



Japan Karate-Do Federation Gojukai

Contest Rules

Contest Regulations

Refereeing Rules

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Official Refereeing System



# JKF Gojukai Rules & Regulations

Japan Karate-Do Federation Gojukai

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Refereeing Rules

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The rules for contests sponsored by the Japan Karate-Do Federation Gojukai (hereafter the Gojukai) or by groups affiliated to the Gojukai, are the Gojukai contest rules & regulations, as well as the refereeing rules & regulations, to which are applied the contest rules & regulations, as well as the refereeing rules & regulations established by the Japan Karate-Do Federation (foundation).



# JKF Gojukai Rules & Regulations

## 1. Contest Rules

### Chapter 1. General Provisions

#### Purpose

Article 1. These rules are to determine the particulars for contests held under the sponsorship of Gojukai, or of organisations affiliated to Gojukai.

#### Contest officials and attendants

Article 2. The following officials and attendants are assigned to the contest.

1. Chairman of the contest committee and vice-chairman.
2. Head of refereeing and vice-head of refereeing.
3. Referees.
4. Arbitrator.
5. Timekeeper, scorekeeper, master of ceremonies (m.c.), announcer and notifier.
6. Doctor and first-aid attendant.

#### Referees and Arbitrator

Article 3. The referee panel

For KUMITE contest on one court is: one referee, two judges, and one arbitrator.

For KATA contests, one referee; the number of judges is two, four, or six.

#### Duties of referees and arbitrators

Article 4. The referees and arbitrator judge and conduct the contest according to these contest and refereeing rules.

#### The Contest Area

Article 5. The general regulation contest ring is a circle of nine (9) metres in diameter.

2. For Kata contests, an area of suitable size is set aside for the contest.

#### Classification of contests

Article 6. The classification of contests is as follows:

1. Kumite match (individual matches and team matches)
2. Kata contest (individual contests and team contests).

#### Contest procedure

Article 7. A contest proceeds according to the following form.

1. In a Kumite match, the system is two advance points.



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2. In a Kata contest, the scoring system is used, but in the first round the form in Article 25 paragraph 5 may be used.

## **Use of safety equipment**

Article 8. The organisation in charge of the contest may, according to necessity, make use of safety equipment for the contest.

## **Contest timing**

Article 9. The time for each kumite match is two minutes.

## **Protest**

Article 10.

1. A contestant may not protest a referee's ruling in a Kumite match or Kata contest.
2. In the event that a referee's ruling is determined to be contrary to the contest rules or the refereeing rules, the manager may protest to the arbitrator (the referee in a Kata contest) by immediately raising his hand.
3. In case a decision cannot be made on the basis of these rules, the ruling is made by a consultation among the referees, arbitrator and chief referee.



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## **Chapter 2. Kumite Match**

### **Target areas**

Article 11.

The target areas in a kumite match areas follows:

1. head area
2. face area
3. neck area
4. chest area
5. abdomen area
6. back area

### **Prohibitions**

Article 12.

The following actions are prohibited:

1. Excessive direct attack to a target area.
2. Attack to the face by jabs or by open hand.
3. Attack to the groin area.
4. Repeated attack to the arms and legs.
5. Dashing technique [hurling one's body].
6. Joint technique [attack to the joints].
7. Forceful and dangerous throwing technique.
8. Continuous engagement.
9. Speech or behaviour unbecoming to one's character, excepting kiai (shout).
10. Behaviour which is time-wasting, when not engaged in the match.
11. Any other behaviour that disturbs the proper conduct of the contest.

### **Scoring**

Article 13.

The result of a kumite match is decided by:

1. A contestant scoring three Ippon or six Wazaari, or scoring Ippon and Wazaari adding up to a total of three Ippon; and also by 'fouls', 'disqualification', or 'withdrawal'.
2. One Ippon is equivalent to two Wazaari.



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## Deciding a Ippon

Article 14.1.

With regard to deciding a Ippon; this is awarded on the basis of a valid technique against a target area as determined in article 11, fulfilling the following criteria:

1. Good stance.
2. Ki: Complete strength of spirit.
3. Maai: Proper attack timing and distancing.
4. Zanshin: Awareness of the opponent.

2. Even without fulfilling the above criteria, the following techniques count as one Ippon.

1. Jodan geri: Upper kick.
2. Blocking the opponent's attack, and scoring right after the parry.
3. Bringing down the body, or a throw followed by a succession of valid techniques.
4. A succession of valid individual techniques.

