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# **Shobu Nihon & Shobu Sanbon Kumite Rules**

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**WGKF Competition Document 3 of 6**  
*Effective from June 2026 Version 01*

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

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## *General Kumite Principles and Philosophy*

*Kumite represents the competitive application and tactical mastery of modern Karate-Do; it is not a display of reckless aggression, nor is it an uncalculated exchange of strikes.*

*Consequently, Karatekas have an obligation to preserve the integrity of the combat art by engaging each opponent in accordance with traditional values of self-control, mutual respect, and honour. This requires the mastery of tactical timing, precise distance management, and fluid adaptability within a dynamic match environment. Thus, athletes are expected to constantly demonstrate the highest standards of safety, mental focus, and fair play demanded by the rules of WGKF.*

## **Chapter 1. Protective Equipment**

### **1.1 Athlete's Protective Equipment**

<b>Equipment</b>	<b>Shobu Nihon</b>	<b>Shobu Sanbon</b>	<b>Notes</b>
<b>Gum Shield</b>	Optional	Compulsory	Any colour except red or black
<b>Head Guard</b>	Compulsory	Prohibited	Aka or Shiro can wear white. Aka only can wear red.
<b>Chest guard</b>	Optional	Compulsory for females	White and worn under the Dōgi
<b>Body protector</b>	Compulsory	Prohibited	Aka or Shiro can wear white. Aka only can wear red.
<b>Competition Mitts</b>	Compulsory	Compulsory	Shiro – White Aka – Red
<b>Traditional Mitts</b>	Prohibited	Prohibited	Shiro - White
<b>Groin Guard</b>	Optional	Compulsory for males	Worn under the Dōgi
<b>Shin Guard</b>	Compulsory	Optional	Either Red or White
<b>Foot Guard</b>	Compulsory	Optional	Either Red or White

# Chapter 2. Kumite Category Participation

## 2.1 Category Participation: Individual Kumite Categories

- 2.1.1 Rules in this section apply to both Nihon and Sanbon Individual category participation.
- 2.1.2 Individual Kumite Categories shall be divided into Male and Female Sections.
- 2.1.3 They shall be further divided by weight/height groups (further division is found in the CATEGORY LIST- Appendix #1 and Appendix #2).
- 2.1.4 Category Classification:

*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.*

Individual Nihon Kumite	
Category	Age (Years Old)
CHILDREN	8 and under
	9
	10
	11
	12

Individual Sanbon Kumite	
Category	Age (Years Old)
MINI-CADETS	13
CADETS	14 - 15
	16 - 17
JUNIORS	18 - 20
SENIORS	21 - 35
	36 - 40
	41- 45
	46 - 50
	51 - 60
VETERANS	61 and over

- 2.1.5 Athletes should participate in their correct category regarding Age and Grade.
- 2.1.6 Athletes are allowed to compete in Ippon and Sanbon categories.
- 2.1.7 Only 12-year-old Athletes may compete in Ippon and Nihon and Sanbon categories.
- 2.1.8 Athletes competing in Children, Mini-Cadets, Cadets, and Junior categories may additionally participate in the directly higher age category only.
- 2.1.9 Veterans may additionally compete Senior category.
- 2.1.10 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 Category Participation: Team Kumite

- 2.2.1 Rules in this section apply to both Nihon and Sanbon Team category participation
- 2.2.2 Rules in this section apply to all Team Kumite divisions: Team, Mixed Team, and Rotation Team Kumite.
- 2.2.3 Team Categories shall be divided into Male, Female and Mixed teams Sections.
- 2.2.4 They shall be further divided by age groups (further division is found in the CATEGORY LIST- Appendix #1 and Appendix #2).
- 2.2.5 Category Classification:

*Note: If a category is for 11 years old. This means that on the day of the event, the Athlete is on or has surpassed their 11th Birthday and have not yet reached their 13th birthday.*

	Category	Age (Years Old)
<i>Nihon Kumite</i>	CHILDREN	Under 11
		11 - 12
<i>Sanbon Kumite</i>	MINI-CADETS	13
	CADETS	14 - 15
		16 - 17
	JUNIORS	18 - 20
	SENIORS	21- 35
	VETERANS	36 and over

- 2.2.6 A Kumite Team must have at least 3 Athletes.
- 2.2.7 A Kumite Team may have an additional reserve Athlete.
- 2.2.8 The reserve Athlete may only be placed in between rounds.
- 2.2.9 Athletes are allowed to compete in Ippon and Sanbon categories.
- 2.2.10 Athletes may only participate in 1 category from each of the following: Teams, Mixed Teams, Rotation within each Kumite division.
- 2.2.11 Only 12-year-olds may only compete in Nihon and Sanbon Team Kumite Categories.
- 2.2.12 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).
- 2.2.13 Senior Team may include or consist of Veterans.
- 2.2.14 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.
- 2.2.15 Team may continue in Rounds after the first one with 2 Athletes if the third athlete is unable to continue due to injury only.

