

Shōtōkan Connect

Tournament Rules & Regulations

2026

This document serves as a comprehensive guide to ensure a fair, safe, and enjoyable experience for all participants, officials, and spectators involved in our tournaments.

Shōtōkan Connect is dedicated to, promoting the values of traditional Karate, fostering a spirit of respect, discipline, and excellence. Our tournaments are designed to challenge Competitors of all levels, from beginners to seasoned practitioners, providing a platform to display their skills and dedication.

In this edition, we have updated several key areas to reflect the evolving nature of Sport Karate and to incorporate feedback from our community.

These updates aim to enhance the clarity of our rules, improve safety protocols, and ensure a more streamlined and efficient tournament experience.

We encourage all participants to familiarize themselves with these Rules and Regulations. Understanding and adhering to these guidelines is crucial for maintaining the integrity of our tournaments and upholding the exacting standards of Shōtōkan Karate.

Thank you for your commitment to excellence and for being a part of the Shōtōkan Connect community.

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1. Jiyū Kumite - The Rules

- 1.1 The purpose of implementing these guidelines is to ensure an equitable and orderly progression of events throughout the tournaments.
- 1.2. These guidelines will be enforced by the Referees and Judges officiating for both competitive events and organized practice sessions.
- 1.3 All Competitors must adhere to the utmost levels of skill and sportsmanship in the essence of Karate Dō, aiming for the greatest respect and honour towards fellow participants. In line with this principle, any actions or displays signifying triumph or success are forbidden.
- 1.4 Before organizing a tournament, all relevant parties must be informed about the planned agenda for the event.
- 1.5 The following support staff must be arranged:
- Referees and Judges
 - Recorders and Timekeepers
 - Directors of Operations
 - Official Doctor, Medical Attendants
- 1.6 Kumite tournaments will be divided into:
- Shōbu Sanbon (Individual and Team)
 - Jukuren (Individual)
- 1.7 All Kumite Competitors, in specified Kumite categories must have their Age and Grade checked on the day of registration. If a Competitor does not meet the requirements for qualification, the Competitor will not be allowed to compete in that category.
- 1.8 A category will be valid with a minimum of 2 Competitors (2 Competitors for individual categories and 2 Teams for team categories).

2. Officials uniform

- 2.1 All Referees and Judges must wear the official uniform.
- 2.2 The uniform is composed of:
- A navy-blue blazer
 - A Shōtōkan Connect badge
 - A white shirt
 - A Shōtōkan Connect tie
 - Grey trousers
 - Black socks covering 2/3rd of the shin
 - Black, soft sole shoes

As part of our efforts to maintain the quality and cleanliness of our tatami, we kindly request that all Referees and Judges wear a black, soft sole shoe as part of the official uniform. Please note that these shoes are to be worn exclusively indoors and should never be worn outdoors. This is essential to prevent any potential damage to the tatami surface.

2.3 The blazer jacket is worn in all Kumite and Kata tournaments. In conditions of excessive heat, the area Referee will decide when all Judges, can remove their blazer jackets.

2.4 Blazer jackets should not be worn when officiating Kumite if the mirror system is being used.

2.5 Whilst officiating on the Tatami, Referees and Judges should not wear watches, bracelets, pens, mobile telephones, tie-pin or other objects that could cause injury.

3. Karate Gi, Protection and Hygiene

3.1 Karate Gi must be clean, white and undamaged. Only an Organisation or Club badge may be worn on the left side of the chest. Female Competitors must wear plain white sports bra (chest protectors) or a plain white t-shirt under the top. Muslim women may, for religious purposes, wear a plain white or black hijab or chador, provided it is safe, and compliant with the event standard.

3.2 A manufacturers label is allowed only on the bottom of the lapel on Karate Gi jackets, the top of Karate Gi trousers near to the waistband and on the wristband of mitts. Manufacturers logo or branding are permitted according to their own brand design and not overly prominent.

3.3 Protectors:

- Hand mitts are compulsory.
- Gumshields are compulsory.
- Groin guards are recommended.
- Chest protectors are recommended for female Kumite.
- White Shin and Instep protectors are optional.

3.4 Competitors must keep their nails clean and short and must not wear jewellery or the like on their bodies.

3.5 Bandages or supports are not allowed without permission of the tournament medical staff.

3.6 Spectacles are not allowed. Contact lenses or sports goggles, are allowed with the permission of the tournament medical staff.

3.7 If a Competitor is inappropriately dressed, the area Referee will allow the Competitor two minutes time to change their uniform to comply with the rules. If the Competitor has not been able to change, they will be disqualified. The decision given will be Kiken – Renunciation.

