Face
  - c) Neck
  - d) Chest
  - e) Abdomen
  - f) Back
5. An effective technique delivered at the same time that the end of the bout is signalled, is considered valid. A technique even if effective, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.
6. No technique, even if technically correct, will be scored if it is delivered when two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.
7. Simultaneous, effective scoring techniques delivered by both contestants, (AIUCHI) shall not score.

## **EXPLANATION**

- I. Grabbing the opponent and throwing may be attempted only if a genuine attempt at a Karate striking technique is made first, or as a counter to an opponent who has attacked and attempted to throw or clinch.



- II. For reasons of safety, throws where the opponent is thrown without being held onto, or thrown dangerously, or where the pivot point is above hip level, are prohibited and will incur a warning or penalty. Exceptions are conventional Karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as DEASHI-BARAI, KOUCHI GARI, KANI-BASAMI etc.. After a throw has been executed the Referee will allow the contestant two to three seconds in which to attempt a scoring technique.
- III. A technique with "Good form" is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.
- IV. Sporting Attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.
- V. Vigorous Application defines the power and speed of the technique and the palpable will for it to succeed.
- VI. Awareness (ZANSHIN) is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation, and awareness of the opponent's potentiality to counter-attack. He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.
- VII. Good Timing means delivering a technique when it will have the greatest potential effect.
- VIII. Correct Distance similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.
- IX. Techniques which land below the belt may score, as long as above the pubic bone. The neck is a target area and so is the throat. No contact to the throat is permitted, however a score may be awarded for a properly controlled technique, which does not touch.
- X. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.
- XI. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee may inadvertently not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Council.
- XII. True AIUCHIS are rare. Not only must two techniques land simultaneously, but both must be valid scoring techniques, each with good form etc. Two techniques may well land simultaneously, but seldom are both, if indeed either, effective scores. The Referee must not dismiss as AIUCHI, a situation where only one of the simultaneous pair is actually a score. This is not AIUCHI.

## ARTICLE 7: CRITERIA FOR DECISION

The result of a bout is determined by a contestant obtaining IPPON-HAN (Two IPPONS, One IPPON and One WAZA-ARI or Three WAZA-ARIS) or IPPON (One IPPON or Two WAZA-ARIS) for Individual KUMITE or IPPON for Team KUMITE. When time is up and Ippon-Han/Ippon has not been achieved, a winner may be determined by the highest number of points, or by obtaining a decision (HANTEI).

1. In individual bouts, if there is a tie, an extension not exceeding two minutes may be fought (ENCHOSEN). An ENCHOSEN is an extension of the bout, and all points, penalties and warnings issued in the initial bout carry over. There is no sudden death (meaning that the Referee cannot declare the first competitor to obtain an award to be the winner).
2. If at the end of the time extension (ENCHOSEN), a winner may be determined by the highest points. If there is a tie again, it will be a completely new bout (SAI-SHIAI). Nothing from the previous bout is carried over into the new bout. If in the bout neither competitor is awarded a score, or the score is tied, during the SAI-SHIAI, the decision will be made by a final vote of the Referee Panel (HANTEI). A decision in favour of the one or other competitor is obligatory.

The decision is taken on the basis of the following:

- a) The attitude, fighting spirit, and strength demonstrated by the contestants.
  - b) The superiority of tactics and techniques displayed.
  - c) Which of the contestants has initiated the majority of the action.
3. In the team competition, there will be no extension (ENCHOSEN) in the event of draw bouts.
  4. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories :
    - a) The winning team shall be decided by the team with the most IPPONS scores. All wins gained by means of an opponent's HANSOKU-MAKE or SHIKKAKU-MAKE will be counted as IPPON KACHI. An IPPON KACHI will be given priority between an IPPON-KACHI with two WAZA-ARI KACHI.
- Should the two teams have the same number of IPPON scores:
- b) The winning team shall be decided by the team with the most WAZA-ARIS scores, only of winning matches. (In other matches resulting in losses, the loser's scoring will not influence decision.)
  - c) If this score is also equal, each team shall select one (1) fighter to fight again. The winning team shall be decided by which fighter wins the fight.
  - d) If that fight should end a draw, then they shall fight for an ENCHOSEN with all scores carried over as per individual rules.

### EXPLANATION

- I. When deciding the outcome of a bout by vote (HANTEI), the Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will give a short blast on his whistle, return to his original position and announce the decision.
- II. In the event that there is a tie, the Referee will announce a draw (HIKIWAKE) and start the ENCHO-SEN, if applicable.

## ARTICLE 8: PROHIBITED BEHAVIOR

1. Techniques that make excessive contact, having regard to the scoring area attacked.
2. Techniques that make contact with the throat.
3. Attacks to the arms or legs, groin, joints, or instep.
4. Attacks to the face with open hand techniques.
5. Dangerous or forbidden throwing techniques, which could cause injury.
6. Repeated exits from the competition area (JOGAI).
7. Avoiding combat as a means of preventing the opponent from having the opportunity to score.
8. Grabbing and attempting to throw or take down the opponent, without first making a genuine attack, except when the opponent has attempted to grab or throw first, and throwing techniques where the pivotal point is above hip-level.
9. Unnecessary clinching, wrestling, pushing, or seizing, without attempting a striking technique.
10. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks, whether they land or not.
11. Attacks with the head, knees or elbows.
12. Feigning, or exaggerating injury.
13. Talking to, or goading the opponent, failing to obey the orders of the referee, discourteous behaviour towards the refereeing officials, or other breaches of etiquette.

(In the case of a Team match, if one contestant is cited for any of the above behaviour which results in Shikkaku, the Team will be disqualified.)

## ARTICLE 9: PENALTIES

**KEIKOKU:** This is for minor infractions, which do not merit HANSOKU-CHUI or HANSOKU.

**HANSOKU-CHUI:** This is usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

**HANSOKU:** This is imposed following a very serious infraction or when a HANSOKU CHUI has already been given. It results in the disqualification of the contestant. The injured competitor will receive an additional IPPON-GACHI.

**SHIKKAKU:** This is disqualification from the actual tournament, competition, or match in order to define the limit of SHIKKAKU, the Referee Council, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the referee, acts maliciously, or commits an act which harms the prestige and honour of Karate-Do, or when other actions are considered to violate the rules and spirit of the tournament. Should a team member receive SHIKKAKU, the opponent will receive an additional IPPON-GACHI.

### EXPLANATION

- I. A penalty can be directly imposed for a rules infraction but once given, repeats of that category of infraction must be accompanied by an increase in severity of penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning for a second instance of excessive contact.

- II. A SHIKKAKU can be directly imposed, without warning of any kind. The contestant need have done nothing to merit it, it is sufficient if the Coach or non-combatant members of the contestant's delegation behave in such a way as to harm the prestige and honour of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, SHIKKAKU and not HANSOKU, is the correct penalty. A public announcement of SHIKKAKU must be made.

#### **ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION**

1. KIKEN or forfeiture is the decision given, when a contestant fails to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.
2. If two contestants injure each other, or are suffering from the effects of the previously incurred injury, and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. If the points score is equal, then a vote (HANTEI) will decide the outcome of the bout.
3. An injured contestant who has been declared unfit to fight by the tournament doctor cannot fight again in that competition.
4. An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by the disqualification but is immediately withdrawn from further KUMITE competition in that tournament.
5. When a contestant is injured, the Referee shall at once halt the bout and call the doctor. Only the doctor is authorized to diagnose and treat injury.

#### **EXPLANATION**

- I. When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels.
- II. The referee should only call the doctor when a contestant is injured and needs medical treatment.
- III. In team matches, should a team member receive KIKEN, the opponent will receive an additional IPPON-GACHI.

