

COURAGE • DISCIPLINE • RESPECT • HONOR

ULTIMATE

FC
FULL-CONTACT-KARATE

REAL CONTACT.
REAL KARATE.
REAL RESULTS.

FULL CONTACT. FULL POWER. FULL POTENTIAL.

ULTIMATE
FULL CONTACT
KARATE

PARTNERS WITH



WORLD
GENERAL KARATE
FEDERATION



UNDER THE WORLD GENERAL KARATE FEDERATION

TOGETHER, WE PROMOTE AND DEVELOP KARATE IN **THREE GREAT ROUTES:**



TRADITIONAL
KARATE

ROOTED IN TRADITION.
BUILT ON VALUES.
SHAPED FOR LIFE.



SPORT
KARATE

SPEED. SKILL.
STRATEGY.
COMPETE. IMPROVE. EXCEL.



FULL CONTACT
KARATE

REAL CONTACT.
REAL POWER.
REAL CHAMPIONS.

ULTIMATE FULL CONTACT KARATE RETURNS WITH A BANG IN **2027**



FULL CONTACT
REAL STRIKES.
REAL RESULTS.



SAFETY FIRST
PROTECTIVE GEAR.
TRAINED OFFICIALS.



COMPETE
TEST YOUR SKILLS.
EARN YOUR RESPECT.



SELF-DEFENSE
PRACTICAL SKILLS.
REAL WORLD READY.



BUILD CHARACTER
FOCUS. CONFIDENCE.
NEVER QUIT.

JOIN THE **UFCK** FAMILY

TRAIN TODAY. LEAD TOMORROW.



ONE TEAM.
ONE FAMILY.



ONE STANDARD.
FULL CONTACT.



ONE MISSION.
BE UNSTOPPABLE.

ONE SPIRIT. ONE FEDERATION. ONE FUTURE.

Competition Rules

Effective from June 2026 Version 01

These regulations supersede all previous editions and remain in effect for the current competition cycle.

Chapter 1. Competition Structure and Staff	3
1.1 Competition Structure	3
1.2 Competition Staff	3
1.3 Participation Rules	4
Chapter 2. Competition Area and Equipment:	4
2.1 Competition Area (Tatami)	4
2.2 Competition Equipment	5
Chapter 3. Uniform and Equipment	5
3.1 Fighter's Uniform	5
3.2 Fighter's Protective Equipment	6
3.3 Fighter's Medical devices, Conditions and Previous Injuries	6
3.4 Presentation	7
3.5 Coaches' Uniform	7
3.6 Referees Uniform	7
Chapter 4. Referees and Judges Matters	8
4.1 General Matters	8
4.2 Duties of Referees, Judges and Other Officials	8
Chapter 5. Match Protocol and Judgement	9
5.1 Match Protocol	9
5.2 Round Evaluation	10
5.3 Victory by Points	10
5.4 Victory by Hansoku:	10
5.5 Victory by Hantei	10
5.6 Criteria for Decision	11
5.7 Scoring Areas	11
5.8 Attacks and Techniques	11
5.9 Warnings & Penalties	12
5.10 Prohibited Techniques, Actions, and Conduct:	13
Chapter 6. Accidents and Injuries	14
Chapter 7. Protests	15
Chapter 8. Other Matters	15

Chapter 1. Competition Structure and Staff

1.1 Competition Structure

- 1.1.1 Each event shall be divided into Male and Female divisions which shall be further divided into weight categories:

Male Categories				
-67 Kg	-75 Kg	-85 Kg	-95 Kg	+95 Kg
Female Categories				
- 60 Kg		+ 60 Kg		

- 1.1.2 Match schedules will be announced in advance. However, the organiser reserves the right to amend or revise any scheduled match where necessary before the event takes place.
- 1.1.3 If a selected competitor becomes unavailable before the event and no reserve competitor is available to replace them, the organiser may invite an alternative competitor to participate or, where necessary, cancel the affected match.
- 1.1.4 Each match will consist of three (3) rounds, each lasting three (3) minutes of running time. A one (1) minute rest interval will be provided between rounds.
- 1.1.5 All matches will be officiated by a panel consisting of four (4) officials, comprising one (1) Central Referee and three (3) Judges.

