

Shintani Wado Kai Karate Federation Tournament Rules and Regulations

Through out this booklet the Shintani Wado Kai Karate Federation will be referred to as the **SWKKF**.

The purpose of this booklet is to standardize the way tournaments are conducted in the **SWKKF**.

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The Adjudicator:

Is someone who oversees the whole tournament and is available to make nonbiased decisions in the event of a discrepancy that cannot be resolved within the ring by the referees and judges. This person may also be called upon for advice. An adjudicator must be someone who has an excellent knowledge of all the rules and regulations of competition within the SWKKF.

Selection of Referees and Judges:

The importance of experienced referees and judges can not be stressed enough to ensure safety and fairness to all competitors.

Officiating shall be considered a prestigious position of knowledge and responsibility and only those who have diligently studied and trained are to be considered.

It is recommended that any person who wishes to participate as a referee or a judge take appropriate measures within their regional areas as outlined by the SWKKF to become experienced through clinics offered.

The selection process should be pre-determined as soon as possible before the competition commences. The highest-ranking judges and referees shall be selected 1st. They may choose to select an alternate with competent experience within their ring in case of fatigue or when deemed necessary. They can also be used as an alternate to give that individual more experience with the main centre referee available for question.

Each ring shall consist of 1 referee (head of the ring) and 4 corner judges.

Duties of the Centre Referee:

The centre referee shall oversee the actions of everything that goes on within a ring including the professionalism of the judges, the competitors, the scorekeepers and timers and above all else, safety.

As Pertaining to Kata:

Once the scorekeeper has announced the competitor, the centre referee shall admit the competitor into the ring. The centre referee shall verbally verify the competitor's choice of kata and in so doing, allow the competitor to commence.

Upon completion of the kata, the centre referee will indicate as to when all scores will show simultaneously by calling to the judges. Before calling, the centre referee should make visual contact with each corner referee to ensure that their scores are ready for display.

As Pertaining to Kumite:

The control of the kumite match rests upon the effectiveness of the center referee. It is their responsibility to control the pace and temperament of the fight. They must enforce the rules through their own common sense, sound judgment, experience, and learning.

The centre referee starts and stops each match. He/she calls penalty decisions and administers the vote of the corner judges. He/she communicates clearly with the scorekeeper and timekeeper as well as announcing the winner (cache) of each match.

Upon a stop in action where a call is to be made, the centre referee will indicate to the corner judges that he/she is ready for the flags by verbally calling "Judges." Within a reasonable time frame (2 to 3 seconds) the centre referee will verbally announce "Call" to indicate that he/she wishes to see the indicated points and/or infractions. At this point the centre referee will simultaneously show his/her intentions as the flags of the corner judges are being shown. He/she will make a decision based upon the outcome of the call. He/she will clearly announce the outcome of the decision to the scorekeeper. The scorekeeper should repeat the call back to the center judge to ensure the correct score has been marked.

Note: The centre referee is in charge of the tempo of each match. The tempo should be allowed to flow as quickly as possible taking safety into consideration. The centre referee should be able to peruse the flags quickly and accurately at a glance if they are making their call from the edge of the designated ring area. The centre referee should only intervene between the two competitors if verbal control is not working and safety of the competitors is at risk.

The Corner Judges

The corner judges are to aid the centre referee as required to ensure the competition is carried out in a professional manner. Corner judges should be attentive to the competitors (feet flat on the floor, proper posture).

As pertaining to Kata:

Each corner judge, in accordance to the rules of the kata competition shall mark each individual competitor as required. Once the corner judge has established a score for a competitor he/she will make eye contact with the centre referee and hold the scorecards flat against their chest (numbers hidden) until the request from the centre referee has been announced. At that point the scores will be displayed directly to the scorekeeper's table for recording.

As pertaining to Kumite:

The corner judge will call points and warnings accordingly to the rules of kumite from their vantage point of the ring.

A corner judge may also act as a line judge by tapping their flag on the ground on the outside of the competition area if the competitors are at risk of going out of the assigned area. This does not necessarily mean the match should stop, it is simply an indication to the competitors and judges who may not have the same vantage point. It is at the discretion of the Centre Referee to stop the match if deemed necessary.

Use of Flags:

A red sash shall be placed on the back of the belt to distinguish between the two competitors.

