

# USA KARATE REGIONAL REFEREE & JUDGE KUMITE CERTIFICATION SEMINAR

Welcome!



2026

# USA Karate National Referee Program

## Exciting Changes & New Opportunities!

### ◆ What's New?

- ✓ National Referee Program Re-Structured for growth, fairness, and professionalism
- ✓ New structure & clear pathways for referee growth
- ✓ Train, improve & officiate at top events
- ✓ Aligned with WKF standards for international success

- USA Lead Referee





- USA Assistant Lead Referee



# USA Karate National Referee Program

Exciting Changes & New Opportunities for Our Region!

## Why Get Involved?

-  Be part of the official USA Karate Referee Team — represent Region 4 proudly!
-  Officiate at **USA Nationals & USA Open** — gain national exposure!
-  **Grow your skills, earn recognition, and inspire the next generation.**
-  **Network & learn** from top referees across the country!

 Join us, grow with us, and let's make our Region stand out!



# Official's Dress Code

## Referees & Judges

Discreet white cord, black whistle  
Single-breasted, Navy-blue blazer.  
White short-sleeved shirt with official tie.  
Plain light gray trousers, no cuff.  
Blue or black socks.  
Black slip-on shoes.



**⊘ No smart-watches or  
Private Electronic devices in  
the field of play.**



# Referees & Judges officiating cannot perform another function-no dual roles.

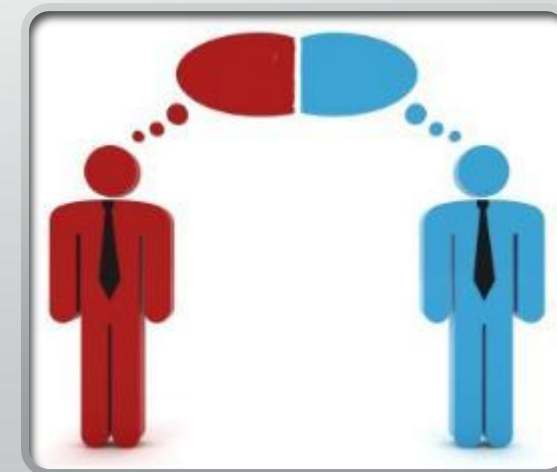
**AKA**

**AO**

**Conflict of Interest must be avoided** — you may not officiate bouts involving family, friends, dojo members, or your own organization.

## PROTEST ?

- If you are a Judge or Referee
- Don't get involved
- Don't help translate
- Don't make recommendations



# Athlete's Dress Code

## Aka & Ao

White uniforms

No headbands, ribbons, or decorations

Red/blue belt (15 cm free length on each side of the knot, max  $\frac{3}{4}$  thigh length)

Gi sleeves: wrist to mid-forearm length (no rolling up)

Trousers: at least  $\frac{2}{3}$  shin coverage, must not hang over ankle

Bandages/supports require referee & doctor approval

Jacket min must cover the hip, max  $\frac{3}{4}$  thigh length and remain on during performance with ties tied

**USA Karate patch on left chest** (mandatory for all USA NKF events)

If jacket ties are ripped during a fight, gi must be changed before the next bout.



The **red** and **blue** belts must be without any personal embroideries or markings.



Only the manufacture's logotype

**RIGHT ARM!**



WKF - Approved  
**GREEN**  
Karate-Gi

Athletes must wear a white karate Gi without stripes or personal embroidery



**BACK  
NUMBERS  
ARE MANDATORY**  
K1 Premier League  
World Championships  
World Cup (Teams)



# Athlete's Equipment Requirements

## WKF/PKF KARATE

- **Mitts** - WKF approved red and blue mitts are compulsory (mandatory).
- **Mouth Guard** - Compulsory
- **Shin/Instep** – WKF approved red and blue shin/instep pads are mandatory.
- **Groin** – WKF groin guards for male athletes.
- **Helmet** - <14 y/o WKF helmet and External Chest Protector is **compulsory**
- **Body Protector** – WKF approved body protector is mandatory.
- Females + WKF internal chest protector



## USA KARATE

- **Mitts** - USA Karate or WKF-approved red and blue mitts are mandatory for all non-WKF categories.
- **Mouth Guard** - Compulsory
- **Shin/Instep** - USA Karate or WKF-approved white shin/instep pads are required for all non-WKF categories.
- **Groin** – groin guards compulsory for males
- **Helmet** - <14 y/o USAK-approved headgear is required. External chest protectors are optional.
- **External Chest Protector** - under 14 years old is mandatory.



The safety of the athletes  
is our Responsibility!!



WKF/USA Karate approved equipment  
Must fit the athlete's hand/foot



**NO!**



**YES**



**YES**



## Athlete's Uniform & Equipment

If an athlete arrives at the Tatami with inappropriate equipment or Karate-Gi:

They have two (2) minutes to correct the issue (per rules)

**! IMPORTANT:**

The athlete's coach may be referred for corrective action, including up to a six-month suspension from coaching. If the athlete is identified as inappropriately dressed.



# Coaches' Uniform & Duties

## Uniform

- **Tracksuit** (*mandatory*)
- **Official Team T-shirt** or **plain color T-shirt** (without logos or writing) — *only if approved by Chief Referee*
- **Coach card** - *must be visible at all times*



**YES!**

## ⊘ Prohibited on Competition Floor:

- Cameras, phones, or communication devices

## 📋 Coaches Must Know:

- Competition rules
- Protest procedures
- Anti-Doping rules
- Not interfere with the match

✅ **YES** — Support athlete, know the rules

❌ **NO** — Interfere, break regulations



**NO!**



# Religious & Personal Items Guidelines

## REFEREE - JUDGE



### ✓ Allowed Exceptions:

WKF-approved black head scarf (hijab)

Women: Discreet earrings

Men & Women: Discreet wedding band

### ✗ Not Allowed:

All other **religious or personal items** during competition

## ATHLETE



# Duration of a Kumite Bout

## WKF/PKF KARATE

- **Under 14** – 1 ½ minutes
- **Cadets & Juniors** – 2 minutes
- **Under 21** – 3 minutes
- **Seniors** – 3 minutes



## USA KARATE

### ELITE CATEGORIES:

- **Under 14** – 1 ½ minutes
  - **Cadets & Juniors** – 2 minutes
  - **Under 21** – 3 minutes
  - **Seniors** – 3 minutes
- 
- **All non-Elite categories** – 1 ½ minutes

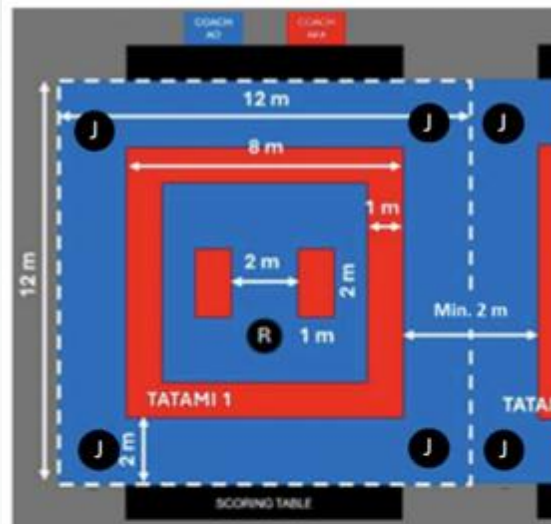


# Kumite Competition Area

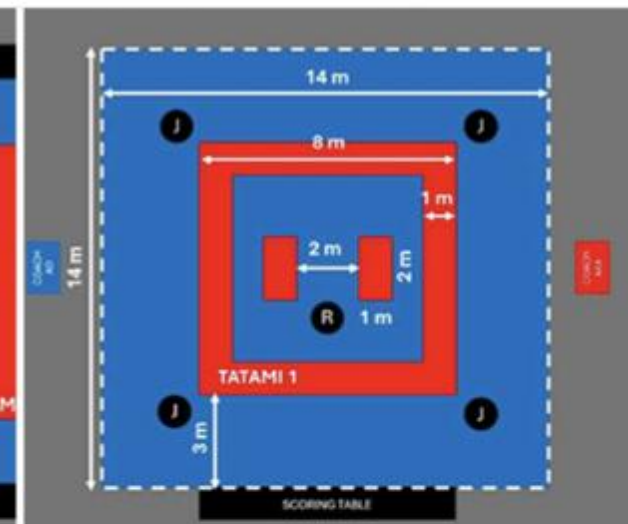
- **Dimensions:** 8m x 8m matted area with an additional 2m safety zone.
- **Boundary Line:** Red mats inverted at 1m from center line.
- **Safety Zone Use:** Space for video review cameras, coaching boxes, and judges' seats