1.2 Competition Staff

Referees

- 1.2.1 Referees shall be appointed by the UFCK Commission Chief Referee.
- 1.2.2 Referees shall be selected based on completion of approved UFCK Referee training as well as relevant martial art and judging experience.
- 1.2.3 The Chief Referee shall appoint a sufficient number of qualified referees to fulfil all officiating duties required for the event.

Competition Doctor

- 1.2.4 The Competition Doctor shall be appointed by the UFCK Commission and shall have authority over all medical matters during the event.
- 1.2.5 The Competition Doctor shall be authorised to determine whether a competitor is medically fit to participate in, continue, or withdraw from a match. Medical decisions made by the Competition Doctor shall be final.

First Aid Crew

- 1.2.6 The First Aid Crew shall provide support and assistance to the Competition Doctor throughout the event as required.
- 1.2.7 No event or competition shall commence unless both the Competition Doctor and First Aid Crew are present and available to perform their duties.

1.3 Participation Rules

- 1.3.1 Prior to each event, the organiser shall announce the divisions to be contested and invite competitors to submit applications to participate.
- 1.3.2 The organiser shall review all applications and select the competitors who shall take part in each division. Match pairings will be determined at the organiser's discretion, and reserve competitors may also be appointed at this stage.
- 1.3.3 All practising karateka are eligible to apply to participate in UFCK events. Participation remains subject to selection and compliance with these rules.
- 1.3.4 To be eligible to compete, all participants must be eighteen (18) years of age or older and hold a minimum rank of 1st Dan (Shodan). This requirement is intended to promote competitor safety and minimise the risk of injury to less experienced practitioners who may be better suited to participation in a sport karate competition format.

Chapter 2. Competition Area and Equipment:

2.1 Competition Area (Tatami)

- 2.1.1 The competition area may be raised to a maximum 1 meter above the venue floor.
- 2.1.2 Tatami mats are mandatory and shall be arranged as follows.
- 2.1.3 The active competition area shall measure 8 m × 8 m.
- 2.1.4 A matted safety area with a minimum of 2 meters shall surround the match area.
- 2.1.5 Where the competition area is raised, organisers should install physical barriers where practical to prevent falls from platform level. Where physical barriers are not feasible, crash mats or alternative protective measures shall be provided and approved by the
- 2.1.6 UFCK Committee prior to the event.
- 2.1.7 Where a tatami competition area is not available, a standard-size boxing ring fitted with additional protective matting may be used, subject to prior approval by the UFCK Committee.
- 2.1.8 Judges shall be seated at floor level adjacent to the safety area and positioned to maintain an unobstructed view of the competition area.
- 2.1.9 Coaches shall be allocated designated seating areas at floor level adjacent to the raised platform. The final location of coach seating areas shall be determined by the organiser.
- 2.1.10 Any deviation from the requirements set out in this Section must receive prior written approval from the UFCK Committee.

2.2 Competition Equipment

The Competition Organiser shall provide and maintain all equipment necessary for the safe and proper conduct of the competition. All equipment shall be operational, fit for purpose, and available prior to the commencement of competition.

2.2.1 Recording and Administration Equipment:

- Score sheets and official recording forms.
- Pens, calculators, and administrative materials.

Competition Control Equipment:

- Monitors and display screens.
- Computers and associated operating software systems.
- Timekeeping devices and supporting technical equipment.

2.2.2 Signalling Equipment:

- Whistles, bells, gongs, or approved electronic signalling devices used to indicate official time signals.

2.2.3 Any deviation from the requirements set out in this Section must receive prior written approval from the UFCK Committee.