## Deciding a Wazaari

Article 14.2.

A valid technique that just fails to meet the criteria for an Ippon is a Wazaari.

## Quality

Article 15. The criteria for deciding the quality of the match are as follows:

1. Whether there is an Ippon or a Wazaari.
2. Quality of technique.
3. Quality of spirit, and Fighting spirit.

## Hansoku, foul

Article 16.

The criterion for a Hansoku is as follows:

A violation of any of the prohibitions in *Article 12*. However, depending on the severity of the action, chukoku (caution), keikoku (half-point penalty), or hansoku-chui (one-point penalty) is given.



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## **Shikkaku, disqualification**

Article 17.

The criteria for shikkaku are as follows:

1. Refusal to continue the match, or withdrawal.
2. When the match is ordered discontinued by the contest committee appointed doctor.
3. A direct protest to the referee, with regard to a referee's decision.
4. Failure to follow the referee's direction during a match.
5. Failure to appear by the appointed time.
6. In a team match, making a change in the agreed appearance order without the permission of the referee.
7. When an individual contestant is unable to appear.
8. The person who has been disqualified may not appear in any other match during that particular competition.

## **Jogai, stepping out of the area**

Article 18,

Jogai is when a contestant steps outside the line of the contest area.

## **Mubobi, lack of awareness of one's opponent**

Article 19.

When a contestant intentionally ignores the opponent, or fails to adopt a defensive posture, this is termed mubobi.



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## Win/loss decision

Article 20.

The criteria for deciding a win or loss in a kumite match are as follows:

1. A contestant who first wins two points, regardless of whether the time limit is reached, is the winner.
2. If two points are not scored, then the highest score wins, and if there is an even score, then it is by decision.
3. A chukoku (a caution) is given for a slight infraction of the prohibitions. This caution does not become the subject of a demerit.
4. If a contestant receives a further caution, or if he commits a first infraction that does not quite merit a hansoku (a one-point penalty) a keikoku (a half-point penalty) is incurred; the opponent is awarded a half-point.
5. If, after a keikoku is given, a contestant receives a further chukoku, or a further keikoku, for an Infraction of the same degree, then hansoku-chui is incurred; the opponent is awarded one point. Again, a contestant who commits a first infraction that does not quite merit hansoku can still be given immediately Ippon.
6. In the case of serious infraction of tile prohibitions, Hansoku is incurred, and the opponent is awarded two points. As previously, the same situation applies to a contestant who has already incurred hansoku-chui, and then incurs chukoku or keikoku for an infraction at the same or a more serious level.
7. A contestant who receives a ruling of 'Jogai' twice incurs 'keikoku'; the opponent is awarded 'Wazaari'.
8. A contestant who receives ruling of 'Jogai' three times incurs a 'jogai chui'; tile opponent is awarded 'Ippon'.
9. With four rulings of 'jogai', 'hansoku' is incurred; the opponent is awarded three Ippon'.
10. A contestant who receives a ruling of 'mubobi' twice incurs a 'keikoku'; the opponent is awarded a 'Wazaari'.
11. A contestant who receives a ruling of 'mubobi' three times incurs a 'mubobi chui'; the opponent is awarded an 'Ippon'.
12. With four rulings of 'mubobi', a 'hansoku' is incurred; the opponent is awarded two 'Ippon'.
13. With regard to the various penalty regulations concerning 'hansoku', they are rules in their respective categories, and then added up.
14. A contestant who receives ruling of 'hansoku' or 'shikkaku' has a 'hansoku make', or 'shikkaku make' respectively, and loses two 'Ippon'.
15. If a contestant renounces the match, the other side is awarded a 'fusenshou', or if there is a renunciation in the middle of a match, the other side is awarded three Ippon'.



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## Criteria for win/loss decision in a team match

Article 21.

1. Win/loss in a team match is decided by the number of winners.
2. In case there is the same number of winners, the win is decided by the total number of points scored by winners and losers.
3. In case the number of winners is equal, and the points scored by winners and losers are equal, the outcome is decided by representatives.
4. If the points scored by representatives are equal, a first-score-wins extension takes place. In a first-score-wins extension the first contestant to get an 'Ippon' or a 'Wazaari' is the winner. Further first-score-wins extensions do not take place.