## Flag System Competition Set Up

### Initial Rounds

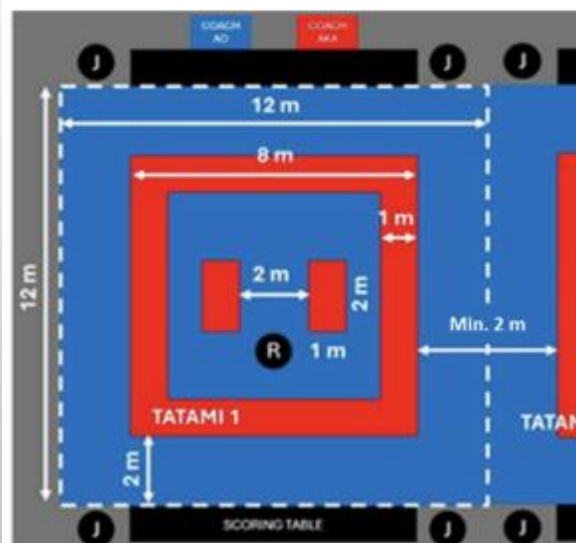


### Medal bouts

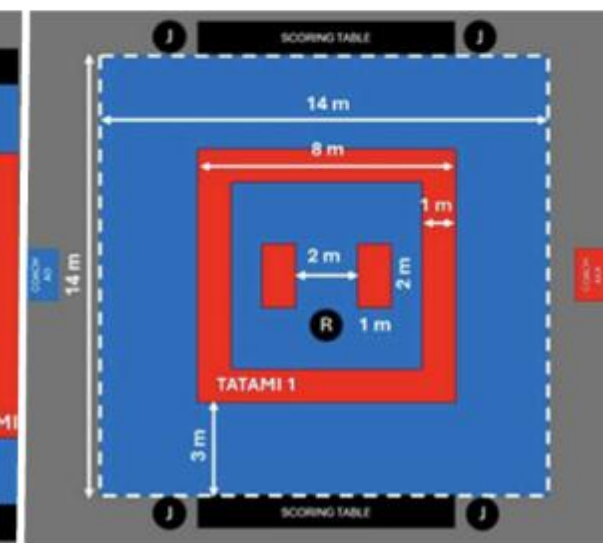


## Joysticks System Competition Set Up

### Initial Rounds



### Medal bouts



# Referee Panel – 2 Judge System

Beg./Nov. CATEGORIES

## Referee Panel:

- 1 Referee (**Shushin**)
- 2 Judges (**Fukushin**)
- 1 Match Supervisor (**Kansa**)



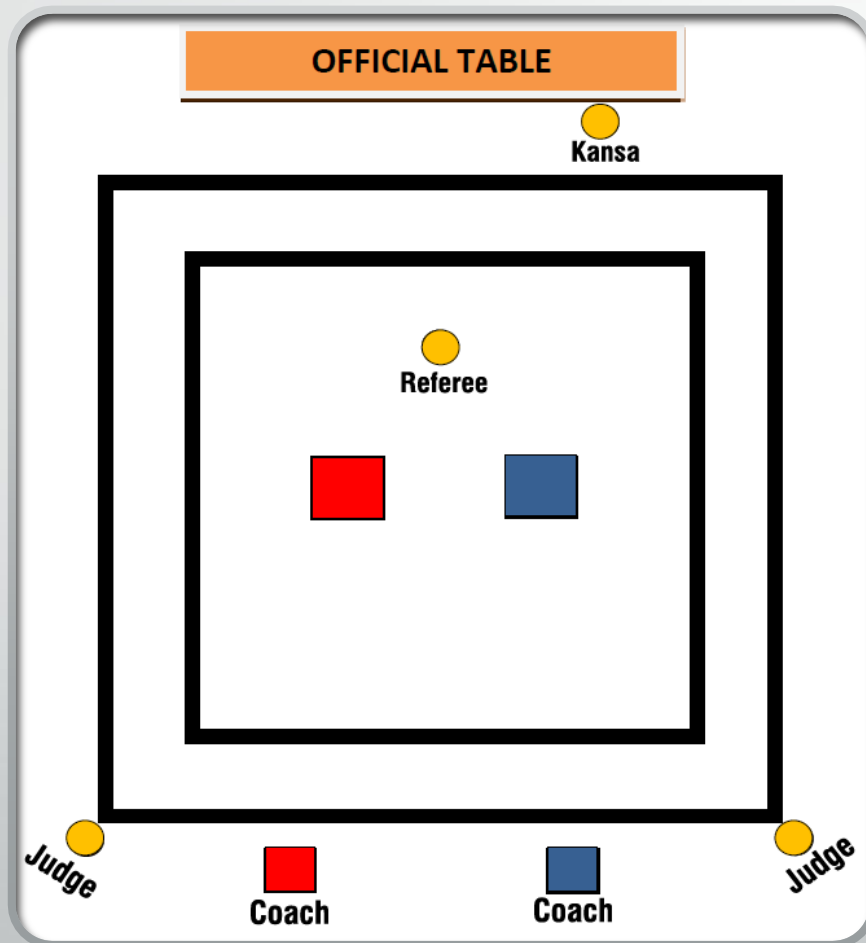
## Important Notes:

- **Kansa (Match Supervisor)** does **NOT** participate in the **line-up** and **salutation ceremony**.
- **Score Supervisor** sits at the **Official's Table** and records scores & penalties.



# Two Judge System

## Judges & Referee Positioning



### Referee Positioning Tip:

- To cover all three angles, the Referee should avoid standing on the **same side** as the Judges.
- **Maintain a balanced view** of the bout at all times.

### Judges Placement:

- Judges are placed in **corners 2 and 3**, in front of the central Referee.
- Judges are located within the **safety area**.

