

WSKA
World Shotokan Karate-Do Association

CONTEST RULES

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The modifications are marked in a frame.

PART A : GENERAL CONTEST RULES

CHAPTER I - JUDGING.

ARTICLE 1 : PURPOSE.

These Rules are instituted for the purpose of ensuring strict fairness and uniformity of the methods of judging and thus enhancing the authority of the Judges, and they shall be applicable to matches held under the auspices of the European Shotokan Karate-do Association (E.S.K.A.).

ARTICLE 2 : JUDGEMENT OF A MATCH.

Judges shall judge matches in accordance with the E.S.K.A. CONTEST RULES.

Their authority does not function beyond these Rules.

The judgement of a match shall be made by a panel of Judges (see chapter II in Part B and in Part C).

The Judges' decisions are absolute.

ARTICLE 3 : JUDGES.

1. Chief Judge, Referee, Arbitrator and Corner Judges are selected in the following way :

-The Chief Judge is appointed by ESKA-Congress.

-Referee, Arbitrator and Corner Judges for each match area are appointed by the

Chief Judge before or at the time of the match.

2 In case of disability of a Judge owing to an accident or other causes, the Chief Judge shall nominate and assign a substitute Judge to his place. The composition of a panel of Judges cannot be changed at the discretion of the

Judges alone.

ARTICLE 4 : DUTIES OF THE JUDGES.

1. The Chief Judge, Referee, Arbitrator and the Corner Judges shall bear in mind the following points :

-Judges must be objective.

- They must conduct themselves impartially and fairly.
 - They must comport themselves with dignity (also toward contestants) and self-possession.
 - Propriety, or lack of it, of the attitude and the moves of the Judges taken in relation to the conduct of the match and judgments thereon have an important bearing upon the reputation and public esteem of Karate-do. Their attitude and moves taken during the match must therefore be vigorous, agile and refined.
- 1 Judges' attitudes and actions must be quick and precise due to their great influence over the interest and success of a match.
 - 2 The Referee and the Corner Judges must concentrate their full attention on the match, observe each contestant accurately and judge every action of the contestants correctly.
 - 3 During the match, the Referee and the Corner Judges must not converse with anyone other than the Arbitrator, the Judges and the contestants.

ARTICLE 5 : POWER AND DUTY OF THE CHIEF JUDGE.

The Chief Judge :

- has the highest responsibility of judgement,
- shall be responsible to see that the match is conducted according to these Contest

Rules and should any unusual incident occur, shall base his decision upon these Rules,
-shall appoint the Referee, Arbitrator and Corner Judges prior to the match,

- should it be necessary to replace a Referee, Arbitrator or Corner Judge due to an accident during a match, the Chief Judge shall immediately halt the match and select a substitute without loss of time,
- must be consulted whenever a Referee has any difficulties in his decisions,

ARTICLE 6 : POWER AND DUTY OF THE REFEREE.

The Referee shall have the power :

- to conduct matches, including start and stop,
- to announce the decision of the panel of Judges,
- to explain when necessary the grounds on which such decisions are awarded,
- to announce fouls,
- to issue warnings (prior to or during a match),

- to take other disciplinary actions (to dismiss or suspend a contestant from a match),
- to obtain advice from Corner Judges,
- to decide victory by majority based on the table for judgment (see Appendix IV),
- to extend the duration of a match.

ARTICLE 7 : POWER AND DUTY OF THE CORNER JUDGES.

1. The Corner Judges shall have the power : -to assist the Referee, -to give their opinion regarding different situations, -to signal their judgment regarding the conduct and development of matches by means of flags and/or whistle, -to exercise their right to a vote for decision of matches.

2 The Corner Judge shall carefully observe the actions of the contestants or participant(s) within his range of vision.

In the following cases, he shall at once signal the Referee by means of whistle or flag, correctly giving his opinion :

- When he notices injury or illness of a contestant before the Referee notices it.
- In the circumstances mentioned in Part B, Chapter II - Article 3 : "Power and Duty of the Corner Judges.", and Part C, Chapter I - Article 3 "Conduct of Match".
- In all cases when he deems it necessary to bring something to the attention of the Referee.

1 Each Corner Judge shall continuously evaluate the relative excellence of Karate-man ship of the contestants or participant(s) and form his opinion independently.

2 When the Referee calls "Hantei", each of the Corner Judges shall give his opinion in the prescribed manner.

3 In case of a difference of opinion between the Referee and the Corner Judges on a given matter, the Corner Judge can, with the concurrence of other Corner Judges, oppose the judgment of the Referee.

ARTICLE 8 : POWER AND DUTY OF THE ARBITRATOR (KANSA).

1 An Arbitrator shall be appointed for each match to ensure the fairness of the conduct of matches and judgments rendered thereon. He shall oversee the operation of the match and the decision of the Referee, and when requested, he may give his opinion to the Referee.

2 When a decision given by the Referee and/or the Corner Judges is thought to have had violated the Rules of the Match or the Rules of Judging, the Arbitrator may call for an explanation of the Referee and/or Corner Judges, and in case he finds the decision patently unreasonable, he may demand the panel of the Judges to revise its decision.

3 The power of the Arbitrator for the supervision of the match shall include supervision, inspection and direction of the timekeeper and the record keeper.

4 Records kept at the match shall become official records subject to the approval of the Arbitrator.

ARTICLE 9 : TERMS AND SIGNS.

The terms and signs to be used by the Referee in the operation of a match shall be, in principle, as specified in Appendix I.

ARTICLE 10 : SIGNALS.

The signals to be made by flags and/or whistle by Corner Judges during the match shall be, in principle, as specified in Appendix II.

Whistle signals used by the Referee shall have the following meanings :

-(long/normal)(short/strong) :
"Yoi, Hajime" (Ready, Commence) or "Hantei" (Decision).

-(short/strong) :
"Yame" (Halt) or the command to lower the flags or the Score Board.

ARTICLE 11 : DECISIONS.

When the Referee awards a decision on the basis of the signals given by the Corner Judges, his decision shall be governed by the rules given in Appendix IV.

ARTICLE 12 : OTHER MATTERS.

Matters relating to judgement not prescribed in these Rules shall be discussed among the Judges and the decisions thus reached shall be referred to the Arbitrator of the match and the Chief Judge for approval.

All officials will be notified of these decisions and a public announcement will be made.

CHAPTER II - GENERAL MATTERS.

ARTICLE 1 : MATCH AREA.

1 The match area shall have a flat surface with necessary measures taken for the prevention of hazards.

2 Wooden floors are preferable. However, canvas or tatami may be used.

3. Size of the match area.

A. Kumite

The size of the match area, in principle, shall be eight meters square.

B. Kata The size shall be large enough so that participants are able to perform the Kata without any obstacles.

3 The match area shall be border lined.

A. Kumite Two parallel lines, each one meter long, shall be drawn at a distance of 1,5 meters from and on both sides of the center point of the match area, at right angles to the line where the Referee stands at the beginning of a match, and these shall be the standing lines for the contestants (see Appendix VII).

B. Kata

Two lines, each half a meter long, shall be drawn at a distance of 3 meters from each other and 2 meters from the borderline, opposite the place where the Referee sits at the beginning of a match (see Appendix VII).