Chapter 3. Uniform and Equipment

3.1 Fighter's Uniform

- 3.1.1 Female competitors shall wear clean white Karate-Gi trousers and an official UFCK sport T-shirt. Competitors shall wear the belt colour assigned by the organiser (Aka – Red / Shiro – White) for identification purposes.
- 3.1.2 Male competitors shall wear clean white Karate-Gi trousers and the belt colour assigned by the organiser (Aka – Red / Shiro – White) for identification purposes.
- 3.1.3 All competitors shall enter the tatami wearing a complete Karate-Gi. Removal of Dogi Jacket shall take place before the start of each match.
- 3.1.4 Karate-Gi trousers must extend to cover at least two-thirds of the shin and shall not extend below the ankle bone. Trouser legs shall not be rolled or folded.
- 3.1.5 Fighters must keep their hair in a way that does not obstruct the eyes, nose or mouth. They are required to have their hair in a way that does not obstruct the smooth conduct of the bout. Fighters are not permitted to wear any plastic or metal hair pins.
- 3.1.6 Athletes who according to their religious beliefs require a head cover may wear a black one-piece headband. Not a wrapped scarf. The headband should cover the hair only however if

the neck is also required to be covered. The single piece of head band that also covers the neck must be tight on the neck region.

- 3.1.7 Glasses are not permitted. Soft contact lenses can be worn at the Athlete's own risk.
- 3.1.8 All Athletes are required to have short (does not extend beyond the fingertips) and filed finger and toenails to avoid injury to themselves and others.
- 3.1.9 Make-up must be discreet.
- 3.1.10 Jewellery and accessories are not permitted. (No Hachimaki, amulets, earrings, rings or wristbands allowed).
- 3.1.11 Exceptions: Except for hand wraps. Athletes may wear soft bandages or supports after approval from the competition Doctor.

3.2 Fighter's Protective Equipment

- 3.2.1 The following protective equipment shall be mandatory at all FCK events:
 - Mitts: White for Shiro and Red for Aka.
 - Gum shield: White or transparent only.
 - Groin protector: Mandatory for males, and worn beneath the Karate-Gi trousers.
 - Chest protector: Mandatory for female; white or clear colour and worn beneath the official T-shirt.
- 3.2.2 The following equipment is prohibited:
 - Spectacles made from glass or hard plastic.
 - Shin protectors.
 - Instep protectors.

3.3 Fighter's Medical devices, Conditions and Previous Injuries

- 3.3.1 Coaches must declare any medical condition that may affect or be affected by competing. They must get approval for the Fighter to compete from competition doctor prior to the event.
- 3.3.2 Failure to comply, or to honestly inform the competition Doctor in writing: May result in the disqualification of the Athlete. And relieves the Competition Director and the WGKF from any liability regarding this Athlete during or after the entire event.
- 3.3.3 It is mandatory that the Coach informs the Competition Doctor about any medical assistance devices such as hearing aid, pacemaker, monitoring device, insulin pump, braces ...etc. (Medical Form must be prefilled and approved prior to the event)
- 3.3.4 If medical devices are discovered without previous declaration. The Athlete may be disqualified.
- 3.3.5 Any undeclared or unauthorised item discovered by the Referee Panel may result in immediate disqualification.

- 3.3.6 Competitors shall not wear jewellery, piercings, watches, metallic objects, or any item considered hazardous by the Referee Panel.

3.4 Presentation

- 3.4.1 Competitor uniforms and protective equipment shall be inspected prior to entry into the competition area by a member of the Referee Panel.
- 3.4.2 If a competitor enters the match area in breach of these regulations, the Referee shall allow up to two (2) minute for corrective action. Failure to comply within this period shall result in a decision of Kiken.
- 3.4.3 The competitor's coach remains responsible for ensuring compliance with these regulations.
- 3.4.4 The Referee Panel shall have final authority on matters relating to uniform, equipment, and presentation compliance on the day of competition, except where medical matters fall under the authority of the Competition Doctor.