#### **ARTICLE 11: OFFICIAL PROTEST**

1. No one may protest a JUDGMENT to the members of the Refereeing Panel.
2. If a refereeing procedure appears to contravene the rules, the President of the Federation or the official representative of a contestant or team is the only one allowed to make a protest to the arbitrator. The Appeals Jury is comprised of the Tournament Committee and Referee Council will review the circumstances leading to the protested decision.

#### **ARTICLE 12: POWERS AND DUTIES**

##### **REFEREE COUNCIL**

The Referee Council powers and duties shall be as follows:

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Committee, with regard to competition

area arrangement, the provision and employment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.

2. To appoint and deploy the Match Area Controllers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.
3. To supervise and co-ordinate the overall performance of the refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulation in the rules.

### **MATCH AREA CONTROLLERS**

The Match Area Controllers powers and duties shall be as follows:

1. To delegate, appoint and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.

### **REFEREES**

The Referee's powers shall be as follows:

1. The Referee (SHUSHIN) shall have the power to conduct matches including announcing the start, the suspension, and the end of the match and to award points.
2. To explain to the Match Area Controller, Referee Council, or Appeals Jury, if necessary, the basis for giving a judgment.
3. To impose penalties and to issue warnings, before, during, or after a bout.
4. To obtain and act upon the opinion(s) of the Judges.
5. To announce extensions.
6. To conduct voting of the Referee Panel (HANTEI) and announce the result.
7. To announce the winner.
8. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
9. The Referee shall give all commands and make all announcements.

### **JUDGES**

The Judges (FUKUSHIN) powers shall be as follows:

1. To assist the Referee by flag and whistle signals.
2. To exercise a right to vote on a decision to be taken.
3. The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
  - a) When a score is observed.
  - b) When a contestant has committed a prohibited act and/or techniques.
  - c) When an injury or illness of a contestant is noticed.
  - d) When both or either of the contestants have moved out of the competition area (JOGAI).
  - e) In other cases when it is deemed necessary to call the attention of the Referee.

## **ARBITRATORS**

The Arbitrator (KANSA) will assist the Match Area Controller and Referee by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Arbitrator will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Arbitrator.

## **SCORE SUPERVISORS**

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

### **EXPLANATION**

- I. At HANTEI the referee and judges each have one vote.
- II. The Judges must only score what they actually see. If they are not sure that a technique actually reached a scoring area, they should signal that they did not see, (MIENAI).

## **ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES**

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendix I.
2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce "SHOBU HAJIME!" and the bout will commence.
3. The Referee will stop the bout by announcing "YAME". If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. The Referee returns to his position and the Judges indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (AKA or SHIRO), the area attacked (CHUDAN or JODAN), the scoring technique (TSUKI, UCHI, or KERI), and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling "TSUZUKETE HAJIME!".
5. When a contestant has got IPPON (in Team or Individual match) or IPPON-HAN (in Individual match) during a bout, the Referee shall call "YAME" and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring "SHIRO (AKA) NO KACHI". The bout is ended at this point.
6. When time is up and the contestant have not got IPPON (in Team or Individual match) or IPPON-HAN (in Individual match), or scores are equal, or no scores have been awarded, the Referee shall call "YAME" and return to his position. Moving to the match area perimeter, the Referee will render a decision. In the event of draw, the Referee will announce "HIKIWAKE" and the start of the ENCHO-SEN where applicable.
7. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily:
  - a. When either or both contestants are out of the match area.
  - b. When the Referee orders the contestant to adjust the karate-gi or protective equipment.
  - c. When a contestant has contravened the rules.

- d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the Referee will decide whether the bout should be continued.
- e. When a contestant seizes the opponent and does not perform an immediate technique, or throw instantly.
- f. When one or both contestants fall or are thrown and no effective techniques are made instantly.
- g. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
- h. When three judges give the same signal, or indicate a score for the same competitor.

#### EXPLANATION

- I. When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient.
- II. When restarting the bout, the Referee should check that both contestants are behind their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

#### **ARTICLE 14:        MODIFICATIONS**

Only the Technical Committee in Headquarters with the approval of Soke can alter or modify these rules.

## **YAKUSOKU KUMITE RULES**

YAKUSOKU KUMITE competition consists of KIHON IPPON KUMITE and JIYU IPPON KUMITE. Also GOHON KUMITE and SANBON KUMITE are performed for the elimination matches.

YAKUSOKU KUMITE competition may comprise of KO-HAKU matches and Point system matches.

### **KIHON IPPON KUMITE**

1. KIHON IPPON KUMITE must be performed with two teams of AKA and SHIRO with two performers on each team.
2. At the start of competition, two teams, one wearing AKA, and the other (SHIRO) will come up to area simultaneously and a bow to the referee.
3. After bowing to each other both teams face the front and contestants on the right side will start to perform various attacking techniques as previously decided by the Referee Panel. After the AKA sides have completed their attacking, contestants on the left side will in turn, perform the attacking techniques. However, at this time, the defending side must use different defending techniques that had not been used previously in this bout by their team member.
4. After completion of KUMITE KATA competition by both teams, the contestants will line up at the match area perimeter facing the referee.
5. The Referee will call for a decision (HANTEI) that is exactly the same procedures of KO-HAKU rules of the KATA competition.
6. The contestants will bow to each other, then to the Referee and leave the match area.

### **JIYU IPPON KUMITE**

1. JIYU IPPON KUMITE consist of competition between two teams of AKA and SHIRO and two contestants to form one team.
2. At the start of each bout after answering the call to their names, both AKA and SHIRO teams will line up at the Match area perimeter facing the Referee. Following a bow to the Judge Panel, SHIRO will then step back out of the match area.
3. The AKA team will first come to the middle of the match area, after bowing to each other the contestant on the right side will start to perform various attacking techniques as previously decided by the referee panel. After the right side has completed his attacking, the contestant on the left side will, in turn, perform the attacking techniques, however, at this time the defending side must use different techniques that had not been used previously in this bout by their team member.

After the AKA team has completed their competition and have left the match area, SHIRO team will come in and perform their competition.

4. After SHIRO team has completed their competition, both AKA and SHIRO teams will line up at the match area perimeter facing the referee.
5. The referee will call for a decision (HANTEI) that is exactly the same procedures of KO-HAKU rules of the KATA competition.
6. The contestants will bow to each other, then the Judging panel and leave the match area.

### **EXPLANATION**

- I. The chief referee or the referee council must announce to the contestants, prior to starting their competition, the types of techniques (TSUKI, KERI etc.) and the number of attacks (one



- time, two times etc.) to the attacking side.
- II. The defending side can use any defending techniques (UKE) which they prefer. However, since SKIF has a number system of YAKUSOKU KUMITE training syllabus, those who use techniques within SKIF number system accurately and powerfully will be given more priority points.
  - III. The judging panel should evaluate both the attacking and defending techniques of the contestants.

## **KATA RULES**

**ARTICLE 1: KATA COMPETITION AREA**

**ARTICLE 2: OFFICIAL DRESS**

**ARTICLE 3: ORGANIZATION OF KATA COMPETITION**

**ARTICLE 4: THE JUDGING PANEL**

**ARTICLE 5: JUDGEMENT**

**ARTICLE 6: CRITERIA FOR DECISION**

**ARTICLE 7: OPERATION OF MATCHES**

## **KATA COMPETITION**

### **ARTICLE 1: KATA COMPETITION AREA**

1. The competition area must be flat and devoid of hazard.
2. The competition area must be of sufficient size to permit the uninterrupted performance of KATA.

#### **EXPLANATION**

For the proper performance of KATA a stable smooth surface is required. Usually the matted KUMITE areas will be suitable.

