



WORLD MARTIAL ARTS COMMITTEE

AMATEUR RULES FOR TOURNAMENTS

Version 4.7 2025

Chapter 10: Kumite



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World Martial Arts Committee

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Introduction:

This rulebook replaces all previously issued rules and contains the official WMAC amateur competition rules. These rules are valid for all members. However, local requirements and circumstances may be taken into account if necessary. The official language of the IRC is English. These rules may be translated into other languages by the IRC. However, in case of discrepancies, only the official English version shall prevail. This rulebook may not be copied, published or distributed without specific written permission from the WMAC or the IRC. This includes electronic, digital, physical and all other forms of reproduction. This rulebook can be downloaded free of charge as a PDF from the official WMAC website.

WORLD MARTIAL ARTS COMMITTEE

International rules & guidelines



January 2025

Dear reader,

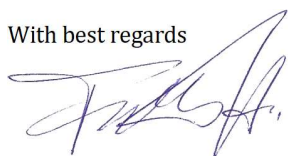
We are very pleased to release version 4.7 of our World Martial Arts Committee Rules and Guidelines. This is definitely the most comprehensive tournament rulebook available today and we are proud to publish it for your use. This has been made possible entirely through the hard work and dedication of individuals from around the world. We would like to thank everyone for their contribution to this comprehensive rulebook.

All of these rules and guidelines contained in this document are to be applied at WMAC sanctioned events. In this case, they may not be deviated from except in exceptional circumstances and then only with the written permission of the IRC in conjunction with the Chief Referee (Supervisor) of the respective event. The instructions and decisions of the IRC with regard to these rules are decisive and binding. In the event of complaints/protests, his decision is decisive and final.

This rulebook can also be used for non-sanctioned events. In this case, the organiser of the event must include the following statement in writing in the announcement: "This event is organised in accordance with the official WMAC rules and regulations".

The World Martial Arts Committee is constantly endeavouring to develop further. We are constantly working on the expansion of our rules and regulations and their dissemination at events and tournaments. This set of rules should be checked before the events in order to discuss and incorporate any changes with us.

With best regards



Harald Folladori
WMAC World President

PART 11- KUMITE

ARTICLE 42. KARATE KUMITE (KK)

42.1

Kumite (Japanese for "meeting hands") was introduced in Japanese karate do to give karatekas the opportunity to measure their skills against each other in the modern world. Randori (practice fighting) had already been used as a training tool in Okinawa for a long time, but was subject to regulations against illegal street fighting in the Japanese capital and therefore had to be remodelled. Kumite emerged as a regulated form of competition alongside the weakened, controlled randori of today. It is a competition based on traditional techniques that are scored directly and immediately on a point-stop basis. Kumite is a contact sport in which the focus is NOT on the injury or the knock down, but on the controlled, fastest possible application of a regular technique in a regular strike zone. The execution (Kime & Kiai) must also be taken into account.

42.2 Age categories (age and weight categories identical to kickboxing - e.g. pointfight):

Description of	Age groups
Children	U12
Juniors	U15
Cadets	U18
Adults	+18
Veterans	+ 40
Master	+ 50

42.2.1 Categories:

Weight classes may combined at the discretion of the Supervisor with the approval of the WMAC. be and merged See General Rules WMAC:

42.3 Procedure

- Start, interruption and end of a competition
- The terminology and gestures used by the Referee and Side Referee during a match are listed in Appendix I and II. are listed in Appendix I and II.

42.3.1 The referees take their prescribed positions and salute the contestants while standing. The Referee then announces the start of the bout with the words "Shobu Nihon Hajime".

42.3.2 The Referee interrupts the bout with a "Yame" when he sees a scoring technique. He signals the contestants to return to the prescribed positions.

42.3.3 The Referee returns to his position and the Referee indicates his opinion with hand signals. The MRef decides and awards ippon or wazari with the prescribed gesture. The Referee then announces the continuation of the match with the words "Tsuzukete Hajime" and the appropriate gestures.

