



Shobu Ippon Kumite Rules

WGKF Competition Document 4 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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General Kumite Principles and Philosophy

Ippon Kumite reflects the original spirit and tactical essence of traditional Karate-Do, where victory is achieved through a single decisive and controlled technique rather than the accumulation of points. Guided by the principle of Ikken Hissatsu “to end a confrontation with one decisive technique”, Athletes must demonstrate courage, composure, precise timing, correct distancing, and unwavering Zanshin. They are expected to uphold the highest standards of self-control, respect, safety, mental focus, and fair play in full accordance with WGKF rules.

Chapter 1. Protective Equipment

1.1 Athlete’s Protective Equipment

Equipment	Shobu Ippon	Notes
Gum Shield	Compulsory	Any colour except red or black
Head Guard	Prohibited	N/A
Chest guard	Compulsory for females	White in colour and worn under the Dōgi
Body protector	Prohibited	N/A
Competition Mitts	Compulsory. Athletes can choose either style of mitts.	Shiro – White Aka – Red
Traditional Mitts		Shiro - White
Groin Guard	Compulsory for males	Worn under the Dōgi
Shin Guard	Prohibited	N/A
Foot Guard	Prohibited	N/A

Chapter 2. Kumite Category Participation

2.1 Participation in Individual Kumite

2.1.1 Individual Kumite Categories shall be divided into Male and Female Sections.

2.1.2 They shall be further divided by weight/height groups (further division is found in the CATEGORY LIST- Appendix #1 and Appendix #2).

2.1.3 **Category Classification:**

Note: If a category is for 14 - 15 years old. This means that on the day of the event, the Athlete is on or has surpassed their 14th Birthday and have not yet reached their 16th birthday.

Individual Ippon Kumite	
Category	Age (Years Old)
MINI-CADETS	13
CADETS	14 - 15
	16 - 17
JUNIORS	18 - 20
SENIORS	21 - 35
VETERANS	36 - 40
	41 - 45
	46 - 50
	61 and over

2.1.4 Athletes should participate in their correct category regarding Age and Grade.

2.1.5 Athletes are allowed to compete in Ippon as well as Sanbon categories.

2.1.6 Children who are 12 years old may additionally compete in Ippon Kumite.

2.1.7 Athletes competing in Mini-Cadets Cadets, and Junior categories may additionally participate in the directly higher age category only.

2.1.8 Veterans may additionally compete in Senior categories.

2.1.9 Athletes may only compete in the Open category of their correct age group. Except for Veterans who may additionally compete in Senior Open Category.

2.2 Participation in Team Kumite

- 2.2.1 Rules in this section apply to Teams, Mixed Teams and Rotation Teams category participation.
- 2.2.2 Team Categories shall be divided into Male, Female and Mixed teams Sections.
- 2.2.3 They shall be further divided by age groups (further division is found in the CATEGORY LIST- Appendix #1).
- 2.2.4 Category Classification:

Note: If a category is for 14 -15 years old. This means that on the day of the event, the Athlete is on or has surpassed their 14th Birthday and have not yet reached their 16th birthday.

Team Ippon Kumite	
Category	Age (Years Old)
CADETS	14 - 15
	16 - 17
JUNIORS	18 - 20
SENIORS	21 - 35
	36 and over

- 2.2.5 A Kumite Team must have at least 3 Athletes.
- 2.2.6 A Kumite Team may have an additional reserve Athlete.
- 2.2.7 The reserve Athlete may only be placed in between rounds.
- 2.2.8 Athletes are allowed to compete in Ippon and Sanbon categories.
- 2.2.9 Athletes may only participate in 1 Category within each Ippon (Team, Mixed Team, Rotation Team) category group.
- 2.2.10 All Team Kumite (except Veterans) categories may include up to 2 Athlete from a directly younger age category to complete the team (including the reserve athlete).
- 2.2.11 Senior Team may include or consist of Veterans.
- 2.2.12 However, Athletes competing in a higher or lower age Team categories may compete either in their own age category or the other age category but not both. This applies to Team, Mixed Team, and Rotation independently.
- 2.2.13 Team can continue in Rounds after the first one with 2 Athletes if the third athlete is unable to continue due to injury only.