4. Match Area

4.1 The match area (Shiai Jō) will have a flat surface with necessary measures taken for prevention of accidents. The area and safety area must be clear of items that may cause injury.

4.2 Only Competitors and match officials are allowed on the areas and safety areas. Only one Coach is allowed to support their Competitor in Individual or Team Kumite events.

4.3 The size of the match area will be eight metres square, with a one metre safety zone surrounding it, making the total area ten by ten metres.

The match area should be matted, two cm thick jigsaw mats are recommended.

4.4 The Competitors (Senshu) are positioned two metres apart. Aka (Red) is positioned to the right side of the Referee, and Shiro (White) to the left.

The Competitor designated Aka will wear a Red belt, Red mitts, and Shiro a White belt, White mitts.

5. Methods of Match

5.1 Every technique, including punches, kicks, and strikes, must be executed with precision and control. The proximity for these techniques should be sufficient to ensure effectiveness without causing harm to the adversary.

A gentle contact with the target area is allowed.

5.2 Individual Match

Individual matches will normally be for two minutes. However, the time may be extended in final matches or reduced in elimination matches at the discretion of the tournament organisers. Matches will be decided by Shōbu Sanbon. In the event of a draw there will be an extra match - Sai Shiai of two minutes, after which a decision must be made, or a first point winner match - Sakidori Shōbu.

5.3 Team Match

The number of Competitors in a team match will be an odd number. Matches between individual members of teams will be held in a predetermined order, which must be submitted in writing before each team match. Each individual match will be for two minutes.

Team matches are decided by the number of winners of individual matches.

When the number of wins from the two teams are the same, the team which has scored the most Ippon will be declared the winner. If the number of Ippon wins are equal, then full Ippon wins will take precedence over Awasete Ippon wins.

If the result is a draw there will be an extra match - Sai Shiai for two minutes.

Therefore, the criteria to be followed are:

- Number of wins.
- Number of full Ippon wins.
- Extra match.

After the extra match, a decision must be made.

5.4 Duration of Matches

- The duration of a match is two minutes.
- The match starts on the Referee's first command of "Shōbu Sanbon, Hajime".

- The match stops on the Referee's command of "Yame."
- The match ends on the Referee's command of "Yame, Soremade."
- Time taken for stoppages will be deducted from the duration of all matches.

6. Composition of the Judging Panel

6.1 The Referee and Judges (Shushin and Fukushin) are appointed by the Chief Referee.

6.2 Elimination matches can be judged using one Referee and one Assistant Referee, referred to as the mirror system.

6.3 Finals matches are judged by a panel consisting of one Referee and four Judges.

7. Scoring

7.1 Victory or defeat (Shōbu) will be awarded based on Ippon, Waza ari, victory by decision – considering Sente (Advantage, First scored), or defeat due to disqualification or retirement.

In Karate matches, earning the initial point, also referred to as “Sente,” can provide a competitive edge. The first scorer might be favoured in a draw situation when the match concludes, often resulting in victory. Moreover, an early score can enhance the confidence of the scorer and exert mental pressure on the adversary to level the score.

7.2 The scoring areas are as follows:

- Head and neck, referred as Jōdan.
- Chest, abdomen, sides and back, referred as Chūdan.

7.3 **Ippon** will be awarded according to the following requirements:

- When an exact, decisive, and powerful technique is delivered to a recognised scoring area with good form, proper timing, correct distance, Kiai.
- When a scoring technique is delivered with perfect timing at the instant the opponent starts to attack (Counterattack - Hangeki).
- When a scoring technique is delivered immediately the opponent is thrown off balance by the attacker.
- When there is a combination of successive and effective scoring techniques (Renzoku waza).
- When a scoring technique is delivered to an undefended part of the opponent.
- Victories that are won through disqualification or retirement of a Competitor, will be counted as full points wins (Hansoku or Kiken).

7.4 **Waza ari** may be awarded for techniques that are slightly less decisive than Ippon.

7.5 In Shōbu Ippon matches Awasete Ippon is awarded when a Competitor scores two Waza ari.

7.6 A scoring technique delivered simultaneously with the Referee’s signal to stop will be valid.

7.7 A scoring technique delivered after the Referee’s signal to stop will not be valid.

7.8 Scoring techniques initiated from within the match area will be valid even if the opponent is outside the area when the technique is delivered.

7.9 Scoring techniques initiated from outside the match area will not be valid.

7.10 If a Competitor scores a point and also commits a foul in the same incident the foul will take precedence and the point disallowed.

