

Part I The Rules of the Match

Part II The Rules of the Match in Detail

Part III The Rules of Judging

Part IV The Rules of Judging in Detail

(Terms and methods of signaling during a kumite match)

Karate Competition Rules

Part I The Rules of the Match

Article 1. Purpose

These rules are instituted for the purpose of ensuring strict fairness and uniformity in the methods of both refereeing and judging a Karate match. These rules shall be applicable to all Karate matches held under the auspices of the World Shotokan Karate-do Federation (hereafter known as the W.S.K.F)

Article 2. Official Matches

All matches organized by prefectural or larger divisions shall be called on official match For the official match there should be an operating committee.

Article 3. Tournament officials

The following shall be the designated tournament officials.

1. The Chief and Vice Chief of the operating committee.
2. The Chief Judge and the Vice Chief Judges
3. The Judges
4. The Chief Arbitrator and Vice Chief Arbitrator.
5. The Arbitrators
6. The Time Keeper, The Match Announcers, The Record Keeper, The Match Supervisor, The Score Recorder.
7. Doctor/Nurse/Medical Staff

article 4. Election of the Chief and Vice Chief the operating committee

The operating committee shall elect it's own Chief and Vice Chief.

Article 5. Power of the Chief of the operating committee

The Chief of the operating committee is responsible for the entire tournament.

Article 6. Power of the Vice Chief of the operating committee

The Vice Chief of the operating committee shall support the Chief. In the absence of the Chief the deputy will act in the Chiefs place.

Article 7. Match Officials

The officials for a Kumite match shall consist of the following.

1. The Arbitrator
2. The Referee
3. Four (4) Judges

The officials for a KATA match shall consist of the following.

1. The Referee
2. six (6) Judges

Without the above mentioned officials the match will not be recognized as an official match unless a Chief judges agrees

Article 8. Power of the Arbitrator and the Judges

The Arbitrator and the Judges will follow the WSKF competition rules.

Article 9. Helpers

In addition, for the purpose of facilitating the operation of the matches, several time-keepers, record-keepers, match announcers and score recorders will be appointed. Each position should have a minimum of two persons.

Article 10. The Match Area

In principle the match area shall be eight square meters. It shall have a flat surface and be provided with proper hazard prevention measures.

Article 11. The Match Classifications

There shall be the following classification of matches:
For the Kumite and KATA matches there shall be:

1. Ippon Kumite (individual match and team match)
2. KATA(individual match and team match)
3. Jiyu Kumite (individual)

Article 12. Method of Match Judgement

1. Ippon Kumite matches shall be decided by Ippon Shobu
2. KATA matches shall be decided by Point System
3. Jiyu Kumite
2minutes free fighting style 4 judges with point card after 2 minutes count point together with referee's point then decide.

Article 13. Official Attire

The contestants shall wear clean, white and unfigured Karate-gi.
The officials attire shall be decided by the operation committee.

Article 14. Contestants Protector

The type of protector used by contestants shall be decided by the operation committee. The protector shall be for both the head and the body.

Article 15. Match Time

In principle Kumite matches shall be for two minutes. However, the operation may choose to change the match time. The final match for Ippon Shobu should be Sanbon Shobu for 5 minutes.

KATA matches shall be for the duration of the performance of the KATA.

Article 16. Target Areas

The following are the only allowed target area.
The upper torso, the head, the face, the neck, the chest, the abdomen and the back.

Article 17. Prohibited Techniques and Acts (Fouls)

When a contestant commits any of the following acts, the referee may announce the defeat of the offending contestant. When a contestant is about to commit a prohibited act, or has done so, the referee may give him a warning or announce a foul. In case the contestant, after having one been warned, repeats a prohibited act, the referee may announce his defeat on account of a foul.

