



# **WORLD KARATE FEDERATION KATA COMPETITION RULES**

Valid from 1.1.2023

## REVISION RECORD

Rev. number	Valid date	Reference	Change
2023.01	17-Feb-23	Article 2.2	Shoulder brands on karategi - Clarification

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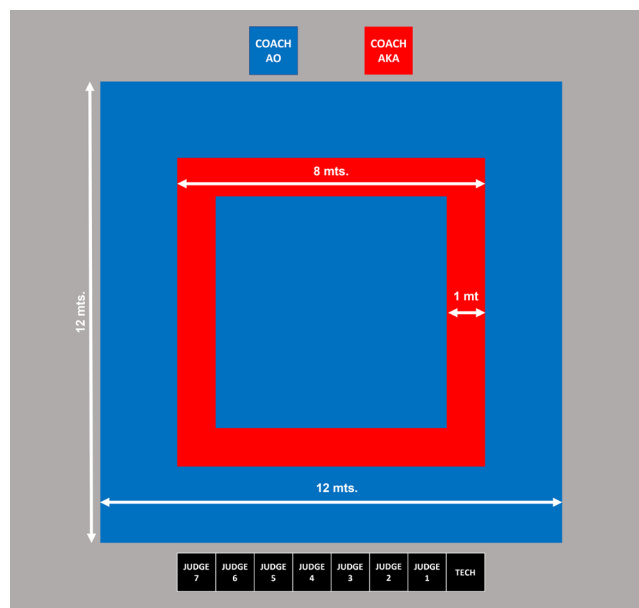
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## ARTICLE 1: KATA COMPETITION AREA

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- 1.1 The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside). There will be a clear safety area of two metres on each side. Where an elevated competition area is used, the safety area should be of an additional one (1) metre on each side.
- 1.2 Judges and the Software Technician are placed side by side at a table at the end of the mat facing the Competitors with the Chief Judge (Judge no.1) closest to the Software Technician who sits at the far end of the table.
- 1.3 All Judges and the Software Technician are placed in line in front of the official table, preferably behind a single table.
- 1.4 There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.
- 1.5 Coaches will be seated outside the safety area, on their respective sides of the TATAMI towards the official table.



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## ARTICLE 2: OFFICIAL DRESS

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### 2.1 Judges

2.1.1 The official uniform will be as follows:

- a) A single-breasted navy-blue blazer (colour code 19-4023 TPX)
- b) Plain light-grey trousers without turn-ups (colour code 18-0201 TPX)
- c) A white shirt with short sleeves
- d) Plain dark blue or black socks and black slip-on shoes for use on the match area
- e) An official tie, worn without tiepin
- f) A black whistle with a discreet white cord for the whistle

2.1.2 The following additions to attire are allowed:

- a) A plain wedding band
- b) Voluntary religious headwear approved by the WKF
- c) A hairclip and discreet earrings
- d) Hair must be worn off the shoulders and make-up must be discreet
- e) Heels of more than 4 cm may not be worn with the uniform

2.1.3 Judges must wear the official uniform at all tournaments, briefings, and courses.

2.1.4 For multisport events where a cross-sport uniform is provided for Judges at the cost of the LOC (local Organising Committee) with the feel & look of the specific event. The official uniform for Judges might be substituted by that common uniform, provided that it is requested in writing to the WKF by the event organiser and formally approved by the WKF.

2.1.5 If the Chief Judge agrees, officials may be allowed to remove their blazers.

2.1.6 The Referee Commission or Chief Referee may refuse the participation of any official who does not comply with this regulation.

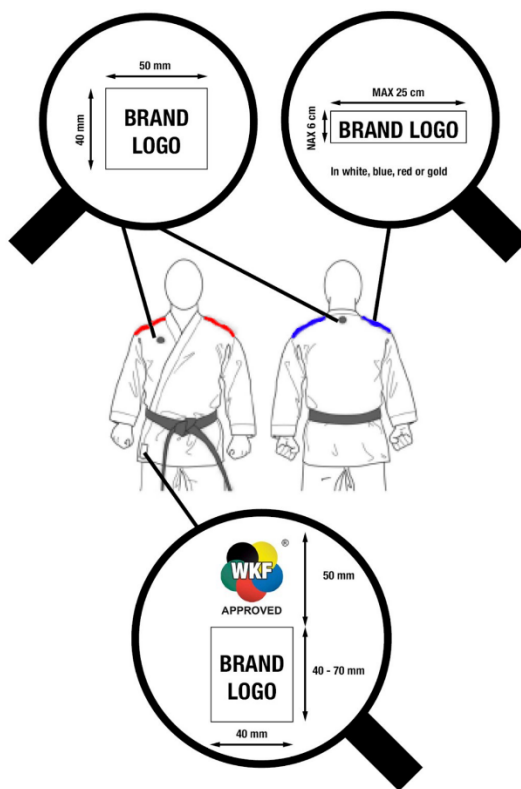
### 2.2 Competitors

2.2.1 Competitors must wear a white, WKF approved, Karategi without stripes, piping, or personal embroidery other than specifically allowed by the WKF EC and specified in the bulletin for the competition:

- a) For all official WKF events (World Championships and Karate 1 - Premier League, Series A and Youth League), the Karategi must have embroidered brands on the shoulders in respectively red or blue according to drawing. Exceptions are incumbent Senior World Champions and Premier League Grand Winners, whom must instead of the red or blue have embroidered brands in gold.