3.5 Coaches' Uniform

- 3.5.1 Coaches and accompanying personnel shall wear a tracksuit, or tracksuit trousers with a T-shirt, displaying their National Federation or organisational affiliation where applicable.
- 3.5.2 Coaches shall not use recording equipment, mobile telephones, cameras, or other electronic devices within the tatami area.

3.6 Referees Uniform

- 3.6.1 The official referee uniform shall consist of:
- A navy-blue blazer
 - An official WGKF badge
 - A white shirt
 - WGKF UFCK tie
 - Grey trousers
 - Black socks
 - Black soft-soled shoes
- 3.6.2 Referees officiating on the tatami shall not wear their blazers. All other officials not actively on the Tatami shall remain in full official uniform.
- 3.6.3 Whilst officiating on the tatami, referees shall not wear/ have / carry watches, bracelets, tie pins, jewellery, pens, mobiles, or any object that may present a safety risk.
- 3.6.4 Referees officiating on the tatami shall wear medical-grade nitrile gloves, or equivalent protective gloves, as supplied by the organiser.

The UFCK Commission reserves the right to refuse participation, remove from competition, suspend, or disqualify any Official, Coach, or Fighter who fails to comply with these requirements.

Chapter 4. Referees and Judges Matters

4.1 General Matters

- 4.1.1 The Referee Panel for each Match shall be appointed by the UFCK Chief Referee.
- 4.1.2 The Referee Panel for each Match shall consist of one (1) Referee and three (3) Judges.
- 4.1.3 Table Officials shall consist of one (1) Recording Official and one (1) IT Official. One additional support person may be appointed where required.
- 4.1.4 Members of the Referee Panel shall be responsible for maintaining order in and around the Match Area.
- 4.1.5 The Referee Panel shall ensure that the competition rules are applied fairly and consistently.

4.2 Duties of Referees, Judges and Other Officials

4.2.1 General Duties of Referees and Judges

- Learn, understand, and apply the UFCK Rules of Professional Karate Competition.
- Perform their duties objectively, impartially, consistently, and fairly.
- Conduct themselves with professionalism, integrity, and respect at all times.
- Treat Fighters, Coaches, Officials, and all participants with courtesy, respect, and impartiality.
- Maintain positioning and movement during the Match that is purposeful, agile, controlled, confident, and precise, whilst displaying conduct appropriate to their role as officials.
- Give their full attention to the Match and carefully observe the actions of each Fighter in order to make accurate and timely decisions
- Exercise sound judgement and apply the competition rules consistently throughout the Match.
- Refrain from unnecessary communication during the Match and communicate only with other Judges, Fighters, and authorised UFCK Officials where required for the conduct of the Match.

4.2.2 Central Referee Responsibilities

- Conduct and control the Match, including starting, suspending, resuming, and ending it.
- Ensure the safety of the Fighters and enforce compliance with these Rules.
- Identify infractions of the Rules and issue warnings and penalties where appropriate.
- Take disciplinary action where necessary, including dismissing or suspending a Fighter.

- Administer a ten (10) second count for a Downed Fighter, or a Fighter who has clearly lost the physical ability to continue due to a technique delivered by their opponent
- Consult the Chief Referee whenever clarification or assistance is required.
- Announce the result of the Match based on the official scores or Referee Panel decision.
- Explain, where required, to the Chief Referee the basis behind any decision made.

4.2.3 Judges

- Evaluate the performance of the Fighters and award scores at the conclusion of each Round in accordance with the Criteria for Decision
- Record penalties issued by the Central Referee and deduct minus points as directed
- Participate in Hantei and cast a vote to determine the winner in accordance with the Criteria for Decision

4.2.4 Table Officials

- Recording Official
The Recording Official shall collect and record the scores submitted by the three (3) Judges and shall calculate and confirm the official result of the Match.
- IT Official
The IT Official shall be responsible for operating and monitoring the official Match clock and any associated competition systems.