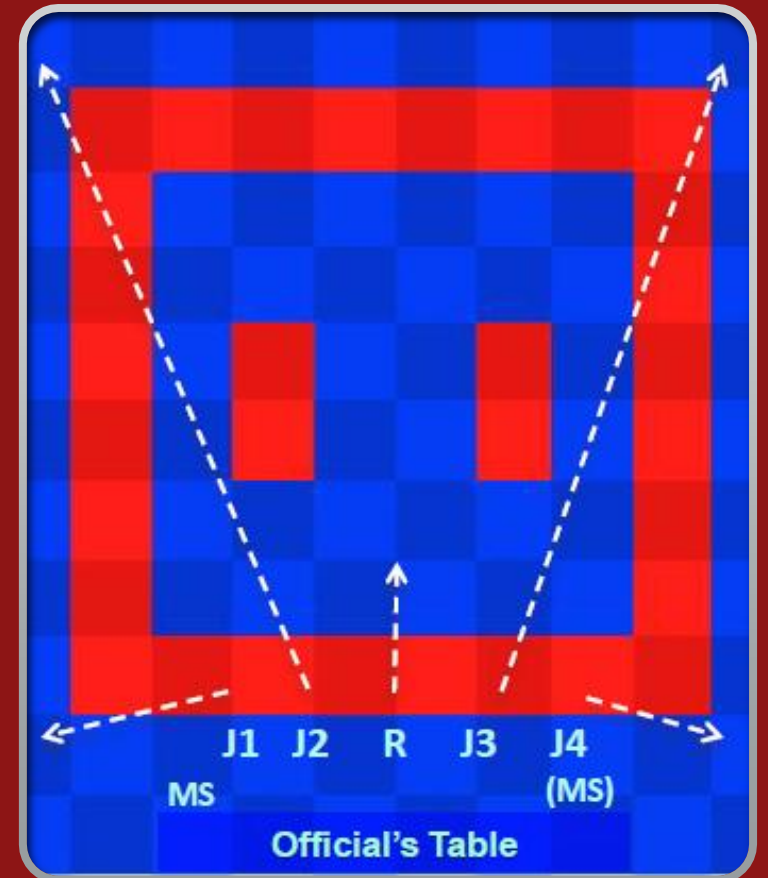
### Coaches Placement:

- Coaches should be seated in **front of the Referee**, never behind.

# Referee Panel - 4 Judge System

## ALL CATEGORIES

- The Refereeing Panel for each match shall consist of **one Referee (Shushin)**, **four Judges (Fukushin)**, **one Match Supervisor (Kansa)** and a **Score Supervisor**.
- **The Match Supervisor shall not participate in the line-up** and salutation ceremony.
- The Score Supervisor shall sit at the Official's Table.
- **Video Review Judge** shall sit in a separate room or separate table with a camera screen.



# Kumite Competition Area – 4 Judge System

## INT./ADV. & ELITE CATEGORIES

- **Judges** are seated in safety area, at each corner.
- Each with a red and blue flag or Joysticks (elite).
- **Match Supervisor (Kansa)** is outside the safety area or behind official table.



### Elite Division

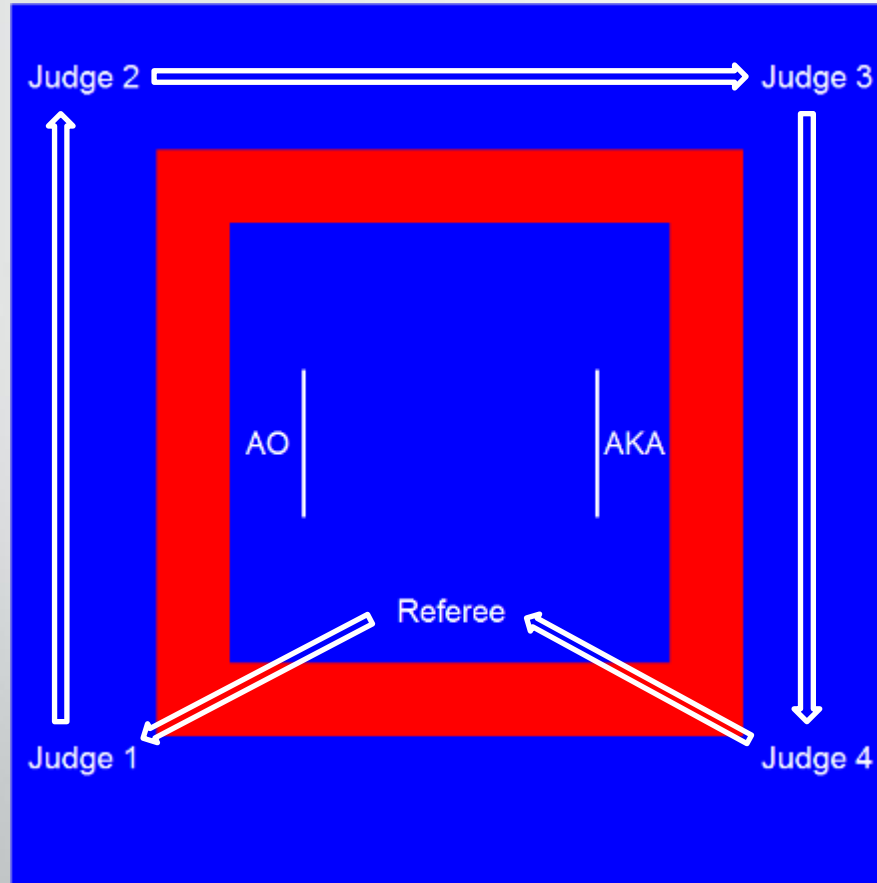
- Must follow **WKF Rules**
- **Video Review** applies
- Joysticks are used



**Video Review Judge** shall sit in a separate room or separate table - 30 sec. max time for a video review. Coach must request for Yuko, Waza-Ari or Ippon and stand up during the Video review request.



# Referee Panel Rotation Team Matches



In team matches the panel will rotate for each bout

The Match Supervisor will not rotate

The Referee can move around the entire Tatami including the safety zones

Referee - Do not stand in front of Judges or the Match Supervisor!

2 judges

# Referee Panel

4 judges

## JUDGES

- Can call points, jogai, and contact
- Consult during SHUGO
- Vote during HANTEI

## REFEREES

- Conducts the bout and makes all announcements
- Awards all points, warnings/penalties
  - Does NOT need judges' support for warnings/penalties
- Ask judges for points' support
- Calls SHUGO to consult judges
- Announces the winner

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## JUDGES

- Can call only points
- Consult during SHUGO
- Vote during HANTEI

## REFEREES

- Conducts the bout and makes all announcements
- Awards all points, warning/penalties
  - Does NOT need judges' support for warnings/penalties
- Calls SHUGO to consult judges
- Announces the winner



# Match Supervisor - Kansa

## Responsibilities & Restrictions



✓ 22 identified responsibilities, including:

- Ensures **approved equipment** before each bout is used
- Ensure **rules** are followed
- **Monitor scoreboard** accuracy
- **Track bout time** to validate scores
- **Advise referee for possible Jogai** observed in front of the table

### ⊘ Kansa Restrictions

- **Does NOT act** if Judges fail to signal a score
- **Does NOT vote** on judgment matters
- **Does NOT signal** time-up

🕒 **With less than 15 seconds left:**

- **No Passivity warnings**
- **No Tsuzukete**

⚠️ **Kansa must stay alert and observant all time!**



# Score Supervisor

3	IPPON	Three point score
2	WAZA ARI	Two point score
1	YUKO	One point score
✓	SENSHU	First unopposed point advantage
□	KACHI	Winner
✗	MAKE	Loser
▲	HIKIWAKE	Draw
KK	KIKEN	Renunciation (absence)
1C	CHUI (first instance)	1st warning
2C	CHUI (second instance)	2nd warning
3C	CHUI (third instance)	3rd warning
HC	HANSOKU CHUI	Warning of disqualification
H	HANSOKU	Disqualification from bout
S	SHIKKAKU	Disqualification from tournament

## ⚠ Important

Accurate score records are **crucial in case of tie or protest!**

## ✓ Key responsibilities, including:

- Record **points, warnings, penalties** accurately.
- **Update scoreboard** in real-time as per referee decisions.
- Track **Senshu, Jogai, Hansoku, Shikkaku**
- Work with **Referee Panel, Kansa, Tatami Manager, and Timekeeper**
- **Verify scores** before match result is announced.