## Criteria for win/loss decision in individual matches

Article 22.

1. Wins and losses in individual matches are decided on the basis of Article 20's 'Win/loss decision criteria'.
2. In case a win or loss is not decided within the match time, a first-score-wins extension takes place.
3. A first-score-wins extension is an extension of the main bout. Consequently, penalty regulations are carried over to the first-score-wins extension.

## In case of injury or accident

Article 23.

1. If the contest doctor rules that the match cannot continue, the proper refereeing panel and the referee will confer and decide in the points scored, based on the judging criteria.
2. When a contestant injured through a 'hansoku' fights again, the appointed doctor's diagnosis and approval are required.

## Contest procedure

Article 24.

1. A Kata contest begins with the referee's 'hajime' (begin), or whistle, and ends with a point awarded or a decision on merit.
2. The first round consists of a designated Kata, followed by a free selection.
3. The contest must consist of embu (pre-arranged training sequences), different from the Kata of each main contest.
4. In a final round resulting from a draw, the contestants have a free selection; with the stipulation that the Kata which resulted in a draw cannot be repeated.



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## Criteria for scoring

Article 25.

The criteria for scoring are as follows:

1. The scoring is by bad mark system, with points given between 10.00 and 6.00 , in increments of 0.1.
2. Scoring criteria as listed in the attached table.
3. In case the effective point total is a draw, the decision is made after adding in the lowest scores.
4. If, using the preceding clause, the decision is a draw, then the contest is replayed.
5. In the first contest of designated Kata, two contestants may be required to perform at the same time, and the decision made by the referee on merit.

## Criteria for bad mark system

Article 26.

The bad mark system for a Kata contest is as follows

1. A mistake in the Kata sequence.
2. An interruption in the contest continuity.
3. When body balance is lost.
4. When the prescribed technique is not followed.
5. Other.

## Criteria for disqualification

Article 27.

The disqualification criteria for a kata contest are as follows:

1. Losing the continuity of the contest.
2. A direct protest to a referee.
3. Failure to follow the referee's direction.
4. Failure to appear by the fixed time.
5. Performing a different Kata from the specified or 'announced' Kata.
6. Performing a Kata not specified by the Gojukai.



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## **Chapter 4 Supplementary Rules**

### **Rule change**

Article 28. Rule changes must receive the approval of the governing body, after going through the deliberation of the refereeing committee of the Gojukai.

### **Chart**

Scoring criteria for kata contest

Line of sight	Tempo
Stance	Embu-sen (direction of movement on embu-sen line)
Kime	Prescribed technique
Mental power	Zanshin (readiness for next action and awareness of opponent)
Speed of technique	Presence or absence of exaggerated movement etc.

## **2. CONTEST REGULATIONS**

### **Contest area**

Article 1. The contest area must be a level surface, with consideration given to safety.

### **Players' clothing**

Article 2. The karate suit must conform to the following:

1. When the jacket is tied with a belt, it should hang down to the level of covering the hips; the sleeve opening should come to about one inch from the top of the forearm; the cuff should come to about one inch from the top of the lower leg; with no folds on the outside. Female wear a white half-sleeve shirt under the jacket.
2. The belt, properly tied, should be suitable for contest.
3. The red or white cord used in a kumite match should have a width of about 5cms, and a length from the knot of about 15cms, and be such that in a match one should clearly be able to distinguish the red from the white.
4. If the referee judges that a contestant is wearing clothes or anything else that is not suitable to the contest, he/she may prevent the contestant from appearing.
5. Use of contact lenses (hard) and glasses is prohibited; permission is required from the referee to wear a bandage for an injury, or a supporter.
6. As for chest badges, contestants' uniform numbers etc., the decision is made by the contest committee for each contest.



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## **Referees' clothing**

Article 3. Referees' clothing should be as follows:

1. Jacket (dark blue) : shirt (solid white colour, long sleeves); trousers (grey); shoes (black); socks (colourless, or navy blue)
2. Gojukai official necktie.
3. Gojukai official badge.

## **Duties of the timekeeper, scorekeeper, surveyor, announcer, and notifier**

Article 4.

