



W TOKF

WORLD TRADITIONAL OKINAWA
KARATE FEDERATION

世界 伝統的な 沖縄 空手道 連合会

OFFICIAL COMPETITION REFEREE'S RULES & REGULATIONS PROGRAM



W TOKF

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WORLD TRADITIONAL OKINAWA KARATE FEDERATION



OFFICIAL KARATE-DO COMPETITION & REGULATION RULES BOOK

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

Del Saito Soke

PREFACE

In harmony with the spirit of martial arts, these competition rules include the technical principles and philosophy of traditional Karate-do. It is also very important that the WTOKF rules closely follow the rules of the World Karate Federation, the authorized International body approved by International Olympic Committee. Karate has been admitted into the Olympics in 2020 Games, so in order to give our athletes an opportunity for future Olympic participation, it is only prudent to familiarize them with the International rules.

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

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

Working with other sports organizations to benefit our male and female amateur athletes.

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

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

To provide information and education to WTKF members through the publication of a newsletter and distribute information through the internet and through the use of the WTKF web site.

TO INVITE ALL TRADITIONAL STYLES TO PARTICIPATE IN OUR EVENTS.

These rules are also adopted to ensure the physical integrity of the athletes, to assure fairness, and good sportsmanship and to minimize discrepancies of the officials.

These rules represent the essence of WTKF that augments the historical evolution of karate-do.

These rules are also implemented as a "guide" for future generations of the WTKF. They represent the origin in traditional

karate, with amendments that also reflects the current technical level of karate in the world.

In the spirit of martial arts the competitions rules must represent the technical principles and the philosophy of discipline.

Contest rules are designed in order to ensure the physical integrity of the athletes to reduce the human error by the referees and to increase the collective consciousness in consideration of what Karate means both individually and collectively. WTKF concept is to keep developing and promoting worldwide the traditional Japanese Budo, practically those of OKINAWA KARATE descent.

The new historical stage of the development of the karate imposes respect regarding the unity of the Okinawa Karate and Japanese styles, working together to provide education and training, to inform the students about all the aspects of rules and principles and to preserve and promote the Japanese culture, Budo and the Japanese heritage worldwide.

Thanks to the work of the great masters these rules are constantly and continually improved, we set clear the rules that contain the essence and basic principles of the karate.

Therefore, these rules can be considered as a "guide" for the future generations of practitioners of karate. These rules have their roots in the traditional Japanese karate: the OKINAWA KARATE with specific changes that reflect harmoniously the

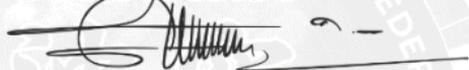
current technical level of the karate in the world. These rules are conceived and intended for the Karate Championships and Competitions.

PRESIDENT

Hanshi IONEL BARA

9thDAN

Okinawa Karate
Founder of WTKF



Official Competition Rules and Regulations Hand Book

Published by

**WORLD TRADITIONAL OKINAWA KARATE FEDERATION
COMPETITION PROGRAM**

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CONTENTS:

GENERAL KUMITE RULES

- ARTICLE 1: KUMITE COMPETITION AREA
- ARTICLE 2: OFFICIAL DRESS (Referees, Coaches, Contestants)
- ARTICLE 3: ORGANIZATION OF KUMITE COMPETITIONS
- ARTICLE 4: THE REFEREE PANEL
- ARTICLE 5: DURATION OF BOUT
- ARTICLE 6: SCORING
- ARTICLE 7: CRITERIA FOR DECISION
- ARTICLE 8: PROHIBITED BEHAVIOR
- ARTICLE 9: WARNINGS & PENALTIES
- ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION
- ARTICLE 11: OFFICIAL PROTEST
- ARTICLE 11: OFFICIAL PROTEST
- ARTICLE 12: REFEREE COMMISSION (Tatami Managers, Referees, Judges, Match Supervisor)
- ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES
- ARTICLE 14: MODIFICATIONS

SHOBU IPPON KUMITE RULES

- ARTICLE 1: DEFINITION
- ARTICLE 2: PROCEDURE

JYU IPPON KUMITE RULES

ARTICLE 1: DEFINITION

ARTICLE 2: PROCEDURE

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

ARTICLE 2: OFFICIAL DRESS

ARTICLE 3: ORGANIZATION OF KATA COMPETITION

ARTICLE 4: THE JUDGING PANEL

ARTICLE 5: CRITERIA FOR EVALUATION

ARTICLE 6: OPERATION OF MATCHES

KATA BUNKAI/OYO RULES

ARTICLE 1: DEFINITION

ARTICLE 2: PROCEDURE

KOBUDO RULES

ARTICLE 1: KOBUDO COMPETITION AREA

ARTICLE 2: OFFICIAL DRESS

ARTICLE 3: ORGANIZATION OF KOBUDO COMPETITION

ARTICLE 4: THE JUDGING PANEL

- ARTICLE 5: CRITERIA FOR EVALUATION
ARTICLE 6: OPERATION OF MATCHES
ARTICLE 7: GENERAL INFORMATION

APPENDIXES

- APPENDIX 1: TERMINOLOGY
APPENDIX 2: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES
APPENDIX 3: SCOREKEEPERS MARKS
APPENDIX 4: LAYOUT OF THE KUMITE COMPETITION AREA
APPENDIX 5: LAYOUT OF THE KATA COMPETITION AREA
APPENDIX 6: THE KARATE GI
APPENDIX 7: REFEREES GESTURES AND JUDGES FLAG SIGNALS
ANNOUNCEMENTS AND GESTURES OF THE REFEREE

THE JUDGE'S FLAG SIGNALS

- APPENDIX 8: WTKF KARATE-DO COMPETITION PROGRAM
COMMITTEE STRUCTURE:
EXECUTIVE COMMITTEE
DIRECTOR
SECRETARY
TREASURER
- APPENDIX 9: TECHNICAL ADVISORY COMMITTEE
APPENDIX 10: COACHES' COMMITTEE
APPENDIX 11: TEMPORARY COMMITTEES
APPENDIX 12: MEDICAL COMMISSION

- APPENDIX 13: DECLARATION OF FAIRNESS
- APPENDIX 14: WEIGHT CLASSIFICATION
- APPENDIX 15: EXPERIENCE LEVELS FOR CHAMPIONSHIPS
- APPENDIX 16: THE MINIMUM OFFICIAL REQUIREMENTS FOR TOURNAMENTS OTHER THAN WORLD CHAMPS.
- APPENDIX 17: OFFICIAL KOBUDO KATA LIST
- APPENDIX 18: PROTEST FORM
- APPENDIX 19: CHART TO DETERMINE AMOUNT OF BYES
- APPENDIX 20: INJURY REPORT FORM
- APPENDIX 21: KUMITE, KATA & KOBUDO FLAG JUDGEMENT CHARTS INCLUDING REPECHAGE
- APPENDIX 22: KUMITE SCORE CHART
- APPENDIX 23: OFFICIALS' CLASSIFICATION
- APPENDIX 24: COACHES, MANAGERS
- APPENDIX 25: KARATE COMPETITION FOR 14 YEARS & UNDER
- APPENDIX 26: FINAL PROVISIONS
- APPENDIX 27: ATHLETES' OATH OF HONOR
- APPENDIX 28: OFFICIALS' OATH

NOTE: It should be noted that the male gender used in this text also refers to the female.

GENERAL KUMITE RULES

ARTICLE 1: KUMITE COMPETITION AREA

1. The competition area must be flat and devoid of hazard.
2. The competition area will be a matted square, of a WTKF approved type, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of two meters on each side.
3. Two mats are inverted with the red side turned up in a one meter distance from the mat center to form a boundary between the contestants.
4. The Referee will be standing centered between the two mats facing the Competitors at a distance of one meter from the safety area.
5. Each judge will be seated at the corners on the mat in the safety area. The referee may move around the entire tatami, including the safety area where the judges are seated. Each judge will be equipped with a red and a blue flag.
6. The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the Referee. He will be equipped with a red flag or sign, and a whistle.

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

8. Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. Where the tatami area is elevated, the coaches will be placed outside the elevated area.

9. The one meter border should be in a different color from the rest of the matted area.

10. The competition area should be thoroughly ventilated with a recommended inside temperature from 15 to 24 degree C. (60F - 75F)

EXPLANATION:

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

II. The mats used should be non-slip where they contact the floor proper but have a low co-efficient of friction on the upper surface. They should not be as thick as Judo mats, since these may be hazardous for Karate movements. The Referee must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. They must be of approved WTOKF design.

ARTICLE 2: OFFICIAL DRESS

1. Contestants and their coaches must wear the official uniform as herein defined.
2. The Referee Commission may disbar any official or competitor who does not comply with this regulation.

REFEREES

1. Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
2. The official uniform will be as follows:
A black hakama pants with a dark blue keikogi top for 18 -34 year old M/F Advanced Senior Divisions.

For all other divisions:

The official uniform will be as follows:

- A single breasted navy-blue blazer bearing two silver buttons.
- A white shirt with short sleeves.
- An official WTKF tie worn without tie pin.
- Plain light gray trousers without cuffs.
- An official WTKF badge.
- An officials' license book with their name and license rating.
- Unpatterned dark blue or black socks and black, slip on shoes for use on the match area.
- Jewelry of any kind is not allowed, including watches, wedding rings and stud earrings.

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

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

No jewelry.

Female Referees and Judges may wear a hair clip and religiously mandated headwear approved by the WTOKF.

This uniform will also be worn at all referee's courses.

CONTESTANTS

1. Contestants must wear a white karate gi without stripes, piping or personal embroidery. The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm (see Appendix 6). Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organizing Committee will be worn on the back. One contestant must wear a red belt and the other a blue belt. The red and blue belts must be around five centimeters wide and of a length sufficient to allow fifteen centimeters free on each side of the knot. The belts are to be of plain red and blue color, without any personal embroideries or advertising or markings other than the customary label from the manufacturer.

2. Notwithstanding paragraph 1 above, the Executive Committee may authorize the display of special labels or trademarks of approved sponsors.

3. The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female competitors may wear a plain white T-shirt or white sports bra beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.

4. The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may not be rolled up except for Kobudo events.

5. The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.

6. Contestants must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed. Should the Referee consider any contestant's hair too long and/or unclean, he may disbar the contestant from the bout. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. A discrete rubber band or pony tail retainer is permitted. Female competitors may use religiously mandated head-wear of a type approved by WTKF.

7. Female competitors may wear a WTKF homologated black plain fabric head scarf covering the hair, but not the throat area.

8. Contestants must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and

the Official Doctor. The contestant accepts full responsibility for any injury.

9. The following protective equipment is compulsory:

9.1. WTKF approved mitts, one contestant wearing red and the other wearing blue.

9.2. Gum shield.

9.3. WTKF approved body protection (for all athletes 17 & younger) plus chest protector for all female athletes.

9.4. The shin pads approved by the WTKF, one contestant wearing red and the other wearing blue.

9.5. The foot protection approved by the WTKF, one contestant wearing red and the other wearing blue.

9.6. Groin Guards are optional.

10. Glasses are forbidden. Soft contact lenses can be worn at the contestant's own risk. (Authorized sports goggles may be used)

11. The wearing of unauthorized apparel, clothing or equipment is forbidden.

12. All protective equipment must be WTKF homologated.

13. It is the duty of the Match Supervisor (Kansa) to ensure before each match or bout that the competitors are wearing the approved equipment.

14. The use of bandages, padding, or supports because of injury must be approved by the Referee on the advice of the Tournament Doctor.

COACHES

1. Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of the finals of official WTKF events, where male coaches are required to wear a dark suit, shirt and tie - while female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colors. Female coaches may also wear religious headwear approved by the WTKF.

EXPLANATION:

I. The contestant must wear a single belt. This will be red for AKA and blue for AO. Belts of grade shall not be worn during the bout.

II. Gum shields must fit properly.

III. If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead they will be given one minute to remedy matters.

IV. If the Referee Commission agrees, Refereeing Officials may be allowed to remove their blazers.

ARTICLE 3: ORGANIZATION OF KUMITE COMPETITIONS

1. A Karate tournament shall comprise of Kumite competition, which may be further divided into the team match and the individual match. The individual match may be further divided into age and weight divisions. Weight divisions are divided ultimately into bouts. The term "bout" also describes the individual Kumite competitions between opposing pairs of team members.

2. In individual competition no contestant may be replaced by another after the drawing has taken place.

3. Individual contestants or teams that do not present themselves when called will be disqualified (KIKEN) from that category. In team matches the score for the bout not taking place will then be set to 8-0 in favor of the other team.

4. Male teams comprise four members with three competing in a round. Female teams comprise four members with three competing in a round.

5. The contestants are all members of the team. There are no fixed reserves.

6. Before each match, a team representative must hand into the official table, an official form defining the names and fighting order of the competing team members. The participants drawn from the full team of four members, and their fighting order, can be changed for each round provided the new fighting order is notified first, but once notified, it cannot then be changed until that round is completed.

7. A team will be disqualified if any of its members or its coach changes the team's composition or fighting order without written notification prior to the round.

8. In team matches where an individual loses on account of receiving Hansoku or Shikkaku, any score for the disqualified contestant will be set to nil, and a score of 8-0 will be recorded for that bout in favor of the other team.

EXPLANATION:

I. A “round” is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of contestants within it, counting byes as contestants. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or “round robin” competition, a round allows all contestants in a pool to fight once.

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

III. When lining up before a match, a team will present the actual fighters. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.

IV. In order to compete, male teams must present at least two competitors and female teams must present at least two competitors. A team with less than the required number of competitors will forfeit the match (Kiken).

V. The fighting order form can be presented by the Coach or a nominated contestant from the team. If the Coach hands in the form, he must be clearly identifiable as such; otherwise, it may be rejected. The list must include the name of the country or club the belt color allotted to the team for that match and the fighting order of the team members. Both the competitor's names and their tournament numbers must be included and the form signed by the coach, or a nominated person.

VI. Coaches must present their accreditation together with that of their competitor or team to the official table. The coach must sit

in the chair provided and must not interfere with the smooth running of the match by word or deed.

VII. If, through an error in charting, the wrong contestants compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the winner of each bout/match must confirm victory with the control table before leaving the area.

ARTICLE 4: THE REFEREE PANEL

1. The Referee Panel will be selected by the Tatami Managers who are appointed by the Referee's Commission. Article 12.
2. The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and one Match Supervisor (KANSA).
3. The Referee and Judges of a Kumite bout must not have the nationality of either of the participants.
4. In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.

EXPLANATION:

I. At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left sits Judges numbers 1 and 2, and on the right sits Judges numbers 3 and 4.

II. After the formal exchange of bows by contestants and the referee panel, the Referee takes a step back, the Judges and the Referee turn inwards, and all bow together. All then take up their positions.