### **ARTICLE 2: OFFICIAL DRESS**

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the KUMITE Rules.
2. Any person who does not comply with this regulation may be disbarred.

#### **EXPLANATION**

- I. The KARATE-GI jacket may not be removed during the performance of KATA.
- II. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

### **ARTICLE 3: ORGANIZATION OF KATA COMPETITION**

1. KATA competition takes the form of Team and Individual matches. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female but may be mixed if approved by the Tournament Committee. The Individual KATA match consists of individual performance in separate male and female divisions but may be mixed if approved by the Tournament Committee.
2. The contestants will be expected to perform both compulsory (SHITEI) and free selection (TOKUI) KATA during the competition. KATA will be in accordance with SKIF's nominated KATAS (Appendix IV)

### **ARTICLE 4: THE JUDGING PANEL**

1. The panel designated by the Referee Council or Match Area Controller consists of five or seven Judges and may also include an Arbitrator for each match.
2. In addition, scorekeepers and caller/announcers will be appointed.

#### **EXPLANATION**

The Chief KATA Judge will sit at the perimeter of the competition area facing the contestant(s). The other four judges will sit at the corner of the area, (two more judges may sit at the center of left and right sides.) In KATA competition, the Referee can perform the role of the Arbitrator

### **ARTICLE 5: JUDGMENT**

KATA competition may consist of KO-HAKU matches and/or the point system. KATA contestants will be selected eight or sixteen contestants for the final contest. Elimination matches may be performed with compulsory KATA by KO-HAKU system

### **ARTICLE 6: CRITERIA FOR DECISION**

1. The KATA must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team the Judges will look

for:

- a. A realistic demonstration of the KATA meaning.
  - b. Understanding of the techniques being used (BUNKAI).
  - c. Good timing, rhythm, speed, balance, and focus of power (KIME).
  - d. Correct and proper use of breathing as an aid to KIME.
  - e. Correct focus of attention (CHAKUGAN) and concentration.
  - f. Correct stances with proper tension in the legs, and feet flat on the floor.
  - g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
  - h. Correct form (KIHON) of the style being demonstrated.
  - i. The performance should also be evaluated with a view to discerning other points.
  - j. In Team KATA synchronization without external cues is an added factor.
2. A contestant who varies the KATA, who comes to a halt during the performance of the KATA, or who performs a KATA different from that announced will be disqualified.

#### EXPLANATION

- I. KATA is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.
- II. In Team KATA, all three team members must start the KATA facing in the same direction and towards the Chief Judge.
- III. The members of the team must demonstrate competence in all aspects of the KATA performance, as well as synchronization.
- IV. Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the Judges when arriving at a decision.

### ARTICLE 7: OPERATION OF MATCHES

KATA competition may be comprised of KO-HAKU matches and Point systems matches. The elimination matches may use the KO-HAKU system and select the top 8 or 16 contestants for the Semi-final and Final matches. In the final match the point system will be used.

#### KO-HAKU MATCHES

1. At the start of each bout, the two contestants, one wearing a red belt, will line up at the match area perimeter facing the referee. The referee will select a compulsory KATA and announce the KATA name to the contestants.
2. After completion of the performance of compulsory KATA by both contestants, the referee will call for a decision (HANTEI) and blow a two-tone blast on the whistle and all judges will raise their flags at the same time for their decisions.
3. The referee will blow a further short blast on the whistle, whereupon the flags will be lowered.
4. The referee will make the decision on the basis that the referee and judges all have one vote.

5. In case of draw, the contestants will compete again with another compulsory KATA.
6. The referee calls the judges to notice when a contestant varies, comes to a halt during the performance of the KATA, or performs a KATA different from that announced. Contestant may be disqualified or the judges can appeal this to the referee.

## **POINT SYSTEM**

1. The contestant who is called, comes up to the designated spot of the match area immediately and announces the name of KATA to be performed. The Referee repeats the name of the KATA. The contestant then starts to perform his/her KATA. After completion of the KATA, the contestant goes back to the designated spot and waits for the decision of the judging panel.
2. The referee will call for a decision (HANTEI) and blow a two-tone blast with the whistle and all judges will raise their point card with their right hand showing their point to the scoring desk.
3. After the points are recorded, a scoring desk staff will call out all the points. The referee will blow out a further short blast with the whistle, whereupon the point cards will be lowered.
4. After hearing the total scores from the scoring desk, the referee will announce the final scores to the contestant.
5. The referee can call upon the judges when he notices that a contestant deviates significantly during the performance of the KATA, or the contestant performs differently from the announced KATA name that will lead to a disqualification. A judge can also signal his appeal to the referee when he notices the same situation.

### **EXPLANATION:**

- I. The highest and the lowest scores are eliminated from the scores indicated by five (or seven) referee and judges whereas the remaining three (or five) scores are added to come up with a total score for the contestant.
- II. In case of the same score with two contestants, first check and find the lowest point among the remaining three (or five) scores each contestant has, contestant with the higher lowest point will win. If their lowest points are the same, check the highest point of two contestants, the contestant with a higher point will win. In the case of these highest points are the same, rematch will perform.
- III. For a rematch (SAI-SHIAI) the contestants are required to perform a different KATA from their previous bout.
- IV. All KATA being performed must be started inside of the Match area.

## APPENDIX I: THE TERMINOLOGY

**SHOBU HAJIME** - Start the Match or Bout

After the announcement, the Referee takes a step back.

**ATOSHIBARAKU** - A little more time left

An audible signal will be given by the timekeeper 30 seconds before the actual end of the bout and the Referee will announce "ATO SHIBARAKU".

**YAME** – Stop

Interruption or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.

**MOTO NO ICHI** - Original position

Contestants and Referee return to their starting positions.

**TSUZUKETE** - Fight on

Resumption of fighting ordered when an unauthorized interruption occurs.

**TSUZUKETE HAJIME** - Resume fighting – Begin

**SHUGO** - Judges called

The Referee calls the Judges for the discussion, qualification, at the end of the match or bout, or to recommend SHIKKAKU.

**HANTEI** – Decision

Referee calls for a decision. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote at the same time, using his arm(s).

**HIKIWAKE** – Draw

In case of a tied decision at HANTEI, the Referee crosses his arms, then extends them with the palms showing to the front.

**TORIMASEN** - Unacceptable as a scoring technique

**ENCHO-SEN** - Extension of the bout

The Referee re-opens the match with the command, "HAJIME".

**AIUCHI** - Simultaneous scoring techniques

No point is awarded to either contestant.

**AKA (SHIRO) NO KACHI** - Red (White) wins

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

**AKA (SHIRO) IPPON** - Red (White) scores one point

The Referee raises his arm up at 45 degrees on the side of the scorer.

