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KUMITE SANBON

Three points Match: the participants try to score three points (6 WAZARI or 3 IPPON) before their opponent within the time limit.

ARTICLE 1: TYPES OF MATCH

The types of Match shall be as follows:

1) INDIVIDUAL MATCH:

The Individual Match is decided by "Shobu Sanbon",

2) TEAM MATCH:

- a) The number of persons comprising a team (male and female) shall be 3 + 1 reserve.
- b) All the competitors of the team, INCLUDING COACH and RESERVE, should line up at the beginning of the elimination round. Each team can only present and use 1 fixed reserve, during the whole elimination round. A team will be allowed to participate only when it comprises of a minimum of two competitors.
- c) Before each team Match, a team representative must hand to the official table, an official form defining the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order.
- d) Matches between individual members of each team shall be held in the predetermined order.
- e) The winner of a team Match shall be decided on the basis of these individual Matches.
- f) The criteria for deciding the winner of a team Match, on the basis of the number of winners of individual

3) TEAM MATCH MIXED:

- a) Kumite team, composed of two males and one female.



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- b) The rules are the same, but before the start of the match, the Jury Table Judge must choose by means of a draw, the number (1, 2 or 3) in which the two females will compete one against the other.
- c) The position of the male will be decided by the Coaches.

4) CRITERIA FOR DECIDING THE WINNER:

The criteria for deciding the winner of a Team Match are the following (in order of descending importance):

- a) Numbers of wins.
- b) Numbers of Ippons and Waza-aris (total score).
- c) Extra Match.

When a team ties with its opposing team under these methods of decision above, the decision shall be made on the basis of the result of an extra Match conducted between a representative of the contending teams. In case this extra Match is a draw, an extension (Encho Sen) will take place.

The extension (Encho Sen) will be decided by the first score (sudden death). If there is still no score, a decision must be taken by the Judges panel. Victories through a foul, disqualification or retirement of the opponent shall be counted as 3 Ippon.

ARTICLE 2: STARTING, SUSPENDING AND ENDING OF MATCHES

1) STARTING:

At the start of a Kumite Match the Referee stands on the outside edge of the Match area. On his left and right stand the Judges. After the formal exchange of bows by contestants and Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step back, the Judges turn inwards and all bow together. The Match shall start with the announcement by the Referee of "Shobu Sanbon Hajime".

2) SUSPENDING:

By announcing "Yame" the Referee shall halt the Match temporarily and order the contestant back to their positions. When resuming the Match, the Referee announces "Tsuzukete Hajime".



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- 3) The Time Keeper shall give signals by a gong or buzzer indicating Atoshibaraku, 30 seconds to go, (one signal) and time-up (two signals).
- 4) **ENDING:** After halting the Match, the Referee shall end the Match by announcing "Soremade". After the formal exchange of bows by contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei), the Match is deemed over.

ARTICLE 3: DURATION OF A MATCH

- 1) Seniors Male : 3 minutes (effective time)
- 2) Seniors Female : 2 minutes (effective time)
- 3) Children / Cadets / Juniors (male / female) : 2 minutes (effective time)
- 4) Before the Tournament the WUKF-DC can modify the duration of the Matches.

ARTICLE 4: EXTENSIONS

- 1) In the event of a draw in an individual Match there will be an extension (Encho-Sen).
- 2) This extension will be decided by the first score (sudden death).
- 3) If there is still no score, a decision must be taken, based on the Match and the extension.
- 4) All awards or penalties are carried into the extension.
- 5) The time of Encho-sen will be 1 minute

ARTICLE 5: VICTORY OR DEFEAT

Victory or defeat shall be awarded on the basis of Sanbon, victory by decision (**HANTEI**), defeat due to a foul, disqualification or retirement.

HANTEI: *in the decision for Hantei, after Encho-Sen the Central Referee is placed within the limit of the competition area and simultaneously with all the other judges and on the instruction "Hantei", he raises his arm towards the competitor of his preference: AKA / SHIRO. After confirming the result of the voting, he goes to his place of the competition area and announces the winner.*



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IMPORTANT: *In Hantei, after Encho-Sen, the sign of HIKIWAKE cannot be given. All the Judges and Central Referee have to vote AKA / SHIRO 4*

ARTICLE 6: SCORING AREAS

The scoring areas shall be limited to the following:

- 1) Head, Face, Neck, Abdomen, Chest, Side, Back (excluding shoulders).
- 2) An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.
- 3) **An attack, even if effective, delivered after the Time-up bell signals the end, shall not be recognised as such, nor shall it constitute a basis for decision.**
- 4) **JOGAI:** techniques delivered outside the prescribed Match area shall be invalid. However, if the contestant delivering such a technique was within the boundary of the Match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred. If Aka delivers a successful technique and then exits immediately afterwards, Yame should occur at the instant of score. The exit therefore occurs outside of Match time and may not be penalised.
- 5) If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded. If Shiro exits just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded. If Shiro exits, or has exited as Aka's score is made (with Aka remaining within the area) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- 6) Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).

