

INTERNATIONAL KARATE UNION

COMPETITION RULES

PART 1: COMPETITION RULES

ART. 1: COMPETITION STRUCTURE

- 1.1 The competition is divided into two main branches: KATA and KUMITE. Competitors shall be divided into different categories according to age, belt, gender and weight.
- 1.2 The INDIVIDUAL KATA competition will be organized by karate style. The team kata competition shall be interstyle.
Each competitor may participate in only ONE style.
- 1.5 The KUMITE competition will be divided into:
 - SHOBU IPPON (Individual and Team) see the related rules for traditional competition.
 - SHOBU NIHON (up to 13)
 - SHOBU SANBON (14-65)ROTATION TEAM KUMITE is only foreseen in Shobu Sanbon system.
- 1.6 Category age:
 - Children A (5-7) – Children B (8-9) – Children C (10-11)
 - Juveniles (Youngs 12-13)
 - Cadets (14-15)
 - Juniors (16-17)
 - Seniors (18-40)
 - Veterans A (41-50)
 - Veterans B (51-65)

ART. 2: PARTICIPATION RULES

- 2.1 The **Individual kumite competition** will be divided into Shobu Ippon and Shobu Sanbon. **For the individual competitions, all kumite contestants must decide which kumite system they wish to compete in.** Each contestant must choose to compete in either **Individual Shobu Ippon** matches, OR in **Individual Shobu Sanbon** matches.
In Individual competitions, contestants will not be allowed to compete in both kumite systems nor mix both Shobu Ippon and Shobu Sanbon categories.
The **Team kumite competition** will be divided into Ippon Team, Sanbon Team and Sanbon Team Rotation.
All competitors in Cadet, Junior, Senior and Veterans can compete in all kind of teams, independently from the individual kumite system they have chosen (for example, a competitor, who decided to compete in Individual Shobu Ippon competition and who can compete in Ippon Team, CAN also compete in Sanbon Team or Sanbon Team Rotation).
- 2.2 In individual competitions, contestants must participate only in their own category.
- 2.3 A Juvenile contestant CAN ONLY compete in Juvenile categories.
- 2.4 A Cadet contestant CAN ONLY compete in Cadet categories.
- 2.5 A Junior contestant CAN ONLY compete in Junior categories.
- 2.6 A Senior contestant CAN ONLY compete in Senior categories.
- 2.7 A Veteran contestant CAN ONLY compete in Veteran categories. Veteran kumite competition shall be open weight.
- 2.8 For team kata competition, only two categories are foreseen: JUVENILES (12-15) and ABSOLUTE (16-40).
- 2.9 A category will be organized with a minimum of 4 competitors. In the lack of this minimum condition, the category will be merged with the next smaller one.
- 2.10 Each federation may register a maximum of 1 team for both kata and kumite.

COMPETITORS DRAW

- 2.11 In a kumite category, in the event of two athletes from the same country, they must be drawn in two different pools (pool A and pool B). If more than 33% of competitors are absent, the category shall be drawn again.
The World, or European Champion and the Vice World, or Vice European Champion in kumite categories, must be drawn in different pools (pool A and pool B).
- 2.12 **WEIGH IN:** competitors shall be weighted wearing karate-gi pants and a white short sleeves t-shirt. A maximum overweight of 500 g. will be tolerated.

ART. 3: COMPETITION STAFF

- 3.1 **Competition Director:** he is appointed by the International Karate Union Directing Committee (IKU - DC).
He will manage the organization and the development of the competition but cannot interfere with the judging rules. He shall be assisted by other competition personnel.
- 3.2 **Competition Doctor:** he is appointed by the IKU-DC. He will decide on all medical matters during the competition. He will record a contestant's injury on an "INJURY Form". He is authorized to give his opinion as to whether a contestant is fit or unfit to compete or continue with a match in a round and/or the competition.
- 3.3 **The First Aid Crew:** they shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 **Security Team:** they must not allow intruders into the competition area. The nation organizer of the tournament, shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present.

ART. 4: OFFICIAL UNIFORM

REFEREES

- 4.1 All judges and referees must wear the official uniform foreseen by the IKU-DC. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The referee official uniform is composed of:
- A navy blue blazer bearing two silver buttons
 - A white short sleeve IKU shirt with pocket
 - A blue IKU tie
 - Light grey pants
 - Black socks
 - Black sport shoes
 - Extra shoes for tatami
- Referees and Judges are not allowed to wear watches, bracelets, mobile telephones, tie-pin, or other objects that could cause injury. Each referee shall bring with him a notepad, a pen and a copy of the valid competition rules.

CONTESTANTS

- 4.3 All contestants must wear a clean, white karate-gi.
- 4.4 A national country badge is permitted (maximum 10 square centimetres), a federation logo on the left side of the chest and with only one sponsorship advertising logo panel on the back of the gi top. It must be at shoulder height, and measure a maximum of 30 x 15 cm.
- 4.5 The karate-gi jacket, when tightened around the waist with the belt, must be of an overall length that covers the hips, but must not reach the knees.
- 4.6 The belt must be of an overall length that leaves around 15-30 cm of extra length at both ends after having been properly tied around the waist, but must not reach the knees.

- 4.7 The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.8 The pants must be long enough to cover two-thirds of the shin and must not reach the anklebone. The pants must not be rolled up.
- 4.9 Muslim women may use a white scarf or chador.
- 4.10 Only female contestants can wear a plain white t-shirt under the karate-gi jacket.
- 4.11 In kata events the contestants must wear a belt of their own karate grade for the first two rounds. In the semifinal and final rounds they shall wear a red belt for AKA and a blue belt for AO.
- 4.12 In kumite matches and in kata flag system, for identification purposes, contestants shall wear a red belt for AKA and blue belt for Ao, replacing their belt.
- 4.13 It is strictly forbidden to athletes to dress and/or undress inside or next to the competition area.
- 4.14 If a contestant is inappropriately dressed for a match, the referee will allow him 1 minute to change his uniform to comply with the IKU rules. If after this time (1 minute) the contestant has not been able to change his uniform, the decision of the referee will be HANSOKU (disqualification) for the contestant. The contestant's coach is responsible for ensuring that the contestant is appropriately dressed for the competition.

COACHES

- 4.15 Only the coaches officially recognized by the IKU organization and registered as coach for the competition, wearing the related badge, may attend the competition inside the competition area.
- 4.16 In each competition area only ONE coach per nation shall be allowed.
- 4.17 If necessary, a coach can only apply to the Chief tatami. He may not directly apply to the referee panel, nor to the jury table for whatever reason.
- 4.18 Coaches shall always maintain a behavior appropriate to a sporting competition acting respectfully and with fair play. If a coach does not comply with these requirements, or if his behavior prevents the correct running of the competition, the chief referee can dismiss him from the competition according to the authorization of the Referee Commission.
- 4.19 During the competition, all coaches must wear a national tracksuit (or pants and national polo t-shirt) with their national or federation name, together with their personal badge.
- 4.20 In kata competition, coaches shall only be allowed in the competition area for children categories.
- 4.21 In kumite competition, coaches shall correctly sit at their place.
- 4.22 At the tatami, coaches are not allowed to assist contestants to wear or adjust their karate-gi or other clothes during a competition.
- 4.23 Coaches shall never wear short pants (as a form of respect towards martial arts).
- 4.24 During the competition, Coaches may not assist competitors to adjust or wear their karate-gi and/or belts. **It is forbidden to Coaches to bring bottles, clothes, belts, mitts, bags or any other item** onto the competition areas.
- 4.25 The IKU-Officers, the Competition Director or the security staff may disbar any coach or contestant who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

PROTECTION EQUIPMENT

In IKU competitions, the following protections can be used:

- 5.1 Mitts: Sanbon, Ippon and Nihon kumite, blue for Ao, red for Aka, corresponding to their belt for that round.
- 5.2 Gum shields: must be white or clear. Athletes who cannot use a gum shield must present a medical certificate stating why they cannot wear it.
- 5.3 Groin protectors: (for male kumite) they must be worn under the karate-gi.
- 5.4 Chest protectors: (for female kumite) they must be white and worn under the karate-gi.

- 5.5 Helmet: (for children Nihon Kumite) it must be white (exceptionally other colours will be allowed) cover the whole head and have a mask of plexiglass for the face.
- 5.6 Chest protector: (mandatory for Children in Nihon Kumite and allowed for Cadets, Juniors, Seniors and Veterans) it must be white and worn under the karategi.
- 5.7 Shin protectors: (SanbonKumite / Nihon Kumite) can be white or combined with the colour requested for the match (AKA or AO).
- 5.8 Instep protectors (SanbonKumite / Nihon Kumite): for children categories they can be white or combined with the colour requested for the match (AKA or AO).
Starting from Juveniles category, they must be combined with the colour requested for the match (AKA or AO) and can not be white.

All protective equipment must be approved by the IKU-DC.

The following rules apply to the wearing of protection equipment:

5.9 Mandatory equipment:

- Mitts
- Gum shields (SanbonKumite)
- Groin protectors (Male Sanbon and IpponKumite)
- Chest protectors (Children and Female Kumite)
- Helmet (Nihon/Children Kumite)
- Shin protectors and instep protectors (Sanbon and Nihon Kumite)

5.10 Allowed equipment:

- Gum shields (Ippon and Nihon Kumite)
- Chest protector (Sanbon male kumite, Cadets, Juniores, Seniors, Veterans)
- Groin protector (Nihon Kumite)
- Soft/water-permeable contact lenses or special eye-glasses or other special equipment recommended by IKU medical commission, may be worn at the contestant's own risk with prior IKU-DC approval.

The use of rigid glasses is not allowed in kumite.