III. When changing the Judges, the departing Officials, except the Match Supervisor, take up position as at the start of the bout or match, bow to each other, and then leave the area together.

ARTICLE 5: DURATION OF BOUT

1. Duration of the Kumite bout is defined as three minutes for Senior Male and Female Advance Kumite (both teams and individuals). Junior categories (16 & 17 years old) are 2 minutes and Cadet categories (14 & 15 years old) are 1 1/2 minutes. Children categories (under 14 years old) are also 1 1/2 minutes. 35 yrs and older divisions are also 2 minutes.

2. The timing of the bout starts when the Referee gives the signal to start, and stops each time the Referee calls "YAME".

3. The timekeeper shall give signals by a clearly audible gong, or buzzer, indicating "10 seconds to go" and "time up". The "time up" signal marks the end of the bout.

4. Competitors are entitled to a period of time between matches, equal to the standard duration time of the match, for purpose of rest and change of equipment. The only exception hereto is during repechage where, in the case of change of equipment color, it is extended to five minutes.

ARTICLE 6: SCORING

1. Scores are as follows:

- a) Ippon Three points
- b) Wazaari Two points
- c) Yuko One point

2. Scoring elements:

- a) Good form
- b) Sporting attitude
- c) Vigorous application
- d) Awareness (ZANSHIN)
- e) Good timing
- f) Correct distance

3. Ippon is awarded for:

- a) Jodan kicks.
- b) Any scoring technique delivered on a thrown or fallen opponent.

4. Wazaari) is awarded for:

- a) Chudan kicks.

5. Yuko is awarded for:

- a) Chudan or Jodan Tsuki.
- b) Jodan or Chudan Uchi.
- c) Decisive techniques to any scoring targets

6. For Shobu Ippon Events:

- a) Ippon is awarded for any decisive scoring technique
- b) Waza-ari is awarded for any effective scoring technique

7. Attacks are limited to the following areas:

- a) Head
- b) Face
- c) Neck
- d) Abdomen
- e) Chest
- f) Back
- g) Side

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

9. No technique, even if technically correct, will be scored if it is delivered when the two contestants are outside the competition area. However, if one of the contestants delivers an effective technique while still inside the competition area and before the Referee calls "YAME", the technique will be scored.

EXPLANATION:

In order to score, a technique must be applied to a scoring area as defined in paragraph 6 above. The technique must be appropriately controlled with regard to the area being attacked and must satisfy all six scoring criteria in paragraph 2 above.

VOCABULARY TECHNICAL CRITERIA

IPPON (3 points) is awarded for:

1. Jodan kicks. Jodan being defined as the face, head and neck.
2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise their feet.

WAZA-ARI (2 points) is awarded for:

Chudan kicks. Chudan being defined as the abdomen, chest, back and side.

YUKO (1 point) is awarded for:

1. Any punch (Tsuki) delivered to any of the seven scoring areas.
2. Any strike (Uchi) delivered to any of the seven scoring areas.

IPPON (1 point) is awarded for:

1. A decisive punch (Tsuki), strike (Uchi) or kick (Keri) delivered to the proper scoring areas. (For Shobu Ippon only)

WAZAARI (1/2 point) is awarded for:

1. An effective punch (Tsuki), strike (Uchi) or kick (Keri) delivered to the proper scoring areas. (For Shobu Ippon only)

I. For reasons of safety, throws where the opponent is grabbed below the waist, thrown without being held onto, or thrown dangerously, or where the pivot point is above belt level, are prohibited and will incur a warning or penalty. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep such as deashi-barai, ko uchi gari, kani waza etc. After a throw has been

executed the Referee will allow the contestant time to immediately attempt a scoring technique.

II. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be SANBON.

III. A technique with “**Good Form**” is said to have characteristics conferring probable effectiveness within the framework of traditional Karate concepts.

IV. **Sporting Attitude** is a component of good form and refers to a non-malicious attitude of great concentration obvious during delivery of the scoring technique.

V. **Vigorous Application** defines the power and speed of the technique and the palpable will for it to succeed.

VI. **Zanshin** is that criterion most often missed when a score is assessed. It is the state of continued commitment in which the contestant maintains awareness of the opponent's potentiality to counter-attack. I.e.: He does not turn his face away during delivery of the technique, and remains facing the opponent afterwards.

VII. **Good Timing** means delivering a technique when it will have the greatest potential effect.

VIII. **Correct Distance** similarly means delivering a technique at the precise distance where it will have the greatest potential effect. Thus if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced.

IX. Distancing also relates to the point at which the completed technique comes to rest on or near the target. A punch or kick that

comes somewhere between skin touch and 5 centimetres from the face, head, or neck may be said to have the correct distance. However, Jodan techniques, which come within 5 centimetres distance of the target and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other criteria. In Cadet and Junior competition no contact to the head, face, or neck, is allowed other than a very light touch (previously known as a “skin touch”) for Jodan kicks and the scoring distance is increased up to 10 centimeters.

X. A worthless technique is a worthless technique — regardless of where and how it is delivered. A technique, which is badly deficient in good form, or lacking power, will score nothing.

XI. Techniques, which land below the belt, may score, as long as they are above the pubic bone. The neck is a target area and so is the throat. However, no contact to the throat is permitted, although a score may be awarded for a properly controlled technique, which does not touch.

XII. A technique, which lands upon the shoulder blades, may score. The non-scoring part of the shoulder is the junction of the upper bone of the arm with the shoulder blades and collarbones.

XIII. The time-up bell signals the end of scoring possibilities in that bout, even though the Referee does not halt the bout immediately. The time-up bell does not however mean that penalties cannot be imposed. Penalties can be imposed by the Refereeing Panel up to the point where the contestants leave that area after the bout's conclusion. Penalties can be imposed after that, but then only by the Referee Commission or the Disciplinary and Legal Commission.

XIV. If two contestants hit each other at the exact same time, the scoring criterion of “good timing” has by definition not been met, and the correct judgement is to not award a point. Both contestants may however receive points for their respective scores if they each have two flags in their favor, and the scores both happen before “yame” – and the time signal.

XV. If a contestant scores with more than one consecutive technique before the bout has been stopped, the contestant will be awarded the successful scoring technique of the higher point value, regardless of in which sequence the techniques scored. Example: If a kick followed a successful punch, the points for the kick would be awarded regardless if the punch scored first - as the kick has a higher point value.

ARTICLE 7: CRITERIA FOR DECISION

The result of a bout is determined by a contestant obtaining a clear lead of eight points, or at time-up, having the highest number of points, obtaining a decision (HANTEI), or by a HANSOKU, SHIKKAKU, or KIKEN, imposed against a contestant. For the youth divisions, a clear lead of 6 points may be determined before the commencement of the tournament by the Tournament Executive Committee.

1. No individual bout can be declared a tie. Only in team competition and Jyu Ippon Kumite, when a bout ends with equal scores, or no scores, will the Referee announce a tie (HIKIWAKE).
2. In individual bouts, if after time ends and there are no scores, or scores are equal, the decision will be made by the “Golden

Point” method. The Golden Point is awarded to the contestant that scores first. Thus, in cases of a tie, the winner will be decided by that contestant that received the Golden Point. The hantei method may also be used and must be announced before the commencement of the tournament.

Optional Method: In individual bouts, if after full time there are no scores, or scores are equal, the decision will be made by a final vote of the four Judges and the Referee, each casting their vote. A decision in favor of one or the other competitor is obligatory and is taken on the basis of the following criteria:

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

b) The superiority of tactics and techniques displayed.

c) Which of the contestants has initiated the majority of the actions.

3. The winning team is the one with the most bout victories. Should the two teams have the same number of bout victories then the winning team will be the one with the most points, taking both winning and losing bouts into account. The maximum point’s difference or lead recorded in any bout will be eight.

4. If the two teams have the same number of bout victories and points, then a deciding bout will be held. Each team may nominate any one contestant of their team for purpose of fighting the extra bout, regardless if that person already has fought in a previous bout between the two teams. If the extra bout does not produce a winner based on superiority on points, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the team match.

5. In team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner then the match is declared over and no further bouts will take place.

6. In instances where both AKA and AO are disqualified in the same match by Hansoku, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.

EXPLANATION:

1. When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the match area perimeter and call "HANTEI", followed by a two-tone blast of the whistle. The Judges will indicate their opinions by means of their flags and the Referee will at the same time signal his vote by hand signal. The Referee will then give a short blast on his whistle, return to his original position and announce the decision and will then indicate the winner in the normal way.

ARTICLE 8: PROHIBITED BEHAVIOR

There are two categories of prohibited behavior, Category 1 and Category 2.

CATEGORY 1

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open hand techniques.
4. Dangerous or forbidden throwing techniques.

CATEGORY 2

1. Feigning, or exaggerating injury.
2. Exit from the competition area (JOGAI) not caused by the opponent.
3. Self-endangerment by indulging in behavior, which exposes the contestant to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
4. Avoiding combat as a means of preventing the opponent having the opportunity to score.
5. Passivity – not attempting to engage in combat. (Cannot be given after less than the last 10 seconds of the match.)
6. Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
7. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
8. Grabbing the opponents arm or karate gi with one hand without immediately attempting a scoring technique or takedown.
9. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.
10. Simulated attacks with the head, knees, or elbows.
11. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behavior towards the Refereeing officials, or other breaches of etiquette.

EXPLANATION:

I. Karate competition is a sport, and for that reason some of the most dangerous techniques are banned and all techniques must be controlled. Trained adult competitors can absorb relatively powerful blows on muscled areas such as the abdomen, but the fact remains that the head, face, neck, groin and joints are particularly susceptible to injury. Therefore any technique, results in injury, may be penalized unless caused by the recipient. The

contestants must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed. Particular care must be exercised in Cadet and Junior competition.

II. FACE CONTACT — SENIORS: For Senior competitors, non-injurious, light, controlled “touch” contact to the face, head, and neck is allowed (but not to the throat). Where contact is deemed by the Referee to be too strong, but does not diminish the competitor’s chances of winning, a warning (CHUKOKU) may be given. A second contact under the same circumstances will result in KEIKOKU. A further offense will result in HANSOKU CHUI. Any further contact, although not significant enough to influence the opponent’s chances of winning, will still result in HANSOKU.

III. FACE CONTACT — CADETS AND JUNIORS: For Cadet and Junior competitors no contact to the head, face, or neck, is allowed with hand techniques. Any contact, no matter how light, will be penalized, as in paragraph II above, unless caused by the recipient (MUBOBI). Jodan kicks may make the lightest touch (“skin touch”) and still score. Any more than a skin touch will require a warning or penalty unless caused by the recipient (MUBOBI).

IV. The Referee must constantly observe the injured contestant. A short delay in giving a Judgement allows injury symptoms such as a nosebleed to develop. Observation will also reveal any efforts by the contestant to aggravate slight injury for tactical advantage. Examples of this are blowing violently through an injured nose, or rubbing the face roughly.

V. Pre-existing injury can produce symptoms out of all proportion to the degree of contact used and Referees must take this into account when considering penalties for seemingly excessive contact. For example, what appears to be a relatively light contact

could result in a competitor being unable to continue due to the cumulative effect of injury sustained in an earlier bout.

VI. Contestants who over-react to light contact, in an effort to have the Referee penalize their opponent, such as holding the face and staggering about, or falling unnecessarily, will be immediately penalized themselves.

VII. Feigning an injury, which does not exist, is a serious infraction of the rules. SHIKKAKU will be imposed on the contestant feigning injury i.e., when such things as collapse and rolling about on the floor are not supported by evidence of commensurate injury as reported by a neutral doctor.

VIII. Exaggerating the effect of an actual injury is less serious but still regarded as unacceptable behavior and therefore the first instance of exaggeration will receive a minimum warning of HANSOKU CHUI. More serious exaggeration such as staggering around, falling on the floor standing up and falling down again and so on may receive HANSOKU directly depending on the severity of the offense.

IX. Competitors, who receive SHIKKAKU for feigning injury will be taken from the competition area and put directly into the hands of the WTOKF Medical Commission, who will carry out an Immediate examination of the competitor. The Medical Commission will submit its report before the end of the Championship, for the consideration of the Referee Commission. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offenses.

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

XI. Throwing techniques are divided into two types. The established “conventional” karate leg sweeping techniques such as de ashi barai, ko uchi gari, etc., where the opponent is swept off-balance or thrown without being grabbed first — and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. The only instance where a throw may be performed holding onto the opponent with both hands is as throw following trapping the opponent’s kicking leg. The pivotal point of the throw must not be above the thrower’s belt level and the opponent must be held onto throughout, so that a safe landing can be made. Over the shoulder throws such as seoi nage, kata guruma etc., are expressly forbidden, as are so-called “sacrifice” throws such as tomoe nage, sumi gaeshi etc. It is also forbidden to grab the opponent below the waist and lift and throw them or to reach down to pull the legs from under them. If a contestant is injured as a result of a throwing technique, the Judges will decide whether a penalty is called for.

The competitor may seize the opponents arm or karate gi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques. Holding on with one hand when immediately executing a scoring technique or takedown or to break a fall. Holding on with both hands is only permitted when grabbing an opponent’s kicking leg for purpose of executing a takedown.

XII. Open hand techniques to the face are forbidden due to the danger to the contestant’s sight.

XIII. JOGAI relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside of the match area. An exception is when the contestant is physically pushed or thrown from the area by the opponent. Note that a warning must be extended for the first instance of JOGAI. The definition for

JOGAI is no longer “repeated exits”, but merely “exit not caused by the opponent”. If however, there is less than ten seconds to go, the Referee will, as a minimum, directly impose HANSOKU CHUI on the offender.

XIV. A contestant who delivers a scoring technique and then exits the area before the Referee calls “YAME” will be given the value of the score and Jogai will not be imposed. If the contestant’s attempt to score is unsuccessful the exit will be recorded as a Jogai.

XV. If AO exits just after AKA scores with a successful attack, then “YAME” will occur immediately on the score and AO's exit will not be recorded. If AO exits, or has exited as AKA's score is made (with AKA remaining within the area), then both AKA's score will be awarded and AO's Jogai penalty will be imposed.

XVI. It is important to understand that “Avoiding Combat” refers to a situation where a competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behavior. The contestant who constantly retreats without effective counter, who holds, clinches, or exits the area rather than allow the opponent an opportunity to score must be warned or penalized. This often occurs during the closing seconds of a bout. If the offense occurs with ten seconds or more of the bout time remaining, and the contestant has no previous C2 warning, the Referee will warn the offender by imposing CHUKOKU. If there has been a previous Category 2 offense or offenses, this will result in KEIKOKU being imposed. If however, there is less than ten seconds to go, the Referee will directly impose HANSOKU CHUI on the offender (whether there has been a previous Category 2 KEIKOKU or not). If there has been a previous Category 2 HANSOKU CHUI the Referee will penalize the offender with HANSOKU and award the bout to the opponent. However, the

Referee must ensure that the contestant's behavior is not a defensive measure due to the opponent acting in a reckless or dangerous manner, in which case the attacker should be warned or penalized.

