



SUMMARY COMPETITION RULES KUMITE & KATA 2023

EGKF/WGKF

UWE PORTUGALL, WGKF & EGKF RC CHAIRMAN

VERSION 02

SUMMARY COMPETITION RULES KUMITE & KATA 2023 EGKF / WGKF – GOJU RYU

Uwe Portugall, WGKF & EGKF RC Chairman

1) OFFICIAL DRESS:

AO: Blue belt, stands on the left.

AKA: Red belt, stands on the right.

- Gum shield, mitts, foot protection, shin pads, chest protector (female for minicadets 12-13 and older) and body protection (male and female minicadets 12-13 and older) are compulsory. Groin guards are not mandatory but if worn must be an approved type. Children (8-9) and kids (10-11) without facemask, body protection is possible but not compulsory.
- 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. The jacket must cover the hips but must not be more than three-quarters thigh length.
- The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone.
- Jacket sleeves and trousers may not be rolled up! Jacket ties must be tied at the beginning of the match. Jackets without ties must not be worn. Contestant may have embroideries on their belts (belts no longer than three quarters thigh length) and karate gi.
- Contestant may wear two rubber bands on a single pony tail in their hair. Glasses are forbidden (Kata and Kumite).
- Competitors may use an approved religious black head scarf, covering the hair but not the throat area.

2) CRITERIA FOR DECISION / SCORING:

- 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, at equal score having the first unopposed point advantage (SENSHU), obtaining a decision (HANTEI), or by a HANSOKU, SHIKKAKU, or KIKEN, imposed against a contestant.
- If a team match or a single match during round robin system ends with 9:0 or 10:0, all scores count for the result.
- In any bout, if after full time the scores are equal, but one contestant has obtained first unopposed score advantage (SENSHU), that contestant will be declared the winner.
- If after full time there are no scores, or scores are equal, and there is no SENSHU, and nobody has the higher number of a.) Ippon or b.) Waza Ari, scored in the bout, the decision will be made by a final vote of the four Judges, each casting their vote; in case of a tied vote, the Referee will decide the result. Hikiwake is only applicable in regular team matches and in individual matches during round robin. At Hantei, a decision is taken on the basis of which competitor displayed superiority of tactics and techniques during the whole match.

A score is awarded when a technique is performed according to the following criteria to a scoring area (the body above the pelvis, up to and including the collar bone (Chudan), excluding the shoulders themselves, and the area above the collar bone (Jodan).

- a) Good form (good technique, probable effectiveness within the framework of traditional Karate concepts)
- b) Sporting attitude (non-malicious attitude of great concentration)
- c) Vigorous application (strength and speed of the technique)
- d) Awareness-ZANSHIN (total concentration, awareness, observation: before, during and after the technique)
- e) Good timing (delivering a technique when it will have the greatest potential effect)
- f) Correct distance (delivering a technique where it will have the greatest potential effect)

Yuko (1 point) is awarded for: 1. Punches (Tsuki) / 2. Strikes (Uchi)

Wazari (2 points) is awarded for: 1. Chudan kicks

Ippon (3 points) is awarded for: 1. Jodan kicks

2. Any scoring technique against an opponent whose any part of the body other than the feet is in contact with the mat.

3) PROHIBITED BEHAVIOUR:

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.
5. Feigning, or exaggerating injury.
6. Exit from the competition area (JOGAI) not caused by the opponent.
7. Self-endangerment or failing to take adequate measures for self-protection (MUBOBI).
8. Avoiding combat as a means of preventing the opponent having the opportunity to score.
9. Passivity – not attempting to engage in combat (a warning or penalty for passivity cannot be given during the first 15 seconds and after less than the last 15 seconds of the match and not be given to a competitor who is leading by points or Senshu). Order/Signal: “TSUZUKETE” (not after less than 15 seconds of bout time remaining)
10. Clinching, wrestling, pushing, seizing or standing chest to chest, without immediately attempting a throw or other technique.
11. After “Wakarete” scoring is not possible until the Referee announces “Tsuzukete” and brings his arms and thus the competitors together again (disregard leads to a warning/only next level during Atoshi Baraku).
12. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.
13. Grabbing the opponents arm or karategi with one hand without immediately attempting a scoring technique or takedown.
14. Uncontrolled Techniques (that don't hit).
15. Simulated attacks with the head, knees, or elbows.
16. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other breaches of etiquette.

Explanations:

- For Senior and Junior competitors, non-injurious, light, controlled “touch” contact to the face, head, and neck is allowed (but not to the throat). The correct distance for Jodan techniques lies between skin touch and 2 centimeters from the target area for hand techniques and 5 cm for kicks.
- For Cadet competitors even the slightest touch to the head, face, or neck, with hand techniques must be warned or penalized. Only jodan kicks may make the lightest touch (“skin touch”) and still score. The scoring distance is increased up to 10 centimeters for kicks and 5 centimeters for hand techniques.
- For reasons of safety, throws where the opponent is thrown without being held onto, or thrown dangerously, or where the pivot point is above the thrower's belt level, are prohibited and will be warned or penalized. Exceptions are conventional karate leg sweeping techniques, which do not require the opponent to be held while executing the sweep. Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg is forbidden.
- For U14 (Minicadets 12-13) the bout duration is 1,5 min. For techniques to the head and neck (Jodan area) no contact is allowed, also no skin touch, neither with the fist nor with the foot.
- For U12 (Kids 10-11) and U10 (children 8-9) the bouts duration is 1,0 min. For techniques to the head and neck (Jodan area) no contact is allowed, also no skin touch, neither with the fist nor with the foot. Even controlled techniques to the body (chudan area) in principle will not be considered a score if they make contact beyond surface touch.
- It is only possible to award a score for a technique after a takedown or permitted grab when the technique is according to the rules and following “immediately”.