For team categories, the National Federations or Clubs will have the power to decide the uniformity of the brands on the karategis of the members of the team that represents them, in accordance with their regulations but with the same unified colour. All team members must wear red or blue embroidery according to their competition category. Although the team members must have shoulder branding of the same colour, there is no WKF requirement for the team members wearing the same brand of karategi.

- b) Only the original manufacturer's labels can be displayed on the Karategi.



- c) The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm.
- d) In addition, identification issued by the Organising Committee will be worn on the back.



-  ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm
-  ADVERTISING SPACE FOR THE N.F. OF 15 x 10 cm
-  ADVERTISING SPACE FOR THE ATHLETE OF 5 x 10 cm
-  BACK RESERVED FOR THE ORGANISING FEDERATION OF 30 x 30 cm  
DISPLAY THREE LETTER COUNTRY CODE
-  EMBLEM OF THE NATIONAL FEDERATION OF 12 x 8 cm
-  SPACES FOR THE MANUFACTURERS TRADEMARK OF 5 x 4 cm

- e) Competitors or teams must wear a WKF Approved red belt (AKA) or blue belt (AO) as allocated by the draw, without any personal embroideries or advertising or markings other than the customary label from the manufacturer. Belts of grade cannot be worn during the performance.
  - f) The red and blue belts must be around five centimetres wide and of a length sufficient to allow fifteen centimetres free on each side of the knot but not longer than three-quarters thigh length.
  - g) The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length.
  - h) Female Competitors can wear a plain white T-shirt beneath the Karate jacket.
  - i) Jackets without ties cannot be used. The jacket ties holding the jacket in place must be tied at the beginning of the performance.
  - j) The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm.
  - k) Jacket sleeves may not be rolled up.
  - l) The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
- 2.2.2 The WKF Executive Committee may authorise the display of special labels or trademarks of approved sponsors.
- 2.2.3 Competitors may wear voluntary religious headwear approved by the WKF: A black plain fabric head scarf covering the hair, but not the neck or throat area.
- 2.2.4 Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.
- 2.2.5 Competitors must keep their hair clean and cut to a length that does not obstruct the performance. Hachimaki (headband) will not be allowed.
- 2.2.6 Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single ponytail is permitted.
- 2.2.7 The wearing of any unauthorised apparel, clothing or equipment is forbidden.
- 2.2.8 The use of bandages, padding, or supports because of injury, must be approved by the Referee on the advice of the Tournament Doctor.
- 2.2.9 Competitors that appear at the competition area with irregular Karategi will be given one minute to correct the attire, and the Coach will automatically lose the right to coach the performance.

## 2.3 Coaches

- 2.3.1 Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification with the exception of bouts for medals of official WKF events, where male Coaches are required to wear a dark suit, shirt and tie, while female Coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours.
- 2.3.2 The following additions to attire are allowed:
- a) A plain wedding band
  - b) Voluntary religious headwear approved by the WKF
- 2.3.3 The WKF Competition Supervisor, or the Organising Commission, can allow Coaches to instead of the track suit jacket to use the federations official team t-shirt or a plain coloured t-shirt without writing or logos.



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## ARTICLE 3: ORGANISATION OF KATA COMPETITION

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### 3.1 General

3.1.1 Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed, as well as grace, rhythm, and balance.

3.1.2 Competitors must at all times follow the instructions given by the Chief Judge.

### 3.2 Definitions

3.2.1 *A “performance” refers to an individual’s, or a team’s, performance of a kata.*

3.2.2 *A “round” is a discrete stage in a competition leading to the eventual identification of finalists. In an elimination Kumite competition, a round eliminates fifty percent of Competitors within it, counting byes as Competitors. In this context, the round can apply equally to a stage in either primary elimination or repechage. In a matrix, or “Round-robin” competition, a round allows all Competitors in a group one performance against each of the other Competitors.*

3.2.3 *The term “group” is here used a bout the up to four competitors participating in one of the eight groups in the Round-robin phase elimination uses for individual Premier League competition.*

3.2.4 *The term “pool” is used for each half of the competitors grouped together for the elimination phase.*

### 3.3 Competition formats

3.3.1 Kata competition can be organised in several formats:

- a) Groups of 8 Competitors Elimination System (used for all competition with the exception of Individual kata in Premier League and multi-sport events)
- b) Groups of 4 Competitors Round-robin Elimination System (used for individual Premier League competitions)
- c) Two-pool Round-robin system (used for multiple sport games)

If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this has to be clearly announced in the tournament bulletin.

3.3.2 Kata competition takes the form of team matches and individual bouts. Team matches consist of competition between teams of 3 or 4 competitors of which 3 compete at the time. Each team is exclusively male, or exclusively female. The Individual Kata competition consists of individual performance in separate male and female divisions. The list of official categories is found in APPENDIX 2.

### 3.3 Seeding and order of performance

3.3.1 For World and Continental Championships and Karate 1- Premier League, the eight top ranked Competitors in the WKF World Ranking present as per the day of competition are seeded.

3.3.2 The electronic Kata judging system should randomly determine the order of performance within the group after the initial round up to, but excluding, the medal bouts.

### **3.4 Reporting of kata to be performed**

3.4.1 It is the sole responsibility of the Coach, or in the absence of a Coach, the Competitor or Team, to ensure that the Kata as notified to the Runner is appropriate for that particular round.

