

TKF INTERNATIONAL KARATE-DO COMPETITION RULE BOOK



“Through the experience of competition, athletes learn to endure challenges that strengthens their soul, and achieve success that polishes their character.”

Del Saito Soke

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Official Competition Rules and Regulations Hand Book

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TKF International Karate-do Competition Program

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Part 1 - General Provisions

Article 1 - Purpose

1.1 The purpose of the TKF International Karate-do Competition Program is to augment and define International Karate Sports Rules and to expand and make available the TKF International Karate-do Competition Program to men and women of all ages.

1.2 The mission of the TKF International Karate-do Competition Program is to offer quality competition and training as a supplement to the general TKFI Karate-do organization; to enhance the physical, mental and moral development of all athletes; to provide an avenue for competition on a local, national and international level; to integrate a curriculum that will encourage our athletes to choose a drug-free lifestyle; to showcase TKFI Karate champions, instructors, coaches, officials as role models; and to promote good sportsmanship, good citizenship and safety. The TKF International Karate-do Competition Program shall carry out its mission by:

1.2.1 Conducting programs that provide for, enhance and strengthen participation and competition for amateur athletes.

1.2.2 Working with other sports organizations to benefit amateur athletes.

1.2.3 Conducting grass roots programs in every participating country and encouraging Local, Regional and National competitions.

1.2.4 Conducting recognition programs for athletes and to establish an International TKFI Karate Hall of Fame to recognize outstanding members who exhibit leadership, high moral character, sportsmanship and ideals of karate-do.

1.2.5 To provide information and education to TKFI members through the publication of a newsletter and distribute information through the internet and through the use of our WEB page.

1.2.6 To invite all traditional styles to participate in our events.

Article 2 - Requirements for Use

2.1 These rules must be used at the following TKFI competitions:

2.1.1 All International Karate Championships.

2.1.2 All TKFI National Karate Championships.

2.1.3 All TKFI sanctioned Karate tournaments.

2.2 These rules may be modified to conform to each host country's laws.

2.3 These rules may be used by any organization that desires to do so. However, no liability for use of these rules is assumed by the TKF International Karate-do Competition Program and its officers.

2.4 Rules, other than these, may be utilized at TKFI sanctioned competition only if approved by the International TKFI Karate-do Competition Program Committee and are so indicated on the official sanction and tournament entry forms. No liability for use of these rules is assumed by the TKF International Karate-do Competition Program Committee. Liability for use shall solely rest on each tournament promoter.

Article 3 - International Federations' Rules and TKF International Competition Rules.

3.1 It is the intent of the TKF International Karate-do Competition Program Committee to follow competition rules as promulgated by other International Federation championships which TKFI athletes wish to participate in.

3.2 Modifications to the various International Federation rules (other than conforming to each country's laws) have been made where such instances increase the safety of athletes and/or encourages the participation of international athletes of all traditional styles and systems. In such instances, TKF International Karate-do competition rules supercede other International Federation rules.

Article 4 - Other Matters

4.1 General.

4.1.1 In case of a situation not foreseen in these rules, or in cases where there is a doubt about the applicability of these rules to a given situation, the TKF International Karate Competition Program Committee shall consult with the TKFI Director.

4.1.2 All Officials, Committee Members, Coaches and Athletes shall comply in its entirety, with the rules and regulations as set forth in this book.

4.2 Amendments. Amendments to, or abolishment of these rules, in whole or part, are subject to ratification only with the approval of the TKF International Karate-do Competition Program Executive Committee.

Part 2 -TKF International Karate-do Competition Program Committee Structure

Article 5 - International Structure

5.1 The TKF International Karate-do Competition Program Officers and Committees shall be current TKFI members and shall be comprised of the following:

5.1.1 The Director.

5.1.1.1 The Director for TKFI, is also the Director and the Chief Executive Officer of the TKF International Karate-do Competition Program. The Director orders meetings of the International Executive Committee and other meetings he/she deems necessary and presides over such meetings. The Director has the right to exercise all the duties pertaining to his office in accordance with the TKFI code. The Director is an ex-officio Chair of all committees.

5.1.1.2 The Director is appointed by the TKFI President/Soke.

5.1.2 The Secretary.

5.1.2.1 Shall make proper arrangements for keeping the records of the International Executive Committee meetings and all other national meetings.

5.1.2.2 Conducts all official correspondence of the TKF International Karate-do Competition Program.

5.1.2.3 Issues all official notices of all meetings of the TKF International Karate-do Competition Program.

5.1.2.4 Delegates the aforementioned duties to such assistants as may be directed by the Director to perform same.

5.1.2.5 Is appointed by the TKFI President/Soke.

5.1.3 Treasurer.

5.1.3.1 The Treasurer for TKFI, is also the Treasurer of the TKF International Karate-do Competition Program.

5.1.3.2 Insures payment of all expenses negotiated in every bid agreement, ie. official's stipends, Director's and President's traveling expenses, etc. with the tournament promoter.

5.1.3.3 Is appointed by the TKFI President/Soke.

5.2 The International Karate-do Competition Program Executive Committee.

5.2.1 The International TKFI Director shall act as Chair for the Executive Committee.

5.2.2 Comprised of the TKF International Karate-do Competition Program Officers, the Shihan Kai members and a minimum of one TKF International representative per country.

5.2.2.1 Country Representatives shall be appointed by the TKFI Executive Director.

5.2.3 Shall have the responsibility for administering the business, routine affairs, and other TKF International Karate-do Competition Program activities.

5.2.4. Shall meet prior to the commencement of all International Championships and conventions and arrange the agenda and prepare the recommendations of the Executive Committee for the general assembly.

5.2.5 A quorum for the transaction of business at an Executive Committee meeting shall consist of 2/3 of the voting members.

5.2.6 Shall award sanctions to responsible TKFI members who meet all the requirements as prescribed in the TKFI bid packet.

7.2.6.1 Shall review all aspects of each championship with the tournament director to assure they are in compliance with all the TKFI Championship rules.

5.3 The Technical Advisory Committee.

5.3.1 The International TKFI Director, may appoint a Chair for this Committee if deemed necessary.

5.3.2 All other appointments shall be made by the TKF International Karate-do Competition Program Executive Committee.

5.3.3 Shall handle technical matters referred to them by the TKF International Karate-do Competition Program Executive Committee.

5.3.4 The Council of Referees shall handle all technical matters should no Technical Committee be instated.

5.4 The TKF International Karate-do Competition Program Council of Referees.

5.4.1 Members of the Council of Referees shall be appointed by the TKF International Director.

5.4.2 The purpose of this council shall be to register applicants for official position, issue and revoke licenses, evaluate and upgrade candidates, instruct, train, and develop standards, policies, and guidelines. It will be the responsibility of this body to assume the highest quality personnel in the TKF International Karate-do Competition Program. In addition this council shall make recommendations regarding policy, officiating and competitions to the Executive Committee.

5.4.3 Shall work closely with each countries representative, and oversee proper implementation of the rules, terms and gestures.

5.4.4 The TKFI Director shall appoint the members of the Referees' Council and shall also appoint a Chair to preside over the Council.

5.4.5 Shall meet prior to the commencement of all TKF International Karate-do Competition Program Championships, to decide in advance, the allocation and appointment of arbitrators, referees and judges and to appoint Match Area Controllers to over see the performance of the refereeing officials.

5.4.6 May closely follow other approved International Federation's rules and make recommendations for rule adaptation or amendments, keeping an open mind to improve competition and safety wherever possible.

5.4.7 Shall have a minimum of three appointed members at each TKF International Karate-do Competition Program Championships, each having a specific duty.

5.4.7.1 Lecturer. Will be responsible for conducting the clinic, explaining the rules to

the officials and coaches. Will also be responsible for collecting official's license book prior to the commencement of each International Championships, and coordinate grading and return of each license book.

5.4.7.2 Examiner. Will be responsible for administering the officials' exam, grading the exams, and providing the results of those exams to the Council of Referees. Will collect all Area Controllers recommendations for official's grade and prepare an official recommendation sheet for final review and approval by the Executive Committee.

5.4.7.3 Floor Coordinator. Will be responsible in assigning officials to each ring, assigning area controllers, and coordinating lunch breaks for the officials. Shall also be available to assist in matters which concern the rules.

5.4.8 Members of the Council of Referees shall not attempt to change the rules, charts, and competition order. Should a problem arise the Referee Council members should quickly find a solution and notify the Executive Director for final approval.

5.4 The International Coaches Committee.

5.4.1 There shall be an appointed Chairperson for the Coaches' Committee who shall be appointed by the TKFI Director.

5.4.2 There shall be an appointed Administrator for the Coaches' Committee who shall be appointed by the TKFI Director.

5.4.3 Members of this committee shall be appointed by the TKF International Coaching Chairperson.

5.4.4 The purpose of this committee shall be to recommend training methods in which our athletes may improve their quality of competition and implement such training programs for TKF International Karate-do members.

5.4.5 Seek out elite athletes and provide them with direction in order that they may reach their potentialities.

5.4.6 To oversee the implementation of Article I.

5.4.7 To recommend deserving athletes for special awards.

5.5 Temporary Committees.

5.5.1 The TKFI Director shall have the power to create and disband all temporary committees, appoint the members thereof, and determine the size and duties of such committee(s).

Part 3 - Criteria for Officials and Coaches

Article 6 - Officials

6.1 Purpose and Function. It is the aim of the TKF International Karate-do Competition Program to maintain the highest standards of officiating in order to promote fairness and good sportsmanship at Karate competitions and tournaments.

6.1.1 All TKF International officials shall maintain current TKFI membership and possess proof thereof.

6.1.2 Guest officials are not required to be TKFI members.

6.2 Class A Official. Senior Referees who have demonstrated the highest standards of professionalism and proficiency. These officials shall have the ability to instruct at Officials' clinics and officiate at any level of competition.

6.2.1 Requirements.

6.2.1.1 Shall have an TKF International Karate-do Yudansha rank of sandan or higher, or equivalent recognized rank of another organization.

- 6.2.1.2 Minimum age thirty (30)
- 6.2.1.3 Proficiency & understanding of TKF International Karate-do Competition Program kumite rules as demonstrated in previous tournaments.
- 6.2.1.4 Proficiency & understanding of kata, kumite, and kobudo as demonstrated before the TKF International Referees' Council.
- 6.2.1.5 Perform, and demonstrate bunkai/oyo, a minimum of two katas; one from the Higaonna list and one from the Itosu list.
- 6.2.1.6 Pass official written test.
- 6.2.1.7 Meet all requirements of class B and class C officials.
- 6.2.1.8 Certification to Class A by TKF International Karate-do Program Council of referees.
- 6.2.1.9 Licenses for Level A shall be valid for four years.

6.3 Class B Official. Officials who have demonstrated the highest standards of professionalism and proficiency. These officials shall have the ability to referee, judge or arbitrate at the International level.

6.3.1 Requirements.

- 6.3.1.1 Proficiency in understanding refereeing terminology in Japanese and English.
- 6.3.1.2 Meet all requirements from class C.
- 6.3.1.3 Class C Official for a minimum of two years.
- 6.3.1.4 Certification for Class B by TKF International Karate-do Program Council of Referees.
- 6.3.1.5 Shall have an TKF International Karate-do Yudansha rank of shodan or higher, or equivalent recognized rank of another organization.
- 6.3.1.6 Minimum age of twenty one (21).
- 6.3.1.7 Proficiency and understanding of TKF International Karate-do Competition Program Kumite rules as demonstrated in previous tournaments.
- 6.3.1.8 Proficiency & understanding of kata, kumite and kobudo as demonstrated before the International Referees Council.
- 6.3.1.9 Participated at minimum of one TKF International Karate-do Program Championship as an official at the International level
- 6.3.1.10 Pass official written test.
- 6.3.1.11 License will be valid for four years.

6.4 Class C Official. Officials who have demonstrated the ability to Judge or arbitrate at the National level.

6.4.1 Requirements.

- 6.4.1.1 Proficiency and pass evaluation in officiating as a referee, judge and arbitrator as demonstrated in tournaments and practice matches.
- 6.4.1.2 Understanding and pass evaluation of the operation & organization of TKFI International Karate-do Program Championships.
- 6.4.1.3 Participated at minimum of one TKF International Karate-do Program Championship as an official at the National level.
- 6.4.1.4 Certification for Class C by International Council of Referees.
- 6.4.1.5 Shall have an TKFI Karate-do rank of san-kyu or higher, or equivalent recognized rank of another organization.
- 6.4.1.6 Minimum age of 18.
- 6.4.1.7 Pass official written test.

6.4.1.8 Attendance at Officials' clinic, lecture and workshop.

6.4.1.9 License will be valid for two years.

6.5 Exceptions. Upon the recommendation and the confidence of the TKF International Karate-do Program Championship Executive Committee and the Council of Referees, time limits and classifications can be waived on an individual basis if an official demonstrates the knowledge and ability to perform on a higher level. Qualified TKFI Alumni members in good standing may also officiate at any TKFI championship. Invited non-TKFI officials may officiate with some of the requirements waived, however shall attend the required Referee's clinic and pass the test.

6.6 Authority. All officials must be certified at a properly sanctioned clinic with a certified instructor of the International Referees' Council present and with the authority and approval of the International Executive Committee.

6.7 General Information. Officials must be certified and qualify for each level of competition. At TKF International Karate-do sanctioned events, Referees should not referee their own students. They may however judge.

6.8 Junior Officials.

6.8.1 Purpose and Function. It is the aim of the TKF International Karate-do Competition Program to establish and develop a Junior Official's program. The International Referees' Council, will determine the complete requirements and officiating capacity for all Junior Officials.

6.8.1.1 General Requirements and officiating capacity.

6.8.1.1.1 Minimum age of 16.

6.8.1.1.2 Attendance at Officials' clinic, lecture and workshop.

6.8.1.1.3 Shall be permitted to officiate at each country's TKF International Karate-do Program events at the discretion of the tournament director.

6.8.1.1.4 Shall be permitted to officiate at the International and National level only with the approval of the International Referees' Council.

6.8.1.1.5 All Junior officials shall be licensed as a JO or Junior Official.

6.8.1.1.6 Shall have an TKF International Karate-do Yudansha rank of shodan-ho or higher, or equivalent recognized rank of another organization.

Article 7 - Coaches, Managers and Trainers

7.1 Purpose and Function. It is the aim of the TKF International Karate-do Competition Program to maintain the highest standards in coaching, managing and training in order to enhance the physical, mental and moral development of amateur athletes in the sport of karate.