The duties of the timekeeper, scorekeeper, m.c., announcer, and notifier are as follows:

1. The timekeeper, under the instructions of the referee, times the duration of the matches.
2. The scorekeeper, under the instructions of the referee, records the results of the matches. The m.c., under the instructions of the referee, surveys the progress of the matches.
3. The announcer, under the instructions of the referee, after confirming the score with the scorekeeper, announces the results of the matches.
4. The notifier, under the instructions of the referee, after confirming the score, notifies the result of tile matches.

## **Designated positions for the timekeeper, scorekeeper, m.c., announcer, and notifier**

Article 5 . The position of the timekeeper, scorekeeper, m.c., announcer, and notifier is behind the arbitrator; a desk and chair are placed in the designated position, and any necessary accessories are prepared.



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## Classification of matches

Article 6.

The classification of matches is decided in the following way.

1. Men's individual kumite match
  - Light-weight division (under 65 kilos)
  - Middle-weight division (between 65 and 75 kilos)
  - Heavy-weight division (Over 75 kilos)
  - Open-weight division (no restriction)
2. Boys/ Girls ' individual kumite match~ No weight restrictions
3. Women's individual kumite match ~ No weight restrictions
4. Men' s team kumite match
5. Women's team kumite match
6. There is no restriction on weight in the team kumite match, and as long as there is at least half the regulation number, permission may be given to compete.
7. Two participants may be added to the registered number of regulation participants in a team kumite match.
8. Men's individual kata contest.
9. Women's individual kata contest.
10. Boys' kata contest.
11. Girls' kata contest.
12. Men's team kata contest.
13. Women' s team kata contest.
- In kata contests there is no weight restriction. For other matters, the contest committee makes decisions.

## Contest timing

Article 7. The time of the bout does not include the time between interruptions by the referee and the restarting of the bout, accidents, or the deliberatio11 time of the referees.

## Doctor' s seat

Article 8. The doctor's seat should be in an appropriate place in the vicinity of the contest area, and there should be a regular seat for at least one doctor, and medicines and instruments for dealing with injury must be provided.

## Protest

Article 9. A protest cannot be considered from anyone but a registered manager. A protest from said manager after the end of the match cannot be considered.

## Revision of. regulations

Article 10. Regulation changes must receive the approval of the governing body, after going through the deliberation of the refereeing committee of the Gojukai.



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## **3. REFEREEING RULES**

### **Purpose**

Article 1. Contest refereeing for contests held under the sponsorship of Gojukai, or of organisations affiliated to Gojukai, follows these rules:

### **Referees' voting rights**

Article 2. The referees' voting rights are as follows:

1. The voting right exercised by the referee and judges at a kumite match at the time of decision is one point each.
2. The voting right exercised by the referee and judges at a kata contest at the time of decision is ten points each.

### **Arbitrator's voting rights**

Article 3. Only when requested for a voting opinion by the referee can the arbitrator exercise a voting right of one point.

### **Chief referee' s duties**

Article 4.

The chief referees's duties, according to contest rules, are as follow:

1. To be in command of and inspect clothing of the participating arbitrator and judges.
2. Positioning, relief and supervision of arbitrator, referee and judges.
3. In cases not specified in the main rules, to make a decision after hearing the opinion of the arbitrator.

### **Vice-chief referee' s duties**

Article 5. The vice-referee's duties are to assist the referee, and, in his absence, to substitute for him.



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## Referee' s duties

Article 6.

The referee's duties, according to the contest rules, are as follows:

1. To announce important matters to the contestants.
2. To announce the beginning of the match.
3. To announce interruptions of the match.
4. To announce a caution or sending out of a contestant who disobeys the contest rules or the refereeing rules.
5. To summon the appointed doctor when necessary.
6. To give deflections for carrying out an injured contestant.
7. To announce the summoning or return of a judge.
8. Immediately a f t e r the end of the match, to convene the judges and decide the outcome of the match.
9. To announce the outcome of the match.
10. To announce the extension of a match.
11. To announce a vote in case the judges' decision is a tie.
12. To announce a new decision based on the arbitrator' s advice.
13. To announce the end of the match.
14. To announce the ' stand and bow' at the beginning and end of the match.
15. To reverse a judge's indication, in single digit points.
16. In multiple digit points, to stop the bout and obtain counsel with regard to a judge' s indication.
17. To receive the opinion of the arbitrator.
18. To indicate the elimination of various obstructions to the progress of the match.

