

UKF

UKF competition rules



CHAPTER 1: GENERAL COMPETITION RULES

ART. 1: COMPETITION STRUCTURE

1.1 UKF competitions are divided into two main branches: Kata and Kumite.

1.2 Competitors shall be divided into different categories according to gender and age.

1.3 UKF age categories are:

Category	Age
SENIORS	18+ years old

1.4 In the special circumstances UKF Ex. Board may allow Juniors (15-17 years old) to compete in the Seniors Kata categories.

1.5 At the events of UKF affiliated members organizers can apply the UKF rules also for the younger age categories, following the national safety rules for kumite.

ART. 2: COMPETITION AREA

2.1 The competition area will be a matted square, with sides of eight metres (measured from the outside), and minimum an additional one metre on all sides as a safety area. There will be a clear safety area of two metres on each side.

2.2 Two mats are inverted with the red side turned up in one metre distance from the mat centre to form a boundary between the Competitors. When starting or resuming combat the Competitors will be standing front and centre on the mat facing each other.

2.3 The Referee will be standing centred between the two mats facing the Competitors at a distance of two metres from the safety area.

2.4 Each Judge will be seated at the corners on the mat in the safety area. The Referee may move around the entire tatami, including the safety area where the Judges are seated. Each Judge will be equipped with a red and a blue flag.

2.5 The Match Supervisor will be seated just outside the safety area, behind, and to the left or right of the Referee. He/she will be equipped with a red flag or sign, and a whistle.

2.6 The score-supervisor will be seated at the official score table, between the scorekeeper and the timekeeper.

2.7 Coaches will be seated outside the safety area, on their respective sides at the side of the tatami towards the official table. Where the tatami area is elevated, the Coaches will be placed outside the elevated area.

ART. 3: OFFICIAL ATTIRE

COMPETITORS

3.1 Competitors must wear a clean, white Karate-Gi.

3.2 A national country badge (maximum 10 square centimeters) is permitted on the left side of the chest.

3.3 Only sponsorship advertising logo area is located on the back of the gi top, at the shoulder height, and measure a maximum of 30 x 15 cm.

3.4 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.

3.5 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.

3.6 The sleeves of the jacket must reach halfway down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.

3.7 The trousers must be long enough to cover 2/3 of the shin and must not reach the anklebone. The trousers must not be rolled up.

3.8 Muslim athletes may use a white scarf or chador.

3.9 Female contestants can wear a plain white t-shirt under the Karate-Gi jacket.

3.10 In kata events the contestants must wear a belt of their own Karate grade.

3.11 In kumite matches contestants shall wear a red belt for AKA and white belt for SHIRO, replacing their belt for identification purposes.

3.12 If a competitor is inappropriately dressed for a match, the referee will allow him 1 minute to change his uniform to comply with the UKF 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.

COACHES

3.13 During the competition, all coaches must wear a national tracksuit (or trousers and national polo shirt) with their National or Federation name, a badge on it and the ID badge given at the registration room.

3.14 It's forbidden to use camera at the tatami.

3.15 Coaches who are improperly dressed will be given 1 minute to change. If after this period the coach has not been able to change his uniform, the referee will invite him to leave the match area.

ART. 4: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION

4.1 In UKF competitions, the following protective equipment is compulsory:

- **Mitts:** white for Shiro, red for Aka, corresponding to the color of their kumite-belt for that round.
- **Gum shields:** can be white or colorless (transparent).
- **Groin protectors:** must be worn under the Karate-Gi.
- **Chest protectors** (for female kumite): must be white or colorless (transparent) and worn under the Karate-Gi.

4.2 All protective equipment must be approved by the UKF Ex. Board.

4.3 Glass or hard plastic spectacles are not allowed in kumite.

4.4 Sport glasses, contact lenses, as well as any other medical device are allowed on competitors own risk and require written approval of the Competition Doctor.

NAILS, METALLIC OBJECTS, HAIR and BANDAGES

4.5 All competitors are required to keep their finger and toenails short, to not exceed the finger extremity, and shall not wear metallic objects that might cause injury to themselves or their opponent.

4.6 Each competitor must keep their hair clean and cut or tied up to such a length that it does not obstruct their performance or put them at risk in a match.

4.7 Females can wear discreet hair clips (not metallic) during a Kata Competition.

4.8 Competitors are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.

4.9 Competitors are not allowed to wear Hachimaki, amulets or wristbands.

4.10 If the competitor come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the UKF rules. Otherwise, the decision will be Kiken for this competitor. The competitor's coach is responsible for ensuring that the competitor does not violate these rules.

