



WORLD KARATE FEDERATION KATA COMPETITION RULES

Valid from 1.1.2024

CONTENT

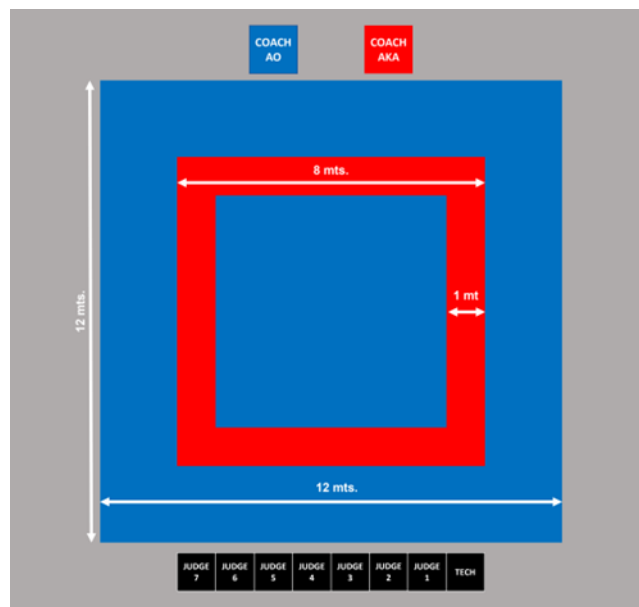
INTRODUCTION	- 3 -
ARTICLE 1: KATA COMPETITION AREA	- 3 -
ARTICLE 2: OFFICIAL ATTIRE	- 4 -
ARTICLE 3: ORGANISATION OF KATA COMPETITION	- 8 -
ARTICLE 4: THE JUDGING PANEL	- 13 -
ARTICLE 5: EVALUATION	- 14 -
ARTICLE 6: OPERATION OF MATCHES	- 19 -
ARTICLE 7: OFFICIAL PROTEST	- 20 -
ARTICLE 8: ELIGIBILITY TO COMPETE	- 23 -
ARTICLE 9: LOCAL ADAPTATION OF RULES	- 25 -
ARTICLE 10: ISSUES NOT SPECIFICALLY COVERED BY THE RULES	- 26 -
APPENDIX 1: OFFICIAL KATA LIST	- 27 -
APPENDIX 2: KATA COMPETITION CATEGORIES	- 28 -
APPENDIX 3: KATA PROTEST FORM	- 29 -
APPENDIX 4: SUMMARY TABLE OF WINNING CRITERIA AND TIE RESOLUTION	- 30 -

INTRODUCTION

The purpose of the Kata Rules is to provide standardized rules for all levels of Championships promoted or recognized by the World Karate Federation (WKF), WKF Continental Federations, and WKF Member National Federations. The Competition Rules are intended to ensure that all matters related to competitions are conducted in a safe, fair, and orderly manner.

ARTICLE 1: KATA COMPETITION AREA

- 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.
- 1.2 The Judges sit behind a table facing the middle of the tatami having AO to the left and AKA to the right.
- 1.3 There must be no advertisement hoardings, walls, pillars etc. within one metre of the safety area's outer perimeter.
- 1.4 Coaches will be seated outside the safety area, on their respective sides of the Tatami towards the official table. In cases where the configuration of Tatami makes it impractical to place the Coaches facing the official table, they may instead be placed on each side of the official table.
- 1.5 The following illustration shows placement around the competition area.



ARTICLE 2: OFFICIAL ATTIRE

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 tie pin
- 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.

It is strictly forbidden for judges to wear smart-watches or make use of private electronic devices within the confines of the field of play.

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.

