

CHITO-RYU KARATE DO

Kumite & Kata Tournament Regulations

International Chito-Ryu Karate-do Federation (ICKF)
(Revised Edition February 1st, 2016)

Code of Ethics

1. An official must be neutral and fair.
2. An official must act in a dignified manner and maintain a commanding presence.
3. An official must attentively observe the match and also judge each movement accurately.
4. During a match an official should not converse with people other than the officials and athletes involved in the match.
5. An official must maintain a refined manner so that their actions do not negatively affect the flow of the match.

※Note: The purpose of conducting clinics for officials is to standardize hand signals, terminology, and kata scoring. Moreover, it is important to develop fair judgement and ability to deal with any situation that may arise.

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Kumite Regulations

Article 1: The Kumite Court

1. The kumite courts must be square and marked with visible lines. Moreover, the surface must be flat and free from danger.
2. Each side must be 8 meters in length (including the width of the line).
3. The lines for the competitors start position should be parallel, 1 meter in length, and 1.5 meters away from the center of the court.
4. The line for the referee should be 0.5 meters in length and 2 meters from the center of the court.
5. Draw a square that is 1 meter within the outside 8 x 8 meter border (this square will be 6 x 6 meters). This creates an inner border which can be a different color than the center of the court. Otherwise use a dotted line for the inner square (Figure 1).

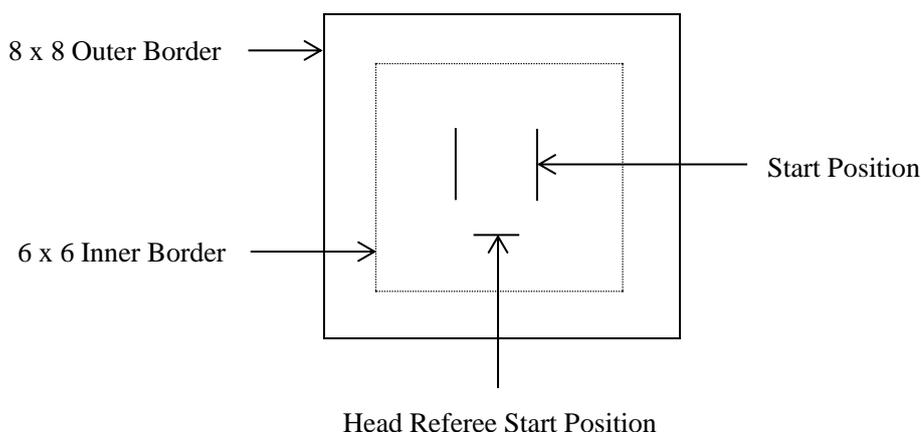


Figure. 1 Illustration of a kumite court

※Note: There should be nothing within 1 meter of the outer edge of the court (i.e. advertisements, walls, poles, and/or any other obstruction). When using mats, the bottom surface must be a nonslip surface to stick to the ground, and the top surface must be sticky enough to prevent the competitor from slipping but not impede natural movement. Moreover, if the mats are too thick it will prevent natural movement so use mats that are relatively thin. If the seams of the mat are not secure it can cause injury, therefore the officials are responsible for making sure that the seams are secure at all times.

Article 2: Dress Code

1. Competitors and officials must wear karate gis, bogu, and/or Chito-ryu approved uniforms.
2. The chief official has the authority to disqualify any competitor, head referee, corner judge, or arbitrator who does not follow the dress code.

Uniform for Officials

1. Head referees, corner judges, and arbitrators must wear the designated uniform. This uniform must be worn for all official clinics and all tournaments.
2. The designated uniform is as follows:
 - A navy blue blazer with two silver or gold buttons
 - A white long or short sleeved dress shirt (depending on the season)
 - The designated Chito-ryu neck tie without a tie bar or pin
 - Solid gray dress pants
 - Solid navy blue or black socks and black slip-on shoes

Tournament Competitors

1. Competitors must wear a solid white karate gi without any sponsorship names or logos. The Chito-ryu crest should be on the left at around chest height. The following items are allowed on the gi:
 - a) national flag
 - b) labels placed on the gi by the gi manufacturer (including the name of the manufacturer)
 - c) registration numbers issued by the tournament organizers (placed on the back)
 - d) the dojo name (not too big)
 - e) the competitor's name (not too big)
2. One of the two competitors in a match must wear a red belt.
3. The gi top must cover the buttocks and reach the middle of the thigh when the belt is tied at the waist. A solid white t-shirt may be worn underneath the gi top by female competitors.
4. The length of the sleeves is at maximum to the wrist and at minimum no shorter than the middle of the forearm. The sleeves are not allowed to be rolled up.
5. Pant length must be longer than the lower 2/3 of the shin and cannot be rolled up.
6. Each competitor must have clean hair and kept at a length that does not interfere with the match. Head bands and sweat bands are not acceptable. If the head referee

believes a competitor has dirty and/or too long of hair may disqualify the competitor from the tournament after receiving permission from the chief official.

