



General Competition Rules

WGKF Competition Document 1 of 6
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These regulations supersede all previous editions and remain in effect for the current competition cycle.

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World General Karate Federation

General Competition Rules

General Karate Principles and Philosophy

These six document establishes the official, comprehensive, and inclusive regulatory framework governing all WGKF competitions in accordance with the highest standards of professionalism, safety, and integrity. Built upon extensive experience, these regulations honour the core philosophy of Karate-Do, placing the art above all else while considering the interests of the entire karate community. Their purpose is to ensure that all events are conducted in a safe, impartial, disciplined, and orderly manner.

Accordingly, all Athletes, officials, coaches, and associated personnel are bound to uphold the principles of traditional etiquette at all times. Participation in any official WGKF event constitutes full acceptance of and compliance with these rules, with the WGKF retaining exclusive authority regarding their interpretation and enforcement.

Chapter 1. Competition Structure

1.1 WGKF Competitions are divided into six divisions: KATA, IPPON KUMITE, NIHON KUMITE, SANBON KUMITE, KOBUDO and INCLUSIVE.

1.2 Each section is divided into multiple categories: Male, Female, Individual, Team.

1.3 Each section is further divided into age groups as follows:

Note: If a category is for 12 years old. This means that on the day of the event, the Athlete is on or has surpassed their 12th Birthday and have not yet reached their 13th birthday.

Category	Age Group (Years Old)
CHILDREN	Under 8
	9
	10
	11
	12
MINI-CADETS	13
CADETS	14 - 15
	16 - 17
JUNIORS	18 - 20
SENIORS	21 - 35
VETERANS	36 and over

1.4 KATA Categories shall be further divided into Individual, Pairs and Teams.

- Children Individual categories shall be further divided by Grades.

- Mini-Cadets, Juniors, Seniors and Veterans Individual Kata categories shall be further divided in styles: Shotokan, Wado-Ryu, Goju-Ryu, Shito-Ryu, and Shorin-Ryu and Rengokai (all other styles).
- Category details can be found in Document 2 - Kata Rules.

1.5 KUMITE categories shall be further divided into Individual, Teams, Mixed Teams, Rotation Teams.

- Children Categories
 - Shall follow Nihon Kumite Rules.
 - Individual categories shall be further divided by height.
- Mini-Cadets, Juniors, Seniors and Veterans
 - Shall be further divided into Ippon and Sanbon Kumite.
 - Individual categories shall be further divided by height/weight.
- Category details can be found in Document 3 & 4 (Kumite Rules).

1.6 KOBUDO categories shall be divided further.

- Category details can be found in Document 5 (Kobudo Rules).

1.7 INCLUSIVE categories shall be divided further.

- Category details can be found in Document 6 (Inclusive Rules)

Chapter 2. Competition Staff and Equipment

2.1 Competition Staff: Assignment and responsibility

- 2.1.1 **Competition Director:** is appointed by the World General Karate Federation Committee before each championship. They are responsible for the overall organisation and running of the event. They shall not interfere with refereeing decisions. They shall be assisted by all other championship personnel.
- 2.1.2 **Competition Doctor:** is appointed by the WGKF Committee before each championship. The Doctor shall record all competition injuries (deemed worthy of recording). The Doctor shall also provide their professional opinion on competition injuries regarding the fitness of the Athlete to continue competing in a match, round or the whole event.
- 2.1.3 **First Aid Crew:** shall be available and ready to act alongside the Competition Doctor throughout the event duration.
- 2.1.4 **Security Team:** is appointed by the Competition Director. The Team shall keep unauthorised personnel from entering the competition area.
- 2.1.5 **Refereeing Team:** The Tatami Chief and the Referee Panel assigned to each Tatami shall be appointed by the WGKF RefCom at the start of each competition.

2.1.6 **Table Officials Team:** shall be appointed jointly by the competition host and the WGKF organiser.

A competition CAN NOT start without the Doctor and First Aid Crew present and ready.

2.2 Tatami Area and Equipment

Tatami Area

2.2.1 Tatami mats of appropriate quality must be provided for all competition areas.

2.2.2 All Tatami areas must have at least 1 meter Safety Border.

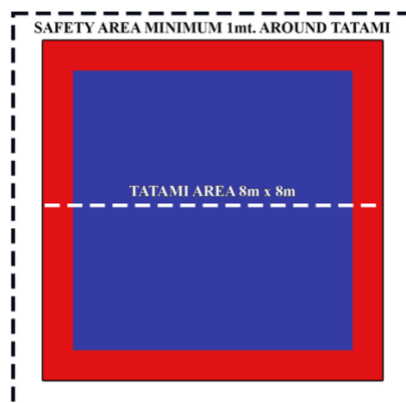
2.2.3 There must be no advertisements, signs, walls, pillars, etc. within one metre of the Safety Boarder.

2.2.4 For Kata:

- The size of the Tatami shall be large enough for Kata to perform safely.
- 8 x 8 meters is recommended.

2.2.5 For Kumite:

- The size of the match area is 8 x 8 meters plus the Safety Border.
- For children. Match area may be 6 x 6 meters plus the Safety Border.



Tatami Equipment

2.2.6 All necessary competition equipment shall be organised by the Competition Director.

2.2.7 Each Tatami must have:

- 10 flags (5 red and 5 white).
- 5 Kata score boards.
- Pens, a calculator and a whistle.
- Score keeping sheets.
- Computer systems verified and approved by WGKF.

2.2.8 Extras Tatami Equipment should be available during the event.

Chapter 3. Doctor's Role and Athletes Medical Condition

- 3.1 The Competition Doctor has the final say on decisions regarding injuries, accidents or the physical status and fitness of an Athlete.
- 3.2 An Athlete who wins a match due to disqualification because of injury caused to them by their opponent may not continue competing in the same category.
- 3.3 An Athlete who wins a match due to disqualification because of injury caused to them by their opponent may only continue competing in other categories with a written Doctor's note. (Injury Form in Appendix #6).

Medical conditions and Previous Injuries

- 3.4 Athletes with previous injuries or any health condition that may affect or be affected by competing must inform the Competition Doctor prior to the start of any of their categories and obtain a written approval to compete. (Form in Appendix #7).
- 3.5 Failure to complete the Medical Form (Form in Appendix #7):
 - may result in the disqualification of the Athlete.
 - Relieves the Competition Director and the WGKF from any liability regarding this Athlete during the entire event.

Chapter 4. Duties of Tatami Officials

4.1 All Refereeing Officials:

- 1) Shall study, understand, and apply WGKF Competition Rules documents (all 6).
- 2) Shall always embody the spirit of Karate-Do demonstrating absolute integrity, and mutual respect both on and off the Tatami.
- 3) Shall act objectively, impartially, and fairly at all times.
- 4) Shall demonstrate respect, professionalism, and understanding at all times.
- 5) Shall ensure that all movements on the Tatami are quick, agile, precise and confident.
- 6) Shall maintain absolute focus on the active Kata/Kumite match while serving on the Refereeing Panel to ensure fair and accurate evaluation of every action.
- 7) Shall refrain from communicating with anyone during an active match, except for fellow refereeing officials or actively competing Athletes.

4.2 The Tatami Chief

a) **General Authority & Oversight:**

- 1) Shall provide overall management, supervision, organisation, and coordination of all Tatami activities.
- 2) Shall hold ultimate responsibility for all activity on and around their assigned Tatami area.

- 3) Shall ensure that all matches are conducted strictly in accordance with WGKF Competition Rules.

b) Pre-Match & Administrative Duties:

- 4) Shall assign duties to the Tatami Referees.
- 5) Shall assign the Referee Panel before each round or match.
- 6) Shall supervise all Table activities.

c) Match Intervention & Decision-Making:

- 7) May call "Shugo" to discuss or resolve an issue.
- 8) May make decisions based upon WGKF Rules in the event of unusual incidents or circumstances.
- 9) Shall stop the match immediately and appoint a substitute without delay if it becomes necessary to replace a member of the Referee Panel during a round or match.
- 10) May stop a match to correct an administrative error.
- 11) Shall seek practical and timely solutions to all problems and situations in accordance with the WGKF Rules.

d) Leadership, Evaluation & Reporting:

- 12) Shall advise and lead the Referees and Judges assigned to their Tatami.
- 13) Shall observe and evaluate the performance of Referees throughout the Competition Day and prepare a written daily report regarding the Referee Panel and any special incidents occurring on the Tatami.
- 14) Shall act diplomatically in resolving disagreements arising on or around the Tatami area.

e) Assignments to Tatami Referees, examples:

- 15) Maintaining order and security on and around the Tatami area.
- 16) Verifying the ID badges of Coaches and Athletes.
- 17) Confirming Competition categories and Athletes' attendance.
- 18) Reviewing category lists and any Athlete Injury Forms.