## Chapter 3. General Kumite Rules:

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

### 3.1 Referee Panel

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

#### 3.1.2 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.
- The Tatami Chief may replace them with a neutral Referee.

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

#### 3.1.4 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.

#### 3.1.5 Referee Panel Nihon/ Sanbon Kumite:

##### Formation 1 (4 Referees)

- One Central Referee (Shushin).
- One Mirror Judge (Fukushin).
- One Moving Kansa.
- One Arbitrator (Kansa).

##### Formation 2 (3 Referees)

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

#### 3.1.6 Table Officials:

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

### 3.2 Scoring & Penalty Criteria

#### 3.2.1 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).

### 3.2.2 **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 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).

### 3.2.3 **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.

### 3.2.4 **Scoring Areas:**

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

### 3.2.5 **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.

### 3.2.6 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.

### 3.2.7 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.

### 3.2.8 Penalties

Warning / Penalty	Refers to	Progression			
		1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>
<b>Kinshi</b>	Prohibited Action	Kinshi	Kinshi Ni	Kinshi Chui	Kinshi Hansoku
<b>Atenai</b>	Excessive Contact	Atenai	Atenai Chui	Atenai Hansoku	N/A
<b>Shikkaku</b>	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. **Kinshi Category** (For Nihon and Sanbon Kumite Only)

The following behaviours shall be penalised by Kinshi:

- 1) **Time Wasting:** e.g. refusing to fight, repeatedly running away from the opponent, repeatedly interrupting the match with actions such as unnecessary body contact.
- 2) **Exaggerated actions:** e.g. overreacting to light contact, faking injury, unsporting behaviour, falling unnecessarily.
- 3) **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.

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

## ii. 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) **Direct Penalization:** 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.
- 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 due to that specific attack, Aka shall receive Atenai Hansoku.

### 3.3 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)

### 3.4 Accidents and Injuries

- 3.4.1 If an Athlete is injured during a match, the Referee must immediately stop the match, assist the athlete, and summon a Medic.
- 3.4.2 The competition Doctor has the final say on decisions regarding injuries, accidents or the physical status and fitness of an Athlete.
- 3.4.3 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.
- 3.4.4 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).
- 3.4.5 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

- 3.4.6 In Case of a serious injury. The WGKF Commission shall be informed and may take additional actions to penalise the guilty party.
- 3.4.7 The Chief Referee and Referee Panel shall submit a formal incident report to the Referee Commission.
- 3.4.8 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.
- 3.4.9 The Competition Doctor shall then submit their findings and a detailed medical report to the ExCom.
- 3.4.10 Based on these reports, the Referee Commission and ExCom may then decide to take disciplinary actions towards the offending Athlete.
- 3.4.11 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.

### 3.5 General Decision Criteria

- 3.5.1 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 which ever decision they see is most fair to fit the situation.
- 3.5.2 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 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.

- 3.5.3 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.
- 3.5.4 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.
    - Aka's technique will be assessed on its merits and a score or Torimassen will be given accordingly.

## 3.6 Victory or Defeat

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

### 3.6.1 Victory by points

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

### 3.6.2 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.

#### 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.

### 3.6.3 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).

### 3.7 Victory by Kiken

3.7.1 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.

#### 3.7.2 Kiken Process:

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

### 3.8 Victory by Disqualification (Hansoku)

3.8.1 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.

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

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

3.8.4 Hansoku must be the decision of the Referee Panel.

### 3.9 Victory after Injury

3.9.1 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.

3.9.2 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 4. Kumite Category Etiquette

## 4.1 Category Start

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

## 4.2 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 edge of the Tatami.
- Athlete's Coach (dressed in the correct attire) 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 Nihon/Sanbon Hajime).

