Shotokan Karate-do International European Federation Competition Rules



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SKIEF Referee Committee
Version 2.1 / February 18, 2019

Revisions

Version	Revisions	Chapter	Date
2.1	“Match area controller” replaced with KOTO CHO “Arbitrator” replaced with KANSA “Referee” replaced with SHUSHIN “Judge” replaced with FUKUSHIN	Entire document	February 18, 2019
	Changes in the dress code for refereeing officials	2.3	
	Clarification of number of team members in team kumite	6.2	
	Clarification of duration of kumite matches and ENCHOSEN	7.1, 9.3	
	Additional prohibited behavior	10.15, 20.2	
	Clarification on giving penalties and scores	11.1, 11.3	
	Further explanations on official protest	13.2	
	YAKUSOKU kumite consists of KIHON IPPON kumite and JIYU IPPON kumite	16, IV	
	Clarification on kata KO-HAKU system, semi-finals and finals	19.2, 19.3	
	Clarification on disqualification in kata	20.3, VI	
	Fee for referee training only (without exam)	24.2	
	Limit to number of exam attempts per year	25.5	
	KEIKOKU is a warning without penalty	II	
	Added appendix VII, added appendix VIII	VII, VIII	

General Rules

Article 1 Competition Area

1. The competition area must be flat and devoid of any hazards.

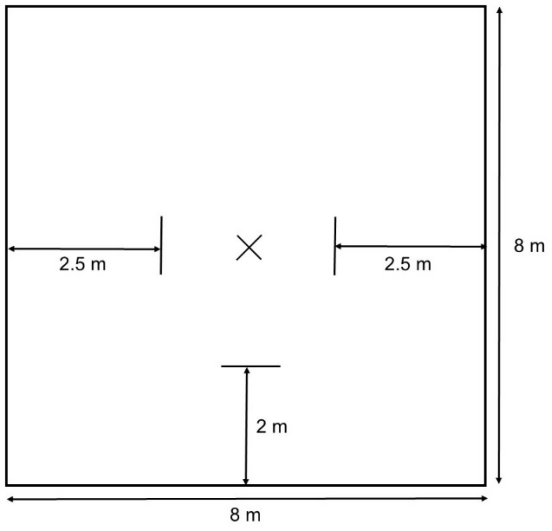
2. The competition area must be a square measuring eight by eight meters (measured from the outside) with at least an additional meter on each side as safety area. The area may be elevated to a maximum height of one meter above floor level. The elevated platform must measure at least twelve by twelve meters in order to include both the competition and the safety area.

3. There must be no advertisement boards, walls, pillars etc. within one meter of the safety area's outer perimeter.

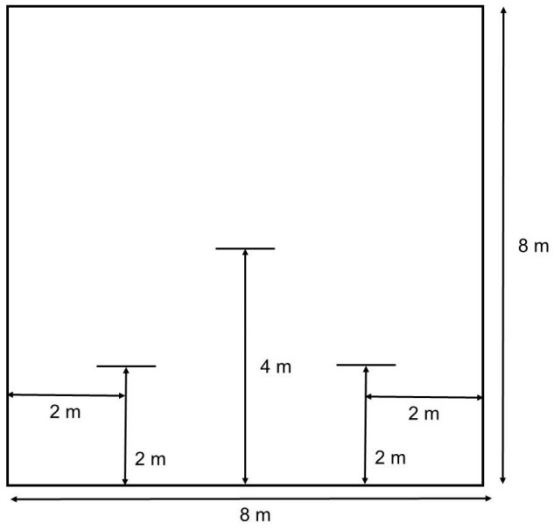
4. Mats should have a non-slip bottom and a low friction coefficient surface. They must not be as thick as judo mats, as judo mats impede karate movement. The SHUSHIN must ensure that the mat modules do not move apart during the competition, because gaps cause injuries and thus constitute a hazard.

5. The competition area must be marked as follows to mark the positions of the competitor / SHUSHIN:

Kumite:



Kata:



6. The FUKUSHIN will be seated in the safety area.

7. The KANSA will be seated outside the safety area, behind and to the right of the SHUSHIN.

8. The score supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.

Article 2 Official Dress Code

1. KOTO-CHO, KANSA, SHUSHIN, FUKUSHIN, contestants and their coaches must wear the official uniform as herein defined.

2. The referee committee may ban any official or competitor who does not comply with this regulation from the competition and the competition area.

3. Dress code for KOTO-CHO, KANSA, SHUSHIN and FUKUSHIN:
   a. KOTO-CHO, KANSA, SHUSHIN and FUKUSHIN must wear the official uniform prescribed by the referee committee. This uniform must be worn at all tournaments and referee courses. No jewelry, watches and phones (attached to the belt) must be worn.
   b. The official uniform consists of:
      - A navy blue blazer with the official SKIEF referee badge for international competitions
      - A white shirt with short or long sleeves (to be decided and communicated by the organizing committee of the tournament)
      - An official tie worn without tie clip
      - Plain gray trousers without cuffs
      - Female officials may wear a hair clip

4. Dress code for contestants
   a. Any athlete wearing a karate-gi made from thin see-through fabric or that includes mesh will not be allowed to compete. The only karate-gi markings that are permitted, aside from one's personal name (which should be written vertically in the lower right-hand corner of the karate-gi jacket, above the manufacturer's label), are a SKIF logo patch (either the Shotokan tiger mark or the vertically written Chinese characters) and a national flag on the left breast of the jacket. If there is a SKIF logo or the Chinese characters on the left breast of the jacket, the national flag may be worn on the left sleeve. Also, the label of the manufacturer may be on the right-hand side of the hemline of the karate-gi jacket. If the logo of the manufacturer appears anywhere else (chest, shoulder, upper back, etc.), it must be smaller than 5 cm square and covered using white fabric sewn on with thread (covering the logo with tape is not permitted). Any karate-gi with a logo or embroidery larger than 5 cm square will not be allowed.
   b. The identifying number issued by the organizing committee of the tournament must be worn on the back, attached to the karate-gi or preferably the belt.
   c. For KO-HAKU matches, one contestant must wear a red belt with his / her own belt.
   d. The jacket worn with a belt must have a minimum length so that it covers the hips, but covers no more than three-quarters from hip to knees. Female competitors may wear a plain white t-shirt beneath the karate-gi jacket.
   e. The jacket sleeves must be no longer than to the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up (inside nor outside).
   f. The trousers must not cover the ankles, but be long enough to cover at least two thirds of the shin and may not be rolled up (inside nor outside).
   g. Contestants must keep their hair clean and cut to a length that does not hinder a smooth execution of the match. HACKIMAKI (headbands) are not allowed. Should the SHUSHIN consider any contestant's hair too long and / or unclean, the referee committee may ban the contestant from the match.
   h. In kumite matches hair slides are prohibited, as are metal hair clips. In kata, the wearing of discreet hair clips is permitted.

i. Contestants must have short fingernails and not wear any jewelry (watches, hair accessories, rings, bracelets, necklaces, etc.).
j. The wearing of metallic (teeth) braces is allowed. However, in kumite matches the contestant must be able to wear the gum shield over the braces. The contestant accepts full responsibility for any injury.
k. In kumite, the following protective equipment is compulsory: white mitts (gloves) and a white or transparent gum shield. Groin protectors are allowed, but not compulsory. Shin protectors are forbidden. Female competitors may in addition wear a chest protector under the karate-gi. All protective equipment must be approved by SKIF.
l. Wearing glasses is forbidden in kumite. Soft contact lenses can be worn at the contestant's own risk.
m. Female athletes who must cover their hair for religious reasons will be permitted to use a black headscarf. However, the neck must always remain uncovered. Athletes will not be allowed to wear a turban or headband during competition. For athletes that intend to wear a headscarf during competition, approval must be obtained in advance from the referee committee during the referee meeting.
n. The SHUSHIN, taking into consideration the advice of the official doctor, must approve the use of bandages, padding or supports that must be worn due to injury. However, competitors must be unharmed in the first round – kata and kumite (no bandages).
o. If a contestant enters the competition area inappropriately dressed, he or she will not be disqualified immediately, but will be given one minute to remedy the issue.

5. Dress code for coaches:
   a. Coaches must wear the official track suit of their country (jacket and pants).
   b. Short pants are not allowed.