These shall be the standing lines for the contestants in the flag system.

ARTICLE 2 : OUTFIT AND PRESENTATION.

1 The contestants shall wear a clean, white and unfigured Karate-gi.

2 In Kumite Match and in Kata Flag System, one of the contestants shall, for identification purposes, fasten a red belt around his waist and the other a white belt. The contestants don't have to take off their own belt.

3 The contestant shall keep his nails short and shall not wear metallic objects or the like on his body, which may cause injury to his opponent.

4 The contestant is not allowed to wear bandages or supports, except with the Tournament Doctor's permission.

5 In Kumite Match the contestants shall wear the ESKA approved Fist protectors.

6. The contestant may not use devices for protection. However, safety devices may be permitted if so approved by the Judges to prevent hazards.

-Gum shields are compulsory in kumite.

-Groin guards are allowed in kumite.

-Chest protectors are allowed in Ladies Kumite.

2 Spectacles are not allowed in kumite.

3 Official dress.

The official dress for Judges, contestants and coaches shall be as specified in Appendix X.

The ESKA-officers or Tournament Director may disbar any official or competitor who does not comply with this regulation.

ARTICLE 3 : STAFF.

1. Tournament Director.

The Tournament Director is appointed by ESKA Congress.

He shall govern the conduct and development of the matches as far as it does not interfere with or concern the judging rules.

He shall be assisted by the Tournament personnel.

2. Tournament Doctor.

The Tournament Doctor is appointed by ESKA Congress.

He shall govern all medical matters during the Tournament.

He shall be assisted by the First Aid Crew.

2 Tournament Staff.

In order to carry out certain tasks and for the purpose of facilitating the operation of matches, a number of personnel shall be determined by the Tournament Host. They shall proceed as specified in Appendix V.

ARTICLE 4 : MATCH EQUIPMENT.

The types, quantity and usages of the equipment prepared by the Tournament Host are specified in Appendix VI.

ARTICLE 5 : PROTEST AGAINST DECISION AND REVISION OF DECISION.

- 1 The contestants cannot personally protest against the Judges decision.
- 2 Only when a decision given by the Referee and the Corner Judges is thought to have obviously violated the Rules of the Match or the Rules of Judging, the responsible officer of the team involved (ordinarily, the manager) may protest to the Arbitrator against the decision immediately after it was detected.
- 3 When he receives a protest against a decision from the manager of a team to which the contestant belongs, the Arbitrator himself shall review the complaint, may call for an explanation of the Referee and/or Corner Judges, and in case he finds the decision patently unreasonable, he may demand the panel of the Judges to revise its decision.
- 4 When a protest is made through the Arbitrator, the Referee shall, on behalf of the Corner Judges and himself, explain to the Arbitrator the circumstances and grounds on which his decision was made. If the Arbitrator demands a review of the decision, a revision or confirmation of the decision must be made on the basis of a full concurrence of the Referee and the

Corner Judges.

ARTICLE 6 : INJURIES OR ACCIDENTS DURING THE MATCH.

1. In case of an injury of a contestant, the Referee shall at once halt the match, help the injured contestant and, at the same time, call the Tournament Doctor.
The treatment of the injury may not significantly delay the match.
- 2 When a contestant, who suffers a minor injury not serious enough to disable him, refuses to continue with the match or requests for permission to quit the match, he shall be declared the loser.
- 3 In case an injury or injuries sustained during a kumite match for reasons not ascribable to one contestant disabled a contestant or in case both contestants are injured at the same time for reasons for which both are responsible, the contestant who quits the match shall be declared the loser. In case both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, the match shall be declared a draw.
- 4 In case a contestant is deemed unable to continue with the match owing to an injury or any other physical reasons on the basis of the advice of the Tournament Doctor, the Referee shall terminate the match and suspend the injured from the match. If the injury is ascribable to his opponent he shall be declared the winner. If the injury is not ascribable to his opponent he shall be declared the loser.
- 5 A contestant, who wins a match through disqualification of the opponent for causing injury, cannot fight again in the competition without permission from the Tournament Doctor.
6. For the contestant's own safety : if a contestant wins two matches through Hansoku of his opponents, due to injuries caused by uncontrolled techniques, then the contestant will not be allowed to continue in the Tournament.

6 Only the Tournament Doctor can take decisions concerning all matters about injuries, accidents or physical condition of the contestants.

ARTICLE 7 : RETIREMENT.

A contestant who is unable to continue to compete or participate for reasons other than injury or who requests for permission to quit the match for such reasons shall be declared the loser.

ARTICLE 8 : AMENDMENT OR ABOLITION OF RULES.

Amendments to or abolition of these Rules, in whole or in part, are subject to the concurrence of more than two thirds of the members of the ESKA-Congress.

ARTICLE 9 : OTHER MATTERS.

1 In case of a situation not foreseen in these Rules, or in case there is a doubt about the applicability of these rules to a given situation, the Corner Judges, Referee, Chief Judge and the Arbitrator shall consult among themselves to find a solution thereto. All officials will be notified of these decisions and a public announcement will be made.

2. All Karateka, be they contestants (this includes coaches, manager or anybody connected with the contestant), Judges or other officials, must follow the Karate-do ideals of Good Character, Sincerity, Effort, Etiquette and Self Control.

2 Any behaviour likely to bring karate into disrepute (this includes that of coaches, manager or anybody connected with the contestant) may result in the disqualification of the contestant and/or team.

3 During a kumite match coaching is only allowed when a match is suspended by the Referee's command "Yame" till the moment the Referee resumes the match by the announcement "Tsuzukete hajime".

PART B : KUMITE CONTEST RULES

CHAPTER I - THE RULES OF KUMITE MATCH.

ARTICLE 1 : METHODS OF MATCH.

1 The types of match shall be as follows :

- individual match
- team match.

2 Individual match. The individual match is decided by "Ippon shobu".

3 Team match.

- The number of persons comprising a team shall be an odd number (normally five + two reserves for men senior and three + 1 reserve for men junior and women).
- In the first match a complete team must present: a team of 3 has to present 3 competitors, a team of 5 has to present 5 competitors. All of them must compete in that first match.
If a full team can not present due to championship conditions, the competition committee will take decision.

-Matches between individual members of each team shall be held ("Ippon shobu") in a predetermined order.

-The winner of a team match shall be decided on the basis of these individual matches.

-The criteria for deciding the winner of a team match on the basis of the number of winners of individual matches are the following (in order of descending importance) :

- (1) Number of wins.
- (2) Number of "Ippon wins", including "Awasewaza wins".
- (3) Number of "Full Ippon wins".

(4) Extra match.

When a team ties with its opposing team under these methods of decision mentioned above, the decision shall be made on the basis of the result of an extra match conducted between a representative of the contending teams.

In the event of a new draw there will be an extra match (sai shiai).

In case this extra match is a draw an extension will take place (encho-sen).

This extension will be decided by the first score (sudden death).

If there is still no score, decision must be taken (based on the final match (sai shiai + encho sen)) by the Judge panel.

-Victories won through a foul, disqualification or retirement of the opponent shall be counted as "Full Ippon" (see Article 8 in this Chapter).

