



アフリカ空手団体空手会国際

Africa Karate Organisation Karate Kai International

Karate Kai International

Competition Rules

Judging Criteria

- Five referees, including the Main Referee, shall judge the competition. The Head Judge holds the final authority.
- Decisions such as *Ippon*, *Waza-Ari*, *Hansoku*, *Jogai*, and *Hantei* are valid if supported by three of the five referees.
- Weigh-ins will be conducted before the competition in the presence of referees. A weight difference of more than **2kg** between the registered and actual weight may result in disqualification.
- In case a competitor cannot continue the bout due to an opponent's *Yuko Waza* (effective attack) or *Hansoku Waza* (foul attack), the Tournament Doctor may issue a "doctor's stop" after consultation with referees and the Head Judge.
- The Tournament schedule is to be strictly followed, but in case of unavoidable circumstances, the Tournament Executive Committee Chairman may, after consultation with the Judging Panel Chairman and the Head Judge, decide to change the schedule.

Kumite Rules

Time for Bouts

- **Junior Fighters** – Main bout: **1 minute 30 seconds**, extension: **1 minute**.
- **Senior Fighters** – Main bout: **2 minutes**, extension: **1 minute 30 seconds**.

Victory Conditions

Victory is awarded to the competitor who:

- Scores one full point (*Ippon*).
- Wins by decision (*Hantei*), including *Waza-Ari* (half point).
- Benefits from an opponent's foul (*Hansoku*) or disqualification (*Shikkaku*).



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Bout Procedure

- Competitors enter the competition mat from opposite sides, standing outside the red and white lines in the center, in *Fudodachi* posture.
- From the official seats: “AKA” (Red) stands on the left (smaller entry number), “SHIRO” (White) stands on the right (larger entry number).
- The bout begins with the Main Referee’s command “HAJIME” and ends with “YAME”.
- The Main Referee may stop the bout in case of accidents, or pause with the “Time” signal, resuming with “Zokkou” (continue).

Ippon-Gachi (Full Point Victory)

- A thrust (*Tsuki*), kick (*Keri*), or elbow strike (*Hiji Uchi*) vigorously downs the opponent for three or more seconds.
- The opponent loses the will to fight for three or more seconds.
- Two *Waza-Ari* (half points) equal one *Ippon*.

Waza-Ari (Half Point)

- A strike downs the opponent, but they resume fighting within three seconds.
- The opponent loses will to fight but resumes within three seconds.
- The opponent suffers damage causing loss of balance without falling.
- After a foot sweep (*Ashi-Barai*) or evading a rolling kick (*Domawashi-Kaiten-Geri*), a focused downward punch (*Gedan Zuki*) follows immediately.

Criteria of Hantei (Decision)

- If no *Ippon* or disqualification occurs, a majority decision (three of five referees) is valid.
- If one competitor has a *Waza-Ari*, that takes priority.
- If no *Waza-Ari*, the amount of damage is the first priority.
- If no damage, the number of techniques (*Tsuki*, *Keri*), including *Yuko-Uchi*, is considered.
- If techniques are equal, referees prioritize the competitor showing greater fighting spirit and aggression, especially in final extensions where a champion must be decided.

If no damages are observed, the number of techniques (punches, kicks), including *Yuko-Uchi* (point-giving techniques not sufficient for *Waza-Ari*), will be the first priority for a decision.



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- If the number of techniques, including *Yuko-Uchi*, is equal, referees shall prioritize the competitor who demonstrates greater aggression, forward and backward movement, and fighting spirit. This is especially applied in the final extension where a champion must be decided.
- If either competitor has received *Chui* (warning) or *Genten* (penalty), referees shall follow the criteria outlined in the Judging Criterion section.

• Jogai (Stepping Outside Competition Area)

- A competitor will be judged as committing *Jogai* if both feet step completely outside the boundary line.
- The Main Referee will stop the bout with the command “YAME” (stop), after which the bout is declared *Jogai*.

• Hansoku (Fouls)

- The following actions are considered fouls (*Hansoku*):
- Strikes with hands or elbows (Ken, Shuto, Nukite, Elbow strike, etc.) to the opponent’s face or neck. Even slight contact may result in *Hansoku*. Feints to the face are permitted.
- Attacks to the groin or lower abdomen.
- *Zu-Tsuki* (head butt).
- *Tsukami* (grabbing the dogi or clinching hands).
- *Kake* (hooking the opponent’s neck, head, or shoulders).
- *Oshi* (pushing with hands or body).
- Attacking while leaning the head or body against the opponent.
- *Kakaekomi* (hugging and holding).
- Attacks from behind.
- Attacking an opponent who is already down.
- *Kakenige* (run-away attack, feigned offense while retreating).
- Repeated *Jogai* (stepping outside the area).
- Any unsportsmanlike behavior or actions deemed fouls by referees.