Article 3 Organization of Competitions

1. A karate tournament may comprise of kumite competitions and / or kata competitions.

2. No contestant may be replaced by another in an individual match. If a contestant presents himself / herself instead of another member of the team, this contestant as well as the team member who should have presented himself / herself will be disqualified (SHIKKAKU).

3. Individual contestants or teams who do not present themselves when called will receive KIKEN (renounce their right to compete) from that category.

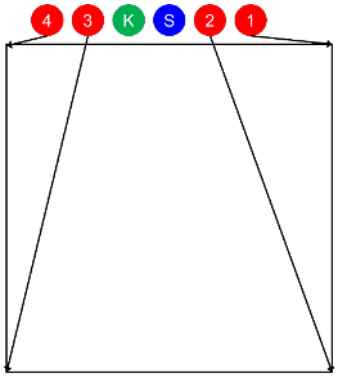
Article 4 The Referee Panel

1. The referee panel for each category will consist of one SHUSHIN, four FUKUSHIN and one KANSA. For kata finals, the panel may include an additional two FUKUSHIN.

2. To facilitate the execution of the matches, several timekeepers, callers / announcers, record keepers and score supervisors will be appointed additionally.

3. At the start of a category, the SHUSHIN stands on the outside edge of the competition area. The FUKUSHIN stand on the left and right side of the SHUSHIN. On the left side are FUKUSHIN number one and two and on the right side the KANSA and FUKUSHIN number three and four.

4. After the customary exchange of bows by the contestants and referee panel, the SHUSHIN takes a step back, the FUKUSHIN and KANSA turn inwards, and all bow together. Everybody then takes their positions.



5. When exchanging the entire referee panel, the departing officials take one step forward, turn around and face the incoming panel. They bow to each other on the command of the incoming SHUSHIN and in one line (all facing in the same direction) leave the competition area. When individual FUKUSHIN are exchanged, the incoming FUKUSHIN goes to the departing FUKUSHIN, they bow to each other and change positions.

6. Any member of the referee committee as well as the KOTO-CHO may exchange all or individual members of the referee panel during a category.

7. During preliminary rounds (KOHAKU system), the SHUSHIN and FUKUSHIN need to stand up and let another SHUSHIN / FUKUSHIN take their position if a member of their own country competes.

8. During kata finals, the SHUSHIN and FUKUSHIN remain even if a member of their own country competes.

Article 5 Coaches

1. Coaches are allowed in the arena to look after their athletes. However, they are not allowed on the competition area at any time. Only a doctor may enter the competition area when called by the SHUSHIN.

2. The number of coaches allowed per country will be previously set by the organizing committee together with the referee committee and announced in the official invitation. During the matches, only one coach per country is permitted next to the competition area.

3. Coaches who act in an unbecoming manner and / or violate the competition rules can be banned from the competition venue by the KOTO-CHO or any member of the referee committee (SHIKKAKU).

Kumite Rules

Article 6 Organization of Kumite Competitions

1. Kumite competitions may be divided into team matches (IPPON SHOBU) and individual matches (IPPON HAN SHOBU or IPPON SHOBU). The individual matches may further be divided into weight divisions and / or an open category.

2. In team matches, each team must have an odd number of contestants. Teams comprise of seven (five fighters and two reserve) or four members (three fighters and one reserve). Teams must have a full team (five or three fighters respectively) at the start of the first round; they may continue in subsequent rounds with fewer members (if team members are no longer able to compete), as long as the team still has sufficient fighters to win the match.

3. Before each round, a team representative must hand in an official form defining the names and fighting order of the competing team members to the official table. The participants drawn from the full team of seven (or four members) as well as their fighting order can be changed for each round, provided the official table is notified of the new fighting order prior to the start of the round; the order cannot be changed until that round is completed. A team will be disqualified if any member or its coach changes the team's composition or fighting order without written notification prior to the start of the round.

Article 7 Duration of a Match

1. The duration of a kumite match is set at two minutes for categories age 16 and above for male, female and masters kumite (both team and individual) and 90 seconds for juniors (age 15 and under) matches. The duration of the final match in the senior category is five minutes with SANBON SHOBU (6 WAZA-ARI) for the senior male individual kumite category and three minutes with IPPON HAN SHOBU (3 WAZA-ARI) for the senior female individual kumite category.

2. The time of the match starts when the SHUSHIN gives the signal to start and stops each time the SHUSHIN calls YAME.

3. The timekeeper will give signals with a clearly audible gong or buzzer, indicating "30 seconds to go" (ATO SHIBARAKU) or "time is up" (marking the end of the match).

Article 8 Scoring

1. The following points may be awarded:
   a. IPPON (2 WAZA-ARI)
   b. WAZA-ARI

2. A WAZA-ARI is awarded when a technique is performed to a scoring area according to the following criteria:
   a. Good form based on the characteristics of the technique demonstrating probable effectiveness within the framework of traditional karate concepts.
   b. Sporting attitude is a component of good form and refers to a visible non-malicious attitude of great concentration during the delivery of the scoring technique.
   c. Vigorous application, the power and speed of the technique and the tangible will for it to succeed.
   d. Awareness (ZANSHIN) is the criteria most often neglected, when a score is assessed. It is the state of continued commitment in which the contestant maintains total concentration, observation and awareness of the opponent's potential counter attack. He / she does not turn the face away during delivery of the technique and remains facing the opponent afterwards.
   e. Good timing, delivering a technique when it will have the greatest potential effect.
   f. Correct distance, delivering a technique at the precise distance where it will have the greatest potential effect. Therefore, if the technique is delivered while the opponent is rapidly moving away, the potential effect of the technique is reduced.
   g. Correct angle.

3. An IPPON can be awarded in the following instances, even if the technique is not executed to its fullest effectiveness:
   a. A counter attack executed as a DE-AI to the opponent's attack (counter attack before the opponent can fully start his offensive attack).
   b. A simultaneous attack executed after making the opponent lose his / her balance.
   c. Efficiently executing combination techniques such as TSUKI and TSUKI, KERI and TSUKI, throwing technique (NAGE) and TSUKI or KERI etc.
   d. An attack while the opponent has lost his / her fighting spirit (MUBOBI).
   e. An attack where the opponent is not able to react.

4. Attacks are limited to the following areas:
   a. Head
   b. Face
   c. Neck
   d. Chest
   e. Abdomen
   f. Back

5. An effective technique delivered at the same time the end of the match is signaled by the SHUSHIN (not by the gong or buzzer), is considered valid. A technique, even if effective, delivered after the command to suspend or stop the match, will not score and may result in a penalty for the offender.

6. No technique, even if technically correct, will score, if it is delivered while the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the SHUSHIN calls YAME, the technique is valid.

7. Effective scoring techniques delivered simultaneously by both contestants (AIUCHI) will not score. True AIUCHI are rare. Not only must the two techniques land simultaneously, but both must also be valid scoring techniques, each with good form etc. Two techniques may land simultaneously, but are rarely both effective scores (sometimes neither of them is). The SHUSHIN cannot give AIUCHI when only one of the simultaneous techniques is an actual scoring technique.

8. Grabbing the opponent and throwing him / her may only be attempted, if a genuine attempt at a karate striking technique is first made or as a counter to an opponent who has attacked and attempted a throw or clinch.

9. For reasons of safety, throws where the opponent is thrown without being held or thrown safely, or where the pivot point is above hip level, are prohibited and a warning or penalty will be issued. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as DEASHI BARAI, KOUCHI GARI, KANI BASAMI etc. After a throw has been executed, the SHUSHIN will allow the contestant two to three seconds to attempt a scoring technique.

10. Techniques which land below the belt may score, as long as they land above the pubic bone. The neck is a target area and so is the throat. Contact to the throat is not permitted, however a point may be awarded for a properly controlled technique, which does not touch.

11. A technique which lands on the shoulder blades may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbone.

12. Penalties can be imposed by the referee panel until the contestants leave the competition area after the end of the category. Penalties can also be imposed after that time, but only by the referee committee.

Article 9 Criteria for Decision

1. The result of a match is determined by a contestant obtaining IPPON HAN (two IPPON, one IPPON and one WAZA-ARI or three WAZA-ARI) or IPPON (one IPPON or two WAZA-ARI) for individual kumite or IPPON for team kumite. When the time is up and none of the competitors has reached IPPON HAN / IPPON, the winner is determined by the highest number of points or by obtaining a decision from the referee panel (HANTEI).

