



Shotokan Karate-do International Federation (SKIF)

Referee and Competition rules

to América Latina and Caribe

Version 2020 – Revision 1.0

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GENERALS

Article 1.- Application of the Regulation

This regulation applies to karate-do shotokan competitions, in the modalities of kata and kumite, for competitions between nations affiliated with the Shotokan Karate-do International Federation (SKIF) in Latin America and the Caribbean.

Article 2.- Glossary

For the purposes of this regulation, it is understood as:

Organizing Committee: people responsible for organizing competitions.

Fukushin: corner judge in charge of signaling or marking the competition regulations, which serves as the main support for the referees (Shushin, Kansa, Koto-cho), for the correct decision making.

Kanji: is one of the three Japanese writing systems.

Kansa: referee responsible for overseeing the correct application of the regulation by Shushin and the

Fukushin, as well as the good performance of the support staff assigned to the area of competence.

Kiken: the competitor renounces his right to compete.

Kime: refers to the energy, strength and power of the competitor.

Koto-cho: chief area arbitrator, highest authority in the area of competence or tatami.

Main Control Table: table where the Head of the Competition Arbitration Panel is located and control of the competition is maintained.

Area Control Table: table located in each area of competence, administered by Kansa, where control of each assigned category is kept.

Arbitration Panel: group of people responsible for enforcing the International Arbitration Rules, during the competition. It is composed of the Chief of Arbitration, and various Koto-cho, Kansa, Shushin and Fukushin.

Area Arbitration Panel: composed of Koto-cho, Kansa, Shushin and Fukushin assigned to a competition area.

Shomen: it is the place of respect for the tournament, where guests of honor and authorities are present. It is important that the control tables of the competition areas face the Shomen.

Shushin: referee responsible for directing the start and end of a competition, as well as making the final decisions - winners, reprimands, disqualifications - in clashes, during the competition.

Points System: system used in the kata and yakusoku kumite finals, of the main categories.

Ko-haku system: arbitration system that uses red and white flags.

Shitei System: system in which the katas to be executed are mandatory and requested by the Shushin from the competitors.

Tokui system: system in which the katas to be executed are chosen by the competitors.

SKIF System: refers to the system of basic movements, katas and kumite established in the teaching of karate-do shotokan of the SKIF, revised during the promotions of ranks and grades.

SKIF: Acronym for Shotokan Karate-do International Federation - International Karate-do Shotokan Federation.

Tatami: smooth surface free of obstacles on which the competitions are carried out, with the official dimensions of the competition area.



Article 3.- Categories

The categories will be divided according to rank (kyu) or grade (dan), age and gender. The categories will be defined and published before the competition by the Organizing Committee.

Article 4.- Official Dress Code

The official dress code of the Arbitration Panel is as follows:

- A. Navy blue jacket. Only the SKIF shield is allowed to be carried in the bag.
 - B. Formal shirt with short sleeves, white in its entirety (logos or embroidery not allowed).
 - C. Gray dress pants - medium to dark tone.
 - D. Black shoes with rubber sole.
 - E. Black belt.
 - F. Cherry color tie. Only prints or embroideries alluding to the SKIF are allowed.
 - G. Whistle.
 - H. Socks - or stockings - dark color.
 - I. The use of jewelry, watches, cell phones, tie clips, cufflinks and other accessories are not allowed.
-
- In the kata and kumite competitions the referees must have bare feet.
 - In kata competitions the referees must have the complete uniform.
 - In the kumite competitions the referees will not use the bag.
 - Generally the tie will be provided by the Organizing Committee.

The official dress code of the competitors is as follows:

- A. White Karate Gi with no folds in the sleeves, nor in pants; the wrists - ribs - and the ankles must be uncovered.
- B. The bag should cover a maximum of three quarters of the waist to the knee.
- C. The shield or Kanji of the SKIF is mandatory and they are the only ones allowed.
- D. The supplier's marks on the shoulders, chest and back of the bag - if present - should be covered with white, sewn fabric. Adhesive tape is not allowed to cover marks.
- E. The supplier's brand - label - in the lower corner of the gi karate flap is allowed.
- F. The national flag is allowed on the left sleeve of the bag. The size must be discrete for consideration by the Arbitration Panel.
- G. The use of jewelry is not allowed.

Cloth hair clips are allowed, only in white. The use of metal hair clips is not allowed.

- A. Women may wear an inner shirt and must be white.
- B. Pupil, frame or sports lenses are not allowed.
- C. Long fingernails and hands, which could cause damage, are not allowed.
- D. The official identification of the competitor must be visible before starting the competition.

The official dress code of the coaches is as follows:

- A. Official sports uniform of your country.
- B. The use of shorts is not allowed.
- C. Wearing a sleeveless shirt is not allowed.
- D. Long pants with folds are not allowed.
- E. The official coach ID must be visible.



Article 5.- Commitments of the Arbitration Panel

The Arbitration Panel's commitments are as follows:

- A. Be objective and sincere.
- B. Act impartially and honestly.
- C. Behave with dignity and self-control.
- D. Act with vigor, agility and elegance during clashes.
- E. Concentrate all your attention on the match, observe each contestant carefully and judge each competitor's action correctly by applying the rules.
- F. Talk exclusively with other members of the Arbitration Panel during the meetings.

Article 6.- Functions of the Arbitration Panel

The functions of the Arbitration Panel are as follows, according to its designation:

Koto-cho

- A. Act as the highest authority in the area of competence.
- B. Coordinate the referees (Shushin and Kansa) and the judges (Fukushin) in the area of competence.
- C. Perform functions of Shushin, Kansa or Fukushin when deemed appropriate.
- D. Consult with the Head of the Arbitration Panel for situations that, due to their importance, so warrant.

Shushin

- A. Lead the meetings.
- B. Announce the decisions of the Area Arbitration Panel.
- C. Explain, when necessary, the basis on which decisions have been made.
- D. Announce penalties.
- E. Issue notices, before or during a meeting.
- F. Take disciplinary actions.
- G. Obtain the opinion and judgment of the Fukushin.
- H. Announce the victory.
- I. Consult the opinion and judgment of Kansa.
- J. Review the work of the support team, at the request of Kansa.
- K. When it is necessary to consult the opinion and judgment of the Koto-cho.
- L. Fukushin
- M. Attend the Shushin.
- N. Indicate your judgment regarding the conduct and development of the meetings through the flag, qualification cards and / or whistle.
- O. Give your opinion regarding different situations during the meeting.

Kansa

- A. Ensure the correct application of competition rules.
- B. Supervise the functioning of the meetings and the decisions of the Shushin.
- C. Supervise the markings of the Fukushin.
- D. Give your opinion when asked by the Shushin.
- E. Request an explanation from Shushin and / or the Fukushin, when a given decision could violate the rules of the competition. Kansa can and, if he finds that the decision is clearly opposed to the rules of the competition, sue the arbitration panel of the competition area to review his decision.
- F. Supervise, inspect and direct the support team - timer, scorer, announcer, among others.
- G. Keep track of the kumite meetings (official format shown in annex XII of this regulation).
- H. Approve the records of the meetings, since only with this approval will they be official.



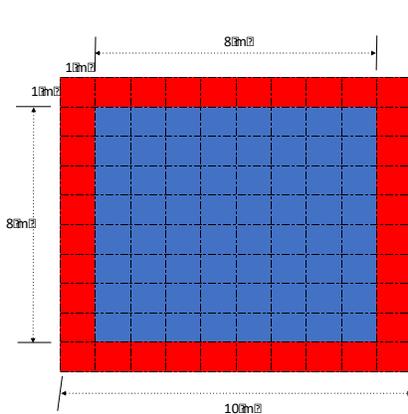
Article 7.- Responsibilities of the Coach

The responsibilities of the coach are as follows:

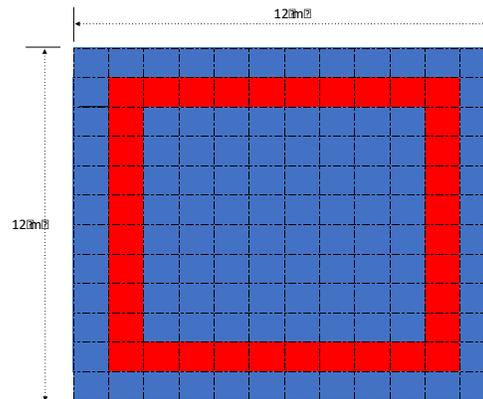
- A. Behave in full at all times.
 - B. Always respect the members of the Arbitration Panel, competitors and other coaches.
 - C. Provide technical support only verbally, properly. Offensive signs and words will not be allowed. Body signs related to competition marking will not be allowed.
 - D. Remain seated in the assigned place, during the confrontation.
 - E. Do not enter the competition area unless requested by the Shushin.
 - F. Salute -reverence- when entering and leaving the assigned area.
 - G. Control the members of his delegation to maintain order.
-
- Only one coach per competitor will be allowed during the performance of his competition.
 - The coach is authorized exclusively for kumite competitions.
 - The competitor may be cautioned or disqualified for inappropriate coach behavior.
 - The coach may be removed from the competition area due to inappropriate behavior.

Article 8.- Area of Competence

The competition area should be square and 8 meters per side, flat and free of obstacles, plus a safety area of 1 meter on each side. The total area of competition, with the security area, is 100 square meters -10 meters per side. The area may be elevated to a maximum of 1 meter from the ground level and in this case its dimensions must be 12 meters per side or 144 square meters of surface, to have a safety area for the Competitors and the Arbitration Panel of 2 meters on each side.