XVII. Passivity refers to situations where both of the contestants do not attempt to exchange techniques over an extended period of time.

XVIII. An example of MUBOBI is the instance in which the contestant launches a committed attack without regard for personal safety. Some contestants throw themselves into a long reverse-punch, and are unable to block a counter. Such open attacks constitute an act of Mubobi and cannot score. As a tactical theatrical move, some fighters turn away immediately in a mock display of dominance to demonstrate a scored point. They drop their guard and lapse awareness of the opponent. The purpose of the turn-away is to draw the Referee's attention to their technique. This is also a clear act of Mubobi. Should the offender receive an excessive contact and/or sustain an injury the Referee will issue a Category 2 warning or penalty and decline to give a penalty to the opponent.

XIX. Any discourteous behavior from a member of an official delegation can earn the disqualification of a competitor, the entire team, or delegation from the tournament.

ARTICLE 9: WARNINGS & PENALTIES

CHUKOKU: CHUKOKU is imposed for the first instance of a minor infraction for the application

KEIKOKU: KEIKOKU is imposed for the second instance of a minor infraction for that category, or for infractions not sufficiently serious to merit HANSOKU-CHUI.

HANSOKU-CHUI: This is a warning of disqualification usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.

HANSOKU: This is the penalty of disqualification following a very serious infraction or when a HANSOKU CHUI has already been given. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

SHIKKAKU: This is a disqualification from the actual tournament, competition, or match. In order to define the limit of SHIKKAKU, the Referee Commission, must be consulted. SHIKKAKU may be invoked when a contestant fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.

EXPLANATION:

I. There are three degrees of warning; CHUKOKU, KEIKOKU and HANSOKU CHUI. A warning is a correction given to the contestant

making it clear that the contestant is in violation of the competition rules, but without imposing an immediate penalty.

II. There are two degrees of penalties: **HANSOKU** and **SHIKKAKU**, both causing the contestant violating the rules to be disqualified from i) the bout (**HANSOKU**) - or ii) from the entire tournament (**SHIKKAKU**) with a possible suspension from competition for an additional time period.

III. Category 1 and Category 2 warnings do not cross-accumulate.

IV. A warning can be directly imposed for a rules infraction but once given; repeats of that category of infraction must be accompanied by an increase in severity of warning and penalty imposed. It is not, for example, possible to give a warning or penalty for excessive contact then give another warning of the same degree for a second instance of excessive contact.

V. **CHUKOKU** is normally imposed for the first instance of an offense that has not reduced a competitor's chances of winning by the opponent's foul.

VI. **KEIKOKU** is normally imposed where the contestant's potential for winning is slightly diminished (in the opinion of the Judges) by the opponent's foul.

VII. A **HANSOKU CHUI** may be imposed directly, or following a **KEIKOKU** and is used where the contestant's potential for winning has been seriously reduced (in the opinion of the Judges) by the opponent's foul.

VIII. A **HANSOKU** is imposed for cumulative penalties but can also be imposed directly for serious rules infractions. It is used when

the contestant's potential for winning has been reduced virtually to zero (in the opinion of the Judges) by the opponent's foul.

IX. Any competitor who receives HANSOKU for causing injury, and who has in the opinion of the Judges and Tatami Manager, acted recklessly or dangerously or who is considered not to have the requisite control skills necessary for WTKF competition, will be reported to the Referee Commission. The Referee Commission will decide if that competitor shall be suspended from the rest of that competition and/or subsequent competitions.

X. A **SHIKKAKU** can be directly imposed, without warnings of any kind. The contestant need have done nothing to merit it — it is sufficient if the Coach or non-combatant members of the contestants' delegation behave in such a way as to harm the prestige and honor of Karate-Do. If the Referee believes that a contestant has acted maliciously, regardless of whether or not actual physical injury has been caused, SHIKKAKU and not HANSOKU, is the correct penalty.

XI. A public announcement of SHIKKAKU must be made.

ARTICLE 10: INJURIES AND ACCIDENTS IN COMPETITION

1. KIKEN or forfeiture is the decision given, when a contestant or contestants fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Referee. The grounds for abandonment may include injury not ascribable to the opponent's actions.

2. If two contestants injure each other, or are suffering from the effects of previously incurred injury, and are declared by the Tournament Doctor to be unable to continue, the bout is awarded to the contestant who has amassed the most points. In Individual Matches if the points score is equal, then a vote (HANTEI) will decide the outcome of the bout. In Team Matches the Referee will announce a tie (HIKIWAKE). Should the situation occur in an extra bout for deciding a Team Match, then a vote (HANTEI) will determine the outcome.

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

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

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

6. A competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. If treatment is not completed within the time allowed, the Referee will decide if the competitor shall be declared unfit to fight (Article 13, Paragraph 8d), or whether an extension of treatment time shall be given.

7. Any competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a

competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will signal to the timekeeper to start the ten second count-down by a blast on his whistle and raising his hand and then calling out for the doctor as per point 5 above. The timekeeper will stop the clock when the Referee raises his arm. In all cases where the 10 second clock has been started the doctor will be asked to examine the contestant. For incidents falling under this 10 second rule, the contestant may be examined on the mat.

EXPLANATION:

I. When the doctor declares the contestant unfit, the appropriate entry must be made on the contestant's monitoring card. The extent of unfitness must be made clear to other Refereeing Panels. An Injury Report Form will then be filled by the Medical Commission. (Appendix 20).

II. A contestant may win through disqualification of the opponent for accumulated minor Category 1 infractions. Perhaps the winner has sustained no significant injury. A second win on the same grounds must lead to withdrawal, even though the contestant may be physically able to continue.

III. The Referee should call the doctor when a contestant is injured and needs medical treatment by raising his hand and verbally call out "doctor".

IV. If physically able to do so, the injured contestant should be directed off the mat for examination and treatment by the doctor.

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

VI. When applying the “Ten Second Rule” the time will be kept by a timekeeper appointed for this specific purpose. A warning will be sounded at seven seconds followed by the final bell at ten seconds. The timekeeper will start the clock only on the Referee’s signal. The timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.

VII. The Judges will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.

VIII. In team matches, should a team member receive KIKEN, or be disqualified (HANSOKU or SHIKKAKU), their score for that bout, if any, will be zeroed and the opponent’s score will be set at eight points.

ARTICLE 11: OFFICIAL PROTEST

1. No one may protest about a judgement to the members of the Refereeing Panel.
2. If a Refereeing procedure appears to contravene the rules, the President of the Federation or its official representative is the only one allowed to make a protest.
3. The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. (The sole exception is when the protest concerns an administrative malfunction. The Tatami Manager should be notified immediately the administrative malfunction is detected). (Appendix 18: Protest Form)
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will review the circumstances

leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for.

5. Any protest concerning application of the rules must be made in accordance with the complaints procedure defined by the WTOKF EC. It must be submitted in writing and signed by the official representative of the team or contestant(s).

6. The complainant must deposit a Protest Fee as agreed by the WTOKF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.

7. Composition of the Appeals Panel

The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Refereeing panel involved in the protested incident.

8. Appeals Evaluation Process

It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members

is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

9. Declined Protests

If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word “DECLINED”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.

10. Accepted Protests

If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission to take such measures as can be practically carried out to remedy the situation including the possibilities of:

- Reversing previous judgments that contravene the rules
- Voiding results of the affected matches in the pool from the point previous to the incident
- Redoing such matches that have been affected by the incident
- Issuing a recommendation to the RC that involved Referees are evaluated for sanction

The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome. The Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word “ACCEPTED”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who will return

the deposited amount to the protestor, and in turn forward the protest document to the Secretary General.

11. Incident Report

Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Secretary General.

12. Power and Constraints

The decision of the Appeals Jury is final, and can only be overruled by a decision of the Executive Committee.

The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

13. Special provision for use of Video Review

NOTE: This special provision to be interpreted as separate and independent of other provisions of this Article 11, and the pertaining explanation:

In WTOKF World Championships, the use of video review of matches is required. Use of video review is also recommended for other competitions whenever possible. In using video review the respective coaches are given a red or blue card that may be used for protest in the event that the judges in the coach's opinion have missed a valid score by his contestant. A panel consisting of 2 persons appointed by the Tatami Manger will examine the video, and may change the Referee panel's decision provided appointees are in agreement.

If upon examining the video, the referee panel acknowledges the protest and award the score, the coach will retain the card and the Referee will announce the revised decision. If the protest is rejected the card will be confiscated for the remainder of the match – and the coach will lose the possibility of protesting directly for that competitor for the remainder of the pool with the exception of medal matches where both contestants’ coaches will always be given cards allowing them the opportunity to protest points.

EXPLANATION:

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

II. The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest’s validity.

III. If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The deposit paid will be refunded by the Treasury.

IV. If the protest is held by the Appeals Jury to be invalid, it will be rejected and the deposit forfeited to WTKF.

V. Ensuing matches or bouts will not be delayed, even if an official protest is being prepared. It is the responsibility of the Match

Supervisor, to ensure that the match has been conducted in accordance with the Rules of Competition.

VI. In case of an administrative malfunction during a match in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Referee.

ARTICLE 12: POWERS AND DUTIES

REFEREE COMMISSION

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

1. To ensure the correct preparation for each given tournament in consultation with the Organizing Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, match operation and supervision, safety precautions, etc.
2. To appoint and deploy the Tatami Managers (Chief Referees) to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.
3. To supervise and co-ordinate the overall performance of the Refereeing officials.
4. To nominate substitute officials where such are required.
5. To pass the final Judgement on matters of a technical nature which may arise during a given match and for which there are no stipulations in the rules.
6. To collect, issue or revoke official's license books and upgrade candidates.
7. To instruct train and develop officiating standards, policies and guidelines.
8. To make recommendations of improving the quality of officiating to the Executive Committee.

TATAMI MANAGERS

The Tatami Managers powers and duties shall be as follows:

1. To delegate, appoint, and supervise the Referees and Judges, for all matches in areas under their control.
2. To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.
3. To order the Referee to halt the match when the Match Supervisor signals a contravention of the Rules of Competition.
4. To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.
5. To appoint members for the video review panel.

REFEREES

The Referee's powers shall be as follows:

1. The Referee ("SHUSHIN") shall have the power to conduct matches including announcing the start, the suspension, and the end of the match.
2. To award points based on the decision of the judges.
3. To stop the match when an injury, illness or inability of a contestant to continue is noticed.
4. To stop the match when it in the Referee's opinion has been a point scored, a foul committed, or to ensure the safety of the contestants.
5. To stop the match when two or more judges have indicated a score or Jogai.

6. To indicate fouls observed (including Jogai), thus requesting the consent of the judges.
7. To request confirmation of the judges' verdict in instances where there may, in the referee's opinion, be grounds for the judges to re-evaluate their call for warning or penalty.
8. To call the judges for conference (SHUGO) to recommend Shikkaku.
9. To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.
10. To issue warnings and impose penalties based on the decision of the judges.
11. To announce and start an extra bout when required in team matches.
12. To conduct voting of the Judges, including his own vote, (HANTEI) and announce the result.
13. To resolve ties.
14. To announce the winner.
15. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
16. The Referee shall give all commands and make all announcements.

JUDGES

The Judges (FUKUSHIN) powers shall be as follows:

1. To signal points scored and Jogai on their own initiative.
2. To signal their judgement on warnings or penalties indicated by the Referee.
3. To exercise their right to vote on any decision to be taken.

The Judges shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:

- a) When a score is observed.
- b) When a contestant has committed a prohibited act and/or techniques.
- c) When an injury, illness or inability of a contestant to continue is noticed.
- d) When requested by the Referee to pass judgement on any other foul.
- e) When both or either of the contestants have moved out of the competition area (JOGAI).
- f) In other cases when it is deemed necessary to call the attention of the Referee.

MATCH SUPERVISORS

I. The Match Supervisor (KANSA) will assist the Tatami Manager by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Match Supervisor will immediately raise the red flag and blow his whistle. The Tatami Manager will instruct the Referee to halt the match or bout and correct the irregularity. Records kept of the match shall become official records subject to the approval of the Match Supervisor. Before the start of each match or bout the Match Supervisor will ensure that the contestants are wearing approved equipment. The match Supervisor will not rotate during Team matches.

SCORE SUPERVISORS

The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

EXPLANATION:

1. The Score Supervisor will keep a separate record of the scores awarded by the Referee and at the same time oversee the actions of the appointed timekeepers and scorekeepers.

EXPLANATION:

I. When two or more Judges indicate a score or jogai for the same competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will raise the red flag and blow his whistle.

II. When the Referee decides to halt the bout for any other reason than a signal given by two, or more, of the judges he will call "YAME" at the same time using the required hand signal. The Judges will then signal their opinions and the Referee will render the decisions for which there is agreement between two or more judges.

II. In the event that both contestants have a score, warning or penalty indicated by two or more judges, both contestants will be awarded their respective points, warnings or penalties.

III. If one contestant has a score, warning or penalty indicated by more than one judge and the score or penalty is different between the judges, the lower score, warning or penalty, will be applied if there is not a majority for one level of score, warning or penalty.

IV. If there is majority, but dissent, among the judges for one level of score, warning or penalty, the majority opinion will overrule the principle of applying the lowest score, warning or penalty.

V. If there is a tie at the end of the bout (for Individual divisions), the Golden Point method shall be applied.

VI. The alternative method is by the unanimous vote of the officials panel. At HANTEI the four Judges and the Referee each have one vote.

VII. The role of the Match Supervisor is to ensure that the match or bout is conducted in accordance with the Rules of Competition. He is not there as an additional Judge. He has no vote, nor has he any authority in matters of Judgement, such as whether a score was valid or if JOGAI occurred. His sole responsibility is in matters of procedure. The match Supervisor will not rotate during Team matches.

VIII. In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle.

VIIX. When explaining the basis for a Judgement after the match, the Judges may speak to the Tatami Manager, the Referee Commission, or the Appeals Jury. They will explain themselves to no one else.

ARTICLE 13: STARTING, SUSPENDING AND ENDING OF MATCHES

1. The terms and gestures to be used by the Referee and Judges in the operation of a match shall be as specified in Appendices 1 and 7.

2. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce "SHOBU HAJIME!" and the bout will commence.