## 4.3 Suspending the Kumite Match

- A kumite match shall be suspended immediately when the Referee calls 'Yame'.
- Athletes and Referee Panel are to return to their original/ starting positions.
- The match shall continue when the Referee calls 'Tsuzukete Hajime'.
- In all Kumite Categories except Rotation Categories. The match time will stop and restart with the Centre Referees commands 'Yame' and 'Hajime' consecutively.

## 4.4 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.

## 4.5 Ending the Kumite Match

4.5.1 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 a check of the finals score.
- The Referee shall announce the result of the match.

4.5.2 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).

4.5.3 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).

- 4.5.4 Athletes and Referee Panel shall bow and exit the Tatami.
- 4.5.5 At this point the match is over.
- 4.5.6 The winning Athlete shall walk around the Tatami to the table to confirm their name.

**4.6** The Tatami Announcer shall then call upon the next Athlete (or Team).

**4.7** In a situation where the wrong Athlete walks onto the Tatami.

- 4.7.1 The Centre Referee should be informed as soon as possible.
- 4.7.2 If the Round is still ongoing then the scores can be adjusted accordingly.
- 4.7.3 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.

#### **4.8 Teams Adjustments**

The above applies to Nihon and Sanbon Team Kumite with the following adjustments:

- 4.8.1 The Tatami Announcer will call the Teams name and not the individual Athletes.
- 4.8.2 The order in which the Athletes will compete must be declared before the match begins. (This is not required for Rotation Categories).
- 4.8.3 Each Coach must fill the Fighting Order Form (Appendix #3) and hand it to the Officials before the match starts.
- 4.8.4 An Athlete from the winning team should walk to the Tatami Table to confirm the team's name and retrieve the Fighting order sheet.
- 4.8.5 If the fighting order of the Athletes differs from the one declared. The team will be disqualified.

#### **4.9 Ending Kumite Category**

- 4.9.1 Shall be the same as in General Rules.

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

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## Chapter 5. Decision Criteria Nihon Kumite

*Athletes must be aged between 6 to 12 Years on the day of the event.*

- Two points Matches: The Athletes attempt to score 2 Ippon (or 4 Waza-Ari or a combination of both) before their opponent and within the time limit.
- The duration of Individual Nihon matches (except Rotation) will be 1'30" (One minute and 30 seconds) effective time.

**Referee Panel Decision is always with Majority.**

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

### 5.1 Nihon Individual.

#### 5.1.1 Prohibited Techniques resulting in Atenai

All the prohibited techniques in the general Kumite section (Chapter 3), plus the following:

- a) Excessive contact to the Face or Helmet.
- b) Contact to the Helmet where the head moves back, shall be considered excessive contact.
- c) Any contact with the throat area.
- d) Excessive contact to the body.
- e) Contact to the body that leaves obvious markings, shall be considered excessive contact.
- f) Grabbing, grappling, or dangerous throws.

#### 5.1.2 Tie Situations after Soremade

- Hantei will be called by the Centre Referee.
- Referee Panel's opinion must be to Aka or Shiro. No Hikiwake can be given.
- The winner of the match will be determined by the majority decision.

### 5.2 Nihon Team

**Rules in Individual Nihon Kumite section apply plus the following adjustments:**

- 5.2.1 The winning team of a match shall be decided on the results of the individual matches.
- 5.2.2 Individual match victory due to penalties, disqualification or Kiken shall be scored as follows:
  - Winner: 2 Ippon for overall match result.
  - Loser: Will keep their score at the time.

#### Tie Event

- 5.2.3 If at the end of an individual match the scores are tied. Hantei will not take place and Hikiwake will automatically be declared as the result.

## **Criteria for Deciding the winner:**

- 5.2.4 The criteria for deciding the winning team shall be (in order):
- a) Number of individual matches won.
  - b) Total score of all individual matches (Ippon + Waza-Ari).
  - c) Total number of Ippons scored.
  - d) Extra Match.
- 5.2.5 If an Extra Match is to take place. Each Team shall nominate one of the 3 Athletes participating in that round to participate in the match.
- 5.2.6 If the Extra Match results in a Tie; Hantei will take.
- a) Hantei decision by the Referee Panel must be Aka or Shiro No Kachi. No Hikiwake can be given.

## **5.3 Nihon Mixed Team**

### **Rules in Nihon Team Kumite section apply plus the following adjustments:**

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

### **Extra Match Event**

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

### **Reserve Athlete**

- 5.3.8 The Team may only have 1 reserve Athlete. The decision regarding whether the reserve Athlete is Male or Female is up to the coach.