**WAZAARI** - Red (White) score half point, which is not quite IPPON.

**KEIKOKU** – Warning with or without penalty

**HANSOKU-CHUI** – Warning with penalty

**HANSOKU** – Foul

**JOGAI** - Exit from the match area

**SHIKKAKU** - Disqualification "Leave the Area"

**KIKEN** – Renunciation

**MUBOBI** - Self Endangerment

## Appendix II: HANSOKU, JOGAI, MUBOBI

<b><u>HANSOKU</u></b>		
<b>IPPON SHOBU</b>	<b>IPPON-HAN SHOBU</b>	<b>SANBON SHOBU</b>
1 <sup>ST</sup> time Aka (Shiro) Keikoku	1 <sup>ST</sup> time Aka (Shiro) Keikoku	1 <sup>ST</sup> time Aka (Shiro) Keikoku
2 <sup>nd</sup> time Aka (Shiro) Hansoku Chui Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Hansoku Chui Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Hansoku Chui Shiro (Aka) Wazaari
3 <sup>rd</sup> time Aka (Shiro) Hansoku Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Hansoku Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Hansoku Shiro (Aka) No Kachi
<b><u>JOGAI</u></b>		
<b>IPPON SHOBU</b>	<b>IPPON-HAN SHOBU</b>	<b>SANBON SHOBU</b>
1 <sup>ST</sup> time Aka (Shiro) Jogai Ikkai	1 <sup>ST</sup> time Aka (Shiro) Jogai Ikkai	1 <sup>ST</sup> time Aka (Shiro) Jogai Ikkai
2 <sup>nd</sup> time Aka (Shiro) Jogai Nikai Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Jogai Nikai Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Jogai Nikai Shiro (Aka) Wazaari
3 <sup>rd</sup> time Aka (Shiro) Jogai Sankai Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Jogai Sankai Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Jogai Sankai Shiro (Aka) No Kachi
<b><u>MUBOBI</u></b>		
<b>IPPON SHOBU</b>	<b>IPPON-HAN SHOBU</b>	<b>SANBON SHOBU</b>
1 <sup>ST</sup> time Aka (Shiro) Mubobi Ikkai	1 <sup>ST</sup> time Aka (Shiro) Mubobi Ikkai	1 <sup>ST</sup> time Aka (Shiro) Mubobi Ikkai
2 <sup>nd</sup> time Aka (Shiro) Mubobi Nikai Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Mubobi Nikai Shiro (Aka) Wazaari	2 <sup>nd</sup> time Aka (Shiro) Mubobi Nikai Shiro (Aka) Wazaari
3 <sup>rd</sup> time Aka (Shiro) Mubobi Sankai Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Mubobi Sankai Shiro (Aka) No Kachi	3 <sup>rd</sup> time Aka (Shiro) Mubobi Sankai Shiro (Aka) No Kachi

### **NOTE:**

Ikkai	Meaning in Japanese is 1 <sup>ST</sup> time
Nikai	Meaning in Japanese is 2 <sup>nd</sup> time
Sankai	Meaning in Japanese is 3 <sup>rd</sup> time

**Appendix III: Examples of Score Decisions (Hantei) for KATA**

<b>Judge</b>	<b>Judge</b>	<b>Judge</b>	<b>Judge</b>	<b>Opinion Referee</b>	<b>Final Decision of Referee</b>
Shiro	Shiro	Shiro	Shiro	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Shiro	Aka	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Shiro	Draw	Shiro Aka Draw	Victory of SHIRO Victory of SHIRO Victory of SHIRO
Shiro	Shiro	Draw	Draw	Shiro Aka Draw	Victory of SHIRO DRAW DRAW
Aka	Aka	Aka	Aka	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Aka	Shiro	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Aka	Draw	Shiro Aka Draw	Victory of AKA Victory of AKA Victory of AKA
Aka	Aka	Draw	Draw	Shiro Aka Draw	DRAW Victory of AKA DRAW
Draw	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Draw	Draw	Shiro	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Aka	Shiro	Shiro	Shiro Aka Draw	Victory of SHIRO Victory of AKA DRAW
Shiro	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Aka	Draw	Draw	Draw	Shiro Aka Draw	DRAW DRAW DRAW
Shiro	Shiro	Aka	Draw	Shiro Aka Draw	Victory of SHIRO DRAW DRAW
Aka	Aka	Shiro	Shiro	Shiro Aka Draw	Victory of SHIRO Victory of AKA DRAW

You will observe, from the above examples, that the Referee cannot overrule two(2) or more Judges.



## **APPENDIX IV: KATA**

### **COMPULSORY KATA**

HEIAN SHODAN  
HEIAN NIDAN  
HEIAN SANDAN  
HEIAN YONDAN  
HEIAN GODAN  
TEKKI SHODAN

### **SENTEI KATA**

BASSAI DAI  
KANKU DAI  
ENPI  
JION

### **OTHER KATA**

TEKKI NIDAN  
TEKKI SANDAN  
BASSAI SHO  
KANKU SHO  
JITTE  
CHINTE  
JI'IN  
UNSU  
MEIKYO  
HANGETSU  
GANKAKU  
SOCHIN  
NIJUSHIHO  
WANKAN  
GOJUSHIHO DAI  
GOJUSHIHO SHO  
SEIENCHIN SEIPAI  
GANKAKU SHO  
NIJUHACHI

# SKIF

## Judging Rules



Criteria of judging and points of notice  
October 2008

### **KATA**

In the assessment of the Kata performance, the judges must refer to the Soke Kanazawa's publications "Kata vol. 1 and 2."

The evaluation of KATA must be set by overall performance, however, details of every technique should also be considered. Take notes for the following points in their performance.

- Correctness
- Speed
- Power (Kime)
- Spirit

### **Average deduction for the penalty points (maybe more or less):**

- 1) No bowing at the beginning/ending of Kata (-0.1)
- 2) Inappropriate dress code of Karate-gi and Belt \* (-0.1)
- 3) Wrong foot movements at the start/ending (-0.1)
- 4) Stepping outside of the matt (except for the two contestants starting at the given lines of a matt) (-0.1)
- 5) Ending at the different spot from the starting (-0.1)
- 6) No Kiai (-0.1)
- 7) Over making breath noise and Hikite (pulling hand) sounds (-0.1)
- 8) Excessive over action (-0.1)
- 9) Excessive change of rhythm (-0.1)
- 10) Slight hesitation of a movement during the performance (-0.1)
- 11) Clear stop of a movement during the performance (-0.2)
- 12) Slight loss of balance yet with immediate recovery (-0.1 ~ -0.3)
- 13) Clear loss of balance yet with immediate recovery (-0.2 ~ -0.4)
- 14) Total loss of balance without recovery (-0.3 ~ -0.5)
- 15) Made a mistake but continued immediately with correction (-0.2)
- 16) Completed Kata with wrong orders of movements (-0.5)
- 17) Made a number of clear errors (-1.0)
- 18) Stopping Kata before completion (disqualified)
- 19) Judges order to stop (disqualified)
- 20) Performing different Kata from announcement (disqualified)
- 21) Mistakes in Kakiwake-uke, Manji-uke, jyuji-uke (-0.1) (Not follow the SKIF way)

When there are more than two technical mistakes (eg errors in Manji as well as Kakiwake), penalty will be double (-0.2)

When there are penalties, the chief judges must gather other judges to check the penalty points.

**Credit points:**

Where difficult techniques such as those listed below are performed excellently, +0.1 ~ +0.3 credit points will be given to the contestant.

- 1) Kanku-dai: double kick
- 2) Kankusho: jump
- 3) Unsu: jump and turning Mawashi-geri
- 4) Gankaku: turning Koshigamae
- 5) Others of similar difficulty

**TEAM KATA**

Take notes for the following points in their performance.

- 1) All the rules of individual Kata apply to team Kata
- 2) Rhythm and timing must not be changed in order to synchronise the movements
- 3) Contestants must not make external signals for synchronisation (eg excessive sound of breathing)
- 4) Between -0.1 and -0.2 penalty points apply for the unsynchronised movements

**KUMITE****Ippon:**

Definition – Powerful and accurate techniques of Tsuki, Uchi and Keri (punch, strike and kick) executed towards Jodan (head) and Chudan (stomach, side and back) parts of the body with all of the following criteria being met.

- 1) Correct posture and attitude
- 2) Abundant spirit and Zanshin
- 3) Good distance and timing
- 4) Good angle towards the target (ideally 90 degree angle towards the target)

The actual power of the executed technique has more priority than the complexity of the technique itself.