7. Fingernails and toenails must be cut short so as to not cause injury to other competitors. Metal accessories or anything that may cause injury is also forbidden.
8. Eye glasses are forbidden for both kumite and kata (soft contact lenses are allowed). Any unapproved clothing or bogu is forbidden.
9. Bogu refers to head gear (*men*), gloves (*kote*) and body protector (*do*) that is approved by the Chito-ryu organization. Shin and instep guards are allowed.
10. The use of bandages and bandage clips must follow the recommendations of the emergency staff and must be approved by the chief official.

Coaches

1. Coaches must always wear a visible ID card or arm band to clearly indicate their role.

※Note: Unapproved bogu is forbidden. No exceptions will be made. Competitors who arrive with unacceptable clothing will only have one minute to change. If they are unable to change in the above mentioned period of time they will be disqualified. Referees will be allowed to take off their blazers after receiving permission from the chief official.

Article 3: Structure of Kumite Tournaments

1. The kumite tournament can be divided into individual kumite events and team kumite events. Individual kumite events can be divided by weight and by rank. In team kumite, each group will number their members in a particular order and the corresponding numbers for each team will compete.
2. Each team should have an odd number of competitors.
3. Each competitor in team kumite must belong to the same group.
4. The team leader or coach must submit the names and order of competitors on the proper form to the official's table before every match. The order of competitors cannot be changed after the form has been submitted.
5. If team coaches or team leaders change the order of competitors after the form has been submitted the whole team will be disqualified from the team kumite component of the tournament.
6. If the majority of the competitors for each team are present then the first round of team kumite may begin.

7. Competitors are not allowed substitutes for individual kumite.
8. Individual and/or team competitors that do not arrive at the tournament venue before the start of a match will be disqualified from that match.
9. The decision to stop a match and/or make disqualifications are made by the tournament officials.
10. The committee of tournament officials is made up of the chief arbitrator, the chief referee and the chief tournament organizer.
11. A coach may be referred to as a coach or manager.

※Note: A match represents each stage a competitor must clear in order to advance to the finals. Elimination matches will eliminate half of the competitors (includes byes). The term match also represents primary elimination matches as well as repechage matches. In order to avoid confusion use numbers instead of personal names when calling the competitors. Only the competitors will line-up in the designated court area prior to the match (coaches are not allowed in this area). Coaches will have a separate designated seating area.

The team leader or coach must submit the names and the order of competitors on the proper form to the official's table before every match. Coaches must show proper ID when submitting the form. If they don't, the submission may be rejected. The information on the form must include the country, group name, designated team color for that match, and a clear order of competitors numbered one to five (or one to three). Moreover, the competitors' full name, their tournament numbers and the signature of the coach or team leader should also be included on the form.

If the wrong person competes in a match due to a mistake in record keeping the match will be nullified regardless of the result. To avoid this mistake, the winner of each match should check with the official's table to make sure that such an error didn't occur.

Article 4: Officials

1. For each match a team of officials will be appointed. These teams include, one head referee (*shushin*), two corner judges (*fukushin*), and one arbitrator (*kansa*).
2. A time keeper and score keeper will also be appointed.

※Note: At the start of a kumite match the head referee will stand on the outside of the mat. The arbitrator will stand to the right of the referee. One corner judge will stand to the right of the arbitrator and the other corner judge will stand to the left of the head

referee. The head referee will tell everyone to bow to the front (*shomen ni mukatte rei*) and then tell the competitors to bow to each other (*otagai ni rei*). The head referee will then take one step back, both corner judges will face in towards the other officials, and all the officials will bow to each other and then go to their designated places (the arbitrator will go and sit between the score keeper and time keeper). After the match everyone will go to their original positions and the head referee will tell the competitors to bow to each other (*otagai ni rei*) and then tell everyone to bow to the front (*shomen ni mukatte rei*).

When changing the team of officials, the team that is leaving the court will take one step forward, face and then bow to the new team. The leaving team of officials will exit the court in single-file facing the same direction. When only changing one of the corner judges, the incoming corner judge will go to the outgoing corner judge, bow then change places.

Article 5: Match Time

1. The match time for the adult kumite divisions is **TWO** minutes in the preliminary and semi-final rounds and **THREE** minutes in the final round.
2. The match time for the master's division is **TWO** minutes for all rounds (including the final round).
3. The match time for the junior divisions is **1.5** minutes in the preliminary and semi-final rounds and **TWO** minutes in the final round.
4. Overtime is **ONE** minute. The first competitor to score a point (*ippon*) will be declared the winner.
5. Repechage matches are **TWO** minutes. The repechage system will only be done in the adult black belt divisions and not in any of the other divisions.
6. The match time will begin when the head referee indicates to the competitors to begin (*hajime*) and will stop when the head referee indicates to the competitors to stop (*yame*).
7. The time keeper must hit a clear and identifiable buzzer/bell at 30 seconds prior to the end of a match and at the end of a match. The last buzzer/bell will signify the end of a match.