A red (aka) flag will be used to call points/infractions towards the red competitor and a white (shiro) flag shall be used for white. The red competitor shall always start to the right of the centre referee (as he/she faces) and the flags of the corner judges shall be held in the hands in the corresponding position. Therefore, if the corner judge is facing the competitors so that the red player is on their left, they should hold the flags accordingly as per the diagram (page 4).

The corner judges will assume position in each of the 4 corners of a kumite match seated in a chair, with good posture and showing attention to the competitors. The flags shall be held in the ready position (resting on the judges' knees in line with the legs, pointing outward) until such time that the judge wishes to indicate to the Centre Referee that he/she would like to make a call.

If the judge sees what he/she thinks should be a point or warning he/she will draw their flags to their chest to indicate a call is being requested. Once the Centre Referee stops the action and a "call" is requested, the corner judge shall show his/her intentions by indicating with a flag what his/her call shall be.

- **To indicate a point** the corner judge shall do so by holding the appropriate flag at arm's length above shoulder height so that the Centre Referee can take your flag into consideration.
- **To indicate a warning** the corner judge shall do so by holding the appropriate flag towards the floor at arm's length while clearly rotating the flag in a circular motion. The centre referee shall ask what your call is for.
- **To indicate a disqualification** the corner judge shall do so by holding the appropriate flag at arm's length above shoulder height while clearly rotating the flag in a circular motion. The centre referee shall ask what your call is for.

Note: When a corner judge is showing their flag it should be pointed to the extreme left or right side of the ring. If all flags are in held in this manner it is much easier for the center referee to make a quick, accurate ruling.

If a corner judge indicates a disqualification, even if he is over-ruled (not enough votes) it is the centre referee's responsibility to make sure the competitor that has been infractioned upon is physically prepared to continue the match. If necessary a time out may be awarded without penalty.

A corner judge may wish for a conference with the other judges and the centre referee if he/she feels that something pertinent to the outcome of the match has been missed or an incorrect ruling has been made. It may also be necessary if they feel that a competitor's safety may be at risk due to a possible physical contact that may of only been seen by their particular vantage point. It should be noted that a corner judge should use their best judgement before requesting a stop in the match.

Scorekeeping and Timekeeping:

The scorekeeper and the timekeeper shall be seated adjacent to the competition area with an unobstructed view of the competition area.

The scorekeeper shall keep track of all scores in kata and all points and penalties awarded in kumite as instructed by the judges and referee. The scorekeeper will maintain all scores and call up each competitor, including those on deck. All necessary score sheets, hand counters, and flags must be kept at the scorekeeper's table.

The timekeeper shall begin timing a match at the instruction of the centre referee. The timekeeper shall notify the center referee when time of the match is officially complete. This can be done verbally and with the help of a visual aide (throwing a beanbag into the centre of the ring).

Time of a match shall run continuous unless otherwise indicated by the centre referee.

The timekeeper may also stop time at their discretion if the centre referee becomes involved in an incident (e.g. an injured competitor needs attention) where the centre referee neglects to stop time.

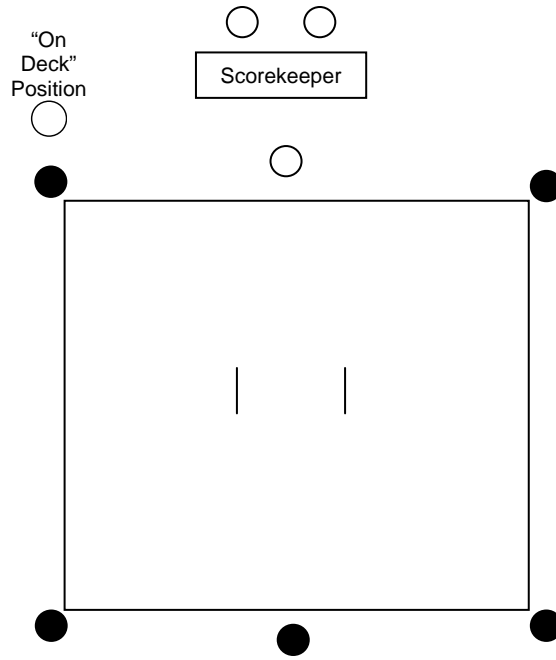
The Competition Area:

The competition surface should be clean and free of obstructions. The area should be no less than 16 X 16 feet square (recommended is 20 X 20 feet square).