**In the following circumstances, Ippon can be given**

- 1) When attack was executed at Deai (rendezvous)  
I.e. the opponent runs into the attack
- 2) If the opponent was Mubobi (no defence)
- 3) If the opponent has lost balance, or after being thrown
- 4) After effective Renzoku-waza (continuous technique)  
Eg double punch, kick-punch and kick-strike etc

## Wazaari:

Wazaari means technique is just a little less than Ippon. It does not mean 50 percent(%) of Ippon.

### Consideration

No Ippon may be given for Jodan kick without power or for technique executed on angle other than 90 degrees to target. But Wazaari may be given in these cases.

No score may be given for shin-kick to back or if kicking leg is grabbed by defender. (This equals to no Zanshin)

### NB-

- 1) *Yame (stop)*  
The finishing time of the game is at the starting point of the bell. Even if the judge says "Yame" in delay, the game is over at the bell point.
- 2) *Bassoku (penalty)*  
The judge has all the rights to give penalty until the competitor leaves the competition venue. The penalty can also be given to the competitor after the event exclusively by the chief judge or the competition committee.
- 3) *Jogai (outside of the ring)*  
If both competitors are in Jogai- No score point.  
If one is inside and one is in Jogai and attack was made by the inside person before "Yame" - Point scored and penalty given to the Jogai offender.
- 4) *Aiuchi (both executing effective attacks)*  
No score awarded for Aiuchi. However, one person executes a good technique while the other does Hansoku (forbidden action), then score is awarded to the former and penalty to the latter.
- 5) *Hansoku (forbidden action)*  
When Hansoku action takes place after scoring a point, the competitor loses the point and penalty is awarded regardless of the interval between the score and the Hansoku.
- 6) *Zanshin (Awareness)*  
If the competitor turns back against the opponent after a scoring technique, it is considered as "No Zanshin". - The score is cancelled and Mubobi (No defence) penalty is awarded.
- 7) *No points to the following techniques*
  - Techniques executed stepping backwards while being attacked, which lacks the central balance and zanshin.
  - Okizuki (static punch) and Okiuchi (Static strike), which may have good timing but have no speed and power.
- 8) *Contact with no defence*

Contacts are primarily forbidden and penalty is awarded. However, if the opponent has no defence against the contact, the judge can award Mubobi penalty to the receiver.

- 9) *Contact causing bleeding*  
No matter how good the attack is, if bleeding is stimulated, the attacker received penalty. (Warning for violation of the rules)
- 10) *Injury*  
The judge must observe the competitor being injured. EG – it is the judge's responsibility to know if the bleeding was caused by the current/previous/recurrent games.
- 11) *Uncontrolled technique*  
Uncontrolled techniques receive "Keikoku" (Warning) or other penalties with/without making contacts.
- 12) *Dress code*  
Competitors must wear Karate-gi in the following condition.  
60 seconds can be offered to alter the clothing condition.
  - \* The length of the sleeves
    - In between the middle of elbow to the wrist. (not hiding the wrists)
  - The length of the pants
    - Somewhere between 2/3 of the shin and the ankle.
  - The length of the top
    - Covering the hip with belt on.
- 13) *Mark the competitor who had victory/defeat due to Hansoku at the sleeve of Karate-gi.*
- 14) Unnecessary bandaging or taping is forbidden.
- 15) *Strictly forbidden actions*
  - a) Throwing technique which does not permit safe landing.
  - b) Techniques that endanger the opponents.
  - c) Rude provocative action and behaviours. If a competitor, coach of committee member speak/acts inappropriately, the competitor and/or entire/partial team members will be disqualified.
- 16) The judges must indicate only what you have actually witnessed. The judgement cannot be made solely on timing, but with the actual vision of scoring fist/foot.  
NB-  
Fujyubun (not enough) is an opinion based on what you have seen.  
Mienai (could not see) is not an opinion but the fact.
- 17) *It is very important that the competitors Bow at the beginning and end of each match. If this is not done the chief referee must require the competitor to come back and bow correctly.*

18) If competitor shows off after scoring (for example, pump fist, raises hands in air, etc.) the chief referee can cancel or take away the point as a penalty.

### **YAKUSOKU KUMITE (appointment sparring)**

#### **Judging components:**

The competitors must faithfully follow the number system of the SKIF syllabus. ***Yakusoku Kumite*** has to be performed accurately like Kata, however the judges need to observe

- Fighting Spirit
- Vigour
- Concentration

The coordination (movements, power, spirit and breathing) of the pair is an important judging criteria. Kihaku (fighting spirit), Zanshin and Manner must also be considered.

#### ***Sanbon* and *Gohon Kumite***

The attacking orders need to follow the competition regulations.

Sanbon and Gohon Kumite both require basic accuracy and strength of Tsuki (punch), Keri (kick), Uke (block), Stance and Posture.

***Kihon Ippon Kumite*** additionally requires correct

- Position
- Stance
- Defence and Offence techniques

***Jiyu Ippon Kumite*** must meet all of the above plus

- Correct Maai (distance)
- Good timing
- Tenshin (correct body rotation)
- Taisabaki (repositioning)

#### **The penalty points:**

- 1) Correct number system but not effective techniques (-0.1)
- 2) Good techniques but slightly different from the number system (-0.05)
- 3) Effective techniques but different from the number system (-0.1)
- 4) Bad and wrong techniques (-0.2)

# SKIA Refereeing and Judging Procedures



These SKIA Refereeing and Judging Procedures are a sub-article to the SKIF Tournament Rules, intended to provide additional clarity to the SKIF rules and to adapt them for Australian conditions. Therefore, this document should be read in conjunction with the relevant Articles of the SKIF Tournament Rules and with reference to the SKIF Judging Rules.

## **KUMITE RULES**

### **Article 1: Kumite Competition Area**

- a. While waiting for their match, competitors should move away from the side of the tatami, preferably to a designated warm-up area.

### **Article 2: Official Dress**

#### **Referee**

- a. The official shirt is to have short sleeves.
- b. No shoes or socks are to be worn in the competition area.
- c. No jewellery (including watches) is to be worn.
- d. While officials are permitted to compete on the day of the tournament, coaching is not permitted.

#### **Contestant**

- a. Mouthguards are compulsory. Note that SKIF requires mouthguards to be transparent or white for competitors in the World Championships.
- b. Groin guards are compulsory for male competitors.
- c. Breast guards are optional for female competitors.
- d. Hand mitts are compulsory in all Jiyu Kumite events, including the Grand Champion events.
- e. In addition to SKIF approved hand mitts, AKF/WKF approved hand mitts will also be permitted.
- f. Female competitors may wear a black plain fabric head scarf covering the hair, but not the throat area.
- g. Competitors may be identified by the wearing of red/white belts, as an alternative to red strings or a single red belt.

### **Article 4: The Referee Panel**

- a. In the event that there are insufficient officials available it is permissible to run events with one Shushin (Referee), two Fukushima (Judges) and one Kansa (Arbitrator), or by Mirror System using one Shushin, one Fukushima and one Kansa. Note that under Mirror System the Shushin and Fukushima stand opposite each other and as far as practical should keep to their half of the tatami.
- b. At the SKIA National Championships, members of the appointed Referee Panel must alert the Koto-cho (Match Area Controller) if one of the competitors is from their State. Where possible the Koto-cho should

- staff the Panel with officials from neutral States. In particular the Referee must always be from a neutral State.
- c. At SKIA State Championships, members of the appointed Referee Panel must alert the Koto-cho if one of the competitors is from their Dojo. Where possible the Koto-cho should staff the Panel with officials from neutral Dojos. In particular the Referee must always be from a neutral Dojo.
  - d. At the SKIA National Championships, it is recommended that the Referee Panel should comprise a maximum of two C-level Judges (all others being A- or B-level Referees).
  - e. At SKIA State Championships, it is recommended that the Referee Panel should comprise a maximum of two unaccredited Judges (all others being accredited).
  - f. On the announcement of event results, the Referee Panel should clap for all placegetters. There should be no other display and all placegetters should be clapped equally.
  - g. On the presentation of medals, the Official should step forward, exchange bows and shake hands with the placegetter.