42.3.4 When a contestant has reached a total score of 8, the MRef calls "Yame", sends the contestants back to their places and takes his own place. Then one contestant is declared the winner by saying "Aka/Ao no kachi" and gesturing accordingly. This is also the end of the competition

42.3.5 When the competition time is over, the MRef calls "Yame" and returns to his seat. In the event of a tie, the MRef calls the Referee calls "Enchosen" and the bout continues for 1 minute. If no points are scored in the extra time, there is an extra time where

the next point decides. If no points are scored in the extra time, the participant with the fewer penalties (Chukoku, Keikoku, Hansoku Chui) wins. If there is also a tie here, the fight continues until the next scorable hit. In team kumite there is no encho-sen and the fight is scored as a draw (hikiwake).

42.3.6 The MRef indicates the winner or announces a draw ("hikiwake").

42.3.7 The Referee should interrupt the bout by saying "Yame" when confronted with the following situations:

- If one or both participants are outside the fighting area or if the Referee indicates "Yogai". The MRef allows both participants to return to their seats.
- If the MRC or the SCC notices a breach of the rules.
- If the MRef interrupts the fight, he not only calls out "Yame", but also makes the corresponding hand signal. When scoring, the Referee must name the fighter (Aka/Ao), inform about the attack zones (Jodan, Chudan, Gedan) (Jodan, Chudan, Gedan), indicate the attack (Tsuki, Uchi or Geri) and finally announce the score.
- When a participant holds his opponent without an effective technique immediately following
- When one or both participants fall or are thrown without an effective technique immediately following

Explanation: Before the start of a match, the Referee calls the participants to their prescribed places. If one or both of them go there too early, they will be sent back outside the line by a hand signal.

The participants must in the prescribed mannergreet, namely by clearly bending their upper body. A quick nod is not accepted and is also impolite. The Referee may also request a greeting of his person, if this is not voluntary, by means of the gestures shown in Appendix II.

Before the match is resumed, the Referee must ensure that the participants are back in their prescribed positions in the yoi.

The HKR should resume the fight as soon as possible.

42.3.8 Team competitions: Team competitions are organised in the same way as the kickboxing disciplines, but with karate rules. The points are added up until the end of the fights and are not cancelled at a score of 8. However, this ONLY applies to the tag team. Standard team fights are scored according to SIEGE and here the fight ends according to the rules at 8 points or after the fight time of 2 minutes has elapsed.

42.4 Competition area:

The competition area must be level and free of dangerous obstacles and have a minimum size of 6 by 6 metres and a minimum mat thickness of 25mm. The safety zone is limited to 1 metre. The starting position of the athletes must be visible (see General Rules)

42.5 Entering and leaving the competition area:

Competitors will be shown where they enter the competition area and may only do so at this point. Exception: If, due to an error by the referee or MRef, both contestants are standing with their places reversed, they may walk past each other to their places.

Before the fighters start their bout, the head referee checks that all judges and table crew are ready. He also checks the area for possible dirt and obstacles - as well as the protective athletes' equipment/adjustment (mouthguard, groin guard, chest protector, gloves, foot protection, gi and whether the correct colour for the has been used Red and blue must be labelled.respective corner = gloves.

If everything is to his satisfaction, he gestures to the participants to enter the fighting area. The SKR is then also requested to enter the fighting area and take up his position.

Before the start of each round, the participants bow to each other and to the judges.

When the fight is over and the winner has been announced, the fighters bow first to each other and then to the judges. It is permitted to shake hands with the opponent in thanks. Finally, the athletes leave the area at the point where they entered it.

42.6 duration

42.6.1 The kumite competition time is one round of 2 each minutes for men +18 (individual and team), 2 each minutes for all other categories.

42.6.2 The time starts when the MRef gives the start signal and is interrupted MRef ONLY by the "Yameat " (time stop). The lap time is 2 minutes.

42.6.3 The timekeeper gives a clear signal by knocking for "Atoshi baraku" (30 seconds left) as well as an acoustic signal or throwing an object, leading to the end of the competition time. The time is only interrupted by the main referee with the command "Time out". Not by the timekeeper himself.

