



# World Karate Federation

## Kumite Competition

### Examination Paper for Kumite Referees and Judges

Version January 2017

This question paper together with the answer paper is to be returned to the examiners. ***Please do not write or make any mark on the question paper.*** All answers are to be entered on the separate answer paper only. You must make sure that your name and number and any other information required are entered on ***each sheet*** of the answer paper.

You may not have any additional papers or books on your desk while undertaking this examination. During the examination to be seen speaking to another candidate or copying another's paper will mean suspension and automatic failure of the examination. If you are not sure of the correct procedures or have any questions about any aspect of the examination you should speak only to an examiner.

The result of the examination both theory and practical will be sent to the candidate's National Federation.

January 2017



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## KUMITE EXAMINATION

### “TRUE OR FALSE”

*On the answer paper put an “X” in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.*

1. The combined size of the competition area and the safety area is eight metres by eight metres.
2. The national flag or emblem of the contestant’s country may be worn on the left breast of the karate-gi jacket provided it does not exceed an overall size of 10cm by 10cm.
3. The karate-gi jacket must be more than three-quarters thigh length.
4. The karate-gi trousers must cover at least two-thirds of the shin.
5. The karate-gi jacket sleeve must be no longer than the bend of the wrist.
6. If a contestant’s karate-gi jacket sleeves are too long and a suitable replacement cannot be found in time the Referee can allow him to turn them up on the inside.
7. Competitors may wear a discreet rubber band or pony tail retainer in their hair. Ribbons, beads and other decorations are prohibited.
8. Earrings are allowed if they are covered with tape.
9. Metallic teeth (dental) braces may be worn at the contestant’s own risk if approved by the Referee and the Official Doctor.
10. Contestants must bow properly to each other at the start and end of the bout.
11. The coach may change the team fighting order during a round.
12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Commission first.
13. If two teams have the same number of victories, the next consideration in deciding the winner, is to count the points, taking both winning and losing fights into account.
14. If two teams have the same number of victories and points, a deciding bout will be held.
15. In the first round of a team match, a participating team will be allowed to compete only if all of the team members are present.
16. Protective equipment supplied by the National Federations must be accepted for WKF competition.
17. The coach shall at all times during the tournament, wear a tracksuit and display official identification.
18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.



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19. Senior individual Male bouts for medals are three minutes and for Female two minutes.
20. Under 21 years Male bouts are always three minutes and for Female two minutes.
21. Under 21 years Male bouts for medals are four minutes and for Female three minutes.
22. A Jodan kick slightly deficient in Zanshin may be given Ippon because it is considered to be a technically difficult technique.
23. A fast combination of Chudan Geri and Tsuki each of which score in their own right will be given Ippon.
24. In Senior matches a light “glove touch” to the throat need not result in a warning or penalty provided there is no actual injury.
25. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
26. Category 1 and Category 2 penalties do not cross-accumulate.
27. Chukoku is a warning given for the first Category 1 or Category 2 offence.
28. Keikoku is a warning in which Yuko (one point) is added to the opponent’s score.
29. Category 1 Keikoku is normally given when the contestant’s potential for winning is slightly diminished by the opponent’s foul.
30. Category 1 Hansoku-Chui may be imposed directly, or following a warning, or a Keikoku.
31. Hansoku-Chui is given when the contestant’s potential for winning has been seriously reduced by the opponent’s foul.
32. Chukoku, Keikoku and Hansoku-Chui are penalties.
33. Chukoku, Keikoku and Hansoku-Chui are warnings.
34. Hansoku is imposed for serious rules infractions.
35. Shikkaku can only be imposed after a warning has been given.
36. If a contestant acts maliciously, Shikkaku and not Hansoku is the correct penalty.
37. If a contestant acts maliciously, Hansoku is the correct penalty.
38. A competitor can be given Shikkaku if the behaviour of the coach or non-combatant members of the contestant’s delegation is considered to harm the prestige and honour of Karate-do.
39. A public announcement of Shikkaku must be made.
40. The Referee Panel will decide the limit of Shikkaku.
41. There are five criteria to be met in determining a score.
42. Ai-uchi means there were two effective techniques occurring simultaneously.
43. If two Judges signal Ippon for Aka, and the other two Ippon for Ao, the Referee will give both scores.



