



## Kata and Kumite Competition Rules and Regulations

(Revised edition – February 16, 2014)

### Article 1 Competition area

- (1) The competition area for both KATA and BÔ-KUMITE must be a flat and stable square of 8 meters each side.
- (2) For a bô-kumite match, the position of competitors and chief judge should be two meters from the center of the court.

### Article 2 Uniforms

Judges, coaches and competitors should wear the following uniforms

#### Judges

- (1) Black or navy blue blazer
- (2) White short sleeves shirt
- (3) Grey Trousers
- (4) A tie designated by the OKBF
- (5) Black indoor shoes

#### Coaches

- (1) Must wear a white karate-gi (top and bottom).  
However, colored uniform if used daily are acceptable.
- (2) Women should wear a plain white T-shirt under their karate-gi jacket.
- (3) Must wear the arm band designated by the OKBF.

#### Competitors

- (1) Must wear a white karate-gi (top and bottom).  
However, colored uniform used daily are acceptable.
- (2) Women should wear a plain white T-shirt under their karate-gi jacket.  
Forbidden for men.
- (3) Jacket sleeves and trousers may not be rolled.
- (4) The jacket sleeves should come to between the wrist and the elbow.  
The trouser legs should come to between the ankle and knee.
- (5) Glasses may be worn during kata competition.  
Glasses may not be worn during bo-kumite.  
Contact lens may be worn at the sole responsibility of the competitor.
- (6) Accessories of all sorts are forbidden.

### Article 3 Competition items and age divisions

- (1) The weapons for the kata competition are separately Bô and Sai.
- (2) Male and female will compete separately and individually in Junior, Adult and Senior divisions.
- (3) Junior high school students division: 13up to 15 years old (fundamentally Junior High School students)
- (4) Junior division: 16 up to 18 years old (fundamentally Senior High School students)
- (5) Adult division: 19 up to 49 years old (opened to Senior High School students)
- (6) Senior division: 50 years old and above



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### KATA - COMPETITION

#### Article 4 Procedure of matches

- (1) The competition will be judged on the point system.
- (2) The weight, length and size of weapons should be as stated below.
 

BÔ	-	Length:	over 180 cm for men and women (For JHS male and female participants, 10 cm higher than the height is acceptable)
		Weight:	over 900 grams for men, over 800 grams for women (For JHS male and female participants, over 750 grams)
		Shape:	round shape staff
		Material:	oak, loquat, hickory (walnut)
SAI	-	Length:	must be longer than the competitor's elbow
		Weight:	over 650 grams each for men, over 550 grams each for women (Over 550 grams for JHS male and over 500 grams for JHS female participants)
		Shape:	Okinawa traditional Sai shape
- (3) During the Sai competition, throwing or sticking a Sai in the floor is forbidden.
- (4) For the kata competition, kata must be selected from the traditional kata that were handed down as kata of Okinawa Traditional Kobudo and that are recognized by the OKBF and designated in Article.

#### Article 5 List of kata

Kata must be selected from traditional kata that are recognized by the OKBF and listed in Appendix I and II.

##### Appendix I BÔ-KATA

No.	Name of Kata	No.	Name of Kata	No.	Name of Kata
1	TOKUMINE-NO-KUN	10	YUNIGAWA-NO-KUN	19	CHIKIN-UFUKUN
2	SAKUGAWA-NO-KUN	11	CHATAN-YARA-NO-KUN	20	CHIKIN-BÔ
3	SAKUGAWA-NO-KUN (SHÔ)	12	CHINEN-SHICHANAKA-NO-KUN	21	CHÔUN-NO-KUN
4	SAKUGAWA-NO-KUN (DAI)	13	SESOKO-NO-KUN	22	CHOUN-NO-KUN
5	SHUSHI-NO-KUN	14	SHIISHI-NO-KUN	23	UFUTUN
6	SHUSHI-NO-KUN (SHÔ)	15	SHIROTARU-NO-KUN	24	SHIISHI-NO-KUN (SUEYOSHI-NO-KUN)
7	SHUSHI-NO-KUN (DAI)	16	SHUKUMINE-NO-KUN	25	KASSHIN-BÔ
8	SHIROMATSU-NO-KUN	17	UFUGUSHIKU-NO-KUN	26	KUBO-NO-KUN
9	URASHI-NO-KUN	18	CHIKIN-NO-KUN	27	KATIN-NO-KUN

##### Appendix II SAI-KATA

No	Name of Kata	No.	Name of Kata	No	Name of Kata
1	CHATAN-YARA-NO-SAI	5	KUGUSUKU-NO-SAI (KOJO-NO-SAI)	9	NICHÔ-SAI
2	HAMAHIKA-NO-SAI	6	YAKA-NO-SAI	10	CHINBARU-NO-SAI
3	CHIKIN-SHITAHAKU-NO-SAI	7	TAWATA-NO-SAI	11	JIGEN-NO-SAI
4	HANTAGWA-KORAGWA-NO-SAI	8	ISHIKAWAGWA-NO-SAI	12	



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### Article 6 Referee Panel

Per court, the referee panel is constituted of 1 arbitrator (Kansa), 1 referee (Shushin) and 2-4 judges (Fukushin) for preliminary rounds and 4-6 judges for the finals.