ARTICLE 2 : CONDUCT OF A MATCH.

Matches shall be conducted exclusively by the instructions of the Referee.

ARTICLE 3 : STARTING, SUSPENDING AND ENDING OF MATCHES.

1. Starting.

The Referee shall take up his position, order the contestants to their original position on the aforesaid lines (see Part A, Chapter II, art.1, point 4), and following an exchange of bows between the contestants, the match shall start with the announcement by the Referee of "Shobu ippon hajime".

2. Suspending.

By announcing "Yame", the Referee shall halt the match temporarily and order the contestants to their positions. The contestants shall return to their prescribed position to wait for an award or a command of the Referee.

When resuming the match, he shall announce "Tsuzukete hajime."

3. Ending.

After halting the match, the Referee shall end the match by announcing "Soremade". When the award is given by the Referee, the contestants shall make a bow to one another and the match is over.

2 The time keeper shall give signals by a gong or buzzer indicating "30 seconds to go" or "time-up".

ARTICLE 4 : DURATION OF A MATCH.

1 The duration of a match shall be for two minutes (effective time). The match stops by the signal of the bell. Exception: The final matches of individual competitions in senior events will take three minutes : sanbon shobu : within the prescribed time, the competitor who has scored two full points is the winner.

2 Effective time of a match shall be taken from when the Referee signalled the contestants to start the match.

3. When a match is suspended by the Referee's command "Yame", effective time shall

be stopped till the moment the Referee resumes the match by the announcement "Tsuzukete hajime".

3 When the contestants move out of the match area, the match shall be considered effective until such time as the Referee orders "Yame".

4 The time spent in connection with an injury of a contestant or for discussion among the Judges shall not be counted as effective time.

ARTICLE 5 : EXTRA MATCHES.

- 1 In the event of a draw in an individual match there will be an extra match (sai shiai).
- 2 In case this extra match is a draw a further match will take place (encho-sen). This match will be decided by the first score (sudden death).
- 3 If there is still no score, a decision must be taken (based on the final match).
- 4 No awards or penalties are carried into the extra match.

ARTICLE 6 : VICTORY OR DEFEAT.

Victory or defeat shall be awarded on the basis of ippon, victory by decision, defeat due to a foul, disqualification or retirement.

ARTICLE 7 : SCORE.

1 The scoring areas shall be limited to the following : -the head -the neck -the chest -the abdomen -the back.

2 An effective technique delivered simultaneously with the Referee's command "Yame" shall be counted into the score. An attack, even if effective, delivered after the Referee's command "Yame" shall not be recognized as such, nor shall it constitute a base for decision.

3. Techniques delivered outside the prescribed match area shall be invalid.

However, if

the contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid.

3 Scoring techniques of the same value simultaneous delivered by both contestants the one on the other, shall not score.

ARTICLE 8 : CRITERIA FOR DECIDING IPPON.

1. Ippon shall be decided according to the following requirements: -When an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions : . good form . good attitude . strong vigour . "zanshin" . proper timing . correct distancing. (This ippon is a so called "Full ippon".)
-When a contestant scored two waza-ari's (effective technique) during a match, these two waza-ari's in combination shall be considered as an ippon.

(This ippon is a so called "Awasete ippon".) -Effective techniques delivered under the following conditions shall be considered as ippon:

- . an attack delivered with perfect timing when the opponent started to move toward the attacker, . an attack delivered immediately when the opponent was unbalanced by the attacker, . a combination of successive and effective attacks, . a combined use of the tsuki and keri techniques, . a combined use of the tsuki and nage techniques, . when the opponent lost his fighting spirit and turned his back to the attacker, . attacks delivered on the undefended parts of the opponent.
2. Techniques delivered under the following conditions shall not be considered as ippon even if they were accompanied by sufficient power :
- when a contestant fails to deliver an effective blow the moment he has seized his opponent,
 - when a contestant fails to deliver an effective blow the moment he has unbalanced his opponent.
3. Further details on scoring techniques in Kumite are subject of Appendix XII.

ARTICLE 9 : CRITERIA FOR DECISION.

In the absence of ippon, or defeat due to a foul, disqualification or retirement during the prescribed time of a match, a decision shall be awarded on the basis of the following :

- whether there has been waza-ari,
- whether there has been a warning due to a foul,
- the number of escapes outside the match area,
- the comparative excellence in the fighting attitude,
- the ability and skill,
- the degree of the vigour and fighting spirit,
- the number of attacking moves,
- the comparative excellence in the strategy used.

ARTICLE 10 : PROHIBITED ACTS AND TECHNIQUES.

The following acts and techniques are prohibited :

- uncontrolled attacks,
- techniques which make excessive contact, having regard to the scoring area attacked,
- attacks to the upper and lower limbs,
- open hand techniques to the face,
- attacks to the groin,
- attacks to the hip joint, the knee joints, the insteps and the shins,
- grabbing, unless immediately followed up by a technique, clinching or bodily crashing

against the opponent unnecessarily, -dangerous throws, -excessive moving out of the match area or moves wasting time, -any unsporting behaviour such as verbal abuses, provocation or needless utterances, -any behaviour likely to bring karate into disrepute (this includes coaches, manager or

- anybody connected with the contestant),
- lack of regard for his own safety.

ARTICLE 11 : FOUL AND DISQUALIFICATION.

1 When a contestant is about to or has already committed a prohibited act, the Referee shall give him a warning or announce a foul.

2 When a contestant avoids contest, the Referee shall give him a warning or announce a foul.

3 In case a contestant displays a lack of regard for his own safety the Referee shall give him a warning or announce a foul.

4 In case the contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce his defeat on account of the foul.

5. When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant. -in case a contestant fails to obey the orders of the Referee, -in case a contestant becomes overexcited, to such an extent that he is considered by the Referee as a danger to his opponent, -in case the act or acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them,
-other acts which are deemed violating the rules of the match.

5 If a contestant loses two matches through Hansoku due to the prohibited acts and techniques of "*Article 10: Prohibited Acts and Techniques*", excluding "Jogai Hansoku" then the contestant will not be allowed to continue in the Tournament.

7. If a contestant continually escapes out of the match area : -after the first escape, the contestant must be given a private warning ("Jogai"), -after the second escape, the contestant must be given an official warning ("Jogai chui"),
-after the third escape, the contestant will be disqualified ("Jogai Hansoku").

6 Any unruly behaviour from people connected with the contestant i.e. manager, supporter, etc. may result in the disqualification of the contestant and/or team.

ARTICLE 12 : PARTICIPATION IN A KUMITE MATCH.

Participation in a Kumite Match shall be governed by the rules given in Appendix XI. -

CHAPTER II - THE RULES OF JUDGING OF KUMITE MATCH.

ARTICLE 1 : JUDGES.

The panel of Judges of a match shall comprise one Referee and four Corner Judges.

Their position will be according to the diagram in Appendix VII.

ARTICLE 2 : POWER AND DUTY OF THE REFEREE.

1. The Referee shall have the power :

- to conduct matches (including announcing the commencement and end of the match),
- to award ippon for an accurate and decisive technique, or waza-ari for a technique almost comparable to ippon,
- to explain when necessary the grounds on which such decisions are awarded,
- given to him according to Part A, Chapter I, Article 6.