- 1) Direct uncontrolled attacks to the body.
- 2) Attack to the face with Nukite (Spear hand)
- 3) Any attacks to the testicles
- 4) Bodily crashing against the opponent
- 5) Any direct attacks on the joints (in the jiyu Kumite this not prohibited)
- 6) Excessive body throwing technique
- 7) Persistent grabbing or clinching (in the jiyu Kumite allows for 3 seconds.)
- 8) Any unsportsman like or discourteous behavior
- 9) Unnecessary time-wasting
- 10) Any provocation or unjustifiable utterances

Article 18. Terminology to Start and End a Match

Start of a Match SHOBU HAJIME

End of a Match YAME

Article 19. Definition of a IPPON (Full Point)

When the referee recognizes a technique executed by a contestant as an Ippon (full point) such as a clear Tsuki, Uchi, Ate or Keri, he shall immediately stop the match by announcing YAME and announce a IPPON.

Article 20. Definition of a WAZAARI (Half Point)

1. When the referee recognizes a technique executed by a contestant as not quite adequate for a IPPON but effective anyway he shall immediately stop the match by announcing YAME and announce a WAZAARI.
2. When the referee recognizes one contestant has lost his fighting spirit he may stop the match by announcing YAME and give WAZAARI to another contestant.
3. When the referee recognizes a contestant has superior technique he may stop the match by announcing YAM and announce a WAZAARI.

Article 21. Criterion for a foul

A foul or a foul leading to a disqualification should be decided under the following criterion:

1. When a contestant has committed a prohibited act twice the referee shall give him a warning (CHU-I) or a foul (HANSOKU)
2. When a contestant is judged to be recklessly endangering his opponent he shall be given a warning or a foul.

Article 22. Criteria for disqualification

When a contestant commits any of the following acts, the referee shall announce their defeat.

1. When a contestant refuses to continue the match or for other reasons abandon the match.
2. In the case of a contestant who is ordered by a doctor not continue the match.
3. In the case of a contestant who complains to the judges directly.
4. In the case of a contestant who fails to obey the orders of the referee.
5. In the case of a contestant who fails to be on time for the match.
6. In the case of a contestant who has been deliberately changed for another or in the case of a team match who has had their order changed

after registration.

7. In the case of a contestant who has received three "Jyogai Chu-i" (Warning against stepping out of the match area)
8. In the case of a contestant who cannot fight after having draw lots to decide their order in the competition.
9. KATA Match

A: In the case of an incomplete performance.

B: In the case of a wrongly performed KATA.

C: In the case of performing the wrong KATA.

Article 23. Criteria for Jyogai (out of bounds)

In the case of a contestant who deliberately and repeatedly steps out of the match area.

Article 24. Criteria for Mubohbi (Defenselessness)

In the case where a contestant deliberately becomes defenseless. Further, disqualification may occur if the contestant has been warned for MUBOHBI twice.

Article 25. Criteria for Scoring in a Kumite Match

1. Ippon v No-Score Ippon wins
2. WAZAARI v No-Score Referee calls "Hantei" and majority vote
3. WAZAARI v WAZAARI Same as (2)
4. No-Score v No-Score Same as (2)
5. If a contestant has received JYOGAI CHU-I twice they shall forfeit a WAZAARI. (in Jiyu Kumite they shall be disqualified)
6. If a contestant has received a third JYOGAI CHU-I they shall forfeit the match by IPPON. (in Jiyu Kumite they shall be disqualified)
7. If a contestant received a HANSOKU CHU-I they will forfeit a WAZAARI (in Jiyu Kumite they will loose 1 point). If they receive a second HANSOKU CHU-I they shall forfeit the match by IPPON. (In Jiyu Kumite they shall be disqualified).
8. If a contestant receives a MUBOHBI CHU-I they will forfeit a WAZAARI. (In Jiyu Kumite they will loose one point). If they receive a second MUBOHBI CHUI they will forfeit the match by IPPON.
9. In the case of a contestant who receives SHIKKAKU (Dismissal) they will loose by Ippon (HANSOKU MAKE/SHIKKAKU MAKE).