ART. 5: PROTEST AGAINST DECISION AND REVISION OF DECISION

5.1 Competitors cannot personally protest the Referee panel's decision.

5.2 Only the coach of the team involved may protest to the Tatami Manager against decision, when the decision given by the Referee panel is thought to have violated the Rules of the match or the Rules of judging.

5.2.1 However, coaches must not interrupt the work of the Jury Table by asking to check the participation lists or other documents, or asking for explanations, etc.

5.2.2 The coach can attract the attention of the Tatami Manager if there is an administrative **error** (wrong competitor instead of another, points or warning given wrongly, wrong display content, etc.) during the match.

5.3 The coach can protest, in writing, to the UKF Referee Commission, but only after the match is finished.

5.4 After the category is finished and the medalists are notified no one can appeal the decision

PROTEST PROCEDURE:

5.5 The coach announces to the Tatami Manager that he intends to make an official protest to the UKF Referee Commission once the match is finished.

5.6 The Tatami Manager will stop the whole round and will inform the UKF Referee Commission about it.

5.7 Before the coach write an official protest, he must pay a protest fee to the UKF treasurer. The fee will be returned if the protest is upheld (see the list of fees on the UKF webpage).

5.8 The coach completes the "Protest sheet" and gives it to the Tatami Manager who will give it to the UKF Referee Commission.

5.9 The UKF Referee Commission shall review the complaint and the evidence that supports it and may ask for an explanation from the Tatami Manager and the Referee Panel in that tatami.

5.10 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.

5.11 It is the coach who is responsible for providing the evidence for the protest.

5.12 The UKF Referee Commission, after approval from the UKF Executive Board, will communicate the final decision to the Tatami Manager, who will inform the coach of the final decision.

5.13 The UKF Referee Commission may penalize the Referee(s) who caused the protest.

5.14 The Coach can notify the Tatami Manager of any administrative error as soon as it is detected (wrong competitor instead of another, points or warning wrong given, wrong display content, etc.).

5.15 To reduce any charting error, the winner of each match must confirm his name to the Jury Table prior to leaving the area.

5.16 Video proof, regarding an assumptive technical evaluation error, is not accepted as evidence for the protest.

5.16.1. Video proof is accepted, as evidence, only for administrative errors and only if the incident is clearly visible.

ART. 6: OTHER MATTERS

6.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the Tatami Manager and the panel of referees shall consult among themselves to find a solution for that specific situation.

6.1.1 The decision must be approved by the UKF Referee Commission and UKF Executive Board. All officials will be notified of this decision and a public announcement will be made.

6.2 All Karateka, including competitors, coaches, managers, or anybody connected with the competitor, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.

6.3 Coaches, federation presidents and spectators are not permitted to loiter around the tatami area, nor the Table Jury area nor are they permitted to speak to or distract or interfere with the work of the Jury Table officials.

6.4 Coaches are not permitted to accompany a Kata Competitor onto the tatami.

CHAPTER 2: KATA RULES

ART. 7: REFERING SYSTEM

7.1 The kata competition is interstyle.

7.2 A combined "Point-Flag Judgment System" will be used to judge both individual and team kata competition.

7.3 The kata team shall be composed of 3 + 1 reserve.

7.4 Athletes can only perform kata listed in the UKF official kata list.

7.5 The referee panel may be composed of 3 or 5 judges.

7.6 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag). In the "Flag System", when the Central Referee calls for Hantei, victory will be decided by majority.

ART. 8: ROUNDS

8.1 The kata competition will be organized over four rounds: Round 1 (Eliminations), Round 2 (Quarterfinal) and Round 3 (Semifinal) and Round 4 (Final), for both individual and team competitions.

8.2 First Round (Score: 5.0-7.0): the highest and lowest scores shall be deleted. 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.

8.3 Second Round (Score: 6.0-8.0): the highest and lowest scores shall be deleted. The 4 highest scoring contestants in this round will go through to the next round (semifinals). The call order into the competition area shall be the same as the first round. 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.

8.4 Third Round (Semifinals): judged by Flag System. The winners of the semifinals will access 4° round (finals). This round will be divided into 2 matches and the competitors shall be called AKA *(red) and SHIRO (white). First match: (3° vs 2°) - The contestant 3° placed AKA, against the second placed SHIRO. Second match: (4° vs 1°) - The contestant 4° placed AKA against the first placed SHIRO.