4.3 The Assistant Tatami Chief

- 1) Shall carry out all duties delegated by the Tatami Chief.
- 2) Shall be prepared to assume all responsibilities and duties of the Tatami Chief in their absence.

4.4 The Centre Referee (Sushin)

a) During Kata Events:

- 1) Shall start the Round.
- 2) Shall repeat the Kata name after the Athlete for the Table officials to record it.

- 3) May call "Shugo" to discuss or resolve an issue.
- 4) Shall end the Round.

b) During Kumite Events:

- 5) Shall conduct the match, including starting and stopping.
- 6) Shall announce the decisions of the Referee Panel.
- 7) May explain, where necessary, the reasons for their decisions made.
- 8) May issue penalties during, and after a match.
- 9) May impose disciplinary actions, including the dismissal or suspension of an Athlete from a match.
- 10) May obtain advice and information from other members of the Referee Panel.
- 11) Shall determine victory by majority decision in accordance with category rules.
- 12) May extend the match duration in accordance with category rules.
- 13) Shall consult the Tatami Chief whenever difficulties arise in making decisions.

4.5 The Judge (*Fukushin*)

a) During Kata Events:

- 1) If during a Kata Performance, any Fukushin observes a disqualifying behaviour. They shall signal the Centre Referee after the Athlete has finished their Kata and before Hantei (Before the scores are announced).

b) During Kata Events:

- 2) Shall assist, support, and inform the Referee.
- 3) Shall exercise the right to vote during Hantei.
- 4) Shall evaluate the performance of the Athletes.
- 5) Shall carefully observe the Athletes' actions within their field of vision.
- 6) Shall independently and continuously evaluate the Athletes' sportsmanship and performance and signal their opinion in the prescribed manner.
- 7) Shall signal the Centre Referee to stop the match if they notice an unusual situation not covered by these Rules. (Signal: open palm toward the Referee).
- 8) Shall immediately signal the Referee during the following situations:
 - Noticing an injury or illness before the Referee becomes aware of it.
 - Observing an action that should be awarded as Ippon or Waza-ari.
 - Observing an Athlete about to commit, or has committed, a prohibited action, technique, or behaviour.
 - Observing one or both Athletes move outside the match area.
 - Whenever it is necessary to draw the Referee's attention to a relevant matter.

4.6 Moving Kansa

- 1) Shall move outside the match area, around the edge of the Tatami
- 2) Shall inform the Tatami Chief of any discipline problems.
- 3) Shall observe and announce (by whistle) any Jogai (only concerning the line directly in front of them).
- 4) Shall concentrate on the match and give an opinion only when requested by the Referee.
- 5) Shall exercise the right to vote on a Hantei decision.

4.7 The Arbitrator (Kansa)

- 1) Shall hold the responsibility for the official match scores and result.
- 2) Shall inform the Tatami Chief of any problems.
- 3) Shall keep an explicit scoresheet, correctly registering all points and penalties.
- 4) Shall keep an eye and verify the digitally displayed results.
- 5) Shall announce Atoshi Baraku by whistle or verbal command if the Referee does not hear the signal from the Table Official.

4.8 The Table Officials

Table officials (Recording Official & Tatami Announcer) may share their duties.

- 1) Shall maintain an accurate electronic record of the match time, points, and penalties on the computer.
- 2) Shall be a qualified (understands referee signals and scoring software).
- 3) Shall announce the name of each Athlete or Team for each match.
- 4) Shall ensure that the correct Athlete or Team is present on the Tatami.
- 5) Shall record all scores within the official competition management software.
- 6) Shall verify the draw and attached Injury sheets prior to the start of each round.
- 7) Must review any Injury sheets and immediately inform the Tatami Chief.

Chapter 5. Category Participation and Validation

5.1 Validation Criteria

- 5.1.1 For a category to be valid it requires a minimum of 3 participants/teams for individual or Team categories.
- 5.1.2 In case the above criteria is not fulfilled for any category, that category shall be merged with another. If the merge is not possible, the ExCom shall decide.
- 5.1.3 Special validation circumstances shall be assessed and considered by the ExCom.

5.2 Participation Criteria

General Karate is divided into 5 divisions: Kata, Ippon Kumite, Nihon Kumite, Sanbon Kumite, and Kobudo.

General Participation

- 5.2.1 Athletes may participate in either General or Inclusive Karate categories, but not both.
- 5.2.2 Athletes are permitted to compete across multiple General Karate divisions.
- 5.2.3 Veterans may participate in both Veteran and Senior categories.

Individual Categories

- 5.2.4 Athletes may participate in only 1 Individual category per division, in addition to the Open category, within their age group.
- 5.2.5 Athletes competing in Individual Children, Cadet, and Junior categories additionally also participate in the directly higher age category only, and only in the matching categories entered within their own age category (including Sanbon Kumite for 12-year-old Athletes).
- 5.2.6 Veterans may additionally compete Senior category.
- 5.2.7 Athletes may only compete in the Open category of their correct age group. Except for Veterans who may additionally compete in Senior Open Category.

Team Categories

- 5.2.8 Athletes may compete in Individual, Pairs, and Team Kata categories.
- 5.2.9 Athletes may participate in Team Kumite, Mixed Team Kumite, and Rotation Team Kumite categories within each division.
- 5.2.10 All Teams, except Pairs Kata, must consist of at least 3 Athletes.
- 5.2.11 All Teams may have an additional reserve Athlete.
- 5.2.12 The reserve Athlete may only be placed in between rounds.
- 5.2.13 All Teams, except Veterans, may include up to 2 Athletes from the directly younger age category. Pairs Kata may include only 1 Athlete.
- 5.2.14 Senior Teams may include up to 2 Athletes from the Veteran category. Pairs Kata may include only 1 Athlete.

5.2.15 Athletes competing in a higher or lower age Team categories may compete either in their own age category or the other age category within corresponding categories, but not both. Examples:

- Either Junior or Senior Team Kata.
- Either Veteran or Senior Sanbon Team Kumite.
- Junior Pairs Kata and Seniors Team Kata.
- Veteran Sanbon Kumite and Senior Rotation Sanbon Kumite.

Exceptional Circumstances

5.2.16 Special participation circumstances shall be assessed and considered by the ExCom.

5.3 Registration Process

5.3.1 All Athletes must be registered on site before the start of the event (time and location details shall be provided in the Event schedule).

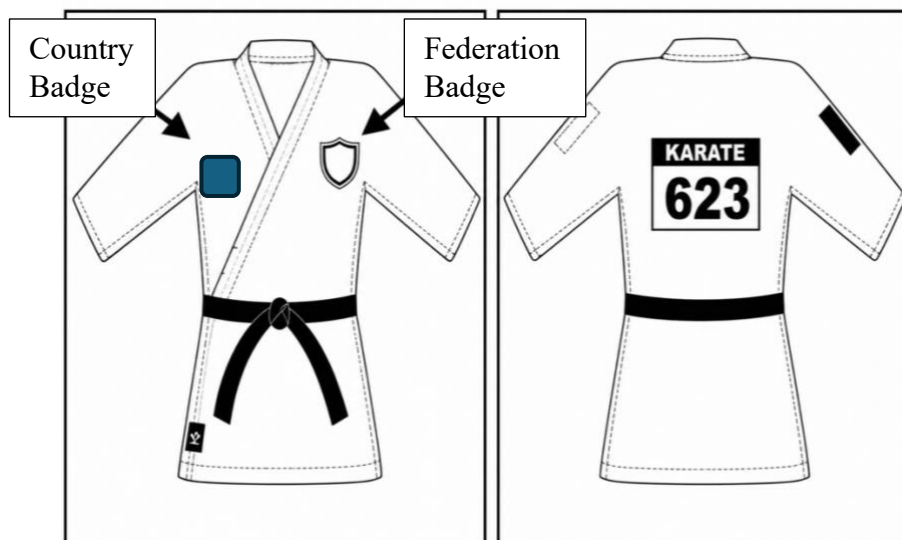
5.3.2 Weigh-In Location:

- The designated Weighing Area shall be determined and clearly marked prior to the start of the Competition.
- **Mandatory Attendance:** All Athletes competing in weight categories must be present to complete their weigh-in during the designated time slots.
- **Extenuating Circumstances:** Exceptions to the schedule may be granted (e.g., documented flight cancellations).
- **Weight Tolerance:** A weight tolerance is permitted of 0.1 Kg on both the upper and lower limits of a weight category.
- **Official Supervision:** A certified Referee must be present to supervise the entire weigh-in process.
- **Privacy Policy (No Media):** Photography, video recording, and filming are strictly prohibited inside the weigh-in area. This ban includes mobile phones, smartwatches, and all other recording devices.