# What Makes a Valid Score?

✓ A score must:

- Be a valid karate technique
- Be delivered to a permitted scoring area
- Meet the established scoring criteria
- Be delivered during match time
- Be delivered from within the competition area
- Be delivered before “yame” is called



# Scoring Requirements

- 1. Good Form** - Properly executed technique.
- 2. Sporting Attitude** - Delivered without intent to cause injury.
- 3. Vigorous Application** - Delivery with power and speed.
- 4. Awareness**- Maintain awareness both during and after the technique.
- 5. Good Timing** - Delivering a technique at the correct moment.
- 6. Correct Distance** - Delivery at a distance where the technique would be effective.

⚠️ New signal time for JOYSTICKS: up to 1.5 seconds



## Scoring Requirements



Is there an awareness?



# Scoring Areas

## 7 Permitted Targets

✓ A score is awarded when a technique is performed according to criteria and targets these areas:



YES



NO

## JODAN

(Above Collarbone)

Head

Face

Neck

*(No contact to throat allowed)*

## CHUDAN

(Above Pelvis to Collarbone)

Abdomen

Chest

Back

Side



# Points May Be Signaled Even Without Seeing Impact

⚠ Judges may award points even if they don't see the exact point of contact when they using the flag system and:

- The **technique is executed correctly**
- **No obstruction** prevents it from reaching the target
- **Proper form, control, and distance** are evident

💡 **If all scoring criteria are met — the point counts - but allow the judge in the best position to react first to support their call**



# Invalid Techniques

⚠ A technique is **invalid** if:

- ⊘ Performed **after time is up**, called **YAME**, or after **WAKARETE** but before **TSUZUKETE**
- ⊘ Executed **while out of bounds** (JOGAI)
- ⊘ **Followed by a foul** of excessive contact
- ⊘ Lacks **AWARENESS** or **fails scoring area or criteria** (good form, control, distance, etc.)



# Evaluating a Scoring Technique

*When evaluating a scoring technique, ask:*

- 1. Is it an approved & effective technique?**
- 2. Is it against an approved attack area?**
- 3. Does it have the greatest potential effect?**



💡 Think in terms of proper form, target, and impact!



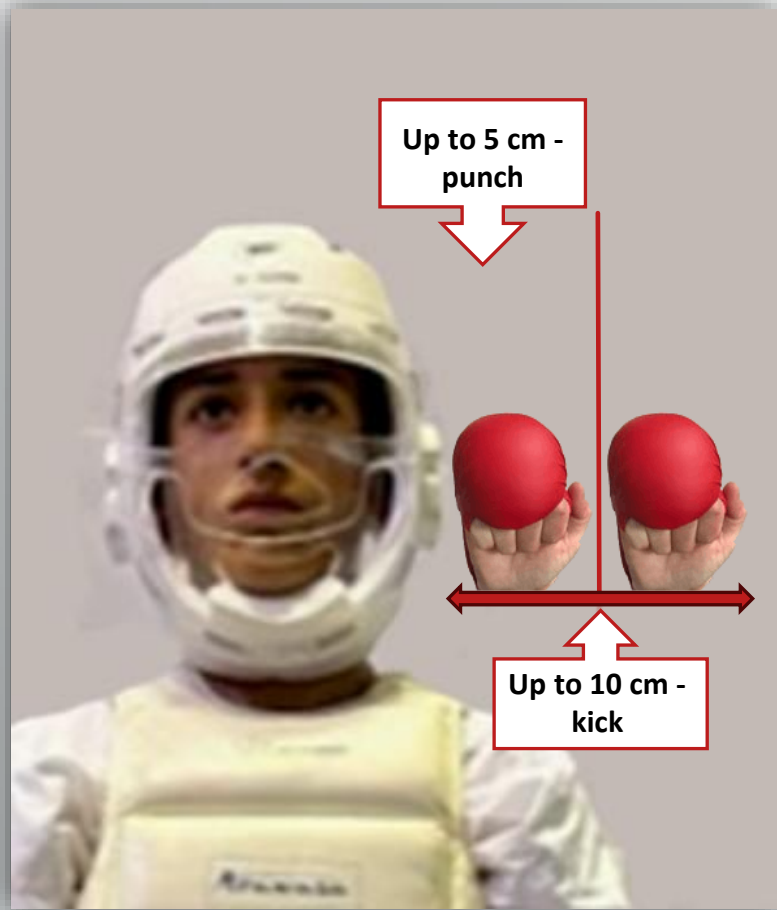
# Correct Distance

## Skin Touch

- ✅ Skin Touch = Touching the target without transferring energy into the head or body
- ❌ More than a skin touch will result in a warning or penalty
- ⚠️ Controlled contact is essential for scoring!



# Correct Distance by Age Category



## 👤 Juniors, Cadets & Younger (U-14 y/o):

⚠️ **Skin touch to head, face, or neck (including headgear) — hands or feet**

✅ **Scoring distance (including skin touch):**

- Up to 10 cm for kicks
- Up to 5 cm for hand techniques

## 👤 Cadets (14-15 y/o):

✅ **Skin touch allowed for punches and/or kicks**

✅ **Scoring distance:**

- Up to 10 cm for kicks
- Up to 5 cm for hand techniques

# Senior & Junior

(16 y/o and above)



✓ Allowed:  
Light, controlled "touch" contact to face, head, and neck  
✗ No contact to throat

✓ Scoring Distance:  
Up to 5 cm for kicks  
Up to 2 cm for hand techniques

⚠ Contact must be non-injurious and controlled!



# Yuko (1 point)

- ✓ Awarded for:
  - Any Tsuki (punch)
  - Any Uchi (strike)



⚠ Must meet all scoring criteria!



# Waza-Ari (2 points)

✓ Awarded for:

Chudan kicks (middle-level kicks)



⚠ Kicks must meet scoring criteria to be valid!



# Ippon (3 points)

✓ Awarded for:

**Jodan kicks** (kicks to the head, face, neck — above the collarbone)



⚠ Kicks must be controlled and meet scoring criteria!



# Ippon (3 points)

✓ Awarded for **any punching scoring technique**

delivered when:

- **Opponent is thrown**
- **Opponent falls on their own**
- **Opponent is otherwise off their feet**

! **Exception:**

**Hiza-Gamae (1 knee on the tatami while attacking) — still valid for scoring!**

⚠ **Technique must meet all scoring criteria (good form, control, target, etc.)**



# Referee Procedure

## Stopping the Bout

**14 Identified Reasons, including:**

- When **two or more judges signal a point**
- **Warnings or penalties**
- **At Kansa or Tatami Manager's direction**
- **Any other reason considered necessary**
- **Video review requests (Elite divisions only)**



# Referee Procedure

## Awarding Points

**When giving points the referee must identify....**

**First the scoring  
athlete  
AKA - AO**

**Second the  
scoring area  
CHUDAN -  
JODAN**

**Third the scoring  
technique  
TSUKI - UCHI -  
KERI**

**Fourth the score  
awarded  
YUKO – WAZA-  
ARI - IPPON**



SCORE	TECHNIQUE
(1) Yuko	Punch (Tsuki) or strike (Uchi) to scoring area.
(2) Waza-ari	Chudan kick (abdomen, chest, back, side).
(3) Ippon	Jodan kick (head, neck, face), and any legal techniques on opponents whose <i>any part of the opponent's body, other than their feet, is on the tatami*</i>



**\*Exception:**  
Hiza-Gamae  
One knee touching  
the mat while  
executing a  
technique.



# Flag System

## Scoring Points



✓ **2-Judge System**  
Same principle applies



✓ **4-Judge System**

If 2 judges for the same contestant show a different score the higher score will be applied.