8.5 Fourth Round (Final): judged by Flag System. This round decides the winner. The winner from the first semifinal shall be called AKA (red) and the winner from the second semifinal shall be called SHIRO (white).

8.6 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. 9: KATA PERFORMANCE - START

9.1 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.

9.2 Competitors may not repeat the same kata performed in the previous rounds (including the ties situations).

9.3 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.

9.4 The Central Referee will clearly repeat the name of the kata.

9.5 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.

9.6 All kata teams must adopt the "triangle" formation (the team leader in line with the Central Referee).

9.7 In the matches with flag judging system, both individual competitors and teams shall follow the dispositions indicated in following paragraphs.

9.8 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 SHIRO 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, and the athlete or SHIRO team will enter directly on the tatami.

9.9 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. 10: KATA PERFORMANCE - END

10.1 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.

10.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five scores received, the highest and lowest shall be deleted and the remaining three scores shall be added together.

10.3 In case the referee panel is made up of 3 judges (extraordinary situation), all the scores shall be added together.

10.4 After the clear announcement of the total score, the contestant(s) will bow to the Central Referee and leave the match area.

10.5 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.

10.6 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.

10.7 The Central Referee will then raise again the flag for the majority of flags to announce the winner.

ART. 11: DRAW

FIRST ROUND

11.1 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 scores will be added to the total scores for that round.

11.2 If, after this the draw persists, the maximum score from the remaining three scores is then added to the total scores for that round.

11.3 If, after this the draw persists, the deleted scores (both lowest and highest) will be added to the total scores for that round.

11.4 In the case of a continuing draw, the contestants must perform an additional and different kata.

11.5 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

11.6 The scores from the first and the second round shall be added together.

11.7 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.

11.8 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.

11.9 In the case of a continuing draw, the procedure as points 11.4 and 11.5 above shall be applied.

11.10 In 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.

ART. 12: CRITERIA FOR DECISION

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:

12.1. Correct sequence

12.2. Control of power

12.3. Control of tension and contraction

12.4. Control of speed and rhythm

12.5. Direction of movements

12.6. Understanding of kata technique

12.7. Show proper understanding of bunkai

12.8. Coordination

12.9. Stability and balance

12.10. Pauses

12.11. Kiai

12.12. Breathing

12.13. Concentration

12.14. Spirit

12.15 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)

ADVANCED PERFORMANCE

Judges will note the specific important points and the degree of difficulty of the performed kata. Judgment will be based on:

12.16 The mastery of techniques by the contestant (excellent mastery and awareness of technique).

12.17 The degree of difficulty and risk in the performance of the kata (acrobatic phases, rotations, translations, difficult sequences).

12.18 The Budo attitude of the contestant.

MINUS POINTS Points will be deducted in these cases:

12.19 For a momentary hesitation in the smooth performance of the kata quickly remedied, 0.1 should be deducted from the final score.

12.20 For a momentary but a discernible pause, 0.2 points should be deducted.

12.21 For a momentary slight imbalance and quickly remedied, 0.1-0.2 points should be deducted.

12.22 For a lack of kiai, 0.1 point should be deducted.

12.23 For a lack of a bow at the beginning or end of kata 0.1 point should be deducted.

12.24 In kata team competition, for an asynchronous movement 0.1 point should be deducted.

DISQUALIFICATION

12.25 If the contestant performs a kata different from the one announced. 4.2 If the kata is varied (a technique, a movement, etc.).

12.26 If the contestant stops the kata for more than 5 sec.

12.27 If the contestant loses balance completely and/or falls.

12.28 If the contestant interferes with the position of referees, i.e. comes near or in contact with a referee.

12.29 If the contestant exits the competition area during performance of kata.

12.30 If the contestant loses his belt (contact with the floor).

12.31 For disqualification, the score will be 0.0. Only the Central Referee will raise the scoreboard.

CHAPTER 3: KUMITE RULES

ART. 13: STARTING – SUSPENDING – ENDING THE KUMITE MATCH

13.1 The competitors must line up at the beginning of the round. If one, or more, of them is absent, they will be called twice on the microphone. If they don't come by the time the round has finished, they will be declared Kiken.

13.2 Coaches must sit on the opposite side of the Jury table.

13.3 At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between competitors, officials/public and the

Referee Panel (Shomen ni Rei - Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together.