Chapter 3. Kumite Category Etiquette

3.1 Category Start

3.1.1 Category Start shall be the same as mentioned in the General Rules

3.2 Starting the Kumite Match

- The Tatami Announcer will call each Athlete (or Team) onto the Tatami.
- Once the Athlete is called upon, they must immediately walk to the Tatami.
- Athlete's Coach (dressed correctly) shall take their places on the designated chairs.
- Referee shall declare 'Nakae' to Athletes and Judges to step onto the Tatami
- Referee shall announce the start of the match (Shobu Ippon Hajime).

3.3 Suspending the Ippon Kumite Match

- Ippon Kumite clock is 'running time' meaning the time does not stop when Yame is called. Time only stops when the Centre Referee requests it.
- Athletes and Referee Panel are to return to their original/ starting positions.
- The match shall continue when the Referee calls 'Tsuzukete Hajime'.

3.4 Match time close to end

Table Officials shall audibly indicate 'Atoshi Baraku' when there is 15 seconds left until the end of the match.

- This may be indicated with a buzzer, correct whistle command or verbally.
- If the Referee notices that the athletes did not hear it due to stadium noise. They shall announce Atoshi Baraku as the match continues.

3.5 Ending the Kumite Match

3.5.1 When the match time is up:

- Table Official shall audibly indicate that time is up.
- The Referee shall call 'Yame' immediately.
- Any score or penalty that occurred before 'Yame' is called will stand.
- The Referee shall announce 'Soremade' followed by checking the score.
- The Referee shall announce the result of the match.

3.5.2 When the desired points or maximum penalties are reached to conclude the match:

- The Referee shall immediately check the score and announce the winner.
- If the Referee accidentally restarts the match; The Kansa will immediately audibly inform the Referee (whistle command)

3.5.3 If an Athlete Aka can no longer continue for medical or personal reasons:

- The Referee will announce the end of the match and declare the winner according to the situation. (Example: Aka Kiken + Shiro No Kachi or Shiro Hansoku + Aka No Kachi).

3.5.4 Athletes and Referee Panel shall bow and exit the Tatami.

- 3.5.5 At this point the match is over.
- 3.5.6 The winning Athlete should walk (outside the Tatami) to the table and confirm their name.
- 3.5.7 The Tatami Announcer shall then call upon the next Athlete (or Team).
- 3.5.8 In a situation where the wrong Athlete walks onto the Tatami.
- 3.5.9 The Centre Referee should be informed as soon as possible.
- 3.5.10 If the Round is still ongoing then the scores can be adjusted accordingly.
- 3.5.11 If the Round has finished and the Athletes for the next round have been announced. Then the Announced result stands. Unless it is a purely administration error.

3.6 Teams Adjustments

The above will apply to the Teams with the following adjustments:

- 3.6.1 The Tatami Announcer will call the Teams name and not the individual Athletes.
- 3.6.2 The order in which the Athletes will compete must be declared before the match begins. (This is not required for Rotation Categories).
- 3.6.3 Each Coach must fill the Fighting Order Form (Appendix #2) and hand it to the Officials before the match starts.
- 3.6.4 An Athlete from the winning team should walk to the Tatami Table to confirm the team's name and retrieve the Fighting order sheet.
- 3.6.5 If the fighting order of the Athletes differs from the one declared. The team will be disqualified.

3.7 Ending Kumite Category

- 3.7.1 Shall be the same as in General Rules.

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

Chapter 4. General Kumite Rules:

This Section has information from the General Document relevant to Shobu Ippon Kumite.

4.1 Referee Panel

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

4.1.2 Conflict of interest:

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

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

4.1.4 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 competitors 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.

4.1.5 Referee Panel Ippon Kumite

Formation 1 (5 Referees)

- 1 Central Referee (Shushin).
- 4 Corner judges (Fukushin).
- 1 Arbitrator (Kansa).

Formation 2 (3 Referees)

- 1 Central Referee (Shushin).
- 2 Corner judges (Fukushin).
- 1 Arbitrator (Kansa).

4.1.6 Table Officials

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

4.2 Scoring & Penalty Criteria

4.2.1 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).

4.2.2 Ippon scoring techniques examples:

Note: The attack /technique itself must be considered good worthy of scoring in the first place.

- Attack delivered with perfect timing as the opponent starts moving 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).

4.2.3 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.

4.2.4 Scoring Areas:

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

4.2.5 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.

4.2.6 Prohibited Techniques:

- Atama Uchi.
- Kaisho Uchi.
- Empi Uchi.
- Tobi techniques.
- 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.

4.2.7 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.