Chapter 6. Uniform and Equipment

6.1 Athlete's Uniform

All Athletes must wear the uniform on the Tatami at all tournaments and courses



6.1.1 The Dōgi

- a. All Athletes must wear a clean white Dōgi.
- b. Female Athletes should wear a plain white T-shirt underneath the jacket.
- c. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm.
- d. The trousers may not be longer than the anklebone but must be long enough to cover at least two-thirds of the shin.
- e. Jacket sleeves and trousers legs cannot be rolled up.
- f. The Dōgi may not be altered or manipulated to change its shape.
- g. The Dōgi may include the following:
 - Discreet manufacturer logos and markings.
 - WUGF logo.
 - A country badge: Max 10 cm².
 - Federation badge: Max 10 cm² – On the left side of the chest.
 - Sponsorship advertisement: 30 x 15 cm – On the back aligned with the shoulder blades.
- h. Belts: Athletes are expected to wear white belt (Shiro) or red belt (Aka) depending on their allocation in each match.
- i. Note: If your Dōgi has other markings, you are required to cover them with white tape.
- j. Competition numbers may be worn on the back of the Karate Gi jacket. However, Athletes and/or Coaches must be able to present the number for inspection before the category or pool begins if requested.

6.1.2 Hair and Headwear

a. Hair

- Athletes 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.
- Kumite: Athletes are not permitted to wear any plastic or metal hair pins.

b. Hair Cover

- Athletes who according to their religious beliefs require a head cover may wear a white 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.

6.1.3 Other Items

a. Glasses:

- Glasses are not permitted unless they are medical sports glasses approved by the Competition Doctor.
- Soft contact lenses can be worn at the Athlete's own risk.

b. Medical Devices:

- It is mandatory that the Coach informs the Competition Doctor about any medical assistance devices such as hearing aid, pacemaker, monitoring device, insulin pump ...etc. (Medical Form in Appendix #7)
- If medical devices are discovered without previous declaration. The Athlete may be disqualified.

c. Nails: 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.

d. Make-up must: be discreet.

e. Jewellery and accessories are not permitted. (No Hachimaki, amulets, earrings, rings or wristbands allowed).

f. Exceptions:

- Exceptions to wear special items may be permitted after a written approval from both the Competition Doctor and the WGKF RefCom (Special Item Form in Appendix #8)
- Athletes are allowed to wear soft bandages or supports at their own risk.

g. If an Athlete steps on to the Tatami in violation of the above rules, the Referee will allow 2 minutes for them to adjust their attire accordingly. Failing to do so, the Athlete will be declared KIKEN for the round. The Athlete's Coach is responsible for ensuring that the Athlete does not violate these rules.

6.2 Athletes Protection Equipment

Equipment	Shobu Nihon	Shobu Sanbon	Shobu Ippon	Notes
Gum Shield	Optional	Compulsory	Optional	Any colour except red or black
Head Guard	Compulsory	Prohibited	Prohibited	White can be worn by Shiro or Aka. Red can only be worn by AKA.
Chest guard	Optional	Compulsory for females	Compulsory for females	White in colour and worn under the Dōgi
Body protector	Compulsory for females	Prohibited	Prohibited	Can be white or double faced (White / Red)
Competition Mitts	Compulsory	Compulsory	Compulsory. Athletes can choose either style of mitts.	Shiro – White Aka – Red
Traditional Mitts	Prohibited	Prohibited		Shiro - White
Groin Guard	Optional	Compulsory for males	Compulsory for males	Worn under the Dōgi
Shin Guard	Compulsory	Optional	Prohibited	Either Red or White
Foot Guard	Compulsory	Optional	Prohibited	Either Red or White

6.3 Coach's Uniform

All Coaches are required to wear the uniform during all tournaments, briefings and courses:

6.3.1 Coaches are required to:

- Wear their national or federation track suit (or trousers and polo/T- shirt).
- Wear appropriate sporting shoes.
- Show their official identification.

6.3.2 Coaches are permitted to:

- Wear wedding bands and discrete earrings.
- Wear Religious headwear.

6.3.3 Coaches are not permitted to:

- Wear shorts or Karate Dōgi trousers.
- Wear Jewellery.

6.3.4 If a Coach comes to the Tatami improperly dressed, they will be given 2 minutes to change and comply with WGKF regulations. Failure to do so will result in the Referee inviting them to leave the area.

6.4 Referee's and Official's Uniform

All Referees and Officials must wear the uniform during all tournaments, briefings and courses.

- 6.4.1 The Referees are required to wear:
 - Medium grey trousers.
 - White buttoned shirt.
 - Single-breasted navy-blue blazer.
 - Black socks.
 - Black soft sole shoes.
 - WGKF tie with no tie clip.
 - 6.4.2 The Referees are permitted to:
 - Wedding bands (not rings) must be a tight fit.
 - Voluntary Religious headwear Navy blue colour.
 - 6.4.3 The following is NOT permitted on the Tatami:
 - Any object that may fall.
 - 6.4.4 This includes Phones, jewellery, watches, pens and hair clips.
 - 6.4.5 The Referees and officials on the Tatami may remove their blazer in agreement with the Tatami Chief.
 - 6.4.6 Referees must have a whistle.
 - 6.4.7 Officials may dress as stated above. They may also wear dark trousers and a white shirt.
 - 6.4.8 The RefCom may refuse the participation of any official who does not comply with these rules.
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Chapter 7. Tatami Etiquette

7.1 Category Start

- 7.1.1 The category shall be announced over the Microphone.
- 7.1.2 Athletes shall assemble and their presence will be recorded.
- 7.1.3 If an Athlete is not present, they will be called twice on the microphone. If they do not arrive by the time the round has finished, they will be declared KIKEN.
- 7.1.4 A Team that does not have 3 Athletes at the beginning of the first Round will be declared Kiken.
- 7.1.5 The category shall start with Seiretsu (line up) on the Tatami edge.
- 7.1.6 Shomen Ni Rei and Otagai Ni Rei will take place respectively.
- 7.1.7 The Referee shall take a step backwards and the Judges shall face inwards.
- 7.1.8 Referee and Judges shall bow together/ to each other.
- 7.1.9 Then the Athletes shall step off the Tatami.

- 7.1.10 The Referee Panel shall take their places at the edge of the Tatami following the signal of the Referee.

7.2 Ending Kumite Category

- All Athletes shall reassemble at the Tatami.
- Seiretsu (line up) on the Tatami edge shall take place.
- The winners shall be announced by the Tatami Referee Panel.
- Otagai Ni Rei and Shomen Ni Rei will take place respectively.

At this point, the category is over, and Athletes shall step off the Tatami.

7.3 Referees' Movement on the Tatami are shown in Appendix #3.

Chapter 8. General and Kata Judging Rules

8.1 General Judging Matters

- 8.1.1 All refereeing activities shall be conducted in accordance with WGKF Rules and under the supervision of the WGKF RefCom (RefCom).
- 8.1.2 All Participating Referees are responsible for ensuring that WGKF rules are applied fairly, consistently, and impartially.
- 8.1.3 The Tatami Chief is responsible for overseeing all actions conducted in and around their Tatami area.
- 8.1.4 The Tatami Chief Assistant shall be appointed by the Tatami Chief from the Tatami Referees.
- 8.1.5 All Tatami Referees are responsible for maintaining order on and around the tatami to ensure a smooth and efficient operation of the Competition.
- 8.1.6 All Referees must choose either to be a Competitor or a Referee for each Championship.
- Exception: Veteran Athletes may officiate in the same Competition only after their own Veteran categories have concluded for that day.
- 8.1.7 The Referee Panel is always made of an odd number of Referees. The ultimate judging decision is always that of the majority.

8.2 Shikkaku Category

- 8.2.1 Shikkaku is a very serious offence. It represents the disbarment from the entire Competition event.
- 8.2.2 Shikkaku may be given to anyone who attends the event.
- 8.2.3 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.
- 8.2.4 Before a Shikkaku can be imposed, the Tatami Chief must have Shugo with the Referee Panel.
- 8.2.5 The Shikkaku must be communicated and agreed upon with the RefCom.
- 8.2.6 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.
- 8.2.7 The RefCom shall communicate that decision to the Event Announcer.
- 8.2.8 Event Announcer shall loudly announce on the microphone: the Shikkaku, its duration, its general reason, the name and federation of the disbarred person.
- 8.2.9 Any Athlete or Team who receives a Shikkaku during the Final Round will not receive a medal.