NAILS, METALLIC OBJECTS, HAIR, BANDAGES

- 5.11 All contestants are required to keep their finger and toe nails short
- 5.12 All contestants shall not wear any metallic objects nor hard material that may cause injury to themselves or their opponent anywhere in the body.
- 5.13 Each contestant must keep his hair clean, and cut to such a length that does not obstruct the smooth conduct of the match.
- 5.14 Competitors can wear discreet hair clips (not metallic, nor hard plastic) during the competition.
- 5.15 Contestants are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.16 Contestants are not allowed to wear hachimaki, .
- 5.17 If a contestant comes to the match area in violation to the above rules, the referee will allow him 1 minute to redress according to the IKU rules, otherwise the decision will be HANSOKU for this contestant. The contestant's coach is responsible for ensuring that the contestant does not violate these rules.

ART. 6: MATCH AREA SIZES

- 6.1 Tatami floors are mandatory.
- 6.2 For Kumite the size of the match area shall be 8 x 8 meters for Juveniles, Cadets, Juniors, Seniors and Veterans: and a minimum 6 x 6 meters for Children, with a safety space of 1 meter all around it.
- 6.3 For Kata the size of the match area shall be 8 x 8 meters for Juveniles, Cadets, Juniors, Seniors and Veterans: and a minimum 6 x 6 meters for Children, with a safety space of 1 meter all around it.

ART. 7: COMPETITION EQUIPMENT

- 7.1 The competition equipment will be prepared by the competition host and IKU organizer.
Type and quantity of the equipment:
- 7.2 Flags red/blue: (at least 5 for match area)
- 7.3 Score boards for kata: (at least 5 for each match area)
- 7.4 Recording equipment: (score sheets and recording forms, pens, calculators, etc).
- 7.5 IKU computer system is mandatory. The national organizer will ensure that it is safely transported and is properly used.
- 7.6 Whistles, bells or gongs to announce time signals.

ART. 8 PROTESTS AGAINST DECISION AND REVISION OF DECISION

INTRODUCTION

- 8.1 To reduce any charting error and avoid protests, the winner of each match must confirm his name to the jury table before leaving the area.
- 8.2 For the same purposes, the coach can notify the tatami chief referee of any administrative error as soon as it is detected. However, the coaches may not interrupt the work of the jury table trying to check the participation lists or other documents, asking for explanations, etc.
- 8.3 Contestants cannot personally protest against a referee's and judge's decision.
- 8.4 Only the coach of the competitor or of the team involved may protest by the chief referee against the decision, when the decision made by the referee and judges is thought having violated the competition or judging rules. In this case, the coach must immediately notify the error and/or violation to the chief referee as soon as it is detected. The chief referee shall stop the competition. In case the coach delays his request, the protest procedure cannot be executed.

PROTEST PROCEDURE:

- 8.5 The coach announces to the chief referee that he intends to make an official protest.
- 8.6 The chief referee will stop the whole round and will inform the Referee Commission about it.
- 8.7 Before the coach makes an official protest he has to pay a protest fee of Euro 50,00 to the IKU treasurer.
The fee will be returned if the protest is upheld.
- 8.8 The coach fills in the "PROTEST sheet" and gives it to the chief referee who will give it to the Referee Commission.
- 8.9 The Referee Commission shall review the complaint and the evidence that supports it, and may call for an explanation the chief referee, the referee and/or judges.
- 8.10 If they find the decision patently unreasonable, they may demand that the refereeing panel revises its decision and corrects the error.
- 8.11 The coach is responsible in providing the evidence for the protest. The coach shall state in the protest sheet the reasons of the protest, with reference to the competition rules he assumes having been broken and the exact time line of facts and responsibilities. In case the protest is lacking of these requirements and/or it is based upon impressions and personal considerations of the coach, it shall be rejected.

- 8.12 The IKU Referee Commission, after approval from the IKU-DC, will communicate the final decision to the chief referee. The chief referee will inform the coach of the final decision.
- 8.13 The Referee Commission may penalize the referee(s) who caused the protest.
- 8.14 Video proof is accepted ONLY if obviously clear and without any doubt about it.

ART. 9 OTHER MATTERS

- 9.1 In the case of a situation not foreseen in these rules or in case of doubt about the applicability of these rules to a specific situation, the panel of referees shall consult among themselves to find a solution.
- 9.2 The decision must be approved by the IKU Referee Commission and IKU DC, after consulting the TC (Technical Commission). All officials will be notified of this decision and a public announcement will be made.

PART 2: JUDGING RULES

ART. 1 GENERAL MATTERS

- 1.1 All the referee activities will be carried out according to the IKU rules and coordinated by the IKU Referee Commission (IKU-RC). The IKU-RC will be composed of an uneven number of members (3, 5, 7, etc) and shall be led by the Chairman of the IKU Referee Commission.
- 1.2. Each participant in the competition, may play only a single role (either referee, or coach, or athlete).
- 1.3. All referees must choose to be a contestant or to be a referee. They cannot compete and referee in the same tournament.
- 1.4. Referees and judges must not conduct a match if a contestant from their own federation or country is involved. Moreover they may not referee competitors with whom they have a family relationship of any kind. They must inform the chief referee about this matter at once. The chief referee will replace the referee with a neutral one. If the replacement should not be possible, the chief referee will inform the IKU Referee Commission that will proceed with the replacement with a judge from other competition areas, or will exceptionally allow to continue the competition without any replacement.
- 1.5. All karate-ka, including contestants, coaches, managers, or anybody connected with the contestant, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
- 1.6. Any behavior of coaches, managers or anybody connected to the contestants that is likely to bring karate into disrepute may result in a penalty or in the disqualification of the contestant and/or the team.

ART. 2: REFEREES PANEL

- 2.1 They will ensure that these rules are applied impartially on the tatami.
- 2.2 The referees panel is composed of: central referee (SUSHIN) and 2 corner judges (FUKUSHIN).
- 2.3 The jury table personnel will be made up of the jury table judge, score-keeper, time-keeper, and caller-announcer.

ART. 3: APPOINTMENTS

- 3.1 The Chairman of the Referee Commission is appointed by the IKU Directing Committee (IKU-DC).
- 3.2 The composition of the Referee Commission will be proposed by the Chairman of the Referee Commission and submitted to the IKU-DC for approval.
- 3.3 The Chief referee and the panel of referees for each tatami are appointed by the Chairman of the Referee Commission.
- 3.4 The Central Referee (SUSHIN) and the 2 Corner Judges (FUKUSHIN), will be appointed by the Chief referee from the panel of referees before or at the time of each match.
- 3.5 The Jury Table Personnel are appointed by the host of the competition / IKU organizer and must be approved by IKU-DC.

ART. 4: GENERAL DUTIES OF REFEREES AND JUDGES

The Chief referee, Referee (SUSHIN), the 2 Corner Judges (FUKUSHIN), and the Jury Table Judges have the following duties:

- 4.1 To learn and to know the IKU Competition Rules.

- 4.2 To be objective, impartial and fair.
- 4.3 To show respect and understanding.
- 4.4 To have a clear evaluation scale.
- 4.5 They must behave with dignity and demonstrate respect for the contestants and other officials.
- 4.6 Their movements during the match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as IKU officials.
- 4.7 They may not referee matches where athletes from their own federation or from their country are involved. Moreover they may not referee competitors with whom they have a family relationship of any kind.
- 4.8 They must concentrate their full attention on the match, observing each contestant carefully and judging correctly every action of the contestants.
- 4.9 During the match they must not talk with anyone but the Chief referee, the other Judges, the contestants and the IKU Referee Commission.

ART. 5: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE

- 5.1 The Chief referee organizes, coordinates and supervises the referee panel.
- 5.2 He organizes, coordinates and supervises the whole activity in and next to the tatami.
- 5.3 He is the only one in charge of dealing with coaches in order to maintain order, to give information, to solve troubles and/or protests.
- 5.4 With the authorization of the Referee Commission, he can dismiss coaches whose behavior does not conform with the spirit of a sporting competition, may cause disrepute to IKU and invalidate the correct development of the competition.
- 5.5 He is the person who directly apply to the Referee Commission in the cases foreseen by the competition rules.
- 5.6 He must make any decision and/or necessary action to allow the smooth and correct development of the competition in his area.
- 5.7 He has the ultimate responsibility of judgment.
- 5.8 He cannot interfere with the refereeing score evaluation but **MUST IMMEDIATELY** interfere when the rules are not properly applied.
- 5.9 When the referee panel makes a decision in contrast with the new competition rules, the Chief Referee **MUST** request to change this decision.
- 5.10 When necessary, the Chief referee will whistle three times (or more if necessary) taking place at the tatami edge and call one or more referees by the foreseen formal gesture. Only the Chief referee may talk to coaches.
- 5.11 Only the Chief Referee may talk to Coaches.
- 5.12 He advises and leads referees and judges.
- 5.13 He appoints the Referee and the 2 Corner Judges before each match.
- 5.14 The Chief referee is responsible for the order around his tatami where no items shall be allowed (no bottles, nor protection equipment, nor belts, nor clothes, nor bags, etc.).
- 5.15 He appoints, among the judges, a responsible for the order around the competition area that shall always be free from any kind of objects.
- 5.16 If it becomes necessary to replace one of them during a match, the Chief referee shall immediately stop the match and select a substitute without losing time.
- 5.17 The Chief referee is subordinate to the IKU Referee Commission.
- 5.18 He prepares a daily written report about referees and incidents (if any) at his tatami.

ART. 6: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN)

The Referee shall have the power:

- 6.1 To conduct matches, including start and stop.
- 6.2 To announce the decision of the Judges Panel.