## Judge' s duties

Article 7. The Judge's duties, according to the contest rules, are as follows:

1. In a kumite match, to verbally state the findings of the meeting, fol lowed by the referee' s ruling announcement.
2. When a clear attacking technique has been determined in a kumite match, to make this fact known by means of a flag and whistle blow.
3. When it has been determined that kumite contestant is injured, commits jogai, a direct repeated at tack, mubobi, suffers a violent fall, or when it is impossible to continue the match, to make this fact known by means of a flag or whistle blow.
4. Following the convening by the head referee, to report the decision in person before the arbitrator.



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## **Arbitrator's duties**

Article 8. The arbitrator's duties, according to the contest rules, are as follows:

1. To receive a statement of objection.
2. To convene a reconsideration consultation with regard to a statement of objection.
3. To announce a reconsideration with regard to a statement of objection.
4. Supervision of scorekeeper and timekeeper, and inspection of score record.
5. In case it is determined that a referee or judge gives a decision clearly not in keeping with the contest and refereeing rules, to counsel the referee.
6. Any other counsel deemed to be necessary to the refereeing; with the proviso that, in this counselling, through the referee, all the judges are to be convened.
7. To hear the opinion of the referee.

## **Conduct of a protest**

Article 9. When the arbitrator receives a protest to a referee's or judge's decision from a registered manager, he must immediately order suspension of the bout by blowing on the whistle, and indicate a judgement regarding the protest. However, if a judgement is required, the referee and judges are convened before the arbitrator, the particulars of the statement are verified, and if the protest is found to be valid, the referee is counselled to re-vote a decision. If the decision based on the re-vote is taken as a correct decision by the contest, then a protest with regard to it will not be considered.

## **Revision of refereeing rules**

Article 10. Rule changes must receive the approval of the governing body, after going through the deliberation of the refereeing committee of the Gojukai.



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## 4. REFFEREING REGULATIONS

### Programme of the kumite match

Article 1. The kumite match unfolds in the following manner, based on the accompanying charts ' specified actions' and ' specified terminology'.

1. The arbitrator, scorekeeper, timekeeper, announcer, and notifier take up their positions.
2. The referee and the judges take up their positions.
3. When indicated by the referee, the contestants take up their positions, stand and bow.
4. The match begins with the referee's announcement "shobu hajime\*" ("start the match").
5. When a definite ' Ippon' or ' Wazaari' has been ruled for a contestant, the referee announces "yame" (' stop' )
6. Following the referee's announcement of "yame" (' stop'), the bout is interrupted and the contestants return to their positions.
7. The referee sends the contestants back to their positions, and announces Ippon or Wazaari
8. The referee restarts the bout after the above announcement by announcing tsuzukete hajime ("start again").
9. After the second point has been clearly decided, the referee announces ' yame' (stop), and sends the contestants back to their positions.
10. After the above, the referee announces with regard to the winner: "aka (shiro) no kachi" ("red [white] wins"), and indicates it with a raised hand.
11. After the referee's announcement of the winner, the contestants immediately stand and bow, then leave.
12. If the contestants interrupt the bout without good reason, the referee orders the continuation of the bout by announcing: "suzukete" (" continue").
13. If a contestant steps out of the outside line of the contest area, the referee announces: " yame, jogai" (" stop, out of area") sends the contestants back to their positions, and announces: 'aka (shiro) jogai' ("red [white] out of area").
14. When the timekeeper gives an advance signal 30 seconds before the end of the match time, the referee announces: "ato shibaraku" ("soon"). This does not interrupt the bout.
15. When the timekeeper gives the signal for the end of the match time, even though no contestant has gained two points, the referee immediately announces: " yame" (" stop'), and sends the contestants back to their positions.
16. After the above, the referee declares the higher scorer the winner, or in case of a draw, by decision.
17. The judge's decision, "hikiwake" ("draw") in the case where red and white have equal points, is added to the referee's decision and: "aka (shiro) no kachi" ("red [white] wins'), or " hikiwake" (" draw" ) is announced.
18. Consultation between referee and judge must take place as soon as possible.
19. At the time of deciding, if there is no common agreement between referee and judge, the arbitrator's opinion is heard, and the decision is made by simple majority.