If majority of flags indicate a lower score, it will prevail.  
ex. 2 of 3 are lower.



## ✔ 4-Judge System

In case both contestants receive two flags each for a score, the referee will call both scores.



## ✔ 2-Judge System

If the judges' scores oppose each other, the referee will award both scores.



**Judge 1**



**Judge 2**

⚠ If only one judge scores and the referee agrees and call "Yame", the point is awarded.



# Two Judge System

Referee signals request support for points



NO



YUKO



WAZA-ARI



YES



IPPON



⚠️ If a contestant scores multiple techniques BEFORE "Yame"

The higher point value will be awarded, regardless of which technique came first.

- ✅ Example: A **punch (1 point)** followed by a body **kick (2 points)**
- ★ Judges should award Waza-ari (2 points) for the kick.



Two judges score Waza-ari



Aka – Chudan – Geri  
**Waza-ari**



# When Judges Disagree



**Judge 1**

If one judge signals for a point and the other for a warning/penalty for the same athlete, the referee may decide how to proceed

**! Referee's Role:**

The Referee makes the **final decision**



**Judge 2**



# Two Judge System

Warnings or Penalties



JOGAI



Excessive Contact





# Declaring the Winner in Kumite

✓ Winner is declared when:

First athlete to reach **spread of 8 points**

Time expires and:

- Equal score & No Senshu?

Final Decision: HANTEI (Judges' Decision)

🏆 Superiority of tactics & techniques

First vote: 4 Judges

- 4-0 → Decision by the judges
- 3-1 → Decision by the judges
- 2-2 → Referee breaks the tie

Tie-Breaker Order:

- 1 Higher number of Ippon
- 2 Higher number of Waza-Ari
- 3 Still tied? — HANTEI or HIKIWAKE (Team)





# Senshu (First Point Advantage)



## Referee Procedure

→ Award the appropriate point

→ Then announce:

"AKA (AO) Senshu!" - with arm gesture

**Senshu is awarded when:**

First valid score is given to **only one athlete** (by flags, joystics or video review)



**Match ends tied?**

**Athlete with Senshu is the Winner!**



✘ If an athlete **having SENSHU** receives a **warning for avoiding combat** with **less than 15 seconds** remaining

💬 Example:

"AKA SENSHU — *Senshu removed due to penalty!*"



## Losing SENSHU Advantage

➔ Automatically lose the SENSHU advantage

### Examples:

- Jogai (stepping out)
- Running away
- Clinching or grabbing
- Wrestling or pushing
- Standing chest to chest



# Warnings and Penalties



## Informal Warnings

TSUZUKETE

WAKARETE

## Warnings

CHUI 1

CHUI 2

CHUI 3

HANSOKU-CHUI

## Disqualifications

HANSOKU

SHIKKAKU



# TSUZUKETE!!

- Urge athletes to engage.
- **Cannot** be given in the **first or last 15 seconds** of the match.



! It is mandatory to give a **verbal call** (e.g., "Tsuzukete") **before** awarding passivity.

## First Step Before Passivity "Fight on"

However, if not given the Kansa does not intervene nor is there a protest since it is not in the rules.

You must always use  
**Tsuzukete before Passivity.**



# WAKARETE!!

- Used to **break clinches** or close contact.
- **No score** can be awarded **during Wakarete**.
- Warnings/penalties **can be issued** during Wakarete.



**Wakarete!!**  
(Stop & Separate)



**Tsuzukete!!**  
(Resume Fight)

## Guidelines

Allow close-distance strategies — **don't** rush to separate.

**Don't** call "Tsuzukete" until fighters are at a safe distance.

Grabbing = Warning/Penalty.

Use loud voice and clear signal.

Be at the **right distance and position** for Wakarete.

Wakarete can be used during **Ato-Shibaraku**.

Techniques after Wakarete & before Tsuzukete = Warning/Penalty.

**No score/review** if flagged after Wakarete — Kansa reminds.

Hard contact = 2nd Warning/Penalty.



# Official Warnings

## Chui and Hansoku Chui

### ⚠ CHUI

Minor infractions that **do NOT diminish** the opponent's chance to win

- **Up to 3 times** for small violations

### ⚠ HANSOKU CHUI

More serious infractions that **reduce** the opponent's chances.

- After **third CHUI** is already issued
- For **time-wasting** with less than **15 seconds left**
- For **obvious exaggeration** of contact
- For **feigning injury** when a point is awarded



# Official Warnings

## Referee Procedure

1. Call "YAME" and return to position.
2. Turns to the athlete receiving the penalty.
3. Indicates the reason for the warning/penalty.
4. Gestures clearly using extended finger(s) to show the level of penalty (Chui, Hansoku Chui).



# Correct Indication of Hansoku-Chui / Hansoku

## ✓ How to Indicate:

Turn to the athlete receiving the penalty.

Loudly announce: **“AO HANSOKU-CHUI!”**

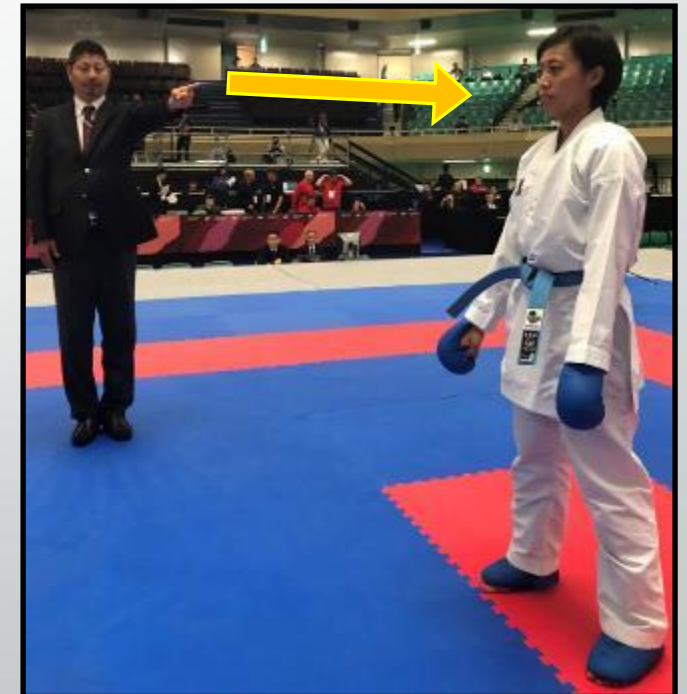
**Gesture clearly** using extended fingers (as per WKF guidelines)



AO



Hansoku-Chui



Hansoku

# Official Penalty

## Hansoku

### ! Excessive Contact – athlete Cannot Continue

The opponent's potential for winning has been reduced virtually to zero

Also:

- After **HANSOKU CHUI** → If serious exaggeration occurs.
- If **HANSOKU** is declared, the bout is awarded to the opponent.

### Team Matches:

- Fouled athlete's **score set to 8 points**
- **Offender's score becomes 0**



**Procedure update:**  
Call "**FUKUSHIN SHUGO**" (Judge's meeting) **before** issuing **Hansoku** for all instances of wasting time.



# ✘ Disqualification from the Tournament

Shikaku

## Reasons for Disqualification:

- 🚫 Fails to obey Referee
- 🚫 Dishonors Karate or Unsporting Behavior
- 🚫 Severe Feigning of injury

## 📢 Procedure update:

Call "FUKUSHIN SHUGO" (Judge's meeting) before issuing disqualification.