- 6.3 To explain, when necessary, the reasons why a decision was made.
- 6.4 To announce fouls and to issue warnings (before, during, and after a match).
- 6.5 To take other disciplinary action (e.g. dismiss/suspend a contestant from a match).
- 6.6 To obtain advice and information from the 2 Corner Judges.
- 6.7 To decide victory by majority based on the table of judgment.
- 6.8 To extend the duration of the match.
- 6.9 To consult the Chief referee whenever he has difficulty in taking a decision.

ART. 7: RESPONSIBILITIES AND DUTIES OF THE 2 CORNER JUDGES (FUKUSHIN)

- 7.1 To assist, help and inform the Referee.
- 7.2 To exercise their right to vote on a decision during a match.
- 7.3 To evaluate the performance of the contestants.
- 7.4 The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag, whistle, and/or hand correctly giving their opinion:
 - 7.5 when they notice an injury or illness of a contestant before the Referee notices it;
 - 7.6 when they perceive an action which they consider should be awarded as ippon or waza-ari;
 - 7.7 when a contestant appears about to commit, or has committed, a prohibited act and/or technique;
 - 7.8 when one or both contestants have moved out of the competition area;
 - 7.9 in all cases when it is necessary to call the attention of the referee.
- 7.10 Each Judge shall continuously evaluate the relative excellence of sportsmanship of contestants and signal their opinion independently, in the prescribed manner.

ART. 8: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE

JURY TABLE JUDGE, SCORE-KEEPER, TIME-KEEPER, AND CALLER-ANNOUNCER

- 8.1 The Jury table Judge must be a qualified person, with good ability and who knows the IKU Competition Rules.
- 8.2 The Jury table announces the name of each contestant for each match and ensures that the correct contestant is on the tatami.
- 8.3 In case, during a round, a contestant takes the place of another one (because of too much noise, wrong announcement, unattentive contestants, etc.), the result of that match will be annulled. The round will restart at the point the mistake occurred and will involve only those contestants affected by the mistake. But, if the round is finished, the result cannot be changed.
- 8.4 During each match, the Jury Table records and registers the points scored by each contestant, the warnings and penalties given to each contestant, and keep an accurate record of the match time, etc.
- 8.5 They must attach the "Injury sheet" to the round list, to review it during at each round.

ART. 9: TERMINOLOGY - GESTURES

The meaning of the terms used and the gestures (commands, penalties, announcements) used during a kumite match, are the following:

- 9.1. SHOBU (Sanbon / Nihon / Ippon) HAJIME
Start the match. The Referee stands on the official line.
- 9.2. SHOBU HAJIME
Start the extended match. The Referee stands on the official line.
- 9.3. SENSU
"Advantage for first score". The central referee, after having assigned the first point of the match, will turn towards the competitor having made it and announce: "Senshu!". The gesture will be made by the arm bend and pointing the hand at 45° towards the competitor.

- 9.4 **MUTAI YOWAI**
Lacking of body mass movement towards the target. The referee puts the punch at his side towards the competitor who made the action.
- 9.5 **ATOSHI BARAKU**
A little more time left. An audible signal will be given by the timekeeper 30 seconds before the actual end of the match.
- 9.6 **YAME**
Temporary stop of match. The Referee chops downwards with one hand. The timekeeper stops the clock.
- 9.7 **TSUZUKETE**
Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.
- 9.8 **TSUZUKETE HAJIME**
Restarting the match. The Referee stands on the official line, steps back into zenkutsu-dachi and bring the palms of the hands towards each other.
- 9.9 **SOREMADE**
End of the match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.
- 9.10 **MOTONOICHI**
Original position. Contestants, Referee and Judges return to their respective places.
- 9.11 **SHUGO**
Judges called. The Referee beckons with one arm to the Judges.
- 9.12 **HANTEI**
Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by flag signal.
- 9.13 **IPPON**
One point. The Referee extends their arm higher than his shoulders, towards the relevant contestant.
- 9.14 **WAZA-ARI**
Half point. The Referee extends his arm slightly downwards to the side towards the relevant contestant.
- 9.15 **AWASETE IPPON**
Two waza-ari recognized as one ippon.
- 9.16 **AIUCHI**
Simultaneous scoring. No point awarded. The Referee brings his fists together in front of the chest.
- 9.17 **HIKIWAKE**
A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.
- 9.18 **AKA (AO) NO KACHI**
Victory of red (Blue). The Referee obliquely raises an arm on the side of the winner.
- 9.19 **ENCHO-SEN**
Extension. The Referee restarts the match with the command “Shobu Hajime”.
- 9.20 **TORIMASEN**
Not acceptable as scoring. The signal is like the one for Hikiwake, but the technique culminates with the palms facing downwards.
- 9.21 **PENALTY C1 CATEGORY**
The Referee crosses his open hands with the edge of one wrist on the edge of the other at chest level (then he will announce ATENAI, or KEIKOKU, or HANSOKU CHUI, or HANSOKU).
- 9.22 **PENALTY C2 CATEGORY**

The referee shall point his index towards the competitor having made the infraction with the arm bent (then he will announce CHUKOKU, or KEIKOKU, or HANSOKU CHUI, or HANSOKU).

9.23 ATENAI

First warning C1 category. No further gesture is foreseen besides the one explained above. This warning shall not be taken into account in a possible Hantei.

9.24 CHUKOKU

First warning C2 category. No further gesture is foreseen besides the one explained above.

9.25. KEIKOKU

Second warning for both C1 and C2 categories. The Referee points with the index finger to the feet of the offender at a 45 degree angle. This warning shall not be taken into account in a possible Hantei.

9.26 HANSOKU CHUI

Official warning for both C1 and C2 categories. The Referee points with the index finger to the chest of the offender. This warning must be taken into account in a possible Hantei.

9.27 HANSOKU

Foul/Disqualification for both C1 and C2 categories. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.

9.28. JOGAI (C2)

Exit from fighting area. The Referee indicates an exit by pointing with the index finger to the match area boundary on the side of the offender.

9.29 MUBOBI (C2)

Warning for lack of regard for one's own safety. The Referee points one index finger in the air at a 60 degree angle on the side of the offender.

9.30 SIMULATION OR EXAGGERATION (C2)

The referee covers his face by both hands.

9.31 AVOIDING FIGHT (C2)

The referee points the index down and rotates it.

9.32 LACKING OF ACTION (C2)

The referee rotates his punches in front of his abdomen.

9.33 GRABBING, PUSHING (C2)

The referee pushes his punches from his shoulders forward, opening his hands.

9.34 UNCONTROLLED ATTACKS (C2)

The referee moves his punch sideways over the head.

9.35 UKE IMASU

Technique blocked. An open hand touching the elbow of the opposite arm.

9.36. NUKETE IMASU

Technique missed. A closed hand crossing in front of the body.

9.37 YOWAI

Technique too weak. An open hand descending downwards.

9.38 HAYAI

Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.

9.39 MAAI

Bad distance. Both hands are raised open and parallel to the floor, and facing each other.

9.40 KIKEN

Renunciation. The Referee points with the index finger towards the feet of the contestant.

9.41 SHIKAKKU

Disqualification. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

ART. 10: DECISIONS

- 10.1 In case of opinion difference between the Referee and the Judges on a given matter, a Judge can, with the concurrence of the other Judge, oppose to the judgment of the Referee. The ultimate decision will be made by majority.
- 10.2 In case a majority cannot be attained, the following Cases and Majority Table, shall be applied:

CASES AND MAJORITY TABLE

		JUDGE SIGNAL	JUDGE SIGNAL		DECISION MAY BE:			
1								
2								
3						T		
4		MIENAI				T	C1	C2
5		MIENAI				T	C1	C2
6		MIENAI	MIENAI			T	C1	C2
7		T				T		
8		T				T		
9		T	MIENAI			T	C1	C2
10		T	T					
11		C1				T		
12		C1				T		
13		C2				T		
14		C2				T		
15		C1	C1					
16		C2	C2					
17		MIENAI	C1			T	C1	C2
18		MIENAI	C2			T	C1	C2
19		T	C1					
20		T	C2					
21		C1	C2					

PART 3: KUMITE COMPETITION RULES

GENERAL MATTERS

ART. 1: REPECHAGE

- 1.1 For Children and Veterans categories, all belts and for Juveniles, Cadets, Juniors, Seniors categories colored belts, the kumite competition is carried out without repechage.
- 1.2 For Juveniles, Cadets, Juniors and Seniors categories, brown and black belts, the competition is carried out with repechage.

ART. 2: START – SUSPENSION – END OF A MATCH

- 2.1 The contestants must line up at the beginning of the round. If one of them is absent he will be called twice on the microphone. If he doesn't come, he will be declared KIKEN.
- 2.2 At the start of a kumite match the Panel of Referees will stand on the outside edge of the match area.
- 2.3 After the formal exchange of bows between contestants, officials/public and the Referee Panel (ShomenniRei – OtagainiRei), the Referee takes a step backward, the 2 Judges turn inwards and all bow together.
- 2.4 After the bows, the Referee invites the 2 Judges in ShobuSanbon and Shobu Nihon and the 4 Judges in ShobuIppon to sit at their places.
- 2.5 The two athletes called for the match, will stand outside the tatami area at the center of the edge, Aka to the right of the central referee and Ao to the left. They will make the bows before entering the match area.
- 2.6 At the command of "Nakae or Motonoichi", the referee and the contestants enter the match area.
- 2.7 The referee shall invite the athletes to make the bows again saying: "Rei!" and the match shall start with the announcement by the Referee of "ShobuSanbon / Nihon / Ippon Hajime".
- 2.8 By announcing "Yame" the Referee shall stop the match temporarily and order the contestants to go back to their positions.
- 2.9 When restarting the match, the Referee announces "Tszukete Hajime".
- 2.10 ATOSHI BARAKU: the Time Keeper shall give one signal by a gong, buzzer, or whistle indicating "AtoshiBaraku", 30 seconds to go.
- 2.11 When time is up, the Time Keeper shall give two signals by a gong, buzzer, or whistle.
- 2.12 After stopping the match (Yame), the Referee shall end the match by announcing "Soremade". He then checks the scores and penalties with the Table Jury Judge and then announces the decision.
- 2.13 After that the referee shall announce: "Rei!" and the two athletes will leave the competition area, after bowing again at the edge of tatami.
- 2.14 Athletes who will have to fight for two consecutive matches, will be granted a recovery time equal to the regulatory time foreseen for their category.
- 2.15 At the end of the category (or at the end of a final) referees and athletes will repeat the bow ceremony. Athletes shall stand at the edge of tatami in front of the referee panel. The referee shall announce: "Otagainirei" and then "Shomennirei" towards the IKU DC.