8. Criteria for Decision (Hantei)

8.1 In the event that neither Competitor achieve a leading score within the designated time, each Judge will present their verdict on the match result. The collective decision of the Referee and all Judges determine the match outcome.

8.2 If both Competitors sustain injuries or be otherwise unable to proceed with the match, the Referee and Judges will render their decision regarding the match result. The Referee will then determine the final outcome.

8.3 To ascertain the result of a match, the following criteria are considered:

Primary decision factor

- Whether any points have been scored.

Secondary decision factors

- Whether there has been Sente awarded (Advantage, First scored).
- Keikoku or Hansoku Chūi.
- Jōgai Keikoku or Jōgai Chūi.

Tertiary decision factors

- Dominance of one Competitor over the other in the match.
- The skill and power of the executed techniques.
- The Competitors fighting spirit and strategy.
- The frequency of attacks by one Competitor relative to the other.

In case of an extension match a decision must be made.

9. Prohibited Acts and Behaviour (Kinshi)

Atenai, Mubōbi, Time wasting and Other infringements

- Excessive contact, uncontrolled techniques.
- Acting without defensive preparation (Mubōbi – lack of own safety).
- All open hand attacking techniques.
- Attacks outside the scoring areas including the groin, hip joints, knee joints and insteps.
- Unnecessary sweeps.
- Dangerous throws involving the use of arms, like shoulder or hip throws.
- Grabbing, clinching or bodily clashing.
- Escaping out of the match area.
- Unnecessary time wasting.
- Failing to obey the commands of the Referee.
- Any unsporting behaviour such as verbal abuse, provocation etc.

- All gestures and posturing, indicating victory or winning, are strictly prohibited.
- When Competitors become overexcited, to such an extent that they are considered a danger to their opponent.
- Any other behaviour likely to bring Karate into disrepute (Including people connected with the Competitor like Coach, Supporters, etc.).

10. Warning, Foul and Disqualification

10.1 A Competitor will be issued with a warning

Keikoku – first penalty for any minor infringement of the rules.

10.2 For a more serious infringement of the rules the Competitor will be issued with a foul

Hansoku Chūi – second penalty.

10.3 For a major infringement of the rules the Competitor will be disqualified
Hansoku - disqualification.

10.4 If a Competitor scores a point but also commits a foul in the same clash, the score is disallowed and the penalty is given.

10.5 Any unruly behaviour from people connected with the Competitor like Coach, Supporters, etc., may result in the disqualification of the Competitor or Team.

10.6 Other acts which violate the rules of the match.

11. Jōgai escaping out of the match area.

11.1 A Competitor who escapes out of the match area will be issued with a warning Jōgai Keikoku – First penalty.

11.2 After a second escape, the Competitor will be issued with a foul
Jōgai Chūi – Second penalty.

11.3 After a third escape, the Competitor will be disqualified
Jōgai Hansoku – Disqualification.

- Jōgai Chūi plus Hansoku Chūi does not constitute Hansoku.

12. Shikkaku disqualification from the tournament.

A Competitor who seriously contravenes the rules, may, after consultation with the Chief Referee, be disqualified from the tournament.

If the panel of Judges make an official complaint, the Competitor will be reported to the Technical Committee and disciplinary action may be taken.

13. Injuries or Accidents during the Match

13.1 In the event of an injury to a Competitor, the Referee should accept advice from the medical staff.

13.2 A Competitor who cannot continue due to accidental injury will be declared the loser.

13.3 When both Competitors suffer accidental injuries which prevent them from continuing, the match will be declared a draw. However, from the quarter finals of individual matches a decision will be made based on the performance to the point of injury.

13.4 A Competitor who withdraws from a match, will be declared the loser (Kiken – Renunciation).

13.5 A Competitor who voluntarily withdraws with no obvious physical reasons, cannot compete in any other matches or events of the tournament.

14. General Conduct of Referees and Judges (Shushin and Fukushin)

The Referee and Judges will bear in mind the following points:

- They must conduct themselves impartially, fairly and in a dignified manner.
- They must concentrate their full attention on the match and judge every action of the Competitors correctly.
- They must not converse with anyone during the match other than the Judges, Competitors and Table Officials.
- All Karateka, be they Competitors, Referees, Judges or other Officials, must follow the Karate maxims of
Character, Sincerity, Effort, Etiquette and Self Control.