ARTICLE 7: CRITERIA FOR DECIDING IPPON AND WAZARI

An Ippon is awarded on the basis of the following requirements:

- 1) When an exact and powerful technique, which is recognised as decisive, is delivered to the recognised scoring areas under the following conditions:
- 2) Good form, good attitude, strong vigour, zanshin, proper timing, correct distancing.



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- 3) Effective techniques delivered under the following conditions shall be considered as an Ippon:
- a) When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
 - b) When an attack is delivered immediately as the opponent was unbalanced by the attacker.
 - c) When a combination of successive and effective attacks are used.
 - d) For the combined use of tsuki and gueri techniques.
 - e) For combined use of tsuki/gueri and nage techniques.
 - f) When the opponent has lost their fighting spirit and turned their back to the attacker.
 - g) Effective attacks delivered on the undefended parts of the opponent
 - h) For valid Jodan Gueri techniques
- 4) A Wazari is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

ARTICLE 8: CRITERIA FOR DECISION (HANTEI)

- 1) In the absence of Sanbon, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of Match, a decision (Hantei) is taken on the basis of the following considerations:
- a. Whether there have been Waza-aris/ Ippons.
 - b. Whether there have been warnings.
 - c. The number of escapes outside the Match area.
 - d. The comparative excellence in the fighting attitude.
 - e. The ability and skill.
 - f. The degree of the vigour and fighting spirit.



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- g. The number of attacking moves.
- h. The comparative excellence in the strategy used.
- i. Fair play.

2) In the case of a contestant scoring at least one Waza-ari more than his opponent, he will be automatically declared the winner (Kachi).

3) In the case of a contestant scoring at least one Waza-ari and one Chui more than his opponent, Hantei must be called for. The decision may result only in **Kachi** for the contestant with one Waza-ari more **or Hikiwake**.

ARTICLE 9: PROHIBITED ACTS AND TECHNIQUES

The following acts and techniques are prohibited:

- 1) Uncontrolled attacks.
- 2) Techniques which make excessive contact, having regard to the scoring area attacked.
- 3) Attacks to the upper and lower limbs.
- 4) Open hand techniques to the face, Empi Uchi, Hiza Geri and Atama Uchi.
- 5) Attacks to the groin.
- 6) Attacks to the hip joint, to the knee joints, the insteps and the shins.
- 7) Grabbing (unless immediately followed up by a technique), clinching or bodily contacting against the opponent unnecessarily.
- 8) Dangerous throws.
- 9) Time-wasting.
- 10) Any unsporting behaviour such as verbal abuses, provocation or needless utterances.
- 11) Any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).
- 12) Lack of regard for the contestant's own safety or that of his opponent (Mubobi).



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- 13) Any disrespectful and unnecessary actions are strictly forbidden.
- 14) Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalised.
- 15) Purposed exits of the competition area (Jogai).

ARTICLE 10: PENALTIES AND DISQUALIFICATION

- 1) When a contestant is about to, or has already committed a prohibited act, the Referee shall issue warning or announce a penalty.
- 2) When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.
- 3) In the case of a contestant displaying a lack of regard for their own safety the Referee shall issue a warning or announce a penalty.
- 4) In the case of a contestant, after having once been warned, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.
- 5) When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:
 - a) Failing to obey the orders of the Referee.
 - b) If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to their opponent.
 - c) If the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them,
 - d) Other acts which are deemed in violation the Rules of the Match.

6) WARNINGS AND PENALTIES ARE THE FOLLOWING:

- a) Private warning: Atenai (without a penalty).
- b) Official warning: Chui.
- c) Disqualification: Hansoku.



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7) MUBOBI

- 1) Private warning: Mubobi Atenai (without a penalty).
- 2) Official warning: Mubobi Chui.
- 3) Disqualification: Mubobi Hansoku.

8) JOGAI

- a) After the first escape, the contestant must be given a warning (Jogai).
 - b) After the second escape, the contestant must be given a private warning Jogai Atenai.
 - c) After the third escape, the contestant must be given an official warning (Jogai Chui).
 - d) After the fourth escape, the contestant will be disqualified (Jogai Hansoku).
- 9)** Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or team.
- 10) There will be no accumulation of punishment through:**
- a) Atenai, Chui, Hansoku.
 - b) Mubobi Atenai, Mubobi Chui, Mubobi Hansoku.
 - c) Jogai, Jogai Atenai, Jogai Chui, Jogai Hansoku.
- 11)** Penalties must be accompanied by an increase in severity of the penalty imposed (except Atenai).
- 12)** No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor.