2. An IPPON is stronger than two WAZA-ARI for the determination of the winner (this rule applies for SKIEF only, for SKIF competitions, this will result in HIKIWAKE).

3. In individual matches an extension of two minutes is fought (ENCHOSEN) in case of a tie. ENCHOSEN is an extension of the match and all points, penalties and warnings issued in the initial match are carried over. There is no sudden death (the SHUSHIN cannot declare the first competitor to obtain a point to be the winner).

4. At the end of the extension (ENCHOSEN), the winner may be determined by the highest number of points. Should there be a tie again, a completely new match of two minutes (SAI-SHIAI) will start. No points, penalties and warnings are carried over from the previous matches. If in SAI-SHIAI neither competitor is awarded a score or the score is tied, the winner will be determined by a final vote of the referee panel (HANTEI). A decision in favor of one or the other competitor is mandatory.
   The decision is based on the following:
   a. The attitude, fighting spirit and strength demonstrated by the contestants.
   b. The superiority of tactics and techniques displayed.
   c. Which of the contestants has initiated the majority of the action.

5. In the team competition, there will be no extension (ENCHOSEN) in the event of a tie in the matches.

6. The winning team is the one with the most victories (matches won). Should the two teams have the same number of victories,
   a. The winning team will be the team with the most IPPON scored. An IPPON KACHI will be valued higher than KACHI with two WAZA-ARI. A win obtained by means of an opponent's HANSOKU MAKE or SHIKKAKU MAKE or KIKEN will be valued higher than IPPON KACHI. For example:

AKA	SHIRO	
2 Waza-ari	0 Waza-ari	Victory AKA
1 Waza-ari	Ippon	Victory SHIRO
No points	No points	Draw
1 Waza-ari	0 Waza-ari	Victory AKA
1 Waza-ari	2 Waza-ari	Victory SHIRO

SHIRO Team wins

   Should the two teams have the same number of IPPON scored,

   b. The winning team will be the team with the most WAZA-ARI scored, however only the WAZA-ARI of matches won are counted. (Matches lost will have no influence on the decision.)
   c. If the score is still a tie, each team will select one fighter to fight again. The winning team will be decided by the outcome of this match.
   d. If this match ends in a draw, it will continue with ENCHOSEN with all scores, penalties and warnings carried over as per individual rules.

7. When deciding the outcome of a match by vote (HANTEI), the SHUSHIN will move to the edge of the competition area and call HANTEI, followed by two blows with the whistle. The FUKUSHIN and the SHUSHIN will indicate their opinion using their flags. The SHUSHIN will give a short blow with the whistle, return to his original position and announce the decision.

Article 10 Prohibited Behavior

1. Techniques with excessive contact; all techniques must be controlled.
2. Techniques with contact to the throat.
3. Attacks to the arms, legs, groin, joints or instep.
4. Attacks to the face with open hand techniques.
5. Dangerous or forbidden throwing techniques, which could cause injury.
6. Leaving the competition area (JOGAI).
7. MUKI RYOKU - avoiding combat as a means of preventing the opponent from scoring (this will count as MUBOBI).
8. Grabbing and attempting to throw or take down the opponent, without first making a genuine attack, except when the opponent has attempted to grab or throw first, as well as throwing techniques where the pivotal point is above hip-level.
9. Unnecessary clinching, wrestling, pushing, sweeping (ASHI BARAI) or seizing, without attempting a striking technique.
10. Techniques, which by their very nature cannot be controlled for the safety of the opponent as well as dangerous and uncontrolled attacks, irrespective of them landing.
11. Attacks with the head, knees or elbows.
12. Feigning or exaggerating an injury.
13. Talking to or goading the opponent, failing to obey the commands of the SHUSHIN, discourteous behavior towards the refereeing officials or other breaches of etiquette.
14. For team matches: if one contestant or the coach is cited for any of the above behavior which results in SHIKKAKU, the entire team will be disqualified.
15. Fist pumping, victory dances and similar actions will result in cancellation of the point.

Article 11 Penalties

1. The following penalties may be given:
   a. KEIKOKU:
      This is for minor infractions, which do not merit HANSOKU CHUI or HANSOKU.
   b. HANSOKU CHUI:
      This is usually imposed for infractions for which a KEIKOKU has previously been given in the same match, although it may be imposed directly for serious infringements, which do not merit HANSOKU. If the opponent scored at the same time, he will be awarded WAZA-ARI / IPPON accordingly.

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

d. SHIKKAKU:
This is a disqualification from the entire tournament. In order to define the limit of SHIKKAKU, the referee committee must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the SHUSHIN, acts maliciously or commits an act which harms the prestige and honor of karate-do, or when other actions are considered to violate the rules and spirit of the tournament. Should a team member receive SHIKKAKU, the opponent will receive an additional IPPON KACHI. SHIKKAKU can be directly imposed, without any warning. If the SHUSHIN believes that a contestant has acted maliciously, regardless of whether or not there is an actual physical injury, SHIKKAKU and not HANSOKU, is the appropriate penalty.
Even if the contestant has done nothing to merit it, it is sufficient if the coach or other members of the contestant's delegation behave in such a way that harms the prestige and honor of karate-do. A public announcement of SHIKKAKU must be made. SHIKKAKU can also be given for malicious and harmful behavior outside the competition area.

2. A penalty can be directly imposed for an infraction of the rules, but once given, repeated infractions in the same category of penalties must result in an increase in severity of penalty imposed. For example, it is not possible to give a warning or penalty for excessive contact and then give the same warning for a second instance of excessive contact.

3. When a penalty and a score are given at the same time, the negative (penalty) is always given first and then the positive (score).

An overview of all penalties can be found in appendix I.

Article 12 Injuries and Accidents in Competition

1. KIKEN or forfeiting the fight is the decision given, when
   a. contestants fail to present themselves when called,
   b. are unable to continue, discontinue the match or
   c. are withdrawn on the order of the SHUSHIN and / or the official doctor.
   The grounds for discontinuation may include injury not contributable to the opponent's actions. When the official doctor declares a contestant unfit, one corner of the contestant's identification card must be cut off. The extent of unfitness must be made clear to the other referee panels.

2. If two contestants injure each other or are suffering from the effects of previous injuries, and are declared unfit to continue by the official doctor, the match is awarded to the contestant who has received the most points. If they have the same number of points, then a vote (HANTEI) will decide the outcome of the match.

3. An injured contestant who has been declared unfit to fight by the official doctor cannot fight again in that tournament.

4. An injured contestant who wins a match through disqualification due to injury is not allowed to fight again in the tournament without permission from the official doctor. If the injured contestant wins a second match through disqualification of the opponent, he / she is immediately excluded from further kumite competitions in that tournament.

5. When a contestant is injured, the SHUSHIN must immediately halt the match and call the official doctor. Only the official doctor is authorized to diagnose and treat injuries. The SHUSHIN should only call the official doctor when a contestant is injured and needs medical attention, the SHUSHIN is not allowed to touch an injured competitor.

6. In team matches, if a team member receives KIKEN, the opponent will receive an additional IPPON KACHI.

Article 13 Official Protest

1. No one may contest a decision taken by the referee panel to the members of the referee panel directly.

2. If a procedure / decision by the referee panel appears to be against the rules, the chief of delegation or the coach of a contestant or team is the only person allowed to protest to the KANSA. This must be done within one minute. The category must be suspended immediately until the issue is resolved. The KANSA will check if the issue can be solved applying the rules; if this is not possible, he will contact the KOTO-CHO; if still no solution can be found, the referee committee must be contacted. Then the appeals jury comprising of the organizing committee and referee committee will review the circumstances leading to the protested decision. Video evidence is not taken into consideration.

Article 14 Powers and Duties

1. The powers and duties of the SKIEF referee committee will be as follows:
   a. To ensure the correct preparation for each tournament, in collaboration with the organizing committee, with regard to competition area arrangements, the provision and employment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
   b. To appoint and deploy the KOTO-CHO to the respective areas, and to act upon and take corresponding actions based on the reports of the KOTO-CHO.
   c. To supervise and co-ordinate the overall performance of the refereeing officials.
   d. To nominate substitute officials where required.
   e. To pass the final judgment on technical matters which may arise during any given match and for which there are no stipulations in the rules.