4.2.8 Penalties

Warning / Penalty	Refers to	Progression		
		1 st	2 nd	3 rd
Atenai	Excessive Contact	Atenai	Atenai Chui	Atenai Hansoku
Mubobi	No Self Protection	Mubobi	Mubobi Chui	Mubobi Hansoku
Jogai	Out of Bounds	Jogai	Jogai Chui	Jogai Hansoku
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

- 1) **Definition of Jogai:** A Jogai occurs the moment any part of an Athlete's body touches the floor outside the designated match area boundary.
- 2) **Post-Attack Exits:** A Jogai shall be imposed if an Athlete steps outside the match area immediately following an unsuccessful or incomplete offensive attack.
- 3) **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.
- 4) **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.
- 5) **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.

- 6) **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

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:

- 1) **Vulnerable Attacks:** Attacking while leaving the head completely unguarded or exposed in front.
- 2) **Uncontrolled Techniques:** Executing attacks that overshoot, overextend, or completely bypass the intended target area.
- 3) **Blind Attacks:** Attacking without maintaining direct eye contact with the target.
- 4) **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.
- 5) **Time-Wasting:** Evading combat, running away, or repeatedly disrupting the flow of the match through unnecessary clinching or excessive bodily contact.
- 6) **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.
- 7) **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.
- 8) **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.
- 9) **Illegal Grabbing:** Grabbing or holding an opponent, unless the action is immediately followed by a valid scoring technique.
- 10) **Depending on the severity of the offence:** Mubobi Chui, and Mubobi Hansoku may directly be given with the agreement of the Referee Panel.

iii. Atenai Category

The following behaviours shall be penalised by Atenai:

- 1) **Excessive Contact:** Delivering techniques with contact that exceeds the allowed safety thresholds of the category.
- 2) **Prohibited Target Areas:** Attacking forbidden areas of the body, specifically the throat, limbs, joints, and shins.
- 3) **Repetitive Non-Scoring Attacks:** Intentionally or repeatedly attacking non-scoring areas of the body, such as the glutes and shoulders.
- 4) **Prohibited Techniques:** Executing any of the forbidden techniques.

- 5) **Ashi Barai:** Executing a dangerous foot sweep.
- 6) **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.
- 7) **Depending on the severity of the attack:** Atenai Chui or Atenai Hansoku may directly be given with the agreement of the Referee Panel.
- 8) **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.

4.3 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

4.4 Accidents and Injuries

- 4.4.1 If an Athlete is injured during a match, the Referee must immediately stop the match, assist the athlete, and summon a Competition Medic.
- 4.4.2 The competition Doctor has the final say on decisions regarding injuries, accidents or the physical status and fitness of an Athlete.
- 4.4.3 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.
- 4.4.4 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 permission. (Injury Form).
- 4.4.5 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 by the accompanying referee to the Head Table. Referee must highlight if that Athlete is no longer fit to compete both to their Coach and the Head Table.

Serious Injury

- 4.4.6 In Case of a serious injury. The WGKF Commission shall be informed and may take additional actions to penalise the guilty party.
- 4.4.7 The Chief Referee and Referee Panel shall submit a formal incident report to the Referee Commission.
- 4.4.8 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.

- 4.4.9 The Competition Doctor shall then submit their findings and a detailed medical report to the ExCom.
- 4.4.10 Based on these reports, the Referee Commission and ExCom may then decide to take disciplinary actions towards the offending Athlete.
- 4.4.11 Such penalties may include as a written warning, a 1–2-year suspension from all WGKF international events, or permanent ban from all Kumite events.
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Chapter 5. General Ippon Kumite Decision Criteria

5.1 General Decision Criteria

- 5.1.1 Flag System shall be used for Ippon Kumite.
- 5.1.2 The Referee Panel shall be made of a Centre referee and Corner Referees.
- 5.1.3 The Corner Referees shall signal their judgements through the flags.
- 5.1.4 The decision shall always be that of the majority.
- 5.1.5 In all situations where two Judges indicate the same decision while the Centre Referee holds a different opinion. The Centre Referee shall first consult the two Judges awarding the score. The Referee shall then request the Judges to indicate their decision again before announcing the final decision. (In these situations, the remaining two judges normally would indicate nothing or Mienai).
- 5.1.6 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.
- 5.1.7 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 Mubobi.
 - Aka's technique will be assessed on its merits; score or Torimasen will be given accordingly.
- 5.1.8 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 Referee Commission for approval.
 - The situation and decision shall be publicly announced, and all Tatami Chiefs will be informed by a member of the Referee Commission.