7.2 Conduct. All coaches, managers and trainers will be expected to display the highest standard of conduct.

7.2.1 Implement a Code of Ethics & Diplomacy for all team members.

7.2.2 Display impeccable conduct and example while gathered at any TKF International Karate-do events.

7.2.3 Disseminate information to all team members and coaching delegation regarding domestic protocol and diplomacy.

7.2.4 Must not fraternize with the officials during competition.

7.2.5 Must behave in a respectful manner at all times.

7.2.6 Must communicate to their athletes, parents and booster participants the conduct, rules of competition and information disseminated by the Coaches' Committee, Referee's Council and/or Executive Committee.

7.2.7 Should coaches' behavior is deemed inappropriate, the following penalties will be imposed:

7.2.7.1 1st offense - warning and marked on their credential.

7.2.7.2 2nd offense - Chui and marked on their credential.

7.2.7.3 3rd offense - Hansoku, marked on their credential and not allowed on the competition floor for the rest of the competition.

7.3 Coach - All coaches must have a good working knowledge of the TKF International Karate-do Competition Program rules. The coach shall be primarily responsible for:

7.3.1 Setting up the training programs, practice schedules, advising and coaching the team in the rules, techniques, tactics and strategy of their competition.

7.3.2 Managing and coaching their team members during team selection.

7.3.3 Directing and supervising all team training camps.

7.3.4 Seeing that his team has been judged fairly according to the rules and to formally protest to the proper authorities of any infractions of the rules.

7.3.5 Having a working knowledge of the International rules to "A" level.

7.3.6 Submitting timely event reports, news articles, athlete stats, team records and other pertinent information to the International Karate-do General Secretary for records, newsletters and other publications.

7.3.7 Advises and coaches team or individual KATA competitors in the rules, techniques and strategy of their competition.

7.3.8 Ensures that the team members have the required katas as directed by the rules.

7.3.9 Attends and participates in all required clinics.

7.3.10 Work closely with the TKF International Coaching Committee Chairperson.

7.3.11 Minimum of 18 years of age.

7.3.12 A coach may carry on the coaching tasks even if they are not practicing karate.

7.3.13 Requirements in part may be waived for non-TKFI invited coaches, however shall attend the required clinics and pass the test.

7.4 Team Manager.

7.4.1 Represent and be responsible for the full delegation's living arrangements.

7.4.2 Look after the interests, health, and general welfare of the team, including business, housing, food, transportation, uniforms, laundering and recreation.

7.4.3 Secure training facilities when needed and enforce any appropriate rules and regulations.

Part 4 - KATA Competition

Article 8. Kata

8.1 TKF International KATA rules shall be those written and accepted by the TKF International Karate-do Council of Referees and TKF International Karate Executive Committee.

8.2 Competition Area.

8.2.1 The competition area must be flat and devoid of hazard.

8.2.2 The competition area must be minimum of a size to permit the uninterrupted performance of kata.

8.2.3 The competition area shall have a stable & smooth surface.

8.3 Organization of Competition.

8.3.1 Free Selection (TOKUI).

8.3.1.1 Individual.

8.3.1.1.1 Individual kata competitors shall compete in the same age and skill division as they would for kumite if at all possible.

8.3.1.1.2 There shall be no weight divisions as described for kata competition.

8.3.1.1.3 Beginners divisions must select only basic (kihon) and Pinan (Heian) katas.

8.3.1.1.4 Novice, Intermediate, Advance and Super Advanced divisions may perform any kata permitted at TKF International Karate-do Championships.

8.3.1.2 Team.

8.3.1.2.1 Team competition at the TKF International Karate-do Championships shall be one of synchronized kata competition.

8.3.1.2.2 Each team consist of three members.

8.3.1.2.3 All Adult, Senior and Junior teams may be comprised of both male and female competitors unless otherwise specified by the tournament director.

8.3.1.2.4 Family Team Kata competition is an optional division and solely rests on the decision of the tournament director.

8.3.1.2.4.1 Family teams shall be of Open Division and consist of three immediate family members (may be mixed gender).

8.3.1.2.5 Teams may perform any kata from any list.

8.3.1.2.6 Winners will be decided by flag judgement.

8.3.2 Compulsory (SHITEI) KATA Competition. Contestants competing in the Shitei Division shall be required to perform a minimum of two katas.

8.3.2.1 Upon completion of their kata, contestants will be given a technical score followed by an artistic score.

8.3.2.2 For the first round of the Mandatory Kata division, the range of scoring shall be from 6.5 to 8.5 for both the technical and artistic scores.

8.3.2.3 For the second round of the Mandatory Kata division, the range of scoring shall be from 7.5 to 9.5 for both the technical and artistic scores.

8.3.2.4 The panel for Mandatory Kata shall be comprised of 5 judges. The scorekeeper summates only three scores of the five for each contestant. The high and low scores are permanently excluded from the total. If a tie exists, then the low score from the remaining three scores is incorporated. If a tie continues, then the high score of the remaining three scores is incorporated. In the event of continuing tie, the contestants must perform a kata not already performed from the Tokui list.

8.3.2.5 All Shitei competitors shall perform the required two katas and the winners shall be determined by the total scores of both technical and artistic scores from both rounds.

8.4 Official Dress.

8.4.1 Contestants, Referees and Judges must wear the official uniform as defined in Part 11 on page 41.

8.4.2 Competitors shall meet the uniform requirements except that long hair shall be neatly gathered with discreet elastic bands so as not to interfere with the performance of the kata. Jewelry, hats, caps, head bands and sweat bands shall not be allowed. Finger and toe nails

shall be short and neatly trimmed. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy the situation.

8.4.3 Any person who does not comply with this regulation shall be disqualified.

8.5 Referee Panel.

8.5.1 The panel of three or five judges for each match will be designated by the Referees' Council and approved by the Executive Committee before the competition.

8.5.2 In addition, for the purpose of facilitating the operation of kata competitions, record keepers and announcers will be appointed.

8.6 Procedures.

The flag judgement system shall be incorporated for all kata divisions except the Mandatory Kata events where the point system shall be incorporated.

8.6.1 Competitors will be charted as in kumite in two pools. Competitors from the same school or country will be separated equitably, if at all possible, in each pool as to not eliminate each other in the first round.

8.6.2 Repechage system will be used where the losers to the winner of each pool will be able to contest for third and fourth places. Tournament directors shall have the option to award double thirds, however must be consistent for all divisions.

8.6.3 Except for mandatory and team divisions, aka and ao competitors shall perform their kata at the same time. For the mandatory division, aka and ao shall perform their kata separately, and scored separately. Each team shall perform their kata separately, after which both the aka and ao team shall enter the ring for flag judgement.

8.6.3.1 Competitors shall first bow before entering the ring, bow towards the officials on the starting line, announce their kata, and begin at the sharp blast of the referee's whistle.

8.6.3.2 Upon completion of their kata, competitors shall bow towards the officials, and wait with their feet apart and fists in front for the official's decision.

8.6.3.3 The referee will give a sharp blast of the whistle signaling for the judges' decision. All three officials shall raise either the aka flag or ao flag but not both. Upon determining the winner, the referee will again give a sharp blast of the whistle to signal the judges to lower their flag, then point to the winner with the appropriate ao or aka flag.

8.6.3.3.1 Officials shall mark their score on a dry erase board for mandatory kata.

8.6.3.4 Competitors will then bow to the official panel, face each other and bow, turn, walk to the edge of the competition area, turn facing the officials, and bow once again prior to exiting the ring.

8.6.4 There shall be three kata officials presiding and seated in the front in a straight line, with the Chief Referee in the center and the other two judges seated at each corner facing inward. The panel should, in so far as availability permits, contain a cross-section of different geographic representation during all kata competition. The Referees' Council may utilize other officiating formats as described in the Appendix.

8.6.5 The announcer shall call the first two competitors by aka and ao, and call similarly the next two competitors which will be "on-deck".

8.6.6 The contestants or head of a teams will respond to the calling of his/her team name by bowing prior to entering the competition ring. The contestants will first bow prior to entering the competition area, walk to the designated starting line, bow to the panel, announce clearly the name of the kata which is to be performed, then wait for the referees' sharp blast of the whistle to begin.

8.7 Criteria For Decision. In assessing the performance of a contestant or team, the primary basis for the decision will be on applicability of movement, effective technique and poise. For Mandatory Kata only, there shall be separate scoring for technical details and artistic details. All other divisions shall incorporate both details. The following criteria must be considered for all kata divisions.:

8.7.1 The kata must be performed with competence and must demonstrate a clear understanding of the principles it contains and must have demonstrated:

8.7.1.1 Correct breathing, good demonstration of power, speed, timing, balance and kime.

8.7.1.2 Correct weight distribution according to the kihon being demonstrated.

8.7.1.3 Smooth and even transition.

8.7.1.4 Correct tension in stances.

8.7.1.5 Feet edges firmly on floor.

8.7.2 Technical details demonstrates:

8.7.2.1 Accuracy of stance

8.7.2.2 Accuracy of line of movements and direction.

8.7.2.3 Correct and consistent kihon.

8.7.2.4 Correct tension, focus, kime.

8.7.2.5 Unwavering concentration

8.7.2.6 Contrast in tension, breathing and movement.

8.7.2.7 Correct execution of technique from preparatory to final positions.

8.7.3 Kata's artistic details demonstrates:

8.7.3.1 Movements that are impressive, such as well timed jumps.

8.7.3.2 Hand and arm techniques with added flair which do not take away from the demonstrated technique.

8.7.3.3 Extreme difficult movements that is executed with precision.

8.7.4 The performance should also be evaluated with a view to discerning other points such as application of clearly defined offensive and defensive techniques.

8.7.5 If the performance is brought to a halt, the contestant/team in all divisions will be disqualified.

8.7.6 Except in compulsory kata (shitei) competition, a slightly perceived addition, omission, or modification of a move shall not be grounds for penalty, provided that the kata remains true to the standards of TKF International Karate-do. However, unseemly pauses, gestures of frustration, backtracking, failure to finish the kata, announcing the incorrect kata name, or indications of confusion will be penalized.

8.7.7 In Compulsory kata (shitei) competition, a contestant is disqualified if he/she interrupt the kata, or if he/she perform a kata different from that announced.

8.7.8 In Team competition, the competitors must perform their kata with all three team members facing in the same direction towards the referee panel in the performance area.

8.7.9 No external cues should be given during the kata as an aid to synchronization, except for proper breathing techniques.

8.7.10 When assessing the performance for the final decision, the following shall also be noted:

8.7.10.1 Hesitations, pauses , and halts.

8.7.10.1.1 for a momentary hesitation in the smooth performance of the kata, quickly remedied.

8.7.10.1.2 For a momentary but discernable pause.

8.7.10.1.3 For a distinct halt, disqualification results.

8.7.10.2 Loss of balance.

8.7.10.1 Momentary unbalance, with barely a wobble quickly remedied.

8.7.10.2 Actual instabilities where there is a distinct but recoverable loss of balance.

8.7.10.3 If the contestant loses balance completely and/or falls, a disqualification will result.

8.7.10.3 Hazardous Maneuvers.

12.7.10.3.1 Contestants who performs maneuvers deemed hazardous or unsafe shall be disqualified. A consensus of the Referee's Council to deem a maneuver hazardous or unsafe must first take place before a decision to disqualify is given.

8.8 Mandatory Kata Requirements.

8.8.1 Organized into two rounds. All contestants shall perform two katas. Aka shall first perform their kata and immediately scored first for their technical performance, then scored again for their artistic performance. Ao shall then perform their kata and scored similarly.

8.8.2 In the first round, the contestant must perform a scheduled kata from the SHITEI list.

8.8.3 In the second round a choice made from the Tokui list.

8.8.4 Katas used in the tie breaking process may be selected from either list, however, not a kata already performed.

8.8.5 Contestants shall be charted into two pools including repechage.

8.9 Official Schedule of Katas.

Shitei List

Shito-ryu:

1. Bassai Dai
2. Seienchin

Shotokan:

1. Jion
2. Kanku Dai

Shorin-ryu:

1. Ananku
2. Passai

Ryueiryu:

1. Heiku
2. Sanseiryu

Goju-ryu:

1. Seipai
2. Saifa

Wado-ryu:

1. Seishan
2. Chinto

Isshin-ryu:

1. Seisan
2. Wansu

Tokui List

Shito-ryu:

- | | | |
|----------------------|-----------------------|--------------------------|
| 1. Jitte | 17. Sochin | 33. Shisochin |
| 2. Jion | 18. Niseishi | 34. Kururunfa |
| 3. Jiin | 19. Gojushiho | 35. Suparimpei |
| 4. Matsukaze | 20. Unshu | 36. Hakucho |
| 5. Wanshu | 21. Seisan | 37. Pachu |
| 6. Rohai | 22. Naifanchin Shodan | 38. Heiku |
| 7. Bassai Dai | 23. Naifanchin Nidan | 39. Paiku |
| 8. Bassai Sho | 24. Naifanchin Sandan | 40. Anan |
| 9. Tomari Bassai | 25. Aoyagi (Aoyanagi) | 41. Annanko (or Annanku) |
| 10. Matsumura Bassai | 26. Jyuroku | 42. Papuren |
| 11. Kosokun Dai | 27. Nipaipo | 43. Chatanyara Kushanku |
| 12. Kosokun Sho | 28. Sanchin | 44. Kenshu |
| 13. Kosokun Shiho | 29. Tensho | 45. Kensho |

14. Chinto
15. Chinte
16. Seienchin

30. Seipai
31. Sanseiryu
32. Saifa

46. Myojo

Shotokan:

1. Bassai-Dai
2. Bassai-Sho
3. Kanku-Dai
4. Kanku-Sho
5. Tekki - Shodan
6. Tekki - Nidan
7. Tekki - Sandan
8. Hangetsu
9. Jitte
10. Enpi
11. Gankaku
12. Jion
13. Sochin
14. Nijushiho Sho
15. Goju Shiho-Dai
16. Goju Shiho-Sho
17. Chinte

18. Unsu
19. Meikyo
20. Wankan
21. Jiin

Gojuryu:

1. Seisan
2. Seipai
3. Kururunfa
4. Suparimpei
5. Tensho
6. Sanseru
7. Shisochin
8. Seiyunchin
9. Saifa
10. Sanchin

Wado-ryu:

1. Kushanku
2. Naihanchi
3. Seishan
4. Chinto
5. Passai
6. Niseishi
7. Rohai
8. Wanshu
9. Jion
10. Jitte

Ryueiryu:

1. Pachu
2. Niseishi
3. Paiku
4. Anan
5. Kururunfa
6. Paiho
7. Seisan
8. Ohan
9. Seiyunchin
10. Sanchin
11. Tencho

Isshin-ryu:

1. Seiuchin
2. Chinto
3. Kusanku
4. Sunsu
5. Sanchin
6. Naihanchin

Shorin-ryu:

1. Rohai
2. Wanshu
3. Gojushiho
4. Chinto
5. Kusanku
6. Naihanchi I
7. Naihanchi II
8. Naihanchi III
9. Wankan (Okan)

8.10 General Explanation.

8.10.1 No member of the referee panel shall personally critique and or correct any athlete's kata performance.

8.10.2 Procedure for bowing in a new officials' panel. The new panel will march in from one

side and position themselves on the outside of the match area, while the outgoing panel will line up on the inside of the match area. After the incoming referee gives the command "rei", the outgoing panel will turn in the same direction and march out of the match area. After bowing to the referee, the incoming panel will take their position.