2. The powers and duties of the KOTO-CHO (match area controller) will be as follows:
   a. To delegate, appoint and supervise the SHUSHIN and FUKUSHIN, for all matches in the area under their control.
   b. To oversee the performance of the SHUSHIN and FUKUSHIN in their area, and to ensure that the officials appointed are capable of the tasks allocated to them.

c. To order the SHUSHIN to halt the match when the KANSA signals a breach of the competition rules.

3. The powers of the SHUSHIN will be as follows:
   a. The SHUSHIN will have the power to conduct matches including announcing the start, suspension and end of the match and to award points.
   b. To explain to the KOTO-CHO, referee committee or appeals jury, if necessary, the basis for a decision taken.
   c. To impose penalties and to issue warnings, before, during or after a match.
   d. To obtain and act upon the opinion(s) of the FUKUSHIN. In principle, the FUKUSHIN have advisory capacity; however, if two or more FUKUSHIN have a different opinion than the SHUSHIN, FUKUSHIN SHUGO is mandatory.
   e. To announce extensions.
   f. To conduct voting of the referee panel (HANTEI) and announce the result.
   g. To announce the winner.
   h. The authority of the SHUSHIN is not confined solely to the competition area but also to its entire immediate perimeter.
   i. The SHUSHIN shall give all commands and make all announcements.

4. The powers of the FUKUSHIN will be as follows:
   a. To assist the SHUSHIN by giving flag and whistle signals.
   b. To exercise the right to vote on a decision to be taken.
   c. The FUKUSHIN will carefully observe the actions of the contestants and signal to the SHUSHIN an opinion in the following cases:
      - When a score is observed,
      - When a contestant has committed a prohibited act and / or technique,
      - When an injury or illness of a contestant is noticed,
      - When one or both of the contestants have moved out of the competition area (JOGAI),
      - In other cases, when it is deemed necessary to call the attention of the SHUSHIN.
   d. The FUKUSHIN must only score what they actually see. If they are not sure that a technique really reached a scoring area, they should signal that they did not see (MIENAI).

5. The KANSA will assist the KOTO-CHO and SHUSHIN by overseeing the match in progress. Should decisions of the SHUSHIN and / or FUKUSHIN, not be in accordance with the competition rules, the KANSA will instruct the SHUSHIN to halt the match and correct the irregularity. Records of the match will become official records subject to the approval of the KANSA. In case of FUKUSHIN SHUGO, the KANSA shall only join when invited to do so by the SHUSHIN.

6. The score supervisor will keep a separate record of the scores awarded by the SHUSHIN and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

7. For HANTEI the SHUSHIN and FUKUSHIN have one vote each. The SHUSHIN will call for a decision (HANTEI), give two blows with the whistle, and at the same time the SHUSHIN shall raise the hand, while the FUKUSHIN shall raise their flags. HIKIWAKE (draw) is not allowed.

Article 15 Starting, Suspending and Ending of Matches

1. The terms and gestures to be used by the SHUSHIN and FUKUSHIN during a match are specified in appendix II.

2. The SHUSHIN and FUKUSHIN will take their prescribed positions after an exchange of bows between the contestants; the SHUSHIN will announce SHOBU HAJIME! and the match will start. If a contestant enters the area prematurely, he / she must be motioned off. The contestants must bow properly to each other - a quick nod is both discourteous and insufficient.

3. The SHUSHIN will stop the match by announcing YAME. If necessary, the SHUSHIN will order the contestants to go to their original positions (MOTO NO ICHI).

4. The SHUSHIN returns to his position and the FUKUSHIN indicate their opinion using the appropriate signal. If a score is awarded, the SHUSHIN identifies the contestant (AKA or SHIRO), the area attacked (CHUDAN or JODAN), the scoring technique (TSUKI, UCHI or KERI) and then awards the corresponding score using the correct gesture. The SHUSHIN then restarts the match by calling TSUZUKETE HAJIME.

5. When restarting a match, the SHUSHIN should check that both contestants are behind their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before the match can restart. The SHUSHIN must restart the match with a minimum of delay.

6. When a contestant has reached IPPON (in a team or individual match) or IPPON HAN (in an individual match) during a match, the SHUSHIN calls YAME and orders the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the SHUSHIN raising a hand on the side of the winner and declaring SHIRO (AKA) NO KACHI. The match ends at this point.

7. When the time is up and the contestants have reached IPPON (in team or individual matches) or IPPON HAN (in individual matches), the score is tied or no scores have been awarded, the SHUSHIN calls YAME! and returns to his position. Moving to the edge of the competition area, the SHUSHIN will announce a decision. In the event of a draw, the SHUSHIN will announce HIKIWAKE and the start of ENCHOSEN where applicable.

8. When faced with one of the following situations, the SHUSHIN will call YAME! and halt the match temporarily:
   a. When one or both contestants are outside the competition area.
   b. When the SHUSHIN orders a contestant to adjust the karate-gi or protective equipment.
   c. When a contestant has broken the rules.
   d. When the SHUSHIN considers that one or both of the contestants cannot continue the match due to injuries, illness or other causes. Heeding the opinion of the official doctor, the SHUSHIN will decide whether the match should be continued.
   e. When a contestant seizes the opponent and does not perform an immediate technique or throw.
   f. When one or both contestants fall or are thrown, and no effective techniques are executed instantly.

g. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.
h. When two FUKUSHIN give the same signal or indicate a score for the same competitor.

Further judging rules for kumite can be found in appendix III.

Yakusoku Kumite Rules

Article 16 Organization of Yakusoku Kumite Competitions

1. Yakusoku kumite competitions consist of KIHON IPPON kumite and JIYU IPPON kumite.

2. Yakusoku kumite competitions comprise of KO-HAKU matches and point system matches.

3. Prior to the competition, the referee committee must, via the invitation, announce the types of attacks (TSUKI, KERI etc.) and the number of attacks per contestant (one time, two times, etc.) required from the contestants.

4. The defending side can use any defending technique (UKE). However, since SKIF has a numbered training syllabus for YAKUSOKU KUMITE, those who use techniques from the SKIF number system accurately and powerfully will be given more points.

5. The referee panel should evaluate both the attacking and defending techniques of the contestants.

Article 17 KIHON IPPON Kumite

1. KIHON IPPON kumite consists of a competition between two teams of AKA and SHIRO with two members each.

2. At the start of the competition, two teams, one wearing a red belt in addition to their belts (AKA), and the other (SHIRO) will come up to area simultaneously and a bow to the SHUSHIN.

3. After bowing to each other, both teams face the front and the contestants on the right side will start to perform various attacking techniques as previously decided by the referee committee. After both teams have completed their first round of attacks, the contestants on the left side will in turn perform the attacking techniques. However, this time, the defending side must use different defending techniques that have not been used previously in this match by his / her partner.

4. After each member of both teams has attacked and defended, the contestants will line up at the edge of the competition area facing the SHUSHIN.

5. The SHUSHIN will call for a decision (HANTEI) and announce the result, applying the exact same procedures of KO-HAKU rules as in kata competitions.

6. The contestants will bow to each other, then to the SHUSHIN and leave the competition area.

Article 18 JIYU IPPON Kumite

1. JIYU IPPON kumite consists of a competition between two teams of AKA and SHIRO with two members each.

2. At the start of each match, both AKA and SHIRO teams will line up at the edge of the competition area, facing the SHUSHIN. Following a bow to the referee panel, SHIRO will then step away from the competition area.

3. The AKA team will first come to the middle of the competition area, after bowing to each other the contestant on the right side will start to perform various attacking techniques as previously decided by the referee committee. After the right side has completed the attacks, the contestant on the left side will in turn perform the attacking techniques. However, the defending side must this time use different techniques than previously used by his / her partner in this match. After the AKA team has completed their demonstration and have left the competition area, SHIRO team will come in and perform their demonstration.

4. After SHIRO team has completed their demonstration, both the AKA and SHIRO team will line up at the edge of the competition area facing the SHUSHIN.

5. The SHUSHIN will call for a decision (HANTEI) and announce the result, applying the exact same procedures of KO-HAKU rules as in kata competitions.