1 When the Referee observes and recognizes a technique executed by a contestant as ippon he shall stop the match by announcing "Yame" and order the contestants to their original positions. The Referee shall also return to his position and with the consensus of the Corner Judges, by raising his hand on the side of the winner, he shall declare the winner, identifying the decisive technique used by him and then terminate the match.

3. When the Referee observes a technique, which he recognizes as not quite adequate

for an ippon but as effective, he shall announce "Yame" and order the contestants to their original positions. Then the Referee shall also return to his position and with the consensus of the Corner Judges announce "Waza-ari" identifying the effective technique used by him and order the resumption of the match.

2 When a contestant scores two waza-ari's, the Referee shall announce the existence of an ippon and call the match finished.

5. When time is up the Referee shall announce "Yame," and order the contestants to their original positions. Then the Referee shall also return to his position and announce "Soremade". After going to his position outside the area and having allowed the Corner Judges time for considering their judgment, he shall call "Hantei" and shall signal by whistle calling upon the Corner Judges to give their judgment. He then shall decide the winner by majority based on the table for judgment (see Appendix IV). He shall then return to his position and declare the winner by raising his hand on the side of the winner or call the match a draw.

3 When faced with the following situations, the Referee shall announce "Yame" and halt the match temporarily and order the contestants back to their original positions.

-When either of the contestants or both are out of the match area, even a little, or when a Corner Judge signals this fact by means of a signal (see Appendix II). (the Referee shall call "Jogai nakae" to order the contestants back in the area to their original positions).

-When the Referee orders the contestant to adjust his uniform.

-When the Referee notices a contestant about to commit a prohibited act or when he receives a signal from a Corner Judge regarding the same. Upon consultation of the Corner Judges the Referee shall immediately give a warning to the contestant against such an act.

-When a contestant commits a prohibited act or when the Referee receives a signal from a Corner Judge regarding the same. The Referee shall call the Corner Judges together to determine whether the rules have been broken or not. In case of a foul, the Referee shall declare the guilty contestant the loser due to a foul.

-When the Referee deems that one or both of the contestants cannot continue with the match owing to injuries, illness or other causes. After consultation with the Tournament Doctor, he shall call the Corner Judges together to decide as to whether the match should be continued.

-When a match develops into an in-fighting, with neither of the contestants delivering effective techniques. In this manner, he shall take necessary precautions to prevent confusion or injuries.

When resuming the match, he shall announce "Tsuzukete hajime".

1 When the match develops into a deadlock without the exchange of effective techniques between the contestants the Referee may temporarily stop the match, order them to their original positions, and then resume the match.

2 In case of an injury of the contestants, the Referee shall at once halt the match and order for a prompt and adequate treatment of the injured.

3 When a contestant seizes his opponent by hands without continuing with a technique, the Referee shall temporarily stop the match.

4 When a Corner Judge has signalled (by flags or whistle) indicating an effective technique delivered by one of the contestants, the Referee may ignore the signal and continue with the match.

5 When two or more Corner Judges have signalled (by flags or whistle) indicating an effective technique delivered by one of the contestants, the Referee must suspend the match, listen to their opinion and render a decision.

6 Only the Referee shall have the authority to suspend or terminate the match. No one other than the Referee shall be permitted to halt the match arbitrarily.

ARTICLE 3 : POWER AND DUTY OF THE CORNER JUDGES.

1. The Corner Judges will : -at the beginning of the match take up their positions at prescribed location outside the match area, carrying a pair of red and white flags and a whistle,
-signal their judgement regarding ippon, waza-ari or foul by means of flags and/or whistle,
-have the power given to them according to Part A, Chapter I, Article 7.

2 The Corner Judge shall carefully observe the actions of the contestants within his range of vision, and in the following cases, he shall at once signal the Referee by means of whistle or flag, correctly giving his opinion :

- when he observes ippon or waza-ari,
- when he notices that a contestant is about to commit or has committed a prohibited act,
- when both or either of the contestants moves out of the match area,
- in all cases when he deems it necessary to bring something to the attention of the

Referee.

CHAPTER I - THE RULES OF A KATA MATCH

ARTICLE 1 : METHODS OF THE MATCH.

- 1 The types of match shall be as follows : -individual match -team match.
- 2 Individual match.

The system of individual match shall be one of the following :

-Flag system :

Two participants shall perform the assigned Kata at the same time.

-Point system : Points shall be awarded to each participant separately and the winner will be the one with the highest total score.

3. Team match.

-The system of a team match shall be the point system.

Points shall be awarded to each team separately and the winning team will be the one with the highest total score.

-The number of persons comprising a team shall be three (normally three + one reserve).

4. Selection of System. The system to be used shall be decided by the ESKA-Congress.

ARTICLE 2 : JUDGEMENT OF A MATCH.

The judgement of a match shall be made by a panel of Judges (see Part C - Chapter II).

ARTICLE 3 : CONDUCT OF A MATCH.

Matches shall be conducted exclusively by the instructions of the Referee.

ARTICLE 4 : STARTING AND ENDING OF MATCHES.

1. Starting.

-Flag system :

Called upon by the announcer, the participants will immediately proceed to the commencing line and bow to the Referee.

The Referee will clearly announce to the Corner Judges and the participants the name of the 'assigned' Kata to be performed.

The participants will commence performance with the Referee's order of "Hajime" (Begin) orally or with a whistle signal and will return to the original position with the Referee's order of "Yame" (Halt) orally or with a whistle signal and await the Judges' decision.

-Point system : Called upon by the announcer, the participant(s) will immediately proceed inside the match area, bow to the Referee and will announce the name of the Kata to be performed clearly to the Judges. The Referee will clearly repeat the name of the Kata. The participant(s) then will commence and after completion, will return to his/her (their) original position and await the Judges' decision.

2. Ending.

-Flag System : Upon completion of the Kata, the Referee shall call for the Corner Judges' decisions. The winner shall be announced by the Referee.

-Point System : Upon completion of the Kata, the Referee shall call for the Corner Judges' decisions. Then immediately the Referee and Corner Judges will raise the Score Board on their decision. The Announcer shall call out the Referee and each Corner Judges' scores clearly to the Recorder. The Recorder shall record the announced score in proper forms, and calculate the final score as follows : out of seven scores received, the highest and lowest shall be dropped and the remaining five scores shall be totalled. The Announcer shall clearly announce the totalled score.

After the announcement of the decision, the participant(s) will bow to the Referee and leave the match area.

ARTICLE 5 : TYPES OF KATA.

1. Individual match :

-Eliminations : to 4 competitors.

. First round : to 16 competitors.

Shitei Kata : group 1 (see Appendix VIII)

Judgment will be done by the Flag system.

. Second round : from 16 to 8 competitors.

Shitei Kata : group 2 (see Appendix VIII)

Judgment will be done by the Flag system.

. Third round : from 8 to 4 competitors.

Sentei Kata : group 3 (see Appendix VIII)

Judgment will be done by the Point system.

-Final : the last 4 competitors. Sentei Kata : group 3 or group 4 (see Appendix VIII) The Kata in the Final must be different from the Kata performed in the third round. Judgement will be done by the Point system.