※Note: The use of stop time or running time will depend on the number of competitors.

Article 6: Scoring

1. A kumite match is won when a competitor scores three points (*sanbon*) or when a competitor is awarded points for opponent violations (*hansoku*), disqualifications (*shikkaku*), forfeit (*kiken*), or by official judgement (*hantei*).
2. The following is the criteria for awarding a point (*ippon*):
 - Good form
 - Right attitude
 - Demonstration of spirit
 - Awareness (*zanshin*)
 - Timing
 - Distance
3. Points are also awarded (even if the above criteria are not present) when:
 - Evading an attack and countering to the opponent's unprotected back but without making contact (with focus and *zanshin*).
 - Doing *kuzushi*, a take down and a finish technique (with focus and *zanshin*).
4. A win due to *hansoku* or *shikkaku* equates to *sanbon*. A competitor will also win if their opponent forfeits (*kiken*) or is disqualified (*shikkaku*).
5. Attacks are limited to the following targets:
 - Head (but no contact to the back of the head)
 - Face
 - Abdomen
 - Chest
 - Back (but no contact is allowed; the shoulder is not a target)
 - Side
6. When a technique (*waza*) is executed at the same time as the buzzer/bell for the end of the match the technique can still be considered for a point. A technique after the call of *yame* is not allowed and may be penalized.
7. When both competitors are out of bounds (*jogai*) no points can be awarded. However, if one competitor is still in bounds and that same competitor executes a good technique before the head referee calls *yame* then a point can be awarded.
8. No points will be awarded to competitors who execute a technique at the same time.

※Note: A match is won when a competitor is awarded three points. A technique executed with “good form” is considered to demonstrate traditional karate concepts and probable effectiveness. “Good attitude” is included within “good form” and is

demonstrated throughout the match as good focus absent of ill will. “Spirit” is demonstrated in the power and speed of a technique that is completed without hesitation and tenacious intent. “*Zanshin*” is often overlooked when considering a point. “*Zanshin*” is the continuous focus that is demonstrated even after the completion of a technique. Those who demonstrate “*zanshin*” have seamless concentration and are aware of the opponent’s potential to counter attack. “Good timing” is when a clean technique is executed to any of the above mentioned targets without any possibility of defense. “Correct distance” is executing a technique at an effective distance. When trying to do a technique on an opponent who is quickly moving back the potential effectiveness of the technique decreases. A true simultaneous attack (*ai uchi*) is very rare. *Ai uchi* means that both competitors attack at the same time and both techniques deserve to be awarded a point. There may be times when two techniques are done at the same time but it is very rare for both of them to deserve a point. Head referees should not award simultaneous attacks. They should try and award a point to the competitor who got a true point.

Score Sheet Symbols

□	Win (<i>kachi</i>)	HC	Violation warning (<i>hansoku chui</i>)
○	One point (<i>ippon</i>)	H	Violation (<i>hansoku</i>)
△	Draw; tie (<i>hikiwake</i>)	JC	Out of bounds warning (<i>kyogai chui</i>)
X	Lose (<i>make</i>)	JH	Out of bounds violation (<i>kyogai hansoku</i>)
J	Out of bounds (<i>kyogai</i>)	MC	Failure to defend warning (<i>mubobi chui</i>)
W	Warning (<i>chukoku</i>)	MH	Failure to defend violation (<i>mubobi hansoku</i>)
M	Failure to defend (<i>mubobi</i>)	S	Disqualification (<i>shikkaku</i>)

Article 7: Decision Making Criteria

1. When three points have not been achieved or when there is no loss due to *kiken*, *hansoku*, or *shikkaku* use the following criteria to choose the winner:
 - a. If an *ippon* was awarded
 - b. The competitor who demonstrated a stronger attitude, spirit, and/or will to fight
 - c. The competitor with superior technique and who controlled the match
2. When there are no advantages during individual matches use the following criteria to choose the winner:
 - a. If at the end of the match there are no points awarded for either competitor, the winner will be decided by the officials (*hantei*)

- b. When there is a draw/tie the winner will be decided by the officials (*hantei*)
 - c. If the decision still ends in a draw/tie then the match will go into overtime
 - d. Any penalties or warnings obtained during the match will carry over into overtime
3. In individual overtime matches the competitor who is awarded a point first wins. At the end of overtime if there are no points awarded then the winner will be decided by the officials (*hantei*).
 4. In team kumite the team with the most wins is the winner.
 5. If there is a tie in an individual match within a team kumite event there will be no overtime.
 6. If two or more teams have the same number of wins then all the points for each competitor will be tallied and the team with the most points wins.
 7. If two teams or more teams have the same number of wins and the same tallied score then each team will select a representative to compete in a final match. If this match is a tie then the competitor who was awarded a point first wins. If no points are awarded in overtime then the winner will be decided by the officials (*hantei*).