### Article 7 Match Facilitator Panel (KYOGI-IN)

For each court, there are 1 arbitrator (Kansa), an athlete announcer, a score announcer, a score caller, a timekeeper and a score recorder.

### Article 8 Procedures of Matches

- (1) The competitor standing at a fixed location outside the court bows once, enters the court and walks to the start line where he bows and announces his kata. The demonstration starts.
- (2) After finishing his kata, the competitor bows within the court, and returns to wait for his score at a fixed location outside the court.
- (3) At the end of competition, the referee, judges and competitors line up outside the court at designated locations and bow.

### Article 9 Scoring

- (1) Scores display and addition methods are as follows.
  - ① When the referee panel displays the scores, the score placard should be raised with the right arm bent 45 degrees on the call of the referee.
  - ② Regarding the addition methods, the highest and lowest scores are deleted.
  - ③ In case of a draw, the decision is made by adding the lowest scores deleted in ②.  
In case of a new draw, the decision is made by adding the highest scores deleted in ②.  
In case of a tie, different kata must be performed.  
In case of a further tie, the referee panel will determine the final decision.



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### Article 10 Criteria for Decision

The evaluation is based on a 10-point ceiling subtracting method. Criteria for kata decision are as follows.

- (1) Score standards For preliminary rounds: 7.0~8.00 / For finals: 8.00~9.00
  - ◆ For the second decimal, only 0.05 can be used. 0.01~0.04 and 0.06~0.09 are not allowed.
- (2) Disqualification (Shikkaku)
  - ① In the case that the competitor wears a non-approved uniform.
  - ② In the case that the competitor gives up during the demonstration.
  - ③ In the case of excessive variations of the OKBF's approved kata.
  - ④ If the name of the kata is not announced before the demonstration.
  - ⑤ If performing a kata different from the kata announced.
  - ⑥ If not respecting the instructions of referees.
  - ⑦ In case of executing prohibited matters.
  - ⑧ In case the competitor drops his weapon.
  - ⑨ In case of weapon damages.
  - ⑩ In case of wrongdoing, the competitors will be disqualified and will be suspended for the following tournament.
  - ❶ In case spectacles are dropped.
- (3) Subtraction (0.1~0.5)
  - ① In case the competitor performs outside the court.
  - ② When it is clear the competitor has forgotten the kata.
  - ③ In case the weapon escapes one or both hands.
  - ④ In case of strikes, thrusts, piercing and blocks, when the high (Jôdan), medium (Chûdan), low (Gedan) levels are hard to differentiate.
  - ⑤ When focus of attention (Chakugan), Kiai, determination and the likes are insufficient.
  - ⑥ When the seizing of the weapon is insufficient or improper.
  - ⑦ When the weapon touches the floor (same for on guard Kamae).
  - ⑧ When the competitor is clearly suspected of over action (exaggerated movements).



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### KUMITE - COMPETITION

#### Article 11 Match procedures

- (1) Duration of match: 2 minutes (actual time) (same for prolongation)
- (2) Decision: the first to score Ippon wins (same in prolongation)  
In case of no decision during the time, the match is resumed.
- (3) Armor protection (Bogu-tsuki): Kendo face guard, plastron, gauntlet, shin guards
- (4) BÔ: Staff prepared by the OKBF
- (5) Uniform: Same as for the kata competition.

#### Article 12 Competitors

- (1) Competitors standing at fixed locations outside the court bow once.  
At the signal of the referee (Shushin), they move forward to the start lines.  
When the referee announces "Kamae", competitors achieve the determined guard stance.  
When the referee announces "Shobu hajime", the match starts.
- (2) When the referee announces "Yame", the bout stops and both competitors go back to their start lines and wait for the referee's instruction.

#### Article 13 Referees

- (1) Until all referees reach their position, same procedures as for kata tournament.
- (2) Extending both arms (Shuto) horizontally 45 degrees forward, the referee (Shushin) summons competitors waiting outside the court to reach their start lines.
- (3) The referee achieves a "Ki wo tsukete" posture and announces "Kamaete".  
When both competitors are on guard stances are verified, he announces "Shobu hajime".
- (4) To stop the bout, the referee announces "Yame", and summons the competitors to their respective start line.
- (5) To restart a match, the referee, from a "Ki wo tsukete" posture pulls back the right or left leg and announces "Tsuzukete hajime". The bout starts again.
- (6) At the end of the competition, same procedures as for the kata tournament.
- (7) In case no issue is reached during the bout's period of time, the referee announces "Hikiwake". He then restarts the match informing "Sakidori ippon" or first Ippon wins. Procedures are as mentioned in (3).  
In case no issue is reached during the prolongation time, the referee returns to his designated position and calls for "Hantei". He then blows a two-tone blast on the whistle prompting judges (Fukushin) for their decision. Once the decision is announced, he blows a one-tone blast on the whistle and judges lower their flag.