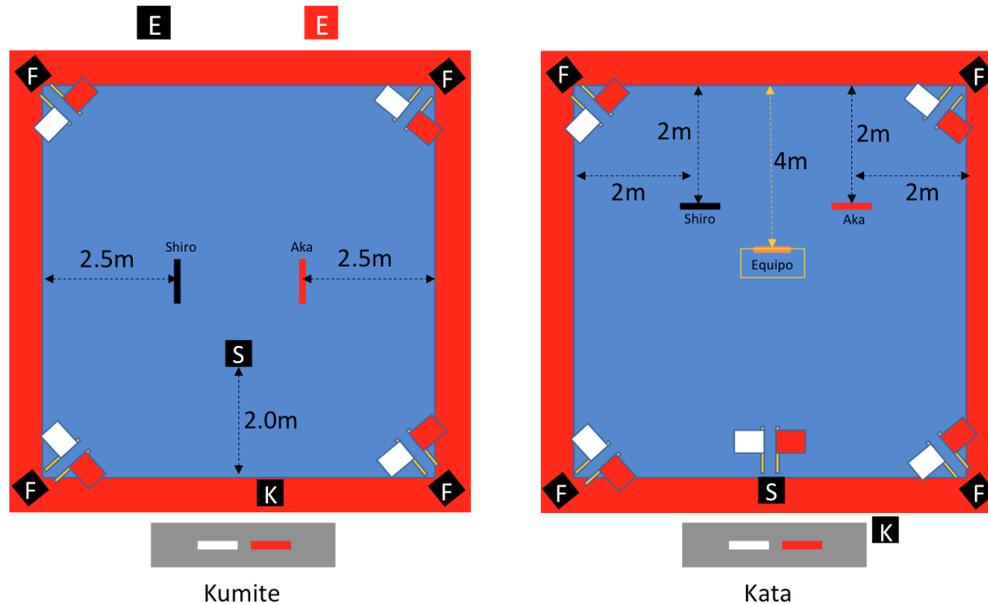
Área de Competencia (nivel de piso)



Área de Competencia (elevada)

Article 9.- Location of the Area Arbitration Panel, Competitors and Coaches.

The correct location of the Area Arbitration Panel and the competitors, in the competition area, should be as shown in the following diagram:



The Area Arbitration Panel must appear with bare feet within the competition area.

- The Fukushin and Kansa must be located in the security area.
- The Shushin must be placed in the area of security in kata competitions.
- Coaches should be located outside the security area.

Article 10.- Start and End of the Competition

Prior to the start of the competition, the competitors will be aligned (Aka and Shiro), the referees Koto-Cho, Shushin and Kansa will conduct a visual review of the official attire, the competitor's identifier-badge-, as well as the mandatory protective equipment. The competitor who does not fully comply with official attire, badge and mandatory protective equipment will have 1 minute to correct and present himself; otherwise you will be disqualified.

At the beginning and end of the kata or kumite competition, the Area Arbitration Panel will have its place assigned outside and within the competition area.

To start the competition the referee Shushin will give the signal "Shomen-Ni-Rei" to the Fukushin, the referee Kansa and the competitors extending the arms and palms forward, to make the greeting to the Main Control Board of the competition.

Subsequently it will give the "Otagai-Ni-Rei" signal to make the greeting between competitors and the Area Arbitration Panel (Shushin, Fukushin, Kansa) raising their arms in front, forming a 90 degree angle, with the palms facing the center and bowing them.

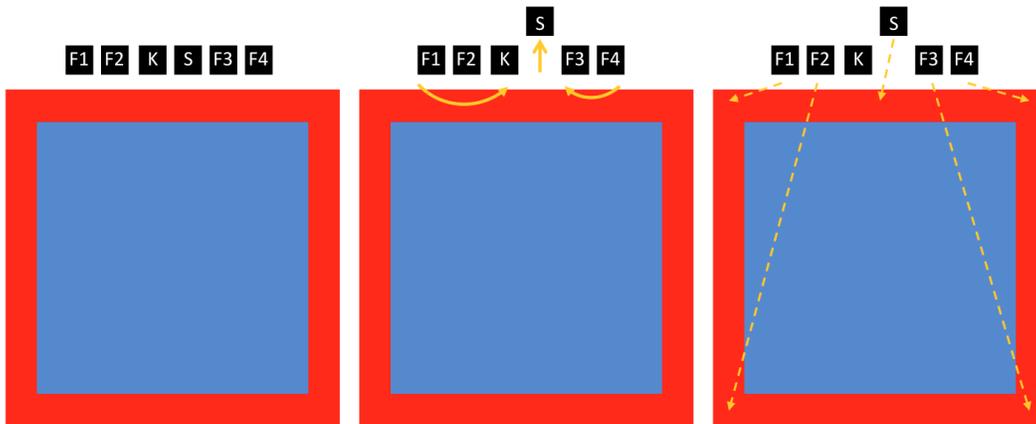
At the end of "Otagai-Ni-Rei" the Shushin will step back, the referee Kansa and the Fukushin F1 and F2 - see the image - will turn to his left, the Fukushin F3 and F4 - see the image - will turn to his right, to make a simultaneous greeting to the Shushin. Subsequently, the Shushin, Kansa and the Fukushin will take their places in the competition area.



Upon reaching their position, the Fukushin and Shushin will take the rolled flags showing the red flag and remain standing with their backs to their assigned place. Subsequently, the Shushin will give the signal to take a seat by opening the arms towards the sides and making a slow movement towards the floor with the palms down.

During the qualifying (non-final) competitions, the Shushin and the Fukushin must ask the area chief referee (Koto-cho) to be temporarily replaced if a competitor from their country is about to compete. This is done by standing up.

During the final competitions, the Shushin and the Fukushin must remain in their position, even if a competitor from their country is about to compete.



At the end of the competition the Shushin will make the greetings Otagai-Ni-Rey and Shomen-Ni-Rei, in that order.

Article 11.- Official Protest

No one can challenge a decision made by the panel of arbitrators of the area, directly. If a decision of the panel of arbitrators of the area seems to be against the rules of this regulation, the head of the delegation or the coach of the competitor or team is the person authorized to protest against the Kansa of the area. This should be done within the next minute, after the decision. In this case, the category should be suspended immediately until the problem is resolved.

The Kansa will verify if the problem can be solved by applying the rules, and if this is not possible, he will contact the Koto-cho. If a solution cannot be found yet, the head of the Competition Arbitration Panel should be contacted. Then, the jury of appeals formed by the Organizing Committee and the Chief of the Arbitration Panel will review the circumstances that led to the protested decision. Video evidence will not be taken into account.

Article 12.- Unforeseen

Situations not provided for in these regulations will be resolved by the Head of the Competition Referee Panel.



KATA COMPETITION

Article 13.- SKIF System

Kata must comply with the SKIF system, competently, and must demonstrate a clear understanding of the traditional principles it contains.

Katas executed with movements not in accordance with the SKIF System will be disqualified. The only exception applies to competitors not affiliated with SKIF, with prior authorization from the Arbitration Panel.

Article 14.- Modalities of Kata

The kata competition will be divided into two modalities:

- A. Individual Kata.
- B. Kata per team, consisting of 3 competitors.

Article 15.- Important Aspects of Kata

The kata must demonstrate the following aspects:

- A. A realistic meaning of kata.
- B. Understanding the techniques used.
- C. Good weather, rhythm, speed, balance and power targeting.
- D. Proper and proper use of breathing as an aid to "Kime."
- E. Correct focus of attention and concentration.
- F. Correct positions with proper tension in legs and arms.
- G. Correct form of style.
- H. As a team, the synchronization of the kata and the absence of orders for the execution of the movements.

Prior to the start of the competition, referees Koto-Cho, Shushin and Kansa will conduct a visual review of the mandatory official attire. The competitor who does not fully comply with the mandatory official attire will have one minute to correct and present himself or else he will be disqualified.

Article 16.- Individual Kata

The conduct of individual kata competitions will depend on each category, as indicated below:

- A. In all categories of colored ribbons (white to purple), the qualifiers and finals will be held under the Ko-haku System (red and white flags). The kata to be executed by the competitors will be under the Sitei System -a mandatory kata selected by the Shushin-, in accordance with those established in this regulation.
- B. In the competitions of brown and black ribbons up to 17 years, the qualifiers will be made with the Shitei System -kata mandatory selected by the Shushin-, Heians or Tekki Shodan, under the Ko-haku System (red and white flags). Of the qualifiers 8 finalists will be obtained. Brown tapes should freely choose between Jion, Enpi, Bassai-Dai and Kanku-Dai; and the black ribbons will choose a free kata-Tokui system, from those specified in this regulation. In the finals the scoring system will be used.
- C. In the categories of brown tapes of 18 to 39 years and, 40 years and over, the same rules of the previous paragraph will apply.
- D. In the competitions of black tapes of 18 to 39 years, the qualifiers will be made with the Shitei System -kata mandatory selected by the referee Shushin- (Jion, Enpi, Bassai-Dai or Kanku-Dai), by Ko-haku System (red and



white flags). From the qualifiers, 8 finalists will be obtained, who will perform a free kata-Tokui System, of those specified in this regulation. During the finals the scoring system will be used.

- E. In the categories of black tapes of 40 years or more the qualifiers will be made with the Shitei System - a mandatory kata selected by the referee Shushin - (Jion or Bassai-Dai), by Ko-haku System (red and white flags) . From the qualifiers, 8 finalists will be obtained, which will perform a free kata-Tokui System, of those specified in this regulation. During the finals the scoring system will be used.

Article 17.- Permitted Katas

The katas to be executed are based on the rank (Kyu) or degree (Dan), according to the following table:

Rango/Grado	Heian					Tekki Shodan	Bassai-Dai Kanku-Dai Jion Enpi	Libre
	1	2	3	4	5			
9° Kyu	•							
8° Kyu	•	•						
7° Kyu	•	•						
6° Kyu	•	•	•					
5° Kyu	•	•	•					
4° Kyu	•	•	•					
3° Kyu	•	•	•	•	•	•	•	
2° Kyu	•	•	•	•	•	•	•	
1° Kyu	•	•	•	•	•	•	•	
Cintas Negras	•	•	•	•	•	•	•	•

Free kata must be chosen from the following:

Bassai Sho

Chinte

Gankaku

Gojushiho-Dai

Gojushiho-Sho

Hangetsu

Ji'in

Jitte

Kanku Sho

Meikyo

Nijushiho

Sochin

Tekki Nidan

Tekki Sandan

Unsu

Wankan



Article 18.- Ko-Haku System

The Ko-haku System uses red and white flags. Its main aspects are the following:

- A. 1 Shushin, 4 Fukushin and 1 Kansa lead the fighting.
- B. The competitors are eliminated in pairs, two competitors per match.
- C. To identify each of the two competitors, one competitor is assigned the color red (Aka) and the other competitor is assigned the color white (Shiro).
- D. The red competitor (Aka) is identified with a red ribbon or belt and always placed on the right side of the Shushin position.
- E. The Shushin and the Fukushin must identify the competitor who performed the best kata, red (Aka) or white (Shiro), in strict adherence to these regulations. This is done by raising the color flag of the winning competitor. No draws are allowed, so you should always raise a flag in favor of one of the two competitors.
- F. Referee Shushin makes the decision (Hantei) based on the number of flags of each color. The competitor with the highest number of flags wins the match.