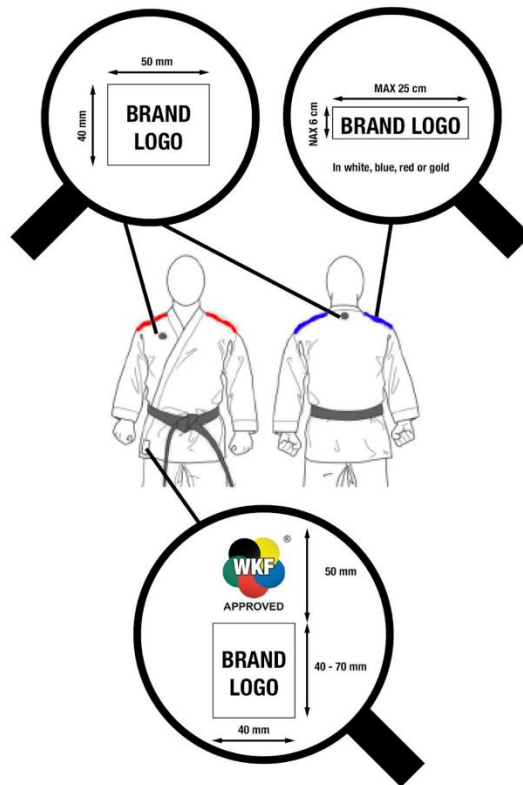
2.1.5 If the Chief Judge agrees, officials may be allowed to remove their blazers.

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 the draw. This applies equally to individuals and teams. 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 AD
-  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 (BRAND LOGO) other than the customary label from the manufacturer. Belts of grade cannot be worn during the bout.
 - 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 (BRAND LOGOS) 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 and done, or approved by, the Tournament Doctor.
- 2.2.9 In the case of Continental Federations, they will limit themselves to providers and brands already approved for WKF. National Federation must also accept all WKF approved equipment for all local, regional or national competitions.
- 2.2.10 Competitors that appear at the competition area with unauthorized equipment or irregular Karategi will be given one minute to correct the attire, and the Coach based on the report from the Chief Referee may have his/her coaching license suspended for a period of up to 6 months starting the date after the applicable tournament unless the equipment and attire has been checked beforehand by a WKF Controller.

2.3 Coaches

- 2.3.1 Coaches must at all times during the tournament, wear the official tracksuit of their National Federation, wear shoes, and display their official identification. The exception is

bouts/matches for medals in official WKF events, where male Coaches are required to wear a dark suit, shoes covering the feet, shirt and tie. Female Coaches may choose to wear a dress, pantsuit, or a combination of jacket and skirt in dark colours and shoes. Sandals, or any other open-toe shoes, are prohibited.

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 Chief Referee can allow Coaches to use the federations official Team t-shirt or a plain coloured t-shirt without writing or logos instead of the track suit jacket.

ARTICLE 3: ORGANISATION OF KATA COMPETITION

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 All Kata competition take the form of pitting one Competitor against another or one Team against another (One-on-one competition). The individual Competitors or Teams are designated as AKA (red) and AO (blue). The designation of colour is done by random drawing.
- 3.1.3 The Competitor or Team designated as AKA will perform first.
- 3.1.4 Competitors must at all times follow the instructions given by the Chief Judge.

3.2 Definitions

- 3.2.1 *A “bout” refers to the performance of one kata by one Competitor versus another.*
- 3.2.2 *A “match” refers to the performance of one kata, including Bunkai for medal matches, by one Kata Team versus another.*
- 3.2.3 *The term “group” is here used about the Competitors participating in one of the eight or more groups in the Round-robin phase for individual competition or the group of five Teams participating in round-robin Team competition.*
- 3.2.4 *The term “pool” is used for each of the two halves of the total number of Competitors in a category forming the two paths of advancement towards competing for the medals.*

3.3 Competition systems

- 3.3.1 Kata competition can be organised in several ways:
- a) Elimination system with repechage for individuals or Teams. (Used unless otherwise specified for the competition).
 - b) Round-robin in groups followed by elimination for individuals or Teams. (Used for individual Premier League competitions and the Senior World Championships for both individuals and Teams).
 - c) Two-pool Round-robin system (used for multiple sport games)
- 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. If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this must be clearly announced in the tournament bulletin.