## 5.4 Nihon Rotation

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

**Rules in Individual Nihon Kumite section apply plus the following adjustments:**

- 5.4.1 Match duration shall be 4 minutes.
- 5.4.2 Running Time principle will apply: The time only stops with a request from the Centre Referee.
- 5.4.3 There is no limit on the number of points that can be scored.

### Criteria for Deciding the winner

- 5.4.4 Anytime one team reaches an advantage of “4 points” (2 Ippon, or 4 waza-ari, or a combination of both), ahead of the other team. The match will end and that team will be declared the winner.
- 5.4.5 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.
- 5.4.6 Deciding the winning team after Soremade is reached / shall be (in order):
  - a) Total points scored (Ippon + Waza-Ari).
  - b) Total number of Ippon scored.
  - c) Hantei shall be called. Hantei decision by the Referee Panel must be Aka or Shiro No Kachi. No Hikiwake can be given.

## 5.5 Rotation Etiquette and Protocol

### 5.5.1 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.

### 5.5.2 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'.

### 5.5.3 **Rotation Team Protocol**

- At the start of the match, Fighter 1 lines up at the side of the Tatami and Fighters 2 and 3 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 is 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, Kinshi shall be given for time-wasting, and the change is cancelled.
- Only one Athlete can be substituted at a time.

### 5.5.4 **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 6. Decision Criteria – Sanbon Kumite

*Athletes must be above 13 Years on the day of the event.*

**Referee Panel Decision is always with Majority.**

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

- Three points Matches: The Athletes attempt to score 3 Ippon (or 6 Waza-Ari or a combination of both) before their opponent and within the time limit.
- The duration of Individual Sanbon matches in effective time will be:

<b>Category</b>	<b>Effective Time</b>
Children	1 minute and 30 seconds
Mini-Cadets	2 minutes
Cadets	2 minutes
Juniors	3 minutes
Seniors	3 minutes
Veterans	2 minutes

### 6.1 Sanbon Individual

#### 6.1.1 Tie Situations after Soremade

- Hantei will be called by the Centre Referee.
- Referee Panel's opinion can be No-Katchi or Hikiwake.
- If Hikiwake is given. Encho-Sen (extension) will take place.
- Encho-Sen will be 1 minute.
- All scores and Penalties will be carried over into the Encho-Sen.
- The Athlete who is First to score wins.
- If a Tie persists, Hantei will be called.
- Hantei decision will be based on the entire match and must be No-Kachi.

### 6.2 Sanbon Team

**Rules in Individual Sanbon Kumite section apply plus the following adjustments:**

- 6.2.1 The winning team of a bout shall be decided on the results of the individual matches.
- 6.2.2 Individual matches shall be refereed with the same criteria as Individual Sanbon categories except for Tie events.
- 6.2.3 Individual match victory due to penalties, disqualification or Kiken shall be scored as follows:
  - Winner: 3 Ippon for overall bout result.
  - Loser: Will keep their score at the time.

#### Tie Event

- 6.2.4 If at the end of an individual match the scores are tied. Hantei will not take place and Hikiwake will automatically be declared as the result.

## **Criteria for Deciding the winner**

- 6.2.5 The criteria for deciding the winning team shall be (in order).
- a) Number of individual matches won.
  - b) Total score of all individual matches (Ippon + Waza-Ari).
  - c) Total number of Ippons scored.
  - d) Extra Match.
- 6.2.6 If an Extra Match is to take place. Each Team shall nominate one of the 3 Athletes participating in that round to participate in the match.
- 6.2.7 If the Extra Match results in a Tie; the criteria for deciding the winning team shall be (in order):
- a) Encho-Sen: Extension where the first to score wins (sudden death).
  - b) If Soremade is reached with no winner. Hantei shall be called.
  - c) Hantei decision by the Referee Panel must be Aka or Shiro No Kachi. No Hikiwake can be given.

## **6.3 Sanbon Mixed Team**

**Rules in Sanbon Team Kumite section apply plus the following adjustments:**

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

### **Extra Match Event**

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

### **Reserve Athlete**

- 6.3.8 The Team may only have 1 reserve Athlete. The decision regarding whether the reserve Athlete is Male or Female is up to the coach.

## 6.4 Sanbon Rotation

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

**Rules in Individual Nihon Kumite section apply plus the following adjustments:**

- 6.4.1 Match duration shall be 6 minutes.
- 6.4.2 Running Time principle will apply: The time only stops with a request from the Centre Referee.
- 6.4.3 There is no limit on the number of points that can be scored.