Caso	Bandera 1	Bandera 2	Bandera 3	Bandera 4	Bandera 5	Ganador
1	Aka	Aka	Aka	Aka	Aka	Aka
2	Aka	Aka	Aka	Aka	Shiro	Aka
3	Aka	Aka	Aka	Shiro	Shiro	Aka
4	Aka	Aka	Shiro	Shiro	Shiro	Shiro
5	Aka	Shiro	Shiro	Shiro	Shiro	Shiro
6	Shiro	Shiro	Shiro	Shiro	Shiro	Shiro

Article 19.- Ko-Haku System Procedure

Two competitors will execute their kata at the same time:

- A. Red competitor (Aka).
- B. White competitor (Shiro).

The procedure of each confrontation is as follows:

- A. Before competitors enter the competition area, the Shushin must ensure that the competitors are correct. This is done by corroborating the number of competitors.
- B. Competitors enter the assigned place in the competition area. A bow or greeting is sufficient, upon entering or arriving at the starting point of the kata.
- C. The Shushin requests the kata to be executed by both competitors, randomly choosing one of the cards with the names of the kata and pronouncing the name of the kata audibly for the competitors.
- D. The competitors repeat the name of the kata audibly for the Shushin and the Fukushin.
- E. The signal to start the performance of the kata will be given by referee Shushin by an audible whistle by the competitors. At the whistle the competitors must start the kata immediately.
- F. During the execution of the kata the referee and judges will have the flags rolled, showing the red flag.



- G. At the end of the execution of the katas by the competitors, the Shushin and the judges (Fukushin) will unroll the flags and the referee will request a decision (Hantei) audibly for the judges, followed by two audible whistles: one long, followed by another short.
- H. After the short whistle, the Shushin and the Fukushin will simultaneously raise the flag of the color corresponding to the competitor with the best kata. No draws are allowed, so you should always raise a flag in favor of one of the two competitors.
- I. The referee Shushin will visually review the flags raised by the judges and, once the decision is made - the competitor with the most flags wins the match - the referee Shushin will stand up and with an audible, clear and energetic voice will declare the winner ("Aka Nokachi" or "Shiro Nokachi"), while raising the winner's flag. Later Shushin and Fukushin will lower the flags.
- J. Once the winner has been declared, the competitors withdraw from the competition area. A bow is enough, at the starting point of the kata or when leaving the competition area.

Article 20.- Points System

The most important elements of the Point System are the following:

- A. 1 Shushin, 4 Fukushin and 1 Kansa lead the clashes in the semi finals.
- B. 1 Shushin, 6 Fukushin and 1 Kansa lead the clashes in the finals.
- C. The kata is performed individually, one competitor at a time.
- D. Each of the competitors is identified by the competitor number and / or the name.
- E. Each competitor performs a free kata, of those indicated in this regulation, under the Tokui System.
- F. The Shushin and Fukushin rate each competitor's kata using a range of 6.0 to 8.0 in the semifinals and a range of 7.0 to 9.0 in the finals.
- G. In the semifinal, competitors with the highest scores go to the final.
- H. In the final, the competitors with the highest scores win the category.

Article 21.- Point System Procedure

In the Point System, the kata is performed individually, following the following procedure:

- A. Before the competitor enters the competition area, the Shushin must ensure that he is the correct competitor. This is done by corroborating the competitor's number.
- B. The competitor enters the assigned place in the competition area. A bow or greeting is sufficient, upon entering or arriving at the starting point of the kata.
- C. The competitor announces the name of the kata with an audible voice for the Shushin, the Fukushin and the Kansa.
- D. The Shushin repeats the name of the kata followed by an audible whistle for the competitor, which is the signal to start the execution of the kata.
- E. During the performance of the kata the Shushin and the Fukushin will have the qualification cards on the legs.
- F. At the end of the execution of the kata, the Shushin will request a decision (Hantei) audibly for the Fukushin, followed by two audible whistles: one long, followed by another short.
- G. After the short whistle, the Shushin and the Fukushin must raise the qualification cards, visible to both the competitor and the Area Control Board, with the right hand.
- H. A person from the Area Control Board will read the grades, starting with the Shushin and clockwise.
- I. Points are registered by another person of the Area Control Board.
- J. A person from the Area Control Board will call out the total rating, audibly to the competitor.
- K. The referee will give a short whistle, after which the point cards will be lowered.
- L. After hearing the total score, the competitor must withdraw from the competition area.



Article 22.- Additional points in the Points System

When a competitor executes difficult techniques, in an excellent manner, additional points will be awarded to the competitor (from 0.1 and up to 0.3). Here are some difficult techniques:

- A. Kanku-Dai: double kick.
- B. Kanku-Sho: jump.
- C. Unsu: jump and kick spinning.
- D. Gankaku: turn Koshi-Gamae.
- E. Others of similar difficulty.

Article 23.- Penalties in the Points System

The following table shows the penalties that apply for omissions or mistakes during the performance of the kata:

Concept	Penalties
No reverence at the beginning or end of the kata	-0.1
Leave the competition area during the performance of the kata	-0.1
Exaggerate breathing - audible noise with mouth -	-0.1
Finish the execution of the kata more than one meter from the starting point	-0.1
Kiai in incorrect movement or missing Kiai	-0.1
Move wrong leg at the beginning or end of the kata	-0.1
Lost balance by 1 second	-0.2
Excessive change of kata rhythm	-0.2
Not announce kata name at beging	-0.2
Wait more than 3 seconds between kata movements	-0.2
Stop kata for some seconds and continue kata performance	-0.3
Missing or change of official kata movement	Desaclification
Use of prohibited accessories (jewelry, watch, bracelet, ring, chains, identifier, others)	Desaclification
Lost belt during kata performance -belt on the floor-	*Desaclification
Incorrect kata name	*Desaclification
Missing Kata -stop completly kata performance-	*Desaclification
Lost balance and not continue performance kata	*Desaclification

Article 24.- Procedure to Apply Additional points and Penalties

The procedure to reward or penalize a kata is as follows:

- A. If the competitor performed difficult techniques, the tenths will be added for prizes to the qualification of the kata.
- B. At the end of a kata execution, if a Fukushin detects one or more aspects to be penalized, he must call the attention of the Shushin before the decision (Hantei), by means of a series of short whistles.
- C. This also applies when the Shushin detects one or more points to penalize.
- D. The Shushin will call the Fukushin (s) -Shugo-. The Kansa can also be involved, if the Shushin considers so. The meeting should be brief, standing in front of the Shushin's chair, and the penalties observed should be communicated.
- E. Once the points to be penalized have been confirmed, Shushin, Kansa and Fukushin will return to their places to continue making the decision.
- F. The tenths will be subtracted by penalty to the qualification of the kata.



- G. In disqualifications marked with an asterisk in the penalty table, the Shushin may perform direct disqualification if he considers so, without calling the judges (Shugo). This is done by standing up, crossing and extending the arms (flags) in the direction of the affected competitor.
 - H. In the other disqualifications - without an asterisk - in the penalty table, the Shushin must call the Fukushin (Shugo) to clarify the point. The Fukushin must indicate to the Shushin when they observe a disqualification penalty. This is done after the competitor finishes the kata with a short whistle to get the attention of the Shushin.
- Disqualifications will also apply to the flag system.
 - In the flag system, penalties will be considered to make the decision (Hantei). The Shushin and the Fukushin must keep a record or mental count of the positive aspects and rewards of the kata and the penalties observed, to take stock and a correct comparison of the two katas.

Article 25.- Points System Decisions

To determine the winners, using the Points System, the following criteria are followed:

- A. The highest and lowest ratings, of the scores awarded by the Fukushin and Shushin, are eliminated. The remaining qualifications are added to obtain the total qualification of the competitor.
- B. In the case of the same score of two competitors, the lowest qualification of both competitors will be searched among the remaining qualifications (not eliminated); the one with the highest rating will win. If your lowest scores are the same, the highest score of the remaining ones will be verified and the highest grade will win. In the case of these higher points being equal, the competition between the two tied competitors will be held again.
- C. To unpack, opponents will perform a different kata, from those specified in this regulation.
- D. Deleted grades are never considered.
- E. The Kansa will verify that the scores shown by the Fukushin and Shushin are correctly recorded in the Area Control Board, the correct elimination of the major and minor qualification, and the sum of the remaining qualifications. When determining the Area Control Board to the three winners, Kansa will be the first to verify that the position of the first 3 places is correct, according to the final qualifications. Subsequently, referee Shushin will conduct a second review.

Article 26.- Kata Final with the Points System

The main categories, male and female black tape from 20 to 39 years, will hold the kata finals with the participation of 6 judges (Fukushin), 1 referee (Shushin), 1 referee (Kansa) under the scoring system.

The important aspects to consider are the following:

- A. The 8 finalists will be placed on a white side line (Shiro), in the competition area.
- B. Make the greetings "Shomen-Ni-Rei and Otagai-Ni-Rei" –in this order-.
- C. The Shushin and Kansa will be the first to take their positions.
- D. Once Shushin and Kansa are standing with their backs to their corresponding seats, the judges (Fukushin) will walk to their places to stand equally, turning their backs on their seats.
- E. The Shushin will give the corresponding signal for the Kansa and the Fukushin to take their seats.
- F. Start the competition.
- G. At the end of the execution of the kata of the 8 finalists, the Shushin and Kansa will be the first to leave their places to position themselves at the starting place in front of the Area Control Board.
- H. Subsequently, the judges (Fukushin) will leave their places to be placed in line to the sides of Shushin and Kansa, the same line of referees at the start of the competition.



- I. The 8 finalists will line up on the white side (Shiro) and then the three winners will be announced, starting with third place. The winners, upon hearing his name, will step forward while maintaining that location.
- J. Make the greetings with “Otagai-Ni-Rei and Shomen-Ni-Rei”, in this order.
- K. The competition ends.

For greater compression, images are included in Annex IV of this regulation.