3.4.2 Should there be any discrepancy between the number and the name of the kata registered for performance, the number, as per the official WKF Kata list will prevail.

### **3.5 Failure to appear on time**

3.5.1 Individual Competitors or teams that do not present themselves when called, or decide not to continue, will be disqualified (KIKEN) from that category. Disqualification by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.

### **3.6 Team kata**

3.6.1 Kata teams consist of 3 or 4 Competitors, of which 3 compete in each round. When a team has 4 competitors, any 3 may be used for any round.

3.6.2 In Team Kata, all three team members must start the Kata facing in the same direction and towards the Judges. In the event of injury or illness a Kata team may have one reserve to replace the person injured or ill.

3.6.3 The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.

3.6.4 In the bouts for medals of Team Kata Competition, the Teams will perform their chosen Kata in the usual way. They will then perform a demonstration of the meaning of the Kata (Bunkai).

3.6.5 There is no bow between the Kata and the Bunkai. Both elements are part of the same performance.

3.6.6 The total time allowed for the Kata & Bunkai demonstration combined is 5 minutes.

3.6.7 The official timekeeper will start the countdown clock as the team members perform the bow upon starting the Kata and will stop the clock at the final bow after the Bunkai performance.

3.6.8 Playing unconscious while performing Bunkai is inappropriate: After being downed the competitor should either raise to one knee or stand up.

3.6.9 Although performing a scissor takedown technique to the neck (Kani Basami) area during BUNKAI is prohibited, a scissor takedown to the body or legs is permitted.

### **3.7 Groups with 8 Competitors Elimination System**

3.7.1 Note the "Competitor" as mentioned below refer to both individuals and teams.

3.7.2 The number of Competitors will determine the number of groups to facilitate the elimination rounds. The following table summarise the number of pools and groups according to number of Competitors:

Number of Competitors	Number of groups	Number of Kata performed to win	Competitors in the second round
2	1	1	Zero (No second round)
3	1	1	Zero (No second round)
4	2	2	Medal Bout (only for gold)
5 to 10	2	2	Medal Bout
11 to 24	2	3	8 Competitors
25 to 48	4	4	16 Competitors
49 to 96	8	4	32 Competitors
97 to 192	16	5	64 Competitors
193 or more	32	6	128 Competitors

The Competitors have to perform a different kata in each round.

3.7.3 Groups of eight (with the exceptions explained for less than 11 or more than 96) will compete and for each round reduce the number of Competitors per group to 4 passing on to the next round - until only two groups of Competitors (individual or teams) remains, whereupon the Competitors with the highest score in each of the two respective groups are pitted against each other competing for 1<sup>st</sup> place (the loser taking 2<sup>nd</sup> place) and the Competitors having the second highest score in each of the two groups are pitted against the third highest score in the other group to compete for the two 3<sup>rd</sup> places (bronze finals).

3.7.4 In the event that there are 3 or less Competitors a single Kata is performed to determine 1<sup>st</sup> through 3<sup>rd</sup> place.

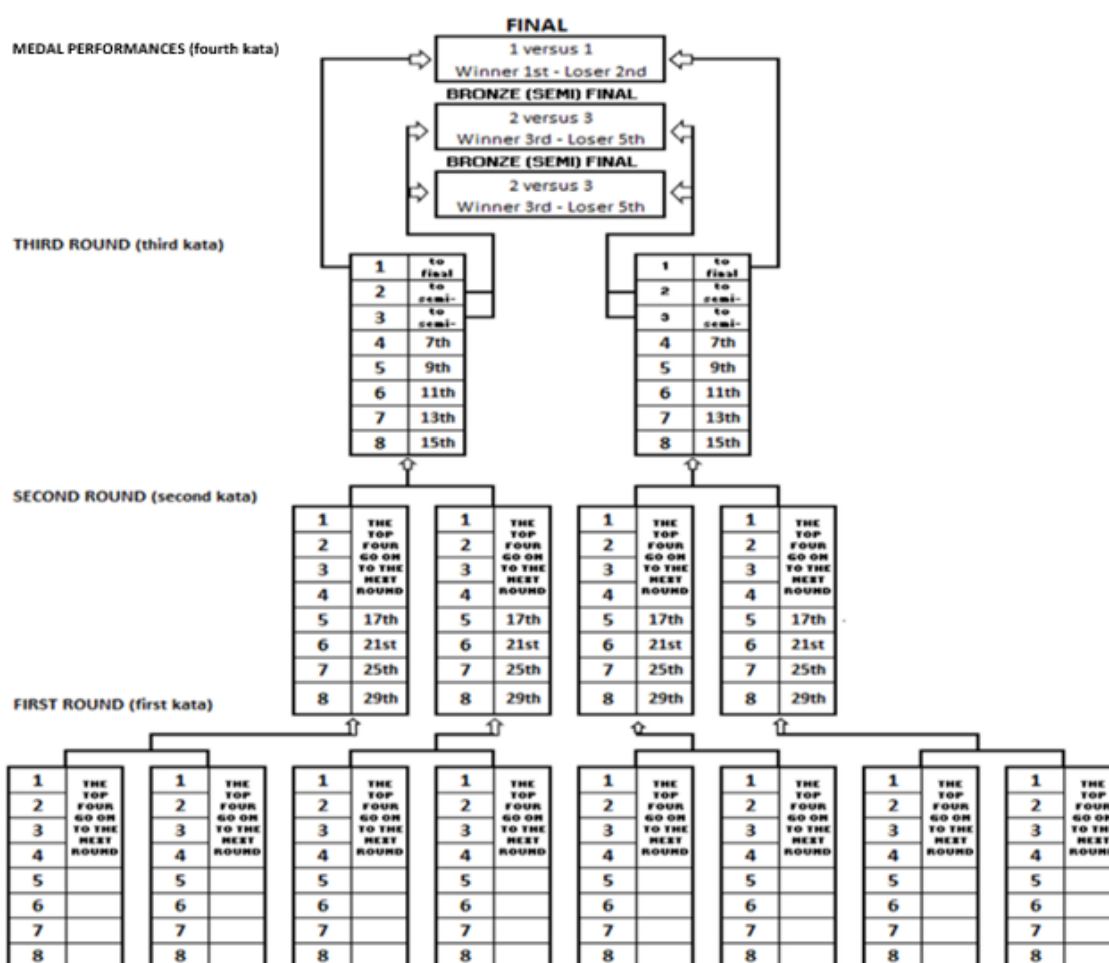
3.7.5 With 4 competitors two groups of two are formed for the first round and the two winners meet to compete for 1<sup>st</sup> while the two losers are placed 3<sup>rd</sup>.

