

GKRKARATE

Referee Manual

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Section 5: TOURNAMENT KUMITE

5.1 STARTING, SUSPENDING AND ENDING BOUTS

5.1.1 STARTING A KUMITE DIVISION

When the Kumite division begins, the following is the order in which to proceed;

- A roll is called and all competitors, after being checked off, move to their designated position lining up by the side of the ring (aka or shiro). Competitors should stay in their correct order.
- When all competitors are lined up in order, the Referee, Judge and Arbitrator move to the top of the ring together for the formal bow in. This is as follows.
 - a) The Referee calls competitors to face the crowd “Shomuni Rei”. All bow.
 - b) The Referee calls competitors to face each other “Autagai ni Rei”. All bow.
 - c) The Referee calls for competitors to sit and the first two competitors are called up.

5.1.2 STARTING A KUMITE BOUT

- When beginning a bout, the Referee and Judge will go to their starting lines.
- The Referee then calls the competitors to their starting lines - “Autagai ni moto no ichi”. If a competitor marches on prematurely, he/she must be motioned off.
- Competitors once motioned in, walk to their starting lines, bow to the Referee, then the Judge, then to their opponent.
- Competitors must bow properly (a quick nod is both discourteous and insufficient).
- A Referee may also call for a bow where none is volunteered.
- When starting or restarting a bout, the Referee should check that both competitors are on their lines and properly composed. Competitors jumping up or down or fidgeting must be stilled before the bout can commence.
- After the winner has been awarded at the conclusion of the bout, the competitors bow firstly to each other, then to the Judge followed by the Referee (ie the reverse order to when they entered the ring).

NOTES

5.1.3 THE RUNNING AND COMPLETION OF A KUMITE BOUT

1. Following the exchange of bows, the Referee will announce “**SHOBU SANBON, HAJIME**” and the bout will commence.
2. The Referee will stop the bout by announcing “**YAME**” when a scoring technique is seen. The Referee will order the competitors to take up their original positions.
3. The Referee and Judge return to their positions whereby the Judge indicates his/her opinion by means of a gesture. The Referee identifies the relevant score and awards it as “**WAZA-ARI** or **IPPON**” and indicates this with the prescribed gesture. The Referee then restarts the bout by calling “**TSUZUKETE HAJIME**”.
4. When a contestant has scored SANBON (3 full points) during a bout, the Score-keeper will request the Time-keeper to blow his/her whistle twice, indicating the end of the bout. The Referee upon hearing this shall call “**YAME**” and order the competitors to the standing line as he/she returns to his/her’s. The winner is then declared and indicated by the Referee by raising his/her hand on the side of the winner and declaring “**SHIRO/AKA NO KACHI**”, the bout has then come to an end at this point.
5. If SANBON is not reached and instead time is up, the Time-keeper will blow his/her whistle indicating the end of scoring time. The Referee will then call “**YAME**” and order the competitors back to their standing line as the Referee and Judge return to theirs. The Referee will then look to the Score-keeper who will in turn signal with the appropriate gesture as to who the winner is.
6. If a bout at the end of scoring time results in a draw (**HIKIWAKE**), the competitors will now have one minute to score. The clock is restarted and then the Referee starts the bout with “**SHOBU HAJIME**”. During this time when the first competitor scores the Referee calls “**YAME**” and the scoring competitor is announced as the winner.
7. If/When faced with the following situations, the Referee shall announce “**YAME**” and halt the bout temporarily. The bout will subsequently be re-started:
 - a) When both or either of the competitors are out of the area (or when the Judge signals an exit). The Referee will order the two competitors back to their initial positions.
 - b) When the Referee orders the competitor to adjust his/her gi, belt or other equipment.
 - c) When the Referee notices that a competitor has contravened the rules, or when the Referee perceives a signal from the Judge regarding the same.
 - d) When the Referee considers that one or both of the competitors cannot continue with the bout due to injuries, illness or other causes. Heeding the opinion of the resident First Aid person/s the Referee will decide whether the bout should be continued.
 - e) When a competitor seizes the opponent and does not perform an immediate effective technique, the Referee will separate them.
 - f) When one or both competitors fall and no effective techniques are immediately forthcoming. A Referee should always allow an opponent time to take advantage of an opponent falling or being unbalanced.