2. Team match : Sentei Kata : group 3 or group 4 (see Appendix VIII). The Kata in the Final must be different from the Kata performed in the Eliminations. Judgement will be done by the Point system.

-Eliminations : eliminations to 4 teams.

-Final : the last 4 teams.

ARTICLE 6 : CRITERIA FOR DECIDING.

In a Kata match, each performance is not to be decided simply good or bad, but judged according to the essential elements of each basis for judgement.

Judgement of Kata shall be based on three different criteria :

1. Basic performance. The following basic points have to appear in each performance of a kata

:

-Kata Sequence -3 Fundamental Points of Kata

- . Control of Power
- . Control of Tension and Contraction
- . Control of Speed and Rhythm

-Direction of movements -Understanding Kata Technique -Ceremony -Embusen
-Headturning -Stances -Coordination -Stability -Perfection -Harmony -Stops -Kiai
-Breathing -Eye Intensity -Spirit

2. Advanced Performance.

Judges will notify the specific points and the degree of difficulty of the performed kata.

Judgement will be based on :

- the mastery of techniques by the contestant,
- the degree of difficulty and risk he/she puts into the performance,
- the Martial attitude of the contestant.

3. Occurrence of Errors and Mistakes.

As a third criterion for decision the Judge shall notify the occurrence of errors and mistakes.

Flag system.

-When a participant stops in the Kata and the other completes his performance without error, the latter shall be the winner of the match. In such a case, decisions of the Corner Judges are not required.

In a case where both participants stop during their performances, they shall not be permitted to perform again, but be declared disqualified.

ARTICLE 7 : EXTRA MATCHES.

1. In the event of a draw in the flag system there will be an extra match. The performed kata can be the same as in the preceding match.

If there is still no winner, a positive decision must be taken (based on the final match).

2. In the event of a draw in the point system, and in the case that the result of the match has influence on the further course of the contest, there will be an extra match between the competitors/teams with the same points.

If there is still no winner, positive decision must be taken (based on the final match).

ARTICLE 8 : PARTICIPATION IN A KATAMATCH.

Participation in a Kata Match shall be governed by the rules given in Appendix XI.

CHAPTER II - THE RULES OF JUDGING OF KATA MATCH

ARTICLE 1 : JUDGES.

The panel of Judges of a match shall comprise :

- Flag System : one Referee and four Corner Judges.
- Point System : one Referee and six Judges.

Their position will be according to the diagram in Appendix VII.

ARTICLE 2 : POWER AND DUTY OF THE REFEREE.

1 At the beginning of the match the Referee shall take up his position at the prescribed location in front of the match area.

2 The Referee shall conduct the progress of the match.

-Flag system.

When a Kata is to be performed, the Referee shall, announce the assigned kata, and instruct "Yoi" - "Hajime" (Ready, Commence) orally or by a whistle signal.

Upon completion of the Kata, the Referee shall instruct "Yame" (Halt) orally or by a whistle signal.

-Point system.

After the participant (or team) has announced to the Judges the name of the Kata to be performed, the Referee shall repeat the announcement and allow the participant to start and end on his/her (their) own and return to his/her (their) original position.

3. Declaration of Decision.

-Flag System.

After having the Kata completed, the Referee shall allow sufficient time for the Corner Judges to decide and call for their decision by either raising his hand and declaring "Hantei" (Decision) orally or by a whistle signal.

He then shall decide the winner by majority based on the table for judgement (see Appendix IV) and indicate him/her by raising the flag with the winners colour.

When the decision is a draw the Referee shall indicate this with the flags.

-Point System.

After a participant (team) completes his Kata, the Referee shall allow sufficient time for the Corner Judges' decisions, then by either declaring "Hantei" (Decision) orally or by a whistle signal, he shall call for the Corner Judges' scores raising his score simultaneously.

Upon the recording and announcement of the total score by the assigned members of the Tournament Staff (see Appendix V), the Referee shall give a whistle signal to lower the Score Boards.

ARTICLE 3 : POWER AND DUTY OF THE CORNER JUDGES.

- 1 The Corner Judges shall at the beginning of the match take up their positions at a prescribed location outside the match area.
- 2 During the match, the Corner Judges shall evaluate the performance according to these Kata Contest Rules.
- 3 When the Referee calls for decision all the Corner Judges shall raise their flags or the Scoreboard of their evaluation simultaneously.

APPENDIX I : THE TERMS, THEIR MEANINGS AND THE METHODS OF SIGNALLING AS USED BY THE REFEREE.

Term	Meaning	Method of Signalling
1	Shobu ippon hajime	Start of the match
2	Yame	Temporary stop
3	Tsuzukete hajime	Re-opening
4	Tsuzukete	Re-opening (when the match has been stopped without the proclamation of the Referee.)
5	Atoshibaraku	30 seconds before the match ends
6	Soremade	The end of the match
7	Motonoichi	Ordering the contestants to their fixed positions
8	Jogai nakae	Ordering the contestants to return into the match area
9	Ippon	A decisive technique
10	Waza-ari	An effective technique
11	Awasete ippon	Two waza-ari's recognized as one ippon
12	Aiuchi	Equal points at the same time
13	Fukushin shugo	Calling the Judges together
14	Hantei	Judgement
15	Aka (Shiro) no kachi	Victory of the red (white)
16	Hikiwake	A draw
17	Hansoku chui	Warning for a foul (Two hansoku chui are regarded as one hansoku)

Term	Meaning	Method of Signalling
-------------	----------------	-----------------------------

- | | | |
|----|--|--|
| 1 | Shiro(Aka) hansoku, A foul by the white (red), the aka (shiro) no kachi victory of the red (white) | |
| | 20. Shiro (Aka) no kiken Victory by the red (white) due | |
| | niyori, aka (shiro) no to renunciation by the white | |
| | kachi (red) | |
| 2 | Sai shiai New match | |
| 3 | Encho sen Prolonging the time of the match. Penalties are carried forward, not the scores. | |
| 4 | Uke imasu Technique blocked An open hand touching the elbow of the opposite arm | |
| 5 | Nukete imasu Technique missed A closed hand crossing in front of the body | |
| 6 | Haihai Quicker/First to score | |
| 7 | Jowai Too weak | |
| 8 | Ma-ai Bad distance | |
| 9 | Fujubun Not good enough | |
| 10 | Torimasen Not acceptable | |
| 11 | Atenai Contact Fist on open hand. | |
| 12 | Mubobi Lack of self-protection | |
| 13 | Shikaku Disqualification from tournament | |
| 14 | Mienai Nothing seen. | |
| 15 | Keikoku First warning | |

APPENDIX II : THE METHODS OF SIGNALLING USED BY THE CORNER JUDGES.

As the Corner Judge signals his opinion, he informs the Referee by blowing his whistle.



1) Ippon

Holding out the flag higher than the shoulders with the arm extended.



2) Waza-ari

Extending the arm sideways lower than the shoulder.



3) Hikiwake

Crossing the two flags above the head.