3. The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the contestants to take up their original positions (MOTO NO ICHI).
4. When the Referee returns to his position, the Judges will indicate their opinion by means of a signal. In the case of a score to be awarded the Referee identifies the contestant (AKA or AO), the area attacked, and then awards the relevant score using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.
5. When a contestant has established a clear lead of eight points during a bout, the Referee shall call “YAME” and order the contestants back to their starting lines as he returns to his. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.
6. When time is up, the contestant who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.
7. In the event of a tied vote at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the match by HANTEI, or by the “Golden Point”.
8. When faced with the following situations, the Referee will call “YAME!” and halt the bout temporarily.
 - a. When either or both contestants are out of the match area.
 - b. When the Referee orders the contestant to adjust the karate-gi or protective equipment.
 - c. When a contestant has contravened the rules.

d. When the Referee considers that one or both of the contestants cannot continue with the bout owing to injuries, illness, or other causes. Heeding the tournament doctor's opinion, the

Referee will decide whether the bout should be continued

e. When a contestant seizes the opponent and does not perform an immediate technique, or throw.

f. When one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.

g. When both competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique.

h. When both competitors stand chest to chest without immediately attempting a throw or other technique.

i. When both contestants are off their feet following a fall or attempted throw and begin to wrestle.

j. When a score or Jogai is indicated by two or more judges for the same competitor.

k. When, in the opinion of the Referee, there has been a point scored or foul committed – or the situation calls for halting the match for safety reasons.

l. When requested to do so by the Tatami Manager.

EXPLANATION:

I. When beginning a bout, the Referee first calls the contestants to their starting lines. If a contestant enters the area prematurely, they must be motioned off. The contestants must bow properly to each other — a quick nod is both discourteous and insufficient. The Referee can call for a bow where none is volunteered by motioning as shown in Appendix 7 of the rules.

II. When restarting the bout, the Referee should check that both contestants are on their lines and properly composed.

Contestants jumping up and down or otherwise fidgeting must be stilled before combat can recommence. The Referee must restart the bout with the minimum of delay.

III. Contestants will bow to each other at the start and end of each bout.

ARTICLE 14: MODIFICATIONS

Only the WTOKF Sports Commission with the approval of the WTOKF Executive Committee can alter or modify these rules.

SHOBU IPPON KUMITE RULES

ARTICLE 1: DEFINITION

1. Shobu Ippon competition shall be conducted under guidelines as set forth by the WTOKF Karate Executive Committee. Its inclusion in the Championships shall also be at the discretion of the WTOKF Karate Executive Committee. The rules of Shobu Sanbon apply augmented with the following rules:

ARTICLE 2: PROCEDURE

1. Individual

Shobu Ippon competition shall be restricted to the advanced open male category and the advanced open female category.

The individual kumite match consist of individual performance in separate male and female divisions.

a. The individual match may be further divided into weight divisions.

2. Team Match

Matches between individual members of each team shall be of Shobu Ippon in a predetermined order and the winner of a team match shall be decided on the basis of these individual matches.

EXPLANATION:

I. The panel of judges for Shobu Ippon matches shall be comprised of one Shushin, four Fukushin and one Kansa.

II. Duration of the Kumite bout is defined as three minutes.

III. The result of a bout is determined by either contestant scoring IPPON or two WAZAARI, or obtaining a decision, or by a HANSOKU, SHIKKAKU, or KIKEN imposed against a contestant.

IV. A victory over an opponent who has been given a HANSOKU or SHIKKAKU will be worth IPPON. If a contestant is absent, withdraws, or is with drawn, the opponent will be credited with a win by KIKEN (IPPON.)

V. Further details on scoring techniques in Kumite. Same as Shobu with the following exceptions:

A score of ippon achieved either directly or with two waza-aris determines the bout.

VI. Scoring: In the absence of a IPPON score, or of a defeat caused by KIKEN, HANSOKU, or a SHIKKAKU during the bout, a decision is taken on the basis of the following considerations:

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

b. The superiority of tactics and techniques. Note: A waza-ari score over the other does not automatically give a contestant victory of the bout.

VII. In individual category where there is no score superiority, then the following procedure will be followed:

a. If, at the end of a bout, the two contestants have no score, the winning decision shall be given by HANTEI.

b. If, at the end of a bout, the two contestants have scored equally, the decision for victory shall be given by HANTEI.

c. When scores are unequal, even if one contestant is ahead by a wazaari, the decision for victory shall be given by HANTEI.

VIII. Penalties shall operate as in the General Kumite Rules.

VIX. The Judging panel will be the same as in the General Kumite Rules with these exceptions:

a. To award ippon for an accurate and decisive technique, or waza-ari for a technique almost comparable to ippon.

b. When the referee observes and recognizes a technique executed by a contestant as ippon, and confirmed by a minimum of two judges indicating an ippon score, 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 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.

c. When the referee observes a technique which he recognizes as not quite adequate for an ippon but as effective, and confirmed by a minimum of two judges indicating a waza-ari score

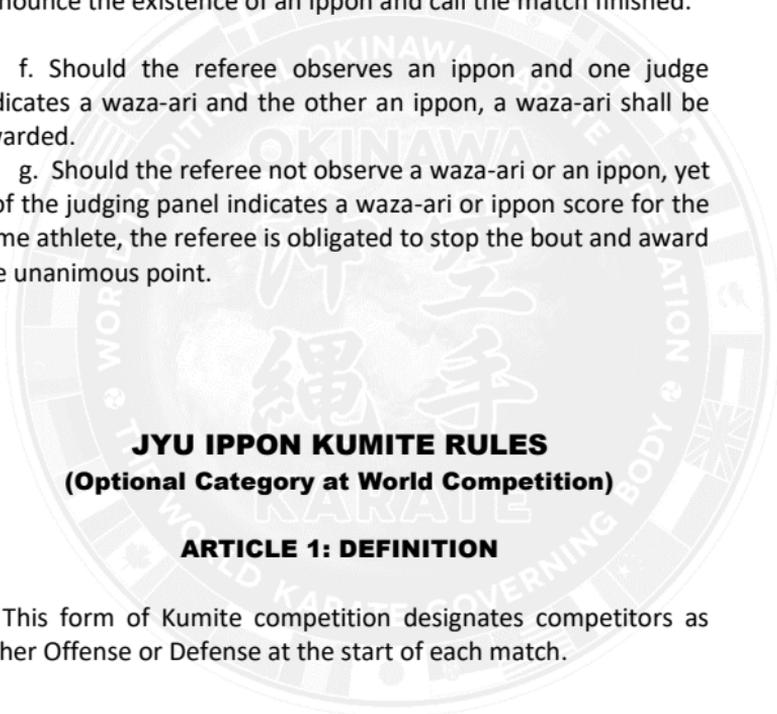
he shall announce "Yame" and order the contestants to their original positions.

d. Then the referee shall also return to his position and announce "Waza-ari" and order the resumption of the match.

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

f. Should the referee observes an ippon and one judge indicates a waza-ari and the other an ippon, a waza-ari shall be awarded.

g. Should the referee not observe a waza-ari or an ippon, yet 3 of the judging panel indicates a waza-ari or ippon score for the same athlete, the referee is obligated to stop the bout and award the unanimous point.



JYU IPPON KUMITE RULES
(Optional Category at World Competition)

ARTICLE 1: DEFINITION

1. This form of Kumite competition designates competitors as either Offense or Defense at the start of each match.

ARTICLE 2: PROCEDURE

1. Each competitor is designated "offense" three times and must initiate attack within 10 seconds. The other competitor is designated "defense" and must immediately respond to the attack.

EXPLANATION:

I. Aka (Red) competitor attacks first, and attacks three times in a row. Ao (Blue) competitor shall then attack three times in a row.

II. If attacker's leading hand can touch opponent's hand (touching distance), then, there is no need for "Defense" side to wait for an actual attack.

II. Points will be awarded as in the General Kumite Rules. Ippon (3 points) is awarded for Jodan kicks and any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet. Waza-ari (2 points) is awarded for Chudan kicks. Yuko (1 point) is awarded for any punch (Tsuki) to any of the seven scoring areas or any strike (Uchi) delivered to the Jodan area.

III. Winner is determined by calculating the total score.

IV. In case of a tie (when there are no points or equal amount of points), Sai Shiai (new match) will take place in which each competitor attacks and defends three times, however alternately rather than consecutively. When the score is untieable, the winner is declared at that point. However, if there is no score or if the score is tied at the end of the three attacks from both competitors,, then the winner will be determined by Hantei where the Judging panel must declare for Aka or Ao but not for both.

VII. Penalties will be the same as in General Kumite. In addition, a Category 2 penalty shall be imposed to the Offense Competitor who doesn't initiate an attack within 10 seconds, or if the Defense Competitor counter-attacks before the Offense Competitor attack is initiated. Note: If the Offense Competitor comes within touching distance of the Defense Competitor, then no penalty shall be given if the Defense Competitor initiates an attack.

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

1. The competition area must be flat and devoid of hazard.
2. The competition area must be of sufficient size to permit the uninterrupted performance of Kata.

EXPLANATION:

- I. For the proper performance of Kata a stable smooth surface is required. Usually the matted Kumite areas will be suitable.

ARTICLE 2: OFFICIAL DRESS

1. Contestants and Judges must wear the official uniform as defined in Article 2 of the Kumite Rules.
2. Any person who does not comply with this regulation may be disbarred.

EXPLANATION:

- I. The karate-gi jacket may not be removed during the performance of Kata.
- II. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

ARTICLE 3: ORGANIZATION OF KATA COMPETITION

1. Kata competition takes the form of Team and Individual matches. Team matches consist of competition between three person teams. Each Team is exclusively male, or exclusively female, unless announced otherwise.. The Individual Kata match consists of individual performance in separate male and female divisions, unless otherwise announced.
2. The elimination system with repechage will be applied.
3. Slight variations as taught by the contestant's style (ryu-ha) of Karate will be permitted.
4. The score table will be notified of the choice of Kata prior to each round.
5. For Male and Female Individual Advanced Divisions, contestants must perform a different Kata in each round at the World Championships. Once performed a Kata may not be repeated.
6. For Family Team Kata Divisions, three family relatives must comprise the team, and may be of mixed gender. ie. Father, daughter and cousin.

ARTICLE 4: THE JUDGING PANEL

1. The panel of five Judges for each match will be designated by the Tatami Manager.
2. The Judges of a Kata match must not have the nationality of either of the participants.
3. In addition, timekeepers (For Bukkai/Oyo), scorekeepers and caller/announcers will be appointed.

EXPLANATION:

- I. The Chief Judge will sit in the center position facing the contestants and the other four Judges will be seated at the corners of the competition area.
- II. Each Judge will have a red and a blue flag or, if electronic scoreboards are being used, an input terminal.

ARTICLE 5: CRITERIA FOR EVALUATION**OFFICIAL KATA LIST**

Only kata from the official kata list may be performed:

ANAN	CHINTO/GANKAKU
ANNANKO/ANNANKU	SEIRU
JYUROKU	TEKKI/NAIHANCHIN 1-3
AOYAGI	SHINPA
ANY BASSAI/PATSAI	ANY USEISHI (GOJUSHIHO)
SANCHIN	PAIKU
CHINTE	MYOJO
KURURUNFA	SOCHIN
SUPARINPEI/PECHURIM/PACHU	ANAN-DAI
SEISAN/SEISHAN/HANGETSU	FUKYGATA 1-2
GEKISAI (GEKSAI) 1-2	PAPUREN
MATSUKAZE/WANKAN	PASSAI
SHISOCHIN	JIIN
HAKUCHO	ANY ROHAI/MEIKYO
NAIFANCHIN (NAIHANSHIN)1-3	SAIFA (SAIHA)
SEIPAI	SHINSEI
NIPAPO	ENPI/WANSHU
JION	
JITTE	PACHU
PINAN/HEIAN 1-5	TENSHO
SEEICHIN/SEIUNCHIN	OHAN
ANY	HEIKU
KUSHANKU/KANKU/KOSOKUN	UNSU (UNSHU)
SANSEIRU	NIJUSHIHO/NISEISHI

NOTE: Names of some kata have variations customary in spelling in Romanization. In several instances a kata may be known under a different name from style (ryu-ha) to style, - and in exceptional instances an identical name may in fact be a different kata from style to style. Katas that were created before 1950 other than those listed above may be accepted if approved by the Referee's Commission.

ASSESSMENT

In assessing the performance of a contestant or team the Judges will evaluate the performance based on equal weight of each of the three main criteria.

The performance is evaluated from the bow starting the kata until the bow ending the kata.

All of the three major criteria are to be given equal importance in the evaluation of the performance.

KATA PERFORMANCE

1. CONFORMANCE to the form itself and the standards of the applicable style (ryu-ha).

2. TECHNICAL PERFORMANCE

- a. Stances
- b. Techniques
- c. Transitional movements
- d. Timing/Synchronization
- e. Correct breathing
- f. Focus (kime)
- g. Technical difficulty

3. ATHLETIC PERFORMANCE

- a. Strength
- b. Speed
- c. Balance
- d. Rhythm

DISQUALIFICATION

A competitor or a team of competitors may be disqualified for any of the following reasons:

- 1) Performing the wrong kata or announcing the wrong kata.
- 2) Failing to bow at the beginning and completion of the kata performance.
- 3) A distinct pause or stop in the performance.
- 4) Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
- 5) Belt falling off during the performance.
- 6) Failure to follow the instructions of the Chief Judge or other misconduct.

FOULS

The following fouls, if apparent, must be considered in the evaluation according to above criteria.

- 1) Minor loss of balance.
- 2) Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
- 3) Asynchronous movement, such as delivering a technique before the body transition is completed, or in the case of team kata; failing to do a movement in unison.
- 4) Use of audible cues (from any other person, including other team members) or theatrics such as slapping the chest, arms, or karate-gi, or inappropriate exhalation, will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance)
- 5) Belt coming loose to the extent that it is coming off the hips during the performance.
- 6) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.

EXPLANATION:

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

II. In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge.

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

IV. It is the sole responsibility of the coach or the competitor to ensure that the Kata as notified to the score table is appropriate for that particular round.

ARTICLE 6: OPERATION OF MATCHES

1. At the start of each bout and in answer to their names, the two contestants, or teams, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge. Following a bow to the Judging Panel and then to each other, AO will then step back out of the Match Area. After moving to the starting position AKA will bow and make a clear announcement of the name of the Kata that is to be performed, and begin the kata. On completion of the Kata, AKA will after bowing at the end of the kata leave the area to await the performance of AO who will follow the same procedure for performing his kata. After AO's Kata has been completed both will return to the match area perimeter and await the decision from the Panel.

2. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Judges in order to reach a verdict.

3. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise flag indicating the winner.

4. After completion of both Kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle where upon the Judges will cast their votes. In instances where both AKA and AO are disqualified in the same match, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.

5. The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner.

6. In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by kiken.

7. The competitors will bow to each other, then to the Judging Panel, and leave the area.

EXPLANATION:

I. The starting point for Kata performance is within the perimeter of the competition area.

II. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags simultaneously. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.

III. Should a competitor or team fail to show up when called or withdraws (Kiken) the decision will be awarded automatically

to the opponent without the need to perform the previously notified Kata. In this case the winning competitor or team may use the Kata intended for that round for a subsequent round.