After the signal of Atoshibaraku, the PURPOSED exits of the competition area (Jogai), will be punished as FORBIDDEN BEHAVIOR, following the usual penalty scale of severity



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EXPLANATION:

The competitor who, *in the spirit of poor sportsmanship and for the sole purpose of winning the match*, leaves the competition area after the atoshibaraku on purpose, will incur a penalty of FORBIDDEN BEHAVIOR and will be punished accordingly.

- This way, if the competitor already has an ATENAI, he will be punished with CHUI and so forth, in the penalty scale.
- This Rule, is based on the application of the accepted norms of good-conduct: LOYALTY; CHARACTER and GOOD SPORTING ATTITUDE which contributes to the dignity of a match and accords the respect due to a competitor who is disadvantaged by such action.

ARTICLE 11: INJURIES

- If two competitors harm each other, or if they are suffering from the injuries previously incurred and they are declared by the tournament doctor as unable to continue, the fight is won by the competitor that has accumulated the most points.
- If the score is the same, then one vote (HANTEI) will decide the final result.
- On Team competitions the Referee will announce the Tie (HIKIWAKE).
- If the situation in the decisive combat ENCHO-SEN of a Team competition, then one vote (HANTEI) will establish the result.
- A competitor who hurts himself while he is fighting, and requests medical treatment, will have three minutes to get it. If the treatment does not finish during this period, the referee will decide if the competitor must be declared as out-of-time and cannot continue fighting, or if he will give additional time for treatment.



APPENDICES

APPENDIX 1: The Terminology

Term Meaning Method of signalling

SHOBU SANBON

1. **HAJIME:** Start the Match. The Referee stands on the official line.
2. **SHOBU HAJIME:** Start the extended Match. The Referee stands on the official line.
3. **ATOSHI BARAKU:** 30 seconds before the Match. An audible signal will ends be given by the timekeeper 30 seconds before the actual end of the Match.
4. **YAME:** Temporary halt of Match. The Referee chops downwards with one hand. The timekeeper stops the clock.
5. **TSUZUKETE:** Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.
6. **TSUZUKETE HAJIME:** Restarting the Match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and bring the palms of the hands towards each other.
7. **SOREMADE:** End of the Match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.
8. **MOTONOICHI:** Original position. The Contestants, Referee and Judges return to their respective standing lines.
9. **SHUGO:** Judges called. The Referee beckons with one arm to the Judges.
10. **HANTEI:** Judgment. The Referee calls for judgment by blowing their whistle, and the Judges render their decision by flag signal.
11. **SANBON:** Three points. The Referee extends their arm higher than their shoulders, towards the relevant contestant.



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12. **WAZARI:** Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.
13. **AWASETE IPPON:** Two Waza-ari recognised as one Ippon.
14. **AIUCHI:** Simultaneous scoring. No point awarded. Technique. The Referee brings his fists together in front of the chest.
15. **HIKIWAKE:** A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.
16. **AKA (SHIRO) NO KACHI:** Victory of red (white). The Referee obliquely raises an arm on the side of the winner.
17. **ENCHO-SEN:** Extension. Referee restarts the Match with the command "Shobu Hajime".
18. **TORIMASEN:** Not acceptable as scoring. As per Hikiwake, but technique culminating with the palms facing downwards.
19. **ATENAI:** Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
20. **CHUI:** Official warning. The Referee points with the index finger to the feet of the offender at an angle of 45 degrees.
21. **HANSOKU:** Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
22. **JOGAI:** Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.
23. **UKE IMASU:** Technique blocked. An open hand touching the elbow of the opposite arm.
24. **NUKETE IMASU:** Technique missed A closed hand crossing in front of the body.
25. **YOWAI:** Technique too weak. An open hand descending downwards.
26. **HAYAI:** Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.
27. **MAAI:** Bad distance. Both the hands are raised open and parallel to the floor, and facing each other.



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28. **MUBOBI:** Warning for lack of regard. The Referee points ones own safety one index finger in the air at a 60- degree angle on the side of the offender.
29. **KIKEN: Renunciation.** The Referee points with the index finger towards the contestant.
30. **SHIKKAKU: Disqualification.** The Referee points tournament first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

APPENDIX III: THE TABLE FOR JUDGEMENT

SHIRO (AKA) NO KACHI or HIKIWAKE O O X Mienai

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

APPENDIX V: EQUIPMENT

MITTS: Mitts must be covered with white **or red** cloth or smooth leather. The fingers must be uncovered. The maximum thickness is 2 cm.

GUM SHIELDS: Gum shields must be white or clear.

SHIN PROTECTORS: Shin-protectors must be made of a soft material inside and covered with white cloth. Hard plastic is forbidden.

MAXIMUM THICKNESS IS 2 CM: They have to cover only the shin and not the knee or ankle.

GROIN PROTECTORS: Groin-protectors must be made of plastic or leather. Metallic material is not allowed.

CHEST PROTECTORS: Chest-protectors must protect the chest and side of the chest, not just the bosom.