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44. If after Yame, three Judges do not signal and the fourth Judge signals Ippon for Ao the Referee will give the score.
45. At Hantei the Referee has a casting vote.
46. In team matches warnings and penalties incurred in the bout proper will be carried forward into the extra bout
47. If Aka scores just as Ao steps outside of the match area, both the score and a Category 2 warning or penalty can be given
48. If a contestant has been physically propelled from the area, Jogai will be given.
49. According to Article 10 when a competitor falls, is thrown or knocked down and does not regain his or her feet immediately the Referee will signal the Timekeeper to start the ten-second countdown by blowing his whistle.
50. According to the "Ten Second Rule" the Timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.
51. Any competitor who falls, is thrown, or knocked down, and does not regain his or her feet within ten seconds, will be automatically withdrawn from the tournament.
52. If two contestants injure each other at the same time and are unable to continue, the bout is awarded to the contestant who has amassed the most points.
53. A contestant who scores and exits the area before the Referee calls Yame will not receive Jogai.
54. Contestants cannot score or be given penalties after the time-up bell has signalled the end of a bout.
55. In Junior competition any technique to the face, head or neck, which causes injury will be warned or penalised unless it is the recipient's own fault.
56. In Cadet and Junior competition Jodan kicks are allowed to make the lightest touch ("skin touch") provided there is no injury.
57. In Senior competition a light touch is allowed for Jodan punches and a greater tolerance is allowed for Jodan kicks.
58. A contestant is not allowed to continue if they are awarded victory by Category 1 Hansoku and this is the second time that they have won a bout in this manner.
59. The contestant can protest to the Match Supervisor if an administrative mistake has been made.
60. When a contestant is thrown safely and without injury the Referee should allow two to three seconds for the opponent to attempt a score.
61. When the Judges see a score they will immediately signal with the flags.
62. The use of bandages is allowed if approved by the Official Doctor.
63. The Referee Panel for each match shall consist of one Referee, four Judges and one Match Supervisor.
64. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.



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65. The Referee will give all commands and make all announcements.
66. When two Judges signal a score for the same competitor, the Referee may decline to stop the bout if he believes them to be mistaken.
67. If three Judges signal a score for Aka the Referee must stop the bout even if he believes they are mistaken.
68. If two or more Judges signal a score for the same competitor the Referee must stop the bout.
69. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls “Yame” or when the time is up.
70. The Referee Panel of a Kumite match shall consist of a Referee, four Judges, a Match Supervisor and a Score Keeper.
71. When a competitor slips and falls and is immediately scored upon the opponent will be awarded Ippon.
72. Unbalancing the opponent and scoring with Jodan Tsuki is given Waza-Ari.
73. If the Referee does not hear the time-up signal the Match Supervisor will blow the whistle.
74. A well controlled elbow strike (Empi-Uchi) which has all six scoring criteria is a valid technique.
75. In individual matches a contestant who withdraws voluntarily from the bout is declared Kiken and an extra eight points are awarded to the opponent.
76. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
77. Delivering combination hand techniques, the individual components of which both score in their own right should be given Waza-Ari.
78. A contestant who stays within the match area may score on a contestant outside the match area.
79. Atoshi Baraku means “10 seconds of bout time remaining”.
80. Atoshi Baraku means “20 seconds of bout time remaining”.
81. A “skin touch” to the throat is allowed only in Senior competition.
82. If there are no points at the end of the bout the Referee will call for Hantei.
83. Excessive contact after repeated failure to block is a consideration for Mubobi.
84. A contestant may be penalised for exaggeration even if there is an actual injury.
85. Over the shoulder throws such as Seio Nage, Kata Garuma etc., are permitted only if the contestant holds onto the opponent to permit a safe landing.
86. In Category 2 a Keikoku cannot be given unless a Chukoku has been given first.
87. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor will immediately blow his whistle.
88. A bout may continue briefly when both contestants are on the floor.