13.4 After the bow, the Referee invites the Judges to take their places (outside the match area).

13.5 At the command of "Nakae" the panel of referees and the competitors enter the match area. The match shall start with the announcement by the Referee of "Ippon Shobu Hajime".

13.6 By announcing "Yame" the Referee shall halt the Match temporarily and order the contestants back to their positions. When resuming the Match, the Referee announces "Tzukete Hajime".

13.7 The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating Atoshi Baraku, **30** seconds to go.

13.8. When it is time-up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting 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. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

ART. 14: CRITERIA FOR DECIDING IPPON AND WAZA-ARI

14.1 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, position, balance),
- focusing maximum energy in target (kime),
- good attitude,
- zanshin,
- proper timing,
- correct distance.

Some examples of effective techniques delivered under the following conditions shall be considered as an Ippon:

- When an attack is delivered with perfect timing and the opponent started to move towards the attacker.
- When an attack is delivered immediately as the opponent was unbalanced by the attacker.
- For a combination of successive and effective techniques are used.
- For the combined use of tsuki and keri techniques.
- For combined use of tsuki, keri and nage techniques.
- When the opponent has lost their fighting spirit and turned their back to the attacker .
- For effective attacks delivered on the undefended parts of the opponent.

- For effective Jodan Geri techniques.
- If as a result of a vigorous chudan technique the opponent falls

14.2 A Waza-ari is awarded for a technique almost comparable to what needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

14.3 The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/ Shiro ... Jodan/Chudan ...Tsuki / Geri / Uchi ...Waza-ari / Ippon.

ART. 15: VICTORY OR DEFEAT

Shall be awarded based on:

15.1 Victory by Ippon score.

The competitor, who scores first with Ippon (or two Waza-ari) will be declared the winner.

15.2 Victory by Wazaari score

At time-up, in the case of a competitor scoring at least one Waza Ari more than the opponent, he will automatically be declared winner (Kachi).

15.3 Victory by decision (Hantei).

In the case of tie during the prescribed time of a Match, a decision (Hantei) is taken on the basis of the following considerations:

- Whether there have been any warnings (Atenai / Jogai/Mubobi),
- 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.

In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call „Hantei” and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the competitor of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.

15.4 Defeat due to a disqualification (Hansoku, Shikaku).

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

- In the case of a competitor, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat because warnings already incurred,

- Failing to obey the orders of the Referee,
- If a competitor becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent,
- If the act or the acts of a competitor are considered as malicious, willfully violating the rules prohibiting them,
- Other acts which are deemed in violation of the Rules of the Match. Any unruly behavior from people connected with the competitor, such as the Coach, Manager, supporters, etc. may result in the disqualification of the competitor and/or the team.
- Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other competitor and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.

15.5 Defeat due to a retirement (Kiken).

A competitor who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by Kiken.

ART. 16: SCORING AREAS AND SCORING TECHNIQUES

16.1 The scoring areas shall be limited to the following: Head, Abdomen, Neck, Chest, Side and Back (excluding the shoulders).

16.2 The throat is not a scoring point; it is forbidden to attack any part of the throat (side, in the back, in the front).

16.3 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

16.4 An attack, even if effective, delivered after the Time-up bell signals the end of the match, shall not be recognized as such, nor shall it constitute a basis for decision.

16.5 Techniques delivered outside the prescribed match area shall be invalid.

16.6 However, if a competitor delivering such a technique was within the boundary of the match area when he/she delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.

16.7 Scoring techniques of the same value simultaneously delivered by both competitors shall not score (Aiuchi).

ART. 17: WARNINGS AND PENALTIES

There are 3 categories of warnings and penalties:

17.1 ATENAI: Excessive contact

17.1.1 Techniques which make excessive contact, having regard to the scoring area attacked.

17.1.2 The following techniques which are done with contact:

- a) Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins.
- b) Attacks to the groin or the throat.
- c) Open hand techniques to the face, throat, and neck; Hiza Geri; Empi or Atama Uchi.
- d) Jumping techniques (like Tobi Yoko Geri or Uraken Uchi).
- e) Dangerous leg sweeping techniques (Ashi Barai without a follow-up technique or foot sweeps that land high on the leg and that could cause knee injury).
- f) Dangerous throws (without any assurance of the opponent landing safely).