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20. In the case of a continuation bout, either red or white must be declared the winner. If red and white have equal points, the winner is declared on the decision of the referee.
21. The technique which determines the moment when the bout time is over, is decided by the referee or by consultation of all referees.
22. In the following cases, the referee announces: 'yame' ("stop"), suspending the bout, sends the contestants back to their positions, then announces: "tsuzukete hajime" ("start again")
  1. when the contestants are continuously interlocked.
  2. When the contestants' clothing becomes markedly dishevelled.
  3. When a contestant has a violent fall, and the technique was not immediately determined.
  4. When a contestant is about to carry out a prohibited attack, or carries one out.
  5. Any other case that merits it.
23. In the following cases, the referee announces: 'yame' ("stop"), ordering the suspension of the bout, sends the contestants back to their positions, and announces: "chukoku" (caution), "keikoku" (half-point penalty), "hansoku chui" (one point penalty), "mubobi chui" (lack of awareness warning), "jogai chui" (out of area warning), or "hansoku" (foul), "shikkaku" (disqualification) or the like. However, with the exception of jogai, these announcements, other than when there is an agreed decision by the judges, follow the decision of the conferring of the refereeing members.
  1. When a contestant used a prohibited technique, or indicates he/she is about to.
  2. When a contestant is injured.
  3. When a contestant suddenly falls ill.
  4. When a contestant has received advice from the appointed doctor that he cannot continue the match.
  5. When a contestant abandons action in a match.
  6. When a contestant leaves the contest area.
  7. When a contestant ignores a warning from the referee, or commits an infraction.
  8. When a contestant is deemed to have committed mubobi.
  9. Any other case when it is deemed that the match cannot continue properly.
24. A technique is not counted if the contestant is deemed to have gone outside contest line.



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## Programme of the kata contest

Article 2. The kata contest unfolds from beginning to end in the following manner.

1. The scorekeeper, announcer and notifier take up their positions.
2. The referee and the judges take up their positions.
3. When indicated by the announcer, the contestants take up their positions.
4. After standing and bowing from their positions, the contestant calls out the name of the kata.
5. The referee acknowledges the name of the kata, and starts the embu with a starting whistle blow.
6. After the embu, the contestants return to their positions.
7. Without officially announcing the referee's and judges' scoring, the announcer, after entering the score in the official entry, withdraws, and after the scorekeeper has added up, announces the score.
8. After the announcer has announced the score, the contestants stand and bow, and leave.

## The referee's designated position

Article 3. The position for the referee in a kumite match is at a point midway outside the prescribed area for the contestants, at a distance of two metres from the mid-point of the centre line. The position for a referee in a kata contest is fixed at point at the middle of the out of area line facing the scorekeeper, and a seat is prepared at the designated position.

## Judge's designated position

Article 4. The position for the judge in kumite match is relative to the position on the out of area line of the referee. The position is not determined by the position of the seating.

2. In a kata contest, the position for judges is in equal rows to the right and left of the referee, and seats are placed at the designated positions.

## Position for arbitrator

Article 5. The position for arbitrator is a point two metres from the out of area line, behind the referee's position. A seat is placed at the designated position.

## Positions for contestants

Article 6. The positions for contestants is at midpoint outside the specified painted lines 1.5 metres from the central point of the contest area, the distance between the confronting contestants being fixed at 3 metres.

The designated positions for contestants in a kata contest is at a point in the centre of the contest area, facing the referee.



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## Timing

Article 7. The timekeeper, positioned behind the arbitrator, begins the timing at the moment of the referee's "hajime", and stops the timing at the referee's "yame". The timekeeper gives a short sound advance signal 30 seconds before the end of the bout, and gives two long sounds when the time limit of the bout is up.

## Charts; forms

Article 8. The charts show concretely the indication of these rules and regulations.  
2. Scoring for a kata match is form 1.

## Revision of refereeing regulations

Article 9. Regulation changes must receive the approval of the governing body, after going through the deliberation of the refereeing committee of the Gojukai.