※Note: When there is a tie the competitor who demonstrated superior skill may be declared the winner by the officials (*hantei*). When resorting to *hantei* to decide the winner the head referee must stand outside of the court area, say *hantei*, and then blow their whistle twice. The head referee will use a hand gesture and the corner judges will use flags to indicate the winner. The head referee will then blow their whistle once to acknowledge the decision of the corner judges. The head referee will then return to their designated position on the court and announce the winner.

Overtime means the extension of a match not a separate match. Thus penalties that occurred in regular time will carry over into overtime. Once overtime is finished the whole match is taken into consideration and the final decision will be announced.

For team kumite, when two or more teams have the same number of wins and the same tallied score a final match between the team representatives will be done. The representatives must be selected within one minute after the announcement of a final match. The representing competitor must be on the team roster that was submitted at the beginning of the match. If the final match is also a tie it will go into overtime. At the end of overtime a decision must be made (there will be no additional overtimes).

Article 8: Violations

1. The following actions are forbidden:

- a. Attacks to the throat
- b. Excessive attacks to the same part of the body. All techniques must be controlled at all times. A penalty will be issued if an attack aimed at the head or face has the potential force to cause injury (except when the defender is at fault).
- c. Attacks to the groin, joints and instep
- d. *Nukite* and *teisho* attacks to the face
- e. *Nage* that does not allow the defender to land safely and/or does not provide an opportunity for the defender to do a break fall
- f. Direct attacks to the arms and legs
- g. Going out of bounds repeatedly or actions that waste too much time. Out of bounds means any part of a competitor's body that goes outside of the kumite court. However, if a competitor is pushed or thrown out then it is not considered out of bounds (*kyogai*)
- h. Attacks that are not finished quickly and are drawn out (i.e. grappling, pushing, or grabbing)
- i. *Mubobi* is when one or both competitors fail to properly defend themselves
- j. Falsifying an injury
- k. When an competitor demonstrates poor manners he or she and/or the team they belong to may be disqualified
- l. Actions by any competitor (including coaches) that distract or prevent the smooth operation of the tournament or violates any of the rules will be dealt with according to Article 9

Article 9: Disciplinary Guidelines

1. The following hierarchy is used for disciplinary actions (less severe to most severe):
 - a. *Chukoku*: first minor violation
 - b. *Hansoku chui*: a violation that is made after a *chukoku* has already been issued and the opponent is awarded a point
 - c. *Hansoku*: major violation and the opponent is awarded three points
 - d. *Shikkaku*: disqualification from the tournament and the opponent is awarded three points. The head referee must report to the chief tournament official (*shinpan cho*) after the match to explain the reason why the competitor was disqualified. If a competitor acts or has an attitude that degrades or dishonors the spirit of karatedo and/or goes against the tournament rules then a disqualification will be issued.
 - e. *Ruikai* (total): violations that involve excessive attacks and/or dangerous actions

will be added together

※Note: Any violation can be issued a penalty right away. When violations are repeated the penalty will be more severe. A *hansoku chui* may be issued before a *chukoku* is given. *Hansoku* may be issued without any previous disciplinary actions. Even if a competitor has not committed any violation, if the coach, any team member, or supporter in the audience acts in a way that degrades or dishonors karatedo, then that competitor may be penalized. If the head referee sees any competitor acting with ill intentions or malice, even without causing harm, then that competitor will be disqualified from the tournament.

Article 10: Injuries & Accidents

1. Forfeit (*kiken*): When a competitor is unable to continue the match or when the head referee orders the competitor to stop the match. The reason for forfeiting a match can include injuries that were not caused by the present opponent.
2. If both competitors cause injury to each other at the same time or a previous injury acts up, and the medic deems the competitor(s) unfit to continue, the competitor with the most points will be awarded the win. If the competitors have the same number of points then the winner will be decided by the officials (*hantei*).
3. If a medic deems a competitor unfit to compete then the competitor is not allowed to continue.
4. If a competitor wins due to an opponent's *hansoku* which caused an injury, then he or she may not continue without the permission of the medic. Moreover, if the same competitor is reinjured and wins again by *hansoku*, then they are not allowed to continue on to the next match.
5. When a competitor gets injured the head referee must stop the match immediately and call a medic over. Medics are only allowed to diagnose and treat the injury.

Article 11: Protest

1. No one can appeal the head referee's decision.
2. If the head referee goes against the regulations then only the official representative is allowed to place an appeal.
3. If the operation of a match goes against the regulations then a coach may point this out to the arbitrator. If the arbitrator agrees then he or she can inform the chief

tournament official (*shinpan cho*).

4. Appeals can be made to the chief tournament official (*shinpan cho*). The chief tournament official will investigate the order of events and then provide a decision. After examining all the details the chief tournament official has the authority to decide on how to deal with the appeal.
5. All claims for appeals must be made before the end of the match.