Article 26. Criteria for Scoring in a Team Kumite Match

1. The criteria for deciding the team match winner shall be by number of

winners. In the case of an equal number of winners the team with the greater IPPON-KACHI shall win.

In the case when the match is still even then a representative from each side shall compete to decide.

2. In Representative match shall not go further than two rounds after which another representative shall be called.

Article 27. Criteria for Scoring in an extension of an Individual Kumite Match In reference to Article 25. In the case of Hikiwake a "Enchousen" (extended match) shall be made Ippon-Shobu. If not a further "Sai-shiai" shall be made. In a further "Sai-shiai" first WAZAARI shall be winner-the judges must decide. In Jiku Kumite, only one Enchousen and then they must decide.

Article 28. Criteria for Scoring in a KATA Match.

1. The KATA match shall employ the 10-point system.
2. The highest mark and the lowest mark shall be deducted from the tally.
3. In the case of a draw, the grand total of the scores received shall decide.
4. In the case of a grand total draw a further match shall be made.

Article 29. In the case of Protest

1. No contestant may personally protest to the referee and/or the judges against their decision.
2. The registered manager of a team , may put his hand up and appeal to the arbitrator against a decision from the judges if he thinks the judges are not in accordance with the rules of the WSKF.
3. In case of situation not foreseen in these rules, or in case there is doubt about the applicability of these rules to a given situation, the judges, the referee, the arbitrator and the Chief judge shall consult among the themselves to find a solution.

Article 30. Miscellaneous Rules

1. If a contestant wins by HANSOKU-KACHI twice in the same day, they are prohibited to compete again on the same day.
2. In the same way, if a contestant wins by HANSOKU -MAKE twice in the same day, they are prohibited to compete again on the same day.

Article 31. Abolition of these rules

Abolition, of one, several or all of these rules requires the agreement of the central technical committee (Shihankai).

Article 32. Supplementary Rules

Under the pressure of necessity, representative requests may be discussed and implemented by the tournament operation committee even where they may be in contradiction of WSKF rules.

These rules shall take effect on and from October 1st, 1990.

These rules shall be implemented on and from November 1st, 1990

Part II The Rules of the Match in Detail

Article 1. Match Area

The size of the match area shall, in principle, be eight meters square with a 1.5 meter bounded area.

Article 2. Contestant/Official Attire

According to Article 13 above, contestant attire is described below:

1. The top of the Gi should cover the hips after tie the belt.
2. The length of sleeves should come down to the middle of the arm. and sleeves cover the knuckle which kind of karategi not allowed.
3. The bottom of the trousers should come to half way between the ankle and the knee. and cover of ankle also not allowed.
4. The length of the belt should be of moderate length after being tied.
5. The contestant shall fasten a white string on his "obi" and the other contestant a red string. This string should be 5cm wide and 15cm long after being tied.
6. The Chief judge can refuse judges if they are not appropriately attired.
7. Permission from the Chief judges needed to wear a supporter or bandage.
8. The operating committee shall decide if a contestant may wear a identification mark on their GI.

Article 3. Actions of designated officials

1. The time keeper shall begin after the Referee's signal of "HAJIME"
2. The Record keeper shall begin after the Referee's signal of "HAJIME"
3. The Match supervisor shall begin after the Referee's signal of "HAJIME"
4. The Call Announcers shall check the record keepers results and make all announcements after the Referee's signal of "HAJIME"
5. The notice board operator shall check the record keeper's results and make all changes to the notice board after the

Referee's instruction

Article 4. Position of the designated officials

The designated officials shall all be placed with desks and chairs directly behind the arbitrators' chair.

Article 5. Match Classifications

There shall be the following matches recognized.

1. Man's individual Kumite match : Free weight
2. Boy's individual Kumite match : Free weight
3. Men's team Kumite. Free weight. 3, 5 or 7 contestants per team.
4. Men's individual Kata
5. Women's individual Kata : Free weight
6. Men's team Kata
7. Women's team Kata
8. Men and Womens mix team Kata
9. Men's individual Jiyu-Kumite match.