## Chart 1

Ruling	Contest	Summary
Chukoku (caution)	Given in case of a light infraction.	No point
Keikoku (Wazaari penalty)	1. Given when the infraction merits below a chui. 2. Is equivalent to a second caution	Wazaari awarded to opponent
Chui (Ippon penalty)	1. Given when the infraction merits below hansoku. 2. Is equivalent to, having received Wazaari penalty, then repeating an action that incurs a caution or Wazaari penalty.	Ippon awarded to opponent
Hansoku (foul)	1. Imposed in the case of a serious infraction. 2. Is equivalent to, having received a chui, then repeating an action that incurs a caution, keikoku penalty or ippon penalty.	Three points awarded to opponent

## Chart 2 .

### *Acknowledged techniques chart*

Attack technique

Name	Attack target	Attack technique
Jodan ( upper)	Head, face, neck	Jab, punch, blow, kick
Chudan (middle)	Chest, abdomen, back	Jab, punch, blow, kick



# JKF Gojukai Rules & Regulations

## Chart 3

### **REFEREE' S TERMINOLOGY AND SIGNALS**

Number	Referee's terminology	Referee's signals and actions
1.	Shobu hajime (start the bout)	Opening the match, standing erect at the referee position
2.	Ato shibaraku (30 seconds to go)	To clearly inform the contestants by bell or buzzer signal 30 seconds before the end of the bout
3.	Yame (Stop)	Stop. End of bout, contestants - referee's in starting position.
4.	Moto no ichi (original positions)	contestants - referee's in starting position.
5.	Tsuzukete (continue)	To continue the bout, when it has stopped without a sign from referee
6.	Tsuzukete hajime (start again)	Referee stands at this position, draws one leg back (bend forward), raises both arms at an angle wide apart and brings them together in front of the body.
7.	Fukushin shugo (convene judges)	Signal; raising both arms high, quickly convening the judges before the arbitrator.
8.	Hantei (ruling)	Immediately after the end of the bout, convene the judges ; confer between referee and judges; after judges return to their positions, announce the result.
9.	Hikiwake (draw)	Both arms crossed in Front of body, extended downwards, palms up.
10.	Encho (extension)	Announce start of extension match, restart bout.
11.	Torimassen (no point)	Unsatisfactory. the arms crossed in front of body, extended downwards, backs of hands
12.	Aiuchi (simultaneous strike)	Bring Fist in front of stomach.
13.	Aka (shiro) no kachi (white (red) wins)	Extend arm at upward angle from shoulder.
14.	Aka (shiro) Ippon (red (white) full point)	Indicate the deciding technique, extend arm at upward angle
15.	Aka (shiro) Wazaari (red (white) half point)	Indicate the deciding technique, extend arm at downward angle
16.	Chukoku ( caution )	Go in front of contestant; after explaining verbally the matter, announce caution.
17.	Keikoku (Wazaari penalty)	Pointing to feet of contestant, explain the matter; award Wazaari to opponent.
18.	Hansoku chui (Ippon penalty)	Pointing to chest of contestant, to explain the matter; award Ippon to opponent.
19.	Hansoku ( foul loss of match )	Point to face of contestant and announce foul; then raising hand announce opponent's win.