5.2 Victory by Scoring

- 5.2.1 If an Athlete scores Ippon or equivalent before Soremade. They will immediately be declared the winner.

5.3 Victory by Hantei

- 5.3.1 If Soremade is reached and there is no clear winner, meaning neither Athlete has scored one Ippon or two Waza-Ari before the time limit, the Centre Referee shall call Hantei.
- 5.3.2 The Hantei result shall be decided by majority decision and may result in:

Aka	Shiro	Hantei Decision
Waza-Ari	-	Aka No Kachi
-	Waza-Ari	Shiro No Kachi
Waza-Ari	Waza-Ari	Aka/Shiro No Kachi or Hikiwake
-	-	Aka/Shiro No Kachi or Hikiwake
Waza-Ari + Chui	-	Aka No Kachi or Hikiwake
-	Waza-Ari + Chui	Shiro No Kachi or Hikiwake

5.3.3 Hantei Procedure

- The Centre Referee shall call for Hantei.
- The 4 Corner Judges shall indicate their decision simultaneously (Aka or Shiro or Hikiwake).
- The Centre Referee shall not show his judgement at this point.
- Depending on the Corner Judges decisions and the Centre Referee's (still hidden) decision. The Centre Referee shall announce the results. Examples below:

Aka	Shiro	Hikiwake	Decision
3 flags	1 flag	-	Aka No Katchi
2 flags	2 flags	-	Aka No Katchi or Shiro No Katchi or Hikiwake depending on the Centre Referee's decision
2 flags	-	2 flags	Aka No Katchi No Katchi or Hikiwake depending on the Centre Referee's decision

- The Centre Referee will then declare the winner according to the majority votes.

5.4 Victory through Sai Shiai

- 5.4.1 If the Hantei decision results in Hikiwake, the Centre Referee shall announce Sai Shiai (rematch/New match).
- 5.4.2 If an Athlete scores Ippon or equivalent before Soremade. They will immediately be declared the winner.

5.5 Victory by Sai Shiai Hantei

5.5.1 If the Sai Shiai reaches Soremade (time limit) without a winner. The Centre Referee shall call Hantei.

5.5.2 Sai Shiai Hantei Procedure:

- The decision shall be based only on the Sai Shiai match.
- Centre Referee and shall Corner Judges vote simultaneously.
- The votes must be Aka or Shiro No Kachi, No Hikiwake can be given.
- The Athlete (Aka/Shiro) with the majority vote shall be declared the winner.

5.6 Victory by Kiken

5.6.1 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.

5.6.2 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.

5.7 Victory by Disqualification (Hansoku)

5.7.1 An Athlete who becomes over-excited, to an extent where they are considered by a danger to themselves or their opponent will receive a Hansoku.

5.7.2 An Athlete whose acts are considered malicious or in wilful violation of the rules shall receive Hansoku.

5.7.3 Any action (not an accident) that causes Serious Injury will directly result in Hansoku.

5.7.4 Hansoku must be the decision of the Referee Panel.

5.8 Victory after Injury

5.8.1 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.

5.8.2 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 6. Decision Criteria – Individual Ippon Kumite

Athletes must be 12 Years or older on the day of the event.

- 6.1 1-point Matches:** The Athletes attempt to score 1 Ippon (or 2 Waza-Ari) before their opponent and within the time limit.
 - 6.2** The duration of Individual Ippon matches in running time shall be 2 minutes.
 - 6.3** Rules in General Ippon Kumite Judgement Criteria chapter are applied.
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Chapter 7. Decision Criteria – Team Ippon Kumite

Athletes must be 13 Years or older on the day of the event.

The category shall consist of 3 separate individual matches excluding Tie situations.

Rules for Individual Ippon Kumite apply plus the following adjustments:

7.1 Match Judgement

- 7.1.1 Individual matches shall be refereed with the same criteria as Individual Ippon categories except for Tie events.
- 7.1.2 Individual match victory due to penalties, disqualification or Kiken shall be scored as follows:
 - Winner: 1 Ippon for overall bout result.
 - Loser: Will keep their score at the time.
- 7.1.3 If an Athlete scores a Waza-Ari and subsequently scores an Ippon, the Ippon shall take precedence in the final decision, The Waza-Ari shall also count in the final decision.