### Criteria for Deciding the winner

- 6.4.4 If at any time one team reaches an advantage of “6 points” (3 Ippon, or 6 waza-ari, or a combination of both), ahead of the other team. The match will end and that team will be declared the winner.
- 6.4.5 If Soremade is reached (6 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.
- 6.4.6 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. Encho-Sen (2 minutes- first to score) will take place.
  - e) If a Tie persists. Hantei shall be called. Hantei decision by the Referee Panel must be Aka or Shiro No-Kachi. No Hikiwake can be given.

## 6.5 Rotation Etiquette and Protocol

### 6.5.1 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.

### 6.5.2 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'.

### 6.5.3 Rotation Team Protocol

- At the start of the match, Fighter 1 lines up at the side of the Tatami and Fighters 2 and 3 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, Kinshi shall be given for time-wasting, and the change is cancelled.
  - Only one Athlete can be substituted at a time.

### 6.5.4 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.

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## Chapter 7. Other Matters

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

**7.2.** Any matter not covered within this document should be referred to in the General Competition Document (Document 1) Please read it and understand it for completion.

## Appendix #1 Nihon Category List

### Individual Shobu Nihon Categories

Children – Children	Category Number		Age (Yrs Old)	Height (cm)	<i>Nihon Kumite – Nihon Kumite</i>
	Male	Female			
			6 - 8	All	
			9	All	
			10	-145	
				+145	
			11	-150	
				+150	
			12	-155	
				+155	

### Team Shobu Nihon Categories

Children	Category Number		Age (Yrs Old)	Grade/Weight	<i>Nihon Kumite</i>
	Male	Female			
			Under 11	Open	
			11 - 12		

### Mixed Team Shobu Nihon Categories

Children	Category Number		Age (Yrs Old)	Grade/Weight	<i>Nihon Kumite</i>
	Male	Female			
			Under 11	Open	
			11 - 12		

### Rotation Team Shobu Nihon Categories

Children	Category Number		Age (Yrs Old)	Grade/Weight	<i>Nihon Kumite</i>
	Male	Female			
			Under 11	Open	
			11 - 12		

## Appendix #2 Sanbon Category List

### Individual Shobu Sanbon Categories

Male – Male – Male – Male – Male – Male – Male – Male – Male – Male	Category Number	Age (Yrs Old)	Weight (Kg)	Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite	
Mini-Cadets		13	- 45		
			- 55		
			- 65		
			+ 65		
	Cadets		14 - 15		- 55
					- 65
					- 75
					+ 75
					Open
					Open
	Juniors		16 - 17		- 55
					- 65
		- 75			
		+ 75			
		Open			
		Open			
Seniors		18 - 20	- 65		
			- 75		
			- 85		
			+ 85		
			Open		
			Open		
Veterans		21 - 35	- 65		
			- 75		
			- 85		
		+ 85			
		Open			
		Open			
	36 - 40	- 75			
		+ 75			
		Open			
	41 - 45	- 75			
		+ 75			
		Open			
	46 - 50	- 75			
		+ 75			
		Open			
	51 - 60	- 75			
		+ 75			
		Open			
	61 +	- 75			
		+ 75			
		Open			

Female – Female – Female – Female – Female – Female – Female – Female – Female – Female	Category Number	Age (Yrs Old)	Weight (Kg)	Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite – Sanbon Kumite	
Mini-Cadets		13	- 50		
			- 55		
			- 60		
			+ 60		
	Cadets		14 - 15		- 50
					- 55
					- 60
					+ 60
					Open
					Open
	Juniors		16 - 17		- 50
					- 55
		- 60			
		+ 60			
		Open			
		Open			
Seniors		18 - 20	- 55		
			- 60		
			- 65		
			+ 65		
			Open		
			Open		
Veterans		21 - 35	- 55		
			- 60		
			- 65		
		+ 65			
		Open			
		Open			
	36 - 40	- 60			
		+ 60			
		Open			
	41 - 45	- 60			
		+ 60			
		Open			
	46 - 50	- 60			
		+ 60			
		Open			
	51 - 60	- 60			
		+ 60			
		Open			
	61 +	- 60			
		+ 60			
		Open			

## Team Shobu Sanbon Categories

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

## Mixed Team Shobu Sanbon Categories

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

## Rotation Team Shobu Sanbon Categories

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

## Appendix #3 Fighting Order Form

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

## Appendix #4 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