Article 6. Medical Treatment Area

There shall be a medical treatment center with all necessary equipment near the competition site. This center shall be staffed throughout the competition.

Article 7. In the case of protest

Only the registered manager may protest. There can be no protest after the end of the competition.

Article 8. Abolition of these rules

Abolition of one, several or all of these rules requires the agreement of the central technical committee (Shihankai).

These rules shall take effect on and from October 1st, 1990

These rules shall be implemented on and from Novembre 1st 1990.

part III The Rules of Judging

Article 1. Purpose

These rules are instituted for the purpose of ensuring strict fairness and uniformity in the methods of both refereeing and judging a karate match. These rules shall be applicable to all karate matches held under the auspices of the World Shotokan Karate Federation (hereafter known as the WSKF)

Article 2. Assignment of points to Judges

1. In Ippon Kumite matches all Judges are given one point respectively.
2. In Jiyu Kumite, points shall be added 4 judges with referee.
3. In Kata matches all Judges are given ten points respectively.

Article 3. Assignment of Points to the Arbitrator

When asked by the referee the arbitrator shall have one point.

Article 4. Powers and duties of the Chief judges.

The Chief judge's powers and duties shall be to follow the rules of the match.

1. Check the attire of the judges.
2. To decide the allocation and appointment of judges.
3. To pass the final verdict to the arbitrator on matters of a technical nature that may arise in the course of a given match and for which the Rules of the Match stipulate no explicit provision.

Article 5. Powers and duties of the Vice Chief judge

The Vice Chief judge shall assist the Chief judge and, should the latter be prevented from attending to his duties, or upon his request, exercise in his stead with honor and responsibility the powers and duly discharge the duties thus devolving upon him.

Article 6. Powers and duties of the referee

The referee shall have the power to conduct matches. In particular he shall have the power to:

1. Announce warnings
2. Start the match
3. Halt the match

4. When the referee notices a contestant about to commit a prohibited act, the referee shall immediately stop the match and give a warning to the contestant against such acts or tell him to leave the match area.
3. When the referee deems that one or both of the contestants cannot continue with the match owing to injuries, illness or other cases, he shall immediately stop the match and call a doctor.
6. Indicate for removal of an injured contestant
7. Summon judges and order their return.
8. Announce a Hantei
9. Announce the Winner.
10. Announce a "Enchosen"
11. Announce vote in case of a equal decision by the judges.
12. Retake the Hantei if ordered by the arbitrator
13. Announce the end of the match
14. Stand and announce the beginning of the match and the end of a match.
15. Overrule a single judge
16. Listen to the opinions of the judges
17. Listen to the Arbitrator's opinion
18. Take all steps to avoid trouble during a match
19. Announce the Kata's point system

Article 7. Powers and duties of the judges

The judge shall carefully observe the actions of the contestants within his range of vision, and in the following cases he shall at once signal the referee by means of a whistle and flag, correctly giving his opinion:

1. In the case of a Ippon Kumite match the judge's signals shall be made by red and white flags when the referee called Hantei. (in Jiyu Kumite is point system-4 judges plus referee add up, highest point is winner)
2. When he has observed an "Ippon" or "WAZAARI" he shall at once signal the referee by means of whistle and flag. (in jiyu Kumite is point system)
3. When he has noticed that a contestant is about to commit or has committed a prohibited act, is injured or ill, when both or either of the contestants have moved out of the match area, or for the other reasons can no longer carry on the match then he shall at once signal the referee of by of whistle and flag.
4. When the referee calls together the judges the judges shall assemble in front of the arbitrator to give their opinion.
5. In the case of a Kata's match the judge shall award points when the referee indicates.