8.3 Coach Warnings and Penalties

As highly experienced, knowledgeable, and respected Karate masters, Coaches are fundamentally obligated to embody the values of the art. They serve as role models and are expected to maintain an exemplary standard of personal conduct that inspires discipline and respect in Athletes and spectators.

- 8.3.1 Coaches will be penalised for behaviours that do not comply with Karate-Do and WGKF Values and etiquette.
- 8.3.2 Any bad behaviour that is considered abusive (verbal or physical) against Officials, Athletes or anyone on the Competition Ground will be penalised.
- 8.3.3 The Coach penalty scale consists of: Kinshi; Kinshi Chui and Kinshi Hansoku.
- 8.3.4 Depending on the severity of the situation, Kitchi Chui or Kinshi Hansoku may be given directly.
- 8.3.5 The decision to penalise a Coach must be taken by the Referee Panel and the Tatami Chief.
- 8.3.6 The Kinshi will be marked on the Coach's badge:
- X Kinshi - XX for Kinshi Chui - Circled XXX for Hansoku
 - The Tatami Chief who writes any penalty must sign next to it.
- 8.3.7 If Kinshi Hansoku is reached.
- The Tatami Chief shall inform the Referee Commission.
 - The penalised Coach will no longer be allowed to participate in the Championship.
 - Additionally, a temporary suspension from all WGKF events will apply.

- The duration of the suspension will be decided by the WGKF ExCom and WGKF RefCom to match the severity of the behaviour in question.

8.4 General Kata Judging Rules

- 8.4.1 A 'Point System' will be used in Kata events. In some circumstances, the 'Flag System' may be used instead.
- 8.4.2 Each Round has a 20-point scoring window.
- 8.4.3 Kata Referee Panel shall be assigned by the Tatami Chief before each round
- 8.4.4 The Kata Referee Panel shall consist of an odd number of Referees.

Formation 1 (5 Referees)

- 1 Centre Referee Shushin.
 - 4 Corner Judges (Fukushin).
- The highest and lowest scores by the Referee Panel shall always be eliminated and the middle 3 scores will stand.

Formation 2 (3 Referees)

- 1 Central Referee (Shushin).
 - 2 Corner judges (Fukushin).
- The difference between the 3 scores should not exceed 0.3-point difference (1 Centre Referee + 2 Judges).

Formation 3 (7 Referees)

- 1 Centre Referee Shushin
 - 6 Corner Judges (Fukushin)
- The 2 highest and 2 lowest scores by the Referee Panel shall always be eliminated and the middle 3 scores will stand.
-

Chapter 9. Kumite Judging Rules

9.1 General Kumite Matters

9.1.1 Kumite Referee Panel shall be assigned by the Tatami Chief before each match.

9.1.2 Conflict of interest:

- All Referees must avoid officiating Kumite matches involving Athletes from their own federation or country.
- Referees are required to inform the Tatami Chief of any such conflict.
- Depending on the circumstances, the Tatami Chief may decide to replace them with a neutral Referee.

9.1.3 Kumite Referee Panel shall be assigned by the Tatami Chief before each match.

9.1.4 **Restarting the round**

- If under any circumstances the wrong Athlete steps on the Tatami and takes the place of another. The match result will be annulled, and the correct match will take place.
- If one of the Athletes is to compete in the next match, they will be given 1 match time equivalent to rest.
- If the Round is finished and the next Round has started. The results of the match in question will stand.

9.1.5 **Ippon Kumite Referee Panel**

Formation 1 (5 Referees)	Formation 2 (3 Referees)
<ul style="list-style-type: none">○ 1 Central Referee (Shushin).○ 4 Corner judges (Fukushin).○ 1 Arbitrator (Kansa).	<ul style="list-style-type: none">○ 1 Central Referee (Shushin).○ 2 Corner judges (Fukushin).○ 1 Arbitrator (Kansa).

9.1.6 **Nihon/ Sanbon Kumite Referee Panel**

The Referee Panel shall consist of

Formation 1	Formation 2
<ul style="list-style-type: none">○ 1 Central Referee (Shushin).○ 1 Mirror Judges (Fukushin).○ One Moving Kansa.○ One Arbitrator (Kansa).	<ul style="list-style-type: none">○ 1 Central Referee (Shushin).○ 1 Mirror Judges (Fukushin).○ 1 Kansa. <p>In this formation, the Kansa shall perform the duties of both the Moving Kansa and the Arbitrator.</p>

9.1.7 **Table Officials**

- 1 Recording Official.
- 1 Tatami Announcer.
- Additional personnel may be used to assist with the Table duties.

9.2 Scoring & Penalty Criteria

9.2.1 Ippon Criteria

An Ippon is awarded upon the delivery of a decisive and powerful technique. The technique must fulfil all the following criteria:

- Good Form (technique, positioning and balance).
- Kime.
- Good Attitude.
- Zanshin.
- Proper Timing.
- Correct Distancing
- Good Balance.
- Complete Technique (e.g. a kick should land and be brought back).

9.2.2 Ippon scoring techniques examples:

Note: The attack /technique itself must be considered good enough to score in the first place.

- Attack delivered with perfect timing as the opponent starts to move towards the attacker.
- Attack delivered immediately while the opponent is unbalanced.
- Combined Attack which consists of at least two successful and effective techniques. (Awasete-Ippon).
- Safe Nage technique (e.g. Ashi-Barai) combined with a successful Tsuki or Keri delivered within 3 seconds.
- Attack delivered to the back of the opponent.
- Attack delivered on an undefended and valid scoring part of the opponent.
- Jodan Geri techniques.
- Defending an incoming attack and scoring (Block/Attack techniques).

9.2.3 **Waza-Ari Criteria**

- A Technique shall be awarded a Waza-Ari if it is almost comparable to an Ippon.
- The Referee Panel must always look for Ippon in the first instance and only award a Waza-Ari in the second instance.

9.2.4 **Scoring Areas:**

- Head.
- Neck (excluding the throat area).
- Chest.
- Abdomen.
- Sides of the Torso.
- Back (excluding the shoulder blades).

9.2.5 **Time of Scoring**

- A scoring technique delivered simultaneously as the time bell is rung shall be added to the score.
- Any technique delivered after Yame is called shall not be considered.
- Any technique delivered from the Jogai area shall not be considered.
- However, If a scoring technique is delivered and immediately after the Athlete steps in the Jogai area. Technically Yame is called for the technique and therefore before the Jogai. In this case the score shall stand and Jogai will be dismissed.

9.2.6 **Prohibited Techniques:**

- Atama Uchi.
- Kaisho Uchi.
- Empi Uchi.
- Tobi Waza.
- Hiza Geri.
- Kakato Geri.
- Kekomi Geri.
- Any Techniques that by design cannot be safely controlled, thereby presenting an unacceptable safety risk to the Athlete or their opponent.

9.2.7 **Non-Scoring Techniques:**

- Any kick delivered while continuously jumping on one leg.
- Any Technique that is delivered while the Athlete is unstable.
- Any Technique that destabilizes the attacker upon delivery.

9.2.8 Penalties

Warning / Penalty	Refers to	Progression			
		1 st	2 nd	3 rd	4 th
Atenai	Excessive Contact	Atenai	Atenai Chui	Atenai Hansoku	N/A
Kinshi	Prohibited Action	Kinshi	Kinshi Ni	Kinshi Chui	Kinshi Hansoku
Mubobi	No Self Protection	Mubobi	Mubobi Chui	Mubobi Hansoku	N/A
Jogai	Out of Bounds	Jogai	Jogai Chui	Jogai Hansoku	N/A
Shikkaku	Absolute Disbarment	Shikkaku has no progression as it represents disbarment from the entire competition			

Note: Penalties can be escalated directly to Chui or Hansoku depending on the severity of the situation and the Referee Panel's Joint Decision

i. Jogai Category (For Ippon Kumite Only)

- **Definition of Jogai:** A Jogai occurs the moment any part of an Athlete's body touches the floor outside the designated match area boundary.
- **Post-Attack Exits:** A Jogai shall be imposed if an Athlete steps outside the match area immediately following an unsuccessful or incomplete offensive attack.
- **Simultaneous Scoring and Exit:** If Shiro exits the Tatami at the exact moment Aka scores a valid technique (while Aka remains strictly inbounds), the Referee Panel shall award the score to Aka and simultaneously penalize Shiro with Jogai.
- **Priority of Scoring (Technique Over Exit):** If Shiro exits the Tatami straight after Aka scores a valid technique. Yame is called at the exact instant the score is achieved. Therefore, Shiro exit is after Yame and will not be given a Jogai.
- **Exemption for Forced Exits:** A Jogai penalty shall not be imposed if the Athlete is physically pushed, thrown, or driven outside the match area by the opponent's momentum or technique.
- **Exits During Atoshi Baraku:** If an Athlete steps out of the match area during the final 15 seconds, Jogai Chui shall be directly given. If they already have a Jogai Chui, then Jogai Hansoku shall be given.

ii. Mubobi Category (For Ippon Kumite Only)

Mubobi is generally given in situations where the Athlete shows lack of regard for safety, be it their own or their opponent's. The following shall be penalised by Mubobi:

- **Vulnerable Attacks:** Attacking while leaving the head completely unguarded or exposed in front.
- **Uncontrolled Techniques:** Executing attacks that overshoot, overextend, or completely bypass the intended target area.
- **Blind Attacks:** Attacking without maintaining direct eye contact with the target.