## 📊 Team Matches Impact:

Fouled athlete → Score set to 8 points

Offender → Score zeroed (0 points)









# KIKEN


(Forfeiture)



## Awarded When a athlete:

-  Fails to present when called.
-  Unable to continue the bout.
-  Abandons the bout.
-  Is withdrawn by order of the Referee.

 **Result:**  
Opponent declared winner of the bout.

 **Procedure update:**  
Call "FUKUSHIN SHUGO" (Judge's meeting) **before** issuing disqualification.



Point to  
feet

# Prohibited Behavior

- Techniques which make excessive contact, or any contact with the throat
- Attack to the arms, legs, groin, joints, instep
- Attacks to the face with open-hand techniques
- Dangerous or forbidden throwing techniques
- Techniques executed after “WAKARETE” before “TSUZUKETE” has been called.
- Feigning or exaggerating injury
- JOGAI
- MUBOBI

⚠ Any injury must be penalized unless it has been caused by the recipient.



# Prohibited Behavior

- **Avoiding combat**
- **Passivity**
- **Clinching, wrestling, pushing, seizing, standing chest to chest**
- **Grabbing: Both hands (except takedown after catching a kick), or one hand without immediately attempting to score or takedown.**
- **Uncontrolled techniques & attacks**
- **Simulated attacks**
- **Discourteous behavior**



# Prohibited Behavior

Excessive Contact / Dangerous Techniques

The Referee shows to Judges that excessive contact or skin touch occurred.

Also includes:

- Attacks to the limbs
- Open hand techniques to the face
- Dangerous or forbidden throwing techniques
- Kicking techniques against a downed opponent who is lying flat on the floor

! CHUI – HANSOKU CHUI – HANSOKU !  
no step-by-step progression required



# Prohibited Behavior

## Overreaction & Feigning Injury

### OVERREACTION TO CONTACT

- Slight overreaction → **CHUI**
- Obvious display of exaggeration → **HANSOKU CHUI**
- More serious exaggeration ex. staggering, falling, etc. → **HANSOKU**

⚠ **CHUI – HANSOKU CHUI – HANSOKU** ⚠  
*no step-by-step progression required*

### FEIGNING AN INJURY

- Any instance of feigning an injury → **CHUI**
- Obvious display of feigning → **HANSOKU CHUI**
  - ⚠ minimum when a point is given to the opponent
- A more serious simulation → **SHIKKAKU** directly

⚠ **CHUI – HANSOKU CHUI – HANSOKU - SHIKAKU** ⚠  
*no step-by-step progression required*



# Prohibited Behavior

## Jogai

Exit from the competition area not caused by the opponent.

### 🕒 Last 15 Seconds

- Jogai = ⚠️ minimum - Hansoku Chui
- Loss of Senshu if applicable

YES



JOGAI can be given during WAKARETE if appropriate.

NO



### ⚠️ New Updates

AKA No valid Score & valid Jogai = Point ❌ but JOGAI ✅

Aka Score & Aka Jogai = Point ✅ but JOGAI ❌

AKA Score & AO Jogai = AKA Point ✅ but AO JOGAI ❌

Aka Throws Ao



Ao is Out

Aka Is In



Aka Can Score  
No Jogai For Ao



# Prohibited Behavior

Mubobi



When the offender receives excessive contact or sustains injury.

When the offender is thrown with an approved technique and hurts him/herself.

No score can be awarded if there is an injury



# Prohibited Behavior

## Avoiding Combat

**Pushing, Grabbing, Running, Etc.** - Preventing the opponent from having the opportunity to score

**During Ato Shibaraku** – 🕒 less than 15 seconds in the match:

- **Minimum Hansoku Chui**
- **🚫 Loss of Senshu if appropriate**



# Prohibited Behavior

## Passivity

→ **Definition:** Not attempting to engage in combat.

Cannot be given to a athlete leading on points or Senshu

Examples:

- **AKA: 4 / AO: 0 → AO (only)**
- **AKA: 3 / AO: 3 (AO Senshu) → AKA (only)**
- **AKA: 2 / AO: 2 (No Senshu) → Both**
- **AKA: 0 / AO: 0 → Both**

⚠ Cannot be given in the first 15 seconds or when less than 15 seconds remain in the bout.



# Prohibited Behavior

Unnecessary Clinching, Wrestling, Pushing or Seizing Without a Technique



✓ **One hand Allowed** when attempting to:

- Execute a throw (takedown)
- Deliver a direct scoring technique

⚠ **But:**

- **No continuous holding** - must release after the attempt.

✓ **Two-hand Grab Allowed** only for:

- Execute a takedown after catching a kick
- **Holding to break a fall** - Permitted if being thrown



Grabbing



Pushing

# Prohibited Behavior

## Dangerous & Uncontrolled Attacks



### ⚠ Attacks with the Head, Knees, or Elbows

#### Definition:

- Techniques that **cannot be controlled**
- **Dangerous & unsafe** for the opponent

#### Referee Signal:

- Touch forehead, knee, or elbow with **open hand**



### ⚠ Dangerous & Uncontrolled Attacks

#### Includes:

- **Uncontrolled punches, kicks, or strikes**
- **Techniques likely to cause injury**

#### Referee Signal:

- **Clenched fists brought past the sides of head**



# Prohibited Behavior

Talking, goading, & discourteous behavior

- Issued for **talking, provoking, or showing disrespect** toward the opponent.
- Issued for **ignoring WAKARETE** command **or** any other prohibited activity with **exception to contact and Jogai during WAKARETE.**
- Can be issued to coaches for discourteous behavior.



# In Case of Contact Injury Procedure



✘ Do NOT touch the athletes!

✔ Call the doctor immediately!

📋 **General Rule:**

Injured athletes should be examined **outside the Tatami.**





⚠ **Exception:**

If the injury requires immediate attention, the doctor may examine the athlete **on the Tatami.**

# Injured Contestant?

 Three (3) Minutes for Medical Treatment

After 3 Minutes — Referee's Decision:

-  Fit to continue or
-  Unfit to fight / Extension of treatment (if necessary)

## Referee's Duties:

Observe the contestant

Stay with the doctor during evaluation

## Procedure update:

Call "FUKUSHIN SHUGO" (Judge's meeting) before issuing any final decision.

## Final Decision

- If doctor says "YES", Referee can still say "NO"
- If doctor says "NO", Referee CANNOT say "YES"





# Medical Rules – Referee's Duties

✓ Demand Correct Information from the Doctor!

## If Doctor Declares athlete Unfit to Continue:

1. Call "Fukushin Shugo" (Judges' meeting)

2. Inform the Judges:

*Example: "Doctor says he/she cannot continue due to head injury/broken toe, etc."*

3. Do NOT discuss possible penalties like **Hansoku, Kiken, or Mubobi** — *Judges will understand the context from the explanation.*




⚠ Important Rule

If a athlete is declared unfit by the doctor, they CANNOT continue fighting in that competition.



# 10-Second Rule

## Knockdowns / Falls

 Any athlete who lies flat, falls, is thrown, or knocked down, and fails to fully regain balance on their feet within 10 seconds will be deemed unfit to continue.


**Result: Automatic withdrawal from all Kumite events in that tournament.**

### Referee Procedure:

1. Call the Doctor immediately.
2. Start a verbal 10-second count in English, using fingers to indicate each second.
3. Athlete must be flat on the ground for the count to apply.

### Considerations for Decision:

1. Was the technique valid?
2. Was it properly applied to an approved scoring area?
3. Was the technique controlled and within guidelines?
4. Was it Mubobi (self-endangerment)?