6. The contestants will bow to each other, then the SHUSHIN and leave the competition area.

Further judging rules for YAKUSOKU kumite can be found in appendix IV.

Kata Rules

Article 19 Organization of Kata Competitions

1. Kata competitions may consist of team and / or individual matches. Kata teams consist of three persons. Each team is all male or all female, there may also be mixed teams if approved by the organizing committee. An individual kata match consists of individual performances in separate male and female divisions, but there may also be mixed categories, if approved by the organizing committee.

2. A kata competition consists of KO-HAKU matches and / or applying the point system. Eight contestants will be selected for the final. Alternatively, there may be a semi-final applying the point system with sixteen contestants and then a final with eight contestants. Elimination matches may be performed requiring compulsory kata applying the KO-HAKU system. If there are eight contestants or less in a category, the point system is applied directly.

3. Semi-finals must be conducted on the same court and with the same referee panel. The finals must also be conducted on one court with the same referee panel (can be different to the panel for the semi-finals).

4. The contestants will be expected to perform both compulsory (SHITEI) and free selection (TOKUI) kata during the competition. The kata must be in accordance with the kata defined by SKIF (appendix V).

Article 20 Criteria for Decision

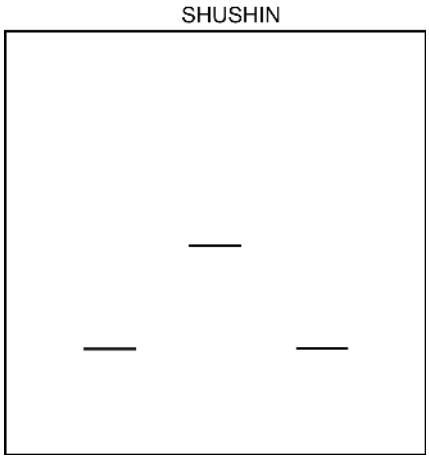
1. The kata must be performed with competence and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team, the FUKUSHIN will look for:
   a. A realistic demonstration of the meaning of the kata.
   b. Understanding of the techniques in the kata (BUNKAI).
   c. Good timing, rhythm, speed, balance and focus of power (KIME).
   d. Correct and proper use of breathing as an aid to KIME.
   e. Correct focus of attention (CHAKUGAN) and concentration.
   f. Correct stances with proper tension in the legs and the feet flat on the ground.
   g. Proper tension in the abdomen (HARA) and the hips, not bobbing up and down when moving.
   h. Correct form (KIHON) of Shotokan Karate-do being demonstrated.
   i. The performance should also be evaluated with a view to discerning other points.
   j. An added factor in team kata is synchronization without external cues.

   Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power and potential impact in its techniques. It must demonstrate strength, power and speed - as well as grace, rhythm and balance.

2. Fist pumping, victory dances and similar actions will result in cancellation of the point.

3. A contestant who stops during the performance of the kata or who performs a kata other than the one announced will, be disqualified. This is valid for KO-HAKU matches as well as the point system. If both contestants stop or perform a wrong kata, there will be a rematch.

4. In team kata, all three team members must start the kata facing in the same direction and towards the SHUSHIN, in a triangle as shown:



5. The members of the team must demonstrate competence in all aspects of the kata performance, as well as synchronization.

6. Commands to start and stop the performance, stamping the feet, slapping the chest, arms or karate-gi, and inappropriate breathing are all examples of external cues and should be taken into account by the FUKUSHIN when taking a decision.

Article 21 KO-HAKU Matches

1. At the start of each match the two contestants, one wearing a red belt, will line up at the edge of the competition area facing the SHUSHIN. After bowing to each other, both contestants enter the competition area and assume their designated starting positions. The SHUSHIN will select a compulsory kata, announce the name of the kata to the contestants and give the signal to start with one blow of the whistle.

2. After completion of the performance of the compulsory kata by both contestants, the SHUSHIN will call for a decision (HANTEI), give two blows with the whistle and the SHUSHIN and FUKUSHIN will raise their flags at the same time showing their decision. The SHUSHIN and FUKUSHIN are not allowed to give HIKIWAKE.

3. The SHUSHIN will blow the whistle once, whereupon the flags shall be lowered.

4. The SHUSHIN will make the decision on the basis that the SHUSHIN and FUKUSHIN all have one vote each. The SHUSHIN will then stand up, take one step forward and show the decision by raising the corresponding flag.

Article 22 Point System

1. The order of the finalists shall always correspond to the order of their place on the original tableau, and not to the points received in the semifinals.

2. The contestant who is called, enters the competition area and announces the name of the kata to be performed. The SHUSHIN repeats the name of the kata. The contestant then starts to perform his / her kata. After completion of the kata, the contestant goes back go to the starting point and waits for the decision of the referee panel.

3. The SHUSHIN will call for a decision (HANTEI), blow the whistle twice and all FUKUSHIN will raise their point cards with their right hand showing their points to the scoring desk.

4. After the points are recorded, a member of the scoring desk will call out all points. The SHUSHIN will blow the whistle once, whereupon the point cards will be lowered.

5. The scoring desk will announce the final score to the contestant.

6. The SHUSHIN can signal the FUKUSHIN, when he notices that a contestant deviates significantly during the performance of the kata or the contestant does not perform the kata announced, this will lead to disqualification. A FUKUSHIN can also signal the SHUSHIN when he notices the same things.

7. The highest and the lowest scores given by the five (or seven) SHUSHIN and FUKUSHIN are eliminated, while the remaining three (or five) scores are added up resulting in the total score for the contestant.

8. In case two contestants have the same score, first check and find the lowest score from the remaining three (or five) scores for each contestant, the contestant with the higher lowest score will win. If their lowest scores are the same, check the highest score from the remaining three (or five) scores of the two contestants, the contestant with the highest higher score will win. In the case of these highest scores are the same, there will be a rematch.

9. For a rematch (SAI-SHIAI) the contestants are required to perform a different kata from the kata performed in this round.

10. All kata being performed must be started inside of the competition area.

Further judging rules for kata can be found in appendix VI.

Referee Training and Licensing System

Article 23 SKIEF Referee Licenses

1. Referee licenses will be given out for three levels
   a. A (SHUSHIN / KOTO-CHO)
   b. B (SHUSHIN)
   c. C (FUKUSHIN)

2. Referee licenses are valid for three years and will have to be renewed. Levelling up before that time is possible, but the applicant has to pay the fee.

3. The SKIEF Referee register is kept by the secretary of the SKIEF referee committee and periodically published on the webpage of SKIEF.

4. The dan grade of a referee does not give him / her automatic access to a certain license level.

5. It is possible to hold a different license for kata and kumite, e.g. a person can have a C license for kumite and a B license for kata. However, a referee has to level both licenses before being able to obtain the next level; in case of the aforementioned example, this person would have to pass the B license in kumite before being able to attempt an A license in kata.

6. The KOTO-CHO must have an A license.

7. SKIEF referee licenses are recognized by SKIF General Headquarters (GHQ) and SKIEF referees will be invited to referee at international competitions outside of Europe according to their SKIEF referee license status.

8. SKIEF members are not permitted to apply for referee licenses from SKIF HQ directly.

Article 24 Organization of Referee Training

1. The SKIEF referee committee will conduct one centrally organized referee training and examination per year, every year in a different location.

2. The price for the referee training including examination fee, license and certificate is EUR 70 per exam. For persons participating in the training only, the fee is EUR 50.

3. Any SKIEF member organization wanting to organize referee training in their own country, e.g. as part of a national training camp, need to invite minimum two members of the referee committee, all expenses paid.

4. All referees are expected to read / review the SKIEF competition rules prior to the training and be ready to ask questions if something is not clear.

5. Participation in the referee training organized prior to a European championship is mandatory for all referees wishing to referee at the championships. Excuses / exceptions will not be accepted.

Article 25 Referee License Exams

1. The minimum requirements to register for a SKIEF referee license exam are:
   a. A (SHUSHIN / KOTO-CHO): minimum SKIF Yondan and have experience as an international competitor and referee
   b. B (SHUSHIN): minimum SKIF Sandan and have experience as a competitor
   c. C (FUKUSHIN): minimum SKIF Nidan

2. Exams for a referee license A are only possible with an invitation from the referee committee.

3. To conduct referee examinations, at least three of the six committee members must be present. To pass a referee exam, a candidate needs the majority of the votes of the committee members present.