3.7.6 With 5-10 competitors two groups and the three highest scoring of each group go on to medal matches. The group will then follow the normal procedure that the highest scoring Competitor for each group will compete for 1<sup>st</sup> and 2<sup>nd</sup> place - and number 2 will meet number 3 from the other group and vice versa – unless there is only 5 Competitors total – in which case the number 2 competitor in the larger group will win his/her 3<sup>rd</sup> place on bye (walk-over).

3.7.7 If the number of competitors is 11-24, two groups are formed. After the first Kata the 4 top competitors form two groups of four after which the second Kata will determine the ranking for the 6 competitors (3 from each group) that will proceed to compete in the third round for the medals in the normal manner.

3.7.8 If the number of competitors is 25-48, four groups are formed. After the first Kata the top 4 competitors from each group will pass to the second round. In the second round, 16 Competitors are divided in 2 groups in 2 Tatami (8 Competitors for each group) and the second Kata will be performed. After the second round the 4 best competitors for each group (eight in total) will pass to the third round. In the third round, these 8 Competitors are divided into 2 groups (4 contestants for each group) and perform the third Kata. After the third round the 3 best competitors of each group will pass to the medal bouts, performing the fourth Kata.

- 3.7.9 The basic number of Competitors per group is 8 – but where the number of Competitors exceeds 64, but is under 97, the number of Competitors exceeding 64 are distributed over the 8 groups to a maximum of 12 per group.
- 3.7.10 Should the number of Competitors be 97 to 192 the number of groups are doubled to 16 - giving a reduced number of Competitors per group - but still selecting the first four of each group leaving 8 groups of 8 Competitors (a total of 64 Competitors) for the next round.
- 3.7.11 Should the number of Competitors be 193 or more the number of groups are again doubled to 32 to reduce the number of competitors per group, still selecting the first four of each group leaving 16 groups of a total of 128 Competitors for the next round.
- 3.7.12 The following table illustrates the competition format:



3.7.13 Medal performances: The winners of the two pools compete for gold and silver. Number 2 in one of the last two groups pool will then meet number 3 in the other of the last two groups for to compete for the two bronze medals.

3.7.14 The losers of the bronze finals will place 5<sup>th</sup>.

### 3.8 Groups with 4 Competitors Round-robin Elimination System

- 3.8.1 The Competitors will face each other in performing a Kata of their choice.
- The winner of each performance will be defined by the highest score.
  - The winner of each performance will receive 3 points.
  - Is not possible to repeat a Kata during the elimination phase.
  - Competitors who qualify through the elimination phase, will be able to repeat one Kata that was performed during the elimination phase. It will not be allowed to do the same Kata two times in a row.
  - The Competitor with the greatest number of points, when the group concludes, will be the group-winner (3 points per performance won).

It is possible to repeat a kata from the Round-robin in the subsequent performances, but the same kata may never be performed twice in a row.

- 3.8.2 In case of draw between two or more Competitors, the group-winner will be defined as per Section 5.5.
- 3.8.3 In tournaments using groups of 4 Competitors Round-robin elimination the maximum 32 participants are divided in 8 groups of 4 competitors. The winner of each of the eight groups go on to regular quarterfinals, semi-finals and final. The losers to the finalists in the quarter- and semi-finals compete for the bronze medals.
- 3.8.4 Should there be an odd number of participants (due to forfeiture or injury) that place will be considered as a win for the Competitors for the performances that do not take place. Should this happen during the competition itself - any performances already done against the Competitor not completing the Round-robin should not be counted for the previous opponents.
- 3.8.5 The winner and runners-up of each pool is determined by the most won performances. If the number of wins should be equal, the tie will be resolved according to point 5.5.
- 3.8.6 The winners of the semi-finals will then go on the final where they compete for gold and silver.
- 3.8.7 Those who have lost to the finalists in the quarter finals and semi-finals will compete for the bronze medals (One for group 1-4 and one for group 5-8).
- 3.8.8 In round-robin, it is possible for a Competitor to be disqualified from a performance and still continue the competition, completing outstanding performances for the round-robin part of the competition. In this case, his/her opponent wins that performance, and the other results remain.
- 3.8.9 If an already qualified Competitor is disqualified for misconduct at the end of the Round-robin round (SHIKKAKU):
- a) The semi-final opponent will access to the final by bye ("walkover")
  - b) The two other Competitors will compete in the other Semi-final
  - c) Only one bronze medal will be awarded.
- 3.8.10 The following table shows allocation to groups for 32 down to 3 Competitors and determination of qualification from the Round-robin according to the next round:

Number of Competitors/Groups	Competitors per group								Notes
<b>8 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 24-32 Competitors</b>
<b>Seed ▶</b>	<b>6</b>	<b>3</b>	<b>7</b>	<b>2</b>	<b>5</b>	<b>4</b>	<b>8</b>	<b>1</b>	
32	4	4	4	4	4	4	4	4	The first of each Group qualify.
31	4	4	4	4	4	4	4	3	
30	4	4	4	3	4	4	4	3	
29	4	3	4	3	4	4	4	3	
28	4	3	4	3	4	3	4	3	
27	4	3	4	3	3	3	4	3	
26	3	3	4	3	3	3	4	3	
25	3	3	3	3	3	3	4	3	
24	3	3	3	3	3	3	3	3	
<b>6 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 23-28 Competitors</b>
<b>Seed ▶</b>	<b>6</b>	<b>3</b>		<b>2</b>	<b>5</b>	<b>4</b>		<b>1</b>	
23	4	4		4	4	4		3	The first of each Group and the two best seconds qualify.
22	4	4		3	4	4		3	
21	4	3		3	4	4		3	
20	4	3		3	4	3		3	
19	4	3		3	3	3		3	
18	3	3		3	3	3		3	
<b>5 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 17 Competitors</b>
<b>Seed ▶</b>		<b>3</b>		<b>2</b>	<b>5</b>	<b>4</b>		<b>1</b>	
17		3		3	4	4		3	The first of each Group and the three best seconds qualify.
<b>4 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 12-16 Competitors</b>
<b>Seed ▶</b>		<b>3</b>		<b>2</b>		<b>4</b>		<b>1</b>	
16		4		4		4		4	The first and second of each Group.
15		4		4		4		3	
14		4		3		4		3	
13		3		3		4		3	
12		3		3		3		3	
<b>3 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 9-11 Competitors</b>
<b>Seed ▶</b>		<b>3</b>		<b>2</b>				<b>1</b>	
11		4		4				3	The first and second of each Group, as well as the best two number threes qualify.
10		4		3				3	
9		3		3				3	
<b>2 Groups</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 6-8 Competitors</b>
<b>Seed ▶</b>				<b>2</b>				<b>1</b>	
8				4				4	The first and second of each Group, will compete directly in the semifinals.
7				4				3	
6				3				3	
<b>1 Group</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>Participation: 3-5 Competitors</b>
<b>Seed ▶</b>								<b>1</b>	
5								5	Final between first and second of the Group, and only one bronze medal bout.
4								4	
3								3	

### 3.9 Two pool Round-robin competition

3.9.1 For multiple sport games, such as continental games, Olympic Games, or other multisport events, the format of competition will be determined for each event depending on modalities included and restriction in participation.

3.9.2 The format used is normally a two-pool system where the winners of the pools go to the final, while number 2 of the one pool will face number 3 of the other pool and vice versa to meet for the two bronze medals.

### 3.10 Kata competition for those under 14 years of age

3.10.1 There are no specific deviations from the standard rules, but a limitation to the Kata list to less advanced Kata may be used.

### 3.11 Kata competition for those under 12 years of age

3.11.1 There are no specific deviations from the standard rules, but a limitation to the Kata list to less advanced Kata may be used.

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## ARTICLE 4: THE JUDGING PANEL

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- 4.1 For all official WKF competitions the panel of seven Judges for each round will be designated by random selection deploying a computer program.
- 4.2 However, for competitions not counting for WKF World Ranking or Olympic standing, the number of Judges may be reduced to 5 – still eliminating the highest and lowest score.
- 4.3 The same panel of Judges must be deployed for all Competitors in a group for any single round - or group in Round-robin.
- 4.4 For medal bouts, none of the Judges may have the same nationality, as the competitors or have any other kind of conflict of interest such as same country of residency, family ties including in-laws or athlete/coach relationship.
- 4.5 For each mat, one Judge is designated as the Chief Judge and will assume the lead in conducting any required communication with the Software technician and handle any unanticipated issue among the Judges.
- 4.6 Judges-deployment and panel allocation for the eliminatory rounds: The RC Secretary will facilitate to the Software technician handling the electronic drawing system a list containing the Judges available per Tatami. This list is done by the RC Secretary once the Competitors draw is finished and at the end of the Referees' briefing. This list must only contain Judges present at the briefing and must comply with the above-mentioned criteria. Then for the Judges' draw the Software Technician will enter the list in the system and seven Judges out of each Tatami deployment will be randomly selected as judging panel.
- 4.7 For medal performances the Tatami Managers will provide the RC Chairman and the RC Secretary with a list containing available officials from their own Tatami after the last performance of the eliminatory round is finished. Once the list is approved by the RC Chairman, it will be given to the Software Technician for it to be entered into the system. The system will then randomly allocate the Judging panel, which will only contain the seven Judges.
- 4.8 In addition to the Software Technician, and the Announcer of results - for team competitions, the panel for medal rounds are also assisted by a Timekeeper keeping track of the maximum performance time.
- 4.9 As found expedient, the Announcer and the Software Technician operating the electronic judging system may be the same person.
- 4.10 Furthermore, the organisers have to provide Runners for each competition area familiar with the WKF Kata list to collect and record the chosen Kata of the Competitors before each round and bring the listing to the Software technician. The Tatami Manager is responsible for overseeing the operation of the Runner(s).