 **Procedure update:**  
Call "FUKUSHIN SHUGO" (Judge's meeting) before issuing any final decision.

### **Possible Outcomes:**

**Hansoku** to one side, **Kachi (win)** to the other side.  
**Kiken (withdrawal)** to one side, **Kachi** to the other side.  
**Shikkaku (disqualification)** to one side, **Kachi** to the other side.



# Official Protest

- Only the coach may protest (not the athlete)
- Must request an official protest form from Tatami Manager
- Submit completed form within **5 minutes** of protest intent
- Protest fee: **\$350 (USD cash)**
- Any further matches involving disputed athletes are postponed
- **Appeals Jury decision is final**, overturn able only by the Chairperson of the Referee Committee, USA Karate Board Chair, and CEO
- An accepted protest does not mean that a bout or match will automatically be redone.

**Matter of Judgment**  
**VS**  
**Matter of Procedures**

APPENDIX 4: USA KARATE – PROTEST FORM

Date	Event/Location	Time of Protest
/ /		

Category #	Category Name

Competitors			
Ao	Country/State	Aka	Country/State

Protest Description

If you require more space, please use the other side of this form

Protester's Name	Title	Signature

For Official Use Only:

Tatami #	M.S./Kansu				
Panel	Referee	Judge 1	Judge 2	Judge 3	Judge 4
Name					
Country/State					

Appeal Jury	#	#	#
Country/State			
Signature			

Protest Accepted	Protest Denied



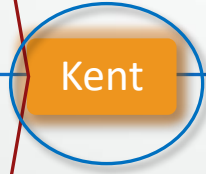
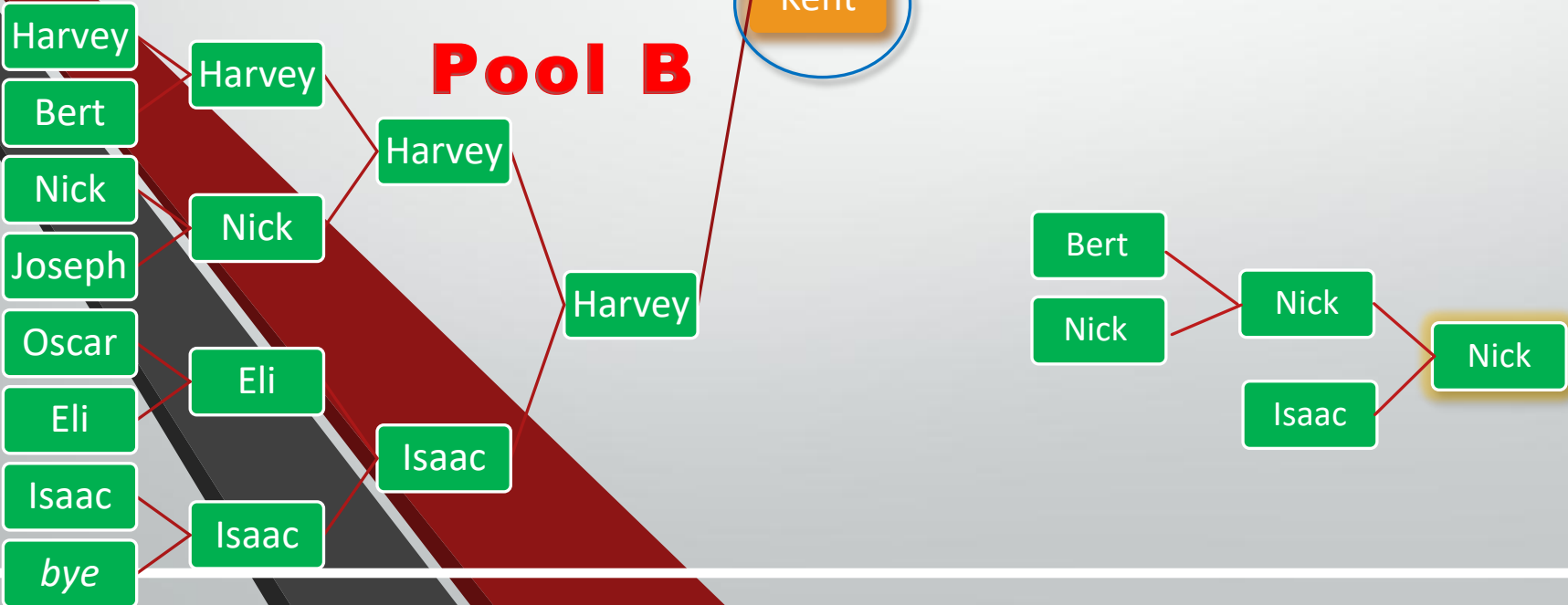
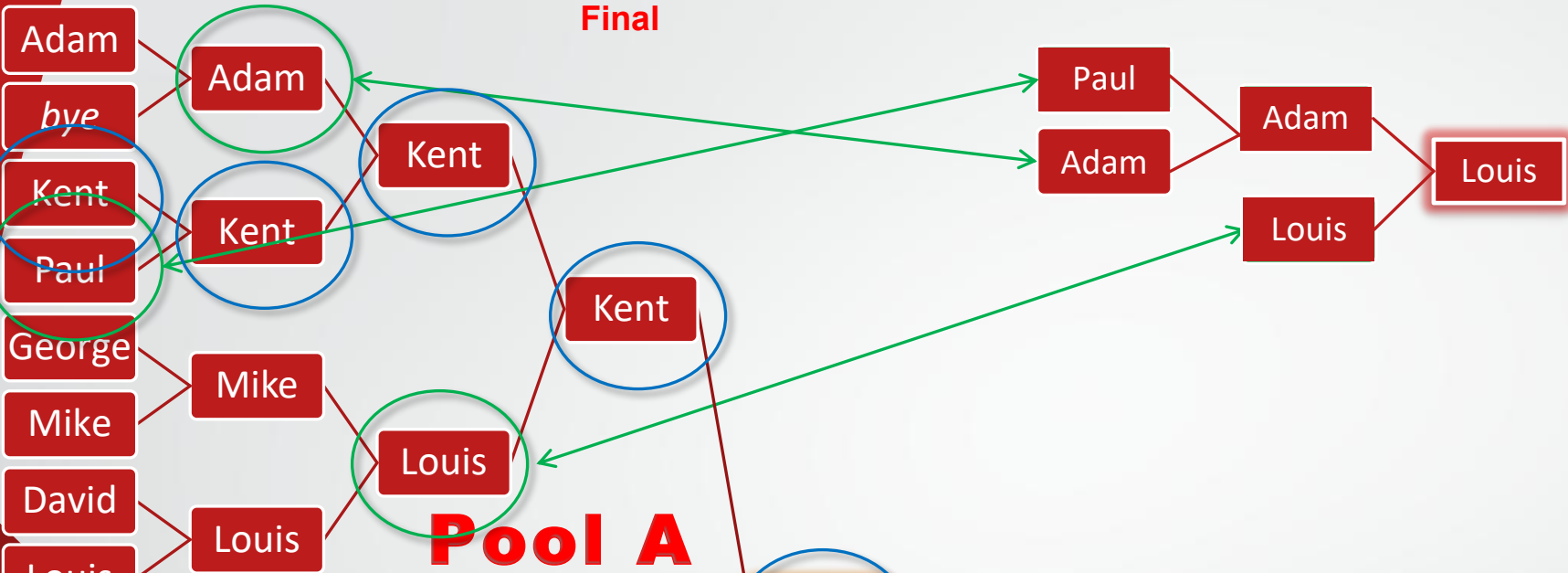
<b>Number of athletes</b>	<b>Chart To Be Used</b>
<b>4 or less</b>	<b>4 space chart</b>
<b>5 to 8</b>	<b>8 space chart</b>
<b>9 to 16</b>	<b>16 space chart</b>
<b>17 to 32</b>	<b>32 space chart</b>

## Charting

The total number of athletes PLUS byes should equal the total number of spaces on your chart.