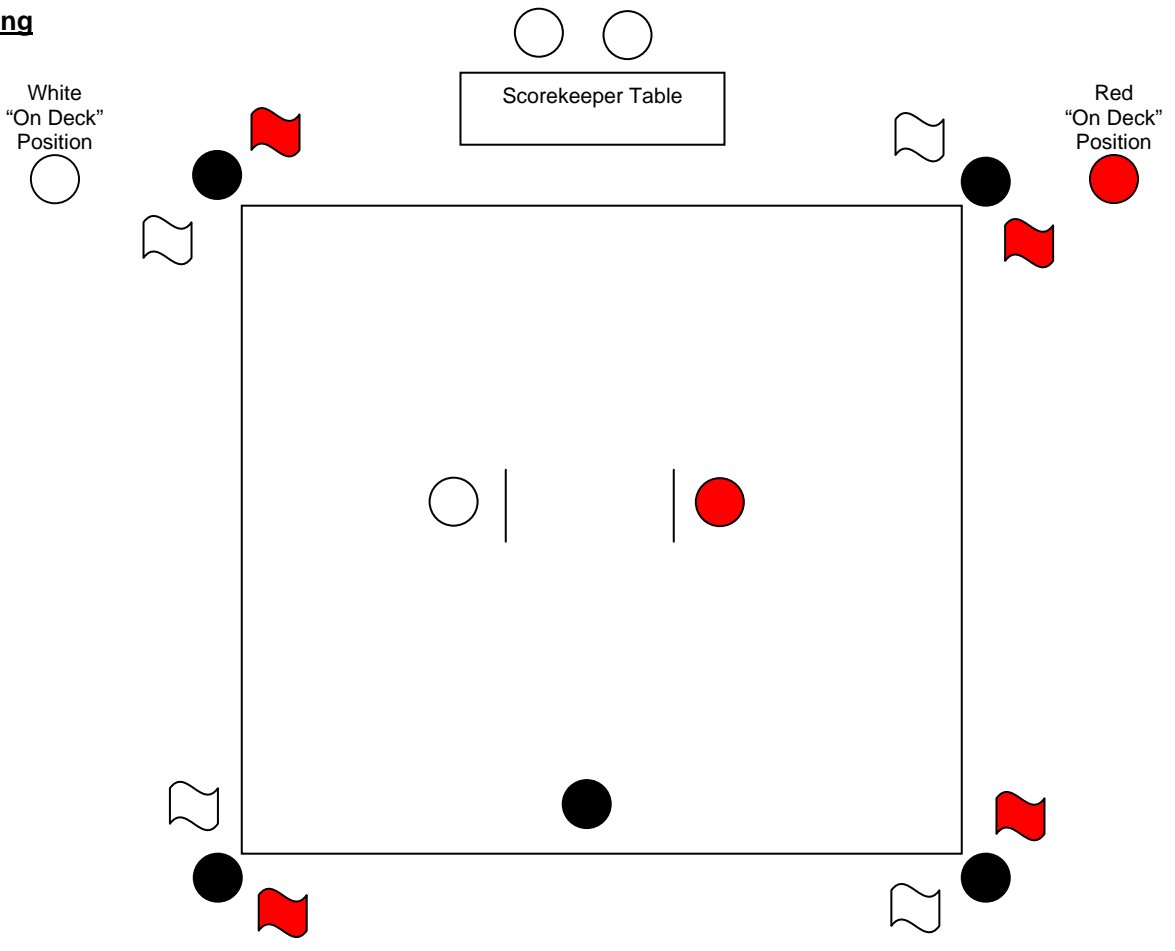
Judges chairs should be on the outside edge of each corner and on the outside edge of the front middle for the centre referee when calling kata.

The centre of the ring should be marked for starting kumite matches with a centre line. Each side of centre should be marked with a line to indicate where the competitors should begin. This should be no less than 2 feet off centre on each side (minimum 4 feet between).

Kata Ring



Kumite Ring



Point Scoring System

One point (ippon) will be awarded for crisp, clean striking techniques delivered with either the hand or foot to the scoring areas of the opponent.

Contact is not necessarily required to score a point as long as the intent of ability has been shown. In junior divisions the points awarded should be more lenient to avoid injury. Generally, any strike that passes beyond the block of the opponent should be considered a point in junior competition. In all divisions and especially the Black Belt competition, controlled contact to the body is expected.

The first clear technique shown by either opponent shall be awarded as the point. It is with the intent that the point will be strong enough to deter follow-up attacks.