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## ARTICLE 5: SCORING

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### 5.1 Official Kata list

- 5.1.1 Only Kata from the WKF official Kata list may be performed. The official kata list is found in APPENDIX 1.
- 5.1.2 Names of some Kata are duplicated due to the variations customary in spelling in Romanization. In several instances a Kata may be known under a different name from style (Ryu-ha) to style - and in exceptional instances an identical name may in fact be a different Kata from style to style.

### 5.2 Assessment

- 5.2.1 The performance is evaluated from the bow starting the Kata until the bow ending the Kata except for team medal matches, where the performance, as well as the timekeeping starts at the bow in the beginning of the Kata and ends when the performers bow after completing the Bunkai.
- 5.2.2 Slight variation as taught by the Competitor's style (Ryu- Ha) of Karate will be permitted.

### 5.3 Point system

- 5.3.1 Performances are given a score using a scale from 5.0 to 10.0 in increments of 0.1 - where 5.0 represents the lowest score possible for a Kata that is accepted as performed - and 10.0 represents a perfect performance. A disqualification is indicated by a 0.0 score.
- 5.3.2 The system will eliminate the highest and lowest scores.

JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4	JUDGE 5	JUDGE 6	JUDGE 7	TOTAL
7.6	7.6	<del>8.2</del>	7.7	<del>7.5</del>	7.8	8.1	38.8

- 5.3.3 Bunkai are to be given equal importance as the Kata itself.

### 5.4 Score levels

- 5.4.1 For the purpose of uniform application of the scale used in scoring the following guideline applies:
- 10 Perfect Perfection of performance
  - 9 - 9.9 Excellent World class medal competition
  - 8 - 8.9 Very good High level international competition
  - 7 - 7.9 Good Expected level for international competition
  - 6 - 6.9 Acceptable Performed without distinction
  - 5-5.9 Insufficient Performed with discrepancies
  - 0 Disqualified

### 5.5 Resolving ties

- 5.5.1 Groups with 8 Competitors Elimination System

Ties are resolved by the following steps to determine the winner:

1. The one having the highest score when including also the lowest score obtained in the performance between the two Competitors (Results given by 6 of the 7 Judges).
2. The one having the highest score including both the lowest and highest score obtained in the performance between the two Competitors (Results given by all 7 Judges).
3. Highest World Ranking at the date of the competition.
4. Coin toss (random selection).

#### 5.5.2 Groups with 4 Competitors Round-robin Elimination System

1. Performance result between the pair of Competitors.
2. Number of total points for wins (each 3 points) points (Including all bouts in the group).
3. The one having the highest score when including also the lowest score obtained in the performance between the two Competitors (Results given by 6 of the 7 Judges).
4. The one having the highest score including both the lowest and highest score obtained in the performance between the two Competitors (Results given by all 7 Judges).
5. Highest World Ranking at the date of the competition.
6. Coin toss (random selection).

#### 5.5.3 Two pool round-robin system:

According to rules for the individual event.

- 5.5.4 When resolving draws the Competitors original score is retained. Considerations of other scores for determining the winner between equally scoring Competitors does not change the official score.

### 5.6 Criteria for evaluation

<b>Kata Performance</b>	<b>Bunkai Performance</b> (Applicable to team performances for medals)
<ol style="list-style-type: none"> <li>1. Stances</li> <li>2. Techniques</li> <li>3. Transitional movements</li> <li>4. Timing and synchronisation</li> <li>5. Correct breathing</li> <li>6. Focus (KIME)</li> <li>7. Conformance: Consistence in the performance of the KIHON</li> <li>8. Strength</li> <li>9. Speed</li> <li>10. Balance</li> </ol>	<ol style="list-style-type: none"> <li>1. Stances</li> <li>2. Techniques</li> <li>3. Transitional movements</li> <li>4. Timing &amp; distance (Ma-Ai)</li> <li>5. Control</li> <li>6. Focus (KIME)</li> <li>7. Conformance (to Kata): Using the actual movements as performed in the Kata.</li> <li>8. Strength</li> <li>9. Speed</li> <li>10. Balance</li> </ol>

### 5.7 Fouls

The following fouls, if apparent, must be considered:

1. Minor loss of balance.
2. Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
3. Asynchronous movements, such as delivering a technique before the body transition is completed, or in the case of team Kata; failing to do a movement in unison.
4. Use of audible cues (from any other person, including other team members) or theatrics such as stamping the feet, slapping the chest, arms, or Karategi, or inappropriate exhalation, must be considered very serious fouls by the Judges in their evaluation of the performance of the Kata – on the same level as one would penalize a temporary loss of balance.
5. Belt coming loose to the extent that it is coming off the hips during the performance.
6. Time wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.
7. Causing injury by lack of controlled technique during Bunkai.
8. Simulated unconsciousness for more than 2 seconds at the time as part of the Bunkai.