KATA BUNKAI/OYO RULES

ARTICLE 1: DEFINITION

1. In the bouts for Bunkai/Oyo Team Kata Competition, the Teams will perform their chosen Kata in the usual way. They will then perform a demonstration of the meaning of the Kata (BUNKAI/OYO). The total time allowed for the KATA & BUNKAI/OYO demonstration combined, is six minutes. Teams shall be comprised of three members of the same gender.

ARTICLE 2: PROCEDURE

1. The official timekeeper will start the countdown clock as the team members perform the bow upon starting the kata and will stop the clock at the final bow after the BUNKAI/OYO performance. A team which does not perform the bow at the beginning and completion of the performance, or which exceeds the six minute period allowed will be disqualified. The use of traditional weapons, ancillary equipment or additional apparel is not allowed. Judgement of Team Bukai/Oyo will be the same as Team Kata.

BUNKAI PERFORMANCE

Conformance (to Kata). Using the actual movements as performed in the kata.

TECHNICAL PERFORMANCE

- a. Stances
- b. Techniques
- c. Transitional movements
- d. Timing
- e. Control
- f. Focus (kime)
- g. Difficulty of techniques performed

ATHLETIC PERFORMANCE

- a. Strength
- b. Speed
- c. Balance
- d. Timing

DISQUALIFICATION

A team of competitors may be disqualified for any of the following reasons:

- 1) Performing the wrong kata or announcing the wrong kata.

2) Failing to bow at the beginning and completion of the kata performance.

3) A distinct pause or stop in the performance.

4) Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).

5) Belt falling off during the performance.

6) Failure to follow the instructions of the Chief Judge or other misconduct.

FOULS

The following fouls, if apparent, must be considered in the evaluation according to above criteria.

1) Minor loss of balance.

2) Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.

3) Belt coming loose to the extent that it is coming off the hips during the performance.

4) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.

5) Causing injury by lack of controlled technique during Bunkai.

KOBUDO RULES

ARTICLE 1: KOBUDO COMPETITION AREA

1. The competition area must be flat and devoid of hazard.
2. The competition area must be of sufficient size to permit the uninterrupted performance of the kobudo kata.

EXPLANATION:

I. For the proper performance of kobudo a stable smooth surface is required. Usually the matted kata areas will be suitable

ARTICLE 2: OFFICIAL DRESS

1. Contestants may wear the black gi top, black gi bottom, or a combination of black gi top and white gi bottom or white gi top and black gi bottom. All markings and patches shall be the same as defined in Article 2.
2. Officials must wear the official uniform as defined in Article 2.
3. Any person who does not comply with this regulation may be disbarred.

EXPLANATION:

- I. The karate-gi jacket may not be removed during the performance of the kobudo kata.
- II. The karate-gi sleeves may be rolled up for kobudo kata performance.

III. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

ARTICLE 3: ORGANIZATION OF KOBUDO COMPETITION

1. Kobudo competition takes the form of Individual matches. The Individual kobudo kata match consists of individual performance in separate male and female divisions.
2. There must be a minimum of 8 competitors to run kobudo kata in any category at the World level.
3. The elimination system with repechage will be applied.
4. Slight variations as taught by the contestant's style (ryu-ha) of Kobudo will be permitted.
5. No compulsory kobudo kata shall be required for Kobudo competition.
6. Contestants may perform the same kobudo kata in the first two rounds only. A different kobudo kata shall be performed for any subsequent rounds. If there are no subdivision of short and long weapons, contestants may change their weapon from long to short or from short to long after each round. However, if a subdivision for long and short weapons exists, then contestants are obliged to perform with a long weapon or a short weapon, but not both.

7. Individual kobudo competitors shall compete in the age and skill divisions as prescribed in Appendix 15.

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

9. Repechage system will be used where the losers to the winner of each pool will be able to contest for third and fourth places. For tournaments other than International or World Championships contestants will compete for third place. In other level of championships, the organizing committee shall have the option to award double thirds, however must be consistent for all divisions.

10. The individual kobudo match consists of individual performance in separate male and female divisions, unless otherwise specified by the Organizing Committee.

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

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

ARTICLE 4: THE JUDGING PANEL

1. The panel of five Judges for each match will be designated by the Tatami Manager.

2. The Judges of a kobudo kata match must not have the nationality of either of the participants.

3. In addition, scorekeepers and caller/announcers will be appointed.

EXPLANATION:

I. The Chief Judge will sit in the center position facing the contestants and the other four Judges will be seated at the corners of the competition area.

II. Each Judge will have a red and a blue flag or, if electronic scoreboards are being used, an input terminal.

ARTICLE 5: CRITERIA FOR EVALUATION.
Official Kobudo Kata list (See Appendix 17 for List)

Only kata from the official kata list may be performed:

Note: Names of some kobudo kata are duplicated due to the variations customary in spelling in Romanization. In several instances a kobudo kata may be known under a different name from style (ryu-ha) to style, - and in exceptional instances an identical name may in fact be a different kobudo kata from style to style.

ASSESSMENT

In assessing the performance of a contestant or team the Judges will evaluate the performance based on equal weight of each of the three main criteria.

The performance is evaluated from the bow starting the kobudo kata until the bow ending the kobudo kata.

All of the three major criteria are to be given equal importance in the evaluation of the performance.

Kata Performance

1. Conformance

a. to the form itself and the standards of approved kobudo kata.

2. Technical performance

- a. Stances
- b. Techniques
- c. Transitional movements
- d. Timing/Synchronization
- e. Correct breathing
- f. Focus (kime)
- g. Technical difficulty
- h. Correct manipulation of the weapon used

3. ATHLETIC PERFORMANCE

- a. Strength
- b. Speed
- c. Balance
- d. Rhythm

DISQUALIFICATION

A competitor or a team of competitors may be disqualified for any of the following reasons:

- 1) Performing the wrong kobudo kata or announcing the wrong kobudo kata.
- 2) Failing to bow at the beginning and completion of the kobudo kata performance.
- 3) A distinct pause or stop in the performance.
- 4) Interference with the function of the judges (such as the judge having to move for safety reasons or making physical contact with a judge).
- 5) Belt falling off during the performance.
- 6) Failure to follow the instructions of the Chief Judge or other misconduct.

FOULS

In principle, kobudo kata shall be judged using the same criteria as kata, with the additional criteria that the kobudo kata demonstrate the individual and unique characteristics of the weapon being utilized.

The following fouls, if apparent, must be considered in the evaluation according to above criteria.

- 1) Minor loss of balance.
- 2) Performing a movement in an incorrect or incomplete manner.
- 3) Asynchronous movement, such as delivering a technique before the body transition is completed.

4) Use of audible cues or theatrics such as slapping the chest, arms, or karate-gi, or inappropriate exhalation, will automatically be penalized by the judges deducting the total portion of the score for the technical performance of the kata (and thus losing one third of the total score for the performance)

5) Belt coming loose to the extent that it is coming off the hips during the performance.

6) Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.

7) In addition to the criteria of kata Technical performance, the loss of control of a weapon in competition will be grounds for disqualification.

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

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

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

k) If the contestant momentarily loses a grip of the weapon.

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

m) If the contestant drops the weapon, disqualification will result.

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

EXPLANATION:

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

II. It is the sole responsibility of the coach or the competitor to ensure that the kobudo kata announced is appropriate for that particular round.

ARTICLE 6: OPERATION OF MATCHES

1. At the start of each bout and in answer to their names, the two contestants, one wearing a red belt (AKA), and the other wearing a blue belt (AO), will line up at the match area perimeter facing the Chief Kata Judge. Following a bow to the Judging Panel and then to each other, AO will then step back out of the Match Area. After moving to the starting position AKA will bow and make a clear announcement of the name of the kobudo kata that is to be performed, and begin the kobudo kata. On completion of the kobudo kata, AKA will, after bowing at the end of the kobudo kata, leave the area to await the performance of AO who will follow the same procedure for performing his kobudo kata.

2. If the Chief Judge is of the opinion that a competitor should be disqualified, he may call the other Judges in order to reach a verdict.
3. If a contestant is disqualified the Chief Judge will cross and uncross the flags and then raise the flag indicating the winner.
4. After completion of both kobudo kata, the contestants will stand side by side on the perimeter. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle whereupon the Judges will cast their votes. In instances where both AKA and AO are disqualified in the same match, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by Hantei.
5. The decision will be for AKA or AO. No ties are permitted. The competitor, who receives the majority of votes will be declared the winner.
6. In the event that a competitor withdraws after the opponent has started his performance the competitor may re-use the kata performed in any subsequent round as this situation is considered as won by kiken.
7. The competitors will bow to each other, then to the Judging Panel, and leave the area.

EXPLANATION:

- I. The starting point for kobudo kata performance is within the perimeter of the competition area.
- II. The Chief Judge will call for a decision (HANTEI) and blow a two-tone blast on the whistle. The Judges will raise the flags

simultaneously. After giving sufficient time for the votes to be counted (approximately 5 seconds) the flags will be lowered after a further short blast on the whistle.

ARTICLE 7: GENERAL INFORMATION

Only kobudo kata weapons listed below are authorized and deemed as acceptable by the WTKF Technical Advisory Committee and may be used during competition.

1. BO or KON (Staff)

The bo shall be made of hardwood, with or without tapered ends, weighing at least 900g (for adult advanced). The length shall be within one fist of the top of the competitors head (one fist above head or one fist below head). In addition a bo may not be less than 1" diameter.

Exceptions: Standard sizes of manufacturer's bo are 4', 5', 6', and 7', 8'. Competitors whose bos are not within these lengths may use a bo nearest their height.

2. TONFA (pair)

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

3. EKU or Kai-Bo (Oar)

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

4. NUNCHAKU (pair)

One pair of nunchaku constitutes of two hard-wood handles connected by a cord (chains not permitted), and in principle a minimum handle length of 12". (2 pairs may be used)

5. SAI (pair)

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

6. KAMA (pair)

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

EXPLANATION:

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

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

APPENDIX 1: TERMINOLOGY

SHOBU IPPON HAJIME - Start the Match or Bout (For Ippon Bouts). After the announcement, the Referee takes a step back.

SHOBU HAJIME - Start the Match or Bout (For all other Kumite bouts). After the announcement, the Referee takes a step back.

ATOSHI BARAKU - A little more time left

An audible signal will be given by the timekeeper 10 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku".

YAME - Stop

Interruption, or end of the bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.

MOTO NO ICHI - Original position

Contestants and Referee return to their starting positions.

TSUZUKETE - Fight on

Resumption of fighting ordered when an unauthorized interruption occurs.

TSUZUKETE HAJIME - Resume fighting – Begin

The Referee stands in a forward stance. As he says "TsuZukete" he extends his arms, palms outwards towards the contestants. As he says "Hajime" he turns the palms and brings them rapidly towards one another, at the same time stepping back.

SHUGO - Judges called

The Referee calls the Judges at the end of the match or bout, or to recommend SHIKKAKU, etc.

HANTEI - Decision

Referee calls for a decision at the end of an inconclusive match. After a short blast of the whistle, the Judges render their vote by flag signal and the Referee indicates his own vote by raising his arm.

HIKIWAKE - Draw

In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front.

AKA (AO) NO KACHI - Red (Blue) wins

The Referee obliquely raises his arm on the side of the winner.

AKA (AO) SANBON - Red (Blue) scores three points

The Referee raises his arm up at 45 degrees on the side of the scorer.

AKA (AO) NIHON - Red (Blue) scores two points

The Referee extends his arm at shoulder level on the side of the scorer.

AKA (AO) IPPON - Red (Blue) scores one point.

The Referee extends his arm downward at 45 degrees on the side of the scorer.

AKA (AO) WAZAARI - Red (blue) scores half point.

The Referee extends his arm downward at 45 degrees on the side of the scorer. (For Shobu Ippon)

AKA (AO) IPPON - Red (blue) scores One full point.

The Referee raises his arm up at 45 degrees on the side of the scorer. (For Shobu Ippon)

CHUKOKU - Warning

The Referee indicates a Category 1 or 2 offense.

KEIKOKU - Warning

The Referee indicates a Category 1 or 2 offense then points with his index finger downwards at 45 degrees in the direction of the offender.

HANSOKU-CHUI - Warning of disqualification

The Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender.

HANSOKU - Disqualification

The Referee indicates a Category 1 or 2 offense then points with his index finger upwards at 45 degrees in the direction of the offender, and announces a win for the opponent.

JOGAI - Exit from the match area

The Referee points his index finger on not caused by the opponent the side of the offender to indicate to the Judges that the contestant has moved out of the area.

SHIKKAKU - Disqualification "Leave the Area"

The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKU!" He then announces a win for the opponent.

KIKEN - Renunciation

The Referee points downwards at 45 degrees in the direction of the contestant's starting line.

MUBOBI - Self Endangerment

The Referee touches his face then turning his hand edge forward, moves it back and forth to indicate to the Judges that the contestant endangered himself.

APPENDIX 2: OPERATIONAL GUIDELINES FOR REFEREES AND JUDGES

This Appendix is intended to provide assistance to Referees and Judges for more detailed guidance of the Rules & Regulations.

EXCESSIVE CONTACT

When a contestant executes a scoring technique immediately followed by another which makes excessive contact, the Judges will not award a score but instead shall issue a Category 1 warning or penalty (unless it is the fault of the recipient)

EXCESSIVE CONTACT AND EXAGGERATION

In WTOKF Okinawa Karate Competition, the highest standard of behavior is expected from all competitors to honor and preserve the prestige of our sport. Competitors who receive light contact to the face or body and exaggerates the severity of the contact, such as rubbing their faces, staggers, bends over, pull out or spit their gum shields, and any other unacceptable behavior will be immediately penalized.

When a competitor makes pretense of having received a technique with excessive contact, yet the Judges decision of the technique in question merits a score satisfying all six scoring criteria, then a score will be awarded and a Category 2 penalty issued to the opponent for feigning or exaggerating an injury. (Severe exaggeration of an injury may warrant a Shikkaku)

Difficult judging situations may occur when a competitor receives a stronger than acceptable contact and falls to the floor, yet stands up to stop the 10 second clock and falls down again. Referees and Judges must remember that the financial rewards for individuals or teams for winning medals increases the temptation to stoop to unethical behavior, and as such, must be observant and apply the appropriate warnings or penalties.

MUBOBI

A warning or penalty for Mubobi is given when a competitor is hit or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking with a long, low chudan gyaku zuki without regard for the opponent's jodan counter attack, stopping fighting before the Referee calls "Yame", dropping their guard or concentration and repeated failure or refusal to block the opponent's attacks. Explanation XVIII of Article 8 states:

Should the offender receive an excessive contact and /or sustain an injury, the Referee will issue a Category 2 warning or penalty and decline to give a warning or penalty to the opponent.

