



WORLD KARATE FEDERATION

PARA KARATE

KATA COMPETITION RULES

EFFECTIVE FROM 01.03.2021

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1. INTRODUCTION

Para Karate is the modality of Karate adapted for Athletes with disabilities. The Para Karate Kata Competition Rules and Regulations have been formulated to preserve Athlete safety, as well as to promote fair competition by means of a transparent and consistent set of standards. These rules are applicable to and must be followed by all Athletes, Coaches, Classification Personnel, Judges and other Support Personnel who organize and/or participate in any WKF-recognized Para Karate Competition.

The following Rules and Regulations are mandatory for all WKF Para Karate events, as well as for other WKF-recognized competitions. Any competition that does not follow the standards of these sets of Rules cannot be recognized as a WKF Para Karate Competition.

2. DISCIPLINE, CATEGORIES AND SPORT CLASSES

2.1 DISCIPLINE AND OVERALL CATEGORIES

1. In Para Karate competitions, **Individual Kata only** is performed. There are three general Categories for Individual Kata in Para Karate:
 - a) Visually Impaired Athletes
 - b) Intellectually Impaired Athletes
 - c) Wheelchair Users (Physically Impaired Athletes)
2. These categories are divided into **Sport Classes**, according to functional classification of the Athlete's disability (as described in the WKF Para Karate Classification Rules), and a **Compensation Score** in the form of Extra Points is given according to the degree of Impairment.
3. **Athletes with more than one type of impairment will be allowed to compete only in one sport class during the championships. Athletes will be classified strictly according to the impairment criteria of the category in which they are registered.**
4. Classification in Para Karate consists of a score compensation system by means of Extra Points, which are issued to an Athlete according to the influence of his or her particular impairment when performing the Kata. This limitation in performance will be assessed by expert WKF Classifiers during the Classification Session. The Classification Panel will give the Athlete a Compensation Score that will later be added to the Judges' Score, as explained further in the Scoring section.

(For more information on Classification, please refer to the **WKF Para Karate Classification Rules**)

2.2 PARA KARATE SPORT CLASSES

Sport Classes are competition subcategories that are divided according to degree of disability, in order for the Athlete to compete in a Class that best allows for fair representation according to his/her impairment level, while allowing for the Athlete to express his/her maximum athletic and technical potential. WKF Sport Classes are as follows, divided by gender (male or female):

1. Visually-Impaired Athletes: K10 – Athletes with Visual Impairment
Blindfolds are required for all Visually Impaired Athletes.
2. Intellectually-Disabled Athletes: K21 – Athletes with low to moderate Intellectual Disability
K22 – Athletes with more severe impairment
3. Wheelchair Athletes: K30 – Athletes with Physical or Motor Disabilities

Class K30 will compete using Wheelchairs. All other classes will perform the Kata standing up.

3. KATA COMPETITION AREA

1. The Competition Area will be a WKF-Approved matted square, with sides of a minimum of eight metres (measured from the outside), with an additional one metre on all sides as a safety area. There will be a clear safety area of two metres on each side. When an elevated Competition Area is used, the safety area should be of an additional one (1) metre on each side.
2. The mats are to be of uniform colour, with the exception that the outer meter of the 8 x 8 metre mats that must be of a different colour.
3. **If bouts take place on a platform:**
 - a) The Accompanying Person of the Intellectually Impaired Athletes and Visually Impaired Athletes (Coach or registered Assistant) will sit on the chair on the platform next to the Athlete.
 - In case the Athlete is accompanied by the Coach, the Coach will sit on the chair on the platform next to the Athlete.
 - In case the competitor has a registered Assistant, who must accompany him/her, the Assistant will sit on the chair on the platform next to the Athlete, and the Coach will sit on the chair for Coaches, as described in the WKF Karate Competition Rules for Kata.
 - b) The Coach of the Physically Impaired (Wheelchair) Athletes will sit on the chair for Coaches, as described in the Appendix 13.1.
4. **The whole Competition Area must be without any type of obstacle that hinders movement.**
5. 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.