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5.1.4 UNUSUAL CIRCUMSTANCES

If any situations arise which are not covered by these rules, or if there is any doubt concerning their application, given the case, the Referee will immediately halt the bout and confer with the Arbitrator, Judge and the Chief Referee in order to obtain a consensus of opinion.

5.1.5 WHERE COMPETITOR NUMBERS ARE UNEVEN

On many occasions there will be an odd number of competitors on a single draw sheet eg: 5, 7, 9, 11, 13, 15 etc. Whilst affording one of the competitor's a bye is an option, our preference is to design the draw that includes a pre-bout (or two). This involves inserting a preliminary bout on the far left of the draw sheet that effectively sees the winner of that bout progress into the first 'official' round. The main purpose of this pre-bout is to immediately create an even number of competitors in the draw. In a kumite event, it is not usually necessary to inform the two competitors that they are engaged in a pre-bout, although it is not uncommon for a competitor who has already fought to wonder why their second fight is against someone who has not yet fought. In these instances, it is OK to explain how this happened.

5.1.6 WHERE THREE COMPETITORS REMAIN

Any occasion where an odd number of competitors exist, unless a person is injured, will eventually result in three competitors left.

The following is the method by which the result of first, second and third can be best achieved.

Competitors shall be known as Persons 'A', 'B' and 'C'.

- Firstly 'A' fights 'B'.
- The winner then fights 'C' (NOT the loser)
- If 'A' has beaten both 'B' and 'C', then 'A' is automatically the first place getter and 'B' and 'C' fight for second and third places.
- If 'A' loses to 'C', then 'C' is automatically the first place getter and 'A' is the second place getter and 'B' is the third place getter.

5.2 SCORING

The result of a bout is determined by either:

- a) A competitor scoring 3 **IPPONS**, 6 **WAZA-ARIs** or a combination of the two totalling **SANBON** (3 points).
- b) The match runs its full duration of time. The competitor with the highest score is declared the winner.
- c) Obtaining a decision, or by a **HANSOKU** or **SHIKKAKU** imposed against a competitor.

NOTES

5.2.1 SCORING CRITERIA

Any score, whether IPPON (full point) or WAZA-ARI (half point), must only be awarded when all of the following scoring criteria are present:

- a) Good Form
- b) Vigorous Application
- c) Correct Distance
- d) Probable Effectiveness
- e) Zanshin
- f) Correct Attitude
- g) A Kiai on the Scoring Technique

DESCRIPTION OF THE SCORING CRITERIA

A) GOOD FORM

Any point scored must contain the elements of correct karate technique. The technique delivered should be precise in its delivery both on the way in and out from the target area.

If a Referee and Judge demand good form by not scoring poorly executed techniques, then competitors will see this and aim to keep their Kumite as clean as possible. Examples include:

HANDS: A strike need NOT start or finish at the hip. As long as it penetrates in and retracts back out to a guard position, then it will suffice. This includes both singular techniques as well as combination hand attacks.

Back fist strikes need not come all the way back to the ear, but should come back close to the head. The striking back fist should not drop in height as it retracts from the target.

Head-level hand strikes that are executed from close quarter distance may have to travel up (above the guard) before striking. In these cases, a hand that moves slightly up and then out (rather than in a direct straight line to the target) are still acceptable as good form and may score provided the retraction is neat and linear.

In the case of a ducking opponent, the hand may have to curve down slightly to strike to the target. Once again, in these instances the technique may score (Referee's discretion) if the overall form was sound. Never scoring techniques like this is inadvertently rewarding an opponent for ducking and staying down in a vulnerable position.

HIPS: Reverse punches must have proper hip rotation in and out. This shows the competitor understands the importance of power generation (despite being a non-contact tournament). A greater expectation of this is required to score in higher graded divisions, whereas some lenience may be showed to the lower grades.

When a technique starts from distance and the body thrusts forward, the hips need not move as much on the way in (however they should come completely square), but a hip retraction is expected when they come back to guard.

When a competitor scores with multiple strikes moving forward, hip rotation is not expected as their forward momentum generates the power.

SHOULDERS: The shoulders should be forward of the hips to ensure body weight is involved in a technique. If the shoulders are behind the hips (which can be common in reverse punches) then the technique can be dismissed as lacking both "Good Form" and "Probable Effectiveness".