Flurries of techniques without conviction do not warrant a point.

Techniques are not to be awarded to a competitor if one or both of their feet are outside the boundaries of the ring. However they may still be scored on as long as their competitor remains fully in the ring and the point is scored before the Centre Judge stops the exchange.

Corner Judges may signal the Center Judge that an opponent is outside the ring by tapping their flag on the floor. However, they must still watch for any and all points that may be scored in the meantime. The competitor that is out of the ring cannot score a point; however the competitor that is still in the ring can still score a point.

Duration of Rounds:

Each match will consist of a single 2 minute round, or until 3 points have been scored by either of the competitors. The time shall run continuous unless stopped specifically by the Centre Referee.

After two minutes, ties will result in an overtime period. The Centre judge may use a rest break if warranted at his/her discretion to control the tempo of the fight. One minute first point and if there is still a tie, an additional minute first point. If there is still a tie after these two additional minutes, the Center referee will ask the judges to select the fighter that they thought fought the best by a show of flags.

The Competitor:

- 1 All Shintani Wado Kai students must wear a clean, traditional martial arts gi (uniform). The gi will be all white with the only acceptable markings will be a patch on the left breast of the Wado Kai kanji (Japanese lettering). Invited guests and new students may be allowed to wear other attire at the discretion of the tournament co-ordinator. If the competitor's gi becomes bloodied or torn in a manner that may effect the outcome of the match; he/she will be asked to replace it.
- 2 All jewelry (rings, necklaces, watches, earrings etc.) must be removed. For safety reasons facial piercing must be removed if possible. If they cannot be removed they must be protected by approved head gear.
- 3 One competitor will be required to wear a red coloured marker during the kumite competition to distinguish the opponents apart during the actual kumite.
- 4 Competitors must be wearing the mandatory safety equipment (as outlined on page 10).

It is highly recommended that all competitors wear **appropriate** sparring gloves, boots, groin protection, chest protection and headgear. No hard plastic except for chest and groin protection.

No abrasive, rough, tattered, torn or loose equipment will be permitted. No protective equipment shall be allowed to contain any metal or hard plastic except appropriate chest and groin protection.

Legal Striking Areas:

Although the front and side of the head, neck and throat are legal target areas, no contact is allowed. Contact to any of these areas is a disqualification. To count, the point must be thrown with conviction but also with control.

The torso, excluding two inches on either side of the spine is a legal target area with controlled contact allowed.

The only techniques allowed below the belt are foot sweeps. A foot sweep must be a controlled scooping action below the ankle not putting the leg at risk.

Illegal Techniques:

Any technique with intent to injure is illegal and is considered grounds for immediate disqualification.

Any technique that makes contact to the head or neck is illegal and is considered grounds for immediate disqualification.

Haito and shuto are the only legal open hand techniques.

Excessive body contact (contact without control) is illegal and is considered grounds for immediate disqualification. The use of elbows and knees, blind techniques, spinning blind techniques, flailing techniques, or techniques with a total lack of control (even if they do not make contact) are illegal and are considered grounds for immediate disqualification.

Cause for penalization:

- Facial contact
- Use of excessive body contact
- Negligent or reckless attack
- Attacking illegal target areas
- Using illegal techniques
- Continuing to fight after being ordered to stop
- Running out of bounds to avoid fighting
- Disrespect to officials or other competitors
- Unsportsman like conduct

Warnings:

Any technique thrown to an illegal area without contact is a warning. The infractions do not have to be the same technique.

Upon the **first infraction** a note shall be taken by the scorekeeper that the Centre Referee has declared an "Official Warning".

Upon declaration of the **second infraction** the scorekeeper shall make note and the competitor in violation shall have a single point taken away from their accumulated score. If this competitor does not have a point at this time then the opponent shall receive a point in lieu.

Upon declaration of the **third infraction** the competitor shall be disqualified from the match.

Note: It is at the discretion of the centre referee to discuss a possible disqualification of a competitor if he/she feels that any of the above infractions are with malicious intent or not in consideration of the opponent's safety or well being.

The Kata Competition

Scoring a kata

1. One score shall be given only. Possible points to consider are form, timing, focus, spirit and power.
2. The scorekeeper shall carefully record the scores dictated to him/her by an assistant.
3. After marking down scores, the highest and lowest marks are eliminated, using the sum of the remaining evaluations for the grading of the performance.
4. If five judges on a ring are not possible the number of judges may be reduced to three and a combined score will be used.
5. No judge shall be of lesser rank than the individual performing the kata. The only exception shall be in a situation where there is a Rokudan (or higher) competing, a Godan may judge the kata.