ART. 3 CRITERIA FOR DECIDING IPPON AND WAZA-ARI

- 3.1 An Ippon is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:
 - good form: (technique, synchronization, position and balance)
 - strong vigour (kime): to say the maximum kinetic energy, the acceleration of body mass to obtain maximum efficiency of the technique performed

- good attitude: the correct coordination of actions generated to perform an effective technique
- zanshin: the awareness of one's actions and of adversary's reaction, the maintenance of the concentration
- proper timing: the right time for the action and technique
- correct distance: the good distance is the one at which the technique performed will be most effective. A technique performed at a distance greater than or less than the correct distance will result lacking of power and good form.

3.2 Effective techniques delivered under the following conditions shall always be considered as an ippon:

- a) when an attack is delivered with perfect timing and the opponent started to move towards the attacker;
- b) when an attack is delivered immediately as the opponent was unbalanced by the attacker;
- c) for a combination of successive and effective attacks;
- d) for the combined use of tsuki and geri techniques;
- e) for combined use of tsuki, geri and nage techniques;
- f) when the opponent has lost his fighting spirit and turns his back to the attacker;
- g) for effective attacks delivered on undefended parts of the opponent;
- h) for valid jodan geri techniques;
- i) for particularly precise and vigorous chudan geri.

3.3 A **waza-ari** is awarded for a technique almost comparable to what needed to score ippon. It is assigned to all techniques correctly delivered but that do not fully meet the criteria for the assignment of an ippon (slight loss of effectiveness), excluding jodan leg techniques that will always be evaluated as an ippon.

The refereeing panel must look for ippon in the first instance and only award a Waza-ari in a second instance.

The score announcement

The Referee announces the score in the following manner: WHO scored, on which LEVEL, with what TECHNIQUE, and the SCORE attributed (E.g.: Aka/ Ao ... Jodan/Chudan ... Tsuki / Geri / Uchi ... Waza-ari / Ippon).

ART. 4 SCORING AREAS AND SCORING TECHNIQUES

- 4.1 Valid score targets are: **head, face, neck** (no contact is allowed to throat), **chest, abdomen, sides and back**.
- 4.2 The punch techniques (tsuki and uchi) performed by moving back will not be valid. Only punch techniques (tsuki and uchi) in which a shift in body mass towards the target is present and visible will be considered valid.
- 4.3 The techniques performed with the front arm, such as uraken, kizamitsuki, haitouchi, will be considered valid only if the displacement of the body mass towards the target is present and visible.
- 4.4 If the central referee finds that an athlete has scored a technique by moving back or without moving the body towards the target, or without an evident displacement of the body as in the case of techniques with the front arm, even in presence of a valid point signed by one of the chair judges, he must not interrupt the action but indicate the nullity of the technique through the foreseen gesture (punch to his right side in case of AKA or to his left side in case of AO, followed by the gesture of TORIMASEN).
- 4.5 Open handed uchi techniques, such as shutouchi, haitouchi, etc., are allowed, but the scoring area shall be limited to the sides of the head, next to the ears.
- 4.6 It is absolutely forbidden to deliver open handed techniques towards the face (eyes, nose, mouth, cheekbones).

- 4.7 An effective technique delivered simultaneously with the bell signal of time's up, shall be counted into the score.
- 4.8 An attack, even if effective, delivered after the bell signal of time's up, shall not be recognized as such, nor shall it constitute a basis for decision.
- 4.9 Techniques delivered outside the prescribed match area are not valid.
- 4.10 However, if a contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid.
- 4.11 Scoring techniques of the same value simultaneously delivered by both contestants shall not score (aiuchi).
- 4.12 When both competitors deliver two valid techniques, the referee panel must give the advantage to the athlete having built the action, taken the risk and who is in an evident attacking phase.
- 4.13 In order to improve the use of chudangeri (maegeri, mawashigeri, ushirogeri, yokogeri), the Referee panel shall assign ippon or waza-ari, also in case the technique does not perfectly comply with the criteria for scoring.
- 4.14 In case a valid kick or punch hits the abdominal muscles without causing any damage to the internal organs or ribs and the stricken athlete remains breathless, an IPPON (and not wazari, nor atenai) must be assigned, according to the rule of lacking of active defense (relaxed muscles).

ART. 5: VICTORY OR DEFEAT

They shall be awarded on the basis of:

1. Victory by Ippon / Nihon / Sanbon score.
2. Victory by points advantage.
3. Victory by first score valid (Encho-sen).
4. Victory by Senshu.
5. Victory by decision (Hantei).
6. Defeat due to disqualification (Hansoku and Shikkaku).
7. Defeat due to a retirement (Kiken).

5.1. VICTORY BY IPPON, NIHON, SANBON

The contestant, who scores first 1ippon (or 2 waza-ari) in ShobuIppon, 2 ippon (or 4 waza-ari, or a score combination of ippon and waza-ari) in Shobu Nihon, or 3 ippon (or 6 waza-ari, or a score combination of ippon and waza-ari) in ShobuSanbon, will be declared the winner.

5.2 VICTORY BY SCORE ADVANTAGE

At the end of a match the athlete scoring the highest score will be declared the winner.

5.3 VICTORY BY FIRST SCORE VALID (Encho-sen)

During the extra time (Encho-sen) the athlete scoring the first valid score will be declared the winner.

5.4 VICTORY BY SENSU

5.4.1 In an individual match, the athlete scoring the first score before time is up will be awarded of Senshu.

5.4.2 In case, at the end of an extra match (Encho-sen) the competitors have the same score (but not zero to zero) and a tie continues, the victory shall be awarded to the athlete having scored the first point (SENSHU).

5.4.3 In kumite team competition the SENSU shall only be applied in case of the individual extra match foreseen when the tie between the teams persists.

5.5 VICTORY BY DECISION (HANTEI)

In the absence of Ippon / Nihon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a match, a decision (Hantei) is made as follows:

- 5.5.1 In Shobu Nihon and Sanbon, in case of a contestant scoring at least 1 waza-ari more than his opponent, he will be automatically declared the winner (Kachi), independently from all possible C1 and/or C2 penalties received.
- 5.5.2 In Shobu Nihon and Sanbon, in case of a draw, the referee will announce “Hikiwake” without calling any Hantei and the fight will be extended (Enchosen).
- 5.5.3 In ShobuIppon, in case of a contestant scoring 1 waza-ari at the end of a match, Hantei shall be called.

CRITERIA FOR HANTEI

When Hantei is called, the following criteria, listed by a decreasing priority order, shall be applied:

- Whether there have been official warnings (HANSOKU CHUI).
- The number of escapes outside the Match area.
- The comparative excellence in the fighting attitude.
- The ability and skill.
- The degree of the vigor and fighting spirit.
- The number of attacking moves.
- The comparative excellence in the strategy used.
- Fair play.

HANTEI PROCEDURE

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call “Hantei” followed by a first whistle about a second long, followed by a second loud and short whistle. At that moment all referees will raise the flags in unison according to their decision. After about two seconds the central referee will issue the third whistle loud and short and the referees will lower the flags. At this point the central referee will award the victory.

5.6 DEFEAT DUE TO A FOUL-DISQUALIFICATION (HANSOKU – C1 OR C2)

When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant.

- 5.6.1 In the case of a contestant, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce his defeat on account of penalties already incurred.
- 5.6.2 Failing to obey the orders of the Referee.
- 5.6.3 If a contestant becomes over-excited, to such an extent that he is considered by the Referee to be a danger to himself or his opponent.
- 5.6.4 If the act or the acts of a contestant are considered as malicious, willfully violating the rules prohibiting them.
- 5.6.5 When a competitor despite being present does not start the competition in the time due and requested by the central referee.
- 5.6.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other contestant and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.
- 5.6.7 Shikkaku – see Art. 9

5.7 DEFEAT DUE TO RETIREMENT (KIKEN)

- 5.7.1 Defeat by KIKEN will be imposed in the event of absence, delay, renunciation, abandonment or incapacity for combat.
- a) when a competitor does not show up in the competition area after the second call;
 - b) when a competitor is deemed by the competition doctor no longer able to fight and the cause is not, or is only partially attributable to the opponent;
 - c) where a competitor is deemed by the referee panel to be unable to compete and the cause is not or is only partially attributable to the opponent;
 - d) when the competitor renounces the competition by his own will or by the will of his coach.
- 5.7.2 Kiken will be imposed by the referee panel, in accordance with the chief referee.
- 5.8 In kumite team competition in case of defeat by hansolu, kikken or shikkaku, the opponent will be awarded of 3ippon in Shobu Sanbon and 2 ippon in Shobu Nihon.