Article 27.- Team Kata

In the team kata mode, the qualifiers and finals will be made with the Tokui System (free kata), of those specified in this regulation. From the qualifiers, 8 finalists will be obtained, which will perform a free kata (Tokui System), of those specified in this regulation, different from the kata of the qualifier. During the finals the scoring system will be used.

In Kata by Teams the following points must be observed:

- A. All Kata Individual rules apply to Team Kata.
- B. The rhythm and time cannot be changed to synchronize the movements.
- C. Competitors cannot use external signals to achieve synchronization (eg, exaggerate breathing).
- D. One to two tenths of a point (0.1 - 0.2) will be deducted for de-synchronized movements.



KUMITE COMPETITION

Article 28.- Generalities of the Kumite

The most important general aspects of kumite competencies are the following:

- A. The Referee Panel for each competition shall consist of a Shushin, four Fukushin, and a Kansa.
- B. Kumite meetings will be held under the Shobu-Ippon system (two Waza-aris) or Ippon-Han (three Waza-aris) in all categories. Only the final combat of the individual categories of black tapes from 20 to 39 years old - female and male - will be carried out under the Shobu-Sanbon System (six Waza-aris).
- C. Kumite meetings will last 2 minutes in all categories. Only the final combat of the individual categories of adult black tapes from 20 to 39 years old - female and male - will last 5 minutes.

Article 29.- Kumite Modalities

The kumite competition will be divided into three modalities:

- A. Kumite Individual.
 - B. Team Kumite.
 - C. Yakusoku Kumite.
- Kumite teams will be made up of 5 titular competitors plus 2 reserve competitors, in the men's branch.
 - Kumite teams will be made up of 3 titular competitors plus 1 reserve competitor, in the women's branch.
 - Yakusoku Kumite teams will be made up of two competitors in the 40 and older categories.
 - Mixed teams are allowed when described in the event announcement.

Article 30.- Time Management in the Kumite

The main elements to consider for the correct management of time, in a kumite confrontation, are the following:

- A. The duration of a kumite match will be according to what happens first: the maximum score by a competitor or the total time established.
- B. The time of the fighting begins when the Shushin signals to start the match (Shobu-Ippon or Ippon-Han Hajime) and stops every time the Shushin announces "Yame".
- C. Time restarts when the Shushin indicates "Tsuzukete Hajime."
- D. The time of the fighting may be continuous - without interruptions - in case the Organizing Committee so establishes.
- E. The time controller, of the Area Control Board, will make an audible signal for the Shushin indicating 30 seconds to finish the time set for the confrontation. The Shushin will indicate the competitors, with an audible voice "Atoshibaraku" (30 seconds remaining), without stopping the fight.
- F. At the end of the time of the confrontation, the competitor with the most points wins. The Shushin will declare the winning competitor (Aka Nokachi or Shiro Nokachi). Accumulated penalties will not be taken into account.
- G. If at the end of the time of the confrontation, both competitors have the same amount of points, the referee will ask for a decision (Hantei) followed by an audible whistle. Accumulated penalties will not be taken into account.

The Fukushin will indicate "Hikiwake" (tie), crossing the flags above their head, and then the Shushin will indicate "Hikiwake", crossing and extending the arms to the sides, ending with the palms facing up. The Kumite will have a confrontation with overtime "Enchosen".

The penalties accumulated in the previous match will be deleted. The Shushin will indicate "Encho-sen Shobu Hajime" to start extra time.



- H. If the confrontation with overtime ends without points, the Shushin must request the decision (Hantei) from the Fukushin. In this case, the 4 Fukushin and the Shushin must give a winner (Aka or Shiro), simultaneously. In this case, after extra time, a tie marking is not accepted. The competitor with more decisions in favor wins the confrontation.

Article 31.- Authorized Protection Equipment

Competitors must comply with the following:

- A. Wear only white gloves, approved by the Organizing Committee.
- B. The mouth guard is mandatory and should be exclusively white or transparent.
- C. The protector for genital organs is optional.
- D. Face, head, shin, instep and forearm protectors are prohibited.
- E. The use of pupil lenses (pupils) and lenses with common or sports frames is prohibited.
- F. Women of all ages must use the inner pectoral protector and must be white.
- G. The use of inner pectoral protector will be mandatory in the male branch for ages less than or equal to 15 years and should be white.
- H. Exclusively the official medical service of the event must approve the use of bandages, supports and other medical accessories.

Article 32.- Scoring Areas and Aspects to Observe

Attacks are limited to the following areas: head, face, chest, abdomen, back; and the following should be observed:

- A. An effective technique that is performed at the same time that the Shushin indicates the term of the kumite (Call) will be considered as scoring.
- B. An effective technique performed after the Shushin indicates the term of the kumite (Yame) will not be considered punishable and could be a warning to the executing competitor.
- C. No technique will be scored, even if it is correct, if it is performed when one or both contestants are outside the area of competence.
- D. If one of the contestants performs an effective technique, while still within the competition area and before the Shushin says "Yame", that technique will be scored.

Article 33.- Kumite scores

The annotations of the kumite clashes will be Waza-ari (half point) or Ippon (full point).

A Waza-ari (half a point) will be awarded when a technique is performed in a scoring zone according to the following criteria:

- A. Good form.
- B. Sports attitude.
- C. Vigorous application.
- D. Knowledge
- E. Appropriate time.
- F. Correct distance.

An Ippon (full point) is equivalent to two Waza-aris (half points) and will be awarded when a technique is performed in a scoring zone according to the following criteria:

- A. When one of the opponents takes the opposite balance, followed by a scoring technique.
- B. Kick to the face (Yodan), as long as it meets the Waza-ari criteria.
- C. An attack executed against the adversary, which is in a "Mubobi" state (does not present any reaction to the adversary's attack).
- D. An attack of two consecutive scoring techniques.



- Waza-ari or Ippon dialing should be maintained by the Fukushin until the Shushin makes the decision, with an audible voice.

Article 34.- Non-scoring techniques

There are three cases in which the techniques performed by the competitors do not generate a score:

- Mienai (score not seen) .- The Fukushin or Shushin do not see the techniques of the competitors because they do not have an appropriate angle or position. The person who points out Mienai will not be taken into account in the flag count, for decision making.
- Aiuchi (simultaneous scoring) .- The Fukushin or Shushin observe simultaneous scoring techniques by both competitors. This signal should be used wisely, since the probability of two punctual attacks being carried out at the same time is very low.
- Torimasen (no punctuation) .- It is used when the Shushin or Fukushin are sure they have observed techniques that do not merit punctuation. This signal in an important decision because it can void a Waza-ari or Ippon.

Article 35.- Special Criteria for Deciding a Score

The following table shows the cases with the criteria to follow to make the decision to grant a score:

Caso	Shushin	Fukushin	Fukushin	Fukushin	Fukushin	Decisión
1	Waza-ari	Waza-ari	Waza-ari	Waza-ari	Mienai	Waza-ari
2	Waza-ari	Waza-ari	Waza-ari	Mienai	Mienai	Waza-ari
3	Waza-ari	Waza-ari	Mienai	Mienai	Mienai	Torimasen
4	Waza-ari	Mienai	Mienai	Mienai	Mienai	Waza-ari
5	Waza-ari	Waza-ari	Waza-ari	Waza-ari	Torimasen	Waza-ari
6	Waza-ari	Waza-ari	Waza-ari	Waza-ari	Torimasen	Shugo
7	Waza-ari	Waza-ari	Waza-ari	Torimasen	Torimasen	Shugo
8	Waza-ari	Waza-ari	Torimasen	Torimasen	Torimasen	Torimasen
9	Waza-ari	Torimasen	Torimasen	Torimasen	Torimasen	Torimasen

In case 6 and 7, the Shushin will call the Fukushin (s) that marked (aron) Torimasen, using “Fukushin Shugo”, to consult his marking.

The Shushin can also call the Fukushin who are indicating Waza-ari in favor of a competitor to clarify the score scored.

After a meeting (10 seconds Maximum) with the Shushin, the Fukushin (s) can maintain their decision or can change it, directly affecting the decision of the Shushin.

For example, in Case 6 the Shushin and a Fukushin mark Red Waza-ari (Aka), two Fukushin mark White Waza-ari (Shiro) and a Fukushin brand Torimasen. The Shushin calls the Fukushin (Shugo) that marked Torimasen and convinces him that the scoring technique of the red competitor (Aka) was correct. The Fukushin returns to his place and changes his decision to Waza-ari red (Aka). Shushin brand Waza-ari for the red competitor (Aka).

Caso	Shushin	Fukushin	Fukushin	Fukushin	Fukushin	Decisión
6	Waza-ari	Waza-ari	Waza-ari	Waza-ari	Waza-ari	Waza-ari



Article 36.- Kumite penalties

The penalties can be of three types:

- A. Hansoku
- B. Jogai.
- C. Mubobi.

A. Hansoku

It is applied to sanction the following prohibited conduct:

- a) Techniques with excessive contact in a scoring area.
- b) Face attacks with open hand techniques.
- c) Techniques that make contact in areas not punishable or prohibited: throat, arms, legs, groin, joints, instep, others.
- d) Launch techniques (demolition).
- e) Repeated departures from the competition area (Jogai).
- f) Avoid or avoid combat, preventing the opponent from scoring points.
- g) Hold, fight or push.
- h) Techniques that, by their nature, cannot be controlled (dangerous and uncontrolled attacks).
- i) Attacks with the head, knees or elbows.
- j) Pretend or exaggerate an injury.
- k) Speaking, provoking the opponent, disrespecting the opponent, not obeying Shushin's orders, rude conduct, other etiquette violations or unsportsmanlike behaviors.
- l) Celebrate a score in favor - the score obtained will be canceled.

Hansoku types:

- a) Hansoku-Keikoku.- First warning verbally. Warning.
- b) Hansoku-Chui.- Second warning. Waza-ari is marked against.
- c) Hansoku.-Third warning. The opponent is declared the winner (Nokachi).
- d) Shikkaku.- Expulsion from the competition due to serious unsportsmanlike conduct (disrespect through loud words, throw the gloves at the opponent, throw the gloves at the referee or judges, obscene signs, among others).

The Shushin must indicate the competitor's color (Aka or Shiro), followed by the warning (Hansoku-Keikoku, Hansoku-Chui, Hansoku, Shikkaku). The reprimands may not follow the order indicated. If a fault is very serious it can be considered directly as Hansoku or Shikkaku.