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89. In team matches there is no extra bout.
90. When the Referee wants to consult the Judges about a penalty for contact he can speak to them briefly as the Doctor is tending to the injured competitor.
91. In Cadet competition only a very light touch to the face mask can be scored.
92. Grabbing below the waist and throwing is only allowed if the thrower holds on to the opponent so that a safe landing can be made.
93. Cadets may decline to wear the WKF face mask on medical grounds.
94. A competitor who has a Category 2 Hansoku Chui and then exaggerates the effect of a slight contact will be given Hansoku.
95. Hansoku Chui will be given for feigning of injury.
96. Hansoku Chui will be given for the first instance of exaggerating an injury.
97. If after Yame two Judges signal Yuko for Ao, and one Judge Yuko for Aka, the Referee can give a score to Aka.
98. A competitor can be given Hansoku directly for exaggerating the effects of injury.
99. A technique even if effective, delivered after an order to suspend or halt the bout shall not be scored and may result in a penalty being imposed on the offender.
100. In Cadet Kumite Jodan kicks are allowed to make a "skin touch" provided there is no injury.
101. Before the start of a match or bout the Tatami Manager should examine the competitor's medical card.
102. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.
103. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.
104. If a contestant is injured and it is considered to be their own fault (Mubobi), the Referee Panel will decline to give a penalty to the opponent.
105. Coaches must present their accreditation to the official table before the start of a bout or match.
106. Yuko is awarded for punches on the back.
107. The Match Supervisor may request the Referee to stop a bout if he has observed a Jogai which the Judges has overlooked.
108. A contestant who does not obey the Referee's orders will be given Hansoku.
109. A contestant who does not obey the Referee's orders will be given Shikkaku.
110. The Tatami Manager will order the Referee to halt the match when he sees a contravention of the Rules of Competition.
111. If in a combination, the first technique merits a Yuko and the second merits a penalty, both shall be given.



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112. When a contestant slips, falls, or is otherwise off their feet with the torso touching the floor and is scored upon, the opponent will be awarded Ippon.
113. It is not possible to score while lying on the floor.
114. A competitor not wearing the WKF approved equipment will be given one minute to change for the approved type.
115. A contestant injured in Kumite and withdrawn under the ten-second rule may not compete in the Kata competition.
116. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.
117. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give Shikkaku.
118. The Match Supervisor has a vote in cases of Shikkaku.
119. In Male team matches if a team wins three bouts then the match is over at that point.
120. In Female team matches if a team wins two bouts then the match is over at that point.
121. When a contestant seizes the opponent and does not perform an immediate technique or throw the Referee will call "Yame".
122. When a Judge is not sure that a technique actually reached a scoring area he should not give any signal.
123. A contestant who commits an act which harms the prestige and honour of Karate-do will be given Hansoku.
124. When an action of a contestant is considered to be dangerous and deliberately violates the rules concerning prohibited behaviour, the contestant will be given Shikkaku.
125. When the Referee stops the bout because he has seen a score and the four Judges do not give any signal the Referee can give the score.
126. When there is a clear contravention of the rules the Match Supervisor will halt the match and instruct the Referee to correct the problem.
127. If two Judges signal Yuko for Aka and one Judge Waza-Ari for Ao and the Referee wants to give Waza-Ari for Ao he should ask the fourth Judge for his opinion.
128. At Hantei if three Judges signal victory for Aka and the fourth Judge together with the Referee signal victory for Ao he must give victory for Aka.
129. If a Judge sees a Jogai he should tap the floor with the appropriate flag and signal a Category 2 offence.
130. If one Judge signals score for Ao the Referee must stop the match.
131. If a contestant does not regain his or her feet within ten seconds, the Referee will announce "Kiken" and "Kachi" to the opponent.
132. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call "Yame".



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133. In all cases where the ten second clock has been started the Doctor will be asked to examine the contestant.
134. The contestants should be examined outside the tatami.
135. The Executive Committee can authorise the wearing of advertising for approved sponsors on the karate-gi.
136. Gum-shields (mouth guards) are obligatory for all Kumite contestants.
137. After a throw the Referee will allow a maximum of two seconds for a score to be made.
138. If a competitor scores with a strong side kick and propels the opponent out of the area, the Referee should award Waza-Ari and give the opponent a Category 2 warning or penalty for Jogai.
139. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.
140. Each Judge will be seated in the corners of the tatami in the safety area.
141. If the Referee ignores two or more Judges signalling a score for a contestant, the Match Supervisor must blow his whistle.
142. When the Referee awards a point for a technique which has caused injury the Match Supervisor should signal for the match to be stopped.
143. When the Referee fails to hear the “time-up” bell the Scorekeeper should blow his whistle.
144. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be Ippon.
145. When the Referee wants to give Shikkaku he will call the Judges for a brief consultation.
146. When a competitor is injured during a bout in progress and needs medical treatment three minutes will be given in which to receive it, after that the Referee will decide whether the competitor will be declared unfit to fight or whether more time will be given.
147. A contestant who exits the area (Jogai) with less than ten seconds of bout time remaining will be given a minimum of Keikoku.
148. To correct a score given to the wrong contestant the Referee should turn towards the contestant given the score in error, make the sign of Torimasen, and then give the score to the opponent.
149. If a competitor scores with a well controlled Chudan Geri, then accidentally punches his opponent in the face causing a slight injury, Waza-Ari and a warning should be given.
150. When an injured contestant has been given medical treatment and the Official Doctor says that the contestant can continue fighting the Referee cannot over-rule the Doctor's decision.
151. The Referee can stop the bout even if the Judges do not signal.
152. When the bout has been halted and the four Judges have different signals the Referee will give Torimasen and restart the bout
153. “Avoiding Combat” refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.





