

# **GKR**KARATE

## **Referee Manual**

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## Section 3: POWERS AND DUTIES

All GKR Karate International tournaments are run under the guidance of a Chief Referee / Tournament Director. This person is responsible for the smooth and efficient running of the tournament and all officials.

### 3.1 THE CHIEF REFEREE

The Chief Referee's powers and duties include:

1. To ensure the correct preparation for each given tournament, including competition area arrangement, competitor draws, appointment of officials, match operation and supervision, safety precautions, etc.
2. To pass the final judgement on matters of a technical nature that may arise during a given match and for which there are no stipulations in the rules.

### 3.2 THE REFEREE

The Referee shall have the power to conduct matches (including announcing the start, suspension and the end of the match). He/she has the power to:

- a) Make final judgement in the awarding of an IPPON or WAZA-ARI.
- b) Explain, if necessary, the basis for giving a judgement.
- c) Impose penalties and issue warnings (before, during or after a bout).
- d) Obtain the opinion/s of the Judge and/or Arbitrator (when required).
- e) Announce extensions of time on a bout.
- f) Halt a bout in the case of a competitor being injured and consult with First Aid personnel and the Chief Referee before making a decision.

Other powers and duties include:

1. The authority of the Referee is not confined solely to the competition area but also to all of its immediate perimeter.
2. The Referee shall give all commands and make all announcements.
3. When the Judge signals (by a gesture) an effective technique, it is a Referee's duty to consider the Judge's signal and give a judgement. A Referee does not have to call 'YAME' when a Judge signals a point.
4. When explaining the basis for a judgement, the Referee may speak to the Arbitrator or Chief Referee. The Referee will explain only to him/her and no one else.
5. When awarding a point, it is a Referee's duty to ensure all criteria for scoring are met (such as correct form, distance, technique, vigorous application etc). In the case for withholding a point for one of the criteria not being met, the Referee should inform the competitor of this.
6. A good Referee will not halt the smooth flow of the bout unless it is necessary to do so. All halts with no outcome, such as "YAME - TORIMASEN" should be avoided as much as possible. The Referee's judgement in this instance is made "on the move".
7. Before over-ruling any Judge's signal, the Referee must consider whether the Judge was better sighted.

### 3.3 THE JUDGE

The Judge's role is an important one. A Judge assists the Referee in his/her decisions to award points. The Judge offers a valuable view from an opposite angle. Therefore the Judge must ONLY score what he/she actually sees and not just signal a score because the Referee saw something.

When signalling a score, the Judge should use signals that may be clearly seen - yet which are not overly obtrusive. The objective is to inform the Referee of an opinion - not seek to impose it.

1. The Judge's role is to:
  - a) Signal an opinion by discrete gestures regarding scoring.
  - b) Take part in a consultation with the Referee, when invited.
2. The Judge shall speak only if summoned (Shugo) by the Referee.
3. The Judge shall carefully observe the actions of the contestants and signal to the Referee an opinion in the following cases:
  - a) When an IPPON or WAZA-ARI is observed.
  - b) When a competitor has committed a prohibited act and/or technique.
  - c) When an injury or illness of a competitor is noticed.
  - d) When both or either of the competitors have moved out of the competition area (Jogai).
  - e) In other cases when it is deemed necessary to call the attention of the Referee.

**NOTE:**

*All consultations between the officials must be kept as brief as possible. Wherever possible, discussions should be strenuously avoided and reliance placed upon the prescribed gestures as noted in the signals section of this manual.*

### 3.4 THE ARBITRATOR

- An Arbitrator shall be appointed for each match. The power and duties of the Arbitrator are to oversee the running of the match and to ensure the rules are followed.
- The Arbitrator is not there to assist the Referee and Judge in evaluating the scores.
- The Arbitrator can paradoxically be involved at the request of the Referee in group decisions. This is rare and most often occurs when a Judge feels the Arbitrator may have been better sighted.
- An Arbitrator cannot halt the bout if he/she disagrees with a decision.
- The power and duties of the Arbitrator also include the supervision and direction of the Time-keeper and Score-keeper.