#### **Article 7: Criteria for Decision**

- a. Shushin has two votes, and may decide to dismiss the vote of a single Fukushima and allow the bout to continue without Yame. In the case of Mirror System, Shushin has only one vote since both officials are able to position themselves with a good view of the competitors. Note that under Mirror System the Shushin may not dismiss the vote of the Fukushima and Yame must be called if the Fukushima signals a score/penalty.
- b. Shushin may call the Fukushima for consultation of up to one minute, which should be held in front of the Kansa. In the case of a split decision, Kansa may be asked his/her opinion.
- c. In the event of decision by Hantei, Shushin has only one vote. In the case of Mirror System, Kansa also has one vote.
- d. In the interests of time, the Chief Referee may elect to modify Encho-sen, for the duration of an event or championship, to permit the first contestant to be awarded a point (Ippon or Waza-ari) to be declared the winner.

#### **Article 8: Prohibited Behaviour**

- a. Kumite competitors who do not give a 100% in a fight (for example when fighting against a member of their team) will be disqualified (Shikkaku).
- b. Friendly contact on the tatami is not allowed and will be penalised (Keikoku). This includes a handshake prior and/or at the end of a bout, touching finger tips or gloves, etc.
- c. Unbecoming behaviour after scoring a point in kumite (such as fist pumping or jumping up and down) will lead to the point being revoked and may result in a penalty (up and to including disqualification in severe cases).

#### **Article 10: Injuries and Accidents in Competition**



- a. SKIA applies the Australian Sports Commission's guidelines for management of concussion. Explicitly, an athlete with suspected concussion...
  - i. Must be immediately removed from the match area, with no return on that day.
  - ii. Should not be left alone for at least 3 hours, they should not be sent home by themselves, they should be advised to not drink alcohol or use recreational drugs, and they should not drive a motor vehicle until cleared to do so by a healthcare practitioner.
  - iii. Should rest for at least 24 hours, gradually returning to school/work/light exercise after 48 hours, and should only return to training after 14 days symptom free.
  - iv. Will not be permitted to enter another SKIA tournament for 21 days.
  - v. If any red flags associated with concussion are observed at any stage (e.g. seizure, convulsion, repeated vomiting), the athlete must be immediately referred to Emergency Department. In all other cases, the athlete should be referred to their healthcare practitioner as soon as practical.

#### **Article 11: Official Protest**

- a. At the SKIA National Championships, only Official State Coaches will be permitted at the ringside, and only one Coach for each competitor.
- b. At SKIA State Championships, only one Coach for each competitor will be permitted at the ringside.

#### **Article 12: Powers and Duties**

##### **Match Area Controllers**

- a. Prior to the commencement of an event, the Koto-cho (Match Area Controller) must check the Event List to confirm all aspects of the event about to commence (including age; grade; permitted Kata; match duration; Ippon / Ippon-han). The Koto-cho should confirm these details are understood by the Referee Panel and Table Officials, and that the scoreboard is appropriately configured.

##### **Arbitrators**

- a. During the match, the Kansa should observe the scoreboard to ensure correctness (including timekeeping; scores; penalties). If the scoreboard needs to be corrected, the Kansa will instruct the Referee to halt the match.

#### **Article 14: Modifications**

- a. While in principle the SKIF Tournament Rules are to be applied to all SKIA championships, the application of those rules may be modified by the relevant authorities (see below) on a case-by-case basis, and with due notification to officials, coaches and competitors.
- b. It is envisaged that the Chief Referee, with appropriate consultation of the SKIA Referees Council and the Tournament Director, will be the primary authority concerning application of the SKIF Tournament Rules and these SKIA Refereeing and Judging Procedures.
- c. It is envisaged that the Tournament Director, with appropriate consultation of the Tournament Committee and the Chief Referee, will be the primary authority concerning championship events.

### **Article 15: Disciplinary Procedures**

- a. The Chief Referee has the authority to remove from the tournament any official who breaches the SKIF Tournament Rules or these Refereeing and Judging Procedures (eg coaching).
- b. In the event of a serious breach, the SKIA Referees Council has the authority to demote or deregister an official.

### **Article 16: Medals**

- a. The National Shield for Best State Performance will be awarded to the State with the highest number of points at completion of the tournament. The Shield will be presented to the Head Coach of the winning State.
- b. Points will be awarded as follows:
  - Individual win = 4 points
  - Individual second = 2 points
  - Individual third (including equal third) = 1 point
  - Team / Grand Champion win = 8 points
  - Team second = 3 points
  - Team third (including equal third) = 2 points
- c. Smaller States (nominally ACT, SA, Tas and WA) will compete for Best Developing State. This is a minor award, so the objective of any State should be earn promotion to compete for the National Shield, not to win the minor shield.
- d. Where events have been combined (typically due to insufficient numbers of competitors in a particular category), medals will be awarded based on the events published on the day of the tournament.
- e. Where there is only a single competitor in a particular category, but events cannot be combined (typically due to mismatching), that competitor will be awarded the gold medal for their event.

### **Article 17: Tournament Preparation**

- a. It is recommended that Referees and Judges be registered in advance of the tournament. Ideally, all tournament officials should be registered in the Tournament Management System, along with and at the same time as competitors are registered.
- b. It is recommended that the SKIA National Championships be preceded by a Referees Clinic, focussed on development of the skills required for A-level and B-level accreditation.
- c. It is recommended that SKIA State Championships be preceded by a Judges Clinic, focussed on development of the skills required for C-level accreditation.
- d. Participation at the Referees/Judges Clinic is mandatory for all Referees and Judges wishing to officiate at the upcoming tournament. Exceptions will be considered on a case-by-case basis.

### **Judging Rules: Kumite**

- a. Hansoku (forbidden action): The competitor who is penalised must bow to their opponent. If this is not done the Shushin must require the competitor to bow.

## **KATA RULES**

### **Article 1: Kata Competition Area**

- a. While waiting for their match, competitors should move away from the side of the tatami, preferably to a designated warm-up area.

### **Article 4: The Judging Panel**

- a. In the event that there are insufficient officials available it is permissible to run events with a Chief Fukushima and two Fukushima (Judges). In this case no scores will be eliminated in points system rounds.
- b. At the SKIA National Championships, members of the appointed Judging Panel must alert the Koto-cho (Match Area Controller) if one of the competitors is from their State. Where possible the Koto-cho should staff the Panel with officials from neutral States. In particular the Chief Fukushima must always be from a neutral State.
- c. At SKIA State Championships, members of the appointed Judging Panel must alert the Koto-cho if one of the competitors is from their Dojo. Where possible the Koto-cho should staff the Panel with officials from neutral Dojos. In particular the Chief Fukushima must always be from a neutral Dojo.
- d. At the SKIA National Championships, it is recommended that the Judging Panel should comprise a maximum of two C-level Judges (all others being A- or B-level Referees).
- e. On the announcement of event results, the Judging Panel should clap for all placegetters. There should be no other display and all placegetters should be clapped equally.
- f. On the presentation of medals, the Official should step forward, exchange bows and shake hands with the placegetter.