Sample scorekeeping record:

- 1 The marks of the officials on one routine are 7.0, 7.0, 7.5, 6.0, and 8.0.
- 2 The highest mark (8.0) and the lowest mark (6.0) are discarded.
- 3 The three intermediate marks of 7.0, 7.0 and 7.5 are added together to make the value of the routine 21.5.
- 4 When there are two or more identical high marks, only one will be discarded. The same applies for the low marks.
- 5 When a tie between 2 competitors occurs, the high and low marks discarded are added back in. If a tie still occurs, a kata shall be done and then a show of hands by the judges will decide.
- 6 Note: The centre referee should declare what kata the competitors will do to break the tie. Kyu belts would generally re-do the same kata that they previously performed. A pinan kata may be used in the black belt division.
- 7 Average scores may vary from region to region. It is up to the tournament organizers to explain to the judges what the scoring average should be. This should be confirmed with the centre referee before the division commences. A recommended range of scoring is as follows:

Division	Range	Average
Kyu belts, Junior	6 – 7	6.5
Kyu belts, Adult	7 – 8	7.5
Black Belt	8 – 9	8.5

Procedure of competition

- 1 All judges and competitors line up and bow in together.
- 2 Competitors proceed to a designated waiting area.
- 3 Judges assume appointed positions - sitting correctly with feet flat on the floor, back straight, and hands resting on thighs. The center/head judge will sit opposite the scorekeeper's table, and four judges on each corner of the ring.

- 4 The scorekeeper will call the name of the contestant to enter the ring and the contestant on deck (next up).
- 5 Competitors will bow as they enter into the ring.
- 6 The competitor assumes an appropriate spot to begin, bows to the center judge and states the name of the kata.
- 7 The center judge calls back the name of the kata; the competitor bows and commences with the kata.
- 8 Upon completion of the kata, the competitor bows and waits for his scores.
- 9 The center judge calls "scores up" and the judges show scores to the scorekeeper who calls out the marks and records them.
- 10 After the last mark has been rendered the center judge will thank the contestant who will then bow in acknowledgment of their score and leave the ring, bowing once the boundary of the ring has been reached.
- 11 The competitor will then turn and exchange bows with the next competitor who is waiting in the on deck position.
- 12 The first 3 competitors will be used to help set the standard for scoring. This is done by having the first 3 competitors all complete their katas before any of the 3 is scored. After the 3rd competitor has completed his/her kata each of the 3 are brought up individually and given their scores.
- 13 Incomplete kata:
 - No score is given in the black belt division.
 - Kyu belts may redo their kata (once only) at the end of the initial competitor line-up with no loss of marks.

Judging of Kata

Technical merit will examine the fundamental concepts of the kata, and execution will examine the effort and spirit of the competitor. One score shall be issued combining these efforts.

1. Give an unbiased mark based on your knowledge of kata. Look for a balanced combination of form, speed, power, proper sequence, fast turns, proper extension technique, and overall presentation. This also applies if judging a kata you are not familiar with.
2. Be attentive. Give 100% and judge for yourself.
3. Do not show indecisiveness in giving a mark.
4. Remember, each student, no matter what rank, is trying their best to perform in the way that they were taught the kata. Take this into consideration, but always keep in mind the proper way you have been taught. Give students the benefit of their knowledge. Remember your feelings when you perform and apply them to the competitor.
5. If you are the center judge, give your fellow judges time to consider the kata performed and to reach a fair and equitable mark before calling "scores up".
6. Maintain a serious attitude at **ALL** times when judging. Do not talk, laugh, or make remarks.

The Kumite Competition

A point is scored when a contestant delivers a controlled, focused blow to any of the permissible target areas. A scoring technique must be delivered with good form, balance, proper distancing, explosive motion, retraction, controlled force and concentration.

Kumite must be realistic and exhibit the true fighting spirit of the classical martial art, while developing the virtues of self-control and respect for others.

Scoring

The match runs two minutes long, or until a competitor scores three points. It takes three judges to call a point and two for disqualification. In the event of a tie after two minutes, the first point wins.