4. Referees who have passed a referee exam will receive a certificate as well as their license.

5. Referees can participate in as many training sessions as they want, however, they can only take one exam per year (irrespective of the result of the exam).

Article 26 Disciplinary Action

1. The referee committee has the right to take disciplinary actions against referees who
   a. Do not practice and thus lose some of their refereeing skills
   b. Violate competition and karate-do rules
   c. Act in a way not becoming a SKIEF referee

2. Disciplinary actions can include
   a. Loss of right to referee at international competitions
   b. Demotion (referee license level)
   c. Withdrawal of the referee license

3. Affected referees have the right to petition the SKIEF Board of Directors.

Final Provisions

Article 27 Validity

These present SKIEF competition rules are valid from February 18, 2019 and replace all previous rules. They apply to all tournaments organized on behalf and / or under the patronage of Shotokan Karate-do International European Federation (SKIEF). Countries are allowed to translate the competition rules into their local language, but must mention that in doubt the original English version will always have the precedence.

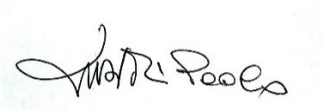
Article 28 Modifications

Only the SKIEF referee committee can alter or modify the SKIEF competition rules.

Date: February 18, 2019

The SKIEF referee committee:

Lusvardi Paolo:



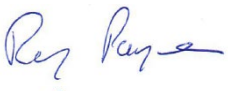
Landgraf Eugen:



Racca Antonio:



Payne Ray:



Castrique Stéphane:



Holck Nielsen Milan:



Appendix I Hansoku, Jogai, Mubobi

Hansoku		
Ippon shobu	**Ippon han shobu**	**Sanbon shobu**
First time Aka (shiro) keikoku	First time Aka (shiro) keikoku	First time Aka (shiro) keikoku
Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari	Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari	Second time Aka (shiro) hansoku chui Shiro (aka) waza-ari
Third time Aka (shiro) hansoku Shiro (aka) no kachi	Third time Aka (shiro) hansoku Shiro (aka) no kachi	Third time Aka (shiro) hansoku Shiro (aka) no kachi

Jogai		
Ippon shobu	**Ippon han shobu**	**Sanbon shobu**
First time Aka (shiro) jogai ikkai	First time Aka (shiro) jogai ikkai	First time Aka (shiro) jogai ikkai
Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari	Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari	Second time Aka (shiro) jogai nikai Shiro (aka) waza-ari
Third time Aka (shiro) jogai sankai Shiro (aka) no kachi	Third time Aka (shiro) jogai sankai Shiro (aka) no kachi	Third time Aka (shiro) jogai sankai Shiro (aka) no kachi

Mubobi / Muki Ryoku		
Ippon shobu	**Ippon-han shobu**	**Sanbon shobu**
First time Aka (shiro) mubobi ikkai	First time Aka (shiro) mubobi ikkai	First time Aka (shiro) mubobi ikkai
Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari	Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari	Second time Aka (shiro) mubobi nikai Shiro (aka) waza-ari
Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi	Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi	Third time Aka (shiro) mubobi sankai Shiro (aka) no kachi

Meaning in Japanese:
Ikkai = first time, Nikai = second time and Sankai = third time

Appendix II Terminology and Gestures

Shobu hajime – Start the match
After the announcement, the SHUSHIN takes a step back.

Ato shibaraku – A little more time left
An audible signal will be given by the timekeeper 30 seconds before the actual end of the match and the SHUSHIN will announce ATO SHIBARAKU.

Yame – Stop
Interruption or end of the match. As he makes the announcement, the SHUSHIN makes a downward chopping motion with his hand.

Moto no ichi – Original position
Contestants and the SHUSHIN return to their starting positions.

Tsuzukete – Continue fighting
Resume fighting ordered after an unauthorized interruption occurs.

Tsuzukete hajime – Resume fighting – Begin
The SHUSHIN stands in a forward stance (step back). As he says TSUZUKETE he extends his arms, palms inwards. As he says HAJIME he brings the palms rapidly towards one another, at the same time shifting back.

Shugo – Call the FUKUSHIN
The SHUSHIN calls the FUKUSHIN for discussion, qualification, at the end of the match or to recommend SHIKKAKU.

Hantei – Decision
SHUSHIN calls for a decision. After two short blows of the whistle, the FUKUSHIN indicate their decision using the flags, while the SHUSHIN indicates his own decision at the same time, using his arm(s).

Hiki wake – Draw
In case of a tie at HANTEI, the SHUSHIN crosses his arms, and then extends them with the palms showing upwards.

Torimasen – Unacceptable as a scoring technique
The SHUSHIN crosses his arms then makes a cutting motion, palms downward.

Encho-sen – Extension of the match
The SHUSHIN re-opens the match with the command SHOBU HAJIME.

Aiuchi – Simultaneous scoring techniques
No point is awarded to either contestant. The SHUSHIN brings his fists together in front of his chest.

Aka (Shiro) no kachi – Red (white) wins
The SHUSHIN raises his arm on the side of the winner accordingly.

Aka (Shiro) Ippon – Red (white) scores one point
The SHUSHIN raises his arm up at 45 degrees on the side of the contestant who scored.

Waza-ari – Red (white) score a half point, which is not quite IPPON
The SHUSHIN extends his arm downward at 45 degrees on the side of the contestant who scored.

Keikoku – Warning without penalty
The SHUSHIN points with his index finger downwards at 45 degrees in the direction of the offender.

Hansoku-chui – Warning with penalty
The SHUSHIN points with his index finger horizontally in the direction of the offender and awards WAZA-ARI to the opponent.

Hansoku – Foul
The SHUSHIN points with his index finger upwards at 45 degrees in the direction of the offender and announces a win for the opponent.

Jogai – Exit from the competition area
The SHUSHIN points his index finger on the side of the offender to indicate to the FUKUSHIN that the contestant has moved out of the area.

Shikkaku – Disqualification - “leave the area”
The SHUSHIN points first upwards at 45 degrees in the direction of the offender, then motions out and behind with the announcement AKA (SHIRO) SHIKKAKU. He then announces a win for the opponent.

Kiken – Renunciation
The SHUSHIN points downwards at 45 degrees in the direction of the contestant’s starting line.

Mubobi – Self endangerment
Not ready to fight.

Muki Ryoku – Escaping
No will to fight.

Appendix III Judging Rules for Kumite

IPPON

Definition: Powerful and accurate techniques of TSUKI, UCHI and KERI (punch, strike and kick) executed towards JODAN (head) and CHUDAN (stomach, side and back) parts of the body with all of the following criteria being met:

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

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

In the following circumstances, IPPON can be given:

1. When the attack was executed at DE-AI (counter attack before the opponent can fully start his offensive attack), e.g. the opponent runs into the attack
2. If the opponent was MUBOBI (no defense)
3. If the opponent has lost his / her balance or after being thrown
4. After an effective RENZOKU-WAZA (continuous technique)
   e.g. double punch, kick-punch and kick-strike etc.

WAZA-ARI

WAZA-ARI is a technique that is just a little less than IPPON. It does not mean 50 percent (%) of IPPON.

Considerations

No IPPON may be given for a JODAN kick without power or for techniques executed at an angle other than 90 degrees to the target. But WAZA-ARI may be given in these cases.

No score maybe given for a shin-kick to the back or when the kicking leg is grabbed by the defender (this signifies no ZANSHIN).

Remarks

1. *YAME (stop)*
   The end of the match is signaled by the SHUSHIN.

2. *BASSOKU (penalty)*
   The SHUSHIN has the right to give penalties until the competitor leaves the competition area. The penalty can also be given to the competitor after the event, but exclusively by the members of the referee committee.

3. *JOGAI (outside of the competition area)*
   If both competitors are outside of the competition area (JOGAI), no point can be scored. If one is inside and one is outside, and the scoring point was executed by the competitor inside the competition area and before YAME!, a point is awarded and a penalty (JOGAI) given to the person outside the competition area.

4. *AIUCHI (both executing effective attacks simultaneously)*
   No score is awarded for AIUCHI. However, if one competitor executes an effective technique while the other executes a forbidden action (HANSOKU), the score is awarded to the former and a penalty to the latter.