- **Tactical Turning:** Turning away from the opponent after an attack to theatrically draw the Referee's attention. This leaves the Athlete defenceless and exposing their back.
- **Time-Wasting:** Evading combat, running away, or repeatedly disrupting the flow of the match through unnecessary clinching or excessive bodily contact.
- **Exaggerated Actions and Reactions:** Engaging in unsportsmanlike simulations. This includes faking injuries, over-reacting to light contact, falling unnecessarily, making obscene gestures, verbal abuse, or provocative utterances.
- **Disreputable Behaviour:** Committing any act likely to bring the sport of Karate into disrepute. This rule applies to Athletes, Coaches, Managers, and all associated delegation members.
- **Disrespectful Conduct:** Demonstrating disrespect toward officials or the sport. Examples include throwing equipment onto the Tatami, refusing to participate in the mandatory final bow, or publicly disputing the decisions of the Referee Panel.
- **Illegal Grabbing:** Grabbing or holding an opponent, unless the action is immediately followed by a valid scoring technique.
- **Depending on the severity of the offence;** Mubobi Chui, and Mubobi Hansoku may directly be given with the agreement of the Referee Panel.

iii. Kinshi Category (For Nihon and Sanbon Kumite Only)

The following behaviours shall be penalised by Kinshi:

- **Time Wasting:** e.g. refusing to fight, repeatedly running away from the opponent, repeatedly interrupting the match with actions such as unnecessary body contact.
- **Exaggerated actions:** e.g. overreacting to light contact, faking injury, unsporting behaviour, falling unnecessarily.
- **Jogai Kinshi:**
 - Stepping outside the match area boundary during the match.
 - If an Athlete touches the outside of the match area with any part of their body, it shall be considered a Jogai.
 - If the Athlete steps off the match area after an unsuccessful attack.
 - If Shiro exits the Tatami or has exited as Aka's scores (Aka remains inbounds) then Shiro Kinshi and Aka's score will be given.
 - Kinshi will not be imposed. If the Athlete is pushed outside the match area.
 - If an Athlete steps out of the match area during Atoshi Baraku (final 15 seconds), Kinshi Chui shall be directly given. If they already have a Kinshi Chui, then Kinshi Hansoku shall be given.
- **Grabbing:** unless immediately followed by a technique.

- **Uncontrolled or dangerous attack:**
 - Attacks that do not land on the opponent or surpass their head.
 - E.g. Hook Punch, uncontrolled Mae Geri.
- **Disregard to one's own safety / Putting oneself in danger:**
 - E.g. Turning ones back to the opponent or Gazing outside the Tatami.
- **Disrespectful behaviour:**
 - E.g. Arguing with the Referee during the match, refusing to bow, or throwing mitts on to the Tatami.
- **Behaviour that conflicts with basic Karate-Do values:**
 - Disrespectful behaviour by the Athlete or anybody associated with them during the match.
- **Depending on the severity of the offence;** Kinshi Chui, and Kinshi Hansoku may directly be given with the agreement of the Referee Panel.

iv. Atenai Category

The following behaviours shall be penalised by Atenai:

- **Excessive Contact:** Delivering techniques with contact that exceeds the allowed safety thresholds of the category.
- **Prohibited Target Areas:** Attacking forbidden areas of the body, specifically the throat, limbs, joints, and shins.
- **Repetitive Non-Scoring Attacks:** Intentionally or repeatedly attacking non-scoring areas of the body, such as the glutes and shoulders.
- **Prohibited Techniques:** Executing any of the forbidden techniques.
- **Ashi Barai:** Executing a dangerous foot sweep.
- **Dangerous Throws:** Executing high-risk throws, Nage techniques, including any throw executed over the hip, or any takedown performed without ensuring the safe, controlled landing of the opponent.
- **Direct Penalisation:** Depending on the severity of the infraction, a direct Atenai Chui or Atenai Hansoku may be imposed, subject to the majority agreement of the Referee Panel.
- **Injury-Induced Disqualification:** If Aka's illegal attack results in an injury to Shiro, and the Competition Doctor determines that Shiro is medically unfit to continue combat due to that specific attack, Aka shall receive Atenai Hansoku.

9.3 Score and Penalty Verbal Announcement by Centre Referee

Order	Score	Penalty
1	Athlete (Aka/Shiro)	Athlete (Aka / Shiro)
2	Location (Jogan / Chudan / Gedan)	Penalty (Kinshi /Atenai)
3	Category (Tsuki / Geri /Ashi Barai)	Severity (---/ Ni / Chui/ Hansoku)
4	Score (Waza-Ari / Awasete Ippon / Ippon)	N/A

9.4 Accidents and Injuries

- 9.4.1 If an Athlete is injured during a match, the Referee must immediately stop the match, assist the Athlete, and summon a Medic.
- 9.4.2 The Competition Doctor has the final say on decisions regarding injuries, accidents or the physical status and fitness of an Athlete.
- 9.4.3 An Athlete who wins a match due to disqualification because of injury caused to them by their opponent may not continue competing in the same category.
- 9.4.4 An Athlete who wins a match due to disqualification because of injury caused to them by their opponent may only continue competing in other categories with a written Doctor's note. (Injury Form in Appendix #6).
- 9.4.5 After the match, the Athlete and Referee go to the Competition Doctor and get an Injury Form. A copy of which is to be handed immediately to the Head Table by the accompanying Referee who must highlight if that Athlete is no longer fit to compete both to their Coach and the Head Table.

Serious Injury

- 9.4.6 In Case of a serious injury. The WGKF Commission shall be informed and may take additional actions to penalise the guilty party.
- 9.4.7 The Tatami Chief and Referee Panel shall submit a formal incident report to the RefCom.
- 9.4.8 If the Athlete needs to go to a hospital, WGKF Competition Doctor shall follow up on the Athlete's status and collect relevant medical documentation.
- 9.4.9 The Competition Doctor shall then submit their findings and a detailed medical report to the ExCom.
- 9.4.10 Based on these reports, the RefCom and ExCom may then decide to take disciplinary actions towards the offending Athlete.
- 9.4.11 Such penalties may include a written warning, a 1–2-year suspension from all WGKF international events, or permanent ban from all Kumite events.

9.5 General Decision Criteria

- 9.5.1 If the Referee and Mirror Judge are not in agreement about a score:
- The Referee must ask the Kansa for their opinion.
 - The final decision is that of the majority.
 - In case the Kansa signals Mienai the Referee should impose their opinion.
 - In case each opinion is different. The Referee should impose whichever decision they see is most fair to fit the situation.
- 9.5.2 If any situation not covered by these rules occurs:
- The case will be discussed between the Referee Panel and the Tatami Chief.
 - The decision will be communicated to the RefCom for approval.
 - The situation and decision shall be publicly announced, and all Tatami Chiefs will be informed by a member of the RefCom.
- 9.5.3 No points shall be given to an Athlete for a technique that causes an injury to their opponent during a match if the injury is deemed that Athlete's fault.
- 9.5.4 If Aka attacks Shiro and the attack is deemed stronger than acceptable.
- If it is Aka's fault. Aka will receive an Atenai.
 - If it is Shiro's fault (e.g. Shiro marches forward and unprotected directly into that attack. lack of Zanshin and self-protection).
 - Shiro will receive a Kinshi.
 - If Aka's technique will be assessed on its merits and a score or Torimassen will be given accordingly.

9.6 Victory or Defeat

Match/Bout final decision of Victory or Defeat shall be awarded based on Points, Hantei, Kiken or Hansoku/Shikkaku.