ART. 6: FORBIDDEN ACTIONS/TECHNIQUES - WARNINGS AND PENALTIES

Forbidden acts, actions and techniques are dealt with under the following 2 categories:

- 1. CATEGORY 1 (C 1)
- 2. CATEGORY 2 (C 2)

6.1 CATEGORY 1 (C 1)

The following attacks and techniques are prohibited and will be penalized under C 1 category:

- 6.1.1 techniques which make excessive contact, having regard to the scoring area attacked;
- 6.1.2 blow to the upper and lower limbs, hip joint, knee joints, the insteps and the shins;
- 6.1.3 blow to the groin;
- 6.1.4 any contact to throat even if very light;
- 6.1.5 dangerous throws (without any assurance of the opponent landing safely);
- 6.1.6 The announcement

The Referee, turning towards Aka or Ao, by means of suitable gestures, will announce the penalty.

The possible penalties are:

- a) Private warning: ATENAI
- b) Second warning: KEIKOKU
- c) Official warning: HANSOKU CHUI
- d) Disqualification: HANSOKU

- 6.1.7 C1 penalties may be imposed also after the signal of time's up.

6.2 CATEGORY 2 (C 2)

This category governs and punishes the following cases:

- a) POTENTIALLY DANGEROUS TECHNIQUES AND NON ALLOWED TECHNIQUES
- b) MUBOBI
- c) JOGAI
- d) UNFAIR BEHAVIOUR

6.2.1 POTENTIALLY DANGEROUS TECHNIQUES

- a) Uncontrolled attacks (which exceed or go over the target).
- b) Allowed techniques to non allowed targets.
- c) Non allowed techniques, for instance jumping techniques, tobiyokogeri, tobiuraken-uchi, hizageri, empi or atamauchi, kaitenuraken, nukitetsuki, etc.
- d) Grabbing, pushing (unless immediately followed up by a technique).
- e) Potentially dangerous throws.

- f) Dangerous leg sweeping techniques (ashibarai without follow-up by a technique, foot sweeps that land too high on the leg and that could cause knee injury).

6.2.2 MUBOBI

Mubobi means “Lack of regard for the contestant’s own safety or integrity”, to say:

- a) Attacks with an unguarded head in front, stop during the match without any guard.
- b) Attacks without following the target with the eyes.
- c) Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique or escape from the opponent’s counterattack.

6.2.3 JOGAI

Jogai means “Touching the floor outside the match area with any part of the body”.

In case of Jogai, the referees MUST ALWAYS impose a penalty, excepted in case as explained at point e).

Clarification notes about Jogai

- a) It is jogai in any case when a contestant goes out from the competition area before or at the moment when “Yame!” is called. If the competitor exits the competition area after Yame is called, no Jogai will be imposed.
- b) If a competitor exits the competition area at the moment of time’s up and before Yame is called, will occur in Jogai penalty.
- c) If a competitor exits the competition area after time’s up, no Jogai shall be imposed, independently from the moment when “Yame” is called.
- d) Jogai shall be ALWAYS imposed whenever a competitor touches the outside of the match area as a result of a valid technique of the opponent, before the referee calls “Yame”.
- e) It is NOT Jogai ONLY when a competitor is physically grabbed by his opponent and pushed by one or both hands, or leg by a non technical gesture out of the competition area. In this case no jogai shall be imposed, but a penalty to the opponent.
- f) It is NOT jogai if Aka/Ao delivers a valid kick technique and then immediately exits the competition area. The point shall be awarded.
- g) It IS jogai if Aka/Ao delivers a valid punch technique and then immediately exits the competition area. No point shall be awarded.
- h) If Ao exits the tatami, or has exited as Aka’s score is made (with Aka remaining within the tatami) then both Aka’s score will be awarded and Ao’s jogai penalty will be imposed.
- i) If Ao exits the competition area right after Aka delivers a valid technique, Ao’s jogai shall not be imposed only in case the central referee calls “Yame” before he exits.
- j) If Aka/Ao makes an action for which a C1 penalty has to be imposed and right after exits the competition area, both C1 and C2 penalties shall be imposed.
- k) In SHOBU SANBON MATCHES, the contestant, having a higher score, who exits the competition area after the ATOSHI BARAKU, will incur a minimum penalty of HANSOKU CHUI. If the contestant has a penalty of Hansoku Chui before Atoshi Baraku, he will be punished with HANSOKU.

6.2.4 UNFAIR BEHAVIOR

- a) Time wasting. This includes refusing to fight, running away from the opponent, and repeated match interruption by clinching or unnecessary bodily contact against the opponent.
- b) Lack of initiative and combativeness protracted over time, absence of concrete actions in the first 30” of match, will automatically impose a C2 penalty to one or both competitors.
- c) Unsporting behavior, obscene or offensive gestures, verbal abuse, provocation or needless utterances, etc..

- d) Exaggerated reactions and making show of pain after receiving a technique.
Just as the Referees must defend the safety of the competitors, so too must they defend the dignity of the combat. Therefore, they must immediately punish any behavior referable to exaggerated reactions, as well as any inappropriate complaining and making show of pain after receiving a technique. Whenever a technique is considered valid and the competitor who has received it shows to exaggerate his reaction, the Referees must assign both the **point** to the one and the **penalty** to the other.
- e) Any behavior likely to bring Karate into disrepute (this includes coaches, managers and anybody connected with the contestant).
- f) All disrespectful and unnecessary actions are strictly forbidden (throwing gloves onto the floor, refusing to participate in the final bow of the match, etc).
- g) Avoiding combat.
- h) Abandoning the competition area without any reason.

6.2.5 The announcement:

The Referee, turning towards Aka or Ao, by means of suitable gestures, will announce the penalty.

The possible penalties are:

- a) Private warning: CHUKOKU
- b) Second warning: KEIKOKU
- c) Official warning: HANSOKU CHUI
- d) Disqualification: HANSOKU

6.2.6 C2 penalties (excepted Jogai and Mubobi) may also be imposed after time is up by the central referee.

6.3 Penalties must be accompanied by an increase in the severity of the penalty imposed.

5.4 If a contestant loses two matches by disqualification (HANSOKU C1 or C2), he CAN NOT fight again in the whole tournament.

ART. 7: INJURIES AND ACCIDENTS

- 7.1 A technique that will cause an injury to the opponent, even if minimal, will not be scored.
- 7.2 In the case of an injury to a contestant, the Referee shall at once stop the match, assist the injured contestant and, at the same time, call the Competition Doctor.
- 7.3 The referee shall only ask the doctor where the competitor has been hit and not how strong the hit was.
- 7.4 The Referees MUST NOT touch a competitor in any case, even if he is supposed having been injured.
- 7.5 The Competition Doctor can ONLY make decisions on the following matters:
 - a) whether there has been an injury or not;
 - b) whether a competitor is able to continue the fight or not.
- 7.6 The medical intervention on the injured athlete will be held on, or on the edge of the tatami.
- 7.7 In special cases the central referee may allow the assisted athlete to be assisted at the doctor's post. In the event that such an intervention exceeds 2 minutes, the chief referee must ask the doctor to give an opinion on the athlete's condition.
- 7.8 Where, following an interruption in which an athlete is injured, the doctor declares that the athlete can no longer fight because of his condition, the referee panel, after hearing the chief referee, must end the match as follows:
 - a) if the injury is **totally attributable** to the opponent, this latter will be disqualified (**HANSOKU**) and the injured athlete will be declared **the winner**;

- b) if the injury **is not attributable to the opponent**, the injured athlete will be disqualified by **KIKEN** and the opponent will be declared **the winner**;
 - c) if the injury is only partially attributable to the opponent, this latter will be penalized by **Keikoku** or **Hansoku-Chui**; the injured athlete who, according to the doctor's opinion, can no longer fight, will be penalized by **Kiken** giving the **victory** to his opponent.
- 7.9 When a doctor, asked by the referee panel for an intervention declares an athlete to be able to continue the fight, this latter may do it. Only in the event that the referee panel and/or the chief referee, observing the athlete and analyzing his behavior before and after the injury, consider that continuing the fight he could endanger his own safety or the opponent's one, they may report the issue to the Referee Commission and, if this latter gives the authorization, they may commit the kiken to the athlete in question.
- 7.10 Any other decision must be taken by the referee panel after consulting the Referee Commission.

ART. 8: VICTORY OR DEFEAT AFTER AN INJURY OR ACCIDENT - RULES AND LIMITS

- 8.1 When a contestant is declared by the doctor, **by a written report**, not more able to continue the competition because of an injury caused by his opponent, the contestant is declared the winner in that match, but CAN NOT fight any longer in the whole tournament, even in the following days.
- 8.2. **A contestant who wins a second match** through disqualification of his opponent who caused him an injury, CAN NOT fight any longer in the whole tournament.
- 8.3 **A contestant who loses a second match** for disqualification (HANSOKU C1 or C2), CAN NOT fight any longer in the whole tournament.
- 8.4 When a contestant, who suffers a minimal injury, but not serious enough to disable him, refuses to continue the match or requests for permission to quit the match, shall be declared the loser by Kiken.

ART. 9 SHIKAKKU

- 9.1 This is the highest penalty in IKU.
It is a disqualification from the whole tournament and is given in the following cases:
- 9.2 when a/any contestant/s does not obey the orders of the Referee;
- 9.3 when a/any contestant/s commits an act which harms the prestige and honour of Karate- do, or when other actions are considered to violate the rules and spirit of Karate;
- 9.4 when a/any contestant/s makes obscene or offensive gestures;
- 9.5 when the Referee believes that a contestant has acted maliciously, without thinking of the well-being of the other contestant.
- 9.6 The announcement:
The Referee will announce: "Aka/Ao – SHIKAKKU".
Before Shikakku can be imposed, the Referee must consult the Tatami Chief referee and then the Referee Commission. The contestant who receives Shikakku will lose all the positions he/she won before in that round/category.
- 9.7 Any contestant (or team) who receives SHIKAKKU in the final will not receive any medal.

PART 4. SANBON KUMITE

The individual match is decided by “ShobuSanbon”. The contestants try to score three points (6 waza-ari, 3 ippon, or a combination of both) before their opponents, within the time limit.