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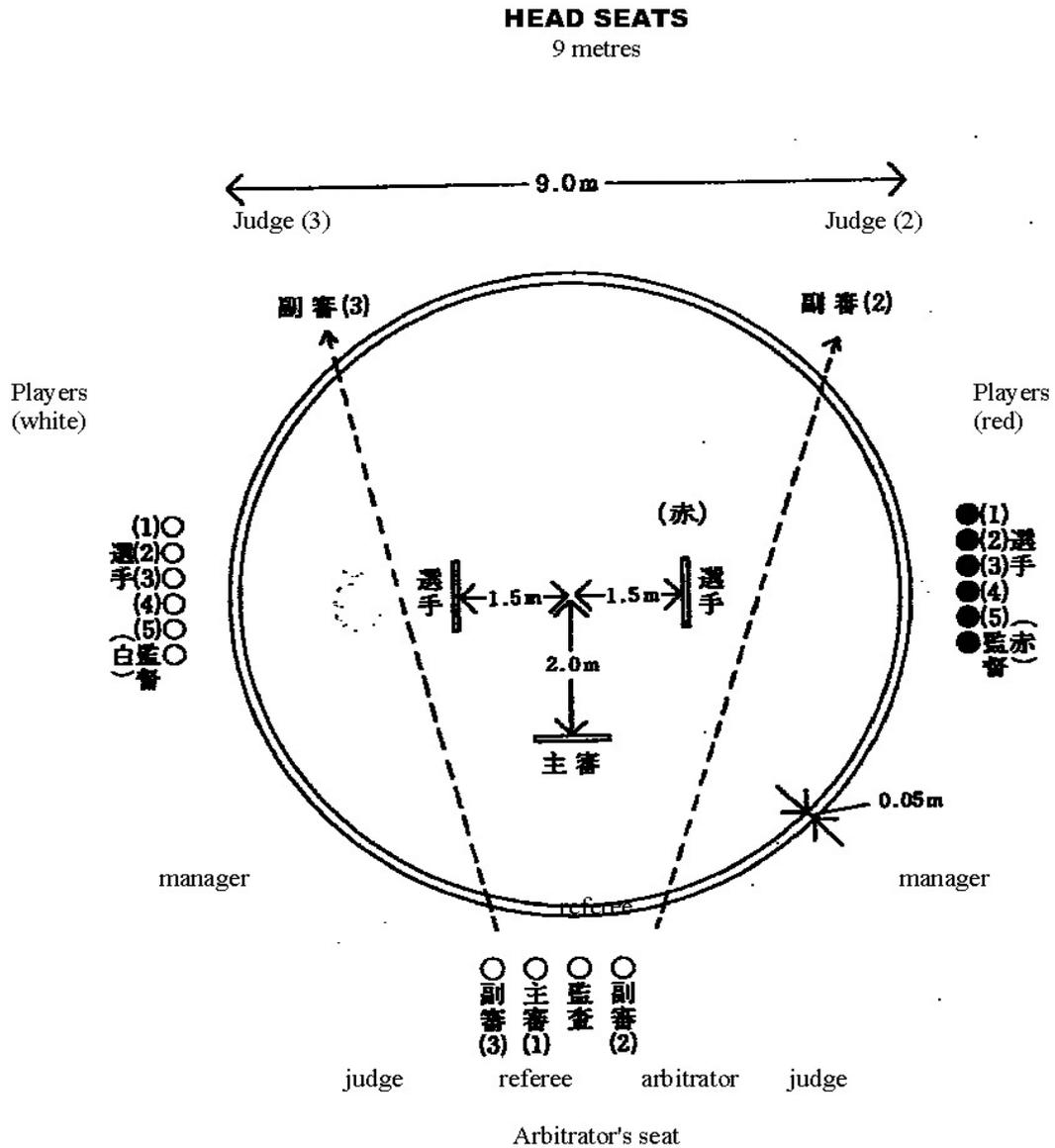
20.	Aka (shiro) kiken; Shiro (aka) no kachi (red [white] withdraws; white [red] wins)	Point to renouncing contestant's position with index finger, raise arm from the shoulder toward winner.
21.	Aka (shiro) shikkaku (red [white] disqualified)	Point to the disqualified contestant's face , make the announcement severely and at the same time point index finger to outside of contest area . Announce opponent' s win.
22.	Jogai (out of area)	When jogai has been determined, stop at once, announce jogai, stop the bout and return contestants to their positions.



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## Chart 4

Contest areas, and positions of referee panel, arbitrator. Line-up arrangement of arbitrator, referees, players and managers before the beginning and after the end of the contest.





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## **APPENDIX. OFFICIAL REFEREE SYSTEM**

### **Purpose**

Article I. Those who wish to become official referees and arbitrators of the Japan Karate-Do Federation, Gojukai must comply with these rules.

### **Selection**

Article 2. The selection of the official referees (herein known as referees) and official arbitrators (herein known as arbitrators) is to be carried out by the qualifying examination committee members entrusted by the refereeing committee.

### **Appointment**

Article 3. The appointment of referees and arbitrators consists of an investigation of their aptitude by examination by the refereeing committee, the conducting of a test, after which the successful candidate is appointed by the committee chairman.

### **Term of office**

Article 4. The term of office continues uninterrupted for two years from the date of appointment.

### **Renewal of selection**

Article 5.

1. Before being reselected, one must receive a short training course indicated by the refereeing committee.
2. If the short training course indicated by the refereeing committee is attended, the appointment is effective for two years from that date.
3. If the course is not attended for two years in succession, then the appointment will lapse.
4. Anyone who requires a renewal must pay the renewal fee indicated in the chart at the time of taking the course.

### **Operation of the selection committee**

Article 6. The selection committee makes it a principle to operate once every year, notifying, first through the refereeing committee, each regional headquarters of the time date and place, and any other necessary matters.

### **Qualifying exam candidacy**

Article 7. In order to qualify for selection as a referee or arbitrator, one must be a member of the Japan Karate-Do Federation, Gojukai, as well as fulfilling the qualifying exam as indicated in the chart.