The handshake between competitors must be carried out outside the competition mat, at the start or end of the fight. The Shushin must ensure compliance with this rule.

B. Jogai

The exits (Jogai) of the competition area, during the development of the combat, will be a reason for warning:

- a) Jogai-Ikai.- First warning verbally. Warning.
- b) Jogai-Nikai.-Second warning. Waza-ari is marked against.
- c) Jogai-Sankai.-Third warning. The opponent is declared the winner (Nokachi).

The judges will mark an exit through short whistles, with the flag pointing to the floor. The judge should not hit the floor with the flag to indicate an exit.

C. Mubobi

If a competitor does not present a defense initiative against the opponent's attacks, putting his integrity at risk, the referee will indicate Mubobi.



Mubobi types:

- a) Mubobi-Keikoku.- First warning verbally. Warning.
- b) Mubobi-Chui.- Second warning. Waza-ari is marked against.
- c) Mubobi-Hansoku.-Third warning. The opponent is declared the winner (Nokachi).

Article 37.- Injuries and Accidents

Kiken is the decision given when a competitor loses the match for any of the following reasons:

- A. The competitor does not show up when he is called.
- B. The competitor is unable to continue.
- C. The competitor is removed by order of Sushin and / or the official physician.

Reasons for suspension may include:

- A. An injury visible to the area referee panel showing that the injured competitor cannot continue the match.
- B. When the official doctor declares that the competitor is disabled to continue. In this case, the competitor's identification card must be marked in a visible way, determined by the Organizing Committee, and kumite competitions cannot continue their participation in the tournament.

If the two competitors of the match injure each other or suffer the effects of previous injuries and the official doctor declares that they cannot continue, the victory will be for the competitor who has scored the most points in the match. If both competitors have the same number of points scored the match will be decided by Hantei.

A competitor who won their match, by disqualification (Hansoku) due to an injury, may not confront the next match without the approval of the official doctor. If the injured competitor wins his second match by disqualification (Hansoku) due to an injury again, he will no longer be able to continue his kumite competition participation in the tournament and Kiken will be scored.

When a competitor is injured, the Shushin will immediately stop the match and call the official doctor. Only the official doctor is authorized to diagnose the injury. Shushin is not authorized to diagnose or touch the competitor's injury.

In team meetings, if a competitor - of the team - wins his match for Kiken, his victory will be equivalent to winning the match for Ippon.

Article 38.- Team Kumite

The most important aspects of kumite competitions per team are the following:

- A. Exclusively the first round of confrontations, all the main competitors of the team must carry out their confrontation.
- B. Injured competitors may not participate in team kumite. If during the first confrontation a competitor is injured, he may continue to participate in subsequent confrontations exclusively with the approval of the event's medical service.
- C. After the first round of clashes, the team that accumulates 3 wins (men's branch) or 2 wins (women's branch) will be declared the winner, so no more fighting will be necessary.
- D. The order of the participants will be requested by Kansa (official format shown in Annex XIII of this regulation) at the beginning of each round of clashes - between teams - and may not be changed once the confrontation against another team has begun.
- E. Reserve competitors may be integrated into the starting team, between rounds of clashes.
- F. A match can end in a draw (Hikiwake).
- G. The team with the most individual matches won, moves on to the next round.



- H. If at the end of the confrontation between two teams, both have the same amount of individual matches won, the following tiebreaker criteria will be applied, in the following order:
- The team that has the most accumulated Ippones. A match won by Hansoku, Kiken or Shikkaku will be of greater importance than a match won by Ippon.
 - If the two teams do not present Ippones or have the same amount of Ippones, the winning team will be the one with the most Waza-aris accumulated in their won matches (the Waza-aris obtained in lost matches will not be considered).
 - If the tie remains, each team will be asked for a representative to make a final confrontation, subject to the rules of individual kumite.

Examples of the tie-breaker criteria in team kumite are included in Annex IX of this regulation.

Article 39.- Yakusoku Kumite

Yakusoku Kumite competition is a modality in which teams composed of two competitors will show their technical level in Kihon Ippon Kumite and / or Jiyu Ippon Kumite.

In the preliminary matches the teams will compete with Kihon Ippon Kumite techniques:

- A. The clashes will be between two teams.
- B. One team will participate at a time.
- C. The winner will be determined under the Ko-Haku System (red and white flags).
- D. The qualifiers will be up to 8 finalists.
- E. The techniques of Kihon Ippon Kumite should be those of the SKIF System.
- F. The techniques will be Jodan-Oi-Zuki, Chudan-Oi-Zuki, Mae-Geri, Yoko-Geri and Mawashi-Geri.
- G. Both competitors will attack and defend in due course.
- H.

In the finals the teams will compete with Jiyu Ippon Kumite techniques:

- a) One team will participate at a time.
- b) The Point System will be used.
- c) The techniques of Jiyu Ippon Kumite should be those of the SKIF System.
- d) The techniques will be Jodan-Oi-Zuki, Chudan-Oi-Zuki, Mae-Geri, Yoko-Geri, Mawashi-Geri, Ushiro-Geri, Jodan-Kizami-Zuki and Chudan-Gyaku-Zuki.
- e) Both competitors will attack and defend in due course.

Article 40.- Criteria for the Decision in Yakusoku Kumite

The Yakusoku Kumite must be performed competently and a clear understanding of the traditional principles it contains must be demonstrated. When evaluating the performance of a team, the Fukushin and Shushin will take into account the following:

- A. A realistic demonstration of meaning.
- B. Understanding the techniques used.
- C. Good weather, rhythm, speed, balance and power targeting.
- D. Proper and proper use of breathing as an aid to Kime.
- E. Correct focus of attention and concentration.
- F. Correct positions with proper tension in the legs, and the feet fully supported on the floor.
- G. Adequate tension in the abdomen.



- H. The hip should not go up and down during execution.
- I. Correct form of style.
- J. A team will be disqualified in the following cases:
 - a. It stops during the performance of the Yakusoku Kumite.
 - b. Perform a different technique than announced.
 - c. Perform an unofficial SKIF technique.
 - d. Skip a technique.

Article 41.- Yakusoku Kumite Qualifying Procedure

Kihon Ippon Kumite techniques will be executed in the Yakusoku Kumite qualifiers:

- A. Two teams will perform their techniques, one at a time.
- B. The competitors of one of the teams will wear a red ribbon (Aka) indicating that it will be the team assigned to this color; the opposing team will not have any identification, which will indicate that it is the white team (Shiro).
- C. The participating team must be placed in the assigned place in the area, to start.
- D. The signal to start the techniques will be given by the Shushin by an audible whistle for the competitors.
- E. The team then starts their Kihon Ippon Kumite.
- F. After completing the execution of the techniques of both teams, the referee will call the teams to appear in the competition area and will require an audible decision (Hantei), followed by two audible whistles for the judges: one long, followed by another short.
- G. The Shushin and the Fukushin must raise one of the flags corresponding to the team with the best performance (Aka or Shiro). No draws are allowed.
- H. The Shushin will make the decision based on the number of flags: the largest number of flags wins the competition. He will stand up and declare the winning team (Nokachi), while raising the flag of the winning team. Later Shushin and Fukushin will simultaneously lower the flags.
- I. The Shushin may call the Fukushin when he observes one or more points to be penalized or that merit disqualification. A Fukushin can also signal his appeal to Shushin when he notices an equal situation.

Article 42.- Yakusoku Kumite Finals Procedure

In the Yakusoku Kumite finals, Joya Ippon Kumite techniques will be executed:

- A. Each finalist team participates one at a time.
- B. The participating team must be placed in the assigned place in the area, to start.
- C. The Shushin gives the signal to start by means of an audible whistle for the competitors.
- D. The team then starts their Jiyu Ippon Kumite.
- E. When finishing the team must remain in place to wait for the qualification of the Shushin and the Fukushin (same kata scoring system).
- F. The Shushin will require a decision (Hantei) by means of two whistles: one long, followed by another short.
- G. The Fukushin and the Shushin will raise the qualification cards with their right hand, visible to both the competitor and the area control table (same kata scoring system).
- H. A person from the Area Control Board will name the qualifications aloud, one by one, starting with the Shushin and clockwise.
- I. The Shushin will give a short whistle, after which the point cards will be lowered.
- J. A person from the Area Control Board will speak out the total grade.
- K. After hearing the total rating, the team may withdraw.
- L. The Shushin may call the Fukushin when he observes one or several points to be penalized or that merit disqualification. A Fukushin can also signal his appeal to Shushin when he notices an equal situation.
- M. For a tiebreaker competition, teams may perform the same technique of Jiyu Ippon Kumite and the winner will be determined through the Ko-Haku system (flags). The Shushin and the Fukushin must raise one of the flags corresponding to the team with the best performance (Aka or Shiro). No draws are allowed.



Annex I

Terminology

Aiuchi: Simultaneous attack techniques, punishable by both competitors. It will not give point to competitors. Fukushin will show flags found. Shushin will indicate Aiuchi showing fists found in front of his chest.

Ato-Shibaraku: There is little time left (30 seconds). In an audible voice, a support person from the control table will announce 30 seconds before the official combat time ends and the Shushin will announce the Ato-Shibaraku competitors.

Encho-sen: Extension of combat (overtime). Shushin restarts the fight (overtime) announcing with his feet together and palms to the sides Encho-sen Shobu Hajime.

Hajime: Start. Being in Tsuzukete's position, the Shushin will announce in an audible and energetic voice "Hajime" extending his arms forward with the palms of his hands open and found.

Hantei: Decision. Shushin will ask for an audible decision, followed by two audible whistles: one long, followed by another short. After the short whistle, the Shushin and the Fukushin must give their decision (Aka or Shiro).

Hansoku: Warning (the opponent wins).

Hansoku-Keikoku: First warning.

Hansoku-Chui: Second warning.

Hikiwake: Draw. The Fukushin must give their decision to tie their flags across their own heads. Shushin will indicate with an audible voice and Hikiwake energy crossing and extending his arms in front of him and ending at the sides with the palms of his hands up.

Jogai: Departure from the competition area.

Jogai Ikai: First departure from the competition area.

Jogai Nikai: Second exit of the competition area.

Jogai Sankai: Third exit of the competition area.

Jowai: The technique does not meet the requirements to be scoring.