8.10.3 For invited athletes whose style may have other katas not listed above, a list may be provided to the Referee's Council for approval.

Part 5 - Kobudo Competition

Article 9 - Kobudo

9.1 Kobudo competition shall be conducted under guidelines as set forth by the TKF International Karate-do Competition Program Committee.

9.2 Competition Area. (Same as kata)

9.3 Organization Of Competition.

(No compulsory kata shall be required for kobudo competition.)

9.3.1 Individual.

9.3.1.1 Individual kobudo competitors shall compete in the age and skill divisions as prescribed in Article 11..

9.3.1.2 Competitors will be charted as in kumite in two pools. Competitors from the same school or country will be separated equitably, if at all possible, in each pool as to not eliminate each other in the first round.

9.3.1.3 Repechage system will be used where the losers to the winner of each pool will be able to contest for third and fourth places. Tournament directors shall have the option to award double thirds, however must be consistent for all divisions.

9.3.1.4 The individual kobudo match consists of individual performance in separate male and female divisions, unless otherwise specified by the tournament director.

9.3.1.5 Kobudo competition shall be based on the same experience level as the kata or kumite divisions.

9.3.1.6 Individual advanced kobudo competition may also be subdivided into short and long weapons.

9.3.2 Team. Team kobudo competition shall be conducted in the same manner as in team kata.

9.4 Criteria For Decision.

In principle, kobudo kata shall be judged using the same criteria as kata, with the additional criteria that the kobudo kata demonstrate the individual and unique characteristics of the weapon being utilized. The flag judgement system shall be used. After each competitor performs their kata separately, both competitors will stand on their respective starting line before the flag judgement determines the winner.

9.4.1 In addition to the criteria of kata the loss of control of a weapon in competition will be grounds for disqualification.

9.4.2 Any weapon or form used may not be such that it can endanger or damage any person or property (i.e., denting or marring of floors, loose handles, etc.)

9.4.3 In kobudo kata it is acceptable for a contestant to demonstrate dynamic flowing movement rather than a stopped, "weighted down" stance between each movement.

9.4.4 Any manipulation or handling of the bo that may be construed as dangerous in regards to the safety of all concerned shall not be permitted.

9.4.5 When assessing the performance for the final decision, the following shall also be noted:

9.4.5.1 If the contestant momentarily loses a grip of the weapon.

9.4.5.2 If the weapon touches the floor at any time during the performance.

9.4.5.3 If the contestant uses a dangerous technique that jeopardizes the safety of the judges or other competitors, disqualification will result.

9.4.5.4 If the contestant drops the weapon, disqualification will result.

9.4.5.5 If the contestant breaks the weapon, no matter what the reason, disqualification will result.

9.5 General Information.

Only kobudo kata weapons that are authorized and deemed as acceptable by the TKF International Committee may be used during competition.

9.5.1 Only the following weapons will be allowed in TKFI kobudo kata competition:

9.5.1.1 BO

9.5.1.1.1 The bo shall be made of hardwood, with or without tapered ends, weighing at least 900g (for adult black belts). The length shall be within one fist of the top of the competitors head (one fist above head or one fist below head). In addition a bo may not be less than 3/4" diameter for competitors 10 years and younger and not less than 1" diameter for ages over 10 years.

9.5.1.1.1.1 Exceptions: Standard sizes of manufacturer's bo are 4', 5', 6', and 7'. Competitors whose bos are not within these lengths may use a bo nearest their height.

9.5.1.2 TONFA (pair)

9.5.1.2.1 Tonfa must be entirely made of hardwood with a minimum length, when grasped by the handle, to reach the end of the competitor's elbow. Two tonfa are used in TKFI kobudo kata competition.

9.5.1.3 EKU (Kai-Bo)

9.5.1.3.1 EKU must be made of hardwood, weigh at least 1200g (for adult black belts) and have a length that shall be within one fist of the top of the competitors head when measured from the floor. In addition the eku blade shall have a flat side and a rounded side.

9.5.1.4 NUNCHAKU (pair)

9.5.1.4.1 One pair of nunchaku constitutes of two hard-wood handles connected by a cord.

9.5.1.4.2 In principle a minimum handle length of 12".

9.5.1.5 SAI (pair)

9.5.1.5.1 Two sais must be used for TKFI kobudo kata competitions (sai katas that use one sai or three sais are not allowed). Sai must be made of steel (no aluminum), and when grasped in the normal fashion, the tip shall, in principle, extend past the competitor's elbow.

9.5.1.6 KAMA (pair)

9.5.1.6.1 Two kamas are used in TKFI kobudo kata competitions. Kama handles are made of hardwood and the blades of unsharpened steel and without any holes in the blades. No rope, chord, string, etc. are permitted.

9.5.2 All weapons shall be examined by an official prior to competition to ensure that they are of authentic design, construction and materials. Any weapon that, in the examiner's opinion, gives an unfair advantage may not be used. Grounds for rejecting a weapon include but are not limited to: exceptionally light weight, coating to improve grip, and non-standard construction.

9.5.3 All wood on weapons must be hardwood (oak, teak, mahogany; no rattan).

Part 6 - Kumite Competition

Article 10 - Shobu Youth & Adult

10.1 Competition area.

10.1.1 The competition area must be flat and devoid of hazard.

10.1.2 The competition area must be a matted square whenever feasible.

10.1.3 The area will be a square, with sides of eight meters (measured from the outside). The area may be elevated to a height of up to one meter above floor level. The elevated platform should measure at least ten meters a side, in order to include both the competition and the safety area. Ring size may be reduced with the permission of the TKFI Executive Committee.

10.1.4 Two parallel lines, each one meter long and at right angles to the Referee's line, must be drawn at a distance of 1.5 meters from the center of the competition area for positioning the competitors.

10.1.5 A line of 0.5 meters long must be drawn two meters from the center of the competition area for positioning the Referee.

10.1.6 The arbitrator shall be seated between the scorekeeper and timekeeper.

10.1.7 The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. They should not be as thick as judo mats. The Referee must ensure that mat modules do not move apart during the competition.

10.2 Organization of competition.

A karate tournament may comprise kumite competition. The kumite competition may be further divided into the team match and individual match. The individual match may be further divided into weight divisions (light and heavy weight for all divisions, discretion of the tournament director) and open category. Weight divisions are ultimately divided into bouts. The term "bout" also describes the individual kumite competitions between opposing pairs of team members.

10.2.1 Individual Kumite.

10.2.1.1 Individual kumite competitors shall compete in the same age and skill divisions as described in Article 11, on page 35.

10.2.1.2 The individual kumite match consist of individual performance in separate male and female divisions unless otherwise specified by the tournament director, and only for 10 years of age and and younger age divisions. Competitors 11 years of age and older, shall compete in separate male and female divisions.

10.2.1.3 The individual match may be further divided into weight divisions as described in Article 11, beginning on page 36.

10.2.1.4 No contestant may be replaced by another in an individual match.

10.2.2 Team Kumite.

10.2.2.1 The number of competitors per team must be decided by the agreement of the organizers and the TKF International Karate-do Program Committee prior to the issuance of sanction.

10.2.2.2 Each team must have an odd number of contestants and the number shall be specified by the tournament director.

10.2.2.3 The contestants are all members of a team. There are no fixed reserves.

10.2.2.4 Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be changed.

10.2.2.5 A team will be disqualified if any of its members or its coach changes the team's composition without submitting the written fighting order.

10.2.2.6 In the first round of a team match, a team will be allowed to participate only when it presents the prescribed number of competitors. In subsequent rounds at least 2/3 of the team members must be present to compete.

10.2.2.7 When lining up before a match, a team will present the actual fighters. The coach will not be included and shall sit in an area set aside for them.

10.2.3 General Explanation.

10.2.3.1 Individual contestants or teams that do not arrive at the competition venue before the tournament is declared open may be disqualified from participation.

10.2.3.2 A "round" is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. Contestants will be charted into two pools (Pool A & Pool B).

10.2.3.3 The repechage system shall be used for all kumite divisions where the losers of the winners of each pool will be charted to have the opportunity for third and fourth place. Tournament directors shall have the option to award double thirds, however must be consistent for all divisions.

10.2.3.4 The use of contestants' names causes problems of pronunciation and identification. Tournament numbers should be allotted and used whenever possible.

10.2.3.5 If, through an error in charting, the wrong contestant competes, then regardless of the outcome, the bout/match is declared null and void. The contest must be brought back to the place where the error was made, all results after that point are nullified. The competition is resumed with the correct athletes. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.

10.2.3.6 Athletes must compete/qualify in the proper age division. This is determined by their age as of January 1 of the calendar year of the championships.

10.2.4 Team Match.

10.2.4.1 Matches between individual members of each team shall be of shobu competition in a pre-determined order and the winner of a team match shall be decided on the same basis which individual matches are decided.

10.2.4.2 The winner of a team match shall be decided on the basis of these Individual matches.

10.2.4.3 The criteria for deciding the winner of a team match are the following (in order of descending importance):

10.2.4.3.1 Number of victories per team.

10.2.4.3.2 If two teams have the same number of victories, a new one minute

match (sai shiai) between representatives of each team shall take place and the contestant with the most points at the end of the match is declared the winner.

10.2.4.3.3 If the tie persists, a winner must be declared by Hantei and the referee's panel is obligated to indicate either the aka or ao, but not both.

10.3 Official Dress.

10.3.1 Contestants and their coaches must wear the official uniform as defined in Part 11, beginning on page 40. The referees blazer may be removed during kumite competition upon the approval of the Referee's Council.

10.3.2 The Referee may disbar any official or competitor who does not comply with official uniform requirement.

10.4 Referees.

10.4.1 Referees and judges must wear the official uniform designated by the Referee Council. This uniform must be worn at all tournaments and referee clinics.

10.4.2 The official uniform will be as described in the appendix for the referee panel.

10.5 Referee Panel

10.5.1 The Chief Referee will maintain the high standards set forth by the TKF International Karate-do Committee.

10.5.2 The panel of officials for Shobu matches shall be comprised of one shushin, two fukushin and one kansa, unless other composition of the panel of officials has been approved by the TKF International Karate-do Committee.

10.5.3 In addition for the purpose of facilitating the smooth operation of matches, several timekeepers, record keepers, match expeditors, announcers and charters will be appointed.

10.5.4 Protocol Procedures.

10.5.4.1 At the start of a kumite match the referee stands on the outside edge of the official match area. On his left and right stand the judges.

10.5.4.2 After the formal exchange of bows by contestants and referee panel the referee takes a step back, the judges turn inward and bow together.

10.5.4.3 Changing the referee panel. The departing officials take one step forward turns around and face the incoming panel. They bow to each other on the command of the incoming referee and in one line (facing in the same direction) leave the competition area.

10.5.4.4 When individual judges change, the incoming judge goes to the outgoing judge, they bow together and change positions.

10.6 Duration of Bout.

10.6.1 Duration of the kumite bout is defined as three minutes for adult male and female (19-34) advanced and super advanced kumite (both teams and individuals), and two minutes for adult male and female beginner, novice & intermediate and all junior and cadet bouts.

10.6.2 The timing of the bout starts when the referee gives the signal to start and stops each time he calls "Yame!".

10.6.3 The time-keeper shall give one clear audible gong, one ding, or buzzer indicating "30 seconds to go". The "time-up" signal is given by a longer gong or several dings and marks the end of the bout.

10.7 Timekeeper.

10.7.1 The timekeeper is responsible for ensuring that the match continues in its allotted time. They shall stop the clock when the referee signals "yame!" and shall restart when he signals

"hajime! ".

10.7.2 The timekeeper shall give signals by a bell, gong or buzzer. A short signal indicates "thirty seconds remaining" ("atoshibaraku"), and a long signal indicates "time-up". When using a bell, one ding indicates "atoshibaraku", and several dings indicates "time-up".

10.7.3 The timekeeper will also have available an additional stop watch for the "10 second" rule.

10.8 Scoring.

10.8.1 A technique may score when it is performed according to the following criteria to a scoring area: good form, correct attitude, vigorous application, zanshin (perfect finish), proper timing, and correct distance.

10.8.1.1 Adult Advanced and Super Advanced (19 - 34 years old). The result of a bout is determined by either contestant having an eight-point spread over their opponent, by accumulating the most points at the time-up bell, scoring with ippon (one point), nihon (two points), or sanbon (three points) techniques, or by a hansoku, shikkaku, or kiken imposed against a contestant, or obtaining a decision.

10.8.1.2 Adult Beginners, Novice and Intermediate (19 years old and older) and cadetss (11 through 18 years of age). The result of a bout is determined by either contestant having a six-point spread over their opponent, by accumulating the most points at the time-up bell, scoring with Ippon (one point), nihon (two points), or sanbon (three points) techniques, by a hansoku, shikkaku, or kiken imposed against a contestant, or obtaining a decision.

10.8.1.3 Juniors (10 years old and younger). The result of a bout is determined by either contestant having a four-point spread over their opponent, by accumulating the most points at the time-up bell, scoring with ippon (one point) or nihon (two points) or sanbon (three points) techniques by a hansoku, shikkaku, or kiken imposed against a contestant, or obtaining a decision.

10.8.2 An ippon is awarded on the basis of the following:

10.8.2.1 A scoring technique counts as an ippon for any thrust or strike when it is performed in accordance to the criteria listed on page 23.

10.8.2.2 A competitor who falls or is thrown may score from the ground an ippon over their opponent if a successful thrust or strike is executed to one of the prescribed target areas.

10.8.3 A nihon is awarded on the basis of the following:

10.8.3.1 A scoring technique counts as an nihon for any kicks to the body when it is performed in accordance to the criteria listed on page 23.

10.8.3.2 A competitor who falls or is thrown may score from the ground a nihon over their opponent if a successful chudan kick is executed to one of the prescribed target areas.

10.8.4 A sanbon is awarded on the basis of the following:

10.8.4.1 A scoring technique counts as an sanbon for any kicks to the head or face when it is performed in accordance to the criteria listed on page 23.

10.8.4.2 Sweeping an opponent to the ground or safely throwing an opponent and scoring with a strong thrust, kick or strike. (Merely off-balancing an opponent and scoring will be scored as either ippon (thrusts or strikes) or nihon (kick to the body).