3.4 Seeding and order of performance.

- 3.4.1 For World Individual Championships – Phase 2, and Karate 1- Premier League, the four top ranked Competitors in the WKF World Ranking present as per the day before the competition are seeded.
- 3.4.2 For World Senior Team Championships the 3 medallist Teams (gold, silver and bronze) plus the loser of the bronze from the previous World Senior Team Championships will be seeded.

[Transition note: For the first Team World Championship following the event in Budapest 2023, the seeded Teams will be both bronze medal winners instead of one bronze winner and the loser of the bronze final – as Budapest is the last World Team Championships with two bronze medals.]

3.5 Team kata

- 3.5.1 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. Each Team is exclusively male, or exclusively female.
- 3.5.2 In Team Kata, all three Team members must start the Kata facing in the same direction and towards the Judges.
- 3.5.3 The members of the Team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.
- 3.5.4 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).
- 3.5.5 There is no bow between the Kata and the Bunkai. Both elements are part of the same performance.
- 3.5.6 The total time allowed for the Kata & Bunkai demonstration combined is 5 minutes.
- 3.5.7 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.
- 3.5.8 Playing unconscious while performing Bunkai is inappropriate: After being downed the Competitor should either raise to one knee or stand up within 2 seconds.
- 3.5.9 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.

3.6 Elimination with repechage

- 3.6.1 In elimination with repechage the Competitors/Teams are divided in two pools where in each pool the Competitors/Teams are pitted against each other until the winner of each pool qualify for the finals. Those who lost to the two finalists will then form two new pools and compete until there are two Competitors/Teams left in each pool to compete against each other for the two bronze medals.

3.7 Round-robin groups followed by elimination – Individuals and Teams

- 3.7.1 The Competitors or Teams will face each other in performing a Kata of their choice. For team medal matches the Bunkai will follow as an integrated part of the performance.
- 3.7.2 In individual round-robin competition using groups of 4 Competitors the maximum 32 participants are divided in 8 groups of 4 Competitors or less . 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.
- 3.7.3 In Phase 1 of the Individual World Championships for the round-robin competition the Competitors are divided in 6, 8, 12, or 24 groups according to the number of registered competitors and the winners and best runners-ups of each group will form 6 pairs competing for the 6 places qualifying for the Phase 2 of the World Individual Championships.
- 3.7.4 For the World Senior Teams Championships, the Round-robin system followed by semi-finals and final is applied. 5 Teams are allocated to each group. The winners of each group then compete in semi-finals and final. After the Group Phase, the Group Winners passes to the Semi-Finals where the bout winners head to the Finals and the losers head to the bronze medal match. The winner of the finals receives the gold medal while the loser receives a silver medal. The winner of the bronze match will take bronze while the losing Team is not awarded a medal.
- 3.7.5 The winner and runners-up of each pool is determined by the most won bouts/matches. If the number of wins should be equal, the tie will be resolved according to Article 5.
- 3.7.6 In individual competition 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). For Teams competition those Teams that have lost for the finalist will compete for the one bronze medal.
- 3.7.7 In round-robin, it is possible for a Competitor or Team 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, the opponent wins that performance, and the results of the other bouts or matches remain.
- 3.7.8 If an already qualified individual Competitor is disqualified for misconduct at the end of the Round-robin round (SHIKKAKU):
- a) The Quarter-final opponent will access to the Semi-final by bye ("walkover").
 - b) The other Competitors will compete in the other Quarter-final.
- 3.7.9 If an already qualified Team 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 Teams will compete in the other Semi-final where the winner goes to the finals and the loser get the bronze medal.