Article 8. Powers and duties of the Chief arbitrator

1. The Chief arbitrator shall organize a panel of arbitrators and check their attire.
2. The Chief arbitrator shall decide the allocation of the arbitrators, shall change them and generally control them.
3. When an appeal is brought to the Chief arbitrator from the manager of the registered team, he shall decide it's validity.

4. If an appeal is accepted then the Chief arbitrator shall announce a re-examination.
5. Shall instruct the referee when any operational changes come up during the course of a competition.

Article 9. Powers and duties of the Vice Chief Arbitrator

The Vice Chief arbitrator shall assist the Chief arbitrator and, should the latter be prevented from attending to his duties, or upon his request, exercise in his stead with honor and responsibility the powers and duly discharge the duties thus developing upon him.

Article 10. Powers and duties of the Arbitrator

1. Accept an appeal.
2. Assemble for the re-examination in the case of an appeal
3. Announce for a re-decision in the case of an appeal.
4. Supervise the time-recorder, the time-keeper and check the match record and affix his signature.
5. Instruct the referee to assemble the judges in case of a announcement.
6. Listen to the referee's opinion.

Article 11. Arbitrator's procedure of an appeal

When he receives an appeal against a decision from the manager of a team, he shall immediately stop the match and examine the complaint. He may call for an explanation of the referee and judges and in case he finds the decision patently unreasonable, he may demand that the panel of the judges to proceed to a re-decision. Only when taking part in consultation with the referee and judges, or only when referred to by the referee for opinion, shall the arbitrator be entitle to exercising the right of one vote. Under no other circumstances shall he be empowered to exercise a voting right.

Article 12. Other Matters

Judges and arbitrators must act fairly or risk loosing their position after examination by the central technical committee (Shihankai).

Article 13. Amendment or abolition of these rules.

Abolition of one, several or all of these rules requires the agreement of the central technical committee (Shihankai).

Article 14. Supplementary Rules

Under the pressure of necessity, representative requests may be discussed and implemented by the tournament operation committee even where they may be in contradiction of WSKF rules.

These rules shall take effect on and from October 1st, 1990.

These rules shall be implemented on and from November 1st, 1990.

Part IV The Rules of Judging in Detail

Article 1. Terms and methods of signaling during a Kumite match

1. The officials shall all take their places prior to the commencement of the match.
2. The referee and the judges shall take up their positions.
3. The contestants shall take up their positions on the aforementioned lines.
4. The contestants shall make a bow to one another.
5. The referee shall call "Shobu HAJIME" to start the match.
6. When the referee recognizes a technique executed by a contestant as an "Ippon" or not quite adequate for an "Ippon" but as effective at any rate, he shall announce "Yame". In Jiyu Kumite, both contestants shall carry on.
7. The referee shall order the contestants to return to their original positions.
8. The referee raises his hand on the side of the winner, he shall declare the winner, he shall identifying the decisive technique used by the contestant.
9. After the referee's announcement of "WAZAARI" he shall order the resumption of the match with the announcement of "Tsuzukete HAJIME".
10. When the referee has announced either two "WAZAARI" or one "Ippon" the referee shall announce "Yame".
11. The referee shall declare the winner by raising his hand on the side of the winner when the red (white) contestants receives two WAZAARI or one Ippon.
12. The contestants must bow to one another and leave the match area when the referee call the match finished.
13. The referee shall announce "Tsuzukete" when the contestants stop fighting without due reason.
14. When both or either of the contestants are out of the match area, the referee shall call "Yame-Jogai" and order both of the contestants back to their original positions and announce "Jogai" refers to a situation in which one foot of a contestant is out of the match area even only partially.
15. The referee shall announce "ATO Shibaraku" when time-keeper indicates 30 secs before the end of the match. The match still

continues during this announcement.