15. Responsibilities of Referees (Shushin)

The Referee will be responsible for the conduct of matches, including:

- Control of the general match area.
- Starting and stopping matches.
- Awarding Ippon for a decisive technique.
- Awarding Waza ari for an effective technique.
- Awarding Sente.
- Issuing warnings.
- Announcing fouls and disqualifications.
- Obtaining advice from the Judges (Fukushin Shūgō).
- Announcing Ato Shibaraku.
- Using their casting vote in a tie decision.

16. Procedures for Referees

At the beginning of a category the Referee calls the Judging panel and Competitors to the area. After checking the credentials and equipment of the Competitors the Referee starts the bow in procedure.

- At command, Competitors line up at the sides of the area to bow in.
- Referee and Judges face Competitors.
- Area Referee will call Shomen ni, Rei followed by Shinpan ni, Rei and Otagai ni, Rei. At the end of matches this order is reversed.
- Competitors step off area.

16.1 The Referee will line up the Competitors (Aka (Red) – Shiro (White), Nakae or Senshu (Competitors/Players), Nakae) and, following an exchange of bows, will start the match with the announcement of “Shōbu Sanbon, Hajime.”

16.2 When observing a technique recognised as Ippon or Waza ari, the Referee will halt the match and order the Competitors to return to their positions (Aka – Shiro, Moto no ichi). The Referee will then identify the level and technique used.

16.3 The Referee will temporarily halt the match in the following situations:

- When Ippon or Waza ari has been scored.
- When a Competitor escapes out of the area, the Referee will stop the match, order both Competitors back to their lines (Aka – Shiro, Moto no ichi), issue a Jōgai penalty and reopen the match.
- When the Referee notices a Competitor about to commit a prohibited act or receives a signal from a Judge regarding the same, the Referee will stop the match and warn the Competitor.
- When a Competitor commits a prohibited act, the Referee will stop the match and call the Judges together (Fukushin Shūgō) to determine the seriousness of the act and the extent of the penalty. The Referee will then warn or disqualify the offending Competitor.
- When observing that a Competitor is injured, the Referee must stop the match immediately and call the Medic.
- A Competitor may request to have the match interrupted for the following situations that may not have been noticed by the Referee: faulty equipment, accident, injury or sickness. However, the match is not interrupted until the Referee chooses to call “Yame.”
- When a Judge signals, the Referee may overrule the signal and continue with the match. However, when two or more Judges indicate the same signal, the Referee must stop the match, listen to their opinion and announce a decision.
- When a match develops into in-fighting, with neither of the Competitors delivering effective techniques, the Referee will halt the match and take necessary precautions to prevent confusion or injuries.
- When a match develops into a deadlock without an exchange of effective techniques between the Competitors, the Referee will stop the match, order them to their original positions (Aka – Shiro, Moto no ichi), and resume the match.

16.4 When resuming the match, the Referee will announce “Tsuzukete, Hajime.”

16.5 When the match is over “Yame, Soremade,” the Referee announces the winner, or in case of a draw having announced awards and penalties, will call upon the Judges (Fukushin, Hantei), to give their decision. The result will be decided by majority with the Referee having a casting vote. The Referee will then announce the winner or declare the match a draw.

17. Responsibilities of Judges (Fukushin)

Judges will assist the Referee (Clear signals). They will give their opinion regarding awards and penalties by means of flags and whistle and will exercise their right to vote at Hantei.

18. Procedures for Judges

18.1 Judges will assume their positions outside the match area and will carefully observe the actions of the Competitors within their range of vision.

In the following circumstances, they will signal to the Referee by means of flags and whistle, giving their opinion.

- When observing an Ippon or Waza ari.
- When noticing that a Competitor is about to commit or has committed a prohibited act.
- When noticing an injury or illness of a Competitor.
- When Competitors move out of the match area.
- In other situations when it is necessary to bring something to the attention of the Referee.

18.2. Each Judge will continuously evaluate the relative excellence of the Competitors and form an opinion independently.

18.3 When the Referee calls “Hantei” each Judge will give an opinion in the appropriate manner. On extension match a decision must be made.

18.4 The Referee and Judges have an equal vote.

19. Mirror System

19.1 In the case of the mirror system, the Referee and Assistant Referee will assume their positions opposite each other, on either side of the Competitors. The Assistant Referee will assist the Referee by signalling an opinion with hand signals, and give advice verbally when requested by the Referee.

19.2 Although most decisions are by agreement, in the situation of a deadlock, the Referee’s decision takes precedence over that of the Assistant Referee.

If available, Trainee Officials may join the Judging Panel as Observers (Kansatsu-sha), allowing them to watch matches and offer advice, thereby gaining practical experience.