10.8.4.3 If an opponent slips, falls, or is otherwise off their feet and is scored upon by their opponent, the score will be sanbon.

10.8.4.4 A competitor who falls or is thrown may score from the ground a sanbon over their opponent if a successful jodan kick is executed to one of the prescribed target areas, or by safely throwing their opponent followed by a successful scoring technique.

10.8.5 A victory over an opponent who has been given a hansoku or shikkaku, will set the score at the maximum point spread and the offender's score will be zeroed. When a contestant is absent, withdraws, or is withdrawn, the opponent will be credited with a win by kiken and will set the score at the maximum point spread and the offender's score will be zeroed.

10.8.6 Attacks are limited to the following areas:

10.8.6.1 Head

10.8.6.2 Face

10.8.6.3 Neck

10.8.6.4 Abdomen

10.8.6.5 Chest

10.8.6.6 Back (but excluding top of shoulders)

10.8.6.7 Side

10.8.7 An effective technique delivered at the same time that the end of the bout is signaled, is considered valid. An attack, even if it scores, delivered after an order to suspend or stop the bout shall not be scored and may result in a penalty being imposed on the offender.

10.8.8 No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the opponent delivers a scoring technique while still inside the competition area and before the Referee calls "yame", the technique will be scored.

10.8.9 No technique will be scored if delivered after a penalty has been issued to the opponent. Example: If aka makes contact to ao's face just before ao scores, and the referee calls "yame!" and penalizes aka, no score will be awarded to ao. However, if ao scores at the same time of aka's violation, both the score and penalty should be given. In this case, the point will be awarded first before addressing the penalty.

10.8.10 All penalties shall supersede scoring possibilities for that same contestant.

Example: aka scores with a chudan geri, the referee calls, "yame!", and then aka makes excessive contact to ao's face. Aka will be penalized with no score for the chudan geri.

10.8.11 Simultaneous effective scoring techniques delivered by both contestants shall not score.

10.9 Further details on scoring techniques in Kumite.

10.9.1 Techniques can only score if they are delivered perpendicular to the scoring area and directed to the axis of the body.

10.9.2 Criteria for deciding Ippon, Nihon or Sanbon.

10.9.2.1 A technique with "**good form**" is said to have characteristics conferring probable effectiveness within the framework of traditional karate-do concepts.

10.9.2.2 Correct attitude is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.

10.9.2.3 Vigorous application defines the power and speed of the technique and the palpable will for it to succeed.

10.9.2.4 Zanshin is the state of continued commitment which endures after the technique has landed and the ability to continue with proper form, other continuing techniques. The contestant with zanshin maintains total concentration and awareness of the opponents potentiality to counter attack.

10.9.2.5 Proper timing means delivering a technique when it will have the greatest

potential effect. If the technique is delivered on an opponent who is rapidly moving away the potential effect of that blow is reduced.

10.9.2.6 Correct Distance relates to the point at which the completed technique comes to rest on or near the target. To score, the technique must have the potential to penetrate deep into the target, so straight arm punches are seen as having a low potential in this respect and must be evaluated accordingly. For example, a punch which comes some where between 1-3 centimeters from the face and where the punching arm is not fully straight has the correct distance. However jodan punches which come within a reasonable distance of the target and which the opponent makes no attempt to block or avoid will be scored provided the technique meets the other criteria.

10.9.3 General Explanation.

10.9.3.1 Techniques which land below the belt may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact whatsoever to the throat is permitted but a score may be awarded for a properly controlled technique.

10.9.3.2 A technique delivered with good form and which lands upon 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 collar bones.

10.9.3.3 The time-up bell signals the end of scoring possibilities in that bout, even though the referee may inadvertently not halt the bout immediately. The time up bell does not, however, mean that penalty points cannot be imposed. Penalties can be imposed by the refereeing panel up to the point where the contestants leave that area after the bouts' conclusion. Penalties can be imposed after contestants leave a match area with the advice and consent of the TKFI Referee Council.

10.9.3.4 True aiuchis are rare. Not only must two techniques land simultaneously but both must be valid scoring techniques each with good form etc. Two techniques may well land simultaneously, but seldom are both effective scores. The referee must not dismiss as aiuchi, a situation where only one of the simultaneous pair is actually a score. This is not aiuchi.

10.10 Criteria for Decision.

10.10.1 In the absence of a maximum point spread (see pg.22) or of a defeat caused by kiken, hansoku, or a shikkaku during the bout, a decision is taken on the basis of the following considerations:

10.10.1.1 The contestant with the most points by ippon, nihon or sanbon.

10.10.1.2 The attitude, fighting spirit and strength demonstrated by the contestants.

10.10.1.3 The superiority of tactics and techniques.

10.10.1.4 Which of the contestants has initiated the majority of the action.

10.10.2 The criteria for deciding the winner is: (in order of descending importance)

10.10.2.1 When one contestant has the maximum point spread.

10.10.2.2 When scores are unequal, the contestant who completes the bout satisfactorily with an Ippon, Nihon or Sanbon, or a combination thereof, and is ahead of the opponent shall be awarded the victory.

10.10.2.3 If, at the end of a bout, the two contestants have no score or an equal score, the winning decision shall be given by hantei.

10.10.2.4 If, at the end of a bout, neither contestant has established a superiority, then the decision for that bout shall be a draw ("hikiwake") and sai shiai (new bout) shall be announced.

10.10.3 General Explanation.

10.10.3.1 Taking the above criteria into account, when superiority can be established, it is quite in order for one contestant to be awarded the victory, even when the score situation is equal.

10.10.3.2 When deciding the outcome of a bout by hantei, the referee shall step out side of the ring and call "hantei" followed by a two tone blast on his whistle. The judges will indicate their opinions by means of their flags, the referee should acknowledge the judges decision by a one-tone blast of his whistle, then move forward to his original position and announce the majority decision.

10.10.3.3 The sai shiai is a new bout. All previous scores and penalties will be erased. The sai shiai will be for one minute and the contestant with the most points will be declared the winner.

10.10.3.4 if at the end of the sai shiai, no score or a tie persists, a decision by hantei must be made (judges cannot select hikiwake).

10.11 Prohibited Behavior.

10.11.1 The following are forbidden:

10.11.1.1 Techniques which make contact with the throat.

10.11.1.2 Techniques which make excessive contact, having regard to the scoring area attacked. All techniques must be controlled. Any technique which impacts the head, face or neck and results in visible injury must be penalized, unless caused by the recipient. Any technique which is more than a controlled touch to the head, face or neck will be penalized, unless caused by the recipient, even though there is no visible injury.

10.11.1.2.1 Non-injurious, controlled techniques to the face, and head, may not necessarily be penalized and may warrant a point should all the scoring criteria be met.

10.11.1.3 Attacks to the groin, joints, or instep are forbidden.

10.11.1.4 Attacks to the face with open hand techniques ("teisho" or "nukite", however not limited only to these examples).

10.11.1.5 Dangerous throws which by their nature preclude or prejudice the opponent's ability to land with safety. Throwing techniques are divided into two types. The established "conventional" karate leg sweeping techniques such as de ashi barai, where the opponent is swept off balance or thrown without being grabbed first — and those throws requiring that the opponent be grabbed or held as the throw is executed. The pivotal point of the throw must not be above the hip and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seio-nage, kata-garuma etc., are expressly forbidden, as are throws such as tomoe-nage, etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If an opponent is injured as a result of a throwing technique, the referee panel will decide whether a penalty should be assessed.

10.11.1.6 Techniques which by their nature, cannot be controlled for the safety of the opponent.

10.11.1.7 Direct attacks to arms or legs.

10.11.1.8 Repeated exits from the competition area (jogai). Jogai relates to a situation where a contestant's body, or any other part touches the floor outside of the line. An exception is when the contestant is actually pushed or thrown from the area by his opponent.

10.11.1.9 Wrestling, pushing or seizing without an immediate technique.

10.11.1.9.1 Seizing, grasping or holding an opponent's arm or gi is permitted if immediately followed by a scoring attempt. An athlete who continues to seize, grasp or hold after the immediate scoring attempt shall be penalized.

10.11.1.10 Mubobi relates to a situation where one, or both contestants display a lack of regard for their own safety.

10.11.1.11 Feigning of injury in order to gain advantage.

10.11.1.12 Any discourteous behavior by the contestant or from a member of an official delegation can earn the disqualification of the offender or the entire team delegation from the tournament.

10.11.2 General Explanation.

10.11.2.1 The throat is a particularly vulnerable area and even the slightest contact will be warned or penalized, unless it is the recipient's own fault.

10.11.2.2 When assessing the contact force used the referee must take all the circumstances into account. Did the victim exacerbate the impact of an otherwise controlled technique by an injudicious movement? The Referee must consider the effects of a marked disparity in size between contestants - as can occur in a team match or in an open weight bout. The referee must constantly observe the injured contestant. The latter's behavior may help the referee in his assessment. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate light injury for tactical advantage. Examples of this are blowing violently through an injured nose or rubbing the face roughly with the back of a mitt. Pre-existing injury can produce symptoms out of all proportion to the degree of contact used.

10.11.2.3 The trained karate-ka can absorb strong impact over muscled areas such as the abdomen, but the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised.

10.11.2.4 The accidental kick in the groin can reduce the opponent's potential for winning as surely as a deliberate one. Therefore the referee should issue a penalty in either case. Foot sweeps that land high on the leg can cause knee injury. The referee must assess the validity of any sweep-attack to the leg; ineffectual but painful attacks of this sort should be immediately penalized.

10.11.2.4.1 Foot sweeps which are not immediately followed by a scoring attempt shall be penalized. The exception would be when the opponent retreats rapidly providing no opportunity to execute a kick, strike or thrust.

10.11.2.4.2 Foot sweeps are permitted only when executed with the bottom or inner sides of the foot and directed to the opponent's foot no higher than the ankle. Foot sweeps to the inside or outside of the opponent's foot are allowed.

10.11.2.5 The face is defined as covering an area which begins one centimeter above the eyebrows, extending down and including the temples, narrowing from the cheek bones and finishing just under the chin.

10.11.2.6 The two open hand techniques referred to are merely examples of the class of prohibited techniques. Open hand techniques are forbidden due to the danger to the contestant's sight.

10.11.2.7 Different karate-ka have different abilities at controlling techniques and for this reason, there is no actual classification of "dangerous techniques ". The contestant must perform all techniques with control and good form. If they cannot, then regardless of the techniques misused, a warning or penalty must be imposed.

10.11.2.8 The point at which "yame!" is called is helpful in determining if jogai has

occurred. If aka delivers a successful technique and then exits immediately afterwards, "yame!" occurs at the instant of score and the exit therefore occurs outside of bout time and may not be penalized. If aka's attempt to score is unsuccessful "Yame!" will not be called for the attempt but rather for the exit and the exit will be recorded. If shiro exits just after aka scores with a successful attack then "yame!" will occur immediately on the score and shiro's exit will not be recorded. If ao exits or has exited as aka's score is made (with aka remaining within the area) then both aka's score will be awarded and ao's jogai penalty will be imposed.

10.11.2.9 Movements which waste time include pointless circling where one or both contestants do not engage in combat. It is expected that they will initially test each other but within a short time deliberate and effective attacks and counters should occur. If for any reason this does not happen after a reasonable interval the Referee must stop the bout and caution the offender(s). The contestant who constantly retreats without effective counter, rather than allow the opponent an opportunity to score must be penalized. This often occurs during the closing seconds of a bout. Penalties for wasting time will be made in the "Offensive" category.

10.11.2.10 An example of mubobi is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch and are unable to block a counter. Such open attacks constitute an act of mubobi and cannot score. For the contestant's own safety they must be warned at an early stage.

10.11.2.10.1 As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the referee's attention to their technique. This is a clear act of mubobi. In order to score, zanshin must be preserved.

10.11.2.11 Feigning of an injury which does not exist is a serious infraction of the rules. Exaggerating an injury which does exist is less serious. Shikkaku may be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor. A warning or penalty can be imposed for exaggerating injury.

10.12 Penalties.

10.12.1 The following scale of penalties shall operate:

10.12.1.1 Chukoku (Warning): is imposed for attended minor infractions or for the first instance of a minor infraction.

10.12.1.2 Keikoku: is imposed for minor infractions for which a warning has previously been given in that bout, or for infractions not sufficiently serious to merit hansoku chui. Ippon will be awarded to the opponent.

10.12.1.3 Hansoku Chui: is usually imposed for infractions for which a chukoku has previously been given in that bout. Nihon will be awarded to the opponent.

10.12.1.4 Hansoku: This is imposed following a very serious infraction. It results in the opponent's victory. In team matches the fouled competitor's score will be set at the maximum point spread and the offender's score will be zeroed.

10.12.1.5 Shikkaku: This is a disqualification from the actual tournament, competition, or match. When a contestant commits an act which harms the prestige and honor of TKFI Karate-do, acts maliciously, and when other actions are considered to violate the rules of the tournament, shikkaku shall be imposed. In order to define the offense of shikkaku, the Referee Council must be consulted. The disqualified competitor's score will be set at the maximum point spread and the offender's score will be zeroed.

10.12.2 General Explanation.

10.12.2.1 A penalty can be directly imposed for a rules infraction but once given, repeats of that particular infraction must be accompanied by an increase in severity of penalty imposed. It is not possible, for example, to give a hansoku chui for excessive contact then give a keikoku warning for a second instance of excessive contact. Penalties do not cross-accumulate. This is to say that a warning for the first instance of mubobi will not be followed by an automatic keikoku for the first instance of Jogai. The general penalties imposed are those of chukoku, keikoku, hansoku chui, hansoku and shikkaku. The penalties should be indicated by prefacing it with a hand gesture for "jogai, mubobi, excessive contact and non-contact", followed by announcing the level of penalty.

10.12.2.2.1 Contact and non-contact violations will accumulate in the "Offensive" category, including wasting too much time.

10.12.2.2 When the penalties incurred in any one bout through various infractions accumulate to hansoku, then the offender will be declared the loser and the opponent declared the winner.

10.12.2.3 Warnings or chukoku are given where there has clearly been a minor infraction of the rules, but the contestant's potential for winning is not diminished (in the opinion of the referee panel) by the opponent's foul.

10.12.2.4 A keikoku may be imposed directly, or following a warning or chukoku and is imposed for minor infractions, or for infractions not sufficiently serious to merit hansoku-chui.

10.12.2.5 A hansoku-chui may be imposed directly, or following a keikoku and is used where the contestant's potential for winning has been seriously reduced or for infractions not sufficient to merit a hansoku.

10.12.2.6 A hansoku is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when in the opinion of the referee panel for the bout, the contestant's potential to win has been reduced virtually to zero by the opponent's foul.