42.7 Achieving a

The result of a match is determined by scoring (Ippon - 2 points, Wazari - point1) up to a maximum of 8 points (except teamfight = final result counts). If a participant reaches 8 points, the fight ends immediately. The same applies to Hansoku (disqualification for the fight), Shikkaku (disqualification for the entire tournament) and Kiken (retirement) of a participant. In the case of Hansoku, Shikkaku and Kiken, the winner's score is increased to 8.

42.7.1 A "Waza ari" 1 point - is awarded on the basis of the following criteria

- Jodan or Chudan fist kick (Tsuki)
- Jodan or Chudan striking technique (Uchi) or
- Combination techniques, from hand / foot techniques or simple foot - sweeping techniques whereby each individual
- Technique without hard contact, controlled hits.

42.7.2 An "Ippon" 2 points - is awarded on the basis of the following criteria:

- Combination techniques at different heights, whereby each individual technique hits
- Jodan foot strike (Geri), fist strike (Tsuki) or punching technique (Uchi) without hard contact
- Catching an attack or sweeping the opponent with a directly following, striking technique
- difficult to hit techniques with technical finesse and ALWAYS controlled
- Take over an attack and hit an uncovered hit zone of the opponent

42.7.3 Permitted hit areas:

- Head
- Face (cheeks and forehead)
- Belly
- Chest
- Back (with the exception of the shoulder joint and spine)
- Body side

42.7.4 A technique that hits the target at the same time as the final signal is valid. A technique that hits the target after the yame or the cessation of the bout may result in a penalty.

42.7.5 Hits scored when both contestants are outside the fighting area (both feet are NOT on the mat) are invalid. A hit that is scored while the opponent is leaving the fighting area is valid if the hitter has not left the fighting area when the technique is completed and the yame has not yet come.

42.7.7 If both contestants land a hit at the same time of equal value, no score (Ai-Uchi) is given to either. If there are different scores, these are to be given (e.g. red 1 point - blue 2 points)

Explanation:

Reaching 8 points decides the match prematurely. The 8 points can also be exceeded.

Example: Aka has 7 waza ari, scores another ippon => theoretically 9 points, but only 8 are counted

A technique with "good form" is expected to have certain characteristics in relation to its likely effectiveness in the context of traditional karate. A "correct stance" is part of this good form. It takes the form of a non-aggressive stance, deep concentration, which is clearly recognisable during a technique and leads to a valid hit. The energetic execution of a technique is determined as much by strength and speed as by the recognisable will to hit the opponent. No restraint is noticeable. "Zanshin", one of the criteria that is most often forgotten, characterises the state of sustained concentration that is maintained even after a valid hit. The concentration must outlast the technique, as one should be aware that the opponent could launch a counterattack. "Good timing" is the execution of a technique at the moment when it achieves the greatest possible effect. It also means the correct distance required to perform a technique as effectively as possible.

If an opponent moves backwards quickly during an attack, the effect of this technique is greatly reduced. Determining the distance is also directly related to the point at which the technique is aimed, i.e. the target. In order to hit, the technique must be able to penetrate deep into the target, i.e. as an example: punching or thrusting with an outstretched arm are less effective and must be assessed accordingly.

If a strike is made and it stops between skin contact and about a few centimetres in front of the face, with the striking arm not fully extended, this is the correct distance and will be scored even **WITHOUT** direct contact. The body parts must never be moved uncontrollably or hit - regardless of the distance and target.

A bad technique is and remains a bad technique, regardless of how it is performed. A "Jodan" kick without "good form" will not be scored. However, techniques that are difficult to execute are more likely to convince the MRef to award an ippon, even if the "good form" is not quite achieved but the execution is correct.

Rules of thumb:

Techniques that "normally" a Waza receive =1 are rated higher if they are considered "technically difficult". Defence against an attack with a counter-attack using good technique in a valid strike zone on the opponent's body can therefore result in =2. an Ippon

A sweeping technique must result in the opponent falling by breaking balance. For an ippon, a balance disruption with a well-controlled follow-up technique is necessary.

Combined attacks are consecutive attacks in quick succession that can be scored with at least an ippon.

A technique with good form on the shoulder blade is scored. The zone where no hits are allowed is the joint.