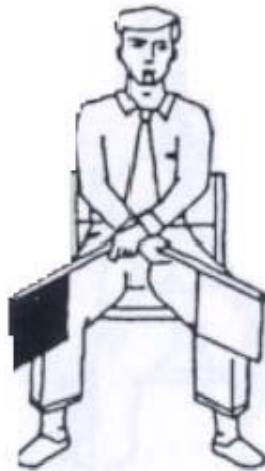


4) Hansoku chui (small circles)



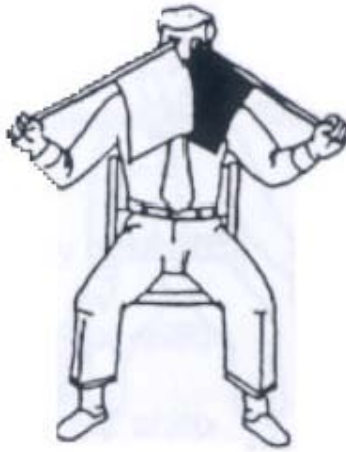
5) Hansoku make

Turning the flag several times above the head in big circles.



6) Fujubun

Waving the flags right and left letting them cross just above the knees.



7) Mienai

Covering both of the eyes with the flags.



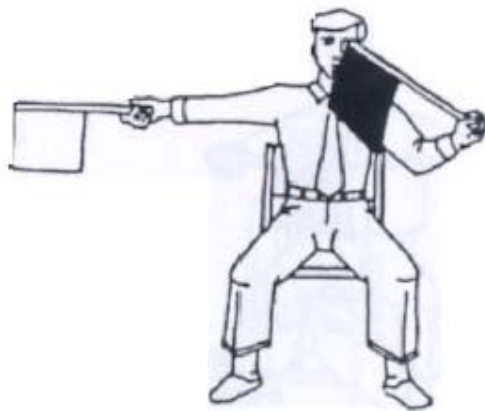
8) Aiuchi

Poking the upper edges of the flags toward each other in front of the chest.



9) Jogai

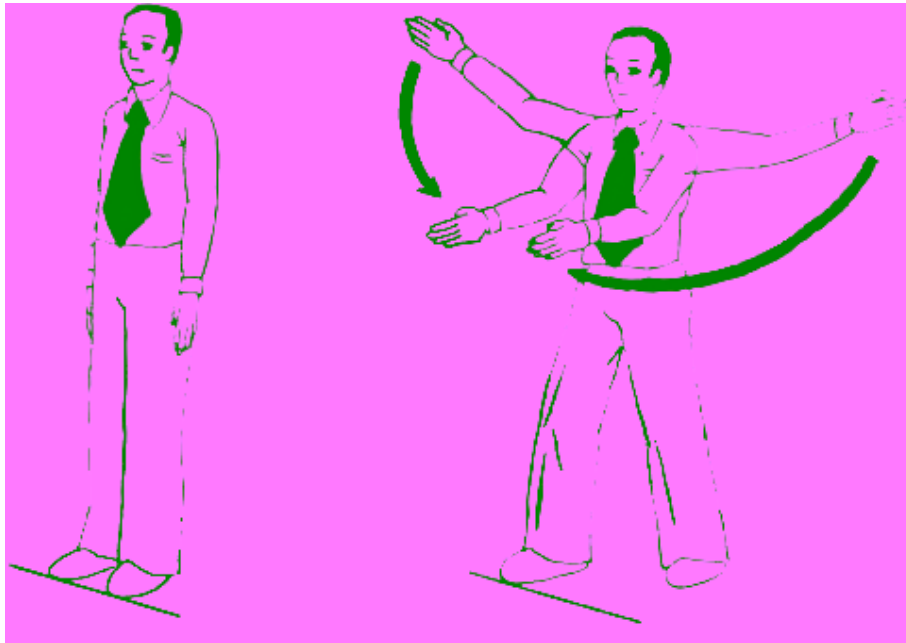
Pointing the flag to the area-borderline.



10) Mienai and Award (combination)

Covering one eye with the flag of one contestant. With the other flag giving the award for the other contestant.

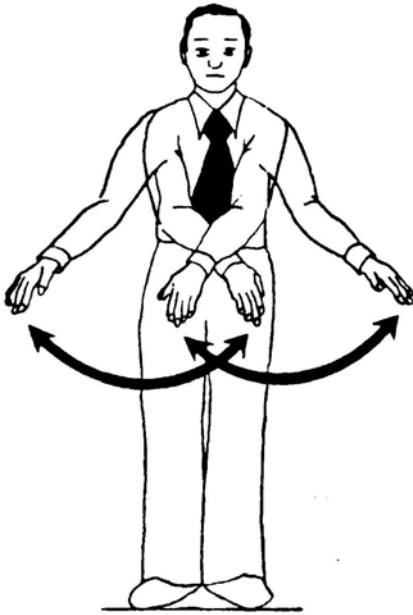
APPENDIX III : THE METHODS USED BY THE REFEREE.



1) Shobu Ippon Hajime – Tsuzukete Hajime
(Re) Starting match

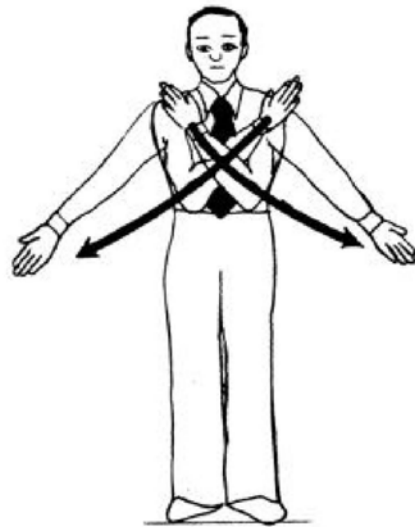


2) Yame! Stop



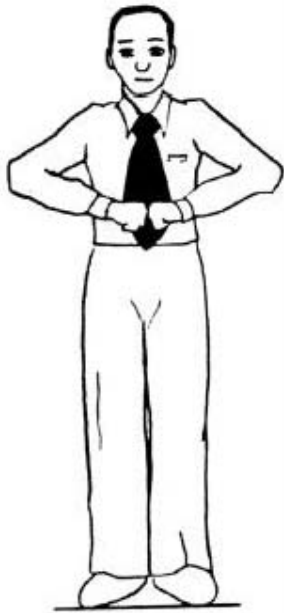
3) Torimasen 4) Aka / Shiro Waza-ari

No score. Effective technique (no full point)