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE	BELTS
CADETS	14-15	Up to 52kg.	Up to 47 kg.	ALL BELTS
		57kg.	55 kg.	ALL BELTS
		63kg.	+55 kg.	ALL BELTS
		70kg.		ALL BELTS
		+70		ALL BELTS
JUNIORS	16-17	Up to 55 kg.	Up to 50 kg.	ALL BELTS
		61 kg.	58 kg.	ALL BELTS
		68 kg.	+58 kg.	ALL BELTS
		75 kg.		ALL BELTS
		+75 kg.		ALL BELTS
SENIORS	18-40	Up to 62 kg.	Up to 55 kg.	ALL BELTS
		67 kg.	63 kg.	ALL BELTS
		74 kg.	+63 kg.	ALL BELTS
		80 kg.		ALL BELTS
		+80 kg.		ALL BELTS
VETERANS	41-60	OPEN	OPEN	ALL BELTS

ART. 2: DURATION OF AN INDIVIDUAL SANBON MATCH

- 2.1 Seniors male: 3 min. (effective time)
- 2.2 Seniors female / Veterans female match: 2 min. (effective time)
- 2.3 Cadets / Juniors / Veterans (male / female) match: 2 min. (effective time)
- 2.4 At each command “Yame”, the Jury Table must stop the clock and at each command “Tsuzuketehajime” it will restart the clock.
- 2.5 Before the tournament the IKU-DC can modify the duration of matches.

ART. 3: DRAW AND EXTENSION

- 3.1 THE DRAW: in the event of a tie (equal score) after time’s up, in an individual match, the Referee **will automatically announce Hikiwake and 1 minute extension (Encho-sen), without calling any Hantei.**
- 3.2 THE EXTENSION (Encho-Sen): the Referee shall start the extension by “Encho-Sen - Shobu Hajime”.
- 3.3 The time of Encho-Sen will be 1 minute.
- 3.4 This extension will be decided by the first score.
- 3.5 All scores and penalties are maintained in the extension.
- 3.6 In individual kumite, the athlete who scores the first point shall be awarded of SENSU (Advantage for the first score). **If after Encho-Sen a tie persists, the athlete having awarded the Sensu during the regular time, shall be declared the winner.**
- 3.7 If after the Encho-Sen a tie with 0 to 0 persists a decision (Hantei) must be taken.
- 3.8 After Encho-Sen, in case of Hantei the 2 Judges and the Referee have to vote AKA or AO.

PART 5: SANBON KUMITE TEAM

Each individual match is decided according to the “SanbonKumite Rules” for individual kumite match.

ART. 1: CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE
CADETS	14-15	OPEN	OPEN
JUNIORS	16-17	OPEN	OPEN
SENIORS	18-40	OPEN	OPEN

ART. 2: SANBON TEAM MATCH

- 2.1 Before each team match, a team representative must hand to the Jury Table an official list giving the names and the fighting order of the team members.
 - 2.1.1 The fighting order can be changed for every round, but once notified, it cannot then be amended.
 - 2.1.2 The use of a reserve constitutes a change in fighting order.
 - 2.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 2.2 Matches between individual members of each team shall be held in a predetermined order.

ART.3: THE SANBON TEAM MEMBERS

- 3.1 The team will be composed of 3 athletes and 1 reserve in all categories.
- 3.2 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires it. However, this substitution may only be made in the following round.
- 3.3 At the beginning of the round, only the team, without the reserve, will line up in the match area.
- 3.4 A team that does not have 3 athletes at the start of the 1st round of the competition will not be allowed to compete and will be declared the loser (kiken).
- 3.5 If, during the round, one member of the team is injured and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete.

ART.4: CRITERIA FOR DECIDING THE WINNING TEAM

- 4.1 The winner of a team match shall be decided on the basis of the individual matches.
- 4.2 The criteria for deciding the winner of a team match are the following (in order of decreasing importance):
 - a) Numbers of wins.
 - b) The total score each team has (ippon and waza-ari are added together).
 - c) The number of ippon each has (the winning team is the one who scored more ippon).
 - d) Extra match.
- 4.3 Victories through a foul, disqualification or retirement of the opponent shall be counted, in team matches, as 3 ippon.

ART. 5: DRAW AND EXTRA MATCH:

- 5.1 If there is a tie in a bout in a team match, **HIKIWAKE will be announced without any Hantei.**Encho-Sen will not be held except as described at point 5.3 below.
- 5.2 When, after considering 4.2/a/b/c above, there is a tie between teams, an extra match will be held between one representative from each contending team.
- 5.3 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first score. If, at the end of Encho-Sen there is still no score, the SENSU rule shall be applied. In case the result at the end of the Encho-Sen is still 0 to 0 a decision (Hantei) must be taken by the Judges panel. Referee and Judges cannot give Hikiwake but must decide to vote for either Aka or Ao.

PART 6. NIHON KUMITE

Two points Match: the contestants try to score two Ippon (4 Waza-ari) before their opponent within the time limit. Contestants are to be aged 6 to 13 Years on the day of the competition.

ART. 1 CATEGORIES ALLOWED

CATEGORY	AGE	MALE	FEMALE	BELTS
CHILDREN A	UP TO 7	Up to 25 kg.	Up to 30 kg.	1° GROUP: UP TO ORANGE- GREEN-BLUE BROWN-BLACK 2° GROUP: UP TO GREEN-BLUE- BROWN-BLACK
		-30 kg.	-35 kg.	
		-35 kg.	+35 kg.	
		-40 kg.		
		+40 kg.		
CHILDREN B	8-9	Up to 30 kg.	Up to 35 kg.	1° GROUP: UP TO ORANGE- GREEN-BLUE BROWN-BLACK 2° GROUP: UP TO GREEN-BLUE- BROWN-BLACK
		-35 kg.	40 kg.	
		-40 kg.	+40 kg.	
		-45 kg.		
		+45 kg.		
CHILDREN C	10-11	Up to 35 kg.	Up to 37 kg.	1° GROUP: UP TO ORANGE- GREEN-BLUE BROWN-BLACK 2° GROUP: UP TO GREEN-BLUE- BROWN-BLACK
		-40 kg.	-42 kg.	
		-45 kg.	+42 kg.	
		-50 kg.		
		+50 kg.		
JUVENILES	12-13	Up to 45 kg.	Up to 42 kg.	1° GROUP: UP TO ORANGE- GREEN-BLUE BROWN-BLACK 2° GROUP: UP TO BLUE-BROWN- BLACK
		-50 kg.	-47 kg.	
		-55 kg.	+47 kg.	
		-60 kg.		
		+60 kg.		

ART. 2: DURATION

2.1 Children (male / female) match: 1,30 min. (effective time).

Juveniles (male / female) match: 2,00 min. (effective time).

In principle Nihon Kumite for children has the same rules as SanbonKumite, excepted:

ART. 3: PROTECTIONS

3.1 Mandatory protections: helmet, chest protector, mitts, groin protector (only for Juveniles).

3.2 Allowed protections: gum shield, shin protector, instep protector, groin protector (in other Children categories).

ART. 4: FORBIDDEN CONTACT AND TECHNIQUES

4.1 Excessive contact to the face or helmet.

4.2 Excessive contact (impact) to the chest.

4.3 Nage techniques (Nagewaza and AshiBarai etc.)

4.4 If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.

NIHON KUMITE TEAM

The Nihon Kumite Team competition is only foreseen for Juveniles (age 12-13) and follows the same rules as the SanbonKumite Team, with the exemptions and limitations stated above.

PART 7: KATA COMPETITION RULES

ART. 1: REFERING SYSTEM

- 1.1 The individual kata competition is organized by styles: Shotokan, Goju-Ryu, Shito-Ryu, Wado-Ryu and Rengokai. This latter includes all other karate styles. The kata team competition is interstyle.
- 1.2 A combined "Point-Flag Judgment System" will be used to judge both individual and team kata competition from Juvenile to Veteran brown-black belts categories. All other categories shall be judged by point system. The IKU-DC may change from "Combined System" to "Point System" or "Flag System".
- 1.3 The kata team shall be composed of 3 + 1 reserve.
- 1.4 Kata team competition is only foreseen for categories: JUVENILES (12-15) and ABSOLUTE (16-40).

ART. 2: JUDGMENT OF A MATCH

- 2.1 The Referee Panel shall be composed (entirely or in majority, according to the judges available), of members practicing the same karate style they are called to judge.
- 2.2 From Juvenile to Veteran brown-black belts categories, the referee panel shall be made up of 5 (or 7) judges.
- 2.3 In Children categories (all belts), as well as in Juvenile, Cadet, Junior, Senior and Veteran up to blue belt categories, the referee panel may be composed of 3 or 5 judges.
- 2.4 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a blue flag). In the "Flag System", when the Central Referee calls for Hantei, victory will be decided by majority.

ART. 3: THE KATA PERFORMANCE - START

- 3.1 Before starting the round, all competitors have to declare their kata to the jury table personnel who will record it on the official competition sheet.
- 3.2 Contestants may not repeat the same kata performed in the previous rounds, excepted the competitors up to orange belts, all ages.
- 3.3 When called upon by the Announcer, the contestant(s) will make a first bow at the tatami edge, then proceed inside the match area, make a second bow to the Central Referee and clearly announce the name of the kata he/they will perform. For kata team, the team leader, who is nearest to the Central Referee, will announce the name of the kata.
- 3.4 The Central Referee will clearly repeat the name of the kata.
- 3.5 After that, the competitor(s) will start his performance, and when finished, he/they will return to his/their original position(s) awaiting Judges' decision.
- 3.6 All kata teams must adopt the "triangle" formation (the team leader in line with the Central Referee).
- 3.7 In the matches with flag judging system, both individual competitors and teams shall follow the dispositions indicated in the template of next page.
- 3.8 At the beginning of the performance athletes and teams, positioned on the points indicated in the table, will first perform SHOMEN NI REI towards the central referee and then OTAGAI NI REI between them. After the bows the athlete or the AKA team will proceed directly to the center of the tatami edge and then advance in the direction of the starting point; the athlete or AO team will take his place at the indicated waiting position. At the end of the performance the athlete or AKA team will reach his/their waiting position without any bow, and the athlete or AO team will enter directly on the tatami.