A contestant who is hit through their own fault and exaggerates the effect in order to mislead the Judges may receive a warning or penalty for Mubobi as well as an additional penalty

for exaggeration, since the two offenses have been committed. It should be noted that there are no circumstances in which a technique that has made excessive contact can be given a score.

ZANSHIN

Zanshin is described as a state of continued commitment in which the contestant maintains total concentration, observation and awareness of the opponent's potentiality to counter-attack. Some contestants after delivering a technique will turn their body partially away from the opponent but are still watching and ready to continue the action. The Judges must be able to distinguish between this continued state of readiness and one where the contestant has turned away, dropped their guard and concentration, and in effect has ceased fighting.

CATCHING A CHUDAN KICK

Should the Judges award a score when a contestant delivers a chudan kick and the opponent then catches the leg before it can be withdrawn?

Provided that the kicking contestant maintains ZANSHIN there is no reason why this technique cannot score provided that it contains all six of the scoring criteria. Theoretically, in a real fight scenario, a full power kick would be deemed to have disabled the opponent and therefore the leg would not be grabbed. Appropriate control, the target area, and satisfaction of all six criteria, are the deciding factors as to whether any technique can be awarded a score or not.

THROWING AND INJURIES

Since grabbing hold of the opponent and throwing is allowed under certain conditions, it is incumbent upon all coaches to ensure that their competitors are trained in and are able to use break-fall/safe landing techniques.

A competitor who attempts a throwing technique must comply with the conditions imposed in the Explanation of Article 6 and Article 8. If a competitor throws their opponent in full compliance with the stated requirements and an injury results due to the opponent failing to make a proper break-fall, then the injured party is responsible and the thrower should not be penalized. Self-caused injury can result when a contestant is being thrown, instead of making a break/fall land on an extended arm or elbow, or holds on to the thrower and pulls them down on top of themselves. A potentially dangerous situation occurs when a contestant grabs both legs to throw the opponent onto their back or when a contestant ducks down and bodily lifts the opponent before throwing him. The Article 8, Explanations XI states that “...and the opponent must be held onto throughout, so that a safe landing can be made.” Since it is difficult to ensure a safe landing, throws such as this fall into the prohibited category.

SCORING ON A FALLEN OPPONENT

When a contestant is thrown or swept off their feet and is scored upon when their torso (upper body or trunk) is on the tatami then the score will be SANBON.

Should the contestant be hit by a technique while still actually falling the Judges will take into account the direction of the fall

since if the contestant is falling away from the technique it will be considered ineffective and will not be scored.

Should the contestant's upper body not be on the tatami when an effective scoring technique is made, then the points awarded will be as stated in Article 6. Therefore the point(s) awarded when a contestant is scored upon in the act of falling, sitting, kneeling, standing, or jumping in the air, and all situations where their torso is not on the tatami will be as follows:

1. Jodan kicks - Three points (IPPON)
2. Chudan Kicks - Two Points (WAZA-ARI)
3. Tsuki or Uchi - One Point (YUKO)

FALLEN OPPONENT MAY SCORE

A fallen opponent may score with a keri (kick) only, provided that it scores first and with the proper scoring elements as described in Article 6.

VOTING PROCEDURES

When the Referee halts the bout he will call "YAME", at the same time using the required hand signal. As the Referee returns to his starting line, the Judges will signal their opinions and the Referee will render the decision accordingly. Since the Referee is the only one able to move around the area, to directly approach the contestants, and to speak to the doctor, Judges must seriously consider what the Referee is communicating to them before giving their final decision, as no re-consideration is allowed.

In situations where there are more than one reason for stopping the match, the Referee will deal with each situation in the order of occurrence. For example, where there has been a

score from one contestant and contact from the other, or where there has been a MUBOBI and an exaggeration of injury from the same contestant. Note: If an opponent scores but commits a violation of the rules and is penalized, no score shall be awarded to that opponent.

JOGAI

Judges must remember that when indicating Jogai, they are required to tap the floor with the appropriate flag. As the Referee stops the bout and returns to his position they will signal their opinion indicating a Category 2 infringement.

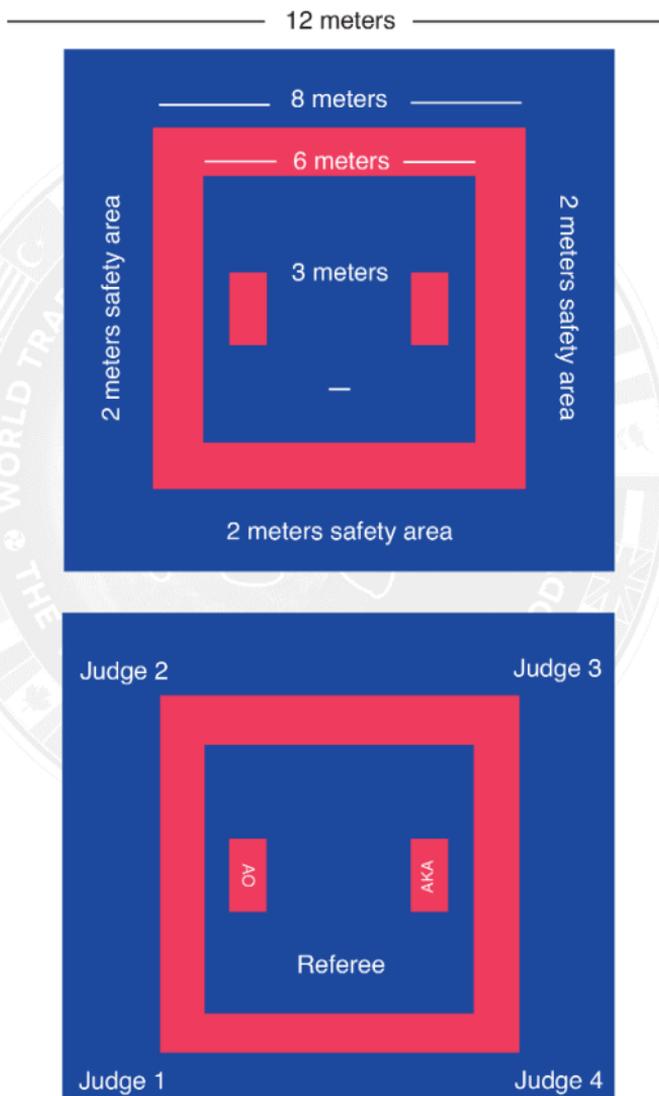
INDICATION OF RULES INFRINGEMENTS

For Category 1 infringements, Judges should first circle with the appropriate colored flag then extend the crossed flags to their left for AKA, putting the red flag in front, and the AO flag behind, and the crossed flags to the right for AO, putting the blue flag in front, and the AKA flag behind. This enables the Referee to clearly see which competitor is regarded as the offender.

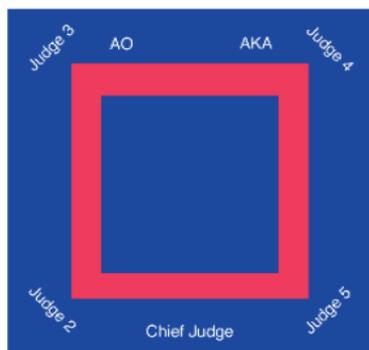
APPENDIX 3: SCOREKEEPERS MARKS

●—○	SANBON	Three Points Score
○—○	NIHON	Two Points Score
○	IPPON	One Point Score
□	KACHI	Winner
X	MAKE	Loser
▲	HIKIWAKE	Draw (Tie)
C1C	Category 1 Foul - CHUKOKU	Warning
C1K	Category 1 Foul - KEIKOKU	Warning
C1HC	Category 1 Foul - HANSOKU CHUI	Warning of Disqualification
C1H	Category 1 Foul - HANSOKU	Disqualification
C2C	Category 2 Foul - CHUKOKU	Warning
C2K	Category 2 Foul - KEIKOKU	Warning
C2HC	Category 2 Foul - HANSOKU CHUI	Warning of Disqualification
C2H	Category 2 Foul - HANSOKU	Disqualification
KK	KIKEN	Forfeiture
S	SHIKKAKU	Serious Disqualification
●	IPPON (For Shobu Ippon)	
○	WAZA-ARI (For Shobu Ippon)	

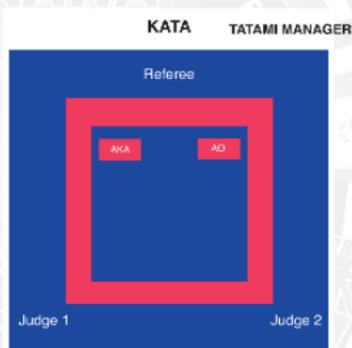
APPENDIX 4: LAYOUT OF THE KUMITE COMPETITION AREA



APPENDIX 5: LAYOUT OF THE KATA COMPETITION AREA



LAYOUT OF THE KATA, KOBUDO & KUMITE COMPETITION AREA WITH TWO FUKUSHIN AND ONE SHUSHIN



APPENDIX 6: THE KARATE GI



ADVERTISING SPACE FOR THE WTF SKF OF 20 x 10 cm



ADVERTISING SPACE FOR THE NATIONAL FEDERATION OF 15 x 10 cm



BACK RESERVED FOR THE ORGANIZING FEDERATION OF 30 x 30 cm



EMBLEM OF THE NATIONAL FEDERATION OF 12 x 8 cm



SPACE FOR THE MANUFACTURER'S TRADEMARK OF 5 x 4 cm

APPENDIX 7: REFEREES GESTURES & JUDGES FLAG SIGNALS

REFEREES GESTURES AND JUDGES FLAG SIGNALS

SHOMEN-NI-REI

The Referee extends his arms palms to the front.



OTAGAI-NI-REI & ENTER

The Referee motions to the contestants to bow to each other and then to enter into the match area.



SHOBU HAJIME (SHOBU IPPON HAJIME)

"Start the Match"
After the announcement, the Referee takes a step back.



YAME

"Stop". Interruption or end of a match or bout. As he makes the announcement, the Referee makes a downward chopping motion with his hand.



TSUZUKETE HAJIME

“Resume fighting — Begin”. As he says “Tsuzukete”, and standing in a forward stance, the Referee extends his arms outward with his palms facing the contestants. As he says “Hajime” he turns the palms and brings them rapidly towards one another at the same time stepping back.



IPPON (1 point)

The Referee extends his arm downward at 45 degrees on the side of the scorer.



NIHON (Two Points)

The Referee extends his arm at shoulder level on the side of the scorer.



SANBON (Three Points)

The Referee extends his arm upward at 45 degrees on the side of the scorer.



CANCEL LAST DECISION

When an award or penalty has been given in error the Referee turns towards the contestant, announces "AKA" or "AO", crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



NO KACHI (Win)

At the end of the match or bout, announcing "AKA (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



KIKEN

"Renunciation"

The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



SHIKKAKU

"Disqualification, Leave the Area". The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKU!" He then announces a win for the opponent.



HIKIWAKE

"Draw" (Only applicable to team matches). When time is up and scores are equal, or no scores have been awarded the Referee crosses his arms then extends them with the palms showing to the front.



CATEGORY 1 OFFENSE

(used without further signal for CHUKOKU) The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level.



CATEGORY 2 OFFENSE

(used without further signal for CHUKOKU) The Referee points with a bent arm at the face of the offender.



KEIKOKU

"Warning".

The Referee indicates a Category 1 or 2 offense then points with his index finger downwards at 45 degrees in the direction of the offender.



CANCEL LAST DECISION

When an award or penalty has been given in error the Referee turns towards the contestant, announces "AKA" or "AO", crosses his arms, then makes a cutting motion, palms downward, to indicate that the last decision has been cancelled.



NO KACHI (Win)

At the end of the match or bout, announcing "AKA (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



KIKEN

"Renunciation"

The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



SHIKKAKU

"Disqualification, Leave the Area". The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKUI!" He then announces a win for the opponent.



HANSOKU CHUI

"Warning of disqualification".

The Referee indicates a Category 1 or 2 offense then points with his index finger horizontally in the direction of the offender.



HANSOKU

"Disqualification"

The Referee indicates a Category 1 or 2 offense then points with his index finger upwards at 45 degrees in the direction of the offender, and awards a win to the opponent.



PASSIVITY

The Referee rotates his fist around each other in front of his chest to indicate a Category 2 offense.



TORIMASEN

"No score, warning or penalty" The Referee crosses his arms then makes a cutting motion, palms downward. When the Referee uses this signal to the Judges followed by the signal for reconsideration it means that the technique was efficient in one or more of the six scoring criteria.



CANCEL LAST DECISION

When an award or penalty has been given in error the Referee turns towards the contestant, announces "AKA" or "AO", crosses his arms, palms downward, to indicate that the last decision has been cancelled.



NO KACHI (Win)

At the end of the match or bout, announcing "AKA (or AO) No Kachi" the Referee extends his arm upward at 45 degrees on the side of the winner.



KIKEN

"Renunciation"

The Referee points with the index finger towards the renouncing contestant's line then announces a win to the opponent.



SHIKKAKU

"Disqualification, Leave the Area". The Referee points first upwards at 45 degrees in the direction of the offender then motions out and behind with the announcement "AKA (AO) SHIKKAKU!" He then announces a win for the opponent.



AKA (AO) SCORED FIRST

The Referee indicates to the Judges that AKA scored first by bringing the open right hand to the palm of the left hand. If AO was first, the left hand points into the right hand.



TECHNIQUE BLOCKED OR OFF TARGET

The Referee places an open hand over the other arm to indicate to the Judges that the technique was blocked or hit a non-scoring area.



TECHNIQUE MISSED

The Referee moves the clenched fist across the body to indicate to the Judges that the technique missed or glanced off the scoring area.



EXCESSIVE CONTACT

The Referee indicates to the Judges that there has been excessive contact or other Category 1 offense.



FEIGNING OR EXAGGERATING INJURY

The Referee holds both hands to his face to indicate to the Judges a Category 2 offense.



JOGAI

“Exit from the Match Area”

The Referee indicates an exit to the Judges, by pointing with the index finger to the match area boundary on the side of the offender.



MUBOBI (Self Endangerment)

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate to the Judges that the contestant has endangered himself.



AVOIDING COMBAT

The Referee makes a circling motion with the down turned index finger to indicate to the Judges a Category 2 offense.



DODGING, PUSHING, SEIZING OR STANDING CHEST TO CHEST WITHOUT ATTEMPTING A TECHNIQUE WITHIN 2 SECONDS

The Referee holds both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate to the Judges a Category 2 offense.



DANGEROUS AND UNCONTROLLED ATTACKS

The Referee brings his clenched fist past the side of his head to indicate to the Judges a Category 2 offense.



SIMULATED ATTACKS WITH THE HEAD KNEES OR ELBOWS

The Referee touches his forehead, knee, or elbow with the open hand to indicate to the Judges a Category 2 offense.