17.1.3 The possible warnings and penalty are:

- a. first warning: Atenai
- b. Final warning: Ateani Chui
- c. Disqualification: Atenai Hansoku

17.2 JOGAI: Stepping outside the match area

Touching the floor, outside the match area, with any part of the competitor's body

- a) If the competitor goes out deliberately or to avoid an opponent's technique.
- b) If a competitor delivers an unsuccessful technique and then exits immediately afterwards, Yame will be called and the Jogai will be recorded.
- c) If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.
- d) If there is a successful technique, Yame should occur at the instant of score. The exit therefore occurs outside of match time and must not be penalized.
- e) If Shiro 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 the warning or penalty will be imposed.
- f) The point at which "Yame" is called is helpful in determining if this situation has occurred.

A warning/penalty will not be imposed if a competitor is pushed outside the match area by the opponent.

17.3 MUBOBI: Prohibited actions and behavior

Any situations when the competitor shows a "lack of regard for their own (or for the opponent) safety or integrity", as follows:

- a. Attacks with an unguarded head in front.
- b. Uncontrolled attacks (which exceed past or over the target).
- c. Attacks without following the target with the eyes.
- d. Turning away after an attack (as a tactical or theatrical move) to draw the Referee's attention to the technique. The competitor is defenseless, and their back may be exposed.
- e. **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.
- f. **Exaggerated actions** (unsporting behavior, etc) and reactions (i.e. faking injury, obscene or offensive gestures, verbal abuse, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).
- g. **Any behavior likely to bring Karate into disrepute** (this includes Coaches, Managers and anybody connected with the competitor).

- h. Any disrespectful and unnecessary actions** are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, disagree with the decisions of the referee panel during the match time, etc).
- i. Grabbing** (unless immediately followed up by a technique).

17.4 SHIKAKKU: Disbarment from the entire competition

It is a disbarment from the entire competition and it is given in the following cases:

- 17.4.1 When the competitors do not obey the orders of the Referee.
- 17.4.2 When they commit an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.
- 17.4.3 When they make obscene or offensive gestures or give verbal abuse to officials or other competitors.
- 17.4.5 When the Referee believes that a competitor has acted maliciously, without thinking of the well-being of the other competitor.
- 17.4.6 Before Shikakku can be imposed, the Referee must consult the Tatami Manager and the UKF-Referee Commission.
- 17.4.7 The competitor who receives Shikkaku will lose all the positions he / she won before in that round / category. He/she will not receive a medal.

17.5 **Warnings and penalties** are the following:

- a. 1st Warning: (Atenai, Jogai, or Mubobi)
 - b. Final warning: Chui.
 - c. Disqualification: Hansoku.
- 17.5.1 There will be no accumulation of punishment between:
- a. Atenai, Chui, Hansoku.
 - b. Jogai, Jogai Chui, Jogai Hansoku.
 - c. Mubobi, Mubobi Chui, Mubobi Hansoku.
- 17.5.2 Warnings must be accompanied by an increase in the severity of the Warning (Atenai, Chui) until a penalty (Hansoku) is imposed
- 17.5.3 No point shall be awarded if the competitor injures his opponent, in the performance of the technique, to the extent that he/she could have received a warning.

ART. 18: DURATION OF A MATCH

- 18.1 The duration of a match shall be **2 minutes “running time”**.

ART. 19: THE ADJUDICATION SYSTEM

- 19.1 In general, in Shobu Ippon Kumite, the “Flag System” will be used to indicate judges' opinions.
- 19.2 In this “Flag System” there will be the Central Referee and 2 Corner Judges who will adjudicate the match. The 2 Corner Judges will signal their opinions to the Central referee with flags.

ART. 20: SAI SHIAI

- 20.1 In the event of a draw in an individual Match there will be another full Match (Sai Shiai).
- 20.2 All scores and warnings are not carried into the Sai Shiai, as it must be considered as a new Match.
- 20.3 In the event of another draw at the end of the Sai Shiai, the Referee will announce HANTEI. The Judges must decide the winner, based on Sai Shiai match only.

Art. 21: DECISION WITH MAJORITY

The ultimate decision will be made by the majority.

Art. 22: RESTARTING THE ROUND

In all cases, during a round, when a wrong competitor (accidentally) takes the place of another one or there is a missing competitor, the result of that match will be annulled. The match will restart at the point the mistake occurred and will involve only those competitors affected by the mistake. But, if the round is finished, the results cannot be changed.

Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Tatami Manager and to the UKF-Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.