20. Protests

20.1 Protests cannot be made against decisions that are made within the rules.

20.2 Protests may be made if there is a suspicion that the rules have been broken.

20.3 Protests must be made in written format to the Control table where the decision will be reviewed.

20.4 Only the Coach of the Competitor concerned may protest.

21. Coaches (Kateikyōshi, Kyōshi)

21.1 Only one Coach is allowed to support a Competitor or Team.

21.2 When a Coach provides instructions to their Competitor, it must be done during a break or pause in the match, this ensures that the guidance does not interfere with the ongoing match and maintains fairness.

21.3 Coaches must wear appropriate clothing while acting in their coaching capacity, like Tracksuit or Officials attire (not Karate Gi).

21.4 Coaches must be registered/accredited for the tournament.

22. Arbitrator (Kansa)


22.1 An Arbitrator may be appointed for finals matches. The Arbitrator, when requested, may give an opinion to the Referee regarding the operation of the match.

22.2 When receiving a protest from a Coach regarding a violation of the rules, the Arbitrator will review the complaint and if necessary, request the panel of Judges to reconsider the decision.

23. Recorder

23.1 For the purpose of facilitating the operation of matches, Recorders and Timekeepers will be appointed.

23.2 The Recorders maintain a record of all scores and results from matches or events, using the relevant official documents, in accordance with the Referee announcements using the following symbols:

2	Ippon	A decisive technique.
1	Waza ari	An effective technique.
AW	Awasete Ippon	Two effective techniques tallied together.
	Sente	Advantage, First scored
K	Keikoku	Warning
HC	Hansoku Chūi	Foul
H	Hansoku	Disqualification from the match.
JK	Jōgai Keikoku	Warning for escaping from the area.
JC	Jōgai Chūi	Final warning for escaping from the area.
JH	Jōgai Hansoku	Disqualification for escaping the area.
W	No Kachi	Win
X	Hikiwake	Draw

The Recorder is also responsible for keeping a record of injuries as notified by the medical staff.

24. Timekeeper

24.1 The Timekeeper is responsible for ensuring that the match continues over its allotted time. The Timekeeper will stop the clock when the match is stopped and will restart it when the match resumes.

24.2 The Timekeeper will give signals using a bell a gong or a buzzer.

- One signal is used to indicate that 30 seconds (San-jū byō made) of the match is remaining.
- Two signals are used to indicate the end of the match. (Jikan)

25. Jukuren - The Rules (Jukuren – Proficiency, Expertise, Skill)

26. Method of Matches

26.1 The match will be between two Competitors.

26.2 Competitors are Aka (Red belt, Red mitts) and Shiro (White belt, White mitts).

26.3 Competitors have 30 seconds to demonstrate their Kumite techniques on a standing target (free standing punch/kick bag).

26.4 Competitors are only allowed to use techniques that are also allowed during Jiyū Kumite matches.

26.5 The match result is decided by majority vote using the flag system. The Referee and two or four Judges will declare the Competitor with the superior volume, quality and variety of techniques the winner.

27. Conduct of Matches

27.1 At the beginning of a category the Referee calls the Judging panel and Competitors to the area. After checking the credentials and equipment of the Competitors the Referee starts the bow in procedure.

- At command, Competitors line up at the sides of the area to bow in.
- Referee and Judges face Competitors.
- Area Referee will call Shōmen ni, Rei followed by Shinpan ni, Rei and Otagai ni, Rei. At the end of matches this order is reversed.
- Competitors step off area.

27.2 The first Competitor called by the area announcer is Aka (Red) and must wear a Red belt, and Red mitts.

27.3 The second Competitor called is Shiro (White) and must wear a White belt, and White mitts.

27.4 If a Competitor is inappropriately dressed the area Referee will allow the Competitor two minutes time to change their uniform to comply with the rules. If the Competitor has not been able to change, they will be disqualified. The decision given will be Kiken – Renunciation.

27.5 The area Referee calls “Jukuren, Hajime” to begin the match.

27.6 The recorder table sound a bell after 30 seconds, and the Referee calls “Yame, Soremade” to end the match.

27.7 The Referee calls “Hantei” and blows whistle.

27.8 Referee and Judges use flags to indicate the winner.

- Draws are not allowed.

27.9 Referee blows whistle to lower flags and raises flag of majority winner. Following the announcement of the decision, the Competitors will bow to the Referee and leave the match area.

28. Kata - The Rules

29. Match Area

29.1 The match area will have a flat surface with necessary measures taken for the prevention of accidents.

29.2 The size of the match area will be eight metres square. Surfaces can be smaller in lack of space. The area can have a wooden floor or can be matted.