The end signal indicates that the opportunity to score is over, even if the MRef does not directly stop the bout. However, this does not mean that no more penalties can be given. Penalties can still be given after the bout until the moment the contestants leave the shiao (competition area).

A true aiuchi is rare, as the two techniques must not only land at the same time, but they must also both be valid hits (good form etc.). During a fight it is more common for two opponents to land two techniques at the same time, but it is rare for both to be scored. The MRef does not have to indicate Aiuchi if only one of the two techniques has actually hit, as the conditions for Aiuchi are no longer met.

42.8 Decision criteria

42.8.1 If no points are scored during an individual match, nor a defeat is determined by Kiken, Hansoku or even Shikkaku, may be the decision based on the following points:

- Possibly awarded Waza ari or Ippon
- The attitude, fighting spirit and strength of the participant
- Tactical and technical superiority

Otherwise, the procedure is as follows, even if the results are the same in individual competitions :

If none of the participants has more points at the end of a fight, the fight is declared a draw (hikewake) and a 2-minute extension (Encho-Sen) follows. If no decision is then reached, the so-called "sudden death" follows - the first point decides. The TIME is not stopped here.

A warning or penalty during the match is taken into extra time.

Explanation:

"Enchosen" is the extension of a match. It is not a "new match", so the penalties remain in place during the extra time.

42.9 Prohibited acts

The following actions are prohibited:

- Techniques in which the throat is touched.
- Techniques with too hard contact on permitted hit zones. All techniques used must be controlled. Any technique that hits the head or face and results in a visible injury must be penalised unless the injury is caused by the recipient (e.g. blindly running into the technique)
- Attacks on the genitals, joints or insteps
- Attacks to the face with open hand techniques (e.g. Teisho, Nukite)
- dangerous throws that are predictable in their form, where it is impossible for the opponent to fall safely
- Techniques that jeopardise the safety of the opponent due to their nature
- Direct attacks on arms and legs
- repeatedly leaving the competition area (Yogai) or time delays. Yogai refers to the situation in which the body or a part of the body of a competitor is outside the competition area on the floor. An exception is when the competitor has been pushed, shoved or thrown.
- Wrestling, pressing or holding without direct follow-up technique
- Mubobi - arises from a situation in which one or both participants jeopardise their own safety or that of their opponent (turning their back, uncontrolled punching, kicking or pushing)
- Simulating injuries to gain an advantage
- Any unsportsmanlike behaviour towards a member of the official representation may lead to disqualification.

Explanation:

Any contact with the throat must be penalised. Techniques to the face may touch and can score points provided that the contact is controlled and not too hard. When judging the contact, the referee must pay attention to many things, e.g. whether the "victim" has aggravated the contact by running wildly into the technique, although the attack was clean and controlled (uncontrolled movements, running in, turning the head away out of fear, etc.).

These are some of the reasons for assessing a technique positively/negatively. But care must be taken when judging contact that is too hard. It should not be used as an excuse for an incorrect judgement. The referee should also take into account any size differences (length, weight) that may occur in team competitions or open weight classes, for example. The Referee is obliged to observe the injured participant at all times. The behaviour of the injured competitor can be of major importance in the decision. The Referee should wait a moment before making a decision to see how the symptoms of the injury develop (e.g. nosebleeds, which in some cases may not start until a short time later). Observing the injured participant is also necessary to prevent them from trying to take advantage of this, such as rubbing with the hand guard

to visually reinforce the injury and snorting wildly (if the nose is wounded). Injuries from previous fights can also cause symptoms and do not necessarily have to have been caused by the last contact.

The trained karateka can absorb hard contact that is delivered to muscular parts of the body. However, this is not possible with hits to the sternum and ribs. Control must therefore be the top priority with every technique.

An unintentional kick to the genitals can have the same effect as an intentional kick, as both deprive the victim of certain chances of victory. Therefore, the Referee must award a penalty in both cases - provided that this deprives the victim of the chance to continue fighting on an equal footing.

Sweeping techniques that are applied too high can cause knee injuries. The Referee must assess the value of the sweeping technique and penalise ineffective and painful techniques immediately.