7.2 Criteria for Deciding the winner

The criteria for deciding the winning team shall be (in order).

- a) Number of individual matches won.
- b) Total number of Ippons scored.
- c) Total number of Waza-Ari (Only Waza-Ari scored by the winners of individual matches shall be counted).
- d) Sai Shiai (New Match).

7.3 Decision through Sai Shiai

- 7.3.1 If a Sai Shiai is to take place. Each Team shall nominate one of the 3 competitors participating in that round to participate in the match.
- 7.3.2 If the Sai Shiai results in a tie, the Centre Referee shall call Hantei.
- 7.3.3 The Referee Panel shall determine the winner based only on the Sai Shiai match. The Hantei decision must result in either Aka No Kachi or Shiro No Kachi. Hikiwake shall not be given.

Chapter 8. Decision Criteria – Mixed Team Ippon Kumite

Rules for Team Ippon Kumite apply plus the following adjustments:

8.1 Ippon Mixed Team Order

- 8.1.1 The team will consist of 2 Males and 1 Female.
- 8.1.2 The Females shall fight each other.
- 8.1.3 The fighting order of the males will be predetermined following the Fighting-Order method.
- 8.1.4 The General order of the matches for the bout shall be:
 - a) Male Match
 - b) Female Match
 - c) Male Match

8.2 Decision through Sai Shiai

- 8.2.1 The Coaches of both teams may agree to have the Extra Match between the Male or Female Athletes.
- 8.2.2 If Male Athletes are selected, each coach shall decide which athlete they want to put forward.
- 8.2.3 If the coaches cannot reach a mutual agreement. ‘Drawing Straws’ method shall be applied to reach a decision.

8.3 Reserve Athlete

- 8.3.1 The Team may only have 1 reserve Athlete. The Decision of Male or Female is up to the coach.

Chapter 9. Decision Criteria – Rotation Team Ippon Kumite

Rotation Categories are built upon the principle that the team (3 Athletes) is one entity. Points and Penalties are combined accumulatively.

Rules in General Ippon Kumite section apply plus the following adjustments:

9.1 Match Judgement

- 9.1.1 Match duration shall be 4 minutes.
- 9.1.2 Running Time principle will apply: The time only stops with a request from the Centre Referee.
- 9.1.3 If one or two Team members are scored against by Ippon, they shall be eliminated from the match and may no longer participate in that match. The eliminated

Athlete(s) shall remain seated beside the Tatami. However, they may participate in a Sai Shiai.

9.1.4 If Soremade is reached (4 minutes time is over):

- Each Athlete must have participated for at least 15 seconds.
- If any team member has not fulfilled the 15 second participation rule. The Team will be disqualified (Hansoku).
 - In case of the last fighter, an Athlete may fight for less than 15 seconds if the change was requested by the Coach and validated by the Change Judge.

9.2 Criteria for Deciding the winner

9.2.1 The first team that scores 3 Ippon (or 6 waza-aris or a combination) will be declared the winner. Deciding the winning team after Soremade is reached shall be (in order):

- a) Total points scored (Ippon + Waza-Ari).
- b) Total number of Ippons scored.
- c) Hantei. The decision can be No-Katchi or Hikiwake.
- d) If Hikiwake is given. Sai Shiai shall take place.

9.3 Decision through Sai Shiai

9.3.1 Sai Shiai shall take place (4 minutes- 3 Ippon) will take place.

9.3.2 It shall be judged the same as the first match.

9.3.3 If a Tie persists. Hantei shall be called.

9.4 Hantei Decision Criteria

9.4.1 Hantei decision by the Referee Panel must be Aka or Shiro No Kachi. No Hikiwake can be given.

9.4.2 Hantei Decision shall be based on:

- a) Number of Ippon scored.
- b) Number of Waza-Ari scored.
- c) Penalties received (Atenai, Mubobi, and Jogai).
- d) Fighting spirit displayed.
- e) Frequency and quality of attacks.
- f) Fair play and sportsmanship.

9.5 Rotation Etiquette and Protocol

9.5.1 Change Judge's Duties

- Validate and approve the Coach's Change-Request:
 - Respecting time restrictions (15 Seconds and Atoshi Baraku).
 - Prioritising which Coach made a valid the Request first.
- Indicate to the Referee when and which Athlete should be changed.
- Change Judge shall not participate in judging decisions.