29.3 The match area should be marked out according to the general rules.

29.4 The Competitor must directly face the Referee.

29.5 The Competitor must wear his/her own grade belt.

28.6 Kata elimination rounds and finals are run using the points system.

30. Methods of Match

30.1 Individual Match

a) There will be two elimination rounds, and one finals round.

b) After the first round, the top sixteen scoring Competitors progress to the second round.

c) After the second round, the top four scoring Competitors progress to the finals round, to establish the ranks for the winner’s podium.

d) The Competitor selects elimination Kata.

- Novice categories (10 – 4 Kyu), Kata can be repeated in all rounds.
- Advanced categories (3 Kyu and above), Kata of choice, cannot repeat

until finals.

e) The Competitor will select the finals Kata. Kata can be repeated or be different from the eliminations Kata.

f) If there is a tie in the eliminations or finals, there will be a rematch, where the Kata may be repeated, or a different Kata must be performed, according to the category’s stipulations.

31.2 Team Match

a) Teams will be composed of three Competitors.

b) All team members must be from the same Club and no individual can compete for two different Teams.

c) The Competitors select elimination and finals Kata, but they must be different.

d) If there is a tie in the eliminations or finals, there will be a rematch where the Kata may be repeated, or a different Kata performed, provided it has not been used in the eliminations.

30.3 Parent/Child paired Kata (Child must be 15 years or younger).

a) Teams will be composed of two Competitors (Parent + Child).

- One parent can compete with more than one child.
- Child can only compete with one parent.

b) The Competitors select elimination and finals Kata, but they must be different.

c) If there is a tie in the eliminations or finals, there will be a rematch where the Kata may be repeated, or a different Kata performed, provided it has not been used in the eliminations.

31. Composition of the Judging Panel

31.1 In elimination matches, the panel of Judges will consist of one Referee and four Judges.

31.2 In the finals matches, the panel will consist of one Referee and four or six Judges.

32. Scoring

Individual Match

- Elimination Matches Points System.
- Finals Matches Points System.

Team Match

- Elimination Matches Points System.
- Finals Matches Points System.

32.1 Individual Kata - decision will be based on the following:

- Quality of Technique.
- Posture.
- Speed.
- Power.
- Focus.
- Rhythm.
- Embusen.
- Tension and Relaxation.
- Kata Sequence.
- Appropriate Breathing.
- Eye Intensity.
- Martial Attitude.

32.2 Team Kata

In addition to the criteria for Individual Kata, the team must be synchronised and remain symmetrical throughout the performance.

Synchronisation is the most important criteria in Team Kata.

No other visual or audio cues allowed, except for the command to bow in, at the outside edge of the tatami.

33. Method of Decision

In all Kata categories the method of decision will be as follows:

33.1 When called, the Competitors will proceed to the Shiai Jō, bow to the Referee and state the name of the Kata to be performed. The Referee will announce the selected Kata, and the Competitors will commence the performance.

If a competitor makes a mistake, the Referee will call the Judges and decide what penalty to impose. First call only the Judge complaining.

- No Kiai or changed or missing techniques.

33.2. Competitors failing to complete their Kata will be disqualified.

33.3 Upon completion of the Kata, the Referee will call for the Judge's decision, the Referee and Judges will raise their scorecards, and the Announcer will call out the scores.

33.4 After the score is announced, the Referee will order the Judges to retract their scorecards.

33.5 The Announcer will then declare the final score.

33.6 Out of the five or seven scores given, the lowest and highest score will be disregarded on the score sheet (Alt rank), to allow solving a tie situation.

33.7 In the situation of a tie, the lowest score will be considered. If there is still a tie, the highest score will be considered. If there is still a tie, there will be an extra match.

33.8 In the case of an extra match, the first Competitor will be given the average score. The second Competitor must then be given 0.1 higher or lower than the first Competitor.