## **5.8 Disqualification**

A Competitor or a team of Competitors may be disqualified for any of the following reasons:

1. Not announcing the kata, announcing the wrong kata – or performing another kata than pre-announced to the official table.
2. Failing to bow at the beginning and completion of the Kata performance.
3. Not starting the Kata facing the Judges.
4. A distinct pause or stop in the performance.
5. Omitting or adding movements - or otherwise substantially change the performance from its original form.
6. A clear loss of balance causing a fall or recovery step.
7. Belt falling off during the performance.
8. Exceeding the total time limit of 5 minutes duration for Kata and Bunkai.
9. Performing a scissor takedown technique to the neck area in Bunkai (Jodan Kani Basami)
10. Failure to follow the instructions of the Chief Judge or other misconduct (SHIKKAKU).

## **5.9 Excessive celebration and political or religious demonstrations**

- 5.9.1 Competitors are expected to respect the ceremony of salutations before and after the performance. Any excessive celebration, such as falling on one's knees etc., or political or religious expressions, during or immediately after the performance is, prohibited and will be subject to a fine equal to the amount determined by the EC for the protest fee. The Tatami Manager or Chief Referee will notify the official table.

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## ARTICLE 6: OPERATION OF MATCHES

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- 6.1 When deploying the Eight-Group Elimination System the Competitors, or teams, are assigned in groups of eight (or maximum 12) per competition area divided by two pools.
- 6.2 When using the Four-Group Round Robin Elimination System the Competitors, or teams, are assigned in groups of four per competition area divided by two pools.
- 6.3 Before each round the Competitors or teams must submit their chosen Kata to the assigned Runners who will relay the information to the Software Technician of the electronic judging system. The sequence of performance within a group is randomly determined with the exception of any applicable seeding in the first round of elimination.
- 6.4 At the start of each round the Competitors, or teams, will line up at the match area perimeter facing the Judges. (A round is to be understood as one performance of all the Competitors of a group.) Following the bows, initially "SHOMEN NI REI" - and subsequently; "OTAGAI NI REI", the Competitors will then step back out of the Match Area.
- 6.5 When called, each Competitor – or team – will step up to the starting point for the Kata facing the Judges.
- 6.6 The starting point for the performance is anywhere within the perimeter of the competition area.
- 6.7 After the bow the Competitor must announce clearly the name of the Kata that is to be performed and then start the performance.
- 6.8 At the end of the performance, which is defined as the final bow in the Kata, the Competitor(s) must wait for the announcement of the evaluation, bow, and then leave the Tatami.
- 6.9 When using the Group of 8 Competitors Elimination System, at the end of each group all the Competitors of that group will line up - and the operator (speaker) will announce the top Competitors that will pass to the next round. The name of the top four will be shown on the monitor. The Competitors will then bow and leave the mat.

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## ARTICLE 7: OFFICIAL PROTEST

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### 7. General provisions

- 7.1.1 No one may protest about a Judgement to the members of the Refereeing Panel.
- 7.1.2 If a Refereeing procedure appears to contravene the rules, the Competitor's Coach or his/her official representative are the only ones allowed to make a protest.
- 7.1.3 The protest will take the form of a written report submitted immediately after the performance in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction.
- 7.1.4 Any protest concerning application of the rules must not necessarily impede the progression of the competition and the intent to protest should be announced by the Coach or NF representative immediately after the end of the performance.
- 7.1.5 The Coach / NF representative will request the official protest form [APPENDIX 3] from the Tatami Manager and will be expected to have it completed, signed, and delivered to the Tatami Manager with the corresponding fee within 5 minutes after announcing the intent to protest.
- 7.1.6 Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection if such delay, in the opinion of the Appeals Jury, is without reasonable justification and impedes the progression of the competition.
- 7.1.7 The Tatami Manager will immediately add in the names of the officials and hand the completed protest form to a representative of the Appeals Jury. The Appeals Jury will without delay review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for. The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence available in support of the protest.
- 7.1.8 The protest may also be directly decided and announced to the Appeals Jury by the RC Chairman or the Chief Referee of the event, in which case no payment of a protest fee will be applicable.
- 7.1.9 In case of an administrative malfunction during a performance in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Chief Judge.
- 7.1.10 The protest must give the name and country of the Competitors, the Judges officiating, and the precise details of what is being protested. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant. The protest must be submitted to a representative of the Appeals Jury by the Tatami Manager. In due course the Jury will review the circumstances leading to the protested decision.
- 7.1.11 The protester must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with the Tatami Manager who will turn it over to a representative of the Appeals Jury.

- 7.1.12 Any protest should be announced by the Coach or NF representative immediately after the end of the performance.
- 7.1.13 The decision of the Appeals Jury is final and may only be overruled by a decision of the Executive Committee upon request of the WKF President.
- 7.1.14 The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest to start required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.
- 7.1.15 If the protest involves competitors in an ongoing category, then the next round that could involve the athlete must be postponed until the appeal is decided.

## **7.2 Composition of the Appeals Jury**

- 7.2.1 The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC) or the Chief Referee. No two members may be appointed from the same National Federation. They will be numbered from 1 to 3.
- 7.2.2 The RC will also appoint three additional members with designated numbering from 4 to 6 that automatically will replace any of the originally appointed Appeals Jury members in a conflict-of-interest situation. I.e., where the jury member is of the same nationality or have a family relationship by blood or as an In-Law with any of the parties involved in the protested incident, including all members of the Refereeing panel involved in the protested incident.