TALKING TO OR GOADING THE OPPONENT AND DISCOURTEOUS BEHAVIOR

The Referee places his index finger to his lips to indicate to the Judges a Category 2 offense.



SHUGO

"Judges Called"

The Referee calls the Judges at the end of the match or bout or to recommend SHIKKAKU.



(THE JUDGE'S FLAG SIGNALS)

NOTE: The illustrations for judges' signals reflect single signals only. For purpose of clarity will when the situation calls for it use both hands simultaneously in order to indicate score testant and a warning or penalty for the other.

PROPER WAY TO SIT AND HOLD FLAGS



IPPON



NIHON



SANBON



FAULT

Warning of a foul. The appropriate flag is waved in a circle, then a Category 1 or 2 signal is made.



CATEGORY 1 OFFENSE

The flags are crossed and extended with the arms straight.



CATEGORY 2 OFFENSE

The Judge points the flag with arm bent.



JOGAI

Tapping the floor with the flag.



KEIKOKU

Pointing the flag at the feet of the offender.



HANSOKU CHUI

Pointing the flag at the waist of the offender.



HANSOKU

Pointing the flag at the face of the offender.



PASSIVITY

The flags are rotated around each other in front of the chest.



APPENDIX 8: WTOKF KARATE-DO COMPETITION PROGRAM OFFICERS AND COMMITTEES

Shall be current WTOKF members and shall be comprised of the following:

1. EXECUTIVE COMMITTEE.

Comprised of the WTOKF Karate-do Competition Program Officers, and a minimum of one WTOKF representative per country.

Country Representatives shall be appointed by the WTOKF Executive Director.

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

Shall meet prior to the commencement of all International Championships and conventions and arrange the agenda and

prepare the recommendations of the Executive Committee for the general assembly.

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

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

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

2. KARATE-DO COMPETITION DIRECTOR

The Karate-do Competition Director is the Chief Executive Officer of the WTOKF Karate-do Competition Program. The Director orders meetings of the Executive Committee and other meetings he deems necessary and presides over such meetings. The Director has the right to exercise all the duties pertaining to his office in accordance with the WTOKF code. The Competition Director is an ex-officio Chair of all competition related committees.

The Karate-do Competition Director is appointed by the WTOKF President.

3. SECRETARY

The Secretary of the WTOKF Karate-do Competition Program shall make proper arrangements for keeping the records of the Executive Committee meetings and all other competition related meetings.

Conducts all official correspondence of the WTOKF Karate-do Competition Program.

Issues all official notices of all meetings of the WTOKF Karate-do Competition Program.

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

Is appointed by the WTOKF President.

4. TREASURER

The Treasurer for WTOKF insures payment of all expenses negotiated in every bid agreement, ie. rental fees, awards, official's meals, Director's and President's traveling expenses, etc. with the tournament promoter. The Treasurer and Secretary may hold the same office.

Is appointed by the WTOKF President.

APPENDIX 9: TECHNICAL ADVISORY COMMITTEE

The purpose of this committee shall be to handle technical matters referred to them by the WTOKF Karate-do Competition Program Executive Committee.

Shall work in unison with the Referee Commission.

The WTOKF Director, may appoint an Advisor for this Committee if deemed necessary.

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

APPENDIX 10: COACHES COMMITTEE

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

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

To recommend deserving athletes for special awards.

Shall have an appointed Chairperson for the Coaches' Committee who shall be appointed by the WTOKF Okinawa Karate Director.

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

APPENDIX 11: TEMPORARY COMMITTEES.

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

APPENDIX 12: MEDICAL COMMISSION.

The medical Commission is comprised of licensed Medical personnel, approved by the WTOKF Okinawa Karate Competition Executive Committee. The Medical Committee will assign a field of competition to every of its member which will have Medical Judge functions during the competition, and which will manage according to the rules of WTOKF. The decisions of the medical Judges will be based on the medical regulation and on the report of the doctor of the competition. The medical judge will evaluate the obvious degree of damage or the Impediment of an athlete, in cases where the contact has taken place or if there is suspicion of a contact. However, the medical Judge will testify and attend to the diagnosis and to the treatment given by the doctor of the competition. The doctor of the competition, chosen by the organizational Committee of the tournament, will not have decision-making authority on matters of medical judgments during the competition, but he will be able to aid and to treat the athletes.

APPENDIX 13: DECLARATION OF FAIRNESS.

The competition of WTOKF OKINAWA KARATE must be non-discriminatory and impartial, for all participants, including the physically challenged athletes.

APPENDIX 14: WEIGHT CLASSIFICATION

SENIOR

Male: -60 Kg., -67 Kg., -75 Kg., -84 Kg., +84 Kg.

Male: -50 kg., -55 Kg., -61 Kg., -68 Kg., +68 Kg.

JUNIOR (16/17 years old)

Male: -55 Kg., -61 Kg., -68 Kg., -76 Kg., +76 Kg.

Female: -48 Kg., -53 Kg., -59 Kg., 59 Kg.

CADET (14/15 years old)

Male: -52 Kg., -57 Kg., -63 Kg., -70 Kg., +70 Kg.

Female: -47 Kg., -54 Kg., +54 Kg.

CHILDREN (Under 14 years old)

Classifications will be based on height rather than weight.

APPENDIX 15: EXPERIENCE LEVELS FOR CHAMPIONSHIPS

World Championships technically shall be for only advanced athletes. However, if the Executive Committee approves a more open invitation inclusive of all athletes, the following requirements will be followed:

Beginner - Under 1 year of Karate experience

Novice - 1 to under 2 years Karate experience

Intermediate - 2 to under 4 years Karate experience

Advance - 4 + years Karate experience or Black belts

APPENDIX 16: THE MINIMUM OFFICIAL REQUIREMENTS FOR TOURNAMENTS OTHER THAN WORLD CHAMPIONSHIPS.

Tournament Directors shall attempt to have their competition comply with the Referee Panel stated in have the Article 4. For tournaments other than the World Championships, the following Referee Panel may be used should it be difficult to fulfill the World Championships requirements:

2 JUDGES, 1 REFEREE AND 1 TATAMI MANAGER

To score or penalize - Referee must have one Judge to confirm a point or penalty.

Should two Judges indicate a score or penalty for same competitor, the Referee must halt the bout and award the appropriate score or penalty.

NOTE: See appendix 4 for Competition Layout.

APPENDIX 17: OFFICIAL KOBUDO KATA LIST

Only kata from the official KOBUDO KATA LIST may be performed:
Complete list forthcoming

BO/KON (STAFF)

Sushi No Kon Sho
Sushi No Kon Dai
Ko Bo
Rohai No Kon
Kati No Kun
Sakugawa No Kon
Tsukenbo
Chantanyara No Kon
Sueyoshi no Kon
Sunakake no Kon
Kai Bo/Eku
Sunakake noEku-bo
Akahachi no Eku-bo
Tsuken no Eku-bo
Ten no Eku-bo
Chi no Eku-bo
Futen no Eku-bo
Naha no Eku-bo
Matsumura no Eku-bo

SAI

Tsuken Shitahaku No Sai
Rohai No Sai
Sai Ni No Dan
Chantanyara No Sai
Kishaba no Sai
Arakaki no Sai
Matsumura no Sai
Tokuyama no Sai
Matsuhiga no Sai
Hamahiga no Sai
Kama
Hamahiga no Nichokama
Toyama no Nichokama
Kanegawa no Nichokama
(Sho/Dai)
Kama no Te

TONFA

Hamahiga No Tonfa
Matayoshi no Tonfa
Nakazato no Tonfa
Ishimine no Tonfa
Kina no Tonfa
Yakaa no Tonfa
Yaragua no Tonfa

NUNCHAKU

Nunchaku Katas

APPENDIX 19: PROTEST FORM

PROTEST FORM

Name of event: _____

Date: _____ Place: _____

Complainant: _____ Phone #: _____

Amount deposited: _____

Officiating panel's names: _____

Precise details of protest: _____

Name of registered coach: _____ (Please print legibly)

Signature of registered coach: _____

For Referee Council:

Action of protest: _____

Signature of referee council representative _____

APPENDIX 19: CHART TO DETERMINE AMOUNT OF BYES**CHART TO DETERMINE AMOUNT OF BYES**

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

1 = 0
2 = 0
3 = 1
4 = 0
5 = 3
6 = 2
7 = 1
8 = 0
9 = 7
10 = 6
11 = 5
12 = 4
13 = 3
14 = 2
15 = 1
16 = 0
17 = 15
18 = 14
19 = 13
20 = 12
21 = 11
22 = 10
23 = 9
24 = 8
25 = 7
26 = 6
27 = 5
28 = 4
29 = 3
30 = 2
31 = 1
32 = 0

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

APPENDIX 20: INJURY REPORT FORM

INJURY REPORT FORM

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

Athlete Non-Athlete (coach-volunteer) _____

Address _____ City _____ State _____ Zip _____

Phone # () _____ Birthdate _____ e-mail _____

INJURY DETAILS

Name of Event _____

Address where occurred? _____

Date & Time of Injury _____

Description of injury and how it occurred? _____

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

Part of body injured (incl Left or Right) _____

Action Taken: First Aid Refused Referred to Parent

Transport: Ambulance Hospital/Clinic Own Accord (Adult)

Parent(s) Name (if applicable) _____

Address _____ City _____ State _____ Zip _____

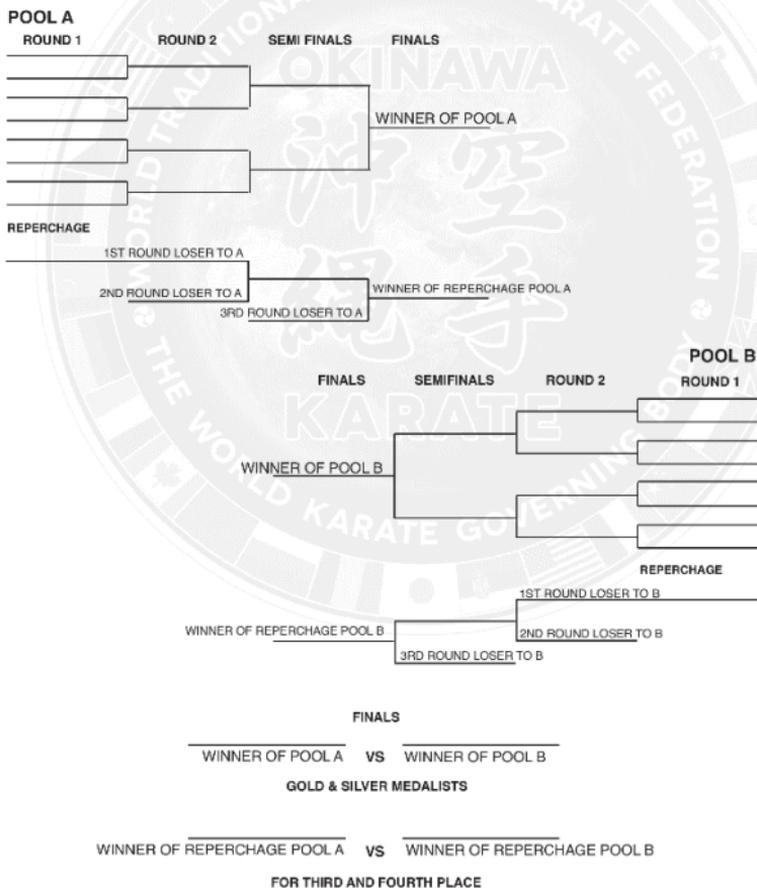
INSURANCE VERIFICATION

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

If yes, please list name of insurance carrier: _____

APPENDIX 21: KUMITE, KATA & KOBUDO CHART
KUMITE, KATA & KOBUDO FLAG JUDGEMENT Chart
INCLUDING REPECHAGE

KUMITE, KATA & KOBUDO FLAG JUDGEMENT CHART
INCLUDING REPECHAGE



APPENDIX 23: OFFICIAL'S CLASSIFICATIONS

CLASS A OFFICIAL

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

REQUIREMENTS: Shall have a WTOKF recognized Karate-do Yudansha rank of sandan or higher, or equivalent recognized rank of another organization.

Minimum age thirty (30)

Proficiency & understanding of International Karate-do Competition Program kumite rules as demonstrated in previous tournaments.

Proficiency & understanding of kata, kumite, and kobudo as demonstrated before the WTOKF International Referees' Council.

Perform, and demonstrate bunkai/oyo, a minimum of two katas; one from the Higaonna list and one from the Itosu list.

Pass official written test.

Meet all requirements of class B and class C officials.

Certification to Class A by WTOKF International Karate-do Program Council of referees.

Licenses for Level A shall be valid for four years.

LICENSES FOR LEVEL A SHALL BE VALID FOR 4 YEARS.

CLASS B OFFICIAL

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

REQUIREMENTS: Proficiency in understanding refereeing terminology in Japanese and English.

Meet all requirements from class C.

Class C Official for a minimum of two years.

Certification for Class B by WTOKF International Karate-do Program Council of Referees.

Shall have an WTOKF recognized International Karate-do Yudansha rank of shodan or higher.

Minimum age of twenty one (21).

Proficiency and understanding of WTOKF International Karate-do Competition Program Kumite rules as demonstrated in previous tournaments.

Proficiency & understanding of kata, kumite and kobudo as demonstrated before the International Referees Council.

Participated at minimum of one WTOKF International Karate-do Program Championship as an official at the International level

Pass official written test.

License will be valid for four years.

CLASS C OFFICIAL

Officials who have demonstrated the ability to Judge or arbitrate at the National level.

REQUIREMENTS: Proficiency and pass evaluation in officiating as a referee, judge and arbitrator as demonstrated in tournaments and practice matches.

Understanding and pass evaluation of the operation & organization of WTOKF International Karate-do Program Championships.

Participated at minimum of one WTOKF International Karate-do Program Championship as an official at the National level.

Certification for Class C by International Council of Referees.

Shall have an WTOKF recognized Karate-do rank of Shodan-ho or higher.

Minimum age of 18.

Pass official written test.

Attendance at Officials' clinic, lecture and workshop.

License will be valid for two years.

EXCEPTIONS: Upon the recommendation and the confidence of the WTKF International Karate-do Program Championship Executive Committee and the Council of Referees, time limits and classifications can be waived on an individual basis if an official demonstrates the knowledge and ability to perform on a higher level. Invited non-WTKF officials may officiate with some of the requirements waived, however shall attend the required Referee's clinic and pass the test.

AUTHORITY

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

APPENDIX 24: COACHES AND MANAGERS

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

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

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

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

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

Must not fraternize with the officials during competition.

Must behave in a respectful manner at all times.

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

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

1st offense - warning and marked on their credential.

2nd offense - Chui and marked on their credential.