3.7.10 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
8 Groups	1	2	3	4	5	6	7	8	Participation: 24-32 Competitors
Seed ▶	6	3	7	2	5	4	8	1	
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	
6 Groups	1	2	3	4	5	6	7	8	Participation: 18-23 Competitors
Seed ▶	6	3		2	5	4		1	
23	4	4		4	4	4		3	The first of each Group and the two best runner-ups 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	
5 Groups	1	2	3	4	5	6	7	8	Participation: 17 Competitors
Seed ▶		3		2	5	4		1	
17		3		3	4	4		3	The first of each Group and the three best runner-ups qualify.
4 Groups	1	2	3	4	5	6	7	8	Participation: 12-16 Competitors
Seed ▶		3		2		4		1	
16		4		4		4		4	The first and runner-up of each Group.
15		4		4		4		3	
14		4		3		4		3	
13		3		3		4		3	
12		3		3		3		3	
3 Groups	1	2	3	4	5	6	7	8	Participation: 9-11 Competitors
Seed ▶		3		2				1	
11		4		4				3	The first and runner-up of each Group, as well as the best two number threes qualify.
10		4		3				3	
9		3		3				3	
2 Groups	1	2	3	4	5	6	7	8	Participation: 6-8 Competitors
Seed ▶				2				1	
8				4				4	The first and runner-up of each Group, will compete directly in the semifinals.
7				4				3	
6				3				3	
1 Group	1	2	3	4	5	6	7	8	Participation: 3-5 Competitors
Seed ▶								1	
5								5	Final between first and runner-up of the Group, and only one bronze medal bout.
4								4	
3								3	

3.7.11 Should both Competitors, or teams, be disqualified for technical mistake during a medal bout/match, they will both perform an additional kata to determine the result. If this pertains to teams, no Bunkai will be required.

3.8 Two pool Round-robin competition

3.8.1 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 Kata competition for those under 14 years of age

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

3.10 Coaching

- 3.10.1 In World Championships, Kata coaches need to be part of a National Federation delegation and have the required Coach certification level, when acting during the bout of a Competitor.

ARTICLE 4: THE JUDGING PANEL

- 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 For each mat, one Judge is designated as the Tatami Manager and will assume the lead in conducting any required communication with the Software technician and handle any unanticipated issue among the Judges.
- 4.3 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.
- 4.4 For medal bouts 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.
- 4.5 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.
- 4.6 As found expedient, the Announcer and the Software Technician operating the electronic judging system may be the same person.
- 4.7 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).

ARTICLE 5: EVALUATION

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 Number of Kata required

- 5.2.1 In principle a Competitor or Team are to perform a different kata for each round. However, no more than five (5) different kata are required to complete a competition. If the number of participants require a sixth round to win, a kata previously performed may be repeated (only in this sixth bout/match) as long as no kata is repeated twice in succession, one round after the other. The same principle should be applied if a seventh round is required to win.
- 5.2.2 For competition for those under 14 years of age no more than four (4) kata is required, and above rule of repetition will apply from the fifth round with further repetitions allowed along the same principle for subsequent rounds.
- 5.2.3 Each Competitor/Team are free to select which kata to use for each round provided that the relevant kata is announced for each round and follow the above rules from repetition. The possibility of repeating kata is an opinion and do not prevent any Competitor or Team to perform a new kata for each round regardless of the number of rounds required to win.

5.3 Assessment

- 5.3.1 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.
- 5.3.2 Slight variation as taught by the Competitor's style (Ryu- Ha) of Karate will be permitted.

5.4 Point system

- 5.4.1 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.
- 5.4.2 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	8.2	7.7	7.5	7.8	8.1	38.8

5.4.3 Bunkai are performed for medal matches and are to be given equal importance as the Kata itself.

5.5 Decision

5.5.1 Results of a bout or match are based on the points awarded of five of the seven judges eliminating the highest and lowest score.

5.5.2 Should the score be equal; the winner is the one having the highest score when including also the lowest score obtained in the performance between the two (Results given by 6 of the 7 Judges).

5.5.3 Should the score be equal after also including the lowest score; the winner is the one having the highest score including both the lowest and highest score obtained in the performance between the two (Results given by all 7 Judges).