KICKS: Kick retraction is part of good form. A foot however does NOT have to come all the way back to its original starting position, nor will it necessarily come all the way back to 'Stage 1' (of the 4 stages of a Kick). As long as the foot retracts back enough to create a decent bend in the knee joint it will suffice.

If a Round kick is caught (after the foot touches the scoring area) and prevents the retraction, then the point may still be awarded. This is recognizing that the kick still penetrated through the opponent's guard to the scoring area.

Round kicks may score with the ball of the foot, instep or very bottom of the shin (not mid-shin).

FEET: The base foot need not be completely grounded to score. If it is sliding forward (to make distance) or still contributing to power generation then the technique can still score.

STANCE: Stance contributes greatly to power so this is assessed in good form. While students need not have formal stances, some sort of grounding (of one foot) is required for hand strikes upon impact.

While part of the base foot may come off the ground when kicking, the base leg should ideally remain bent.

EYES: Part of good form is looking at the target. If a competitor is turning their head away from the target area, then the technique should not score. Some head level kicks (and back kicks) will require the person to lose partial sight of the target area. This situation is acceptable and the technique may still be scored.

Where a technique does not meet 'Good Form', the Referee should avoid calling "Yame, no score" and instead allow the bout to continue. In other words, a Referee should try to avoid calling "Yame" unless they are going to issue an actual score or warning/penalty.

B) VIGOROUS APPLICATION

For a technique to score, it must be delivered with commitment and focus; nothing is held back. This area is often missed when a score is assessed. Just because a competitor delivers a technique with a KIAI, it does not mean they have delivered the technique with KIME.

That said, for any technique to score, a "KIAI" must also be present. Allow more leniency for children here. In the interest of being able to score more techniques in the youngest age divisions, points may be awarded where there was no Kiai present. However, the Referee should still remind the young students that a Kiai is expected.

C) CORRECT DISTANCE

Relates to the point at which the completed technique comes to rest on or near the target. To score, the technique must have the potential to penetrate the target, which means the arm or leg is still slightly bent as it touches the target (or comes near enough to the target).

If a technique lands with poor distance, the Referee need not call "Yame, Torimasen (no score)" In these instances, they should allow the bout to continue.

D) PROBABLE EFFECTIVENESS

This is often a good gauge to establish whether the first three criteria have been met. If a Judge feels a technique would have had little or no probable effectiveness, then it's likely that it lacked either, Good Form, Vigorous Application or Correct Distance.

Perhaps the reverse punch lacked proper use of the hips. Maybe they were off balance during the kick or the lunge punch had no Kime? When there are doubts due to examples like this and decisions have to be made very quickly, it is often best not to call "YAME" and to let the bout continue.

Probable Effectiveness is more than an indicator of the first three criteria however. Other factors must be considered, such as:

MOVEMENT: If a competitor is running backwards and executes a punch, then it will likely have very little probable effectiveness (regardless of technique, application or distance) and should potentially be dismissed.

So too if the opponent is rapidly retreating while a forward moving attacker is striking. Even if the distance is technically made (eg: the hand touches the body), the retreating opponent means that the technique's power is minimized and 'no score' would mostly result. By contrast, if the forward moving attacker is striking, and shows that they would still be able to penetrate right through the target of the retreating opponent, then the technique would be scored.

TARGETS: Certain techniques will not have probable effectiveness when landing on certain targets. Examples include:

A hook kick to the body will not be scored as the target area is not vulnerable enough to cause injury. Front, round and side-kicks by contrast can penetrate right through the body and thus are scored.

A lunge punch to the body will rarely be scored for the same reason given above. This technique can often be scored however in lower grade/age divisions as the competitor's range of techniques is more limited and their control of head level lunge punches is still developing.

Where a competitor has their hand or forearm against the body and a technique hits here. Even though they did not block, it would have been enough to minimize any potential effectiveness.

Probable effectiveness also applies to blocking techniques. A technique is only considered 'blocked' if the propulsion towards the target area has been deflected or sufficiently halted by the opponent. It is NOT enough for the blocking arm to have merely touched an oncoming punch or kick for it to be considered blocked. Hence if a technique still touches the target area, despite the opponent's hand touching the incoming technique, the score may still be awarded.