The face starts at the hairline and ends at the bottom of the chin. In width from ear to ear. It is the hairline and not the length of the hair that counts.

The two open hand techniques are only examples of prohibited techniques.

If an effective hit is made from the inside and the opponent leaves the fighting area at the same time, the hit is scored and Yogai is penalised. Pointless time-wasting is, for example, spinning around each other without any action being taken. It is expected that the fighters will feel each other out at the beginning of a fight. However, they should switch to serious and effective attacks within a reasonable time. If this is not the case, the Referee will stop the bout and warn the contestant or both contestants. The participant who only retreats during the fight deprives his opponent of the opportunity to score a hit and must be penalised by the Referee after the fight has been interrupted. This can often be observed in the final seconds of a fight.

An example of mubobi is, for example, a situation in which a participant throws himself into a fight with total dedication and disregards his own safety in the process. Or some fighters have such a deep gyakuzuki, for example, that they are no longer able to fend off a counterattack. These "open" attacks fall under the term mubobi and cannot be scored. For the safety of the participants, this must be pointed out by the referee at an early stage.

As a tactical move, some participants turn away from their opponent immediately after executing a technique to indicate to the referee that they have scored. In doing so, they let their guard down and no longer pay attention to their opponent. This is a clear example of mubobi. In order to receive a score, "zanshin" must be maintained even after the technique has been executed.

Faking injuries is a serious offence and constitutes a breach of the rules. Exaggeration or deliberate aggravation of an injury, such as rolling across the floor or collapsing, may even result in a shikkaku. To clarify, a warning or penalty may be given for feigning injuries that do not exist or exaggerating injuries.

The coach is a place by the to work with the competition organisation.assigned This place must be close to the competition area. The coach has the opportunity to visit his fighters between bouts. There must also be a scoreboard to support the coach, the participants and the referees, which must be clearly visible to all the above-mentioned persons. This is usually located opposite the referee's starting position.acting judges

42.10 Penalties

The following penalties are possible:

1.warning NO POINTS DEDUCTION, 2.warning ONE POINT DEDUCTION, 3.warning ONE POINT DEDUCTION 4.warning DISQUALIFICATION

42.10.1 Chukoku (warning):

Warnings are issued to prevent or punish an offence.

42.10.2 Keikoku:(One point deduction)

This is a penalty that is given and a positive score results in for the opponent. Keikoku is given for minor offences where a warning has already been given in the same match or the offence is not serious enough to give a hansoku chui.in the form of a wazari

42.10.3 Hansoku-Chui: (One point deduction)

This penalty results in a positive score of one waza ari for the opponent. Normally this penalty is given for an offence in the same bout for which keikoku has already been given or which is not severe enough to give hansoku.

42.10.4 Hansoku: (fight cancellation)

This penalty is given for a very serious offence or if a Hansoku-Chui has already been given. The consequence of a hansoku for the opponent is an increase in the score to 8.

42.10.5 Shikkaku: (Disqualification)

This penalty means disqualification for the entire tournament. The opponent's score is increased to 8. To determine the limit of a shikkaku, the referee commission should be asked for advice.

Shikkaku can be given in the following cases:

-If a participant behaves in such an unsportsmanlike manner that the reputation of karate-do is damaged and if certain actions are carried out that are absolutely contrary to the rules of the tournament.

Explanation:

A penalty can be imposed immediately after an offence against the rules. A repetition of the same offence can only result in an aggravation of the penalty. This means that contact with Keikoku cannot be penalised first and then followed by a warning.

Penalties are not combined, i.e. a warning for contact does not automatically result in a keikoku for the first yogai. The order of the penalties is identical, i.e. warning - keikoku - hansoku or shikkaku. It should be mentioned what the penalties are given for, e.g. Yogui - Yogui Keikoku - Yogui Hansoku-Chui - Yogui Hansoku etc. If the positive scores result in 8, the penalised participant is declared the loser and the opponent the winner (Aka/Ao no kachi).

Admonitions:

These are given for minor offences which, according to the KR team, have not taken away the chances of winning.