### **Article 7: Operation of Matches**

- a. Recognising that some Fukushima may not know all Dan Grade Kata, the Judging Panel should be called in (Fukushin Shugo) to discuss any mistakes spotted in the Dan Grade events.
- b. For Ko-Haku matches, after the competitors announce their Kata the Chief Fukushima will blow a short blast on the whistle, whereupon the competitors will begin their Kata performance.
- c. Fukushima are to refrain from voting Hikiwake (draw).

# SKIA Refereeing and Judging Terminology and Gestures



This SKIA Refereeing and Judging Terminology and Gestures reference is intended to aid in understanding the procedures used by referees and judges during the course of SKIA tournaments. This document should be read in conjunction with the SKIF Tournament Rules and the SKIA Refereeing and Judging Procedures, and with reference to the SKIF Judging Rules.





## GENERAL

TERM	MEANING
Tatami	Competition Mat (match area)
Koto-cho	Match Area Controller
Kansa	Arbitrator
Shushin	Referee (Kumite only)
Fukushin	Judge/s (also Chief Judge in Kata)
Shiro	White
Aka	Red
Ko Haku	Flag System
Shitei Kata	Compulsory Kata (preliminary matches)
Sentei Kata	Free selection Kata (selected from a list)
Jiyu Kumite	Free sparring Kumite
Yakusoku Kumite	Prearranged Kumite

## KATA COMPETITION

TERM	MEANING	CHIEF FUKUSHIN GESTURE	FUKUSHIN GESTURE
	Begin	A short blast of the whistle (do not announce Hajime).	
Yame	Stop		
	Attracting the Chief Fukushin's attention		Small circles of the flag above the head, with repeated short blasts of the whistle.



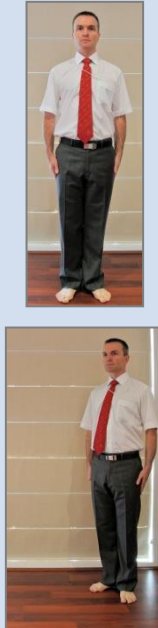

TERM	MEANING	CHIEF FUKUSHIN GESTURE	FUKUSHIN GESTURE
Fukushin Shugo	Calling Judges for discussion	<p>1. Arms extended with palms facing down.</p>  <p>2. Motion towards self, arms bent at the elbows with palms facing in.</p> 	
Hantei	Call for votes/scores	<p>A long then short blast of the whistle. Once the votes / scores have been registered / announced, another short blast of the whistle.</p> 	



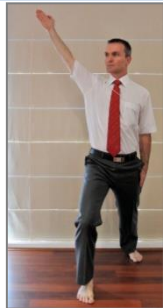
TERM	MEANING	CHIEF FUKUSHIN GESTURE	FUKUSHIN GESTURE
	Vote for Shiro/Aka	Flag extended upwards from the shoulder at 45 degrees.	Flag extended upwards from the shoulder at 45 degrees.
No Kachi	Winner (also by forfeiture)	Flag extended upwards from the shoulder at 45 degrees.	
Hikiwake, Sai Shiai	Rematch resulting from a draw (Points System only)		

TERM	MEANING	CHIEF FUKUSHIN GESTURE	FUKUSHIN GESTURE
	Disqualification	<p data-bbox="974 284 1187 430">Flags crossing in front of the knees at 45 degrees.</p> 	



## KUMITE COMPETITION

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Shobu Hajime	Begin the match	Step backwards after command. 	







TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Tsuzukete	Continue (fight on)	Motion competitors together.	
		 	
Ato Shibaraku Yame	A little more time (30 seconds) Stop (Ippon score)	Arm extended upwards from the shoulder at 45 degrees with palm facing out.	
			



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Yame	Stop (Waza Ari score)	Arm extended downwards from the shoulder at 45 degrees with palm facing out.	
Yame	Stop (other)	Arm cutting downwards from the elbow with palm open.	







TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
	Attracting the Shushin's attention		Small circles of the flag above the head, with repeated short blasts of the whistle.
Moto No Ichi	Return to original starting places	Motion towards starting places with palms facing up.	
(Mienai)	Did not see		One flag covering the other in front of the chest at 45 degrees.



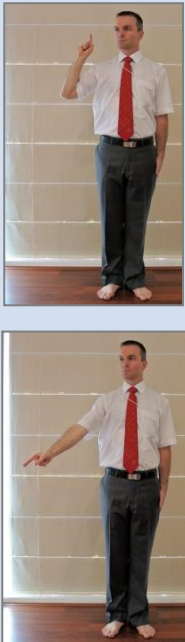

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Torimasen	No score	<p>1. Arms crossed with palms facing downwards.</p>  <p>2. Motion outwards.</p> 	<p>Flags crossing in front of the knees at 45 degrees.</p>  
Aiuchi	Simultaneous scores	<p>Fists together in front of the chest with palms facing down.</p> 	<p>Tips of the flags together in front of the chest.</p> 




TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Ippon	Full point	<p>Arm extended upwards from the shoulder at 45 degrees with palm facing out.</p> 	<p>Flag extended upwards from the shoulder at 45 degrees, with a short blast of the whistle.</p> 



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Waza Ari	Half point	<p>Arm extended downwards from the shoulder at 45 degrees with palm facing out.</p> 	<p>Flag extended horizontally from the shoulder, with a short blast of the whistle.</p> 





TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Waza Waza Ippon	Two half points (continuous scoring techniques)	Arm extended upwards from the shoulder at 45 degrees with palm facing out.	Flag extended upwards from the shoulder at 45 degrees, with a short blast of the whistle.
			








TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Keikoku	Minor infraction	<p>Arm extended from the shoulder, pointing at the feet.</p> 	<p>Small circles of the flag, extended horizontally, with repeated short blasts of the whistle.</p> 


TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Hansoku Chui	Infraction	<p>Arm extended from the shoulder, pointing at the abdomen.</p>  	<p>Small circles of the flag, above the head, with repeated short blasts of the whistle.</p> 



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Hansoku	Serious infraction	<p>Arm extended from the shoulder, pointing at the face.</p> 	<p>Large circles of the flag, above the head, with repeated short blasts of the whistle.</p> 

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Jogai 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> 	<p>Flag extended towards the edge of the match area, with repeated short blasts of the whistle.</p> 



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Mubobi Ikkai/Nikai/Sankai	Self endangerment for the 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> 	<p>Flag touching the cheek, with repeated short blasts of the whistle.</p> 





TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Tsuzukete Hajime	Continue the match	<p data-bbox="996 284 1326 399">1. Arms extended horizontally with palms facing in.</p>  <p data-bbox="996 614 1326 694">2. Motion together then step backwards.</p> 	

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Hikiwake	Draw	<p data-bbox="1014 288 1267 395">Arms extended with palms facing up.</p> 	

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Encho Sen, Hajime	Extension of the match	Step backwards after command.	
		 	



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Sai Shiai, Hajime	Rematch	Step backwards after command.	
		 	

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Fukushin Shugo	Calling Judges for discussion	<p>1. Arms extended with palms facing down.</p>  <p>2. Motion towards self, arms bent at the elbows with palms facing in.</p> 	
Hantei	Call for votes	<p>A long then short blast of the whistle. Once the votes have been registered, another short blast of the whistle.</p> 	

TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
	Vote for Shiro/Aka	Arm extended upwards from the shoulder at 45 degrees with palm facing out.	Flag extended upwards from the shoulder at 45 degrees.
No Kachi	Winner	<p>Arm extended upwards from the shoulder at 45 degrees with palm facing out.</p> <p>(note that by convention, No Kachi will not be announced in the event that a competitor wins by Ippon in an Ippon Shobu match)</p>	



TERM	MEANING	SHUSHIN GESTURE	FUKUSHIN GESTURE
Kiken	Forfeiture	Arm extended downwards from the shoulder, pointing at the absent spot.	
Shikkaku	Disqualification		
		1. Arm extended from the shoulder, pointing at the face.	
		2. Motion behind, pointing out of the competition area.	