E) ZANSHIN

Zanshin is the state of continued commitment (and awareness) which endures after the technique has landed. The competitor with Zanshin maintains total concentration of the opponent's potential to counter-attack. Examples of poor Zanshin include:

- Not looking at the opponent after striking or kicking.
- Not having at least one hand up in guard position.
- Not have any type of stance.
- Not reacting in any way to an opponent's counter-strikes, especially if a Referee had not yet called 'Yame'.

F) CORRECT ATTITUDE

The final criteria to consider refers to the competitor's attitude. While all other criteria may be met, if the competitor shows a malicious attitude during delivery of the scoring technique, or overt arrogance or aggression after it, then the technique is dismissed and the competitor warned. Repeated infractions can result in SHIKAKU (an attitude based disqualification).

5.2.2 SCORING AREAS

Attacks are limited to the following areas:

- Head
- Face
- Neck (but excluding the throat)
- Abdomen
- Chest
- Back (but excluding the shoulders)

5.2.3 IPPON SCORE

In scoring, it must be noted that one (1) IPPON is worth two (2) WAZA-ARIs

To score an IPPON, a technique must meet the following criteria:

- a) Jodan Kicks (Round or Hook kicks only).
- b) Deflecting an attack and scoring to the unguarded back of the opponent.
- c) Sweeping followed by a scoring technique (within 2 seconds).
- d) In rare occasions/instances, successfully scoring (picking off while moving forward) at the precise moment the opponent attacks.

In awarding IPPON (full point) scores, a Judge must use their discretion and experience.

An IPPON represents a technique that would have totally incapacitated your opponent. Thus the following points apply:

1. **A JODAN GERI** (head level kick) may be well executed with good form but may lack the precision or balance, and in reality would have only stunned an opponent. In this instance, it would only be awarded as a WAZA-ARI (half point).

2. **An ASHI BARAI** (foot sweep) need not require the competitor to fall on the floor to merit scoring. It is simply sufficient if he/she is merely unbalanced as the scoring technique is delivered.

To receive an Ippon, the sweep **MUST** be followed up within 2 seconds, but additionally, the opponent must still be in a vulnerable position. If a sweep unbalances an opponent and within two seconds a successful score is delivered, however during that 2 seconds the opponent restores their original balance, guard and focus on the competitor, then the sweep is ignored and the follow up technique only is scored.

If the sweep does not unbalance the opponent, it is ignored when considering the point and follow up technique is all that is scored.

A sweep need not be followed up with a technique unless it wishes to score an IPPON, if no technique follows then bout is allowed to continue.

5.2.4 WAZA-ARI SCORE

- A WAZA-ARI is awarded for a technique almost comparable to that needed to score an IPPON.
- In the cases noted above the Referee must look for IPPONs in the first instance and only award WAZA-ARI in the second instance.

Examples of WAZA-ARIs are:

- Hand techniques to body and head.
- Kicks to the body and some to the head.

5.2.5 OTHER SCORING SITUATIONS TO NOTE

1) Competitors scoring at the same time:

Simultaneous effective scoring techniques delivered by both competitors, shall be recognised as **AIUCH** and no point will be awarded. **NOTE: True AIUCHs are rare.**

Not only must two techniques land simultaneously but both must be valid scoring techniques - each with good form, vigorous application etc. Two techniques may well land simultaneously, but seldom are both - if indeed ever - effective scores.

In a situation where only one of the simultaneous pair is actually a score, **THIS IS NOT AIUCH** and only the competitor who met all of the scoring criteria is awarded the point.

2) Competitors scoring outside the ring:

No technique, even if technically correct, will be scored if it is delivered while both competitors are outside the competition area.

However, if one of the competitors is outside the ring and the competitor inside the ring delivers an effective scoring technique before the Referee can call **YAME**, the technique shall be scored. This is a rule often missed by Referees.

3) Competitors scoring on, or after time:

An effective technique delivered at the same time that the end of the bout is signalled, is considered valid.

An attack, even if effective, delivered after an order to suspend or stop the bout, shall not be scored and may result in a penalty being imposed on the offender.

4) Competitors grabbing:

It is permissible for a competitor to seize the opponent as long as an effective scoring technique is immediately forthcoming. This may include catching a kick or punch and proceeding immediately after with a scoring technique. It may also include the pulling down of the opponents guard before making a strike. It is not permissible to grab at the opponent's body or head even if an effective scoring technique follows.