5. *HANSOKU (forbidden action)*
   When a forbidden action (HANSOKU) is executed after scoring a point, the competitor loses the point and a penalty is given regardless of the interval between the score and HANSOKU (but within the same action).

6. *ZANSHIN (awareness)*
   If the competitor turns his back to the opponent after a scoring technique, it is considered no ZANSHIN. No score is awarded and a MUBOBI (no defense) penalty given.

7. *No points are given for the following techniques*
   - Techniques executed stepping backwards while being attacked, which shows lack of central balance and ZANSHIN.
   - OKIZUKI (static punch) and OKIUCHI (static strike), which may have good timing, but no speed and power.

8. *Contact with no defense*
   Contact is in principle forbidden and a penalty awarded. However, if the opponent has made no defense against the contact, the SHUSHIN can award a MUBOBI penalty to the attacked person.

9. *Contact causing bleeding*
   No matter how good an attack is, if the defender is bleeding due to the contact, the attacker will receive a penalty (warning for violation of the rules).

10. *Injury*
    The SHUSHIN must observe the injured competitor. E.g. it is the responsibility of the SHUSHIN to know, if the bleeding was caused by the current or a previous match.

11. *Uncontrolled technique*
    Uncontrolled techniques, with / without making contact, receive KEIKOKU or another penalty.

12. Mark the competitor who had a victory / defeat due to HANSOKU on his / her identification card by cutting off one corner per HANSOKU.

13. Competitors must be unharmed in the first round (no bandaging or taping). Afterwards, bandaging or taping is allowed with the prior approval of the official doctor.

14. *Strictly forbidden actions are*
    a. throwing techniques which do not permit safe landing.
    b. Techniques that endanger the opponent.
    c. Rude provocative actions and behaviors. If a competitor, coach or other team member speaks / acts inappropriately, the competitor and / or the entire / partial team may be disqualified.

15. The FUKUSHIN must indicate only what they have actually witnessed. The decision cannot be taken solely based on timing, but without the actual view of the scoring fist / foot. FUJYUBUN (not enough) is an opinion based on what you have seen. MIENAI (could not see) is not an opinion but a fact.

16. It is very important that the competitors bow at the beginning and end of each match. If this is not done, the SHUSHIN must require the competitors to come back and bow correctly.

17. If a competitor shows off after scoring (e.g. fist pumps, raised hands, etc.) the SHUSHIN will cancel or take away the point as a penalty.

Appendix IV Judging Rules for Yakusoku Kumite

The competitors should in principle follow the number system of the SKIF syllabus, applying other techniques will be given lower points. YAKUSOKU kumite (appointment sparing) must be performed accurately like kata, however the referee panel need to observe

1. Fighting Spirit
2. Vigor
3. Concentration

The coordination (movements, power, spirit and breathing) of the pair is an important judging criterion. KIHAKU (fighting spirit), ZANSHIN and behavior must also be considered.

KIHON IPPON Kumite

The attacking order is set in the competition rules. KIHON IPPON kumite requires basic accuracy and strength of TSUKI (punch), KERI (kick), UKE (block), stance and posture

Additionally, it requires correct

1. Position
2. Stance
3. Defense and offense techniques

JIYU IPPON Kumite

Must meet all of the above plus

1. Correct MAAI (distance)
2. Good timing
3. TENSHIN (correct body rotation)
4. TAI-SABAKI (repositioning)

The Penalty Points

1. Correct number system, but ineffective techniques (-0.1)
2. Good techniques, but slightly different from the number system (-0.1)
3. Effective techniques, but different from the number system (-0.1)
4. Bad and wrong techniques (-0.2)

Appendix V Kata

Compulsory Kata

Heian Shodan
Heian Nidan
Heian Sandan
Heian Yondan
Heian Godan
Tekki Shodan

Shitei Kata

Bassai dai
Kanku dai
Enpi
Jion

Other Kata

Tekki Nidan
Bassai sho
Jitte
Ji'in
Meikyo
Gankaku
Nijushiho
Gojushiho dai
Seienchi
Gankaku sho
Tekki Sandan
Kanku sho
Chinte
Unsu
Hangetsu
Sochin
Wankan
Gojushiho sho
Seipai
Nijuhachi

Appendix VI Judging Rules for Kata

In the assessment of the kata performance, the referee panel must refer to Soke Kanazawa's publication "Karate – the complete Kata". The evaluation of kata must be based on overall performance, however, the details of every technique should also be considered. The following points in the performance must be observed:

1. Correctness
2. Speed
3. Power (KIME)
4. Spirit

Average Deductions (may be more or less)

1. No bowing at the beginning / end of kata (-0.1)
2. Unkempt appearance (-0.1)
3. Wrong foot movements at the start / end (-0.1)
4. Stepping outside the competition area (with the exception of two contestants starting at the given lines of the competition area and team competitions) (-0.1)
5. Ending at a different place from the starting position (-0.1)
6. No KIAI (-0.1)
7. Exaggerated breathing noises and HIKITE (pulling hand back) sounds (-0.1)
8. Excessive accentuation of actions (-0.1)
9. Excessive change of rhythm (-0.1)
10. Slight hesitation of movement during the performance (-0.1)
11. Clear stop of movement during the performance (-0.2)
12. Slight loss of balance, yet with immediate recovery (-0.1 ~ -0.3)
13. Clear loss of balance, yet with immediate recovery (-0.2 ~ -0.4)
14. Total loss of balance without recovery (-0.3 ~ -0.5)
15. Made a mistake, but continued immediately with correction (-0.2)
16. Completed kata, but with wrong order of movements (-0.5)
17. Made a number of clear errors (-1.0)
18. Stopping kata before completion (disqualification)
19. Performing a different kata as the one announced (disqualification)
20. Loss of belt before HANTEI (disqualification)
21. Mistakes in KAKIWAKE-UKE, MANJI-UKE, JYUJI-UKE (-0.1) (not following the SKIF way) When there are more than two technical mistakes (e.g. errors in MANJI as well as KAKIWAKE), the deduction will be doubled (-0.2)

In case of technical mistakes, the SHUSHIN must call the FUKUSHIN together to discuss the deductions.

Credit Points

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

1. Kanku-dai: double kick
2. Kanku-sho: jump
3. Unsu: jump and turning MAWASHI-GERI
4. Gankaku: turning KOSHI-GAMAE
5. Others of similar difficulty

Team Kata

The following points in the performance must be observed:

1. All the rules for individual kata apply to team kata.
2. Rhythm and timing must not be changed in order to synchronize the movements.
3. Contestants must not use external signals for synchronization (e.g. excessive breathing sounds).
4. Between -0.1 and -0.2 points will be deducted for unsynchronized movements.

Appendix VII Gestures

SHUSHIN

Following the gestures for the SHUSHIN during a KUMITE match:



NAKAE
Straight arms from the outside in





SHOBU HAJIME
ENCHO SEN HAJIME
SAI SHIAI HAJIME
Feet toghether, hands open





AKA WAZARI
Arm from the shoulders down in an 45° angle





SHIRO IPPON / SHIRO NO KACHI
Arm from the hips up in an 135° angle



YAME
Sweeping downward motion



YAME (AKA WAZARI)



YAME (SHIRO IPPON)



TSUZUKETE HAJIME
Straight arms from the outside in





FUKUSHIN SHUGO
Sweeping motion from the outside in



AI UCHI
Fists together in front



TORIMASEN
Arms 45°, palms facing down



AKA UKETERU
Blocked by AKA



SHIRO NUKETERU
SHIRO's technique passed



AKA JOWAI
AKA's technique was not enough



SHIRO MAAI
SHIRO's technique was too far away



AKA HAI HAI
AKA was faster



AKA KEIKOKU
Point at the feet of the offender with the index finger



AKA HANSOKU CHUI
Point at the chest of the offender with the index finger



AKA HANSOKU
Point at the face of the offender with the index finger



AKA SHIKKAKU
Point at the face of the offender with the index finger then out



AKA JOGAI
Point at the boundary of the competition area



AKA MUBOBI / AKA MUKI RYOKU
Touch your cheek



IKKAI
Use index finger to indicate first time



NIKKAI
Use index and middle fingers to indicate second time



SANKAI
Use index, middle and ring fingers to indicate third time



HIKIWAKE
Arms 45°, palms facing up

Following the gestures for the SHUSHIN during a KATA match:



AKA NO KACHI
Stand up, take a step forward and lift red flag straight up



SHIRO NO KACHI
Stand up, take a step forward and lift white flag straight up

FUKUSHIN

Following the gestures for the FUKUSHIN during a KUMITE match:



INITIAL POSITION



MIENAI
Flags together below the eyes



AKA WAZARI
Arm straight outfrom the shoulder



AKA IPPON
Arm straight up



TORIMASEN
Wave flags sideways once



AI UCHI
Bring points of flags together



AKA JOWAI
Wave flag light up and down



AKA UKETERU
Blocked by AKA



AKA NUKETERU
AKA's technique passed



MAAI
Hold flags parallel apart



AKA HAI HAI
Hold flag in a 90° angle



AKA KEIKKOKU
Small circle in front



AKA HANSOKU CHUI
Small circle straight up



AKA HANSOKU
AKA SHIKKAKU
Large circle straight up



AKA JOGAI
Point flag at the line



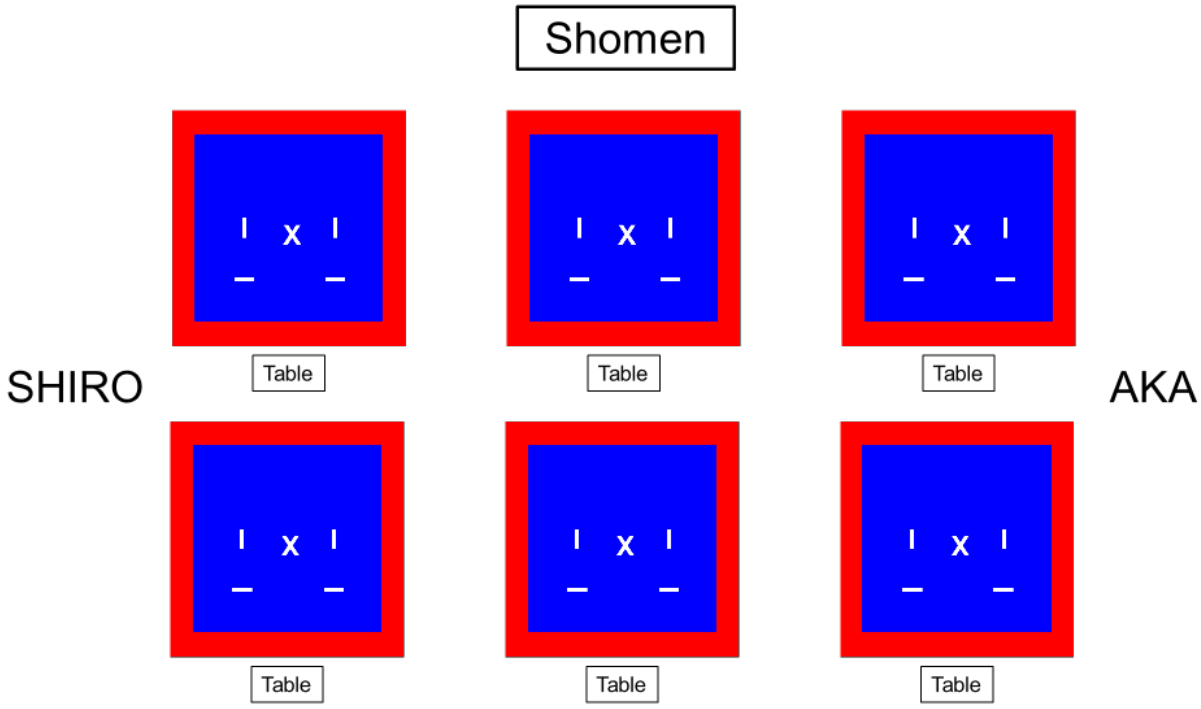
AKA MUBOBI
Touch cheek with flag lightly



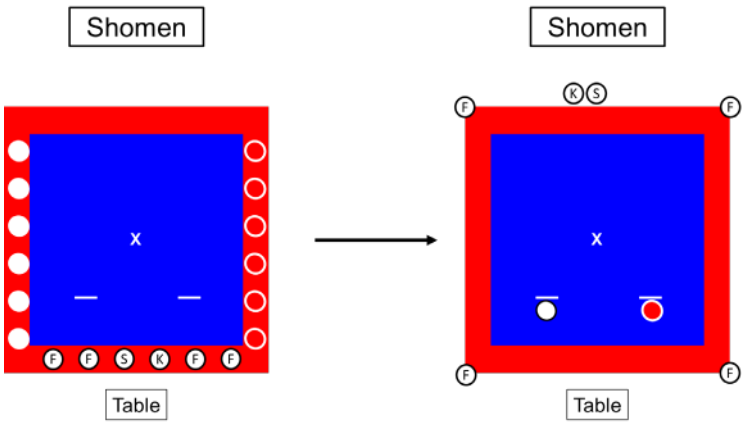
AKA MUKI RYOKU
Circle flag pointing downwards

Appendix VIII Shomen

Shomen is the place of respect in every dojo and also at tournament venues. At a tournament, this is where the guests of honor sit. When setting up the venue, please ensure that all referee tables face shomen:



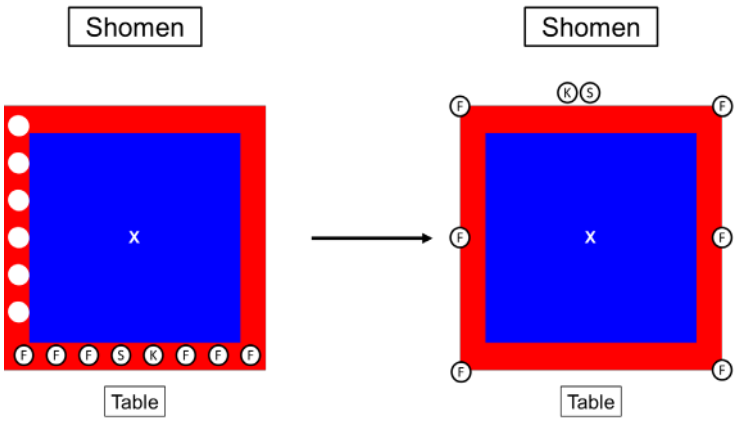
The salutation in the beginning and at the end of the category is done as follows:



Kata Elimination Rounds (KO-HAKU)

The competitors line up on AKA and SHIRO side according to their names being called for the first round, the referee panel faces SHOMEN.

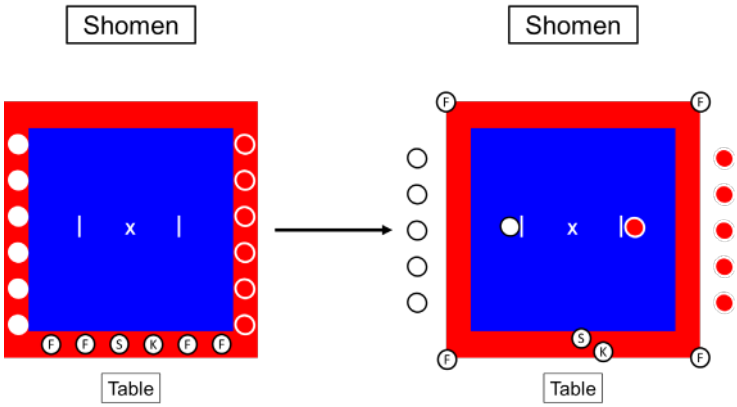
After the salutation, the SHUSHIN and KANSA cross the court and take their places with their backs to SHOMEN, while the FUKUSHIN take their place in the four corners respectively.



Kata Final

The competitors line up on SHIRO side of the court, the referee panel facing SHOMEN.

After the salutation, the SHUSHIN and KANSA cross the court and take their places with their backs to SHOMEN, while the FUKUSHIN take their place in the four corners (and on the two sides if there are seven FUKUSHIN) respectively.



Kumite

The competitors line up on AKA and SHIRO side according to their names being called for the first round, the referee panel faces SHOMEN.

After the salutation, the KANSA and the FUKUSHIN go to their respective chairs, while the SHUSHIN takes his position at the edge of the court facing SHOMEN.