Maai: Lack of distance to be scoring technique.

Moto-No-Ichi: Original Position (starting place). Competitors return to their starting place. Shushin points with the index fingers the place to be occupied by competitors Aka and Shiro.

Nuketeru: Out of center scoring attack.

Otagai-Ni-Rei: Greeting between competitors and referee panel.

Shikkaku: Expulsion of the event or competition.

Shobu Hajime: Start the fight. After announcing, the Shushin takes a step back.



Shomen-Ni-Rei: Greeting of competitors and panel of referees to the general control table (place of guests of honor and authorities) of the competition.

Shugo: Call meeting. The Shushin will call the Fukushin or Kansa through Shugo to consult a decision, or to be placed in the original position at the end of the competition.

Torimasen: Unacceptable as a scoring technique. Fukushin crosses and spreads his flags energetically in front of him ending at the sides. Shushin crosses and extends his arms in front of him and ending at the sides with the palms down.

Tsuzukete: Continue fighting. Shushin will announce it with the left or right leg back, arms extended up and the sides with the palms facing forward. It occurs after an official interruption during combat.

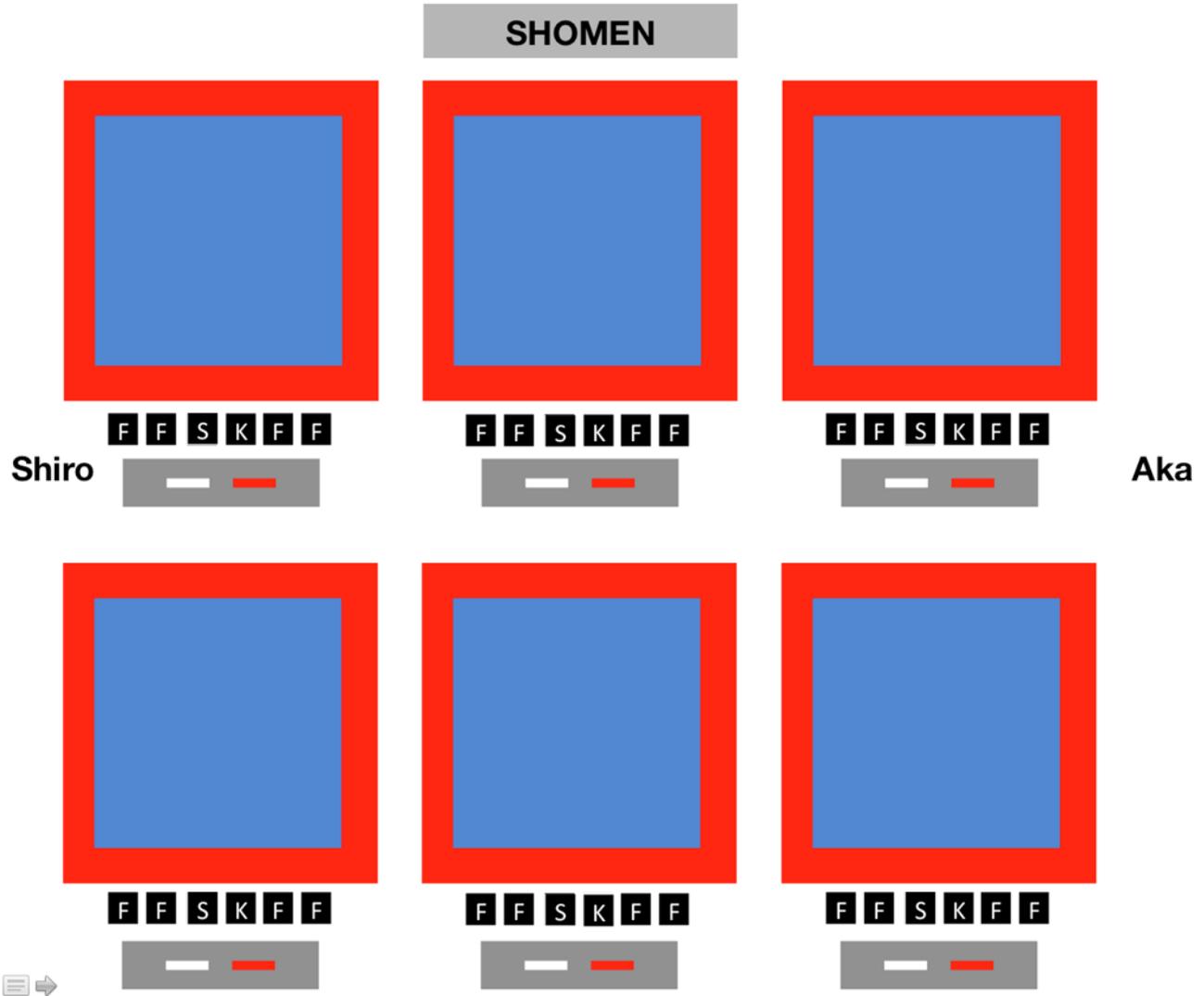
Uketeru: Attack blocked.

Yame: Stop. Interruption or end of combat. Shushin gives the signal with audible voice and energy making a movement from top to bottom, with the arm extended and palm open.



Annex II

Shomen



- At the beginning of the competition, the panel of referees of the area and the competitors will perform in the first instance "Shomen-Ni-Rei" and later "Otagai-Ni-Rei", in this order.
- At the end of the competition, the panel of referees of the area and the competitors will perform "Otagai-Ni-Rei" and later "Shomen-Ni-Rei", in this order.



Annex III

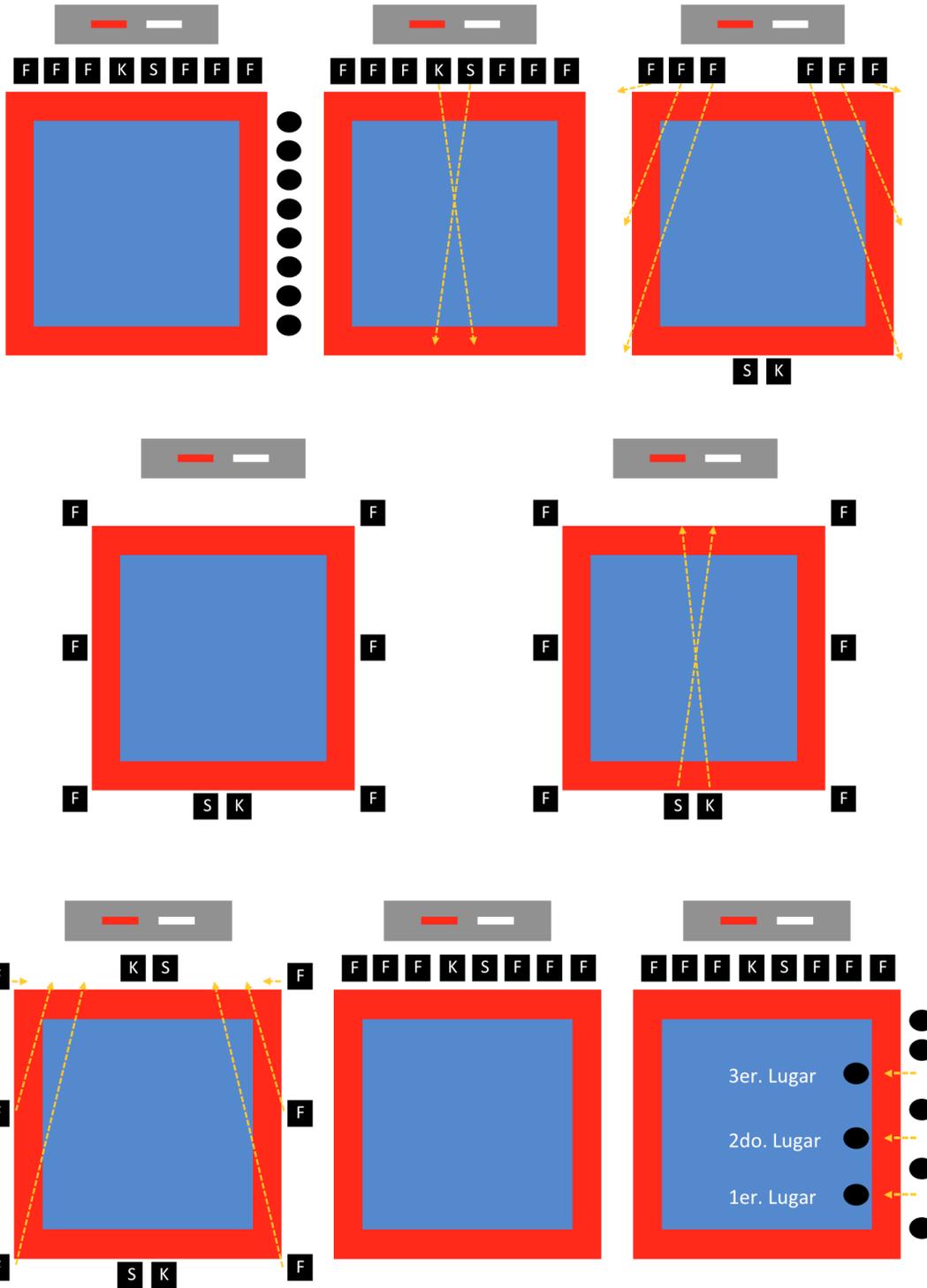
Katas

Edge	Kyu	Preliminarys	Finals	
		Mandatory kata (selected by Shushin) Flag system competition	Mandatory kata (selected by Shushin) Flag system competition	Free kata selected by competitor (Points system competition)
All	9 ^o Kyu	Heian Shodan	Heian Shodan	N/A
	8 ^o , 7 ^o Kyu	Heian Shodan	Heian Shodan	
		Heian Nidan	Heian Nidan	
	6 ^o , 5 ^o , 4 ^o Kyu	Heia Shodan	Heia Shodan	
		Heian Nidan	Heian Nidan	
	Heian Sandan	Heian Sandan		
0-17 years old	3 ^o , 2 ^o , 1 ^o Kyu	Heian 1-5 Tekki Shodan	N/A	Bassai-Dai, Kanku-Dai, Enpi, Jion.
	Black belt	Heian 1-5 Tekki Shodan		Free kata
18-39 years old	3 ^o , 2 ^o , 1 ^o Kyu	Heian 1-5 Tekki Shodan		Bassai-Dai, Kanku-Dai, Enpi, Jion.
	Black belt	Bassai-Dai, Kanku-Dai, Enpi, Jion.		Free kata
+40 years old	Black belt	Bassai-Dai, Jion		Free kata
	3 ^o , 2 ^o , 1 ^o Kyu	Heian 1-5 Tekki Shodan		Bassai-Dai, Kanku-Dai, Enpi, Jion.