9.6.1 Victory by points

- a) For Shobu Ippon: The Athlete who reaches 1 Ippon or equivalent first shall be declared the winner.
- b) For Shobu Nihon: The Athlete who reaches 2 Ippon or equivalent first shall be declared the winner.
- c) For Shobu Sanbon: The Athlete who reaches 3 Ippon or equivalent first shall be declared the winner.
- d) If Soremade is reached. The Athlete who has the highest total number of points shall be declared the winner.

9.6.2 Victory by Hantei

In the absence of a clear winner (through point difference/ Kiken/ Disqualification) between the Athletes: Hantei is called by the Centre Referee.

- a) Hantei Decision Criteria:
 - i. At first instance:
 - Ippon scores.
 - Atenai and Kinshi penalties.
 - ii. At second instance:
 - Excellence in the fighting attitude.
 - Ability and skill.
 - Fighting spirit and vigour.
 - The frequency of attacks.
 - Zanshin.
 - Fighting strategy.
 - Fair play.

9.6.3 Hantei Process:

- a) Hantei Decision is made by the Refereeing Panel of the Tatami.
- b) The Centre Referee stands at the inner edge of the Tatami.
- c) Mirror Judge stands opposite the Centre Referee.
- d) The Kansa Stands to the right of the Centre Referee at a 45° angle towards the Mirror judge.
- e) The Centre Referee shall verbally call Hantei.
- f) After that they will use the whistle to request the Referee Panel's opinions.
- g) All 3 members of the Referee Panel shall show their opinion simultaneously.
- h) The Opinions may be:
 - Aka (Hand raised towards Aka).
 - Shiro (Hand raised towards Shiro).
 - Hikiwake (Hands crossed in front of the head in an X formation).

9.7 Victory by Kiken

9.7.1 An Athlete who is unwilling to continue fighting for any reason except an injury where the Competition Doctor declares them unfit to fight shall be declared Kiken.

9.7.2 Kiken Process:

- The Athlete or their Coach shall inform the Centre Referee of their Kiken decision.
- If the Athlete is able, they shall take their place on the Tatami and face outwards.
- The Centre Referee will announce the decision and declare their opponent the winner.

9.8 Victory by Disqualification (Hansoku)

- 9.8.1 An Athlete who behaves or acts in accordance with the Hansoku rules will be disqualified.
- 9.8.2 An Athlete who becomes over-excited, to an extent where they are considered a danger to themselves or their opponent will receive a Hansoku.
- 9.8.3 An Athlete whose acts are considered malicious or in wilful violation of the rules will receive Hansoku.
- 9.8.4 Any action (not an accident) that causes Serious Injury will directly result in Hansoku.
- 9.8.5 Hansoku must be the decision of the Referee Panel.

9.9 Victory after Injury

- 9.9.1 If an Athlete with a minor injury who has been declared fit to fight by the Doctor refuses to continue the match. Kiken will be given to the Athlete.
- 9.9.2 If two Athletes simultaneously harm each other and both Athletes cannot continue (Doctor or personal decisions). And the cause of the harm cannot be attributed to either Aka or Shiro:
 - The winner will be the Athlete with the most points at that instant.
 - If a Tie occurs in an Individual category. Hantei will be called with only No Kachi Decision allowed.
 - If a Tie occurs in a team Category. Hantei will be called and Hikiwake decision will be given.

Chapter 10. Protest Procedure

No one may protest about a Judgement to the members of the Refereeing Panel.

- 10.1** If a Refereeing procedure appears to disregard the rules, only the Athlete's Coach is allowed to make a protest.
- 10.2** The Coach should first calmly attract the attention/approach the Tatami Chief.
 - 10.2.1 Cases regarding administrative errors such as incorrect Athlete, time management or score board errors are normally resolved by the Tatami Chief.
 - 10.2.2 Coaches are advised to inform the Tatami Chief of administrative errors as soon as possible and not wait until the end of the match.
- 10.3** If the matter is not resolved, they can submit an Official Protest after the match is over.
- 10.4** Once a category has concluded and the medallists have been announced, no further appeals or protests shall be accepted.

10.5 Official Protest Procedure

- 10.5.1 The Coach informs the Tatami Chief that they intend to make an official protest immediately after the match finishes.
 - 10.5.2 The Tatami Chief shall pause the round and provide the Coach with the official protest form.
 - 10.5.3 The Tatami Referee shall send someone to inform the RefCom.
 - 10.5.4 The Coach must fully complete the Protest Form, prepare €100 protest fee and present them to the Tatami Chief.
 - Failure to deliver a protest in a timely manner can lead to its rejection if such delay, in the opinion of the RefCom, is without reasonable justification and impedes the progression of the Competition.
 - The fee will be returned if the protest is upheld.
 - 10.5.5 The Tatami Chief shall consult with the Referee Panel.
 - 10.5.6 The Tatami Chief shall present the Protest Form and fee to the RefCom.
 - 10.5.7 The Coach is responsible for providing evidence that supports their protest.
 - Video evidence relating to alleged technical evaluation errors shall not be accepted as valid evidence for a protest.
 - Video evidence may only be accepted in cases involving administrative errors and only where the incident is clearly visible and verifiable.
 - 10.5.8 The RefCom shall examine the complaint and the supporting evidence. They may consult with the Tatami Referees.
 - 10.5.9 The RefCom shall inform the Tatami Chief of their decision, who will inform the Coach.
 - 10.5.10 The RefCom decision (decision revision or decision stands) after approval by the ExCom shall be applied and the round shall continue accordingly.
 - 10.5.11 At this point the Protest decision is final.
 - 10.5.12 The RefCom may penalise Referee(s) who caused the protest.
-

Chapter 11. Local Adaptations

11.1 Modification of Rules

National Federations may adapt these rules for domestic Competitions or Events outside the official WGKF program, provided such modifications do not advantage or disadvantage any specific style of karate.

11.2 Youth Competitions (Under 12)

National Federations should consult their respective national sports authorities for legal guidance and official safety frameworks regarding competitive sports for children under 12 years of age.

11.3 Mandatory Disclosure

Any deviation from these official Competition Rules must be explicitly disclosed in the event's official bulletin or tournament invitation.

Chapter 12. Other Matters

- 12.1** This rule document is Document 1 of 6. Links to all related documents can be found in Appendix #10 Please read all 6 Documents and understand them for completion.
- 12.2** 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:
- The Tatami Chief and Referee Panel shall discuss and find a fair solution for that situation.
 - The decision reached must be approved by both the RefCom and the ExCom.
 - Once approved, all officials shall be informed of the decision, and a public announcement shall be made where appropriate.
- 12.3** All Karateka and their associates attending the championships in any capacity must conform to the etiquette and ethics associated with martial arts.
- 12.4** Coaches are not allowed to intervene with or distract the Officials during their duties.
- 12.5** Coaches are not permitted on the Tatami with their Athletes. Exceptions can be made by the Tatami Chief for extenuating Kata circumstances.
-

Appendix #1 Terminology

TERM	MEANING / INDICATION	NOTES
Aka	Red	Refers to 'Red' Athlete
Shiro	White	Refers to 'White' Athlete
Jodan	Upper level	Indicates head level attack
Chudan	Middle level	Indicates torso level attack
Gedan	Lower level	Indicates below the waist attack
Tsuki	Punch	N/A
Keri	Kick	N/A
Uchi	Strike	N/A
Atama Uchi	Headbutt	N/A
Uraken Uchi	Back-fist Strike	N/A
Kaisho Uchi	Open Hand Strike	N/A
Empi Uchi	Elbow Strike	N/A
Hiza Geri	Knee Kick	N/A
Kekomi Geri	Thrust Kick	N/A
Kakato Geri	Heel Kick	N/A
Tobi Waza	Flying techniques	N/A
Waza-Ari	Half point	N/A
Ippon	Full point	N/A
Awasete-Ippon	Totals to an Ippon	Used when two Waza-Ari are scored in the same attack
Seiretsu	Line-up	Used at the beginning of the round
Shomen Ni Rei	Bow to the front	Tatami Referees and Athletes bow towards the head table
Otagai Ni Rei	Bow to each other	Tatami Referees and Athletes bow to each other
Shugo	Indicates Judges called	Judges are called to confer
Shobu (Ippon/Nihon/Sanbon)	Identify the match type	Before each match begins
Encho-Sen	Sudden Death	Used in match extensions
Sai Shiai	Rematch	Used in Tie-events