34. General Terms

	Meaning
Aka	Red (Competitor wears a red belt)
Shiro	White (Competitor wears a white belt)
Senshu	Competitor / Player
Seiretsu	Line up
Ippon	a Decisive technique
Waza ari	an Effective technique
Sente	Advantage, First scored
Keikoku	Warning – first penalty for Hansoku
Hansoku Chūi	Foul – second penalty for Hansoku
Hansoku	Disqualification
Jōgai	Out of area
Jōgai Keikoku	Warning – first penalty for Jōgai Hansoku
Jōgai Chūi	Foul – second penalty for Jōgai Hansoku
Jōgai Hansoku	Disqualification for repeatedly exiting the area
Shikkaku	Disqualification from the tournament

Kinshi	Prohibited acts or behaviour
Atenai	Excessive contact, Uncontrolled technique
Mubōbi	Lack of regard for one`s own safety, acting without defensive preparation
Renzoku waza	Continuous techniques – combination
Torimasen	No score
Hayai	Red (or White) first
Aiuchi	Simultaneous techniques
Maai	Incorrect distance
Uke masu	Blocked technique
Nukete masu	Off the target, missed technique
Yowai	Weak
Mienai	Nothing seen
Hajime	Start
Shōbu Sanbon – Hajime	Start of match for three Ippons
Shōbu Nihon – Hajime	Start of match for two Ippons
Shōbu Ippon – Hajime	Start of match for one Ippon
Tsuzukete	Continue the match
Tsuzukete Hajime	Restart the match
Fukushin, Shūgō	Calling the judges
Nakae	Step inside, forward to your starting positions
Moto no ichi	Return to your starting positions
Naore	Recover, return to your starting position
San-jū byō made	30 seconds of the match remaining- Timekeeper
Ato Shibaraku	30 seconds of the match remaining- Referee
Awasete Ippon	two Effective techniques tallied together
Fukushin, Hantei	Decision of the Judging panel
Hikiwake	Draw
Yame	Stop
Yame Hayai	After the order to stop
Yame, Jōgai, Moto no ichi	Stop, Return to your starting positions
Yame, Soremade	Stop, End of match
Shiai Jō	Match area
Shiai	Match
Sai Shiai	Extra match
Sakidori Shōbu	Indicating a “First point winner” match
Enchōsen	Extension match
Jukuren	Proficiency, Expertise, Skill
Kiken	Renunciation, Withdraw

35. Referee's gestures



HAJIME Start
(KUMITE)



HAJIME Start
(KATA)