5.2.6 FILLING OUT THE SCORE SHEET

- Each bout that runs must have a score sheet filled out by the Score-keeper.
- Each time a competitor receives a score, a cross (X) is put in the box on their accumulative score.
- Each time a foul is committed that is penalised by the Referee, a cross (X) is marked on the opponent's score total, plus the foul is recorded in the box below the score.

For example.

- If **AKA** receives a **WAZA-ARI**. A cross is put in the 0.5 box for **AKA**.
- If **AKA** then receives an **IPPON**. A cross is put in the 1.0 and 1.5 box for **AKA**.
- If **AKA** then receives a **KEIKOKU** for contact. A cross is put in the 0.5 box for **SHIRO** and the letter 'K' is written in the foul box directly below.

EVENT:

SHIRO							AKA						
NAME:							NAME:						
Score	0.5	1	1.5	2	2.5	3	Score	0.5	1	1.5	2	2.5	3
Foul							Foul						
WINNER'S NAME:													

NOTES

FOUL ABBREVIATIONS:

- C - Chukoku** (Warning without penalty)
- K - Keikoku** (Half point penalty)
- HC- Hansoku chui** (One point penalty)
- H - Hansoku** (Disqualification through fouls)
- S - Shikakku** (Disqualification through misconduct or poor etiquette)

Note: Fouls are to be written under the column of the victim, not the perpetrator.

5.3 PROHIBITED BEHAVIOUR

The following techniques are forbidden :

1. Techniques which make contact with the throat.
2. Techniques which make excessive contact having regard to the scoring area attacked.
3. Attacks to the groin, joints and instep.
4. The use of open handed techniques such as HAITO, NUKITE or SHUTO (inside and out).
5. Throws of any kind.
6. Spinning hook kicks and spinning back fists.
7. Sweeping techniques, spinning back kicks and hook kicks (for 4th kyu and below divisions).
8. Techniques, which by their nature, cannot be controlled for the safety of the opponent.
e.g. jumping front kicks, headlevel side kicks.
9. Head level front, side or back kicks.
10. Repeated direct attacks to the opponents arms or legs.
11. Repeated exits from the ring (**JOGAI**) or movements which waste too much time.
12. Purposeless grabbing of the opponent or violent pushing or wrestling.
13. Any discourteous behaviour such as provocation and un-called for remarks. Any competitor, coach or official member of a team, who behaves discourteously towards any member of the group of officials including Referees, Judges, Time-keepers and Score-keepers by means of gestures or words etc, can earn the immediate disqualification from the tournament.
14. Feigning of injury in order to gain the advantage.
15. Control to the scoring area must be reasonable. Techniques which touch the areas may be scored, but those that use excessive contact may not be scored and could incur a penalty for lack of control. In the case of a kick technique, a greater tolerance is allowed, provided the attack does not cause obvious injury.
16. **MUBOBI**: Relates to a situation where one or both of the competitors display a lack of regard for his/her own safety.

NOTE:

Similarly to scoring points, when it comes to giving warnings or penalties to a competitor, the Referee must use their own discretion and experience. Thus the following points apply:

NOTES

5.3.1 CONTACT

One of the most difficult decisions a Referee will face is in the judging of contact made.

There is no Japanese terminology for contact so simple hand gestures are used instead. In addition, it is always a good idea to explain to both competitors the degree of contact made and the warning.

With minor contact, the warnings move up from:

First minor contact	-	Chukoku (warning without penalty)
Second minor contact	-	Keikoku (warning, opponent receives Waza-ari)
Third minor contact	-	Hansoku-chui (warning, opponent receives Ippon)
Fourth minor contact	-	Hansoku (disqualification due to fouls)

Not all contact is considered minor, therefore a Judge at any time may use their discretion to jump to a more severe warning based on the degree of the contact made.

In the evaluation of excessive contact, there is no substitute for an experienced Referee. Techniques to the face may "TOUCH" and still score, but touch does not mean solid impact. When assessing the contact force used, the Referee must take the following circumstances into account.