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

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

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

Managing and coaching their team members during team selection.

Directing and supervising all team training camps.

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

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

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

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

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

Attends and participates in all required clinics.

Work closely with the WTKF International Coaching Committee Chairperson.

Minimum of 18 years of age.

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

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

TEAM MANAGER.

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

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

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

APPENDIX 25: KARATE COMPETITION FOR THOSE UNDER 15 YEARS OF AGE

Protective Equipment:

Only protective equipment that is approved by WTOKF will be used (Article 2)

Kumite:

A properly executed technique to any scoring area may score within the distance of 10 cm.

No contact is allowed for any Jodan techniques. In principle, even the slightest contact will warrant a penalty.

A properly executed technique to any scoring area may score within the distance of 10 cm. Chudan techniques that make contact beyond surface touch will not score and may warrant a penalty.

No sweeping, or any takedown techniques, are allowed.

The bout duration is one and a half minute.

The fighting area may be reduced from 8x8 meters to 6x6 meters if approved by the WTOKF Competition Program Committee.

Divisions will be based on height rather than weight.

Kata:

There are no specific deviations from the standard rules.

Participants failing to complete their kata will be given the option of a second attempt without reduction of score.

APPENDIX 26: ATHLETE HONOR OF OATH

ATHLETES' HONOR OATH

I promise that I shall participate in WTKF competitions respecting and abiding by the rules which govern our sport in the true spirit of sportsmanship. I will respect all officials, volunteers and fellow athletes. Win or lose, I will demonstrate honor, dignity and outstanding character.

APPENDIX 27: OFFICIALS' OATH

OFFICIALS' OATH

On behalf of all the Officials at this Karate Championship, we promise to give fair and unbiased decisions in keeping with the Karate-do competition rules. We will present ourselves with honor and professionalism preserving the excellence of sportsmanship and true spirit of Budo.

APPENDIX 28: FINAL PROVISIONS

It is the intent of the WTOKF Competition Program Committee to follow competition rules as promulgated by other International Federation championships in which WTOKF athletes wish to participate.

Modifications to the various International Federation rules (other than conforming to each country's laws) have been made where such instances increase the safety of athletes and/or encourages the participation of international athletes of all traditional styles and systems. WTOKF competition rules supercede other International Federation rules in warranted situations. WTOKF shall be entitled to definitive interpretation of these Rules.

PRESIDENT

Hanshi IONEL BARA

9 DAN

OKINAWA KARATE
Founder of WTOKF

VICE-PRESIDENT

& TECHNICAL ADVISOR

Soke SAITO DEL SHIGEO

10 DAN





Soke DEL SAITO 10 DAN
VICE PRESIDENT
& TECHNICAL ADVISOR

BIOGRAPHY

The founder of Traditional Karate-do Federation International and Saito-ha Shito-ryu, Del Saito, was born in 1948, in the town of Wailuku, Maui. As a young boy he began training in the art of Judo, under the instructions of Sensei Palimo. A year later he began Karate training with Sensei Al Kahalekulu, a student of Sensei Tommy Morita, who studied under Dr. Tsuyoshi Chitose Soke of Kumamoto, Japan. In the early '70s he studied with Sensei Chuzo Kotaka, a student of Sensei Genryu Kimura and Shogo Kuniba Soke. After several years serving as Sensei Kotaka's National Director, Saito began to learn Seito Shito-ryu from Master Kenzo Mabuni, the son of Kenwa Mabuni, founder of Shito-ryu.

Del Saito is one of the most highly respected Karate instructors today, and his expertise in Shito-ryu Karate-do has made a great impact on many Karate practitioners throughout the world. Saito Soke continues his martial arts journey as a committed leader who doesn't allow politics to influence his teaching philosophy of Karate-do to all those that seek his guidance.

Saito was presented the Hanshi degree from Kenzo Soke, the highest teaching title of his style. He was also given permission by Kenzo Mabuni to continue his understanding of Shito-ryu while providing him with a direct line to him.

For many years Saito served as National Director for the International Karate Federation of Hawaii, and National Executive Director for Karate for the Amateur Athletic Union of the United States.

Inducted into the International Karate Hall of Fame in 1994, he has also won numerous awards for his leadership and dedication in martial arts as well as for other sports.

In addition, Del Saito has credentials in film choreographing and organizes several Karate Championships each year.

Forty-five years of teaching Karate has led to a strong traditionalist approach with an openness to new ideas and concepts for growth. Teaching Karate for more than technique, he attempts to help people find themselves, to discover their creativity and their capacity for overall growth through Karate. He believes that there is much growth in each person and sees his purpose as that of nourishing the seed so that his student's potential may be reached. His understanding of Karate-do is to preserve the true essence of the art by maintaining a committed

spirit to preserve human decency with Godliness, honesty, trustworthiness, humility, understanding, compassion bravery, fairness, discipline and commitment.

Saito Soke lives in the beautiful city of Grants Pass, where he maintains the honbu dojo for his

International organization. He attributes his success to his faith in God, the leadership of his Shihan Kai, the Grants Pass business community and close friends and family throughout the world.”

“Karate-do is a special vehicle that can help restore the positive values of our world and Karate practitioners can have a great impact for the betterment of mankind.”

Del Saito, Saito-ha Shito-ryu Soke, is one of the most highly respected karate-do instructors today. His expertise in Shito-Ryu Karate-do has made a great impact on many karate-ka throughout the world.

Saito began his martial arts training at an early age in on the North Shore of oahu, Hawaii.



Del Saito received his karate training from Soke Kenzo Mabuni (Seito Shito-ryu), Sensei Chuzo Kotaka (Kotaka-ha Shito-ryu), and Sensei Al Kahalekulu (Chito-ryu).

In 1990 and again in 2004, he was presented the AAU's Outstanding Service and Leadership Award. In addition, Del Saito Sensei serves on the AAU National Executive Committee as the National Executive Director. He is also the AAU Governor for Oregon.

Awarded the Most Outstanding Instructor Award, Del Saito also has been honored with the Hanshi (Master Instructor) title by Kenzo Mabuni Soke. So impressed was Soke Mabuni with Del Saito's Karate-do knowledge and organizational skills that he gave his blessing to pursue the vision of Shito-ryu independently, without the constraint of any of his personal organizations. Del Saito is the only instructor that Kenzo Mabuni Soke allowed to be independent.

And so, as Del Saito approached his 60th birthday, he felt it was time to initiate his own ha, the Saito-ha Shito-ryu Karate-do. By doing so, he is also making a commitment to endure struggles that leads to excellence. No doubt, the path ahead will be challenging, however the encouragements and support reassures him that his decision to begin his own ha is prudent.



Over forty years of teaching karate has led to a strong traditionalist approach with an openness to new ideas and

concepts for growth. Teaching karate for more than technique, he attempts to help people find themselves, to discover their creativity and their capacity for overall growth through karate-do.

He believes that there is much growth in each person and sees his purpose as that of nourishing the seed so that his student's potential may be reached.

TRAINING EXPERIENCE

- Kodokan judo in Hawaii, 1961 - 1962
- Chitose-Ryu Karate-Do, Hawaii, 1962 - 1974
- Kotaka-Ha Shito-Ryu, 1974 - 1999
- Eishin-Ryu Iaijutsu, 1996 to present
- Seito Shito-ryu, 1998 to present
- Saito-ha Shito-ryu, launched in June 2008

ORGANIZATION AFFILIATIONS

- Member of the AAU National Executive Committee, 2002 - 2004
- Director & Chief Examiner of Shito-Ryu, Traditional Karate-do Organization, 2000 - present
- AAU Region 12 Director, 1987 to 1989; 1995 to present
- AAU National Treasurer, 1989 - to 2000
- AAU Secretary Treasurer, August 1998 to 2000
- Oregon AAU Karate Chairman, 1989 to July 1993, July 1994 to present
- Oregon AAU Martial Arts Chairman. 1992 to present
- Oregon AAU Vice Chairman, 1992 - July 1993
- Oregon AAU President, July 1993 to 2004
- Member of the Nihon Karate-Do Kai, 2000 to present

- Member of Nippon Kobudo Jikishin Kai-USA 2000 to present
- National AAU Karate Executive Director, 2000 to present
- Director, Del Saito's Martial Arts Training Center, 2000 to Present
- Oregon District Governor, September 2004 to present
- Governor's representative for Zones C & D and member of the National AAU Board of Directors, 2006 to present
- Dento Karate-do Rengo Kai, launched June 2008
- WTOKF-OKINAWA KARATE – Technical Adviser, 2014 to present
- WTOKF-OKINAWAN KARATE DEPARTMENT- President, 2014 to present
- WTOKF VICE-PRESIDENT - 2016 to present

COMMUNITY AFFILIATIONS

- Past Board Member of the Grants Pass Family YMCA
- Director of WAG (Wipe Away Graffiti)
- Past Board Member, Crime Stoppers of Josephine County
- President, Grants Pass Asian Cultural Society, 2001 to present
- Member of Grants Pass Elks Lodge, 2006 to present

AWARDS

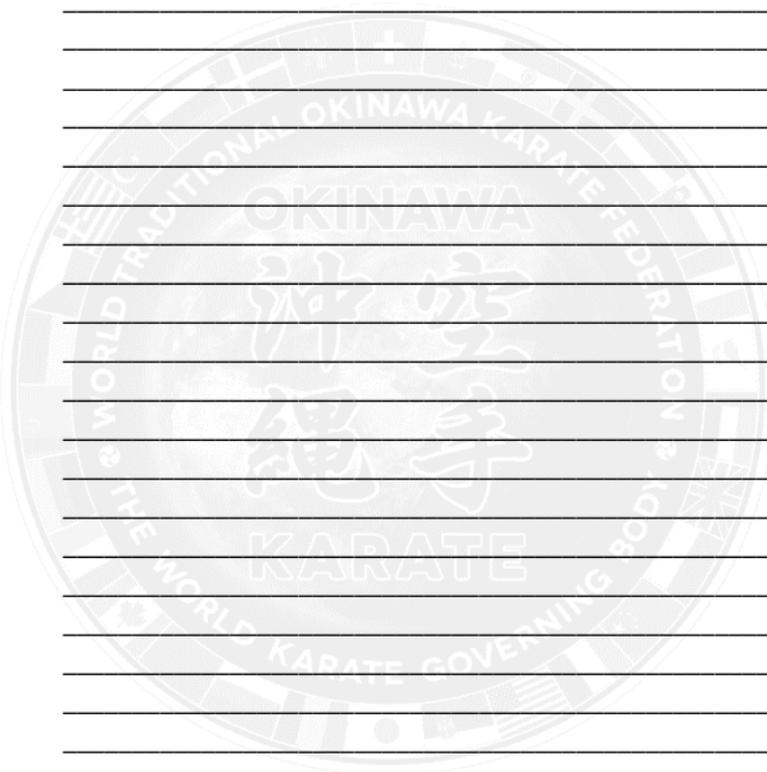
- North Shore's 'Man of the Year' Award, 1969
- National IKF Outstanding Instructor Award, 1986
- National AAU Outstanding Service Award, 1990
- Oregon AAU Leadership Award, 1990

- AAU Rookie Newsletter Editor of the Year, 1994
- Inducted into the International Karate Hall of Fame, 1994
- AAU Communication Award, 1995
- Inducted into the AAU Hall of Fame as 'Man of the Year', 1997
- Recipient of the 'Ten-Year Service' award, 1997
- Inducted into the AAU Hall of Fame as 'Instructor of the Year', 1999
- President's National Leadership award, 1997
- President's National Leadership award, 2004

BOOKS

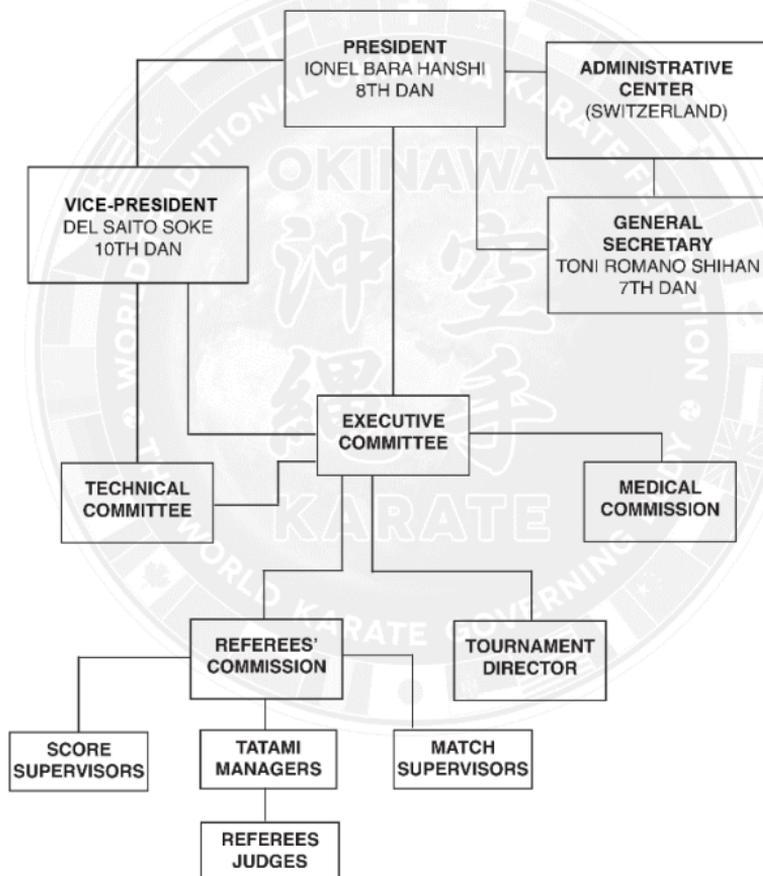
- Karate-Do, The Way of Shito-Ryu, By Del Saito 1991, ISBN 0-9631274-0-3
- Karate for the Modern Warrior - Coming Soon!

NOTES:



A large, faint watermark of the Okinawa Karate Federation logo is centered on the page. The logo is circular and contains the text "OKINAWA KARATE FEDERATION" at the top, "THE WORLD TRADITIONAL KARATE GOVERNING BODY" at the bottom, and "OKINAWA KARATE" in the center. The logo also features a stylized figure of a karate practitioner in a dynamic pose. The page is filled with horizontal lines for writing, with the watermark overlapping the lines.

**The WORLD TRADITIONAL OKINAWA KARATE FEDERATION
STRUCTURE**





W TOKF

WORLD TRADITIONAL OKINAWA
KARATE FEDERATION

世界 伝統的な 沖繩 空手道 連合会

OFFICIAL COMPETITION
REFEREE'S RULES
&
REGULATIONS
PROGRAM

沖繩空手

ADDRESS: BusinessCentre Freihofmatte Etzelblickstrasse 1,
CH-8834 Schindellegi SWITZERLAND

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