



WORLD UNION OF KARATE FEDERATIONS

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KUMITE TEAM ROTATION

Adopted in the following categories:

- KIDS 09 to 10 years old
- INFANTILE 11 and 12 years old
- YOUTH 13 and 14 years old
- CADET 15 to 17 years old
- SENIOR 18 to 35 years old
- MASTER 36 years old up

The rules are the same as for **SHOBU SANBON INDIVIDUAL**, but with some **differences**.

COMPETITION'S SYSTEM

The match will have a duration of **6 minutes** fighting time. The team is composed of **3 athletes** and **1 reserve** of the same age category.

The coach may at any time substitute the athlete who will be competing. An athlete who has already been replaced may come back to fight again in the same round and whenever requested during the match. There may be as many replacements during the course of the match as many the coach finds necessary.

Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.



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POINTS

There will be no limit to the number of points that may be scored. The match duration will be 6 minutes after which the match will be stopped. Each team may score as many points as its athletes are capable of. However, if one of the teams reaches an advantage of **6 points (ippons or wazaris)**, it will be declared winner.

In the case of a **tie** after 6 minutes, the team which obtained more **ippons** will be declared winner. If the tie persists, there will be a **2 minutes** extension of time and the team who scores the **first point** will be declared the winner.

The coaches will choose 1 athlete to initiate the extension. This athlete may be substituted after the extension has begun. If a tie persists, **HANTEI** will be asked for and this will decide the winning team.

The penalties imposed in the normal time will be carried into the extension.

SUBSTITUTIONS

During the 6 minutes of the match, the coaches may make as many substitutions between the 3 athletes who compose the team as they desire. The athlete who is to be substituted must be ready for the referees instruction, with all the required protectors.

The coaches will have to sit down in a chair previously placed to the side of the **KANSA**. When they desire to make a substitution they must request "**TIME or CHANGE !**" to **KANSA**, who, by the use of a whistle, will indicate to the centre Referee that he will have to stop the match to allow a substitution.

When the centre referee decides to allow the substitution, this will have to be made in a maximum of **3 seconds**. Therefore the 3 athletes will always have to be equipped and ready.

When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before s/he may also be substituted. Both competitors may not be substituted at the same time. If this occurs the offending team will be disqualified.



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The team spirit impose that every competitor must fight at least one time during the prescribed time (6 minutes)

PENALTIES

All the penalties incurred by the athletes of a team will be carried forward and added to any incurred by the substitute in the same round.

JOGAI (out of bounds), inappropriate behaviour and excessive contact will incur penalties.

Example: If an athlete is penalized with **CHUI** for excessive contact, the athlete who comes onto the tatami as the substitute will automatically have the **CHUI** penalty of the previous athlete and any penalties s/he incurs will be added to this. This will continue through all the substitutions.

JOGAI

The first exit from the tatami will be penalized with the warning **JOGAI ICHI**

The second exit from the tatami will be penalized with the warning **JOGAI NI**

The third exit from the tatami will be penalized with **JOGAI CHUI**

The fourth exit from the tatami will result in the whole offending team being penalized with **JOGAI HANSOKU** (disqualification)

If an athlete is penalized with **HANSOKU** for bad behaviour or excessive contact, the whole team will be disqualified.

SHIKKAKU

If an athlete is penalized with **SHIKKAKU**, the whole team will be eliminated for the entire tournament.

Before applying the **SHIKKAKU** penalty the referees will have to consult the Chief Referee.

The mirror system will be used for refereeing.