5.5.4 Should the score be equal after including all the 7 judges, the winner is the one with the most votes as the winner from all the 7 judges.

5.5.5 For each bout/match won in Round-robin, the Competitor/Team earns 3 Victory points and the loser zero victory points no draw is allowed.

5.5.6 For the purpose of uniform application of the scale used in scoring the following guideline applies:

- 10 Perfect
- 9 - 9.9 Excellent
- 8 - 8.9 Very good
- 7 - 7.9 Good
- 6 - 6.9 Acceptable
- 5 - 5.9 Insufficient
- 0 Disqualified

5.6 Criteria for evaluation

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

5.7 Fouls

The following fouls, if apparent, must be considered:

1. Announcing the kata before, instead of after, the bow.
2. Minor loss of balance.
3. Performing a movement in an incorrect or incomplete manner such as failure to fully execute a block or punching off target.
4. 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.
5. 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.
6. Belt coming loose to the extent that it is coming off the hips during the performance.
7. Time wasting, including prolonged marching, excessive bowing, or prolonged pause before starting the performance, including using more than 35 seconds from the name of the Competitor/Team is announced on the monitor until the first technique of the kata.
8. Causing injury by lack of controlled technique during Bunkai.
9. 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. Having to take a corrective step to recover from a total loss of balance or have a fall.
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.

5.10 Determining the winner of bout in individual competition or a Team match using the elimination system

- 5.10.1 For both individual bouts and Team matches using the elimination system, the winner is the Competitor or Team that obtains the highest score as indicated in 5.5.

5.11 Determining the winner of a round-robin group and resolving ties in individual competition

To determine the group winner of individual round robin-competition, and resolving ties, the following steps are taken in order of precedence to determine the winner:

- 1) Most victory points scored for all bouts.
- 2) Winner of the bout between the Competitors in a tie.
- 3) The highest of Sum of judges picking the Competitor as winner in all the bouts in the group.
- 4) Competitor having the highest World Ranking.
- 5) Performance of an extra kata for Competitors still in a tie.

For each case of a tie, return to criterion 2.

5.12 Determining the winner of a round-robin group and resolving ties, in Team competition

To determine the group winner of a round-robin group, and resolving ties, the following steps are taken in order of precedence to determine the winner:

- 1) Most victory points scored for all matches.
- 2) Winner of the match between the Teams in tie.
- 3) The highest of Sum of judges picking the Team as the winner for all the matches in the group.
- 4) Performance of an extra kata for Teams still in a tie.

For each case of a tie, return to criterion 2.

ARTICLE 6: OPERATION OF MATCHES

- 6.1 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.
- 6.2 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.
- 6.3 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.
- 6.4 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.
- 6.5 The starting point for the performance is anywhere within the perimeter of the competition area.
- 6.6 Where a countdown clock is provided on the monitor, the Competitor or Team is allowed 35 seconds from the name of the Competitor or Team is announced on the monitor until execution of the first technique of the kata.
- 6.7 After the bow the Competitor or Team must clearly announce the name of the Kata that is to be performed and then start the performance.
- 6.8 When is the Competitor or the Team is called (as soon as the Competitor or team's name appears on the screen), the Competitor or Team must promptly proceed to the starting point for the Kata, facing the Judges without any prolonged marching. After the bow, the name of the kata will be announced, and the performance will begin without any further delay.
- 6.9 The match begins with a bow to the judges and then the Competitors bow to each other. The Competitor/Team with the red belt (AKA) performs the kata first, followed by the Competitor/Team with the blue belt (AO) upon completion of AKA's kata. The Competitor/Team not performing is to stand next to the perimeter of the competition area and refrain from moving or talking to avoid disturbing the other Competitor(s) `performance.
- 6.10 At the end of the performance, which is defined as the final bow in the Kata, the Competitor(s) must return to the end of the competition area to wait for the announcement of the winner.
- 6.11 When a Competitor or Team has completed the Kata the judges (including the Chief Judge) give their score by electronic device, or if such is not used, by raising the flag for AKA or AO.
- 6.12 Once the announcement of the winner is given the Competitors or Teams will upon the signal "OTAGAI NI REI" bow to each other, and on "SHOMEN NI REI" bow to the Judges and leave the Tatami.