- 3.9 Waiting athletes will have to maintain a composed position with a focused and respectful attitude towards the opponent, it will not be allowed to perform techniques, talk, drink, move away or anything else.

ART. 4: THE KATA PERFORMANCE - END

- 4.1 Being the kata performed, the Central Referee shall call for Hantei, for Corner Judges' decisions. Immediately and simultaneously the Central referee and the Corner Judges will raise their score boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's score clearly to the Recorder.
- 4.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five (seven) scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be added together.
- 4.3 In case the referee panel is made up of 3 judges, the highest and the lowest scores shall be deleted and the remaining one shall be announced.
- 4.4 After the clear announcement of the total score, the contestant(s) will bow to the Central Referee and leave the match area.
- 4.5 The athlete/team must make the bow at the end of the execution and at the edge of the tatami at the exit from the competition area. After the referee's verdict, the bow ceremony will be repeated in reverse, first between the athletes and then in the direction of the central referee.
- 4.6 For the semifinals and finals, whose judgment will be made by flags, the Central Referee will call for Hantei for the Corner Judges' decisions by whistling, a first long whistle followed by a short stronger one. Immediately and simultaneously the Central Referee and the Corner Judges will raise their flags showing their decisions. After this the central referee will whistle again to let the judges lower the flags.
- 4.7 The Central Referee will then raise again the flag for the majority of flags to announce the winner.

KATA COMPETITION FOR JUVENILE, CADET, JUNIOR, SENIOR AND VETERAN CATEGORIES BROWN-BLACK BELTS

ART. 1 CATEGORIES AND AGES

1.1 INDIVIDUAL COMPETITION

CATEGORY	AGE	BELTS
JUVENILES	12-13	BROWN-BLACK
CADETS	14-15	BROWN-BLACK
JUNIORS	16-17	BROWN-BLACK
SENIORS	18-40	BROWN-BLACK
VETERANS A	41-50	BROWN-BLACK
VETERANS B	51-65	BROWN-BLACK

1.2 TEAM COMPETITION

CATEGORY	AGE	BELTS
JUVENILES	12-15	BROWN-BLACK
ABSOLUTE	16-40	BROWN-BLACK

ART. 2: ROUNDS, JUDGING SYSTEM AND KATA ALLOWED

- 2.1 The kata competition will be organized over four rounds:
Round 1, Round 2 and Round 3 (the Semifinal) and Round 4 (the Final), for both individual and team competitions.
- 2.2 **First Round** (Score: 5.0-7.0): the highest and lowest scores shall be deleted.
Allowed kata: all katas listed in the IKU official kata list of the style practiced by the competitor.
The 12 highest scoring contestants will go through to the next round.
If there are less than 12 contestants in the first round, that round can be omitted. Therefore the event will become a three round event. All the scores will be written down. The lowest and highest scores will not be taken into consideration. Only the remaining scores will be added to make the final score of the round.
- 2.3 **Second Round** (Score: 6.0-8.0): the highest and lowest scores shall be deleted.
Allowed kata: all katas listed in the IKU official kata list of the style practiced by the competitor, different from the previous one.
The 4 highest scoring contestants will go through to the next round (semifinals).
The call order into the competition area shall be the same as the first round.
At the end of the second round both scores of the first and second rounds will be added together and the 4 highest scoring competitors shall access the semifinals.
In case of categories with less than 5 athletes, this round (second round, score 6.0-8.0) shall be made in any case to determine the ranking for the semifinals and finals.
- 2.4 **Third Round (Semifinals)**: judged by **Flag System**.
Allowed kata: all katas listed in the IKU official kata list of the style practiced by the competitor, different from the previous ones.
The winners of the semifinals will access 4° round (finals).
This round will be divided into 2 matches and the competitors shall wear a red or blue belt.
First match: (3° vs 2°) - The contestant 3° placed AKA, against the second placed AO.
Second match: (4° vs 1°) - The contestant 4° placed AKA against the first placed AO.
- 2.5 **Fourth Round (Final)**: judged by **Flag System**.

Allowed kata: all katas listed in the IKU official kata list of the style practiced by the competitor, different from the previous ones.

This round decides the winner.

The winner from the first semifinal shall wear AKA (red) belt and the winner from the second semifinal shall wear AO (blue) belt.

- 2.6 In the case of competitors who enter the provisional ranking after reporting a disqualification, they will not compete in the semifinal and will be classified directly to the third place. If both competitors in both semifinals are disqualified, they will both be classified to the third place.

ART. 3: DRAW

FIRST ROUND

- 3.1 In the event of a draw in the 1st round, to define the list of contestants for the next round, the lowest score from the remaining three (five) scores will be added to the total scores for that round.
The deleted scores will not be taken into account for any other classification.
- 3.2 If, after this the draw persists, the maximum score from the remaining three (five) scores is then added to the total scores for that round.
- 3.3 In the case of a continuing draw, the contestants must perform an additional and different kata.
- 3.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last kata performed. The Central Referee and all the Judges will use flags to determine the winner.

SECOND ROUND

- 3.5 **The scores from the first and the second round shall be added together.**
- 3.6 In the event of a draw in the sum score from round 1 and round 2, after the 2nd round, to define the list of contestants for the next round, the sum of the lowest valid scores from both 1st and 2nd round will be added to the score.
- 3.7 If, after this the draw persists, the sum of the highest valid scores from both 1st and 2nd round will be added to the score.
- 3.8 In the case of a continuing draw, the procedure as points 3.3 and 3.4 above shall be applied.
- 3.9 If case of a draw between the competitors placed at the 2° and 3° place who will make the same semifinal (3° vs 2°), they will not perform any additional kata but will follow the calling order of the beginning.
- 6.8 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.

KATA COMPETITION – CHILDREN ALL BELTS

JUVENILES, CADETS, JUNIORS, SENIORS, VETERANS WHITE TO BLUE

ART.1: CATEGORIES AND AGES

1.1 INDIVIDUAL COMPETITION

CATEGORY	AGE	BELTS	BELTS	BELTS
CHILDREN A	UP TO 7	Up to orange	Green-Blue	Brown-Black
CHILDREN B	8-9	Up to orange	Green-Blue	Brown-Black
CHILDREN C	10-11	Up to orange	Green-Blue	Brown-Black
JUVENILES	12-13	Up to orange	Green-Blue	
CADENTS	14-15	Up to orange	Green-Blue	
JUNIORES	16-17	Up to orange	Green-Blue	
SENIORES	18-40	Up to orange	Green-Blue	
VETERANS A	41-50	Up to orange	Green-Blue	
VETERANS B	51-65	Up to orange	Green-Blue	

1.2 TEAMS COMPETITION

CATEGORY	AGE	BELTS	BELTS	BELTS
JUVENILES	12-15	Up to orange	Green-Blue	Up to blue
ABSOLUTE	16-40	Up to orange	Green-Blue	Up to blue

ART. 2: CATEGORIES–ROUNDS–TYPES OF KATA ALLOWED

- 2.1 **Round 1 (score 6.0-8.0):** the highest and the lowest scores shall be delated and the 8 highest scoring contestants gothrough to the next round.
In case of categories with less than 8 competitors, this round shall be omitted.
- 2.2 **Round 2 (score 7.0-9.0):** the highest and the lowest scores shall be delated.
The calling order shall be the same as the first round.
These categories may be judged by 3 or 5 judges.
- 2.3 Competitors from white to orange belt may repeat the same kata at each round. Competitors starting from green belt must perform a different kata at each round or in case of a draw.
- 2.4 **The scores from the first and second rounds (resulting from the sum of the valid scores) shall be added together** to determine the final ranking.

CATEGORIES AND KATA ALLOWED

CATEGORY	AGE	BELTS	I ROUND	II ROUND	MAY REPEAT KATA
CHILDREN A	UP TO 7	Up to orange	Shitei	Shitei	Yes
CHILDREN A	UP TO 7	Green-blue	Shitei	Shitei	No
CHILDREN A	UP TO 7	Brown-Black	Shitei, Sentei, Tokui	Shitei, Sentei, Tokui	No
CHILDREN B	8-9	Up to orange	Shitei	Shitei	Yes
CHILDREN B	8-9	Green-blue	Shitei	Shitei	No
CHILDREN B	8-9	Brown-Black	Shitei, Sentei, Tokui	Shitei, Sentei, Tokui	No
CHILDREN C	10-11	Up to orange	Shitei	Shitei	Yes
CHILDREN C	10-11	Green-Blue	Shitei	Shitei	No
CHILDREN C	10-11	Brown-Black	Shitei, Sentei, Tokui	Shitei, Sentei, Tokui	No
JUVENILES	12-13	Up to orange	Shitei	Shitei	Yes
JUVENILES	12-13	Green-Blue	Shitei	Shitei, Sentei	No

CADENTS	14-15	Up to orange	Shitei	Shitei	Yes
CADENTS	14-15	Green-Blue	Shitei	Shitei, Sentei	No
JUNIORES	16-17	Up to orange	Shitei	Shitei	Yes
JUNIORES	16-17	Green-Blue	Shitei	Shitei, Sentei	No
SENIORES	18-40	Up to orange	Shitei	Shitei	Yes
SENIORES	18-40	Green-Blue	Shitei	Shitei, Sentei	No
VETERANS A	41-50	Up to orange	Shitei	Shitei	Yes
VETERANS A	41-50	Green-Blue	Shitei	Shitei, Sentei	No
VETERANS B	51-65	Up to orange	Shitei	Shitei	Yes
VETERANS B	51-65	Green-Blue	Shitei	Shitei, Sentei	No

ART. 3: DRAW

FIRST ROUND

- 3.1 In the event of a draw in the 1st round, **the lowest score** from the three scores will be added to the total scores for that round.
- 3.2 If after this the draw persists, **the highest score** from the three scores will be added to the total score for that round.
- 3.3 If after this, the draw persists the competitors have to perform and additional kata different from the previous one. Competitors up to orange belt, may repeat the same kata.
- 3.4 If after this, there is still no winner, the referee panel shall make a decision by Hantei, according with the last kata performed. The referee panel shall use flags to decide the winner.