16. When time is up with no "Ippon" having been scored during the match by either of the contestants, the referee shall announce "Yame". The referee and the contestants shall then return to their prescribed positions.
17. Having allowed the judges time for weighing their judgement, the referee shall call "Hantei" and shall signal by whistle calling upon the judges to give their judgement and shall decide the winner by majority of red or white flags up.
In Jiyu Kumite, judges to give their judgement by point system and shall decide the winner by putting their hand up right (red) or left (white) or crossing their hands (hikiwake).
18. If the number of flags came to an equal number, the referee himself shall exercise his voting right, then announce "Aka (Shiro) no Kachi" or "Hikiwake"
19. The judges must use the red and white flags for his decision. In Jiyu Kumite, the judges shall indicate by point system.
20. If at the end of the "Encho-sen", the score is still inconclusive, the referee calls together the judges, signaling with both arms raised high. The judges assemble in front of the arbitrator. After consultation the winner should be announced or a draw called.
21. When the call "Yame" is given by the referee and at the same time the contestants performed an effective technique a decision must be made upon consultation among the referee and judges.
22. When faced with the following situations, the referee shall announce "Yame" and half the match temporarily, and when resuming the match, he shall announce "Tszuketete HAJIME".
 - a. When the referee notice a contestant grappling inconclusively.
 - b. When a referee orders the contestant to adjust his uniform.
 - c. When a contestant falls down
 - d. When the referee recognizes a contestant committing a prohibited act.
 - e. Any time the referee deems necessary.
23. When faced with the following situations, the referee shall announce "Yame" and order the contestants to their original positions. In case of a foul, the referee shall declare "Hansoku Chui", "Jogai Chui" "Hansoku" or Shikkaku". Unless all judges decision is the same the decision must be made upon consultation among the referee and judges.
 - a. When the referee notices a contestant about to commit a prohibited act or has already committed a prohibited act.
 - b. When a contestant is injured by the opponents prohibited act.
 - c. When a contestant is incapacitated owing to illness
 - d. When a contestant is told by the doctor not to continue the match.
 - e. When both or either of the contestants abandons the match or the referee deems that one or both of the contestants cannot continue to the match.
 - f. When both or either of the contestants are out of the match area continuously and the referee deems that one or both of the contestants cannot continue to the match.
 - g. In the case where a contestant fails to obey the orders of the

referee.

- h. When the referee notices a contestant is Mubobi (defenseless) or the referee deems that one or both of the contestants can't continue to the match.
24. Techniques delivered outside the prescribed match area shall be invalid.

Article 2. Terms and methods of signaling during a Kata match

1. The officials shall all take their places prior to the commencement of the match.

2. The referee and the judges shall take up their positions

3. The match supervisor shall guide the contestants to take up their positions.

4. The contestant shall bow and announce the name of Kata. If Kata match is by red or white style then the referee will announce the name of Kata to be performed by the contestants.

5. After the referee's announcement, the contestant shall start

to perform.

6. The contestant shall go back to their original positions when they have finished their Kata.

7. When contestant have returned to their original position then the referee requests the judges by whistling to award their points.

8. The referee and judges should award their points or put up their red or white flag to show their decision.

9. The record-keeper should calculate their points after deducting the highest point and lowest point and inform the call-announcer.

10. The call-announcer should announce the point accordingly.

Article 3. Position of the Referee

In a Kumite match, the referee shall be positioned 2 meters away from the center point.

In a Kata match, the referee shall be positioned on opposite side from the record-keeper.

Article 4. Position of the Judges

1. In a Kumite match, the judges shall take up their positions at prescribed locations outside the match area, carrying a red and a white flag and a whistle.

2. In a Kata match, four judges shall take up their positions at prescribed location outside of match area at the corners together two judges in middle of the right and left sides outside of match area. Each judges position shall have a chair and a pointcard.

Article 5. Position of the Arbitrator

The arbitrator shall be positioned more than 2 meters away from the front-side line of the match area.

Article 6. Position of the Contestants

Kumite contestants shall take up their positions on the aforementioned colored lines 1.5 m away from the center line so as to be 3 meters away from each other. The Kata contestants place is facing the referee and in the middle of the match area.