1. WHERE CONTACT WAS MADE:

a) Contact to the body:

The trained karate-ka can absorb a stronger impact over muscled areas such as the stomach. However, the breastbone and ribs are vulnerable to injury. For this reason, reasonable control over body contact must be exercised.

b) Contact to the face:

As face contact is deemed more dangerous, it may receive a stronger penalty. The Referee must therefore assess if the contact was severe enough to warrant a warning or a penalty. This may be achieved by assessing the movement of the head upon impact, any redness, swelling or bruising that may form, or any bleeding to the area that was contacted.

c) Contact to the groin:

The accidental kick to the groin area can reduce the opponent's potential for winning as surely as a deliberate one. Therefore the Referee should award a penalty in either case and allow the opponent time to recover.

d) Contact to the leg:

Foot sweeps that land high on the leg can cause knee injury. The Referee must assess the validity of any sweep attack to the leg. An ineffective sweep high on the leg must be warned and if repeated, penalised. In the case where it has caused pain or injury, a penalty should be imposed immediately.

2. THE RESULT OF THE CONTACT ON THE COMPETITOR

Before imposing penalties for contact, the Referee should take into account the following:

a) Exacerbating injury:

Did the victim increase the impact of an otherwise controlled technique by a sudden movement eg: charging forward? Note: This must not be used by the Referee as a reason for excusing repeated cases of excessive contact in their ring.

b) Size difference:

The Referee must consider the effects of a large difference in size between competitors as can often occur in a team match. What is controlled contact for someone weighing 100 kilograms may be a hammer blow for the 65 kilogram opponent.

c) Assessing the true result of the injury:

The Referee must constantly observe the injured competitor because their behaviour may assist him/her in their assessment. A short delay in giving the assessment can allow injury symptoms such as nosebleeds or bruising to develop. At this point the clock should be ordered to stop by the Referee. Observation will also reveal any efforts by the competitor to aggravate slight injury for tactical advantage.

d) Potential feigning of injuries:

Feigning of an injury, which does not exist is a serious infraction of the rules. Exaggerating an injury which does exist is less serious – but still prohibited. Examples of this are the blowing strongly through an injured nose to promote bleeding, rolling around on the floor or rubbing the face roughly with the back of a mitt.

e) Pre-existing injuries:

A pre-existing injury can increase the symptoms and throw the degree of contact used totally out of proportion. For example: If a person has been injured during a previous bout and contact is made again to the same area, a Referee must effectively assess the true contact made in this particular instance before giving any warnings or penalties.

f) Belated symptoms:

After a competitor is contacted during a bout and their opponent is penalized, then this infraction is considered to have been dealt with and cannot be penalized further in that bout. This means that if at some point later in the bout the resulting injury prevents them from continuing (eg: they are in too much pain or the nose starts to bleed), then no further penalty can be given by the referee.

Under these circumstances, the injured competitor will have to forfeit the bout. This rule discourages people from showing little karate spirit by pulling out due to pain or winning by disqualification of their opponent. This is why a Referee should take time to assess the extent of injuries before awarding penalties and recommencing the bout.

3. CONTACT AFTER A SCORING TECHNIQUE

Attention to excessive contact needs to be made regardless of when it occurs. The following examples happen very rarely but they emphasise the high priority that excessive contact should be given:

Scenario 1: AKA scores on SHIRO during a multiple-technique attack. The first effective technique meets all scoring criteria and the Referee calls YAME. During or directly after this call, AKA unintentionally lands another technique that makes excessive contact.

The referee will not score AKA's original technique and will focus instead on the contact. This occurs even though the Referee called YAME for the original scoring technique. AKA receives a warning or penalty.

Scenario 2: AKA scores on SHIRO and immediately afterwards SHIRO retaliates with a technique that makes excessive contact. Irrespective of whether the Referee called YAME before or after the contact, the same decision applies ie: The Referee will first award AKA the score for their technique that met all scoring criteria. They will then turn to SHIRO and either warn (or penalise) them for their contact.

Scenario 3: AKA makes excessive contact on SHIRO and immediately afterwards SHIRO retaliates with a technique that meets all scoring criteria. There are a number of things a Referee must consider in this situation as there is no clear-cut rule.

- i. Firstly the Referee must consider if SHIRO's technique landed after YAME was called? If YAME had been called, then SHIRO's technique is ignored and AKA is warned (or penalised) for excessive contact.
- ii. Secondly, if SHIRO was able to successfully retaliate very quickly, then the Referee must consider whether the contact from AKA was worthy of a warning or penalty? More leniency can be given to AKA if the contact was to the body and SHIRO was undisturbed when making their retaliation technique. However, if the contact from AKA was to the head and caused SHIRO'S head to move, then the Referee can reward SHIRO with a score for their successful technique, and then turn to AKA and warn (or penalise) them for their contact.