10.12.2.7 A shikkaku can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it - it is sufficient if the coach or non-combatant members of the contestant's delegation behave in such a way as to harm the prestige and honor of TKFI Karate-Do.

10.12.2.7.1 If the referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused. Shikkaku and not hansoku is the correct penalty. A written explanation of the malicious act shall be submitted by each official presiding at the time of the penalty, to the Referee's Council.

10.13 Injuries and Accidents in Competition.

10.13.1 Kiken of forfeiture is the decision given when a contestant or contestants are unable to continue, abandon the bout, or are withdrawn on the order of the referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.

10.13.2 If two contestants injure each other at the same time or are suffering from the effects of previously incurred injury and are declared by the tournament doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points at that time. If the points score is equal, then a decision (hantei) will decide the outcome of the bout. (Judges obligated to raise either the ao flag or aka flag, but not both).

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

10.13.4 An injured contestant who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the doctor. If he is injured, he may win a second bout by disqualification but is immediately withdrawn from kumite competition in that tournament.

10.13.5 When a contestant is injured, the referee shall at once halt the bout and call the doctor. The doctor is authorized to diagnose and treat injury only.

10.13.6 Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from the tournament.

10.13.7 General Explanation.

10.13.7.1 Self inflicted injury and those injuries caused by the athlete are easy to deal with but when assessing an injury caused by the opponent's technique, the panel must consider whether the technique was valid. Was it properly applied to the proper area at the correct time and with the correct degree of control. Consideration of this will assist the referee panel in deciding whether the injured contestant should be declared the loser by kiken, or whether the opponent should be penalized for a foul.

10.13.7.2 When the doctor declares the contestant unfit, the appropriate entry must be made on the monitoring record sheet. The extent of unfitness must be made clear to other refereeing panels.

10.13.7.3 A contestant may win through disqualification of the opponent for accumulated minor infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to the winner's withdrawal, though they may be physically able to continue.

10.13.7.4 The doctor is obliged to make safety recommendations only as they relate to the proper medical management of that particular injured contestant.

10.13.7.5 The referee panel will decide on kiken, hansoku or shikkaku as the case may be.

10.13.7.6 In order that the credibility of the sport be maintained, competitors who feign injury will be subject to the strongest penalties up to and including suspension for life for repeated offenses.

10.13.7.7 Competitors who receive shikkaku for feigning injury will be taken from the competition area and put directly into the hands of the tournament medical staff who will carry out an immediate examination of the competitor. The medical staff will submit its report before the end of the championship, for the consideration of the referee council.

10.14 The 10 second rule

10.14.1 if a competitor is on the ground after "yame", and the referee deems the need to impose the 10 second rule. The following procedure will be followed:

10.14.1.1 The referee will let the time keeper know to start the 10 second clock, then will call for the medic.

10.14.1.2 The contestant must regain their feet, be fully erect, and return to their original starting line within the 10 seconds. After doing so, the referee will raise his arm to stop the clock, and the contestant may sit or lay down in order to be examined by the medical personnel. After the examination, the medical personnel will make safety recommendations.

10.14.1.3 The timekeeper will give one warning bell sounded at seven seconds followed by several dings of the bell at ten seconds. When the referee hears the warning bell they will announce "8, 9, 10".

10.14.1.4 if the contestant is unable to regain their feet within 10 seconds, this is considered as a “technical knockout” and for their own safety will not be allowed to continue fighting. They may win the bout if the “knockout” warrants a shikakku or hansoku by the referee panel, however may not continue in the subsequent round and shall be imposed a kiken.

10.15 Protest.

10.15.1 No-one may protest about a judgment to the members of the refereeing panel.

10.15.2 If a refereeing procedure appears to contravene these rules, the official coach of the athlete or team is the only one allowed to make a protest.

10.15.3 The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The sole exception to this is when the protest concerns an administrative malfunction. The area controller should be notified immediately by the coach by raising their coaches credential the moment the administrative malfunction is detected. Raising the credential which are not meritorious may be grounds for a penalty for that coaches competitor.

10.15.4 The protest must be submitted to a representative of the referee council. In due course the council will review the circumstances leading to the protested decision. Having considered all the facts available, it will produce a report and shall be empowered to take such action as may be called for.

10.15.5 Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the TKF International Committee and submitted in writing on an approved form and signed by the official representative of the team or contestant(s).

10.15.6 The complainant must deposit a sum of fifty dollars (\$50.00 U.S.) to the TKFI Referee’s Council and a duplicate receipt will be issued. A protest form shall be provided at each championship. (See appendix)

10.15.7 General Explanation.

10.15.7.1 The protest must give the names of the contestants, the Referee panel officiating and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant.

10.15.7.2 In case of an administrative malfunction during a match in progress the Coach can notify the Match Area Controller directly by raising the coaches credential. In turn the Area Controller will notify the referee.

10.15.7.3 The protest will be reviewed by the Referee Council and as part of this review, the council will study the evidence submitted in support of the protest. The council will also study official videos and question Match Area Controllers in an effort to objectively examine the protest's validity.

10.15.7.4 If the protest is held by the Referee Council to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a reoccurrence in future competitions. The deposit paid will be refunded by the treasury.

10.15.7.5 If the protest is held by the Referee Council to be invalid, it will be rejected and deposit forfeited to the TKF International Karate Program.

10.16 Power and Duties of the Referee Council, Match Area Controllers, Referees, Judges and Arbitrators.

10.16.1 The Referee Council's powers and duties shall be as follows:

10.16.1.1 To ensure the correct preparation for each given tournament in consultation

with the Organizing Committee, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.

10.16.1.2 To appoint and deploy the Match Area Controllers to their respective areas and to act upon and take such action as may be required by the reports of the Match Area Controllers.

10.16.1.3 To supervise and coordinate the overall performance of the refereeing officials.

10.16.1.4 To nominate substitute officials where such are required. (The composition of a panel of officials may not be changed at the sole discretion of the arbitrator, referee or judge).

10.16.1.5 To investigate and render judgment on matters of official protest.

10.16.1.6 To pass the final judgment on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.

10.16.2 The Match Area Controllers powers and duties shall be as follows:

10.16.2.1 To supervise the referees and judges, for all matches in areas under their control.

10.16.2.2 To oversee the performance of the referees and judges in their areas and to ensure that the officials appointed are capable of the tasks allotted them.

10.16.2.3 To oversee the perimeter of the bout area to insure that only the authorized coaches and athletes are seated and in good conduct.

10.16.2.4 To take care of administrative malfunctions during a match.

10.16.2.5 To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Council.

10.16.3 The Referee's powers shall be as follows:

10.16.3.1 The Referee ("shushin") shall have the power to conduct matches (including announcing the start, the suspension, and the end of the match) and:

10.16.3.1.1 To award an ippon, nihon or sanbon.

10.16.3.1.2 To explain to the Match Area Controller or Referee Council, if necessary the basis for giving a judgment.

10.16.3.1.3 To impose penalties and to issue warning (before, during, or after a bout).

10.16.3.1.4 To obtain the opinion(s) of the Judges by their flag signals.

10.16.3.1.5 To announce all sai shiai matches.

10.16.3.1.6 The authority of the referee is not confined solely to the competition area but also to all its immediate perimeter.

10.16.3.1.7 The referee shall give all commands and make all announcements.

10.16.3.1.8 When the judges signal, the referee must consider their opinions and render a judgement. The referee however, will only stop the match, if he agrees with the opinions rendered.

10.16.4 The Judge(s) ("Fukushin") powers shall be a follows:

10.16.4.1 To assist the referee by flag gesture.

10.16.4.2 To exercise a right to vote on a decision to be taken.

10.16.4.3 The judge(s) shall carefully observe the actions of the contestants and signal to the referee an opinion in the following cases:

10.16.4.3.1 When an ippon, nihon or sanbon is observed.

10.16.4.3.2 When a contestant appears about to commit, or has committed a prohibited act and/or techniques.

10.16.4.3.3 When an injury or illness of a contestant is noticed.

10.16.4.3.4 When both or either of the contestants have moved out of the competition area.

10.16.4.3.5 In other cases when it is deemed necessary to call the attention of the referee.

10.16.5 The Arbitrator's powers shall be as follows:

10.16.5.1 Will supervise the time-keepers and score-keepers. Records kept of the match shall become official record subject to the approval of the arbitrator (kansa). See appendix for symbols.

10.16.6. General Explanation.

10.16.6.1 When explaining the basis for a judgment after the match, the referee may only speak to the Match Area Controller, the Referee Council or the TKF International Executive Committee. The referee will explain to no-one else.

10.16.6.2 The good referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome such as "yame-torimasen" must be avoided.

10.16.6.3 The referee need not halt a bout when the judges signal, if convinced the signals are incorrect. The referee's judgement in this instance is made on the move. Before over-ruling the judges signal the referee must consider whether the judges had a better view. Judges will signal only by flag gesture. They will not use whistles.

10.16.6.4 When, however, the match has been halted and the judges have opinions that are different from the referee then the majority decision will prevail. The referee may ask for reconsideration by hand gesture.

10.16.6.5 The judges must only score what they actually see. If they did not see a technique actually reach a scoring area they should signal "mienai".

10.16.6.6 In the event that the referee does not hear the time-up bell, the timekeeper will toss a bean bag in the ring.

10.16.6.7 Judges may signal the referee by raising their flag in a circular motion for administrative errors, safety issues or violations by coaches, athletes, volunteers or spectators.

10.16.6.8 The Arbitrator's record shall be final.

10.17 Starting, Suspending and Ending of Matches.

10.17.1 The terms and gestures to be used by the referee and judges in the operation of a match shall be as specified in the Appendix.

10.17.2 The referee and judges shall take up their prescribed positions and, following and exchange of bows between the contestants, the referee will announce "shobu hajime!" and the bout will commence.

10.17.3 The referee will stop the bout by announcing "yame!" when a scoring technique is seen. The referee will order the contestants to take up their original positions.

10.17.4 The referee returns to his position and the Judges indicate their opinion by means of a signal. The referee identifies the relevant score, awards ippon, nihon or sanbon and supplements the announcement with the prescribed gesture. The referee then restarts the bout by calling "tsuzukete hajime!".

10.17.5 When a contestant has scored the required spread points during a bout, the referee shall call "yame!" and order the contestants back to their standing lines. The referee shall then have both contestants remove their headguard (if applicable). The winner is then

declared and indicated by the referee raising a hand on the side of the winner and declaring "aka or ao no kachi". The bout is ended at this point.

10.17.6 When time is up and the scoring situation tied, the referee shall call "yame!" and return to his position. The referee will call "hantei!" and following his signal (by whistle) the judges will indicate their opinions. The majority decision will be taken. The Judges and referee have one vote each at hantei!.

10.17.7 The referee will award the decision and announce the winner, or give a draw ("hiki wake").

10.17.8 In the event of a tied individual bout, the referee will announce "sai shiai" and start the new bout with the command "shobu, hajime!".

10.17.9 When faced with the following situations, the referee shall announce "yame!" and halt the bout temporarily. The bout will subsequently be restarted.

10.17.9.1 When both or either of the contestants are out of the area (or when a judge signals a jogai) the referee will order the two contestants to their initial positions.

10.17.9.2 When the referee orders the contestant to adjust their gi or safety equipment.

10.17.9.3 When the referee notices that a contestant appears about to contravene the rules.

10.17.9.4 When the referee notices that a contestant has contravened the rules.

10.17.9.5 When the referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness or other causes. Heeding the tournament doctor's opinion, the referee will decide whether the bout should be continued.

10.17.9.6 When a contestant seizes his opponent and does not perform an immediate effective technique.

10.17.9.7 When one or both contestants fall or are thrown and no effective techniques are immediately forthcoming within two seconds. (Technique(s) executed from the ground may score.)

10.17.10 General Explanation.

10.17.10.1 When beginning a bout, the referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other - a quick nod is both discourteous and insufficient. The referee can call a bow where none is volunteered by motioning as shown in the appendix of the rules.

10.17.10.2 When halting a bout, the referee does not merely call "yame!". They also make the appropriate signal. The referee then identifies the scoring opponent ("aka" or "ao"), then the scoring area attacked ("chudan, jodan"), followed by the general classification of scoring techniques used ("tsuki" or "zuki", "uchi" or "keri" or "geri") and finally the score awarded ("ippon", "nihon" or "sanbon").

10.17.10.3 When re-starting the bout, the referee should check that both contestants are on their lines and properly composed. Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The referee must restart the bout with the minimum of delay.

10.18 Modifications. Only the TKF International Karate Referee Council and Technical Committee with the approval of the TKF International Karate Executive Committee and Director can alter or modify these rules.

10.19 Duties of Record Keepers, Match Expeditors, Announcers, and Timers.

10.19.1 Record Keeper.

- 10.19.1.1** The Record keeper shall keep the individual match record and assist the Kansa.
- 10.19.1.2** Keep track of each incident, and if required, the time of each occurrence.
- 10.19.1.3** Make certain that records are properly filled and signed by all officials of that match.
- 10.19.1.4** Shall be responsible for proper charting of the elimination chart (including repechage), preparing the match scorecard for the scorekeeper and assist the kansa. (See appendix for symbols)
- 10.19.1.5** At all sanctioned competition, every effort shall be made to avoid first round competition between members of the same country, state or club.
- 10.19.1.6** Charts may not be altered from its original form, substituted for, or rewritten at International or National Championships without the consent of the International TKFI Karate-do Competition Program Director, or his appointee who shall attest to its fairness and accuracy.
- 10.19.1.7** Shall list all the winners as well as qualifiers whenever applicable and assure that the official charts are delivered to the proper Administrative Committee member.

10.19.2 Match Expediter.

- 10.19.2.1** Shall assume such duties as necessary to ensure the proper order of the competition including but not limited to.
- 10.19.2.2** Summoning the tournament medical person when necessary.
- 10.19.2.3** Seeing that each (youth) competitor is properly identified and that the gi, safety gear, red and blue belt or sash, and head guard placed correctly.
- 10.19.2.4** Ensure that the match is run precisely and with minimum delay.
- 10.19.2.5** Directing winners of each bout to confirm victory to the control table.

10.19.3 Announcer.

- 10.19.3.1** Shall announce the competing contestants (designating aka and ao), the competitors who are on deck and shall announce the winners unless otherwise instructed.