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154. During the extra bout in team matches if two contestants injure each other and cannot continue and the points score is equal the winner will be decided by Hantei.
155. In team matches if two contestants injure each other and cannot continue and the points score is equal the Referee will announce Hikiwake.
156. When there are less than ten seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (Jogai) they will be given a minimum of Category 2 Hansoku-Chui.
157. Techniques which land below the belt cannot score.
158. Techniques, which land on the shoulder blade, can score.
159. If Aka accidentally kicks Ao on the hip and Ao cannot continue the bout then Ao will be given Kiken.
160. If a contestant is obviously out of breath the Referee should stop the match to give him time to recover.
161. A contestant who establishes a clear lead of eight points is declared the winner.
162. When time is up; the contestant who has scored the most points is declared the winner.
163. A contestant who grabs his opponent without attempting a technique with less than ten seconds of bout time remaining will receive a minimum of Hansoku Chui.
164. In team matches should a competitor receive Hansoku their score if any will be zeroed and the opponent's score will be set at eight points.
165. In team matches should a competitor receive Kiken their score if any, will be zeroed and the opponent's score will be set at eight points.
166. In team matches should a competitor receive Shikkaku their score if any, will be zeroed and the opponent's score will be set at eight points.
167. A warning or penalty for Mubobi is only given when a competitor is hit or injured through his own fault or negligence.
168. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for Mubobi or exaggeration but not both.
169. If a competitor makes a good Chudan kick and the opponent catches the leg a score cannot be given.
170. A competitor makes a Jodan kick with all six scoring criteria. The opponent puts his hand up to intercept the kick and the hand then lightly hits his own face; the Referee can give Ippon since the kick was not effectively blocked.
171. A male team can compete with only two competitors.
172. Authorised advertising for WKF is displayed on the left sleeve of the karate-gi.
173. National Federations are not allowed to put advertising on the competitor's karate-gi.
174. A Kumite competitor who receives Kiken cannot compete again in that tournament.
175. An extra bout is used only for team matches.



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176. When the Referee gives a competitor a Category 2 warning or penalty for Mubobi the opponent will receive a lighter Category 1 penalty than usual.
177. A Female team can compete with only two competitors.
178. The Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.
179. The Match Supervisor will line up together with the Referee and the Judges.
180. The coaches will be seated outside the safety area, on their respective sides facing towards the official table.
181. The Match Supervisor will be seated on the left of the official table.
182. In team matches the Panel will rotate for each bout - provided that all hold the required license.
183. In team matches the Panel will rotate for each bout only in bouts for medals.
184. The Referee can move about the entire tatami including the safety zones.
185. Female competitors must have chest protector.
186. Female competitors don't have to have chest protector if they have body protector.
187. The red and blue belts must be without any personal embroideries or markings.
188. Personal embroideries or markings in the red and blue belts are allowed only in Kata competition.
189. Contestants must wear a white karate-gi without stripes, piping or personal embroidery.
190. Personal embroider in the karate-gi are allowed only in bouts for medals.
191. In order to give points, warnings or/and penalties the Referee must have a minimum of two Judges showing the same signal.
192. If two Judges hold an opposing opinion to the two other Judges for the same competitor the Referee will decide the outcome.
193. If two Judges signal for score and the other two signal for warning for the same competitor the Referee will ask the Tatami Manager.
194. Judges cannot indicate a score or warning before the Referee stops the bout.
195. The Referee will always await the opinion of the Judges before giving a score, warning or penalty.
196. If 2 flags for the same contestant show a different score the lower score will be applied.
197. If 2 flags for the same contestant show a different score the highest score will be applied.
198. If 2 flags for the same contestant show a different score the Referee will give Torimasen.
199. If a contestant scores with more than one consecutive technique before Yame, the Judges must show the higher point regardless of which sequence the techniques scored.
200. In team matches, if after the extra bout there are no scores, or it is equal scores, the match will be decided by Hantei.