Annex IV

Kata final



Annex V

Examples of Decisions (Points System)

Example 1

Competitor	Points						Position
	Shushin	Fukushin 1	Fukushin 2	Fukushin 3	Fukushin 4	Total	
Competitor A	6.4	6.2	6.5	6.5	6.3	19.2	3 ^o Place
Competitor B	6.4	6.4	6.7	6.7	6.7	19.8	Draw
Competitor C	6.2	6.3	6.2	6.5	6.4	18.9	4 ^o Place
Competitor D	6.7	6.5	6.5	6.7	6.6	19.8	Draw
Competitor B	6.4	6.4	6.7	6.7	6.7	19.8	2 ^o Place
Competitor D	6.7	6.5	6.5	6.7	6.6	19.8	1 ^o Place

Example 2

Competitor	Points						Position
	Shushin	Fukushin 1	Fukushin 2	Fukushin 3	Fukushin 4	Total	
Competitor A	7.4	7.5	7.3	7.2	7.3	22.1	Draw
Competitor B	7.5	7.4	7.3	7.3	7.3	21.9	4 ^o Place
Competitor C	7.4	7.2	7.4	7.2	7.5	22.0	3 ^o Place
Competitor D	7.3	7.3	7.4	7.5	7.4	22.1	Draw
Competitor A	7.5	7.5	7.3	7.2	7.3	22.1	1 ^o Place
Competitor D	7.3	7.3	7.4	7.5	7.4	22.1	2 ^o Place



Annex VI

Shushin Referee movements

Movements used by the Shushin during kumite competition:



NAKAE

Brazos rectos desde afuera hacia adentro.



SHOBU HAJIME

Pies juntos, manos abiertas.



AIUCHI

Puños juntos al frente.



AKA WAZA-ARI

El brazo derecho desde el hombro izquierdo, hacia abajo, en un ángulo de 45°.



SHIRO IPPON / SHIRO NOKACHI

El brazo izquierdo desde las caderas, hacia arriba, en un ángulo de 135°.



YAME

Movimiento descendente continuo.



YAME (AKA WAZA-ARI)



YAME (SHIRO WAZA-ARI)



SAI SHIAI HAJIME

Pies juntos, manos abiertas.





TSUZUKETE HAJIME

Brazos rectos desde afuera hacia adentro.



FUKUSHIN SHUGO

Movimiento continuo desde afuera hacia adentro.



TORIMASEN

Brazos a 45°, palmas hacia abajo.



AKA UKETERU

Técnica bloqueada por Aka.



SHIRO NUKETERU

La técnica de Shiro pasó por un lado y no llegó al objetivo.



ENCHO SEN HAJIME

Pies juntos, manos abiertas.



AKA JOWAI

La técnica de Aka no fue suficiente.



SHIRO MAI

La técnica de Shiro estaba demasiado lejos.



AKA HAI HAI

Aka fue más rápido.



HIKIWAKE

Brazos a 45°, palmas hacia arriba.



AKA KEIKOKU
Señalar los pies del ofensor con el dedo índice.



AKA HANSOKU CHUI
Apuntar al pecho del ofensor con el dedo índice.



AKA HANSOKU
Señalar la cara del ofensor con el dedo índice.



AKA SHIKKAKU
Apuntar la cara del ofensor con el índice, luego hacia fuera.



IKKAI
Usar el dedo índice para indicar primera vez.



NIKKAI
Utilizar los dedos índice y medio para indicar segunda vez.



SANKAI
Usar los dedos índice, medio y anular para indicar tercera vez.



AKA MUKI RYOKU
Tocar la mejilla.



AKA MUBOBI
Tocar la mejilla.



AKA JOGAI
Apuntar al límite del área de competencia.

Movements used by the Shushin during kata competition:



AKA NOKACHI
*Pararse, dar un paso adelante y
levantar la bandera roja hacia
arriba.*



SHIRO NOKACHI
*Pararse, dar un paso adelante y
levantar la bandera blanca
hacia arriba.*

- All Shushin markings or signs should be displayed vigorously.

Annex VII

Fukushin Referee movements

Movements used by the Fukushin during kumite competition:



POSICIÓN INICIAL



MIENAI
Banderas juntas debajo de los ojos.



AKA WAZA-ARI
Brazo recto desde el hombro.



AKA IPPON
Brazo hacia arriba.



TORIMASEN
Agitar las banderas de lado, una vez.



AIUCHI
Reunir las banderas, una frente a la otra.



AKA JOWAI
Ondear la bandera arriba y abajo.



AKA UKETERU
Técnica bloqueada por Aka.



AKA NUKETERU
La técnica de Aka pasó por un lado, fuera del objetivo.



MAAI
Mantener las banderas paralelas.



AKA HAI HAI
Sostener las banderas en un ángulo de 90°.



AKA KEIKOKU
Pequeño círculo enfrente.



AKA HANSOKU CHUI
Pequeño círculo hacia arriba.



AKA HANSOKU
Círculo grande hacia arriba.



AKA SHIKKAKU



AKA JOGAI
Señalar con la bandera la línea de salida.



AKA MUBOBI
Tocar la mejilla con la bandera, ligeramente.



AKA MUKI RYOKU
Bandera circular apuntando hacia abajo.

Gestos utilizados por el Fukushin durante un enfrentamiento de kata:



AKA NOKACHI
El competidor rojo es el ganador.



SHIRO NOKACHI
El competidor blanco es el ganador.

— All Fukushin markings or signs should be displayed vigorously.



Annex VIII

Penalties

Hansoku			
Penalties	Ippon Shobu	Ippon-Han Shobu	Sanbon Shobu
First	Keikoku (verbal)	Keikoku (verbal)	Keikoku (verbal)
Second	Hansoku-Chui (Waza-ari to oponent)	Hansoku-Chui (Waza-ari to oponent)	Hansoku-Chui (Waza-ari to oponent)
Third	Hansoku (Oponent "Nokachi")	Hansoku (Oponent "Nokachi")	Hansoku (Oponent "Nokachi")

Jogai			
Penalties	Ippon Shobu	Ippon-Han Shobu	Sanbon Shobu
First	Jogai Ikkai (verbal)	Jogai Ikkai (verbal)	Jogai Ikkai (verbal)
Second	Jogai Nikai (Waza-ari to oponent)	Jogai Nikai (Waza-ari to oponent)	Jogai Nikai (Waza-ari to oponent)
Third	Jogai Sankai (Oponent "Nokachi")	Jogai Sankai (Oponent "Nokachi")	Jogai Sankai (Oponent "Nokachi")

Mubobi			
Penalties	Ippon Shobu	Ippon-Han Shobu	Sanbon Shobu
First	Mubobi Ikkai (verbal)	Mubobi Ikkai (verbal)	Mubobi Ikkai (verbal)
Second	Mubobi Nikai (Waza-ari to oponent)	Mubobi Nikai (Waza-ari to oponent)	Mubobi Nikai (Waza-ari to oponent)
Third	Mubobi Sankai (Oponent "Nokachi")	Mubobi Sankai (Oponent "Nokachi")	Mubobi Sankai (Oponent "Nokachi")

Ikkai: First time.

Nikai: Second time.

Sankai: Thirt time

Nokachi: Winner

Waza-ari: Half point



Annex IX

Kumite team

Example 1	Aka	Shiro	Winner	Winner team
Fight 1	2 Waza-aris	No points	Aka	Shiro
Fight 2	1 Waza-ari	Ippon	Shiro	
Fight 3	No points	No points	Hikiwake	
Fight 4	1 Waza-ari	No puntos	Aka	
Fight 5	1 Waza-ari	2 Waza-aris	Shiro	
Example 2	Aka	Shiro	Winner	Winner team
Fight 1	2 Waza-aris	no points	Aka	Extra fight
Fight 2	1 Waza-ari	2 Waza-aris	Shiro	
Fight 3	No points	No points	Hikiwake	
Fight 4	2 Waza-ari	No points	Aka	
Fight 5	1 Waza-ari	2 Waza-aris	Shiro	
Example 3	Aka	Shiro	Winner	Winner team
Fight 1	No puntos	Hansoku	Aka	Aka
Fight 2	1 Waza-ari	2 Waza-aris	Shiro	
Fight 3	No puntos	No points	Hikiwake	
Fight 4	1 Waza-ari	No points	Aka	
Fight 5	1 Waza-ari	Ippon	Shiro	
Example 4	Aka	Shiro	Winner	Winner team
Fight 1	2 Waza-aris	No points	Aka	Shiro
Fight 2	1 Waza-ari	2 Waza-aris	Shiro	
Fight 3	No points	No points	Hikiwake	
Fight 4	1 Waza-ari	No points	Aka	
Fight 5	1 Waza-ari	2 Waza-aris	Shiro	



Annex X

Yakusoku Kumite

Rules for Yakusoku Kumite

Competitors must adhere to the technical system established by the SKIF. Techniques outside the SKIF System will be penalized or lead to a disqualification.

The execution of Yakusoku Kumite must be carried out with precision as in kata, however, the panel of referees of the area must observe:

- A. Spirit of combat.
- B. Vigor.
- C. Concentration

Coordination and team spirit is very important to be considered for evaluation.

Kihon Ippon Kumite

The order of the attacks is described in this regulation. Kihon Ippon kumite primarily requires basic precision, posture and strength for Tsuki (hit), Geri (kick), Uke (lock). Additionally a correct one is required:

- A. Position.
- B. Distance
- C. SKIF defense and attack technique.

Jiyu Ippon Kumite

Must meet the requirements of Kihon Ippon Kumite, plus the following:

- A. Correct combat distance.
- B. Good attack time.
- C. Correct application of the hip in attacks.
- D. Balance.

Penalties in Jiyu Ippon Kumite

The aspects to be penalized in Jiyu Ippon Kumite are the following:

- A. Correct technique but without effectiveness (-0.1).
- B. Loss of balance in attack or defense (-0.1, for each loss of balance).
- C. Good technique, but out of SKIF guidelines (-0.2).
- D. Attacks and defense outside the target (-0.2, for each defense or attack outside the target).