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• Mitomezu (No Count)

- When *Ippon*, *Waza-Ari*, or *Hansoku* is not approved, the action is declared *Mitomezu* (no count).

• Chui (Warning) & Genten (Penalty)

- A foul is charged with one warning (*Chui Ichi*).
- Deliberate or malicious fouls, or fouls causing severe damage, may result in *Genten Ichi* (first penalty) immediately.
- *Chui Ni* (two warnings) results in *Genten Ichi*.
- *Genten Ni* (two penalties) results in *Shikkaku* (disqualification).

• Shikkaku (Disqualification)

- Disqualification (*Shikkaku*) occurs in the following cases:
- Failure to obey referee instructions during the bout.
- Late arrival or failure to appear for a bout.
- Facing each other for more than one minute without engaging in combat (lack of fighting spirit).
- Acts of sheer violence, deliberate fouls, or unsportsmanlike conduct.
- Receiving *Genten Ni* (two penalties).
- Failure to complete *Tameshiwari* (breaking test) or deliberately giving it up.

Tameshiwari (Breaking) Rules

There will be **no Tameshiwari (breaking test)**



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Standard Actions of Referees

Requests to Referees

1. The foremost duty of a referee is to respect the life and safety of competitors, giving it the highest priority during the bout. In case of any accident, referees must remain calm, assess the situation clearly, and take quick, appropriate measures.
2. Referees must not allow personal bias or ego to influence judgments but must demonstrate fairness at all times.
3. Referees must give signals and commands clearly and promptly.

Kumite (Fighting)

Opening of Bout

1. Both competitors will be called to the competition mat by tournament staff.
2. The Main Referee shall stand in the centre and give the commands:
 - a. "SHOMEN NI REI" (Bow to the front)
 - b. "SHUSHIN NI REI" (Bow to the Main Referee)
 - c. "OTAGAI NI REI" (Bow to each other)

The bout then begins with "KAMAETE" (take fighting position) and "HAJIME" (start).

During the Bout

1. Corner referees shall signal *Ippon*, *Waza-Ari*, *Hansoku*, and *Jogai* using whistles and flags. The Main Referee shall stop the bout with "YAME", return competitors to their initial positions, and announce the judgment both verbally and physically.
2. Signals and commands are as follows:
 - **a) Ippon**
 - Corner Referee: Raise diagonally upwards the flag of the competitor awarded *Ippon*, with a long, loud whistle blast.
 - Main Referee: Stop the bout with "YAME", announce the color of the raised flags, count them, declare the technique, raise his arm diagonally upwards on the winner's side, and declare "IPPON".
 - **b) Waza-Ari**
 - Corner Referee: Raise the flag horizontally and blow a long whistle blast.



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- Main Referee: Stop the bout with “YAME”, announce the colors, count flags, declare the technique, extend his arm horizontally on the winner’s side, and declare “WAZA-ARI”.
- **c) From Waza-Ari to Ippon**
 - If the competitor fails to stand or regain fighting spirit within three seconds, corner referees change flag position to *Ippon* and blow a long whistle.
 - Main Referee: After majority judgment, declare “IPPON”. If fewer than three referees support, the decision remains “WAZA-ARI”.
- **d) Hansoku (Foul)**
 - Corner Referee: Wave the flag diagonally downwards, blowing “pi-pi-pi” continuously.
 - Main Referee: Stop the bout with “YAME”, announce the foul, count flags, point at the competitor, and declare “CHUI ICHI” (warning). For *Genten Ichi* or *Shikkaku*, consultation with corner referees is required.
- **e) Tsukami-Ai / Kakaekomi-Ai (Grabbing/Clinching)**
 - Corner Referee: Wave both flags diagonally downwards, blowing “pi-pi-pi”.
 - Main Referee: Stop the bout with “YAME”, separate competitors, restart with “ZOKKOU” (continue). Depending on the situation, both may receive *Chui Ichi*.
- **f) Jogai (Out of Bounds)**
 - Corner Referee: Lower the flag diagonally to the floor, blowing “pi-pi-pi”.
 - Main Referee: Stop the bout with “YAME”, return competitors to center, restart with “ZOKKOU”.
- **g) Fumei (Unclear)**
 - Corner Referee: Cross two flags in front of face, blow a long whistle.
 - Main Referee: Allow the bout to continue without interruption.
- **h) Mitomezu (No Count)**
 - Corner Referee: Cross flags, wave back and forth, blow a long whistle.
 - Main Referee: May declare *Mitomezu* depending on circumstances.
- **i) Hantei-Gachi (Victory by Decision)**
 - Corner Referee: Raise flag diagonally upwards for the competitor considered winner, blow a loud whistle.
 - Main Referee: Request decision with “HANTEI O TORIMASU”, count flags, declare winner by raising arm diagonally upwards. In case of *Hikiwake* (draw), insufficient majority flags are still counted.
- **j) Hikiwake (Draw)**
 - Corner Referee: Cross flags in front of knees, blow a long whistle.
 - Main Referee: Count flags, cross arms diagonally downwards, declare “HIKIWAKE”.