ARTICLE 7: OFFICIAL PROTEST

7.1 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 bout 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 bout.
- 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 bout 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 bout.
- 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 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 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.
- 7.4.3 After 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 bouts that have been affected by the incident
- Issuing a recommendation to the RC for any involved Judges evaluated for sanction.

7.4.4 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.

7.5 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.

ARTICLE 8 ELIGIBILITY TO COMPETE

8.1 Age

- 8.1.1 Allocation of age category is determined by the age of the Competitor on the first day of competition of the event.
- 8.1.2 The senior categories for Kumite and Kata refer to different age groups. In the senior kumite categories athletes must be 18 years old, while in the Kata senior categories athletes must be at least 16 years old, both defined by 8.1.1.
- 8.1.3 Participants in Under 21 categories must be 18, 19 or 20 years old, Junior categories they must be 16 or 17 years old, Cadet categories they must be 14 or 15 years old, and Under 14 categories they must be 12 & 13 years old.

8.2 NF Quota per Event

- 8.2.1 Each National Federation at the Cadet, Junior, & U21 World Championships, Individual World Senior Championships - "Final Phase", and the Team World Senior Championships is limited to 1 Competitor per category.
- 8.2.2 Specific limitations may apply at the Individual Senior World Championships - "Qualification Phase". If an NF already has a qualified athlete in a category of the Individual Senior World Championships - "Final Phase", they may not register another athlete for the same category in the Individual World Championships - "Qualification Phase".
- 8.2.3 Karate 1 -Events are open competitions where all WKF members are permitted to participate without restriction of 1 Competitor per NF. Notwithstanding, participants must be members of a National Federation which is recognized by the WKF.
- 8.2.4 Multi-sport Events like the ANOC- Beach Games, World Games, Olympics may apply other criteria, to be defined in their respective Qualification System.

8.3 Nationality

- 8.3.1 With the following exceptions, only Nationals of a country may take part in the World Championships and WKF official events representing their country.
- 8.3.2 As a general rule, a Competitor who has represented one country in a WKF official event or World Championships cannot represent another country at an official WKF event or at a World Championships.
- 8.3.3 Nevertheless, if a Competitor who has taken part in one of those events obtains by marriage the nationality of the spouse, he or she may represent the spouse's country.
- 8.3.4 A Competitor who possesses dual nationality (i.e., one by virtue of the law of one country, the other by virtue of the law of another country) may only represent one or another country as the Competitor in question selects. Once having represented both countries, WKF EC approval will be necessary for a further change, following a reasoned written demand by the relevant NF to the WKF President.

- 8.3.5 A Competitor may represent the country of his birth and of which the Competitor is a National unless he opts to take the nationality of his father or mother.
- 8.3.6 A naturalized Competitor (or one who has changed his nationality by naturalization) may not participate in the World Championships representing his new country until three years after his naturalization. The period following naturalization may be reduced or even cancelled with the agreement of the two NFs concerned and the final approval of the WKF EC.
- 8.3.7 If an associated State, Province, or Overseas Department, a Country or former Colony acquires independence, or a country incorporated within another country by reason of a change of border, or if a new NF is recognized by WKF, a Competitor may continue to represent the country to which he or she belongs or belonged. However, he may choose to represent his new country or his new NF in the World Championships.
- 8.3.8 In instances where the WKF has recognized more than 1 (one) NF for which members hold the same national passport (i.e., for a country and its protectorates with separate governing national sporting bodies), the Competitor may only compete for the NF of residence, provided that has not yet competed for the other (s) NF(s) in WKF official events.
- 8.3.9 In order to get the transfer to another NF of which the nationals hold the same passport, it will be enough with the agreement between the 2 (two) NFs involved to confirm any change to the WKF concerning the status of a Competitor. In case of disagreement between the NF's, any change will have to be approved by the WKF EC. In this case, the Competitor through the NF concerned will have to prove to the WKF's satisfaction the residency in the territory governed by the other NF, or failing this, the relationship with the other NF that makes the change justifiable.
- 8.3.10 Once the Competitor has represented all the NFs involved, the WKF EC approval will be necessary for any further change.