Article 12: Responsibilities & Authority of the Chief Officials

1. The chief referee and assistant chief referee have the following responsibilities and authority:
 - a. Obtaining and setting up of the necessary equipment at the venue. Overseeing the tournament and upholding the safety guidelines for each match.
 - b. Assistant chief referees will be appointed and dispatched to each court.
 - c. Appointing a head referee and corner judges to each court.
 - d. Appointing substitute officials if necessary (head referees, corner judges and arbitrators are not allowed to change the official structure on their own).
 - e. Examine and provide an official decision for appeals.
 - f. The final decision for events within a match that are not covered in the regulations and that are related to technique.
 - g. To explain the rules and regulations at a coaches (team representative) meeting prior to or on the same day of the tournament.
2. The assistant chief referee has the following responsibilities and authority:
 - a. To support the chief referee and take over the duties of the chief referee when he or she is absent. (If there a number of assistant chief referees then the chief referee will establish a ranking system)
 - b. Observe the appointing of head referees and corner judges and ensure that they are properly perform their duties.
 - c. If necessary, give a report on the performance of each team of officials to the chief referee.
3. The court chief has the following responsibilities and authority:
 - a. Observe the head referees and corner judges and make sure that the courts under his or her jurisdiction are running properly.
 - b. Observe the decisions made by the head referee and corner judges and ensure that the appointed officials are properly carrying out their duties. Moreover, report on the official proceedings to the board of officials.

- c. Immediately report any accidents or injuries to the chief referee.
4. The head referee has the following responsibilities and authority:
- a. Announce the start, stop and finish of match. Acknowledge the flag signals made by the corner judges and the right to manage the match. Further responsibilities of the head referee include: the awarding of a point (*ippon*); explain a decision to the chief court official, assistant chief court official and chief referee; issue penalties and warnings before, during or after a match; and announce overtime.
 - b. The authority of the head referee goes beyond the court and includes the surrounding area.
 - c. Head referees will give all orders and make all announcements.
 - d. When a corner judge displays a flag the head referee must take it into consideration and then make a decision.
 - e. The head referee **CANNOT** overrule the corner judges. If both corner judges indicate a point for the same competitor the head referee cannot overrule it and give a point to the other competitor instead. Moreover, if one corner judge indicates a point was scored by one competitor and the other corner judge indicates that they didn't see a scoring technique the head referee cannot overrule it and give a point to the other competitor instead. In this case, the head referee must gesture to the corner judge to reconsider their decision and if they still think a point was scored and the head referee is of a different opinion then no point can be given to either side.
5. The corner judges have the following responsibilities and authority:
- a. Support the head referee with flag signals
 - b. Exercise their right to award a point.
 - c. Carefully observe the competitors movements and communicate the following; recognition of a point, competitor violations, illness and injury, out of bounds, and when they need to inform the referee of something.
6. The arbitrator has the following responsibilities and authority:
- a. Monitor the time keeper and score keeper and sign the match record.
 - b. Accept claims against violations.
 - c. Inform the head referee of violations against the regulations.

※Note: Head referees are allowed to speak to explain the reasoning behind a decision. Moreover, they are allowed to speak to the chief referee, assistant chief referee and the court chief. They are not allowed to speak to anyone else. The head referee cannot stop the flow of the match unless it is absolutely necessary. Stopping a match to declare that

there was no point (*torimassen*) should be avoided. A good head referee will not stop a match when he or she believes it is not necessary even when a corner judge signals to do so. This decision is made while in motion. Before rejecting a corner judge's signal the head referee must take it into consideration and then make a decision. Corner judges use flags to communicate (not a whistle). However, if two corner judges both signal at the same time the head referee must stop the match and quickly make a decision. If the head referee does not agree with the corner judges' call then the majority opinion is the decision. The corner judge can only signal when they directly observe a point. When the corner judges cannot tell if a technique was on target they must signal that they were unable to see it.

Article 13: Starting, Stopping & Concluding a Match

1. Terminology and gestures used by the head referee and corner judges are listed in Appendix 1 and 2.
2. After all the competitors bow to each other and after the officials bow to each other the head referee and corner judges go to their designated positions. The match begins when the head referee says "*Shobu. Sanbon. Hajime.*"
3. When a point is made the head referee will say "*yame*" to stop the match. The head referee will then order the competitors to return to their start positions.
4. The head referee will also return to their original position. The corner judges will use the flags to communicate their opinions. The head referee will award a point and the match will restart when the head referee says "*Tsuzukete. Hajime.*"
5. When a competitor gets the third point the head referee will say "*yame*", order the competitors back to their start positions, return to their original position, and then name and award the technique that scored. The head referee will raise their hand closest to the winner and indicate the winner by either saying "*shiro no kachi*" or "*aka no kachi.*" At this point the match is finished.
6. When the match time has elapsed and the competitors are tied, the head referee must return to their original position and say "*hantei*", blow their whistle, and the head referee and corner judges will indicate their opinion (majority opinion wins). Each head referee and corner judge has one vote each.
7. Only the head referee can say who won or if it is a tie.
8. For a tie in individual kumite the head referee will start overtime. Overtime begins when the head referee says "*shobu hajime*".
9. In the following cases the head referee will call "*yame*" and stop the match when:

- a. One or both competitors are out of bounds (or when a corner judge signals *kyogai*)
- b. The head referee wants a competitor to fix their gi or bogu
- c. A competitor is about to or has already committed a violation (or when a corner judge signals that a violation has occurred)
- d. The head referee sees that one or both competitors are injured, sick, or due to some other reason cannot continue the match. The head referee will follow the recommendations of the medical staff to either continue or stop the match
- e. A competitor grabs his or her opponent and does not execute a technique within two seconds
- f. One or both competitors fall, have been thrown, or a scoring technique is not thrown after a certain lapse of time

Article 14: Amending Rules

1. The officiating committee can amend the tournament rules with the permission of Soke's Office.

Kata Regulations

Article 1: The Kata Court

1. The kata court must be square and marked with visible lines. Moreover, the surface must be flat and free of obstructions.
2. The space must be big enough to do kata.

Article 2: Dress Code

1. See Article 2 of the kumite regulations.
2. Competitors who do not follow the regulations will be disqualified.
3. Competitors who arrive with unacceptable clothing will be given one minute to change.

Article 3: Structure of Kata Tournaments

1. In kata tournaments there are individual and team events.
2. Team kata consists of groups of two or more competitors.
3. Teams are made up of all male, all female, or mixed groups.
4. For individual kata the male and female divisions will be separated.

Article 4: Officials

1. For each match a team of officials will be appointed by the chief referee (*shinpan cho*). These teams include; one head referee and several corner judges.
2. A time keeper and score keeper will also be appointed.
3. Kata officials must sit in the four corners of the court or in a line to be able to see the whole area. When possible the team of officials should be made up of officials from different countries and/or prefectures.

Article 5: Scoring

1. Kata tournaments include three rounds. The preliminary round consists of 16 competitors, the semi-final round consists of 8 competitors, and the final round consists of 4 competitors. The final round will determine the first, second, third and

four place finishers.

2. Kata scoring is done by using a point system. Score cards should be held in the right hand.
3. When the score keeper calculates the points for each competitor the highest and lowest points are dropped and the remaining points are added together. When competitors end in a draw/tie the lowest points are added to the total. If it is still a tie the highest points are added to the total. If it is still a tie then the competitors will perform another kata but the kata must be different from the one that was previously done. If this ends in another tie then the judges will use colored flags to decide the winner (majority vote wins).
4. Points from previous matches will not be considered. Each round is considered a separate event and points will not be carried over to the next round. In order to avoid a draw/tie set a standard point spread of 5-7 points in the preliminary round, 6-8 points in the semi-final round, and 7-9 points in the final round. When there are less than 16 competitors go directly to the semi-final round. The chief referee (*shinpan cho*) can discuss with the tournament organizers on how to officiate the kata tournament.

Article 6: Decision Making Criteria

1. The following is the standard criteria for judging kata:
 - a. Kata should be performed at a reasonable standard and the competitors must demonstrate that they understand the meaning behind the kata.
 - b. Kata performance must include focus, proper targets (*chakugan*), strength, balance and proper breathing.
 - c. Kata includes internal components that cannot be seen with the eye and should be evaluated accordingly.
2. If a competitor stops doing the kata, alters the movements of a kata, or performs a different kata from the one stated by the competitor will result in a disqualification.
3. For team kata the competitors must face the referee.
4. A competitor will be disqualified from kata if for whatever reason they suddenly stop before finishing the kata.
5. A competitor will be disqualified if he or she does not agree with the head referee and tries to appeal directly to him or her.
6. A competitor will be disqualified if he or she ignores the commands of the head referee during the match.

7. A competitor will be disqualified if he or she fails to show up on time.
8. The following are guidelines on how to deduct points for mistakes. Deduct 0.1 of a point if a brief **pause** is done but quickly rectified during the kata performance. Deduct 0.2 of a point if there is an obvious **stop** (no matter how brief) during the kata performance. Disqualification if the competitor clearly stops during the kata performance. Deduct 0.1 to 0.3 of a point if the competitor becomes slightly off balance but quickly rectifies the problem. Deduct 0.2 to 0.4 of a point if there is a clear loss of balance but the competitor is able to recover from it. Disqualification if the competitor falls down.
9. Additional elements to consider:
 - a. Proper breathing, technique, focus (*metsuke*), posture, being able to demonstrate both the soft and hard parts of a kata, rhythm, *zanshin* and character.
 - b. Consistent and precise stances.
 - c. Proper technique; precision, performing within Chito-ryu standards, proper tension, and an understanding of kata take downs (*bunkai*).
 - d. Standard kata performance: complete concentration; harmonization of tension, breathing, and movement; and not being theatrical or showy (the true essence of the kata should be demonstrated).