Part 7- Competition Types, Categories & Divisions

Article 11 - General Information

11.1 The types of competition shall be as follows:

11.1.1 Kumite (sparring, individual & team)

- 11.1.1.1** Shobu (4-point spread, 10 years & younger)
- 11.1.1.2** Shobu (6-point spread, 11 - 18 years of age, 19 & older except for 19 - 34 adult male & female advanced and super advanced)
- 11.1.1.3** Shobu (8-point spread, 19 - 34 adult male & female advanced and super advanced)

11.1.2 KATA (individual & team)

- 11.1.2.1** Tokui (Free Selection)
- 11.1.2.2** Shitei (Compulsory)
- 11.1.2.3** Bunka/Oyo
- 11.1.2.4** Family

11.1.3 KOBUDO (individual & team)

- 11.1.3.1** Short weapons

11.1.3.2 Long weapons

11.1.3.3 Combined

11.2 Individual Divisions for Kumite, Kata and Kobudo shall be separated into beginner (under 1 year of karate experience), novice (1 to under 2 years experience), intermediate (2 to under 4 years experience), advanced (4 to under 6 years experience), and super advanced (6 + years experience) and by the following age groupings:

11.2.1 Junior (10 years and younger)

11.2.1.1 Male & female 6 & younger

11.2.1.2 Male & female 7 & 8

11.2.1.3 Male & female 9 & 10

11.2.2 Cadet (11 - 18 years of age)

11.2.2.1 Male 11 & 12

11.2.2.2 Female 11 & 12

11.2.2.3 Male 13 & 14

11.2.2.4 Female 13 & 14

11.2.2.5 Male 15 & 16

11.2.2.6 Female 15 & 16

11.2.2.7 Male 17 & 18

11.2.2.8 Female 17 & 18

11.2.3 Adult (19 - 34 years of age)

11.2.4 Senior (35 - 39, 40 - 44, 45 - 49, 50 -54, 55 and older)

Note: Competitors 18 years and younger must compete in junior or cadet divisions. The only exception is that the advanced and super advanced 16 - 18 years old kata competitors may choose to participate in both their age category as well as shitei kata.

Competitors 19 years of age and older must compete in the adult division.

Advanced and super advanced competitors 35 years and older may compete in either their respective adult division or the 19 - 34 advanced and super advanced division, but not both.

The age and time in training of the competitor shall be determined as of January 1. This shall determine the age and experience of that competitor as regards to competition for the entire calendar year.

All matters regarding correct classification of athletes shall be referred to the TKF International Karate-do Executive Committee.

11.3 Team Divisions for Kumite, Kata, Bunkai/Oyo and Kobudo shall be separated by the following groupings:

11.3.1 Team Kumite

11.3.1.1 10 & younger male/female combination team

11.3.1.2 11 - 15 male team

11.3.1.3 11 - 15 female team

11.3.1.4 16 - 18 male team

11.3.1.5 16 - 18 female team

11.3.1.6 19 - 34 male team

11.3.1.7 19 - 34 female team

11.3.1.8 35 + male team

11.3.1.9 35 + female team

11.3.2 Team Kata

- 11.3.2.1** 10 & younger male/female combination team
- 11.3.2.2** 11 -15 male/female combination team
- 11.3.2.3** 16 - 18 female team
- 11.3.2.4** 16 - 18 male team
- 11.3.2.5** 19 - 34 female team
- 11.3.2.6** 19 - 34 male team
- 11.3.2.7** 35 + male team
- 11.3.2.8** 35 + female team
- 11.3.2.9** Open family team

11.3.3 Team Bunkai/Oyo - Maximum of 4 members. (detailed rules forthcoming)

- 11.3.3.1** 18 & younger female team
- 11.3.3.2** 18 & younger male team
- 11.3.3.3** 19 & older female team
- 11.3.3.4** 19 & older male team

11.3.4 Team Kobudo

- 11.3.4.1** 10 & younger male/female combination team
- 11.3.4.2** 11 -15 male/female combination team
- 11.3.4.3** 16 - 18 male/female combination team
- 11.3.4.4** 19 - 34 female team
- 11.3.4.5** 19 - 34 male team
- 11.3.4.6** 35 + male team
- 11.3.4.7** 35 + female team
- 11.3.4.8** open family team

11.4 Weight Categories.

Weight divisions may be used for each of the above Kumite categories as follows:

11.4.1 Junior and Cadet age groups - Divided into light and heavy weight divisions.

11.4.2 Adult, Male- Advanced and Super Advanced

11.4.2.1 -150 lbs. limit

11.4.2.2 -172 lbs. limit

11.4.2.3 172 + lbs. limit

11.4.3 Adult, male - beginner, novice & intermediate

11.3.1 Lightweight: -70 kg (-154 lbs.)

11.3.2 Heavyweight: over 70 kg (154 lbs. and over)

11.4.4 Adult, female - advanced and super advanced

11.4.4.1 -121 lbs. limit

11.4.4.2 -132 lbs. limit

11.4.4.3 132+lbs. limit

11.4.5 Adult, female - beginner, novice & intermediate

11.4.5.1 Lightweight: - 60 kg (- 132 lbs.)

11.4.5.2 Heavyweight: 60+ Kg (132 lbs. and over)

11.4.6 Senior, male - beginner, novice, intermediate, advanced and super advanced.

11.4.6.1 Lightweight: -70kg (-154 lbs.)

11.4.6.2 Heavyweight: 70+ kg (154 lbs. and over).

11.4.7 Senior, female - beginner, novice, intermediate, advanced and super advanced.

11.4.7.1 Lightweight: -60 kg (-132 lbs.)

11.4.7.2 Heavyweight: 60+ kg (132 lbs. and over)

NOTE: These specific divisions apply if there are enough entries to formulate a division. The weight of a competitor must be documented on an official weigh-in form, witnessed and signed by the designated official(s). Kilo fighters shall weigh-in between the start of registration and 24 hours prior to their event.

Part 8 - Qualification Procedures

Article 12 - For the TKF International Karate-do Competition Championships.

12.1 Authority.

12.1.1 Country's qualifiers.

12.1.1.1 All athletes must compete at their own country's qualifier before participating at the TKFI National and TKF International Karate-do Championship. Sanctioned qualifying events shall be awarded by the TKF International Executive Committee.

12.1.1.2 The number of athletes qualifying directly to the National and International Championship shall be determined by the TKF International Executive Committee.

12.2 Sanction.

12.2.1 For each tournament to be valid, the appropriate sanction for the event must be secured, and all competitors must be properly registered.

12.3 Time Deadline.

12.3.1 A list of all athletes who have qualified to participate at the TKF National and International Karate-do Championships must be received by the International TKF International Karate-do Competition Program office no later than (30) thirty days prior to the opening ceremonies of these events.

12.4 Financial.

12.4.1 All appropriate financial obligations must be received by the TKF International Karate-do Competition Program office within ten days after closing ceremonies of the qualifying event. Failure to do so may disqualify the event director from hosting future TKFI events.

Part 9 - Sanctioning TKFI Tournaments

Article 13 - Guidelines

13.1 Purpose.

Act as general guidelines for TKF International Karate-do Competition events.

13.2 General Explanation.

13.2.1 To hold a TKFI karate-do qualifying event, a sanction shall be obtained in writing and mailed to: TKFI hombu dojo, 1535 Harbeck Road, Grants Pass, Oregon, 97527 U.S.A. The sanction fee for qualifiers is \$25.00.

13.2.2 TKF International Championships shall be held every other year. National TKFI Championships may be held every year but not at the same time as the TKF International Championships.

13.2.3 To hold an International or National TKFI Karate-do Championships, a bid packet must first be obtained by the TKFI Hombu Office or TKF International Director.

13.2.3.1 Bid packet shall include all requirements necessary to prepare the necessary application for each bid.

13.2.3.2 Bids will accompany a \$500.00 deposit (U.S.), which will be held until a bid is awarded.

13.2.3.3 The full deposit will be refunded to those whose bids were not chosen.

13.2.4 TKF International Karate-do Competition Program allows for non-TKFI members

to compete at both International and National Championships. They may be required to pay a higher registration tournament fee which shall be left to the discretion of the Tournament Director. Qualification to these championships may be waived with the approval of the TKFI Director.

13.2.5 Entry forms, flyers, etc. must be approved by the TKF International Karate-do Competition Program Executive Committee.

13.2.5.1 All tournament entry forms, flyers, etc. shall first be approved by the TKFI Executive Committee and include the following information before publication:

13.2.5.1.1 Any proposed modifications to the TKF International Karate-do Competition Program Rules.

13.2.5.1.1.1 Modifications not appearing on the entry form and tournament flyer shall not be allowed. Rule changes for qualifying tournaments to the International or National Championships are also disallowed.

13.2.5.2 Advise that junior athletes should be prepared to present proof of age should a question on this matter arise.

13.2.6 Review the TKF International Karate-do rules and the methods and procedures for holding matches under these rules with your country's members to insure compliance.

13.2.7 Contact the dojos in your country to ensure that enough qualified referees, table officials, volunteers, etc. are available to hold the competition. (see bid packet)

13.2.7.1 Clinics are required to review the tournament rules for the referees, judges, timekeepers, charters, and scorekeepers prior to the competition.

13.2.8 Announce the country chosen for the next International Championship prior to each International closing ceremony. Announce the location for the next National Championships prior to each National closing ceremony.

13.2.9 All TKFI events shall have proper insurance coverage.

Part 10 - General Considerations

Article 14 - Requirements

14.1 Eligibility:

14.1.1 Registration deadlines shall be set by the Tournament Director.

14.1.2 All competitors must enter and compete under their own legal name. Nicknames are prohibited and will result in disqualification.

14.1.3 All competitors must be certified as physically fit. In case of doubt, the tournament physician must certify physical fitness.

14.1.4 All competitors that are minors must have parent or guardian consent.

14.2 Personal Requirements and Conduct of the Competitor:

14.2.1 Both competitor and uniform must be sanitary.

14.2.2 Fingernails and toenails must be cut short.

14.2.3 No rings, bracelets, hair beads, hair clips or other potentially harmful jewelry may be worn.

14.2.4 No hats or sweatbands in any form, shape or color may be worn by a competitor.

14.2.5 There shall be no conversation between competitors competing during a match.

14.2.6 The contestant has no say in arguing or contesting a point of judgment.

14.3 Officials' Requirements:

14.3.1 Must be a current TKF International member and present a neat and clean image.

14.3.1.1 Invited officials from other organizations must attend the prescribed official's

clinic before being allowed to officiate or must have approval by the TKFI Executive Director.

14.3.2 The referees and judges shall wear the uniform designated by the TKF International Karate-do Competition Program Executive Committee.

14.3.3 The scorekeeper shall wear presentable attire and shall be equipped with elimination charts on a clipboard, pencil with eraser, and a ruler if deemed necessary.

14.3.4 The timekeeper shall wear presentable attire and shall be equipped with a stopwatch (and possible neckband) and a bean bag, bell or sponge which will be used to indicate that time has expired. A second stopwatch will also be available for use for the "ten second rule".

14.3.5 All certified officials at an International or National TKFI Karate-do competition must present themselves to and register with the Referee's Council prior to the start of competition. They must present their TKF International license for identification and validation. Those that desire to coach must not be in an official's uniform when coaching. At the TKFI International Karate-do Championships, a person who declares to coach shall not serve as an official during that day's competition.

14.3.6 Senior officials (A) present at the International or National TKFI Karate-do Championships must officiate unless competing.

14.3.7 Every effort shall be made to ensure that no more than two officials shall be from the same country, during any match.

14.3.8 All officials shall address each other as sensei, shihan, etc. and shall always be respectful, polite and courteous to all volunteers.

14.3.9 All officials shall remain at their assigned posts and shall not leave without the approval of the referee or Match Area Controller.

14.3.10 All officials shall sit whenever possible and not stand around the bout area or official's table unless while officiating.

14.4 Coaches' and Instructors' Requirements and Conduct:

14.4.1 Each competitor prior to the start of competition may declare one coach for any given competition. The designated coach must have attended an TKFI Karate-do competition coaches seminar.

14.4.2 The coach must stay in his designated area at the side of the ring except when filing a protest with the arbitrator.

14.4.3 A competitor in the same competition cannot be another competitor's coach.

14.4.4 A competitor cannot register themselves as their own coach.

14.4.5 A coach cannot enter the match area under any circumstances.

14.4.6 A coach may not speak to or harass the referees, judges or volunteers.

14.4.7 A coach must lodge all protests with the proper protest procedure. Protests shall be in writing, unless correction specifies administrative oversight.

14.4.8 All protests will be refunded if the protest is found to be valid.

14.4.9 A coach, when coaching, must only speak in a normal tone of voice and not disturb the match progress.

14.4.10 All coaches shall address each other as Mr., Mrs., Miss or Sensei and shall always be respectful, polite and courteous to all officials and volunteers.

14.4.11 All TKFI coaches, instructors and members of each athlete or team, must be a current TKFI member.

14.4.12 Invited coaches must attend the required tournament clinic in order to be admitted on the competition floor, and are not required to be a TKFI member.

Article 15 - Code of Honor

15.1 Athletes.

15.1.1 Be respectful of the game and to its rules and traditions. Be respectful of your opponents. Be respectful of the officials. Be respectful in victory and defeat. Demonstrate good citizenship wherever you go. Be respectful of property and of all people. Use appropriate language at all times.

15.2 Coach/Volunteer.

15.2.1 Obey the rules of competition. Obey the laws of your country and state. Be educated and stay informed. Be a good role model. Give back to the sport of karate-do. Encourage those you coach to be good citizens. Use appropriate language at all times.

15.3 Referee/Arbitrator/Judges/Official.

15.3.1 Devote time, thought and study to the rules of the game. Render effective and credible decisions in a fair and unbiased manner. Work with fellow officials in a spirit of harmony and cooperation in spite of differences of opinion. Constantly uphold the honor and dignity of the avocation in all personal conduct and relations with the athletes, coaches, volunteers, and other officials. Dress according to expectations and maintain a proper appearance that is befitting the importance of the game. Use appropriate language at all times.

Part 11 - Uniform/Dress

Article 16 - Uniform Requirements

16.1 Referees/Judges.

16.1.1 Referees and judges must wear the official uniform designated by the TKFI International Karate-do Competition Program Executive Committee. This uniform must be worn at all tournaments and courses.

16.1.2 The official uniform will be as follows:

16.1.2.1 A single breasted navy-blue blazer bearing two silver buttons.

16.1.2.2 A white shirt with short sleeves.

16.1.2.3 An official TKFI tie worn without tie pin.

16.1.2.4 Plain light gray trousers without cuffs.

16.1.2.5 An official TKF International badge.

16.1.2.6 An officials' license book with their name and license rating.

16.1.2.7 Unpatterned dark blue or black socks and black, slip on shoes for use on the match area.

16.1.2.8 Jewelry of any kind is not allowed, including watches, wedding rings and stud earrings.

16.1.3 All officials must present their license credentials to the Chief Referee or Council of Referees prior to the commencement of the opening ceremonies.

16.1.4 All officials shall bring a whistle attached to a white chord, pen, writing pad and breath mints.

16.2 Coaches.

16.2. 1 The coach shall at all times during the tournament wear a track suit, tennis shoes, and an official TKFI credential placed around their neck (Credentials are presented after attending the prescribed clinic for each event).