9.5.2 Substitution Criteria

- During a Rotation Match; the Athletes may be substituted in and out as many times as desired.
- Athletes from different teams must fight each other for at least 15 seconds before a substitution takes place.
- No Change-Request will be accepted after Atoshi Baraku.
- The team coach is the only person permitted to make a Change-Request. (Exceptional circumstances where the Team Captain can make the request must be previously approved by the Tatami Chief).
- The Athlete who is to be substituted must be ready to step in immediately when the Referee calls 'Change'.

9.5.3 Rotation Team Protocol

- At the start of the match, Fighter 1 lines up at the side of the Tatami and Fighters 2 and 3 must stand at the corner of the Tatami beside their coach.
- Once Fighter 2/3 has been substituted in and out. They should stand at the centre of the edge of their side of the Tatami.
- Change-Request: The Coach makes a Change-Request by calling 'CHANGE' to the Change Referee.
- The Change-Judge shall inform the Centre Referee of approved Change-Requests by a single whistle blow and vertically raising the flag of the corresponding team (Aka/Shiro).
- The Centre Referee will then decide to stop the match (when it's appropriate) to honour the Change-Request.
- The Centre Referee will call and gesture 'Change' to the intended Athletes.
- Athletes have 3 seconds to complete the change. If exceeded, Mubobi shall be given for time-wasting, and the change is cancelled.
- Only one Athlete can be substituted at a time.

9.5.4 Warnings and Penalties

All Warnings and Penalties will be accumulated throughout the duration of the Rotation match (regardless of Athlete substitutions).

- Example: If an Athlete has Atenai Chui, the Athlete who continues after Change will automatically have this same Atenai Chui applied to them and if they receive another Atenai, they will be penalized with Atenai Hansoku.
- Hansoku penalty results in the disqualified of the entire team.
- Shikkaku penalty results in the elimination of the whole team from the entire Championship.

Chapter 10. Other Matters

10.1. This rule document is Document 4 of 6. Links to all related documents can be found in Appendix #3.

10.2. Any matter not covered within this document should be found in General Competition Document (Document 1) Please read it and understand it for completion.

Appendix #1 Ippon Category List

Individual Shobu Ippon Categories

Male – Male – Male – Male – Male – Male	Category Number	Age (Yrs Old)	Height /Weight	Ippon Kumite – Ippon Kumite – Ippon Kumite – Ippon Kumite
	Mini-Cadets		13	
Cadets		14 - 15	All	
		16 - 17	All	
Juniors		18 - 20	All	
Seniors		21 - 35	- 70 kg + 70 kg	
Veterans		36 - 40	All	
		41 - 50	All	
		51 +	All	

Female – Female – Female – Female – Female	Category Number	Age (Yrs Old)	Height /Weight	Ippon Kumite – Ippon Kumite – Ippon Kumite – Ippon Kumite
	Mini-Cadets		13	
Cadets		14 - 15	All	
		16 - 17	All	
Juniors		18 - 20	All	
Seniors		21 - 35	- 65 kg + 65 kg	
Veterans		36 - 40	All	
		41 - 50	All	
		21 and over	All	

Team Shobu Ippon Categories

	<i>Category Number</i>		<i>Age (Yrs Old)</i>	<i>Grade/ Weight</i>	<i>Ippon Kumite – Ippon Kumite – Ippon Kumite</i>
	Male	Female			
Mini-Cadets			13	Open	
Cadets			14 -15		
			16 - 17		
Juniors			18-20		
Seniors			21 - 35		
Veterans			36 +		

Mixed Team Shobu Ippon Categories

	<i>Category Number</i>		<i>Age (Yrs Old)</i>	<i>Grade/ Weight</i>	<i>Ippon Kumite – Ippon Kumite – Ippon Kumite</i>
	Male	Female			
Mini-Cadets			13	Open	
Cadets			14 -15		
			16 - 17		
Juniors			18-20		
Seniors			21 - 35		
Veterans			36 +		

Rotation Team Shobu Ippon Categories

	<i>Category Number</i>		<i>Age (Yrs Old)</i>	<i>Grade/ Weight</i>	<i>Ippon Kumite – Ippon Kumite – Ippon Kumite</i>
	Male	Female			
Mini-Cadets			13	Open	
Cadets			14 -15		
			16 - 17		
Juniors			18-20		
Seniors			21 - 35		
Veterans			36 +		

Appendix #2 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 # 3: 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