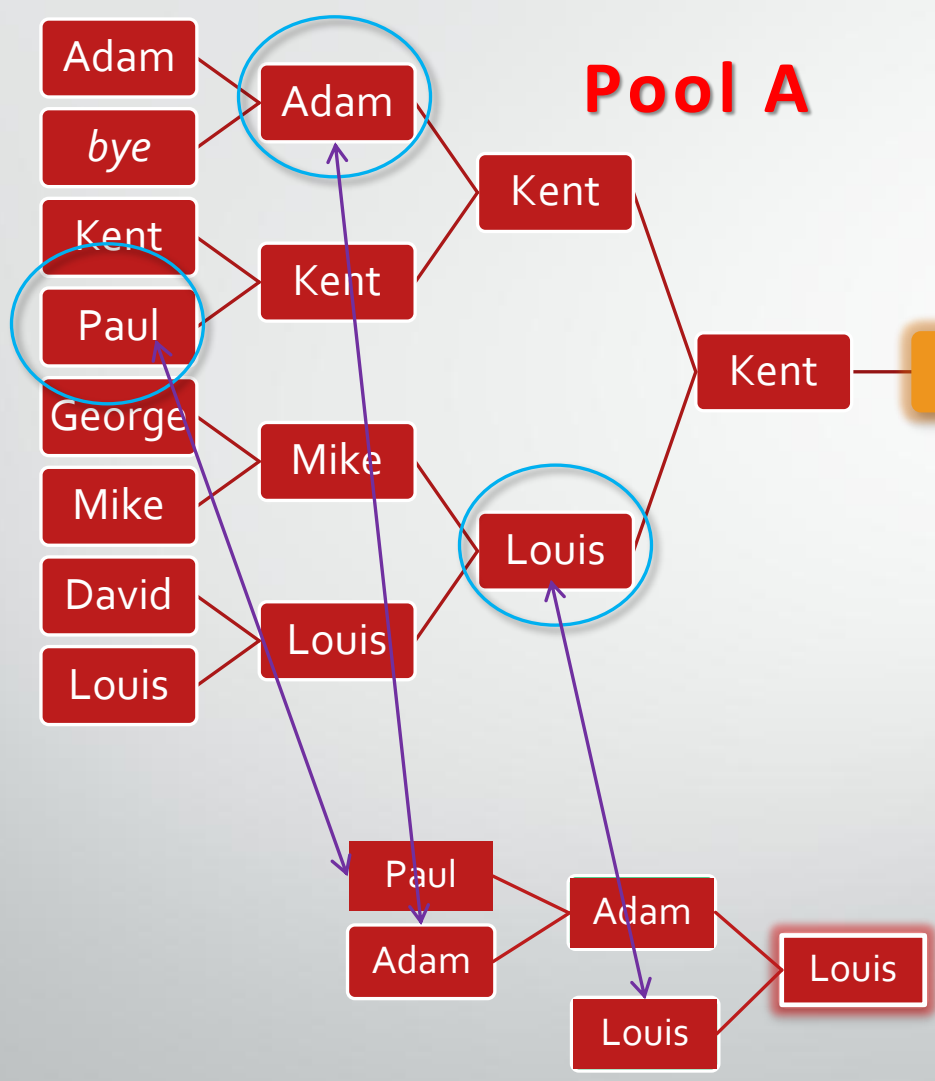


Round 1   Round 2   Round 3   Semi-Final   Final   Repechage

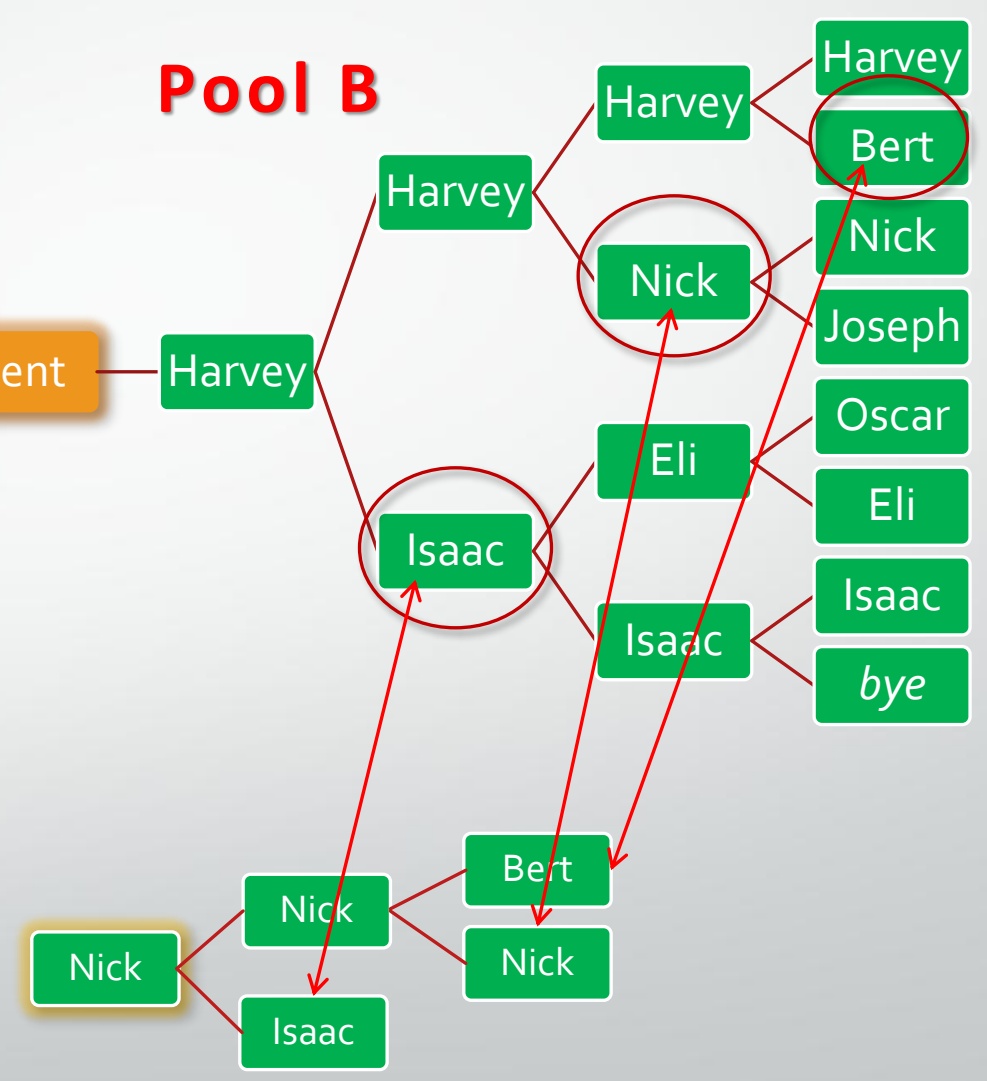


# of Competitors= 14

Round 1   Round 2   Round 3   Semi-Final   Final   Semi-Final   Round 3   Round 2   Round 1



Repechage A



Repechage B

# of Competitors= 14



**Thank-you for your  
participation!**

**Any Last Questions?**