16.2.2 No person shall be allowed to coach unless they are in compliance with these requirements.

16.2.3 No coach shall have another person substitute or act on his behalf. Those in violation will not be able to coach for a minimum of two years.

16.3 Competitors.

16.3.1 Contestants must wear a white unmarked karate gi without stripes or piping. An identifying number issued by the Organizing Committee shall be worn either around the neck or back of the gi, depending on type of ID number.

16.3.2 The karate gi jacket, when tightened around the waist with the belt, must be of minimum length that covers the hips, but no longer than mid thigh. In the case of women, a plain white t-shirt or white sports bra may be worn beneath the karate gi jacket.

16.3.3 Gi sleeves may not be rolled. The sleeves of the gi jacket must come at least halfway down the forearm. The exception to this rule is in kobudo competition where the sleeves of the gi jacket may be modified to facilitate safe progression of the performance.

16.3.4 The gi jacket must be of kimono style (left side over right).

16.3.5 The gi trousers must be long enough to cover at least two thirds of the shin - and may not be rolled up.

16.3.6 The belts must be around 5 centimeters wide and of a length sufficient to allow 15 centimeters free on each side of the knot ends after it has been properly tied around the waist, but not to hang lower than the knee.

16.3.6.1 At the competition area, competitors shall wear the aka belt and the ao belt.

16.3.7 Each contestant must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Should the referee consider any contestant's hair too long and/or unclean, they may, with the Referee's Council approval disbar the contestant from the bout. Hair slides are prohibited, as are metal hair clips. In kata or kobudo a discreet hair clip is permitted.

16.3.8 Uniforms may bear the trademark, name of a product or manufacturer, and may bear the name of a club or organization if it is less than 1 1/2" in diameter.

16.3.9 The official TKFI patch shall be worn on the uniform, be affixed to the left breast of the gi jacket and must be properly sewn on. Invited clubs shall wear their official club or organizational patch.

16.3.10 No protective gear shall be worn during kata or kobudo competition.

16.3.11 Glasses that are secured to the head are permitted in kata or kobudo competition.

16.3.12 Contestants who present themselves incorrectly dressed will be given one minute in which to remedy the situation.

16.4 Volunteers.

16.4.1 Volunteers should be provided an official tournament staff shirt if at all possible for easy identification and overall professionalism.

Part 12 - Safety Equipment & Precautions

Article 17 - Safety Equipment

17.1 General Explanation.

Only TKFI Karate-do competition approved equipment shall be allowed.

17.1.1 The use of bandages or braces because of injury must be approved by the Referees' Council, on the advice of the official doctor. The referee in charge of a ring is responsible for inspecting all safety equipment and ensuring that it is in compliance with requirements, poses no threat of injury to either competitors, and offers no significant competitive advantage to the wearer.

17.2 Mandatory Kumite Equipment:

17.2.1 All youth athletes (18 & younger, optional for adults) must have TKF International Karate-do competition approved white head gear with plastic face shield. Mizuno type preferred.

17.2.2 Approved blue and red naugahyde mitts.

17.2.3 Gum-shields.

17.2.4 Groin Cups for male athletes. Groin cups must be worn under the gi trousers.

17.2.5 White approved body protectors for all junior divisions. (Mandatory beginning in 2012)

17.3 Optional Equipment:

17.3.1 White cloth or naugahyde soft shin pads (for adults and youths)

17.3.2 Naugahyde shin/instep protectors.

17.4.3 White approved body protectors for all junior divisions. (Mandatory beginning in 2012)

17.3.4 Women may wear the authorized additional white or clear plastic breast protective equipment approved by the TKF International Karate Executive Committee.

17.4 Unauthorized Equipment.

17.4.1 The wearing of unauthorized clothing or equipment is forbidden.

17.4.2 Standard glasses are forbidden in kumite divisions. Only plastic safety glasses manufactured specifically for karate use are allowed for all athletes.

17.4.2.1 Soft contact lenses may be worn at the contestant's own responsibility.

Article 18 - Safety Precautions

18.1 Medical Staff:

18.1.1 A doctor or certified medical person must be present at all TKFI Karate-do competition sanctioned tournaments.

18.2 Medical Equipment:

18.2.1 Medical equipment must be available at all TKFI Karate-do competition sanctioned tournaments, as recommended by the Medical Staff.

18.3 Only a doctor or certified medical person shall be permitted to check or treat an injured athlete, except to remove a mouthguard. The doctor or certified medical person shall decide if the athlete will be allowed to continue the match.

18.3.1 It is recommended that there will be a follow-up examination the same day on the following injuries:

18.3.1.1 Head blows with the following symptoms:

18.3.1.1.1 Amnesia, changes in vision, fainting, difficulty in breathing, difficulty in hearing, or ringing ears.

18.3.1.1.2 Non-responsiveness or unconsciousness.

18.3.1.1.3 If a competitor has been knocked out, he/she shall not be allowed to engage in competition for a period of at least four weeks. It is strongly recommended by the Karate Sports Medicine Committee that the individual adjust his practice in the dojo to exclude any sparring which incorporates the head as a target.

18.3.1.2 Joint injuries with the following symptoms:

18.3.1.2.1 Deformity, inability to walk, excessive swelling.

18.3.1.3 Painful or stiff neck or back.

18.3.1.4 Large bruises.

18.3.1.5 Numbness or weakness.

18.3.2 Any injury which requires treatment must be reported on a medical injury report form

found in the Appendix. This implies to any injury to contestants, officials, volunteers, spectators and anyone else attending the competition.

18.4 Emergency Transportation.

It is mandatory that each tournament promoter make provision for emergency transportation.

18.5 HIV and Hepatitis Precautions.

18.5.1 As a precautionary measure, first aid kits equipped with disposable plastic or latex gloves will be required at all TKFI Karate-do competition sanctioned events. A disinfectant solution such as bleach shall be available along with clean-up rags and plastic bags.

18.5.2 In order to prevent possible contagion in the event of a bleeding accident or injury at a TKFI Karate-do competition event, officials will (if assisting medical personnel):

18.5.2.1 Put on disposable plastic or latex gloves from the first aid kit before rendering assistance.

18.5.2.2 Clean up any blood spills with soap and water and use a disinfectant such as bleach afterwards.

18.5.2.3 Put any blood-soaked items that need to be laundered or thrown away in a plastic bag or disposable container.

18.5.2.3.1 Competitors whose gi or hand guards are tainted with blood, shall change their gi and/or hand guards before continuing with the match.

Appendix

Terminology

AKA

Red

AO

Blue

SHOBU

match

SHOBU HAJIME

Start the match or extended match

Referee stands on his line.

ATOSHIBARAKU

A little more time left .

An audible signal will be given by the time-keeper 30 seconds before the actual end of the bout.

YAME

Stop, Interruption, or end of the bout.

The referee chops downwards with his hand.

The time-keeper stops the clock.

MOTO NO ICHI

Return to your original position.

Contestants, referee and judge return to their respective standing lines.

TSUZUKETE

Fight on.

Resumption of fighting ordered when unauthorized interruption occurs.

TSUZUKETE HAJIME

Resume fighting, Begin!

Referee standing upon his line, steps back into zenkutsu-dachi and brings the palms of his hands towards each other.

SHUGO

Judges called.

The referee beckons with his arms to the judges.

HANTEI

Judgement.

Referee calls for judgement by blowing his whistle and the judges render their decision by flag signal.

HIKIWAKE

Draw

Referee crosses arms over chest, then uncrosses and holds arms out from the body with the palms showing upwards.

TORIMASEN

Unacceptable scoring technique.

Same signal as hikiwake, but culminating with the palms facing downwards towards body.

AIUCHI

Simultaneous scoring technique.

No point awarded to either contestant. Referee brings fists together in front of chest.

AKA (or AO) NAGE WAZA, AKA (or AO) SANBON

Red or blue for successful throwing opponent followed by scoring technique for three points.

AKA (or AO) NO KACHI

Red or Blue wins

The referee raises his arm upward 55 degrees on the side of the winner.

AKA (or AO) IPPON

Red or Blue scores one point

The referee extends his arm downward 45 degrees on side of the scoring contestant.

AKA (or AO) NIHON

Red or Blue scores two points

The referee extends his arm at shoulder level on the side of the scoring contestant.

AKA (or AO) SANBON

The referee extends his arm upward 45 degrees on the side of the scoring contestant.

OFFENSIVE CHUKOKU

Warning.

The Referee raises one hand in a fist with the other hand covering it at the chest level and shows it to the offender. (For non-contact, the referee raises both arms crossed with the hands open at the chest level and shows it to the offender.

OFFENSIVE KEIKOKU

Penalty

The referee points with his index finger to the feet of the offender, and awards an ippon to the opponent.

OFFENSIVE HANSOKU-CHUI

Penalty

The referee points with his index finger to the chest of the offender, and awards an nihon to the opponent.

OFFENSIVE HANSOKU

Foul

The referee points with his index finger to the face of the offender and awards a victory for the opponent.

JOGAI CHUKOKU Exit from fighting area

The referee points with his index finger to the area boundary on the side of the offender.

JOGAI KEIKOKU

Penalty

Second exit from fighting area

Referee uses three hand signals with announcement "aka (or ao) jogai hansoku chui." He first points with his index finger to the match boundary on the side of the offender, then to the offender's feet, and awards an ippon to the opponent.

JOGAI HANSOKU-CHUI

Penalty

Third exit from fighting area

Referee uses three hand signals with announcement "aka (or ao) jogai hansoku chui." He first points with his index finger to the match boundary on the side of the offender, then to the offender's chest, and awards an nihon to the opponent.

JOGAI HANSOKU

Foul

Fourth and final exit from fighting area.

Referee uses three hand signals with announcement "aka (or ao) jogai hansoku." He first points with his index finger to the match boundary on the side of the offender, then to the offender's face and awards "kachi" for the opponent.

SHIKKAKU

Disqualification

Referee uses three hand signals with the announcement "aka (ao) shikkaku." He first points with his index finger to the offender's face then obliquely above and behind him. The referee will then announce to the opponent, with the appropriate gesture as previously given, "aka (or ao) no kachi!"

MUBOBI CHUKOKU

Warning for lack of regard for ones own safety.

Referee points one index finger in the air at a 60 degree angle on the side of the offender.

MUBOBI-KEIKOKU

Penalty.

Referee uses three hand signals with announcement "aka (or ao) - mubobi-keikoku." He first points with his index finger 60 degree angle on the side of the offender, then to the offender's feet, and awards an ippon to the opponent.

MUBOBI-HANSOKU CHUI

Penalty.

Referee uses three hand signals with announcement "aka (or ao) - mubobi-hansoku chui." He first points with his index finger 60 degree angle on the side of the offender, then to the offender's chest, and awards an nihon to the opponent.

MUBOBI-HANSOKU

Foul.

Referee uses three hand signals with announcement "aka (or ao) - mubobi-hansoku." He first points with his index finger 60 degree angle on the side of the offender, then to the offender's face and awards "kachi" to the opponent.

KIKEN

Renunciation (formal declaration to give-up).

The referee points with his index finger towards the contestant's feet or contestant's line, with announcement "aka (ao) - kiken" and awards "kachi" to the opponent.

JOGAI NAKAE

Return to the Shiaijo

Yudansha

Black belt ranks in the kyu/dan ranking system.

Chart to Determine Number of Byes

First column is the number of competitors. Second column is the number of byes.

$$1 = 0$$

$$2 = 0$$

$$3 = 1$$

$$4 = 0$$

$$5 = 3$$

$$6 = 2$$

$$7 = 1$$

$$8 = 0$$

$$9 = 7$$

$$10 = 6$$

$$11 = 5$$

$$12 = 4$$

$$13 = 3$$

$$14 = 2$$

$$15 = 1$$

$$16 = 0$$

$$17 = 15$$

$$18 = 14$$

$$19 = 13$$

$$20 = 12$$

$$21 = 11$$

$$22 = 10$$

$$23 = 9$$

$$24 = 8$$

$$25 = 7$$

$$26 = 6$$

$$27 = 5$$

$$28 = 4$$

$$29 = 3$$

$$30 = 2$$

$$31 = 1$$

$$32 = 0$$

Note: To determine the number of byes, simply remember the numbers 2, 4, 8, 16 & 32. Subtract the number of athletes closest to these numbers without going over, and you'll have the number of byes needed. For example if there are nine athletes, subtract nine from 16 and seven is the number of byes needed. When charting, keep the byes equitable between both pools. For example, if the number of byes is seven, chart 4 byes in Pool A and 3 in Pool B or vice versa.

PROTEST FORM

Name of event: _____

Date: _____ Place: _____

Complainant: _____ Phone #: _____

Amount deposited: _____

Officiating panel's names: _____

Precise details of protest: _____

Name of registered coach: _____

Please print legibly

Signature of registered coach: _____

For Referee Council:

Action of protest: _____

Signature of referee council representative _____

TKF INTERNATIONAL INJURY REPORT FORM

Last Name _____ First Name _____ MI _____ M/F _____

Athlete Non-Athlete (coach-volunteer) _____

Address _____ City _____ State _____ Zip _____

Phone # () _____ Birthdate _____ e-mail _____

INJURY DETAILS

Name of Event _____

Address where occurred? _____

Date & Time of Injury _____

Description of injury and how it occurred? _____

List names of those who witnessed the accident/injury including phone #

Part of body injured (incl Left or Right) _____

Action Taken: First Aid Refused Referred to Parent

Transport: Ambulance Hospital/Clinic Own Accord (Adult)

Parent(s) Name (if applicable) _____

Address _____ City _____ State _____ Zip _____

INSURANCE VERIFICATION

Is injured party covered by any insurance policy, either as an individual, dependent, group, automobile medical or liability? Yes No

If yes, please list name of insurance carrier: _____

Signature of TKF International Representative _____ Date _____

Signature of Injured (or parent) _____ Date _____

Referee's Hand Gestures

SHOMEN NI REI

Referee stands with feet together and pushes arms with palms directed to shomen.

OTAGAI-NI-REI

Referee stands with feet together and pushes hands toward each other at a 45° angle.

SHOBU HAJIME

Begin Match.

Referee stands on the line with hands to the side.

OFFENSIVE CHUKOKU for Contact.

Warning.

Referee raises one hand in a fist placing it in the other hand, opened at chest level, and shows it to the offender.

OFFENSIVE CHUKOKU for non-contact violation.

Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level, and shows it to the offender.

OFFENSIVE KEIKOKU

One-point penalty

The referee makes the appropriate category gesture and then points with his index finger to the feet of the offender and announces, "Keikoku!", and announces and signals an ippon to the opponent.