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Shikkaku (Disqualification)

- **Corner Referee** – In cases of seriously deliberate fouls, the corner referee shall request consultation with the Main Referee.
- **Main Referee** – Shall raise his arm diagonally upwards on the side of the disqualified competitor, then point outward from the competition area and declare “SHIKKAKU”.

Dogi Adjustment

If a competitor’s dogi becomes disordered during the bout, the Main Referee may stop the bout, return competitors to their initial positions, and either adjust the dogi or instruct the competitor to adjust it themselves.

End of Bout

1. In cases of *Ippon* or *Shikkaku*, the Main Referee shall stop the bout, make both competitors face forward, declare the result, then give the commands:
 - a. “SHOMEN NI REI” (bow to the front)
 - b. “SHUSHIN NI REI” (bow to the Main Referee)
 - c. “OTAGAI NI REI” (bow to each other)

Competitors then leave the competition mat.

2. If no *Ippon* or *Shikkaku* occurs, corner referees signal the end of the bout with a long whistle blast.
 - a. The Main Referee stops the bout with “YAME”, makes competitors face forward, and requests a decision with “HANTEI O TORIMASU”, “HANTEI”.
 - b. Corner Referees raise flags for the considered winner with a sharp whistle blast. If the bout is judged a draw, they cross flags in front of their knees with a whistle blast.
 - c. The Main Referee declares the winner by counting flags and raising his arm diagonally upwards.

Examples:

- d. “AKA (red) ICHI (1), NI (2), SAN (3), SHI (4), GO (5) – AKA (red)”
 - e. “HIKIWAKE ICHI (1), NI (2), AKA ICHI (1), NI (2), SAN (3) – AKA (red)”
3. In case of a draw, the Main Referee counts flags, crosses arms downwards, and declares “HIKIWAKE” to proceed to an extension bout.



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Example:

- a. “AKA (red) ICHI (1), HIKIWAKE ICHI (1), NI (2), SAN (3), SHI (4) – HIKIWAKE (draw)”
4. The Main Referee declares the winner, then commands “SHOMEN NI REI”, “SHUSHIN NI REI”, “OTAGAI NI REI”, and instructs competitors to leave the mat.

Judging Criteria

1. Judging Criteria (Chart)

- **Ippon-Gachi**
- One *Waza-Ari* → Ippon (Two *Waza-Ari*)
- **Warnings and Penalties**
 - *Chui Ichi* – 1st Warning
 - *Chui Ni* – 2nd Warning
 - *Chui San* – 3rd Warning
 - *Chui Yon* – 4th Warning (*Genten Ni*)
 - *Genten Ichi* – Penalty
 - *Hansoku-Make* – Disqualification

2. Judging Criteria (Explanation)

- **(i) Waza-Ari and Ippon**

0 < One *Waza-Ari* < Ippon (Two *Waza-Ari*).

- **(ii) No Chui or Waza-Ari**
 - Damages are the first priority.
 - If no damage, the number of punches and kicks is considered.
 - If equal, the competitor showing greater fighting spirit wins (especially in final rounds).
- **(iii) One Extra Chui**
 - A single warning difference does not heavily influence the decision.
 - In a final extension, if fighting is equal, the competitor with *Chui Ichi* loses.
- **(iv) Two Chui Difference**
 - The competitor with *Chui Ni* usually loses.



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- If clearly leading, a draw may be possible.
- **(v) Three Chui Difference**
 - The competitor with three more warnings loses, regardless of performance.
- **(vi) Waza-Ari with Chui**
 - A competitor with *Waza-Ari* generally wins, but warnings may affect the outcome:
 - $0 < \text{Waza-Ari} + \text{One Warning} \rightarrow \text{Winner}$
 - $0 < \text{Waza-Ari} + \text{Two Warnings (Genten Ichi)} \rightarrow \text{Still winner}$
 - $0 < \text{Waza-Ari} + \text{Three Warnings (Genten Ichi + Chui Ichi)} \rightarrow \text{Possible draw if opponent is leading}$
 - $0 > \text{Waza-Ari} + \text{Four Warnings (Genten Ni)} \rightarrow \text{Disqualification}$