ARTICLE 9: LOCAL ADAPTATION OF RULES

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.

ARTICLE 10: ISSUES NOT SPECIFICALLY COVERED BY THE RULES

From time-to-time situations may occur where the rules fall short of giving specific instructions to resolve an issue. In such instances the Chief Referee for the competition has the authority to resolve the issue by applying analogue resolutions to similar cases found in the rules or her/his best judgement. Before making a decision, the Chief Referee may consult the assigned WKF Representative for the tournament or escalate the issue to the Sports Commissioner for consultation before taking a decision.

APPENDIX 1: OFFICIAL KATA LIST

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	Kousokun	78	Sansai
11	Chinto	45	Kousokun Dai	79	Sanseiru
12	Enpi	46	Kousokun 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 (Gekisai) 1	51	Matsukaze	85	Seishan
18	Gekisai (Gekisai) 2	52	Matsumura Bassai	86	Seisan (Sesan)
19	Gojushiho	53	Matsumura Rohai	87	Shiho Kousokun
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.

APPENDIX 2: KATA COMPETITION CATEGORIES

Team Kata Senior Male (16+ years)

Team Kata Senior Female (16+ years)

Team Kata Cadet and Junior Male (14 - <17 years)

Team Kata Cadet and Junior Female (14- <17 years)

Individual Kata Senior Male (16+ years)

Individual Kata Senior Female (16+ years)

Individual Kata U21 (18 - <21) Male

Individual Kata U21 (18 - <21) Female

Individual Kata Junior Male (16 - <18 years)

Individual Kata Junior Female (16 - <18 years)

Individual Cadet Kata Male (14 - <16 years)

Individual Cadet Kata Female (14 - <16 years)

Youth Kata U14 Male (12- <14 years)

Youth Kata U14 Female (12- <14 years)

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

NAME		Valid as receipt by the WKF
SIGNATURE		

FOR OFFICIAL USE ONLY

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

APPENDIX 4: SUMMARY TABLE OF WINNING CRITERIA AND TIE RESOLUTION

KATA			
Individual		Teams	
Round-robin	Elimination	Round-robin	Elimination
Criteria for winning bout or match			
1. Highest score 5 judges *)	1. Highest score 5 judges *)	1. Highest score 5 judges *)	1. Highest score 5 judges *)
2. Highest score 6 judges **)	2. Highest score 6 judges **)	2. Highest score 6 judges **)	2. Highest score 6 judges **)
3. Highest score 7 judges ***)	3. Highest score 7 judges ***)	3. Highest score 7 judges ***)	3. Highest score 7 judges ***)
4. Majority of judges for bout ****)	4. Majority of judges for bout ****)	4. Majority of judges for match ****)	4. Majority of judges for match
Criteria for winning Round-robin group and resolving ties			
1. Most total victory points		1. Most total victory points	
2. Winner of bout between the two		2. Winner of match between the two	
3. Majority of judges, all bouts ****)		3. Majority of judges all matches ****)	
4. Highest World Ranking		4. Extra match - new kata	
5. Extra bout - new kata		For each pair compared the criteria must be considered from the beginning of the list.	
For each pair compared the criteria must be considered from the beginning of the list.			
		*) Eliminating highest and lowest score of the 7 judges	
		**) Including points from judge with lowest score	
		***) Including all the judges giving both lowest and highest score	
		****) Meaning all the judges that have picked the competitor or team as winner	
All winning criteria are listed numerically in order of precedence from the top down			