Team Kata

Competitors must not change the rhythm or timing of kata in order to synchronize their movements. The performance should demonstrate the proper essence of the kata (like in individual kata). There should not be any external signal or loud breathing to help synchronize the competitors' movements during the performance of team kata.

Unsynchronized movements indicate that there is a problem in technique and therefore should result in a deduction of points.

Article 7: Commencement of Kata Performance

1. Competitors must enter the court immediately after his or her name or number has been called. They must stand on or near the designated spot, bow to the team of officials, clearly state the name of the kata, and then begin. When the kata is finished the competitor must return to above mentioned spot and wait for the scores to be announced.
2. The head referee will say *hantei*, blow their whistle, and the corner judges will simultaneously raise their score cards so that they can be clearly seen by the score

keeper.

3. The announcer (*yobidashi gakari*) will clearly read out the scores and after they are recorded the head referee will once again blow their whistle and the corner judges will lower their score cards.
4. The competitors must perform a *shitei* kata in the preliminary round and either a *shitei* kata or a kata of their choice in the semi-final and final rounds. In principle, a different kata should be performed in each round.
5. When there is a draw/tie and a rematch is required a different kata must be performed. In the event of a second tie the kata used to break the first tie cannot be performed again.

Appendix 1

Terminology for Head Referees

Terminology	Definition	Description of Gesture
<i>Shobu sanbon hajime</i>	Until 3 points begin	Head referee stands in the start position
<i>Yame</i>	Stop	Interruption or end of a match. Head referee makes a downward chopping motion with the hand between the competitors. Time keeper will stop the clock
<i>Tsuzukete hajime</i>	Continue the match	Head referee who is standing on their designated line will take a step back in <i>Seisan dachi</i> and bring the palms of their hands together
<i>Aka(shiro) ippon</i>	Red (white) side one point	Head referee raises their hand up at a 45 degree angle on the side of the scoring competitor
<i>Aka(shiro) no kachi</i>	Red (white) side winner	Same as <i>Aka (shiro) ippon</i>
<i>Aiuchi</i>	Simultaneous execution of a technique	No points for either competitor. Head referee will make both hands into fists and put them together at chest height (knuckles facing each other)
<i>Hikiwake</i>	Draw; tie	Head referee crosses arms in front of the chest and then extends them so the palms face forwards and the arms are pointed downward at a 45 degree angle
<i>Torimasen</i>	No point	Same a hikiwake except the palms face downwards
<i>Shugo</i>	Everybody come together	Head referee uses one hand to point at the corner judge and calls them over
<i>Moto no ichi</i>	Back to original positions	Competitors and head referee go back to their original positions
<i>Tsuzukete</i>	Continue	Resume the match
<i>Ato shibaraku</i>	Short time remaining	Time keeper will announce that there is only 30 seconds remaining in the match
<i>Hantei</i>	Decision	Head referee blows their whistle to signal for a decision (head referee indicate with their arms; corner judges with flags)
<i>Encho sen</i>	Overtime	Head referee says “ <i>Shobu hajime</i> ” and starts overtime
<i>Shobu hajime</i>	Begin	Head referee stands in the start position

Terminology	Definition	Description of Gesture
<i>Chukoku (Minor)</i>	Warning without penalty	Head referee faces the competitor who committed the violation and cups their fist at chest height
<i>Hansoku chui</i>	Warning with one point penalty	Head referee points their index finger at the violator's abdomen
<i>Hansoku</i>	Violation	Head referee points his index finger at the violator's face and awards a win to their opponent
<i>Chukoku (major)</i>	Warning without penalty	Head referee crosses wrists with hands open and raises them to chest level while facing the violator
<i>Jyogai</i>	Out of bounds	Head referee points their index finger at the violator's side of the out of bounds area
<i>Jyogai chui</i>	Second out of bounds with one point penalty	Head referee will say, " <i>Aka (shiro) jyogai chui</i> " as they point their index finger at the violator's side of the out of bounds area. The head referee then points to the violator's abdomen and awards a point to their opponent
<i>Jyogai hansoku</i>	Third jyogai	Head referee points his index finger at the violator's side of the out of bounds area, points at the violator's face and then disqualifies him or her
<i>Mubobi</i>	Self-endangerment	Head referee points their index finger at the violator with the elbow at a 60 degree angle
<i>Mubobi chui</i>	Self-endangerment with one point penalty	After <i>mubobi</i> do the same gesture for <i>hansoku chui</i>
<i>Mubobi hansoku</i>	Third self-endangerment	After <i>mubobi</i> do the same gesture for <i>hansoku</i>
<i>Kiken</i>	Forfeit	Head referee points their index finger at the violator's start line and then awards a win to their opponent
<i>Shikkaku</i>	Disqualification	Head referee will say, " <i>Aka (shiro) shikkaku</i> " and then complete the following two gestures. First, point the index finger at the violator's face and then point diagonally upwards and behind. Head referee will then award <i>aka (shiro)</i> a win.