SECOND ROUND, FINAL

- 3.5 **The scores from first and second rounds shall be added together.**
- 3.6 In the event of a draw in the sum score from round 1 and round 2, after the 2nd round the sum of the lowest scores from both 1st and 2nd round will be added to the score.
- 3.7 If, after this the draw persists, the sum of the highest valid scores from both 1st and 2nd round will be added to the score.
- 3.8 If necessary, the procedure stated at points 3.3 and 3.4 shall be applied.
- 3.9 In case of a referee panel made of 5 judges, the delated scores will not be used to determine any result in case of a tie. But in case of a referee panel made of 3 judges, the delated scores will be used in case of a tie.

CRITERIA FOR DECISION

ART. 1: BASIC PERFORMANCE

In a kata competition the kata performance shall be evaluated by objective criteria, considering that:

- Kata is not a theatrical representation of a fight
- It must be realistic and demonstrate the effectiveness of techniques
- The competitor must demonstrate his mastery in technique, power, rhythm, kime, balance, expressiveness.

The following basic points must appear in each performance of a kata:

- 1.1. Correct sequence
- 1.2. Control of power
- 1.3. Control of tension and contraction
- 1.4. Control of speed and rhythm
- 1.5. Direction of movements
- 1.6. Understanding of kata technique
- 1.7. Show proper understanding of bunkai
- 1.8. Coordination
- 1.9. Stability and balance
- 1.10. Pauses
- 1.11. Kiai
- 1.12. Breathing
- 1.13. Concentration
- 1.14. Spirit
- 1.15. Therefore the evaluation shall consider:
 - Technique (correct sequence, control of power, direction of movements, understanding of techniques, understanding of bunkai)
 - Kime (control of tension and contraction, kiai, breathing)
 - Rhythm (control of speed, rhythm, pauses)
 - Balance (coordination, stability, balance)
 - Expressiveness (concentration, spirit)

ART. 2: ADVANCED PERFORMANCE

Judges will note the specific important points and the degree of difficulty of the performed kata.

Judgment will be based on:

- 2.1 The mastery of techniques by the contestant (excellent mastery and awareness of technique).
- 2.2 The degree of difficulty and risk in the performance of the kata (acrobatic phases, rotations, translations, difficult sequences).
- 2.3 The Budo attitude of the contestant.

ART. 3: MINUS POINTS

Points will be deducted in these cases:

- 3.1 For a momentary hesitation in the smooth performance of the kata quickly remedied, 0.1 should be deducted from the final score.
- 3.2 For a momentary but a discernible pause, 0.2 points should be deducted.
- 3.3 For a momentary slight imbalance and quickly remedied, 0.1-0.2 points should be deducted.
- 3.4 For a lack of kiai, 0.1 point should be deducted.
- 3.5 For a lack of a bow at the beginning or end of kata 0.1 point should be deducted.
- 3.6 In kata team competition, for an asynchronous movement 0.1 point should be deducted.

ART. 4: DISQUALIFICATION

- 4.1 If the contestant performs a kata different from the one announced.
- 4.2 If the kata is varied (a technique, a movement, etc.).
- 4.3 If the contestant stops the kata for more than 5 sec.
- 4.4 If the contestant loses balance completely and/or falls.
- 4.5 If the contestant doesn't perform a kata of his style.
- 4.6 If the contestant interferes with the position of referees, i.e. comes near or in contact with a referee.
- 4.7 If the contestant exits the competition area m. 8x8 in Juvenile, Cadet, Junior, Senior, and Veteran categories or m. 6x6 in Children categories.
- 4.8 If the contestant loses his belt (contact with the floor).
- 4.9 For disqualification, the score will be 0.0 for brown-black belts, all categories.
Only the central referee will raise the scoreboard.
- 4.10 Up to blue belt, all categories, in case of disqualification, all referee shall give the lowest score.
- 4.11 Disqualification in brown-black belts from Juvenile to Senior categories, the disqualification shall be authorized by the Referee Commission.

IKU OFFICIAL KATA LIST

Please see Appendix 1.

IKU OFFICIAL KATA LIST:

GOJU RYU	SHITO RYU	SHOTOKAN RYU	WADO RYU
SHITEI	SHITEI	SHITEI	SHITEI
Taikyoku	Ju No Kata	Taikyoku 1.2.3	Kihon Kata
Gekisai Dai Ichi	Ju Ni No Kata	Heian Shodan	Pinan Nidan
Gekisai Dai Ni	Pinan 1.2.3.4.5	Heian Nidan	Pinan Shodan
Saifa	Naihanchin Shodan	Heian Sandan	Pinan Sandan
	Saifa	Heian Yondan	Pinan Yondan
	Aoyagi	Heian Godan	Pinan Godan
	Miojio	Tekki Shodan	
	Juroku		
SENTEI	SENTEI	SENTEI	SENTEI
Seisan	Rohai/Matsumora noRohai	Bassai Dai	Kushanku
Sanseru	Bassai Dai	Kanku Dai	Niseishi
Seiunchin	Kosokun Dai	Enpi	Jion
Shisochin	Tomari no Wanshu	Jion	Passai
	Seienchin	Hangetsu	Jitte
	Paiku		
	Niseishi		
	Jion		
	Chinto		
TOKUI	TOKUI	TOKUI	TOKUI
Kururunfa	Kosokun Sho	Tekki Nidan	Chinto
Suparimpei	Sochin	Tekki Sandan	Naihanchi
Seipai	Oyadomari no Bassai	Jitte	Rohai
<i>*Chatan Yara no Kushanku</i>	Matsumura no Bassai	Gankaku	Wanshu
<i>*Nipaipo</i>	Tomari no Bassai	Bassai Sho	Seishan
<i>*Hanan</i>	Tomari no Chinto	Kanku Sho	
<i>*Paiku</i>	Ohan	Nijushiho	
<i>*Papuren</i>	Ohan Dai	Sochin	
	Nipaipo	Unsu	
<i>* eseguibili solo in caso di</i>	Nepai	Gojushiho Dai	
<i>categorie con stili accorpati.</i>	Papuren	Gojushiho Sho	
	Kururunfa	Meikyo	
	Seipai	Chinte	
	Seisan	Wankan	
	Gojushiho	Jiin	
	Unshu		
	Suparimpei		
	Hanan		
	Hanan Dai		
	Pachu		
	Heiku		
	Chatan Yara no Kushanku		
	Chibana no Kushanku		

IKU OFFICIAL RENGOKAI LIST:

GOJU USA	SHORIN RYU KYUDOKAN	SHORIN RYU	UECHI RYU
SHITEI	SHITEI	SHITEI	SHITEI
Taikyoku Jodan	Fukiu Gata Ichi	Fugyu Shodan	Kanshiva
Taikyoku Chiudan	Fukiu Gata Ni	Fugyu Nidan	Kanshu
Taikyoku Gedan	Pinan Nidan	Pinan Nidan	Sechin
Taikyoku Consolidale Ichi	Pinan Shodan	Pinan Shodan	Seryu
Taikyoku Consolidale Ni	Pinan Sandan	Pinan Sandan	SENTEI
Taikyoku Consolidale San	Pinan Yondan	Pinan Yondan	Sesan
Taikyoku Consolidale Shi	Pinan Godan	Pinan Godan	Kanchin
Taikyoku Consolidale Go	Naihanchi Shodan	Naihanchi Shodan	Sanseryu
Taikyoku Consolidale		Naihanchi Nidan	TOKUI
Soft Kata	SENTEI	Naihanchi Sandan	Kanshiva
Geki Sei	Naihanchi Nidan	Ananku	Kanshu
Geki Sei Dai Ichi	Naihanchi Sandan	Saifa (Zuo-Fa)	Sechin
Geki Sei Dai Ni	Unsu	SENTEI	Seryu
Saifa	Jion	Wankan	Sesan
Enpi Ha	Jitte	Rohai	Kanchin
Gesaku Dai	Passai Sho	Jion	Sanseryu
Hakutsuru Ichi (Gesaku Sho)	Kushanku Sho	Jitte	
Geki Ha		Seienchin (Saipa)	
Taikyoku Kake Uke	TOKUI	Seipai	
SENTEI	Passai Dai	TOKUI	
Seyenchin	Kushanku Dai	Kusanku	
Seysan	Chinti	Chatanyara Kusanku	
Seipai	Seisan	Passai	
Shisochin	Chinto	Tomari No Passai	
Hangetsu	Sochin	Gojushiho	
Sanchin	Gojushiho	Wanchu	
Tensho		Chinto (Kyan no Chinto)	
TOKUI		Suparimpei (Pechurin)	
Sanseroo		Annan	
Kururunfa		Nipaipo	
Urban Kururunfa		Unshu	
Suparimpei		Paiku	
Hanan		Heiku	
Genkaku		Happoren no Kata	
Gankaku		Hakutsuru no Kata	
Chikaku			