

Karate BC Modifications to WKF Tournament Rules

WKF Rules 2017 shall apply to Elite Divisions: 12-17 years, and adult 18yrs+

Elite Divisions 12-17 years:

- No contact to the face except for jodan kicks where skin touch will be allowed.

Elite Divisions Adult 18 years & over:

- Skin touch allowed for jodan punch and kicks.

Modifications:

Elite Divisions:

- Add groin protector – mandatory
- **Head Gear optional**

Non-Elite Divisions include the following:

- Children 5-13 years, colour belts; 14-17 years, colour belts; Adults 18 years & over, colour belts; and Masters 40 years & over all divisions

Kata:

- Children: two (2) competitors will perform the kata at the same time and officials will use flags
- White and Yellow Belts: may repeat kata
- Orange Belt & up: ABAB for kata
- Adults: will perform the kata one at a time

Kumite:

- 1 minute 30 second Stop-time
- Tie at end of match will be decided by hantei
- Any touch face with fist or foot = C1 penalty
- Children 5-13 years: First to 6 points on a 6 x 6 Metre ring
- 14-17 years Colour Belts, Adult Colour Belts and Masters 40 years & over all divisions: First to 8 points on an 8 x 8 Metre ring

Note: We are no longer giving points for C1 or C2 warnings or penalties

Mandatory Protective Gear:

- Mouth guard, Fist protector-may be any colour, Red/Blue belts, Groin (males)
- Optional Protective Gear: Shin/instep protector, head protectors, chest protectors

Modifications for Officiating

Elite Divisions:

- Judges will indicate Category 1+2 Penalties as well as points.

All Non-elite Divisions:

- No contact to the head. (No touch for kicks to head)
- Category 2 in the last 15 seconds - back to WKF current rule - minimum Hansoku Chui.
- Referees will once again be allowed, at Yame, to indicate scoring side and to ask for reconsideration for point scores.
- Referees will still need to have the support of two judges to award a point or penalty.

Note: We are no longer giving points for C1 or C2 warnings or penalties

Change to Mubobi Rule

- Referee can give mubobi warning or penalty without injury occurring.
- Referee can also give excessive contact warning/penalty point to the person who did the hitting even if it is a mubobi situation.
- Karateka must show proper control.
- Referee may choose to award mubobi and a contact warning or penalty at the same time.
- Excessive contact to the body will not be allowed especially to the ribs and back.

Refereeing Kumite Using the Mirror System

- When there are not enough referees/judges, 2 judges and 1 referee or the mirror system may be used.
- In the case of the mirror system, the Referee and judge will take up their position opposite each other and on either side of the Competitors. The judge will help the Referee by signaling an opinion with hand signals.
- A Match Supervisor/Kansa will be appointed. The Kansa, when requested, may give an opinion to the Referee regarding the operation of the match.
- The referee cannot award points/ penalties without the support of either the judge or Kansa.
- **Explanation:** When the match is in progress, the referee and judge will stay in their half of the mat but move in such a way as to be directly opposite each other (mirror image) in a position to best be able to see points and penalties.

Judging Kata Using Score Cards

- Each Kata Judge displays the score by means of points. The cards bearing the points are held in the right hand.
- When the score-keeper summates the scores for each contestant in a round, the maximum and minimum scores awarded are deleted.
- In the event of a tie in any round, the minimum score from the remaining scores will be added in and then incorporated into the total for that round.
- If the tie persists, then the maximum score from the remaining scores is added in for the total tally for that round.
- In the event of a continuing tie, the contestants must perform a further Kata which was not performed by the competitor in a previous round.
- **Explanation:** Scores from previous rounds will not be accrued. Each round will be considered separately as in individual kumite matches.
- To minimize ties generally, a wider variation in scores should be encouraged.
- Ties are resolved by means of an additional Kata.
- A tie persisting after performance of the tie-breaker Kata will be resolved by majority decision of the panel.
- **Explanation:** When assessing how many points should be deducted for a fault, the following are recommended:
 - For a momentary hesitation in the smooth performance of the Kata, quickly remedied, 0.1 should be deducted from the final score.
 - For a momentary but discernible pause, 0.2 points should be deducted.
 - For a distinct halt, disqualification results.
 - Momentary imbalance, with barely a wobble quickly remedied will result in a deduction in the scale 0.1 - 0.3.
 - Actual instabilities where there is a distinct but recoverable loss of balance will merit a deduction in the range 0.2 - 0.4.
 - If the contestant loses balance completely and/or falls, a disqualification will result.

Team Kata:

- All those ingredients inherent in the criteria for Individual Kata.