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- (8) When the referee announces “Yame”, consequently upon offenses and defenses, the judges must always display one of the following: Aka (red) or Shiro (white), cannot see, no score.
- (9) When asked by the referee “Dodesuka (What do you think?)”, if a judge wants to keep to his personal decision, he should stand still. If he transfers his decision to the referee’s judgment, he should lower his flag.
- (10) The referee’s actions must be conformed to the annexed “Referee notations”.

### Article 14 Criteria for Decision (Valid part of the bo: 30 cm from both tips)

- (1) IPPON-technique
  - ① Knocking down by a thrust (Tsuki) or a strike (Uchi) or, when the opponent loses his Bô.
  - ② When the opponent staggers after a thrust (Tsuki) or a strike (Uchi).
  - ③ When the head of the opponent is shaken with a strike (Uchi).
  - ④ When a thrust (Tsuki) or a strike (Uchi) is accurately delivered at the medium (Chûdan) level.
  - ⑤ Attacking valid body parts of the opponent who has been thrown down is authorized.
  - ⑥ In case of an attack to the back of the opponent, an instantaneous strike is valid (Sundome – no contact).
- (2) WAZA-ARI-techniques are Ippon techniques mentioned above that do not fulfill all of the Ippon criteria.

### Article 15 Shobu (Victory or defeat)

- (1) First Ippon wins.
- (2) Two Waza-ari become Ippon.  
(losing penalties)
- (3) Jogai (Out of bounds): two times gives Ippon to the adversary.
- (4) Mubobi (Lack of regard for personal safety): two times gives Ippon to the adversary.
- (5) Hansoku (Penalty):  
1<sup>st</sup> time brings “Keikoku”, 2<sup>nd</sup> time brings “Chui”, 3<sup>rd</sup> time brings “Hansoku”.  
However, according to the level of penalty, “Chui” and “Hansoku” can be called immediately.  
Hansoku gives victory to the opponent.
- (6) In case of prohibited matters and prohibited technique, consultation of the referee can lead to “Hansoku Keikoku”, “Hansoku Chui” and “Hansoku Make” (loss by Hansoku).
- (7) At the end of the two minutes of the bout period, if only one of the two competitors has 1 Waza-ari, the match is call a tie and a prolongation is started. If no decision is reached at the end of the prolongation, it will lead to a flag decision. Referees will have to raise the red or white flag.
- (8) Penalties are accumulated in different categories.



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### Article 16 Prohibited matters and prohibited technique

- (1) Thrust (Tsuki) to the face.
- (2) Attack to the chest.
- (3) Swinging
- (4) Attack above the knee and below the torso and to the top of the foot.
- (5) Attack from mid forearm (upper wrist to elbow) to shoulder (part not protected by Kote - gauntlet).
- (6) Non-controlled techniques to the back.
- (7) Any thrust and strike, push, seize, pulling actions done without the Bô. Head-butt and kicks.
- (8) Attack to a body part non armor-protected.
- (9) Attack to the side of the head.
- (10) Attack to the inner part of the forearm, hand and fingers.
- (11) Attack performed when the Bô is handled with one hand.
- (12) Pushing the opponent with the Bô to plan a Jogai.
- (13) Any other agreed upon matters by the referee panel.
- (14) In case of beyond expectations cases, the referee panel will consult and judge.

### Article 17 Formal complaint process

If the Kansa received from a registered coach a formal complaint on a matter that maybe in conflict with the Competition Rules and Regulations, he should immediately blow the whistle and order the interruption of the competition, and give at once his judgment regarding the complaint. However, if needed in order to pronounce his judgment, he can summon the referee and judges to the arbitrating table to inspect the complaint. In the case that the formal complaint is approved as legitimate, he will advise the referee for a new verdict decision. Now, the new decision becomes a valid judgment for the competition and no further complaint on this matter is allowed. In addition, objections regarding decisions of the referee and judges are strictly not accepted.

### Article 18 Kansa (Inspection)

Kansa-in (inspectors) are present on each court to ensure that the tournament is held according to Competition Rules and Regulations. Any conflict concerning these rules and regulations will lead to a stop in the tournament and they will consult with referees and judges and recommend a new decision. Furthermore, inspectors will process formal complaints received from registered coaches as mentioned in Article 17.

Additional clauses	December 7, 2008	Enforcement
	December 18, 2011	Revision
	December 2, 2012	Revision
	August 11, 2013	Revision
	December 15, 2013	Revision