Hajime	Start of match	N/A
Shobu Hajime	Start of extension match	N/A
Atoshi Baraku	30 seconds left on the match	Audible signal by the timekeeper
Yame	Stop	To interrupt or end a match
Moto No Ichi	Assume original positions	Referees and Athletes return to their original position
Tsuzukete	Continue	Used during the match to inform Athletes that they should continue and the match was not stopped
Tsuzukete Hajime	Restart	Restart the match after Yame
Aiuchi	Simultaneous scoring	No points awarded
Ukete Imasu	Blocked attack	N/A
Nukete IMasu	Off target	N/A
Yowai	Weak attack	N/A
Hayai	Faster attack	N/A
Maai	Distance not sufficient	N/A
Mienai	Not visible	Used by Judges to indicate that they did not see the attack land
Torimasen	No point	N/A
Kinshi	Prohibited	Warning for prohibited behaviour
Atenai	Excessive contact	Excessive contact attack
Jogai	Out of bounds	N/A
Mubobi	No self-protection	Only used in Ippon Kumite
Chui		Used to increase severity
HANTEI	Decision time	Call for the Referees to present their decision
Hikiwake	Draw	Match result is a Draw
Kiken	withdrawal	Athlete withdraws from the match
Shikkaku	Absolute disqualification	N/A
Hansoku	Disqualification	From the current match
Sore-Made	That is all	Indicates End-of-Match when the time is up
Aka / Shiro No Katchi	Red/White Wins	Declares the match winner

Appendix #2 Referee Gestures and Signals

Centre Referee Gestures

Shobu Hajime



Yame



Tsuzukete Hajime



Maai



Yowai



Hayai



Aiuchi



Nukete Imasu



Ukete Imasu



Waza-Ari



Ippon



Hikiwake



Torimasen



Kinshi



Atenai



Mubobi



Jogai



Sore-Mada



No Katchi



Shogu



Kiken



Chui



Hansoku



Shikkaku



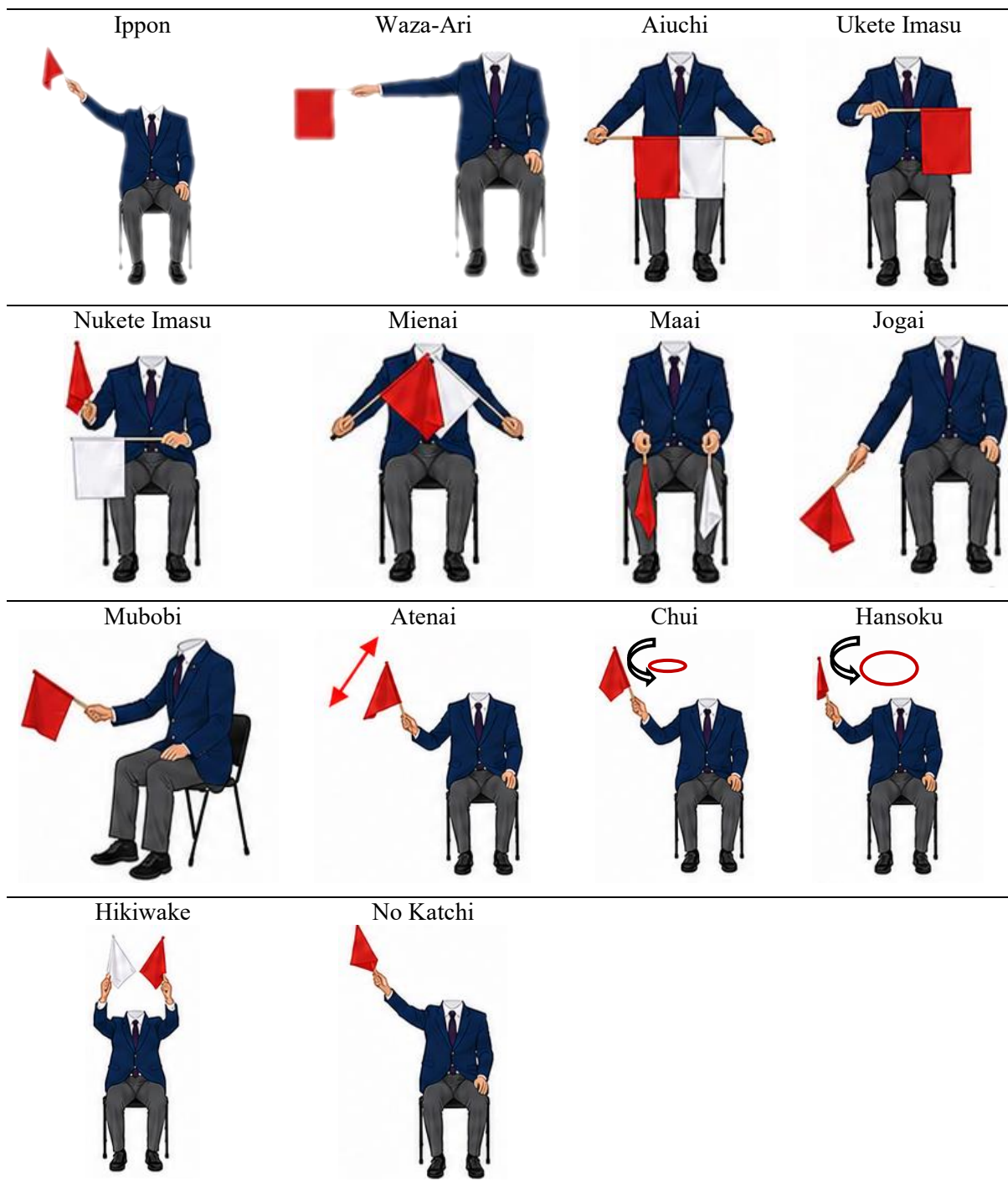
Mirror Referee

Mirror Judge uses the same gestures as the Centre Referee for the following:

- Atenai
- Yowai
- Maai
- Nukete Imasu
- Ukete Imasu
- Jogai
- Mubobi



Flag Signals

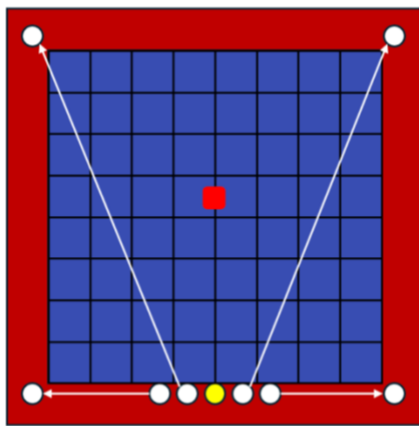


Whistle Signals

COMMANDS	INDICATES	ACTION	Used by	Used in
----- indicates the length of the whistle				
— — — —	Yame	Stop	Tatami Chief	Kata / Kumite
— — —	Shugo	Call to Referees	Centre Referee	Kata / Kumite
----- —	Hantei	Decision Flags / hands raised	Centre Referee	Kata / Kumite
—	N/A	Lower Flags / Hands	Centre Referee	Kata / Kumite
— — — —	Soremade	Stop the match	Arbitrator	Kumite to highlight time end
-----	Ippon / Waza-Ari	Flag Motion	Judges	Ippon Kumite
— — — —	N/A	Attention to Centre Referee	Judges	Kata

Appendix #3 Tatami Layout

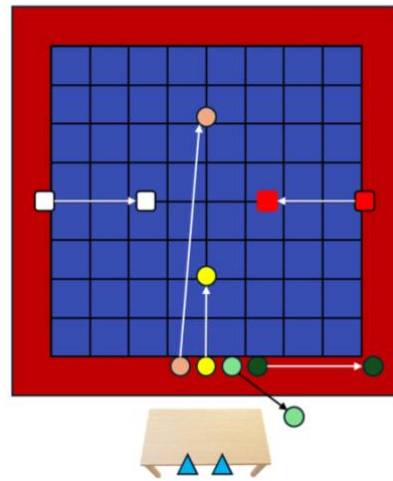
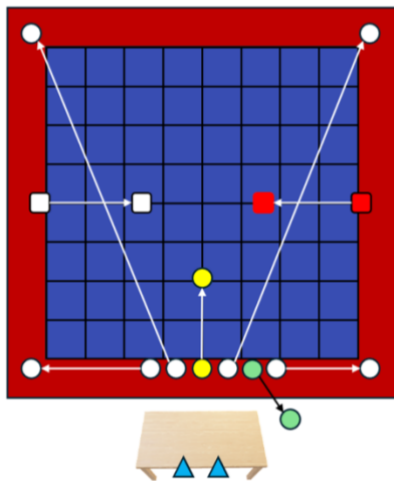
Kata