Keikoku

A keikoku can be given directly and without a warning. This penalty is imposed if the opponent's chances of winning are slightly impaired.

Hansoku-Chui

Hansoku-chui may also be given immediately after an offence or in the above order if the opponent's chances of winning are seriously impaired.

Hansoku

A hansoku can be given as a continuation of previous penalties, but can also be given directly for serious offences. Hansoku is given when the chance of winning as a result of the offence is zero.

Shikkaku

A shikkaku can be pronounced directly without prior warning, even if the participant is not at fault. It is sufficient if the coach or a member not participating in the tournament or a delegation of the club behaves in an unsportsmanlike manner and thus damages the reputation and honour of the Karate-Do. If a referee is of the opinion that a competitor has acted maliciously, with or without injury, shikkaku and not hansoku is the only correct punishment.

42.11 Injuries and accidents during the competition

42.11.1 Kiking or abandonment is the decision taken when the competitor(s) is/are no longer able to continue the competition. This can be done by the decision of the MRef or by the fighter giving up. Injuries that were not caused by the opponent opponent can be a reason for retirement.

42.11.2 If two competitors are injured at the same time or have problems due to previous previous injuries and are declared unfit to compete by the competition doctor, then the competitor the competitor with the most points is declared the winner. In the event of a tie, both competitors are place that a winner would have received after the fight.

42.11.3 An injured competitor who is declared unfit to compete by the competition doctor may not take part in the competition on that day. may no longer take part in the competition on that day.

42.11.4 An injured competitor who wins by disqualification of his opponent cannot continue fighting without the without the consent of the match doctor. If this contestant is injured again in the next bout again and his opponent is disqualified as a result of this action, this participant is automatically removed from the competition for the remainder of the tournament.

42.11.5 If a competitor is injured, the Referee immediately interrupts the match and calls the doctor present. doctor present. The doctor is authorised to make a diagnosis and to treat the injury after the bout or to stop the bout and treat it immediately.

42.11.6 Any participant who falls, is thrown or knocked down and does not get back on his feet within 8 seconds is no longer deemed fit to continue in the tournament and shall be automatically removed from the tournament = indirect count.

Explanation:

Self-inflicted injuries are not a problem with regard to the awarding of penalties. However, when judging an injury caused by an opponent's technique, the refereeing team must consider whether the technique was valid, well executed, in a permitted strike zone, at the right moment and with control. This evidence helps the refereeing team to decide whether to declare the injured contestant a loser by kicking or to penalise his opponent for his offence. If a doctor declares a contestant unfit to fight, this decision must be noted on the contestant card. The severity of the injury must also be communicated to the other referees.

A fighter can win by disqualification of his opponent who repeatedly commits minor offences. The winner may have sustained injuries that are insignificant. A second victory in the same manner will result in the participant being removed from the tournament, even if he is physically able to continue fighting.

The competition doctor is obliged to give advice if medical treatment is necessary.

In order to ensure that the credibility of the sport is maintained, competitors who simulate injuries are punished very, very severely and may even be banned for life, depending on the severity of the offence. Competitors who have been penalised for simulating shikkaku will be removed directly from the competition area and handed over to the competition doctor for a more detailed examination. He will present his diagnosis to the supervisor before the end of the tournament, which will serve as the basis for making a decision.

42.12 Protest

42.12.1 Protest formalities and handling see chapter General Rules. Protests must be submitted directly and immediately to the MRC and will then be dealt with by the supervisor of the event in accordance with the specified form. The supervisor's decision is binding.

42. The Referee Commission: Supervisor, the respective Referees and Mirror Referees

42.13.1 The tasks and duties of the judges, timekeepers and table crews

Ensure proper preparation for each competition:

- Provision of competition areas
- Provision of material (e.g. clocks, computers, scoreboard, etc.)
- Competition organisation and management
- Safety measures, etc.

42.13.2 Powers of the HKR

The HKR (Shushin) has the authority to start, direct and end competitions.