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201. Jogai occurs when a contestant exits from the competition area and it is not caused by the opponent.
202. The minimum warning for running away, avoiding combat or/and wasting time during Atoshi Baraku is Hansoku Chui.
203. Passivity is a Category 2 prohibited behavior.
204. Passivity is a Category 1 prohibited behavior.
205. If the contestants do not fight for more than 25 seconds the Referee will stop the bout and give category 2 for passivity.
206. Yuko means one point.
207. Waza-Ari means two points.
208. Ippon means three points.
209. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment.
210. It is the duty of the Tatami Manager to ensure before each match or bout that the competitors are wearing the approved equipment.
211. Coaches must present their accreditation together with that of their competitor or team to the official table.
212. Waza-Ari is awarded for Chudan Kicks.
213. Yuko is awarded for any Tsuki or Uchi delivered to any of the seven scoring areas.
214. Ippon is awarded for Jodan Geri and scoring techniques which are delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
215. Individual bouts can be declared a tie.
216. One of the criteria for decision is the superiority of tactics and techniques displayed by the contestants.
217. There are four prohibited behaviours in Category 1 and eight in Category 2.
218. Simulated attacks with the head, knees, or elbows are Category 1 offense.
219. Keikoku is normally imposed where the contestant's potential for winning is seriously diminished by the opponent's foul.
220. The Head Coach of a delegation can protest about a judgment to the members of the Refereeing Panel.
221. In a Kumite Tatami two mats are inverted with the red side turned up in a one meter distance from the mat centre to form a boundary between the contestants.
222. Jacket ties must be tied
223. Jackets without ties cannot be used.
224. In individual competition a contestant may be replaced by another after the drawing has taking place.



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225. At finals male coaches are required to wear a dark suit, shirt and tie.
226. At finals female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours.
227. At finals female coaches may not wear religious headwear.
228. During the recharge, in the case of change of equipment colour, the competitors will have up to five minutes to get ready in between matches.
229. Competitors are not entitled to a period of time between matches, equal to the standard duration time of the match, for purpose of rest.
230. Passivity cannot be given after less than the last 10 seconds of the match.
231. Passivity can be given after less than the last 10 seconds of the match.
232. Grabbing the opponent with both hands is only allowed when executing a takedown upon catching the opponents kicking leg.
233. Grabbing the opponents arm or karate-GI with one hand is only allowed for attempting an immediately scoring technique or takedown.
234. Grabbing the opponent with both hands is never allowed during the match.
235. It is the Tatami Manager's duty to appoint members for the video review panel.
236. It is the Match Supervisor's duty to appoint members for the video review panel.
237. The judges shall only signal points scored and Jogai on their own initiative.
238. The Judges can also signal for Cat. 1 before Yame.
239. The Judges will signal their judgement on warnings or penalties indicated by the Referee.
240. The Judges can signal Cat. 2 when a contestant has stepped out of the competition area.
241. The Referee will call Yame when a contestant seizes the opponent and does not perform an immediate technique or throw.
242. The Referee will call Yame when one or both contestants fall or are thrown and neither contestant manages to immediately follow up with a scoring technique.
243. When a contestant seizes the opponent the Referee will give several seconds for the contestant to perform a throw or technique.
244. The Referee will call Yame when both competitors stand chest to chest without immediately attempting a throw or other technique.
245. The Referee can stop the match and give a point without the Judges opinion.
246. A Referee cannot, based only on his/her own judgement, ban from the competition floor any coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the match, and postpone the continuation of a bout until the coach complies.
247. The winning team is the one with the most bout victories excluding those won by SENSHU.
248. The red and blue belts must be no longer than three-quarters thigh length.



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249. Female coaches may wear religiously mandated headwear of a type approved by the WKF for referees and judges.
250. The correct penalty for feigning an injury when the judges have determined that the technique in fact was a score is Hansoku.
251. Up to three discreet rubber bands on a single pony tail is permitted
252. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.
253. Competitors are entitled to a rest period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment color, where this time is extended to five minutes.
254. In any bout, if after full time the scores are equal, but one contestant has obtained 'first unopposed score advantage' (SENSHU), that contestant will be declared the winner.
255. By 'first unopposed score advantage' (SENSHU) is understood that one contestant has achieved the first instance of scoring on the opponent without having the opponent also score before the signal.
256. Where both contestants score before the signal, no 'first unopposed score advantage' is awarded and both contestants retain the possibility of SENSHU later in the bout.
257. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second.
258. An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "Atoshi Baraku".
259. After awarding the point in the regular fashion, the Referee turns to Kansa calling "Aka (Ao) Senshu" while holding his index finger raised pointing to the side of the scoring contestant.
260. An individual bout can be declared a tie. Also in the team competition, when a bout ends with equal scores, or no scores, and neither contestant has obtained SENSHU, will the Referee announce a tie (HIKIWAKE).