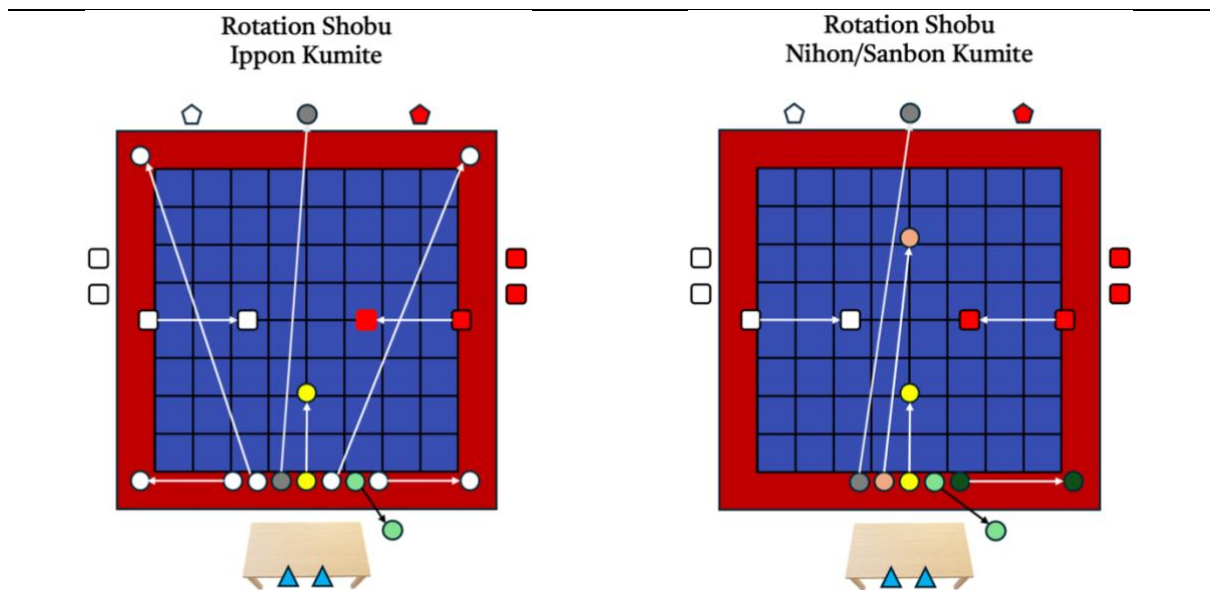


Shobu
Ippon Kumite

- Shiro
- Aka
- Judge
- Center Referee
- Mirror Judge
- Moving Kansa
- Kansa
- Change Judge
- ▲ Table Official
- ◆ Coach Aka
- ◊ Coach Shiro

Shobu
Nihon/ Sanbon Kumite





Appendix #4 Kumite Score Sheet

Ippon Kumite Score sheet

Athlete's Number	Shiro Points and Penalties						Aka Points and Penalties				Athlete's Number
	Atenai	A	ACH	AH			Atenai	A	ACH	AH	
	Mubobi	M	MCH	KH			Mubobi	M	MCH	MH	
	Jogai	J	JCH	JH			Jogai	J	JCH	JH	
Points										Points	

Nihon/Sanbon Kumite Score sheet

Athlete's Number	Shiro Points and Penalties							Aka Points and Penalties					Athlete's Number
	Atenai	A	ACH		AH			Atenai	A	ACH		AH	
	Kinshi	K1	K2	KCH	KH			Kinshi	K1	K2	KCH	KH	
	Points												

Recording method:

- Waza Ari ○
- Ippon ●
- Katchi (winner) ■

Make (looser)



Hikiwake (draw)



Penalties shall be indicated by circling the corresponding decision

Appendix #5 Fighting Order Form

Team Name: _____		Date: ___/___/___ Category Number: _____			
Country:		Fighting Order			
Athlete Information		Round 1	Round 2	Round 3	Round 4
Number	Name				
Coach Name:					

Appendix #6 Injury Form

This form is supervised by the Accompanying Referee

Filled by Referee	Date ___/___/___	Time ___ : ___	Category No. _____	Tatami No. _____ Tatami Chief Name
	Athlete's Name:		Athlete's Number:	
	Federation:		Country:	
Filled by Competition Doctor	Injury Location:			
	Injury Description:			

<u>Doctors Decision:</u>				
<u>FIT TO COMPETE</u>		<u>NOT FIT TO COMPETE</u>		
<input type="checkbox"/> In the next category <input type="checkbox"/> In Kata Only <input type="checkbox"/> The next day		<input type="checkbox"/> To be assessed the next day <input type="checkbox"/> In this Championship		

Name & Signature	<i>DOCTOR</i>	<i>COACH</i>	<i>Acc. Ref.</i>	<i>HEAD TABLE</i> <small>(official who receives the form)</small>
	—	—	—	—

<u>Notes:</u>	<u>Written by:</u>

Appendix #7: Pre-existing Medical Conditions and Medical Device Form

This form must be completely if the Athlete has an existing/previous injury or a Medical Condition and must be handed to the Head table before the Athlete competes. Honest completion of this form is the Coach's responsibility.

Filled by Coach	Date ___/___/___	Time ___ : ___	<input type="checkbox"/> Injury	<input type="checkbox"/> Medical Condition
	Athlete's Name:		Athlete's Number:	
	Federation:		Country:	
Filled by Competition Doctor	Location of Medical Condition / Device:		Is a Dr. note from the Athlete's own Dr attached? Yes <input type="checkbox"/> No <input type="checkbox"/>	
	Description: _____ _____ _____ _____			
	<u>Doctors Decision:</u>			
	<u>FIT TO COMPETE</u> <input type="checkbox"/> Fit to compete in all categories <input type="checkbox"/> In Kata Only		<u>NOT FIT TO COMPETE</u> <input type="checkbox"/> To be assessed the next day <input type="checkbox"/> In this Championship	
	Yes <input type="checkbox"/> No <input type="checkbox"/>		Coash must inform the Tatami Chief before each category	
Name & Signature	<i>DOCTOR</i>	<i>COACH</i>	<i>Ref. Com.</i>	<i>HEAD TABLE</i> <small>(official who receives the form)</small>
	— —	— —	— —	— —
<u>Notes:</u> _____ _____				<u>Written by:</u> _____

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Appendix #8 Special Item Form

This form must be filled by the Coach if the Athlete needs to wear any special items that is not mentioned/approved in the rules. If it is not filled and the item is discovered by the Referee Panel. The Athlete could be disqualified. After Completion it must be handed to the Head table.

Filled by Coach	Date ____/____/____	Time ____:____	Special Item:	
	Athlete's Name:		Athlete's Number:	
	Federation:		Country:	
	Item Description and Reason: _____ _____ _____			
Filled by Competition Doctor	Doctors Note: _____ _____ _____		<i>Doctor's Opinion</i> Safe to compete with item Yes <input type="checkbox"/> No <input type="checkbox"/>	
	RefCom Note: _____ _____ _____ _____		<i>RefCom's Decision</i> May compete with the item Yes <input type="checkbox"/> No <input type="checkbox"/> Coash must inform the Tatami Chief before each category Yes <input type="checkbox"/> No <input type="checkbox"/>	
Name & Signature	<i>DOCTOR</i>	<i>COACH</i>	<i>Ref. Com.</i>	<i>HEAD TABLE</i> <small>(official who receives the form)</small>
	— —	— —	— —	— —
<u>Notes:</u>				<u>Written by:</u>

Appendix #9 Official Protest Form

Filled by Coach	Date ____/____/____	Time ____:____	Category No. _____	Tatami No. _____
	Coach's Name:		Federation:	
	Athlete's No.	Athlete's Name:	Country:	
	Protest Incident: Protest Incident Description: _____ _____ _____ _____ _____			

Filled by Referees	<u>Referee Panel:</u> ▪ _____ ▪ _____ ▪ _____	<u>Referee Commission:</u> ▪ _____ ▪ _____ ▪ _____
	<u>RefCom Decision Notes:</u> _____ _____ _____ _____ _____	<u>RefCom Decision:</u> Decision Stands <input type="checkbox"/> Decision Change <input type="checkbox"/>
	<u>Tatami Chief Name:</u> _____	

Signatures	<i>RefCom</i>	<i>Tatami Chief</i>	<i>Coach</i>

Appendix 10 Documents completing WGKF Competition Rule Set:

- 1) [General Competition Rules – Document 1 – Link](#)
- 2) [Kata Rules – Document 3 – This document 2 – Link](#)
- 3) [Kumite Nihon/ Sanbon - Document 3 - Link](#)
- 4) [Kumite Ippon – Document 4- Link](#)
- 5) [Kobudo – Document 5 - Link](#)
- 6) [Inclusive Karate – Document 6 – Link](#)