4) WARNINGS / PENALTIES:

Chui (Warning): Is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning.

Hansoku-Chui (Warning of Disqualification): Is given for more serious infractions that reduces the other Competitor's chances of winning, or to a competitor for any further infraction if three CHUI has already been given.

Hansoku (Penalty): This is the penalty of disqualification following a very serious infraction or when a Hansoku-Chui has already been given. It can be imposed directly, if the competitor's potential for winning has been virtually reduced to zero by the opponent's foul.

Shikkaku (Penalty): This is a disqualification from the entire tournament including any subsequent category. In order to define the limit of Shikkaku, the Disciplinary 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 honour of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament. Can only be imposed after consultation with the Judges (Shugo). A public announcement must be made.

Explanations:

- 10-seconds-rule: In the event that a competitor falls, is thrown, or knocked down, and does not fully regain his or her feet immediately, the referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second. Torso must be on the floor, no matter how fast the competitor went down. In all cases the 10 second count has been started the doctor will be asked to examine the contestant. If the competitor does not fully regain his or her feet within ten seconds he is unfit to continue fighting! The referee is then allowed to call for Shugo! The competitor is not allowed to participate in any further Kumite events in that tournament. The judges will decide the winner on the basis of Hansoku (contact or exaggeration), Kiken (Mubobi or falling down without foul), or Shikkaku (feigning of injury or malicious injury) as the case may be.
- Atoshi Baraku: An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout.
- Running, avoiding combat and jogai with less than 15 seconds of bout time remaining, receive a minimum of Hansoku-Chui. Grabbing the opponent without attempting to throw or score immediately is also an instance of avoiding combat by less than 15 seconds.
- Should a competitor that has been awarded Senshu, receive a warning for avoiding combat when there is less than 15 seconds left of the bout, the competitor will automatically forfeit this advantage. No further Senshu can be awarded to either competitor.
- A warning or penalty for Mubobi is given when a competitor is hit or injured through his or her own fault or negligence. In that case, the opponent must not be warned / penalised!
- Exaggeration is warned / penalised with Chui, Hansoku Chui or even Hansoku in severe cases (warning for contact to the opponent or warning for mubobi must be given at first). If a score is awarded, the opponent will be penalized for feigning with minimum Hansoku Chui.
- Judges signal points scored on their own initiative. (Two judge system also Jogai and contact.)
- 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 tournament doctor.
- If a contestant is disqualified by Kiken, he is disqualified for the competition in this category.
- The Referee needs the signal of minimum 2 Judges for the same competitor to establish a score (Two Judge system minimum the signal of 1 judge).
- If 2 Judges indicate different scores the higher one will be established. Applicable also if for example two Judges show yuko for aka and 2 judges show ippon for aka.
- If 2 Judges indicate a score for AKA and 2 Judges a score for AO, both scores will be awarded. (Two Judge system also 1 judge for AKA and 1 Judge for AO).
- If 2 Judges indicate a score for the same competitor, but the Referee has seen a contact, he may award a warning.
- If the Referee calls the doctor to treat an injury and the doctor declares the competitor unfit to fight, the referee is allowed to call for Shugo to communicate the doctor's statement to the judge

5) KATA:

In WGKF and EGKF the elimination system with repechage will be applied.

We are working with the Flag System (Blue and red Flags) and 5 judges.

Four judges are sitting in the corners of the tatami and one judge (judge Nr.1) between judge 2 and judge 5.

Any Goju Kata is acceptable, as listed on the WGKF Homepage. Goju Kata can be performed as per your own Goju Style.

All countries may enter 3 competitors per Division.

Children, kids and mini cadets (maximum age 13) may enter 6 participants into each category.

Presentation of Katas for all categories – limitations:

If there are 17 – 32 competitors (or more) in a category, the katas Kururunfa and Suparinpei are not permitted in the first round.

Presentation of Katas for the categories U10 (children 8-9) and U12 (Kids 10-11):

Every kata from Gekisai dai ichi to Suparinpei can be chosen. However no Kururunfa or Suparinpei in the first round if there are 17-32 competitors or more.

Gekisai dai San, Geki Ha, Fukyokata dai Ichi-Ni and the Taikyoku Kata Jodan-Chudan-Gedan can be presented additionally.

Athletes have to perform two different katas, and can repeat from the 3rd round alternately.

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

Presentation of Katas for the category U14 (Minicadets 12-13):

Every kata from Gekisai dai ichi to Suparinpei can be chosen. However no Kururunfa or Suparinpei in the first round if there are 17-32 competitors or more.

Athletes have to perform three different katas, and can repeat at the 4th round alternately.

Presentation of Katas for the categories Cadets (14-15), Juniors (16-17), U21 (18/20), Seniors, Veterans, Masterclass:

Every kata from Gekisai dai ichi to Suparinpei can be chosen. However no Kururunfa or Suparinpei in the first round if there are 17-32 competitors or more.

Athletes have to perform different katas in all rounds. It is not possible to repeat a kata.

Kata team:

Bunkai is obligatory in bouts for medals only for cadets, juniors, seniors and veterans.

Bunkai is to be given equal importance as the kata itself.

The total time allowed for the Kata and Bunkai demonstration combined, is 5 minutes.

In all Kata team categories one competitor can be one year younger and one competitor can be one year older.

In assessing the performance of a contestant or team the 5 Judges will look for the kata criteria:

- stances
 - techniques
 - transitional movements
 - timing, synchronisation
 - Kime
 - correct breathing (Bunkai: control)
 - conformance, kihon of the style (Bunkai: using the actual movements as performed in the kata)
 - strength
 - Speed
 - Balance
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