5) Aka / Shiro Ippon 6) Hikiwake

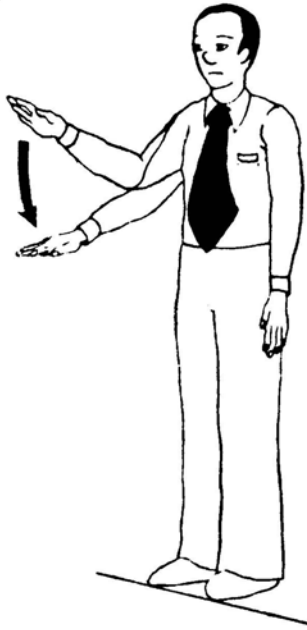
Decisive technique (full point) Draw



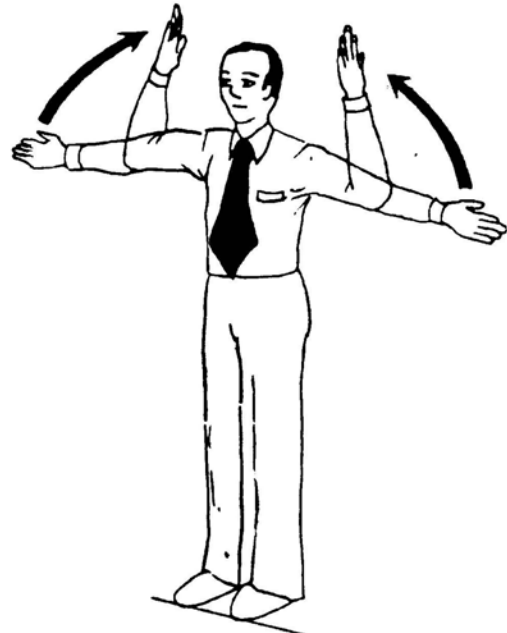
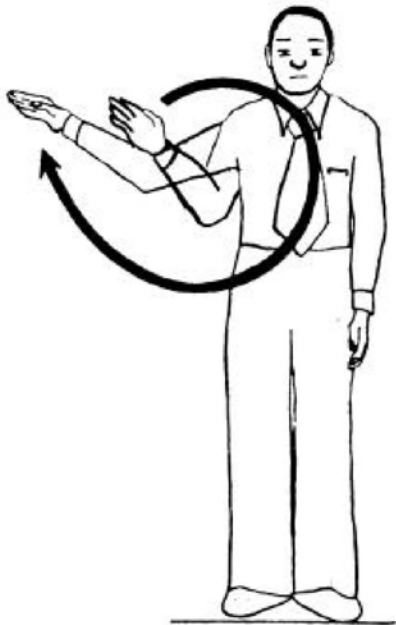
7) Aiuchi 8) Technique blocked
Simultaneous attacks



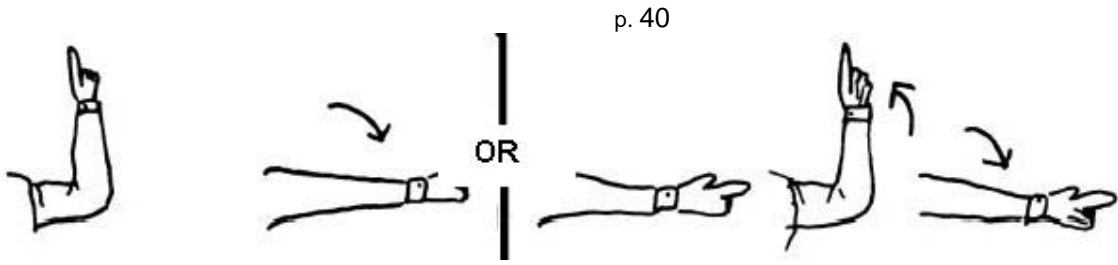
9) Not proper distance 10) Contact



11) No (or weak) focus 12) Out of target area



13) Out of time 14) Fukushin Shugo
Calling the judges



15) Hansoku chui



16) Aka / Shiro no kachi
Victory

APPENDIX IV : THE TABLE FOR JUDGEMENT.

Judgement by the four Corner Judges.

(The marks S, A and D represent respectively : Shiro, Aka and Draw.)

1	S S S S	Victory of shiro
2	S S S A	Victory of shiro
3	S S S D	Victory of shiro
4	S S D D	Victory of shiro or a draw; it depends on the judgement of the Referee
5	S S A D	Victory of shiro or a draw; it depends on the judgement of the Referee
6	A A A A	Victory of aka
7	A A A S	Victory of aka
8	A A A D	Victory of aka
9	A A D D	Victory of aka or a draw; it depends on the judgement of the Referee
10	A A S D	Victory of aka or a draw; it depends on the judgement of the Referee
11	DDDD	Draw
12	DDDA	Draw
13	DDDS	Draw
14	DDAS	Draw
15	A A S S	Draw, victory of shiro or victory of aka; it depends on the judgement of the Referee

When the Judges are required to indicate the winner, one vote by the Referee and one vote by the Corner Judge are equally regarded as a vote of the same quality.

APPENDIX V : TOURNAMENT STAFF.

In order to carry out certain tasks and for the purpose of facilitating the operation of matches, a number of personnel shall be determined by the Tournament Host and stationed at appropriate locations.

Their duties are specified in detail in the ESKA Tournament Organising Rules.

1. Record keeper.

The record keeper is responsible for ensuring that the essential facts of the match are accurately recorded.

These facts are :

- the name of the participant(s),
- the name of the performed Kata,
- the name of the winner of the match,
- the awards, penalties and decisions given by the Referee,
- the scores given by the Judges in Kata Point system,
- all essential remarks concerning the match.

2. Time Keeper.

The time keeper is responsible for ensuring that the match runs its full course (normally two minutes).

The time keeper shall stop the clock when the match is stopped and shall restart when it resumes. (effective time)

3. Announcer.

The announcer is responsible for ensuring that contestants or participants are called to the match area in proper time and that results and decisions of the Judging panel are clearly announced to all concerned.

The total score must be given immediately after the kata has been performed.

4. Facility Crew. In order to carry out the match smoothly the Facility Crew shall have the following

duties :

- to be concerned with the progress of the match,
- communication with the participants,
- communication with the Judges,
- preparation of the match floor,
- other duties will be determined by the Tournament Host.

2 First Aid Crew.

The First Aid crew shall be prepared to act in case of accident or sickness along with a doctor.

They shall :

- assist the Tournament Doctor,
- have First Aid equipment on hand,
- prepare a place to care for the injured,
- other duties will be determined by the Tournament Host or the Tournament Doctor.

APPENDIX VI : MATCH EQUIPMENT.

The types, quantity and usages of the equipment prepared by the Tournament Host will be as follows : -Flags (red and white, 5 of each per match area). The Referee and Corner Judges will each be given a pair of flags and shall use them to signify the winner or to make signals.

-Score Boards (7 sets per match area). Each set will have the digits from 5 to 9 and the decimals 1 to 9 on boards, making 15 boards to a set (Size : About 15" x 16").

There will be significant difference in size or colour between the digits and the

decimals.

The Referee and Corner Judges will be given one set and will use them to present the scores.

-Recording Equipment. Recording Equipment will consist of recording forms, calculation sheets, pen, etc. to be used by the Recorder(s).

- Kata Cards.

Names of the Kata will be marked on cards (Size : About 3" x 4").

The Referee will use these Kata Cards in selection of the Kata to be performed by the participant(s) in the 'assigned Kata' system.

- Red and White Ribbons.

These will be worn by participants so that the Judges may easily distinguish them.

The size of the ribbon will be such that they will not obstruct the participants in their performance, but large enough to be seen clearly by the Judges.

-Clock and Time signal. A clock with 'chronometer'-functions and a sound signal will be given to the time keeper to measure the allotted time for Kumite match.

- 0

APPENDIX VII : DIAGRAMS.

The borderlines are part of the area.