5.3.2 JOGAI

JOGAI is where a competitor either unintentionally steps out of the ring through lack of awareness, or intentionally steps out to escape an incoming attack.

JOGAI does not count if the competitor is pushed or physically forced out by their opponent.

Jogai first offence	–	Chukoko (warning without penalty)
Jogai second offence	–	Keikoku (half point penalty)
Jogai third offence	–	Hansoku chui (full point penalty)
Jogai fourth offence	–	Hansoku (disqualification)

The point at which YAME is called is helpful in determining if JOGAI has occurred. As an example, let's look at a number of scenarios where AKA is attacking SHIRO.

Scenario 1: AKA attacks and scores... however AKA steps out of the ring after scoring. The point is still scored in this case and no Jogai is called. Why? YAME should be called at the instant the technique is scored and the exit therefore occurs outside of bout time and may not be penalised.

Scenario 2: AKA attacks and scores... but this time SHIRO steps out of the ring straight after being scored on. Again AKA receives the point and no Jogai is called. Why? YAME should be called at the instant the technique is scored and therefore the exit occurred outside of bout time and may not be penalised.

Scenario 3: AKA attacks and does NOT score... and then AKA steps out of the ring. AKA receives a Warning for Jogai. Why? As the score was unsuccessful YAME would never have been called and therefore the JOGAI is noticed and recorded.

Scenario 4: AKA attacks and scores... but SHIRO exited the ring just PRIOR to being scored on. If the Referee had not yet called out "YAME" then AKA still receives the point. Additionally, SHIRO receives a Jogai warning (or penalty). Why? Two applicable things occurred ie: AKA scored (and deserves a point for this good technique), and..... Shiro exited the ring before 'YAME' was called (and thus, deserves the warning for this infraction).

NOTES

5.3.3 MUBOBI

Mubobi generally applies where the Judge or Referee feels that the competitor is showing disregard for their own safety, and the safety of their competitor. Common examples include:

Running or charging towards the opponent without executing any techniques (putting themselves at risk).

Running towards an opponent with a flurry of techniques that show no form, balance or control (putting both competitors at risk).

Ducking into a round kick and having the hands down by the sides (putting themselves at risk).

Putting their arms around the opponent's torso or legs and clinging/hugging. While this may appear safe, it does not conform with tournament rules and could otherwise leave them vulnerable to being struck in vital areas (eg: back or the neck). As such, it is showing little regards for their own safety. If any brief clinching does occur, there should be an immediate effort made to escape or even score. Pushing, pulling or wrestling is not permitted in GKR Karate Tournament Kumite.

That said, Mubobi is not a black and white infraction like other offences and requires a Judge and Referee to use their discretion. What might be appear as recklessness by one student (eg: having their hands down by their side or head forward) may be a tactical and skilled ploy by another.

Mubobi should not be a technical infraction. As an example, if a student executes a front kick and drops their hands during the kick, this is likely a technical error and the Referee may simply remind them to keep their hands up.

Mubobi is not an excuse for contact: In some instances of Mubobi (such as ducking into a body level round kick), the contact can be ignored and a Mubobi can be the only warning issued. However in most instances, if contact is made (such as charging in recklessly and being contacted in the face), then the Mubobi warning is issued to one competitor, while the other may still receive a warning for contact. In some instances, the severity of the warning issued for contact may be diminished by the Mubobi that caused it.

Mubobi first offence – Chokuko (no penalty). Also alert the Senior ring official to oversee the remainder of the bout as a second warning will result in disqualification.

Mubobi second offence – Hansoku (disqualify)

NOTES

5.4 PENALTIES

- Every fighter who contravenes the rules shall be warned or penalised.
- The nature of the penalty will be announced by the Referee.
- Warnings may also be imposed for the first instance of any minor infractions.

5.4.1 TYPES OF PENALTIES

When it comes to giving penalties, the following descriptions apply:

KEIKOKU

This is a penalty in which **WAZA-ARI** is added to the opponent's score.

1. A **KEIKOKU** is imposed for minor infractions for which a warning has previously been given in that bout for the same infraction. Warnings such as Jogai, Contact, Illegal technique etc.
2. It may be given out immediately without a warning where infractions not sufficiently serious enough to merit **HANSOKU-CHUI** occur.