# SKIA Arbitrator Scoresheet



The Kansa (Arbitrator) must keep their own records of all matches. It is recommended that the Kansa record scores and penalties using the following symbols.

<b>SYMBOL</b>	<b>MEANING</b>
○	Waza Ari
●	Ippon
✓	No Kachi
H1 / H2 / H3	Keikoku / Hansoku Chui / Hansoku
J1 / J2 / J3	Jogai Ikkai/Nikai/Sankai
M1 / M2 / M3	Mubobi Ikkai/Nikai/Sankai
S	Shikkaku

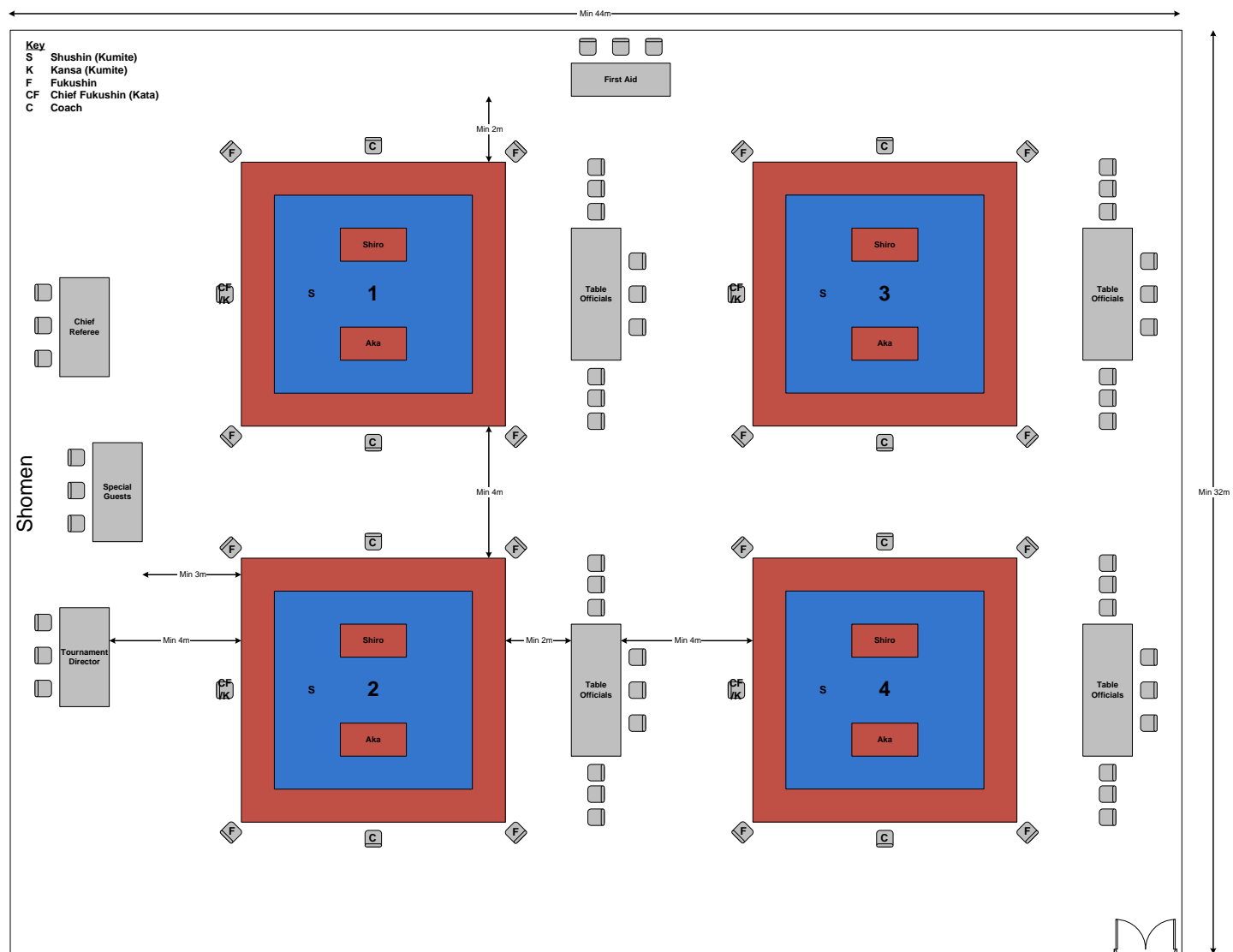
# SKIA Competition Area Setup



The competition area should be setup in accordance with the below diagram. Where the venue does not allow for strict compliance, priority should be given to (in order):

1. Safety of the competitors (distance between tatami; securing electrical cables; positioning of First Aid; etc).
2. Orientation of the Referee Panel (Shushin facing the Table Officials).
3. Orientation of the competition area (positioning of Shomen relative to doors; spectator viewing; etc).

It is recommended that the competition area be setup under the supervision of a member of the SKIA Referees Council.



# SKIA Referees and Judges Dress Standards



The following dress standards are compulsory for Refereeing and Judging at the SKIA National Championships. Note that Karate Gi may be worn at SKIA State Championships, although the official Refereeing and Judging uniform is preferred.

Unless specified otherwise, the dress standards are the same for men and women.

## **Official Refereeing and Judging Uniform**

- Ties are to be the Official SKIA Tie only (not SKIF World Championship Ties or any other).
- Shirts are to be plain white short sleeved business shirts.
- Trousers are to be grey. The grey is a light shade (not black, brown or dark slate). Belt is to be black.
- Shoes and socks are to be black. When Refereeing or Judging on the court, no shoes or socks are to be worn.
- Blazer is not compulsory, but is preferred. The Blazer is to be Navy Blue (not Black). The badge is either the SKIA Blazer Badge or the SKIF Yudansha-Kai Badge.
- No jewellery is to be worn (including watches). A discrete non-metallic dark-coloured hair clip is permitted.
- White whistles with a white lanyard are preferred. Alternatively, black or stainless-steel whistles may be used (no bright colours or patterns).



# SKIA Referees and Judges Accreditation and Maintenance



People who have not previously received a Judge or Referee Accreditation must complete a Theory Test prior to being accredited for the first time. The test is available online and can be accessed via the National Website.

	Initial Accreditation	Accreditation Maintenance
<b>National "C" Judge</b>	Must be an SKIF Dan Grade and 18 years of age or above. May be assessed at a State or National event. Must be this level before being eligible to become an accredited Referee.	Must Judge at an SKIA National/State tournament at least once every two years.
<b>National "B" Referee</b>	Must be an SKIF Dan Grade and 18 years of age or above. May be assessed at a State or National event by the Chair of the Referees Council. Must be this level before being eligible to become an accredited Chief Referee.	Must Referee at an SKIA National/State tournament at least once every year. Must Referee at the SKIA National Championships or Camp at least once every three years.
<b>National "A" Chief Referee</b>	Must be an SKIF Sandan and 25 years of age or above. Can only be assessed at a National event. May be assessed over a number of events to permit the Referees Council to make a full and comprehensive assessment.	Must Referee at an SKIA National/State tournament at least once every year. Must Referee at the SKIA National Championships or Camp at least once every two years.

The above accreditations, with the exception of the Chief Referee level, may be awarded for Kata, Kumite or both. All applicants must be current financial members of SKIA.

The Referees Council will maintain a record of Referees and Judges who participate in SKIA National and State Championships. Referees and Judges who fail to maintain their accreditations at the above levels will be notified at the end of the year. Continued failure to comply with the maintenance requirements will result in demotion and eventual de-registration.

# Notes