1. MATCH AREA

A. Kumite

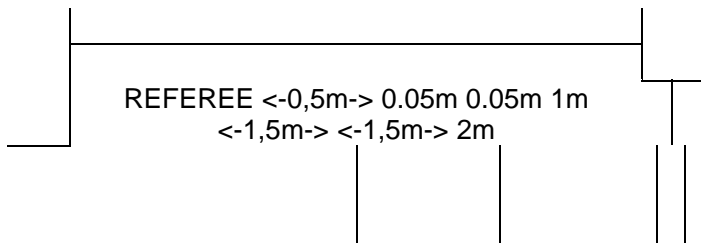
8 m

S H A I

8 m_k

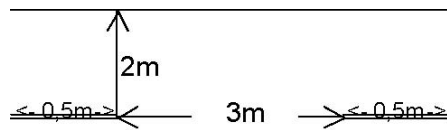
R A O

0.05m



RECORDER

B. Kata - Flag system



S H A I K R A O

RECORDER

2. Positioning Judges in Kata Matches.

- Flag System (Aka is always at the right side of the Referee.) CC
- Point System

K A N S A

KANSARECORDER
RECORDER

3. Positioning Judges in Kumite Matches.

C

C

RECORDERKANS A

R

C

APPENDIX VIII : LIST OF ESKA CONTEST KATAS.

Group 1

Heian Nidan Heian Sandan Heian Yondan Heian Godan Tekki Shodan

Group 3

Bassai Dai Kanku Dai Jion Empi Hangetsu

Group 2

Bassai Dai Kanku Dai Jion Empi

Group 4

Bassai Shô Kanku Shô Tekki Nidan Tekki Sandan Jitte Jiin Gankaku Chinte Unsu Sôchin
Nijûshiho Meikyô Gojûshiho Dai Gojûshiho Sho Wankan

APPENDIX IX : DEFINITIONS.

Contest :	The total of all matches to obtain one title; e.g. the contest for "Ladies Senior Individual Kumite ESKA-Championship 1994".
Tournament :	The total of all contests on a well defined place and time; e.g. the "ESKA Championship 2000".
Tournament Host :	The organizer of the Tournament, mostly the national karate organization.
Contest Judges :	Chief Judge, Arbitrators, Referees and Corner Judges.
Match Judges :	Arbitrator, Referee and Corner Judges designed for one match area.
Panel of Judges :	Referee and Corner Judges designed for judging a match.
Zanshin :	The controlled state with complete conservation of energy in which the contestant continues just after performing a total technique (the perfect finish).
Shitei Kata :	Assigned Kata : choice made by Referee.
Sentei Kata :	Free Kata : choice made by competitor.

APPENDIX X : OFFICIAL DRESS CODE.

1. Judges.

- A. Judges must wear the official uniform designated by the ESKA-Congress. This uniform must be worn at all tournaments, courses and examinations.
- B. The official uniform will be as follows : -a single breasted navy-blue blazer bearing two silver buttons, -a long-sleeved white shirt, -a maroon (claret-red) tie, -plain light grey trousers, -unpatterned dark blue or black socks, and lace-up black shoes for use outside the match area.

No shoes or socks will be allowed when Refereeing or judging a match.

2. Contestants

The contestants shall wear a clean, white and unfigured Karate-gi. (see Part A, Chapter II, Article 2, point 1.)

- A. A national badge may be worn. The maximum size of the badge can be approximately 10 cm by 10 cm. The position of the badge on the karate-gi is on the left breast.
- B. Each competitor must wear an identification number on the chest or on the back.
- C. The jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips.

In the case of women, a plain white tee-shirt may be worn beneath the karate jacket.

- D. The sleeves of the jacket must come, at least half the way down the forearm and may not be rolled up.
- E. The trousers must be long enough to cover at least two-thirds of the shin.
- F. The belt must be of an overall length that leaves about 15 centimetres of extra length on both ends after it has been properly tied around the waist. It should also be around 5 centimetres in width.

G. Each contestant must keep his/her hair clean and cut to such a length that does not obstruct the smooth conduct of the bout.

Hachimaki (head band) will not be allowed.

Should the Referee consider any contestant's hair too long and/or unclean, he may, with the Chief Judge's approval, disbar the contestant from the bout.

Hair slides are prohibited, as are metal hair grips.

H. Contestants must have short fingernails and must not wear metallic or other objects which might injure their opponents.

I. Soft contact lenses can be worn on the contestant's own responsibility.

J. The wearing of unauthorised clothing or equipment is forbidden.

Women may wear the authorized additional protective equipment approved by the Technical Committee.

3. Coaches.

The coach shall at all times during the tournament wear an overgi (or tracksuit) with an identifying badge upon it.

APPENDIX XI : PARTICIPATION IN A MATCH.

1. General matters.

- A. After the beginning of the official draw, no contestant may be replaced by another in an individual title match (except with the permission of the Chief Judge).
- B. Individual contestants or teams that do not arrive at the competition venue before the tournament is declared open may be disqualified from participation in that tournament.
- C. Should individual contestants or teams that have applied for participation, either fail to attend a match without good reason, or without notifying in advance the match-conducting authorities quit the match and leave, the disciplinary measure to be applied will be decided upon by the Technical Committee.
- D. If, through an error in administration, the wrong contestants compete, then regardless of the outcome, that match will be declared null and void.

2. Kumite Team Match.

- A. In a team match, except for the first match (*), a participating team will be allowed to participate only when it comprises more than half the prescribed number of members.
(*): if a full team can not present due to championship conditions, the competition committee will take decision.

- B. Before each team 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.

- C. A team will be disqualified if any team representative changes the team's composition without submitting the written fighting order.
- D. Use of a reserve constitutes a change in fighting order.

APPENDIX XII : FURTHER DETAILS ON SCORING TECHNIQUES IN KUMITE.

- 1 Techniques can only score if they are delivered perpendicular to the scoring area and directed to the axis of the body.
- 2 Techniques can only score if they are delivered with "total bodyweight" (Kime).
- 3 To evaluate a technique Judges shall consider the effect the technique would have had if it was not stopped in a proper way.
- 4 To evaluate a technique Judges shall not only consider the technique and the target, but also the attitude of the attacker.

APPENDIX XIII : GENERAL MEDICAL RULES.

1. General matters.

- A. Fundamental part of the ESKA Contest Rules is the concern to protect the health of the competitor(s) and to reduce the possibilities of accidents. Medical care is purely for the treatment of injuries sustained.
- B. The Tournament Doctor may, if requested, give advice on the capability of the competitor to continue.
- C. It is recommended that all competitors undertake once a year a thorough medical examination by a medical doctor who is experienced in sport medicine. This is the responsibility of the national organization.
- D. On demand of the Tournament Doctor and based on a reasonable doubt, every competitor must submit him(her)self to a medical examination.
- E. Before the contest, existing illness or injuries have to be notified to the Tournament Doctor.
- F. The use of any performance enhancing substances is forbidden.

2. Medical Rules for Kumite match.

- A. If, during a contest, a competitor becomes unconscious, even for a small moment, he has to be examined by the Tournament Doctor.
- B. If, during a contest, a competitor becomes unconscious for at least 10 seconds, he will be excluded from further competition during the whole tournament.