Article 7. Position of the Time-Recorder

The time-recorder should take their place behind the arbitrator and start timing with the referee's call of "HAJIME". They shall stop timing when the referee calls "Yame". The time-recorder informs the referee 30 seconds before the end of the match by two short bells and when time is over with one long bell.

Article 8. Appendix

Refer to the appendix for methods of signaling

Article 9. Amendment or abolition of these rules.

Abolition of one, several or all of these rules requires the agreement of the central technical committee (Shihankai).

Supplementary Rules

These rules shall take effect on and from October 1st, 1990.

These rules shall be implemented on and from November 1st, 1991.

Appendix

The terms, their meanings and the methods of signaling as used by the referee and judges.

Terms	Meaning
	Definition; description of referee's movement
1. Shobu HAJIME	Start Shobu Start of match; referee stands at prescribed spot
2. Ato Shibaraku	A little more time left A bell-signal will be unmistakably sounded 30 seconds before the end of the match.
3. Yame	Stop In interruption or end of match; contestants and referee return to their prescribed positions
4. Moto no Ichi	Original Position Contestants or end of match; contestants and referee must return to their prescribed positions.
5. Tsuzukete	Fight on Resumption of fighting ordered when interruption occurs unproclaimed by referee
6. Tsuzukete HAJIME	Resume fighting begin Referee, standing in his prescribed position, withdraws backwards his leg, and tilts his his body forward, as he closes his widely opened arms before his chest
7. Fukushin Shugo	Judges assemble Referee calls together the judges, signaling with both arms raised high; the judges assemble in front of the arbitrator.
8. Hantei	Decision Standing outside the match area (there is no stipulation as to at what specific place outside the match area he should stand), the referee requests the judges by long and short whistling to express their opinion and by a single short whistling to put down their flags. In Jiyu Kumite, the referee raises his hand and decides who is the winner.
9. Hikiwake	Draw The arms are crossed over the chest, then brought down with the palms of hands showing to the front. The arms are stopped in a low, half-open position.
10. Encho	Extended match Match reopened following "Shobu HAJIME"
11. Torimasen	I don't take it. (unacceptable as an effective blow) Blow not accepted as effective; arms crossed before the chest are brought down to

half-open position with the palms of hands down.

12. Aiuchi Simultaneously reciprocated blow
No point scored for either party; fists poked in front of chest.

13. Aka (Shiro) no Kachi Victory of red (white)
One arm raised 45 degrees above the shoulder.

14. Aka (Shiro) Ippon One Ippon for the red (white)
One arm raised 45 degrees above the shoulder.

15. Hansoku Chui or Muboubi Chui

Referee points with his index finger to the belly of the warnee. In Jiyu Kumite,
the other contestant gets one point.

16. Hansoku Foul
Referee points with his index finger to the face of the violating contestant, then raise
his arm above the shoulder toward the winner.

17. Jogai Chui Warning of stepping out of the match area
Referee first points to the spot where the warnee overstride the boundary of the
match area; then to the belly.

18. Aka (shiro) Hansoku, Shiro (aka) no Kachi
Foul by the red (white), victory of the white (red).
Referee with his index finger first points to the face of the violating contestant;
then raised his arm above the shoulder toward the winner.

19. Aka (shiro) kiken, Shiro (aka) no Kachi
Renunciation by the red (white), victory by the white (red).
Referee with his index finger points to the position of the renouncing contestant;
then raises his arm above the shoulder toward the winner.

20. Shikkaku Disqualification
Referee with his index finger points to the face of the disqualifying contestant
with a loud and distinctive proclamation; then to the outside of the match area.

21. Yame Jogai Outside the match area
When it has been recognized that there has been an instance of stepping out of the
match area, the referee immediately declares a "Jogai", orders the match interrupted
and instructs the contestants to return to their prescribed positions.