### NOTES

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### 3.5 KUMITE: SCORE-KEEPER

- Sitting behind the table during Kumite, the Score-keeper must always be in clear sight of the Referee.
- It is vital that there is consistency between all of the Referee's signals, the Score-keeper's paperwork and the Flip chart scoreboard.
- The Score-keeper must mark down all scores given by the Referee, including the adding up of warnings and penalties.
- The Score-keeper must verbalize ALL points that they are writing down (eg: half-point red or white, or full-point red or white) to ensure that they are consistent with the person who is flipping over the Visual Scoreboard.
- If a competitor has been warned for the same infringement a number of times without penalty, then the Score-keeper may inform the Arbitrator who may then signal to the Referee. Given that the Arbitrator is sitting behind the table with the Score-keeper, it is expected that they would notice this themselves if it occurred. To formally attract the Referee's attention, the Arbitrator could ask the Time-keeper to blow the whistle twice and suspend the clock.
- If the Referee's Scoring signals are not clear enough, the Score-keeper must speak to the Arbitrator to confirm the actual scores given, and to ask the Arbitrator to let the Referee know that their scoring gestures are unclear.

### 3.6 KUMITE: TIME-KEEPER

- Sitting behind the table during Kumite, the Time-keeper must always be in clear sight of the Referee.
- The Time-keeper must be sure to start and stop the clock any time the Referee asks. This not only applies at the beginning of a bout, but they may ask for it to be stopped for various reasons during the bout (injuries; consultation with the Judge etc.).
- The clock should not be stopped during a bout unless a Referee specifically asks. In some cases however, a Referee may have an extended discussion with the competitors and forget to call "time". In this case, the Time-keeper can quickly refer to the Arbitrator who may determine it is appropriate to suspend the clock.

### 3.7 KATA: TABLE ADMINISTRATORS

During Kata competition there are no Time-keepers required. Therefore during kata, this person will assist the Score-keeper in overseeing the Kata Tree draw and ensure it runs smoothly and correctly. This could include:

- Calling out CLEARLY AND LOUDLY the name of both competitors who are about to compete. Both Red (Aka) and White (Shiro) should be clear to the competitors. It is advisable to stand up when announcing the next competitors.
- Ensuring the correct winner is moved through to the next round and that all spelling is correct.
- Ensuring all winners are clearly listed on the sheet at the end of the division (Gold, Silver and Bronze), and that spelling is correct.
- Keeping the Head Judge (who sits in front of the Ring Table) up to date with how the draw is progressing (eg: when each round ends; if a competitor is mistakenly about to perform/repeat a kata they are not supposed to; when we are approaching the medal rounds etc.)
- If a division is spread over more than one ring, they can ensure the bouts on that ring end when they should (in cases where 2 or 3 people may need to be left on the draw to combine with finalists on adjacent rings).

*Also see Section 4 TOURNAMENT KATA*

# KUMITE TIME-KEEPING SUMMARY

**ALL DIVISIONS BELOW OPEN - 2.00 MIN (CONTINUOUS)**

Blow whistle once at 1.30 minutes

Blow whistle twice at 2.00 minutes

**OPEN DIVISIONS - 2.00 MIN (CONTINUOUS)**

Blow whistle once at 1.30 minutes

Blow whistle twice at 2.00 minutes

**OPEN DIVISION FINALS - 2.00 MIN (stop time for all calls)**

Blow whistle once at 1.30 minutes

Blow whistle twice at 2.00 minutes

**TEAM KUMITE (SHOBU IPPON) - 1.00 MIN (CONTINUOUS)**

Blow whistle once at 0.45 seconds

Blow whistle twice at 1.00 minute

**NOTES**

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