OFFENSIVE HANSOKU CHUI FOR CONTACT OR NON-CONTACT

Two-point penalty.

The referee makes the appropriate gesture and then points with his index finger to the mid-section of the offender and announces, "Hansoku Chui!", and announces and signals a nihon to the opponent.

OFFENSIVE HANSOKU FOR CONTACT OR NON-CONTACT

Foul.

The referee makes the appropriate gesture and then points with his index finger to the face of the offender, announces, "Hansoku!" and then announces and signals a victory to his opponent.

SHIKAKU

Disqualification.

The referee uses two hand signals with the announcement "aka (ao) - shikaku". He first points with his index finger to the offender's face then behind him. The referee will announce with the appropriate gesture as previously given, "aka (ao) no kachi!"

IPPON

The referee extends his arm downwards at a 45 degree angle on the side of the scoring contestant.

NIHON

The referee extends his arm at shoulder level on the side of the scoring contestant.

SANBON

The Referee raises his arm at a 45 degree angle on the side of the scoring contestant.

NO KACHI

The referee raises his arm at a 55 degree angle on the side of the winner.

TSUZUKETE HAJIME

Resume fighting - Begin!

The referee standing on his line steps back into zenkutsu dachi and brings the palms of his hands towards each other. Arms remain straight.

YAME

Stop!

Interruption or end of match. The referee chops downward with his hand. The timekeeper stops the clock.

MUBOBI CHUKOKU

Warning for lack of regard for ones own safety.

The referee points one finger in the air at a 60 degree angle on the side of the offender, and announces, "mubobi!".

MUBOBI KEIKOKU

The referee points one finger in the air at a 60 degree angle on the side of the offender, announces, "mubobi keikoku!", and awards an ippon to the opponent.

MUBOBI HANSOKU CHUI

The referee points one finger in the air at a 60 degree angle on the side of the offender, announces, "mubobi hansoku chui!", and awards a nihon to the opponent.

MUBOBI HANSOKU

The referee points one finger in the air at a 60 degree angle on the side of the offender, announces, "mubobi hansoku!", and awards victory to the opponent.

JOGAI CHUKOKU

Outside match area.

The referee points with his index finger to the match boundary on the side of the offender, and announces, "jogai!"

JOGAI KEIKOKU

The referee points with his index finger to the match boundary on the side of the offender, announces, "jogai keikoku!", and awards an ippon to the opponent.

JOGAI HANSOKU CHUI

The referee points with his index finger to the match boundary on the side of the offender, announces, "jogai hansoku chui!", and awards a nihon to the opponent.

JOGAI HANSOKU

The referee points with his index finger to the match boundary on the side of the offender, announces, "jogai hansoku!", and awards victory to the opponent.

SHUGO

Calling the judges.

The referee beckons the judges by first placing palms outward, then draws them inward.

HIKIWAKE

Draw.

The referee crosses arms over chest, then uncrosses and holds arms out from body with the palms showing forward.

AIUCHI

Simultaneous scoring techniques.

No point awarded to either contestant. Referee brings fists together in front of his chest.

TECHNIQUE BLOCKED

Referee places one hand on the forearm of the other arm.

TECHNIQUE MISSED

Referee passes vertical fist across his body.

TECHNIQUE WEAK

Referee opens and presses his hand downward.

TECHNIQUE INCORRECT (Too far)

Referee places his hands with palms toward each other approximately 10" apart.

TECHNIQUE INCORRECT (Too close)

Referee crosses his hands stopping at the wrists.

CANCEL LAST DECISION

Referee turns toward the contestant that decision was made to and gives torimasen signal.

KIKEN

Renunciation.

The referee points with his index finger towards the renouncing contestant's feet or line and then gestures and announces victory to the opponent.

TORIMASEN

Unacceptable as scoring technique.

The referee crosses arms over chest, then uncrosses and holds arms out from body with the palms showing downwards and backwards.

REFEREE ASKS JUDGES TO RECONSIDER

The referee gestures to the judge(s) that aka (or ao) scored first and then gestures to them to reconsider.

WASTING TOO MUCH TIME

Referee describes a small circle horizontally at chest level and shows it to the offender.

Judge's Flag Signals

AIUCHI

The flags move towards each other in front of the chest.

MIENAI

Covering both of the eyes with the flags.

IPPON

Aka or (ao) flag extended downward at 45° angle.

NIHON

Aka or (ao) flag extended horizontally.

SANBON

Aka or (ao) flag extended upward at 45° angle.

WINNER

Aka or (ao) flag extended upward at 55° angle.

WARNING SIGNAL FOR SAFETY OR OTHER ISSUES.

The flag is raised and a circular motion is made.

PENALTY FOR ALL CATEGORIES EXCEPT JOGAI.

The flag is raised and a circular motion is made.

CHUKOKU

The aka or (ao) flag is raised and a circular motion is made.

KEIKOKU

The aka or (ao) flag is raised and a circular motion is made, then pointed to the offender's feet.

HANSOKU CHUI

The aka or (ao) flag is raised and a circular motion is made, then pointed to the offender's waist.

HANSOKU

The aka or (ao) flag is raised and a circular motion is made, then pointed to the offender's face.

JOGAI

Pointing the flag toward the offender's out-of-bounds line (45 degrees downward) and moving the flag up and down without tapping the floor.

HIKIWAKE

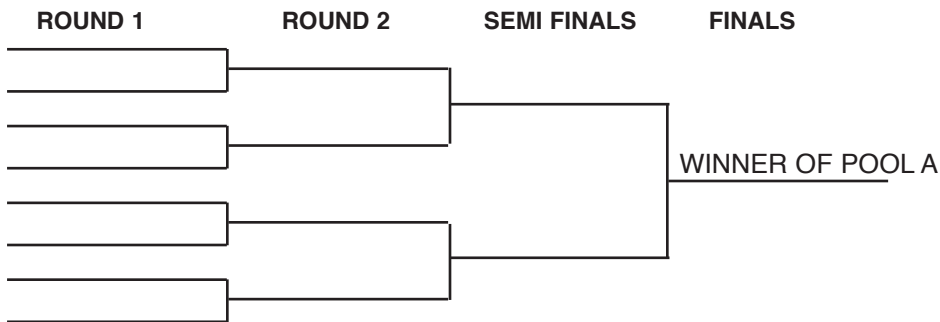
Judges cross their flags above their heads.

TORIMASEN

Waiving the flags and letting them cross just above the knees.

KUMITE, KATA & KOBUDO FLAG JUDGEMENT CHART INCLUDING REPERCHAGE

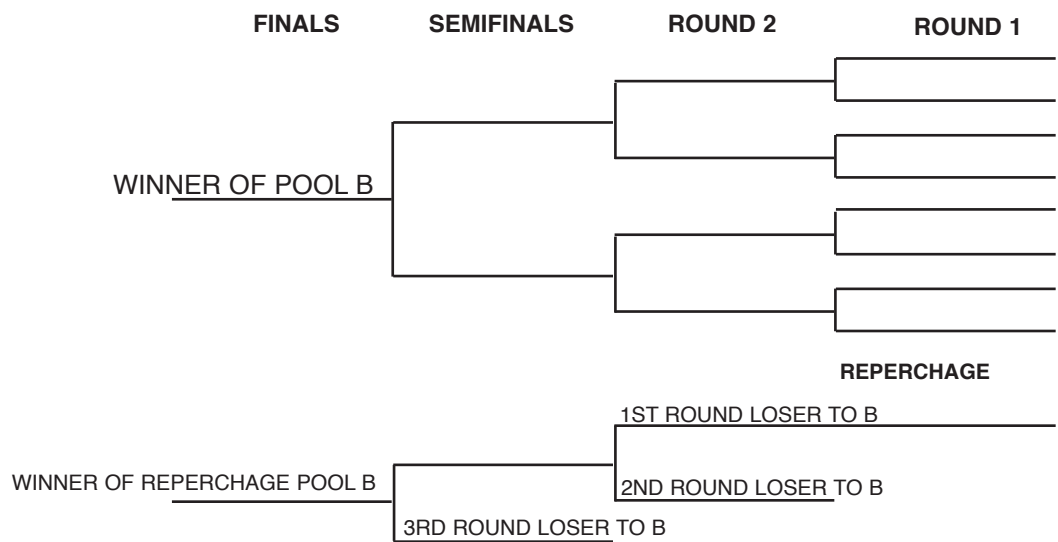
POOL A



REPERCHAGE



POOL B



FINALS


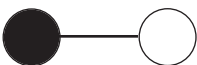


WINNER OF POOL A VS WINNER OF POOL B

GOLD & SILVER MEDALISTS

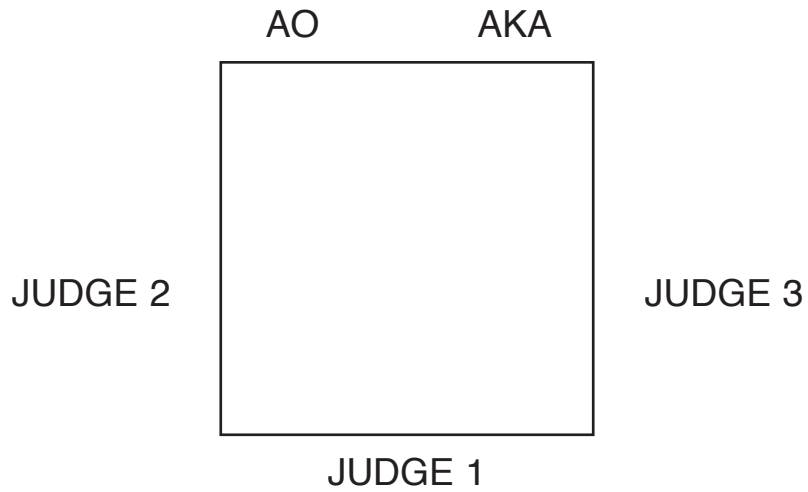
WINNER OF REPERCHAGE POOL A VS WINNER OF REPERCHAGE POOL B

DOUBLE THIRDS OR CONTEST FOR THIRD AND FOURTH PLACE

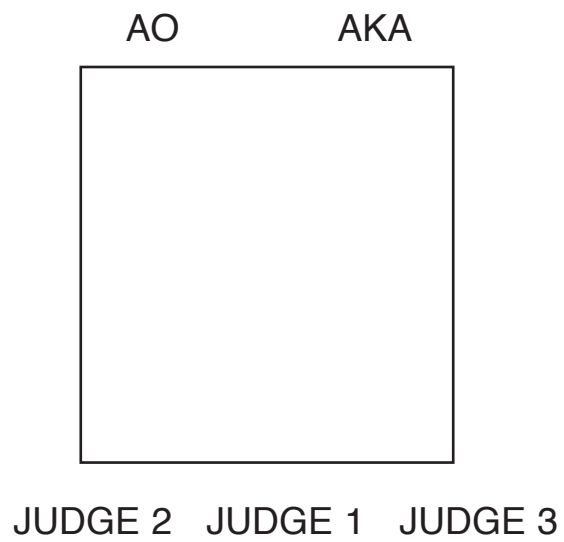
SYMBOLS

	IPPON	1-POINT
	NIHON	2-POINTS
	SANBON	3-POINTS
	KACHI	WINNER
	HIKIWAKE	DRAW
X	MAKE	DEFEAT
JC	JOGAI CHUKOKU	EXIT WARNING
JK	JOGAI KEIKOKU	EXIT 1-POINT PENALTY
JHC	JOGAI HANSOKU CHUI	EXIT 2-POINT PENALTY
JH	JOGAI HANSOKU	EXIT FOUL
OC	CHUKOKU	CONTACT/NON CONTACT WARNING
OK	KEIKOKU	CONTACT/NON CONTACT 1-POINT PENALTY
OHC	HANSOKU CHUI	CONTACT/NON CONTACT 2-POINT PENALTY
OH	HANSOKU	CONTACT/NON CONTACT FOUL
S	SHIKAKU	DISQUALIFICATION
MC	MUBOBI CHUKOKU	DISREGARD FOR SAFETY WARNING
MK	MUBOBI KEIKOKU	DISREGARD FOR SAFETY 1-POINT PENALTY
MHC	MUBOBI HANSOKU CHUI	DISREGARD FOR SAFETY 2-POINT PENALTY
MH	MUBOBI HANSOKU	DISREGARD FOR SAFETY FOUL

KATA/KOBUDO COMPETITION LAYOUT 1



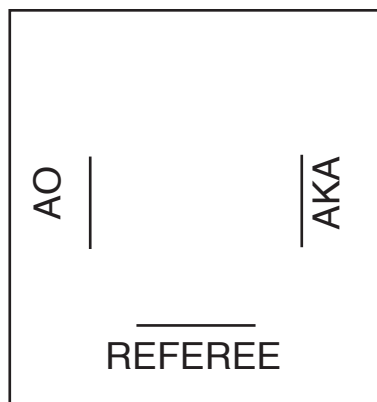
KATA/KOBUDO COMPETITION LAYOUT 2



KUMITE COMPETITION LAYOUT 1

JUDGE 1

JUDGE 2

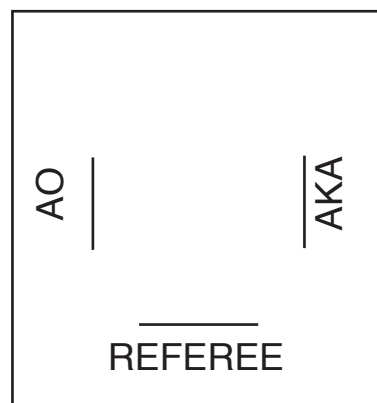


KUMITE COMPETITION LAYOUT 2

JUDGE 2

JUDGE 1

JUDGE 3



ARBITRATOR

TKFI INTERNATIONAL KARATE-DO COMPETITION PROGRAM

Executive Director

Tony Mendonca Shihan (ex-officio member of all committees)

Secretary

(To be appointed)

Treasurer

Ida Saito

Executive Committee

Ubiratan Souza de Lima Shihan
Ivano DiBattista Shihan
Joan Gombau
Dwight Grover Shihan
Danilo Torri Shihan
Giovanni Granados Jun Shihan
Sofia Parada Sensei
Kaysavan Raghuunathan Sensei
Samantha Tipler, Athlete Representative (pending)

Referees' Council

Dwight Grover Shihan - Chairman
Ubiratan Souza de Lima Shihan
Ivano DiBattista Shihan
Joan Gombau Ventura Shihan
Danilo Torri Shihan
Chuck Overstreet (pending)

Technical Committee

Ivano DiBattista Shihan
Kazumasa Itaki Hanshi
Ray Dalke Hanshi
Rony Kluger Hanshi

Coaches' Committee

Jim Hamilton Sensei - Chairman
Liz Satriano Sensei - Administrator
Giovanni Granados Shihan