YAME Stop



YAME SOREMADE
END OF MATCH



MOTONOICHI
Take your positions



TSUZUKETE HAJIME
Restart match



WAZA ARI
Effective technique



IPPON
Decisive Technique



TORIMASEN
No Score



HAYAI
Red (white) first



AIUCHI
Simultaneous Techniques



MAAI
Distance



UKETE MASU
Blocked



NUKETE MASU
Missed



FUKUSHIN SHUGO
Calling one Judge



FUKUSHIN SHUGO
Calling all Judges



YOWAI
Weak Technique



KEIKOKU
Warning



HANSOKU CHUI
Foul



HANSOKU
Disqualification

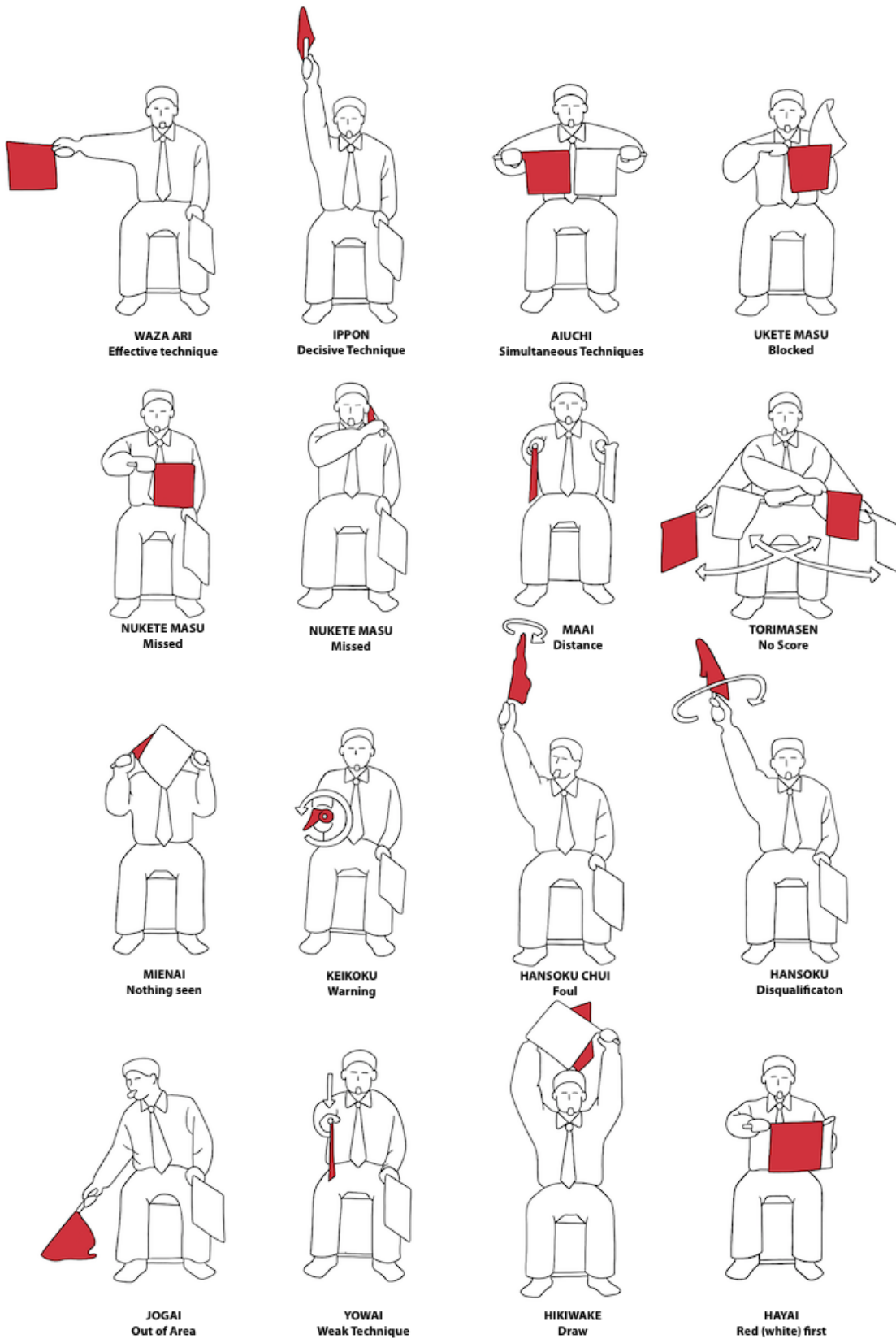


JOGAI
Out of Area



HIKIWAKE
Draw

36. Judge's flag signals



37. Hantei – Decision of the Judging panel

The Referee stands on the outside line of the area in Musubi Dachi calls for Hantei by blowing his/her whistle, and the Judges render their decisions by hand or flag signal.

The whistle commands used are

- long short – decision time, short – lower flags

A vote by a Referee and a vote by a Judge are equal.

Before calling Hantei, the Referee should have made his/her decision already.

• **O** – Aka **O** – Shiro **X** – Hikiwake

O O O O	Aka no Kachi
O O O O	Aka no Kachi
O O O X	Aka no Kachi
O O X O	Aka no Kachi / Hikiwake
O O O O	Shiro no Kachi
O O O O	Shiro no Kachi
O O O X	Shiro no Kachi
O O X O	Shiro no Kachi / Hikiwake
X X X X	Hikiwake
O X X O	Hikiwake
O X X X	Hikiwake
X X X O	Hikiwake
O O O O	Hikiwake / Aka or Shiro no Kachi
O O X X	Hikiwake / Shiro no Kachi
X X O O	Hikiwake / Aka no Kachi

38. When evaluating Kata performance, a scale from .1 to .9 is used, with .5 being average and .9 being excellent, each number typically corresponds to a qualitative description of excellence.

Here is a breakdown of how each point on the scale might be interpreted:

- .1 **Very poor**, far below expectations, with significant issues or problems.
- .2 **Bad**, well below expectations, with notable problems.

- .3 **Unsatisfactory**, below expectations, with several issues.
- .4 **Satisfactory**, slightly below average, with minor problems.
- .5 **Average**, met expectations, with no significant issues, but nothing exceptional either.
- .6 **Just above average**, with some positive aspects, but still, some room for improvement.
- .7 **Good**, meeting most expectations, with a few minor issues.
- .8 **Very good**, above expectations, with very few minor issues.
- .9 **Excellent**, well above expectations, with only minor imperfections.

Kata Scoring

6.0 – 6.9	First round
7.0 – 7.9	Second round
8.0 – 8.9	Finals round
6.0, 7.0, 8.0	Disqualification

Novice Karateka (10 – 4Kyu)

will perform one of the following Kata: Kihon Kata, Heian Shodan, Heian Nidan, Heian Sandan, Heian Yondan, Heian Godan, Tekki Shodan.

Advanced Karateka (3Kyu and above)

will perform one of the 26 Shōtōkan Kata.

39. Shōtōkan Connect tournaments will be divided into:

Shōbu Sanbon Kumite

Individual and Team

Jukuren Kumite

Individual

Kata

Individual and Team