Appendix 2

Gestures – Head Referees

(Please use together with the photos)

1. *Otagai ni rei* (only when the competitors do not bow themselves)
2. *Shobu sanbon hajime* (three point match)
3. *Yame* (stop)
4. *Tsuzukete hajime* (resume match)
5. *Ippon* (one point)
6. *Aka (shiro) no kachi* (red (white) wins)
7. *Chukoku* (minor; warning for excessive attack)
8. *Hansoku chui* (warning; opponent gets one point)
9. *Hansoku* (foul; opponent wins the match)
10. *Chukoku* (major; warning for dangerous actions)
11. *Jyogai* (out of bounds)
12. *Jyogai chui* (second out of bounds with one point penalty)
13. *Jyogai hansoku* (third out of bounds; opponent wins the match)
14. *Mubobi* (self-endangerment)
15. *Aiuchi* (simultaneous execution of a scoring technique)
16. *Bogyo sareta waza* (Blocked technique)
17. *Yowasugiru waza* (Weak technique)
18. *Nuketa waza* (Off target)
19. *Torimasen* (no point)
20. *Hikiwake* (draw; tie)
21. *Sakino kettei torikeshi* (Cancel previous decision; head referee faces the competitor)
22. *Hayai waza* (faster technique; head referee will take their hand closest to the competitor with the faster technique and point the fingers toward the palm of the hand closest to the competitor with the slower technique).
23. *Shushin ga fukushin ni saikou o unagasu* (Head referee asks the corner judges to rethink their decision (only done once; head referee takes one step forward).
24. *Shugo* (assemble; head referee will only call corner judges for *shikkaku* decisions).
25. *Kiken* (forfeit)
26. *Shikkaku* (disqualification)

Gestures – Corner Judges

(Please use together with the photos)

1. *Ippon* (one point)
2. *Aka (shiro) no kachi* (only used when called upon to decide the winner)
3. Excessive attacks
4. *Hansoku chui* (rotate wrist in large circles)
5. Dangerous actions (point towards the violator)
6. *Jyogai* (move flag up and down)
7. *Mubobi* (bend the elbow at a 60 degree angle)
8. *Aiuchi* (point the tips of the flags towards each other in front of the chest)
9. Weak technique (flag parallel to the ground and move it up and down)
10. *Torimasen* (cross the flags over the knees and wave apart)
11. *Hikiwake*
12. Not able to see the technique (cover both eyes with the flags)
13. When wanting to stop the match (wave either flag above the head)
14. Blocked technique
15. Off target

Appendix 3

Chito-Ryu Kata Table

1. 四方拝 - Shihohai
しほうはい
2. 正整 - Seisan
せいせん
3. 二十四歩大 - Niseishidai
にせいしだい
4. 拔塞 - Bassai
ぼっさい
5. 鎮東 - Chinto
ちんとう
6. 莊鎮 - Sochin
そうちん
7. 鷲牌小 - Rohaisho
ろはいしょう
8. 鷲牌大 - Rohaidai
ろはいだい
9. 轉身 - Tenshin
てんしん
10. 三十六歩 - Sanshiru
さんしる
11. 公相君 - Kusanku
くさんく
12. 龍山 - Ryushan
りゅうしゃん

Characteristics of Chito-Ryu Kata

The opening and closing of Chito-ryu kata is done by creating a relatively large circle with the arms. This circle represents harmony and peace (*wa*). In other words, we are always searching for peace in our hearts. This mindset of “*wa*” is the true nature of Chito-ryu karate-do.

➤ **Shihohai**

A ceremonial kata often performed for the king of *Ryukyu* (Ancient Okinawa). It is a kata that shows respect to the four directions (North, East, South & West).

➤ **Seisan**

A kata where we take the initiative to attack. The meaning behind this kata is to have proper posture and technique. Moreover, this kata has many different forms in the *Naha* and *Shuri* areas (areas in Okinawa).

➤ **Niseishi**

Used for basic training. Soke Sensei has taken the breathing technique and posture passed down from the past and modified the kata to further develop good health.

➤ **Bassai**

An intense kata that represents smashing something with force.

➤ **Chinto**

Fast and light attacks together with a variety of different blocks put together in a beautiful sequence of movements.

➤ **Sochin**

Represents a cow using its horns (*tsunogamae*) to attack.

➤ **Rohai**

Named after a person from the Tang dynasty. This kata contains quick turns and elastic movements.

➤ Tenshin

This kata represents a variety of blocks that quickly change into attacks.

➤ Sanshiru

A kata that represents a strong defense. An important feature of this kata is the “dragon tongue (*ryu zetsu*) posture.

➤ Kusanku

Named after a warrior in the Tang dynasty. It represents a fight in the dark and the movements change to represent a change in the terrain.

➤ Ryushan

Represents a dragon soaring and climbing up into the sky.