A match winner shall be determined on the basis of:

- a) point/match time
- b) forfeit
- c) disqualification

Procedures:

- 1 All judges and competitors line up and bow in together. If the judges and competitors remain unchanged from the kata competition the bow-in needs only be done once at the beginning of the kata competition.
- 2 Competitors proceed to a designated waiting area.
- 3 Judges assume appointed positions - sitting correctly with feet flat on the floor, back straight, and hands resting on thighs. The center/head judge will face the scorekeeper's table, and four judges on each corner of the ring.
- 4 Centre referees may not use footwear in the ring. However, footwear is optional for corner judges.
- 5 The scorekeeper will call the names of the contestants to enter the ring and the contestants on deck (next up).
- 6 Competitors will enter from the left and right side of the centre referee, bowing towards each other as they enter into the ring.
- 7 A red sash is placed on competitor to center judge's right. The red sash is held above the head to indicate placement to corner judges and the sash is then placed firmly in the competitor's belt.
- 8 Competitors are brought to attention stance and bow (REI) to each other.
- 9 Distancing (MA-AI) behind floor markers.
- 10 JUNBI – ready
- 11 HAJIME – begin
- 12 When a condition occurs, either the corner judge(s) will show their flags, or the center judge will call (JAMI) stop, and bring the fighters to proper positions in natural stance.
- 13 The center judge will check all corner judges flags and then indicate the condition by **Proper Verbal Call** and **Hand Movement** as per below:

Aka/Shiro Ippon	Red/White Point
Torandai	Not Enough
Aiuchi Toranti	Clash, not enough flags for a point
Aka/Shiro Togai Chui	Red/White out of ring
Aka/Shiro Attate Iru	Red/White contact
Aka/Shiro Hansoku Make	Red/White disqualification

- 14 Center judge calls (JUNBI) ready and then (HAJIME) begin.
- 15 The above is done until enough points are awarded, time expires or a disqualification occurs.
- 16 Upon completion of a match the competitors are brought up to proper positions in natural stance and the centre referee shall declare verbally and motion with his/her hand as to who the winner is.

- 17 Center judge indicates the winner (if the match is won by a disqualification, indicate reason, and winner - AKA/SHIRO ATTATE IRU HANSOKU MAKE) Red/white contact disqualification, therefore; (AKA/SHIRO NO KACHE) Red/white winner.
- 18 Center judge brings competitors to attention stance, bows to each and indicates winner with proper call and hand motion.
- 19 (SORE MADE) End of match.
- 20 The competitors shall then bow to each other (the bow will replace a handshake as per karate etiquette) and back out of the ring as they entered. They will again bow once the boundary of the ring has been reached.
- 21 The competitors will then turn and bow to the respective competitors waiting in the 'on deck' position.

Judging of kumite

1. All kumite is to be judged in Japanese terminology as outlined above. The recommended minimum terminology used should include 'Rei', 'Hajime', 'Jami', 'Aka', 'Shiro', 'Ippon', and 'No Kache'.
2. Look for good technique, sharpness, crispness, good control, definite and precise ki, and flowing movements in a point.
3. Call what **YOU** think is a good point regardless of what the other judges do. Not all points will be visible from every angle so call only what you see.
4. Do not hesitate or show indecisiveness in recognition of a scoring technique.
5. Do not hesitate or show indecisiveness when calling warnings or to disqualify a fighter or both if warranted within the rules. Allowing infractions to slip may lead to injury.
6. If an executed technique is not 100% clear in your line of vision then you will NOT make a decision on that particular technique. Do not judge a point by anything other than your own visual contact.
7. On rare occasions a point may be called at the same time as a warning/illegal technique and scored accordingly. Flags should be thrown in the order techniques were seen.

Kumite Safety Equipment

<i>Type of Equipment</i>	<i>Highly Recommended</i>	<i>Mandatory</i>
Mouth Protection		All
Groin Protection	females	Males
Hand Pads*		All
Foot Pads**	all	
Sports Glasses	all	
Chest Protection	all	
Head Gear	all	
Shin Protection	all	
Forearm Protection	all	
Properly padded prosthetic device		All
Properly padded support braces		All

* Hand pads must have a soft vinyl covering that envelops the knuckles and properly fit so that the fist is properly formed with the thumb tucked in. Heavy bag hand pads (i.e. Chuck Norris gloves) should not be worn. Hand pads should be worn to protect opponents.

** Foot pads must be a boot style which covers the toes and has a soft vinyl covering.