HANSOKU-CHUI

This is a penalty in which an **IPPON** is added to the opponent's score.

1. This is usually given for a major infringement on the rules or heavy contact.
2. Alternatively it can be given to a competitor who has had repeated infractions for which a **KEIKOKU** had previously been given in that bout.
3. Generally it is used when a competitor's potential for winning has been seriously reduced by the opponent's foul.

HANSOKU

HANSOKU is a disqualification by way of receiving too many penalties.

1. This is imposed following a very serious infraction or after a number of penalties have already been given for the same infraction. If a competitor has already received a **KEIKOKU** and **HASOKU-CHUI** for the same infraction, the next penalty will be **HANSOKU**.
2. **HANSOKU** is also invoked when the number of **HANSOKU-CHUIs** and **KEIKOKUs** for various penalties imposed have raised the opponents score to **SANBON**.
3. Generally it is used when, in the opinion of the Referee for that bout, the competitor's potential to win has been reduced to virtually zero by the opponent's foul/s.

NOTES

SHIKKAKU

This is a disqualification from the actual tournament, division or match.

In order to define the limit to **SHIKKAKU** the Chief Referee must be consulted.

SHIKKAKU may be invoked for the following:

- When a competitor commits an act, which harms the prestige and honour of KARATE DO.
- When a competitor does not obey the Referee's orders.
- When an action and/or actions, of a competitor are considered to be dangerous and deliberately violate the rules concerning prohibited behaviour.
- When other actions are considered to violate the rules of the tournament.

5.4.2 CONTACT PENALTIES

Contact is often the most common penalty a Referee must deal with and as stated in section 5.3, "there is no substitute for experience".

Although a Referee must use his/her own discretion for each situation, the most logical penalty system for contact is as follows. This is to be used only as a guide:

INFRACTION	PENALTY
a) A competitor is hit but not hurt (first time)	A warning is given
b) A competitor is hit and slightly hurt (first time)	Half point penalty (Keikoku)
c) A competitor is hit hard enough to reduce their chances of winning (first time)	Full point penalty (Hansoku-chui)
d) A competitor is hit but not hurt (second occasion)	A half point penalty (Keikoku)
e) A competitor is hit and slightly hurt (second occasion)	Full point penalty (Hansoku-chui)
f) A competitor is hit hard enough to reduce their chances of winning (second occasion)	Hansoku is called

NOTES

5.4.3 IMPORTANT NOTES ON PENALTIES

a) When to give a warning

Warnings are given where there has clearly been a minor infraction of the rules, but the competitor's potential for winning is not diminished (in the opinion of the Referee/Judge) by the opponent's foul.

b) Penalties increase in severity.

A penalty can be directly imposed for a rules infraction, but once given, repeats of the particular infraction must be accompanied by an increase in the severity of the penalty imposed. It is not, for example, possible to give a **KEIKOKU** for excessive contact and then give a warning for a second instance of excessive contact.

c) Penalties do not cross accumulate

Penalties do not cross accumulate. This is to say a warning for the first instance of 'contact' will not be followed by an automatic **KEIKOKU** for the first instance of **JOGAI**.

d) Penalties are explained to the competitor

Any occasion where a penalty is given, a brief explanation is given to the competitor. For example "**Aka, contact, keikoku, shiro, waza-ari**".

e) Declaring a winner through penalties

When the penalties incurred in any one bout through various infractions total **SANBON**, the offender will be declared '**HANSOKU**' and the winner will be announced as "**AKA/SHIRO NO KACHI**".

f) Understanding the difference between HANSOKU and SHIKKAKU

Both the penalties of **HANSOKU** and **SHIKKAKU** result in the disqualification of the offender. Because of this, they may often be mixed up by a Referee.

- A **SHIKKAKU** is very rare and is the disqualification often from the entire tournament. It occurs when a competitor shows uncontrolled aggression and maliciousness towards their opponent or disregard for tournament protocol or the spirit of Karate-do (ie. It is attitude orientated).
- Where an opponent's score is raised to **SANBON** through continual penalties due to accidental reasons by a good natured person, then **HANSOKU** is the correct call. The Referee would call for example "**AKA, HANSOKU, SHIRO, NO KACHI**".

NOTES