## **7.3 Appeals Evaluation Process**

- 7.3.1 It is the responsibility of the Tatami Manager receiving the protest to gather the Appeals Jury and deposit the protest sum with WKF for any declined protest.
- 7.3.2 The Appeals Jury will immediately make such inquiries and investigations, as they consider necessary to validate the merit of the protest.
- 7.3.3 Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

### **7.4.1 Declined and accepted protests**

- 7.4.1 If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word "DECLINED", have it signed by each of the members of the Appeals Jury, and inform the protester of the decision.
- 7.4.2 If a protest is accepted, the appeals Jury will liaise with the Organising Commission (OC) and Chief Referee to take such measures as can be practically carried out to remedy the situation including the possibilities of:
- Reversing previous judgments that contravene the rules
  - Voiding results of the affected rounds from the point before the incident
  - Redoing such performances that have been affected by the incident
  - Issuing a recommendation to the RC for any involved Judges evaluated for sanction

- 7.4.3 The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the eliminations is a last option to secure a fair outcome.
- 7.4.4 If the protest is accepted, the Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word "ACCEPTED", and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Chief Referee, and returning the protest fee to the protester.

## **7.5 Incident Report**

- 7.5.1 After handling the incident in the above prescribed manner, the Appeals Jury will meet again and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest.
- 7.5.2 The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee and the Organising Commission.



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**ARTICLE 8: LOCAL ADAPTATION OF RULES**

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- 8.1 Local adaptations of the Kata rules are allowed for national competitions as long as these adaptations do not provide advantage or disadvantage for particular styles of karate.

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**APPENDIX 1: OFFICIAL KATA LIST**

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1	Anan	35	Jiin	69	Passai
2	Anan Dai	36	Jion	70	Pinan Shodan
3	Ananko	37	Jitte	71	Pinan Nidan
4	Aoyagi	38	Juroku	72	Pinan Sandan
5	Bassai	39	Kanchin	73	Pinan Yondan
6	Bassai Dai	40	Kanku Dai	74	Pinan Godan
7	Bassai Sho	41	Kanku Sho	75	Rohai
8	Chatanyara Kusanku	42	Kanshu	76	Saifa
9	Chibana No Kushanku	43	Kishimono No Kushanku	77	Sanchin
10	Chinte	44	Kousoukun	78	Sansai
11	Chinto	45	Kousoukun Dai	79	Sanseiru
12	Enpi	46	Kousoukun Sho	80	Sanseru
13	Fukyugata Ichi	47	Kururunfa	81	Seichin
14	Fukyugata Ni	48	Kusanku	82	Seienchin (Seiyunchin)
15	Gankaku	49	Kyan No Chinto	83	Seipai
16	Garyu	50	Kyan No Wanshu	84	Seiryu
17	Gekisai (Geksai) 1	51	Matsukaze	85	Seishan
18	Gekisai (Geksai) 2	52	Matsumura Bassai	86	Seisan (Sesan)
19	Gojushiho	53	Matsumura Rohai	87	Shiho Kousoukun
20	Gojushiho Dai	54	Meikyo	88	Shinpa
21	Gojushiho Sho	55	Myojo	89	Shinsei
22	Hakusho	56	Naifanchin Shodan	90	Shisochin
23	Hangetsu	57	Naifanchin Nidan	91	Sochin
24	Haufa (Haffa)	58	Naifanchin Sandan	92	Suparinpei
25	Heian Shodan	59	Naihanchi	93	Tekki Shodan
26	Heian Nidan	60	Nijushiho	94	Tekki Nidan
27	Heian Sandan	61	Nipaipo	95	Tekki Sandan
28	Heian Yondan	62	Niseishi	96	Tensho
29	Heian Godan	63	Ohan	97	Tomari Bassai
30	Heiku	64	Ohan Dai	98	Unshu
31	Ishimine Bassai	65	Oyadomari No Passai	99	Unsu
32	Itosu Rohai Shodan	66	Pachu	100	Useishi
33	Itosu Rohai Nidan	67	Paiku	101	Wankan
34	Itosu Rohai Sandan	68	Papuren	102	Wanshu

In reporting the kata to be performed use the designated number. Should there be inconsistency between the number and the name of the kata, the number will be considered the reported kata to be performed.

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## **APPENDIX 2: KATA COMPETITION CATEGORIES**

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Team Kata Senior Male  
Team Kata Senior Female

Team Kata Cadet and Junior Male  
Team Kata Cadet and Junior Female

Individual Kata Senior Male  
Individual Kata Senior Female

Individual Kata Junior Male  
Individual Kata Junior Female

Cadet Kata Male  
Cadet Kata Female

# WKF OFFICIAL PROTEST FORM

## KATA



**The protest must be prepaid**

DATE	COMPETITION	PLACE
..... / ..... / .....		

NAME OF THE COMPETITOR	COUNTRY

PROTEST DESCRIPTION

To be continued on the other side of this page

<b>NAME</b>		Valid as receipt by the WKF
<b>SIGNATURE</b>		

**FOR OFFICIAL USE ONLY**

TATAMI N°			TM Manager:				
PANEL	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Judge 6	Judge 7
<b>NAME</b>							
<b>COUNTRY</b>							