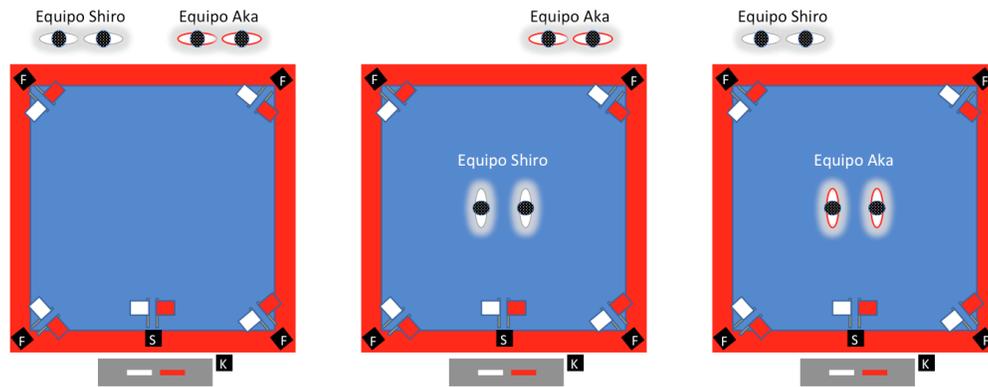


Yakusoku Kumite techniques

The techniques must be executed in the order indicated.

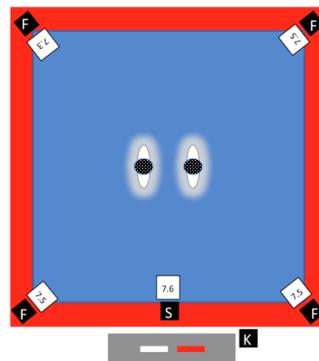
Preliminarys	Final
Kihon Ippon Kumite	Jiyu Ippon Kumite
Jodan-Oi-Zuki	Jodan-Oi-Zuki
Chudan-Oi-Zuki	Chudan-Oi-Zuki
Mae-Geri	Mae-Geri
Yoko-Geri	Yoko-Geri
Mawashi-Geri	Mawashi-Geri
	Ushiro-Geri
	Jodan-Kizami-Zuki
	Chudan-Gyaku-Zuki
Flags system	Points system

Competitors position in Yakusoku Kumite



Preliminarys: After completing the execution of the techniques of both teams, the Shushin will call the teams to appear in the area of competence for the decision (Hantei).

Competitors position in final Yakusoku Kumite



- Finals: each finalist team must be placed in the assigned place in the center of the area to start their execution of Jiyu Ippon Kumite.

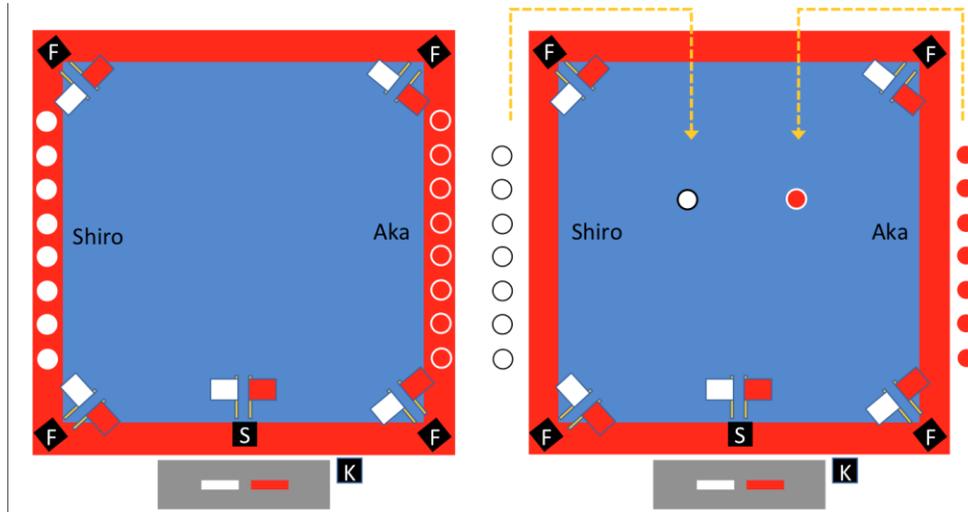


Annex XI

Competitors position

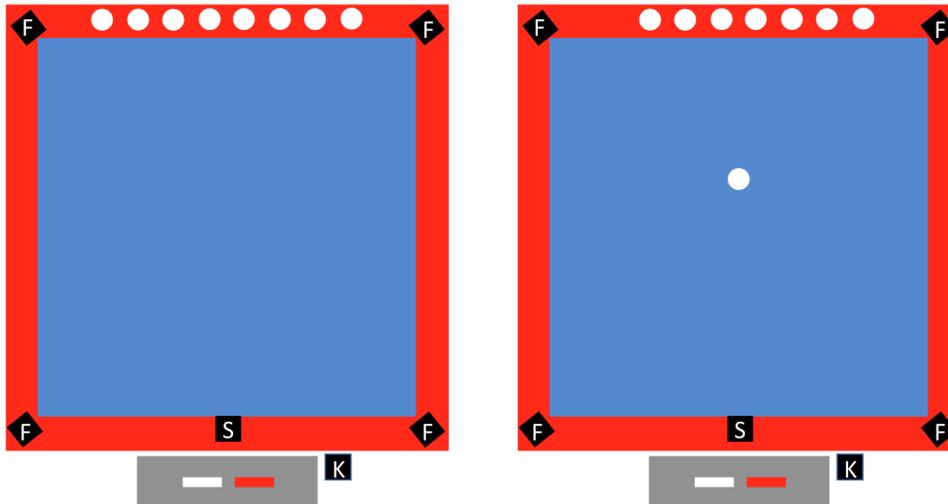
Kata (Flag System)

In meetings by the Flag System, the competitors will line up on the assigned side (Aka and Shiro), within the security area. After the greetings “Shomen-Ni – Rei” and Otagai-Ni-Rei ”the competitors will be placed outside the security area and will enter the competition area individually (Aka vs. Shiro).



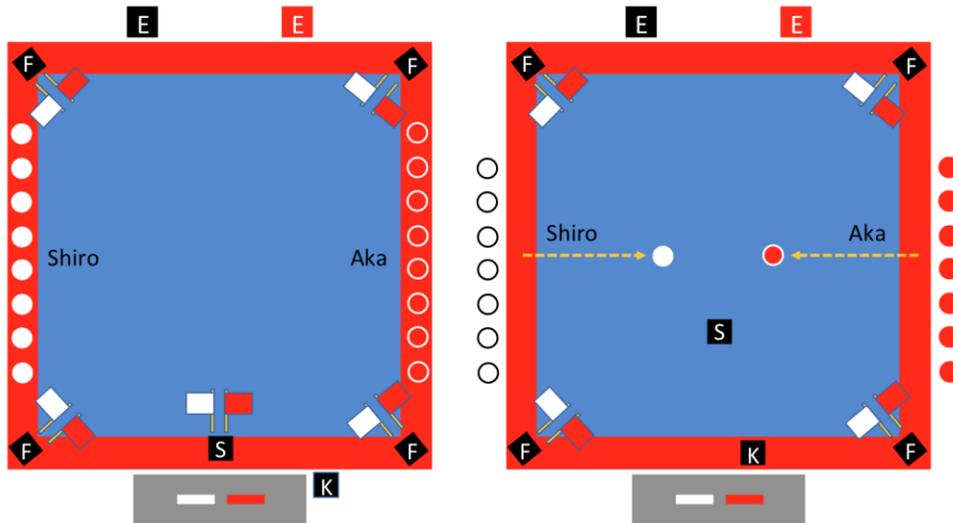
KATA (Point System)

In the finals of some categories that are not the main ones, the finalist competitors will line up on the assigned side within the safety area. After the greetings Shomen-Ni – Rei and Otagai-Ni-Rei, the competitors will be placed outside the security area and will enter the competition area individually.



Kumite

The red (Aka) and white (Shiro) competitors will line up on the assigned side, within the safety area. After the greetings Shomen-Ni-Rei and Otagai-Ni-Rei the competitors will be placed outside the security area and will enter the competition area individually (Aka vs. Shiro).



Annex XII

Format used by Kansa to control individual kumite competition

INDIVIDUAL KUMITE CONTROL COMPETITION													
SKIF AMERICA													
Competitor SHIRO							Competitor AKA						
No: <input style="width: 80px; height: 25px;" type="text"/>							No: <input style="width: 80px; height: 25px;" type="text"/>						
Waza-ari	1	2	3	4	5	6	Waza-ari	1	2	3	4	5	6
Ippon	1	2	3				Ippon	1	2	3			
HANSOKU	K	HC	H	<input style="width: 80px; height: 25px;" type="text"/> KIKEN			HANSOKU	K	HC	H	<input style="width: 80px; height: 25px;" type="text"/> KIKEN		
MUBOBI	1	2	3	<input style="width: 80px; height: 25px;" type="text"/> SHIKAKU			MUBOBI	1	2	3	<input style="width: 80px; height: 25px;" type="text"/> SHIKAKU		
JOGAI	1	2	3	<input style="width: 80px; height: 25px;" type="text"/> Nokachi			JOGAI	1	2	3	<input style="width: 80px; height: 25px;" type="text"/> Nokachi		



Annex XIII

Format used by Kansa to control team kumite competition

CONTROL DE COMPETENCIA DE KUMITE POR EQUIPOS SKIF AMERICA	
Team name (SHIRO)	Team name (AKA)
<input type="text"/>	<input type="text"/>
Competitor 1 SHIRO No: <input type="text"/>	Competitor 1 AKA No: <input type="text"/>
Competitor 2 SHIRO No: <input type="text"/>	Competitor 2 AKA No: <input type="text"/>
Competitor 3 SHIRO No: <input type="text"/>	Competitor 3 AKA No: <input type="text"/>
Competitor 4 SHIRO No: <input type="text"/>	Competitor 4 AKA No: <input type="text"/>
Competitor 5 SHIRO No: <input type="text"/>	Competitor 5 AKA No: <input type="text"/>