Chapter 5. Match Protocol and Judgement

5.1 Match Protocol

- 5.1.1 At the start of the Match, the Referee and Fighters shall stand at the outer boundary of the Match Area, whilst the Judges shall remain positioned behind the officials' table.
- 5.1.2 The Referee shall conduct the formal exchange of bows (Shomen ni Rei – Otagai ni Rei).
- 5.1.3 Upon completion of the bow ceremony, the Judges shall take their seats.
- 5.1.4 The Referee shall invite the Fighters into the Match Area by announcing "Aka, Shiro Nakae."
- 5.1.5 The Match shall officially commence upon the Referee's command "Shobu Hajime."
- 5.1.6 The Referee may temporarily suspend the Match by announcing "Yame." Upon this command, both Fighters shall immediately return to their designated starting positions.
- 5.1.7 If during a round, a Fighter falls to the mat, the Referee shall permit up to five (5) seconds for the opposing Fighter to complete the attacking sequence before announcing "Yame" and resuming the Match.
- 5.1.8 If a Fighter loses the ability or willingness to continue fighting at any point during the Match, they shall be declared Downed. The Referee shall announce "Yame" and initiate a ten (10) second count to allow the Fighter an opportunity to recover.

- 5.1.9 If, at the conclusion of the ten (10) second count, the Fighter is unable to resume the Match, or if the Referee has any doubt regarding the Fighter's ability to continue, the Referee shall stop the clock and request assessment by the Doctor.
- 5.1.10 To resume the Match, the Referee shall announce "Tsuzukete Hajime."
- 5.1.11 Atoshi Baraku (15 seconds remaining) shall be announced by the Recording Official using a single audible signal (e.g. whistle, gong, buzzer, or equivalent signalling device).
- 5.1.12 Between Rounds 1 and 2, and between Rounds 2 and 3, the Referee shall direct the Fighters to return to their coaching areas.
- 5.1.13 Soremade (End of Match) shall be announced by the Recording Official using two audible signals (e.g. whistle, gong, buzzer, or equivalent signalling device).
- 5.1.14 The Referee shall then await confirmation of the result from the Recording Official.
- 5.1.15 The Referee or Event Announcer shall then announce the result of the Match.
- 5.1.16 Following the announcement of the Match result, the Referee shall conduct the formal exchange of bows between the Fighters, Referee Panel, and officials/public (Shomen ni Rei – Otagai ni Rei), after which the Match shall be deemed concluded.

5.2 Round Evaluation

- 5.2.1 During each round, each Judge shall evaluate both Fighters and award points in accordance with the Criteria for Decision.
- 5.2.2 At the conclusion of each round, each Judge shall submit their scores using the official score sheet as follows:
 - Winner – 10 points
 - Slightly Dominated – 9 points
 - Clearly Dominated – 8 points
 - Minus points awarded by the Central Referee shall be deducted.
- 5.2.3 Once penalties and minus points have been applied, the resulting total shall be recorded as the Judge's official score for the round.

5.3 Victory by Points

Victory shall be awarded to the Fighter with the highest total points after all scores awarded by the Judges across all rounds have been totalled.

5.4 Victory by Hansoku:

If one Fighter loses two (2) consecutive rounds by Hansoku, their opponent shall be declared the winner of the Match.

5.5 Victory by Hantei

If, at the end of three (3) rounds, the total points result in a tie, the Central Referee and Judges shall vote simultaneously by Hantei, indicating their decision by raising an arm.

5.6 Criteria for Decision

When assessing Fighters and determining scores, the Judges shall consider:

- The Fighter who initiated the majority of actions
- Strategy, effectiveness, and superiority of tactics and techniques
- The Fighter's attitude, including fighting spirit and determination
- Whether a Fighter has been declared Downed
- Actions observed by the Judge within their range of vision
- The overall level of budo and sportsmanship demonstrated by each Fighter

5.7 Scoring Areas

5.7.1 Valid Scoring areas shall be limited to:

- Head
- Neck
- Chest
- Abdomen
- Side
- Back (excluding the shoulders)

5.7.2 Prohibited Target Area

- The throat is not a scoring area.
- Any attacks to the Throat area is strictly prohibited.