- Award of Waza ari or Ippon
- Explanation of a decision, if necessary
- Awarding penalties and warnings before, during and after a competition
- Registering opinions expressed by the SKR (hand signals)
- Proclamation of extension (Enchosen)
- The powers of the HKR are not limited to the Shiao, but encompass its entire neighbourhood
- The HKR gives all commands and announces all messages
- Start and end of the competition

42.13.3 Authorisations of the SCC

The SCC should monitor the fight with full concentration and give signals to the MRC in the following cases:

- Values when a Waza ari or Ippon is seen
- if a participant performs or is about to perform a prohibited technique or action
- if an injury or the indisposition of one or both participants is noticed
- if one or both participants are outside the competition area or have left the competition area
- in all other cases in which it is necessary to draw the attention of the HKR

Explanation:

The Referee may speak to the Judges' Committee after the competition to explain a decision. Otherwise, the Referee will not give an explanation to anyone. A good referee should never hinder the smooth running of a match if it is not absolutely necessary. The command "Yame" in connection with "Torimasen" (no scoring) should be avoided.

The Referee does not need to interrupt the bout if, in his opinion, the signals given by the Referee are not correct or the techniques of the participants are not valid. He can overrule these signals if he does not interrupt the bout ("Torimasen" during the bout displays). Before overruling the SKR, the referee should make sure that the SKR may have been in a better position.

The SKRs should only display hits that they have actually seen.

42.14 Types of kumite competitions

Individual competition

The individual kumite competitions are divided into weight classes and other categories. The weight classes are also divided into groups for individual competitions.

42.14. In individual competitions, no competitor may be replaced by another.

42.14. Participants in individual competitions who have not yet arrived at the start of a tournament arrived at the start of a tournament will be disqualified.

Explanation:

A round is a separate part of the competition from which finalists may emerge. In kumite, a knockout system is used, i.e. 50% of the participants are eliminated in each round (including any free draws).

Appendix I - Referee Commands

Shomen ni Rei	-	Greeting to the audience
Shinpan ni Rei	-	Greetings to the judges
O tagai ni Rei	-	mutual greeting of the fighters
Shobu Nion Hajime -		Start of the fight with scoring up to two points
Yame	-	Interrupting the fight
Tsuzukete	-	Continue fighting when the fighters mistakenly think the fight is interrupted been
Tsuzukete Hajime	-	Continue fighting after interruption of the fight
Atoshi Baraku	-	30 seconds left until time runs out
Encho-Sen	-	Extension of the fight
Moto no Ichi	-	Assume starting positions
Yogai	-	Leaving the fighting area, not caused by the opponent's techniques
Yogai chui	-	leaving the fighting area again
Atenai Yo Ni	-	Warning for too hard contact
Atatta	-	hit, too hard contact
Mubobi	-	Self-endangerment
Shido	-	Admonition
Chukoku	-	Warning, first minor offence in this category
Keikoku	-	Warning, second minor or first moderate offence in this category
Hansoku Chui	-	Warning, third minor offence or first major offence of this type. Category, last warning before disqualification
Hansoku	-	Disqualification from the match, points are set to zero, the opponent's points are set to 8
Shikkaku	-	Disqualification from the entire competition, all previous successes on this competition will be cancelled, the referee commission will determine the extent of the Disqualification (e.g. ban from competition etc.)
Hansoku/Shikkaku Make	-	Defeat by disqualification
Aka	-	Red
Ao	-	Blue
Aka / Ao no Kachi	-	Red / Blue wins
Aka / Ao Waza ari	-	1 point for red / blue
Aka / Ao Ippon	-	2 points for red / blue
Kachi	-	Victory
Make	-	Defeat
Hiki Wake	-	Draw
Ai-Uchi	-	simultaneous hit of both fighters
Nuketa	-	Technique over, no hit
Torimases	-	no rating
Kiken	-	Abandonment of a fighter by the fighter himself, the doctor or the MRef
Maitta	-	"I give up."
Shugo	-	Calling the judges together at the main referee
Shobu	-	Victory or defeat
Fusen Sho	-	victory without a fight

Appendix II - Referee gestures

Shomen ni Rei

The MRef stretches the arms forwards, palm facing forwards.