5.8 Attacks and Techniques

- 5.8.1 An attack, even if effective, delivered after the time-up signal indicating the end of the Round shall not be recognised as a valid scoring technique and shall not be considered in determining the result of the Round.
- 5.8.2 Techniques delivered outside the boundaries of the prescribed Match Area shall be invalid.
- 5.8.3 However, if the Fighter delivering the technique was within the boundary of the Match Area at the moment the technique was executed, the technique shall be considered valid. The point at which "Yame" is called is important for the determination of score or Jogai.
- 5.8.4 All hand striking techniques executed with a closed fist and delivered to a scoring area above the beltline is valid.
- 5.8.5 Sweeps and throws shall be recognised as valid techniques, except for those specifically prohibited under the Prohibited Techniques section.
- 5.8.6 All kicking techniques delivered to the front and sides of the head and to the torso above the belt line, including jumping techniques, shall be recognised as valid scoring techniques.

5.9 Warnings & Penalties

5.9.1 In UFCK there are 3 categories of warnings and penalties

- a) Atenai
- b) Jogai
- c) Shikaku

5.9.2 Atenai

- a) Awarded for any of the Forbidden Techniques found in Article 21.
- b) For each award the Judges will minus 1 point from the competitor's total score
- c) The possible warnings and penalties are:
 - Atenai – Minus 1 point
 - Atenai Ni – Minus another 1 point
 - Atenai Keikoku – Minus another 1 point
 - Atenei Chui – Minus another 1 point
 - Atenai Hansoku – Disqualification from the match – Loss of entire Match.

5.9.3 Jogai

- a) Awarded for any intentional exit from the fighting area or avoiding combat.
- b) Jogai is not awarded where the competitor has been thrown or pushed from the fighting area
- c) The possible warnings and penalties are:
 - Jogai
 - Jogai Ni
 - Jogai Keikoku – Minus 1 point
 - Jogai Chui – Minus another 2 points
 - Jogai Hansoku – Disqualification from Round - Loss of round only. 5 points will be subtracted from their score for that round

5.9.4 Shikkaku

- a) Shikkaku is a very serious offence. It represents the disbarment from the entire Competition event.
- b) Shikkaku may be given to anyone who attends the event.
- c) The following behaviours shall be penalised by Shikkaku:
 - Aggressive behaviour and disobeying the Referee.
 - Disrespectful behaviour to the Honour, values or Spirit of Karate-Do.
 - Obscene or offensive behaviour by the Athlete or anybody associated with them. (e.g. Obscene Gestures, Threats, or Verbal or physical abuse).
 - When the Athlete(s), their Coach or any member(s) of their support squad make obscene or offensive.
 - Malicious behaviour.

- d) Before a Shikkaku can be imposed, the Referee must have Shugo with the Referee Panel.
- e) The Shikkaku must be communicated and agreed upon with the RefCom.
- f) The RefCom will then decide according to the severity of the Shikkaku on the disbarment duration. The minimum is the entirety of the ongoing event.
- g) The RefCom shall communicate that decision to the Event Announcer.
- h) Event Announcer shall loudly announce on the microphone: the Shikkaku, its duration, its general reason, the name and federation of the disbarred person.
- i) Any Athlete who receives a Shikkaku would have lost the entire match.

5.10 Prohibited Techniques, Actions, and Conduct:

5.10.1 Prohibited Techniques

- Atama Uchi
- Kaisho Uchi
- Tettsui Uchi
- Empi Uchi
- Tobi Waza
- Hiza Geri
- Kakato Geri
- Any technique which, by design, cannot be safely controlled and therefore presents an unacceptable safety risk to the Fighter or their opponent

5.10.2 Prohibited Targets and Attacks

- Attacks to the lower body, excluding legal sweeping techniques
- Striking to the back of the head
- Groin attacks of any kind
- Kicking, stepping on, stomping, jumping onto, or intentionally throwing oneself onto a grounded Fighter
- Attacking an opponent after the Referee has announced “Yame”

5.10.3 Prohibited Grabbing, Clinching, and Throwing

- Grabbing the opponent’s head with both hands, or controlling the head with one hand whilst striking with the other
- Clinching, holding, or grabbing except where immediately necessary to execute a legal technique. Inactive clinching shall be stopped and separated by the Referee
- Holding, trapping, or controlling the opponent’s mitts
- Uncontrolled or dangerous sweeps
- Any throwing technique that causes the opponent to be thrown over the head
- Intentionally throwing or spiking an opponent onto the head or neck, or intentionally throwing an opponent outside the Match Area

5.10.4 Prohibited Conduct

- Timidity or passivity, including but not limited to avoiding contact with an opponent, failing to initiate legal techniques, intentionally or repeatedly dropping the mouthpiece, or feigning injury
 - Wilfully disregarding the instructions of the Referee
 - Interference by a Coach with the conduct of the Match
 - Engaging in unsportsmanlike conduct, including but not limited to abusive or offensive language
 - Biting, spitting, clawing, pinching, twisting the flesh, hair pulling, fish-hooking, gouging, inserting fingers into an orifice, cut, or laceration, small joint manipulation, or any similar form of unsportsmanlike conduct
-

Chapter 6. Accidents and Injuries

6.1 Injury Procedure

If, during the course of the Match, a Fighter is injured, the Referee shall stop the Match by announcing “Yame” and stop the clock using the command “Time”. The Fighter shall then be assessed by the Doctor.

6.2 Bleeding

If a Fighter is bleeding, the bleeding must be controlled before the fight can resume.

6.3 Uncontrolled Bleeding

If the bleeding cannot be controlled within a reasonable period of time, the Fighter may be declared Kiken following consultation with the Referee Panel.

6.4 Injury Caused by an Opponent

If, in the opinion of the Referee Panel, the injury was caused maliciously by the opponent, the injured Fighter may be declared the winner of the Match.

6.5 Injury or Accident Not Attributable to an Opponent

Where a Fighter is unable to continue due to injury or accident not attributable to their opponent, or where malicious intent is not determined, the Fighter shall be declared Kiken and their opponent shall be awarded victory.

6.6 Doctor’s Decisions

Only the Competition Doctor shall make decisions relating to injuries, accidents, and the physical condition of the Fighters.

Following assessment by the Competition Doctor, the Fighter shall either be permitted or not permitted to continue the Match.

Under no circumstances shall the Referee overrule the Doctor once a decision has been made to stop the Match.

Chapter 7. Protests

7.1 Decisions made by the Referee Panel shall be considered final. Any concerns relating to the judging or refereeing of an individual Match shall be raised with the Chief Referee.

7.2 The Chief Referee shall not alter the result of a Match unless it is determined that these rules have been clearly breached.

7.3 Matters relating solely to the opinion or judgement of the Judges shall not be subject to protest and shall not be reviewed.

7.4 Following the conclusion of the Match, a Coach may request to review the official score sheets by approaching the Chief Referee, who shall make them available.

Chapter 8. Other Matters

8.1 In case a situation arises that has not been covered by the Rules or there is an uncertainty regarding the interpretation or application of a rule:

- ExCom and RefCom shall discuss and find a fair solution for that situation.
- Once approved, all officials shall be informed of the decision, and a public announcement shall be made where appropriate.

8.2 All Karateka and their associates attending the event in any capacity must conform to the etiquette and ethics associated with martial arts.

8.3 Coaches are not allowed to intervene with or distract the Officials during their duties.

8.4 Coaches are not permitted on the Tatami with their Athletes.

8.5 For Referee Signals and Terminology. Please refer to WGKF General Competition Rule Document

8.6 For Referee Signals and Terminology, please refer to the WGKF General Competition Rules Document (Document 1) appendix.