O tagai ni Rei

The MRef indicates to the competitors to bow to each other.



Shobu Nihon Hajime / Tsuzukete Hajime

"Start fighting!" / "Keep fighting!" After the command

the HKR takes a step backwards. The CCW is in a forward position.

When he says "Shobu Nihon" / "Tsuzukete", he stretches out his arms to the side, palms outwards towards the competitors.



When he says "Hajime", he turns the palms of his hands inwards and performs

They move quickly towards each other as he takes a step back.

Yame

"Stop!" Interruption or termination of the fight.

During the command, the HKR makes a cutting downward movement with the arm.



Wazari (1 point)

The MRef extends the arm downwards at a 45° angle to the side of the scoring competitor.



Ippon (2 points)

The MRef extends the arm upwards at a 45° angle to the side of the scoring fighter.



Withdrawal of the last decision

If a score or penalty has been incorrectly awarded, the MRef turns to the fighter in question and says "AKA" or "AO", crosses her arms and then makes a cutting movement.



Aka/Ao no Kachi (victory for Aka/Ao)

At the end of the match, the HKR announces "AKA (or AO) no Kachi" and raises the arm at a 45° angle upwards to the side of the winner.



Kiken

"Task" The MRef points to the starting line with his index finger of the retiring competitor and then announces the victory for the opponent.



Shikkaku

"Disqualification with reprimand from the area" The Referee first shows at a 45° angle upwards in the direction of the relevant competitor and then points outwards and backwards with the Command "AKA (AO) SHIKKAKU!" Then he announces victory for the Opponent known.



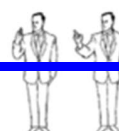
Hikiwake

"Tie" (only for team competitions) If there is a tie at the end of the of the match time is a draw, the Referee crosses his arms and then moves them apart with the palms facing forwards.



Immediate disqualification (without additional signal for Chukoku)

The MRef crosses the open hands at chest height so that the wrists touch each other.



Admonition without consequences (without additional signal for Chukoku)

With the arm bent, the MRef points to the face of the competitor concerned.

Keikoku

"Official warning" The Referee indicates first offence and then points with the index finger at a 45° angle downwards in the direction of the competitor concerned.



Hansoku Chui

"Last warning before a disqualification" The MRef first displays a offence and then indicates horizontally with the index finger in the direction of the competitor concerned.



Hansoku

"Disqualification" after the last warning / minus point he then points upwards at a 45° angle with his index finger on the athlete in question. He then declares the opponent the winner.



Passivity

The HKR rotates his fists around each other in front of his chest to create a To report category 2 offences.



Torimases

"No score, warning or penalty" The MRef crosses his arms and then makes an intersecting downward movement with palms facing downwards.



Excessive contact



The HKR indicates excessive contact or another
Offences in category 1.

Faking or exaggerating an injury

The HKR holds his face with both hands,
to indicate the category 2 offence.



Yogai

"Leaving the combat area" The HKR shows a leaving of the combat area.
of the fighting area by pointing with the index finger at the
edge of the fighting area of the competitor concerned.



Mubobi (self-endangerment)

The HKR touches his face with his hand, then turns the
Move the edge of your hand forwards and move it back and forth,
to signalise that the competitor has endangered himself.



Avoiding combat

The HKR makes a circular movement with the downwards
pointing finger to indicate a category 2 offence.



Pressing, grasping or standing chest-to-chest without technique within 2 seconds

The HKR holds his fists at shoulder height or makes a
pushing movement with the open hands in order to prevent an offence.
in category 2.



Dangerous and uncontrolled attacks

The HKR moves his fist past the side of his face to create a



offences in category 2.

Feigned attacks with the head, knees or elbows

The MRef touches his forehead, his knee or his arm with his open hand.
his elbow to indicate a category 2 offence.



Speaking to or inciting the opponent or rude behaviour

The HKR puts his index finger on his mouth to indicate an offence in
Category 2 to be displayed.



Shugo

"Calling the referees together" The Referee calls the Referee to him by
stretches out his arm, palm upwards, then bends his arm,
so that the palm of his hand is in front of his face.