6. There must be one changing room for males and one for females; **changing room doors must be at least 1 meter wide**. There must be a treatment couch or bench available for Athletes to be able to change their clothing.
7. In any unforeseen incident, such as additional Classification testing, Doping Control, fire or other need for emergency evacuation, **the national Coaches are directly responsible for safe removal of the Athletes.**

EXPLANATIONS:

- I. *For the proper performance of Kata, a stable, smooth surface is required. Usually the matted Kata areas (tatami) for kumite competitions will be suitable.*
- II. *Athletes must have the opportunity to come to the hall, testing rooms, Doping Control stations, warm-up area, dressing area, lavatories and spectators' areas without any barriers, especially for Wheelchair Athletes and Visually Impaired Athletes. This applies in particular to Competition Areas on platforms, which are also to be made easily accessible for Wheelchair Athletes by means of a safe, driveable ramp.*
- III. *Should final bouts or competitions take place on a platform, the Accompanying Person (Coach or Assistant, if necessary) will bring the Athletes onto the platform via steps or a ramp and take them to the competition perimeter (see Appendix 13.1.). After the bout, the Athletes will be taken back to the exit of the platform and guided from the platform by the Accompanying Person. In case the Athlete is guided to the platform only by the Coach who stays sitting on the platform next to the Athlete, the Coach's chair next to the platform remains empty.*
- IV. *There must be no advertisement boards, walls, pillars, etc. within one metre of the safety area's outer perimeter.*
- V. *The mats used should be non-slip on the surface in direct contact with the floor, but they must also have a low coefficient of friction on the upper surface. The Tatami Manger must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard. The mats must be WKF-approved.*

4. OFFICIAL DRESS

4.1. COMPETITORS

1. Competitors must wear a white karategi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC. 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 (see Appendix 13.5). Only the original manufacturer's labels may be displayed on the gi. In addition, identification issued by the Organising Committee will be worn on the back. Competitors must wear a plain red or blue belt, as per designated pool of competitors. The 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. The belts are to be without any personal embroideries or advertising or markings other than the customary label from the manufacturer.



2. Notwithstanding paragraph 1 above, the Executive Committee may authorise the display of special labels or trademarks of approved sponsors.
3. 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. Female Competitors may wear a plain white T-shirt beneath the Karate jacket. Jacket ties must be tied. Jackets without ties may not be used.
4. 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. Jacket sleeves may not be rolled up.
5. 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.
6. Competitors must keep their hair clean and cut to a length that does not obstruct smooth conduct of the kata performance. Hachimaki (headband) will not be allowed. Should the Referee consider any Competitor's hair too long and/or unclean, he/she may disbar the Competitor from the bout. 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.
7. Competitors may use WKF approved religiously mandated headwear: A black plain fabric head scarf covering the hair, but not the throat area.
8. Competitors must not wear metallic or other objects.
9. **Wheelchair Athletes** may protect their feet from injuries by wearing **sport shoes**. These must be completely white and without any logo or manufacturer trademarks. The shaft may only go to the ankles. Socks may be worn but must be of white colour and no longer than the shoe shaft.
10. Prescription Sports Glasses are allowed for Intellectually impaired Athletes and Wheelchair Athletes only. All glasses must be secured to the head with a strap and must remain firmly in place at all times during use, without falling off. The use of sports glasses must be approved by the Para Karate Commission. Contact lenses may be worn at the Competitor's own risk.
11. The wearing of unauthorised apparel or equipment is forbidden.
12. It is the duty of the Match Supervisor to ensure before each bout that the Competitors are wearing the approved equipment. (In the case of National Federation, Continental Federation or International Championships, it should be noted that WKF-approved equipment must be accepted and cannot be refused).
13. The use of bandages, padding, or supports for injuries must be approved by the Referee on the advice of the Tournament Doctor.

4.2. COACHES AND COMPETITORS ASSISTANTS

1. Coaches and Competitors' Assistants shall wear the official tracksuit of their National Federation and display their official identification at all times during the tournament, 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. Coaches may wear WKF-Approved religiously mandated headwear for Referees and Judges.

2. Should bouts or competitions take place on a platform, the competitor may be guided to the platform by the Coach (K10, K21, K22, and K30) or the Assistant (for the K10, K21 and K22 categories).

4.3. JUDGES

1. Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments, briefings, and courses.
2. The official uniform will be as follows:
 - A single-breasted navy-blue blazer (colour code 19-4023 TPX).
 - A white shirt with short sleeves.
 - An official tie, worn without tiepin.
 - A black whistle.
 - A discreet white cord for the whistle.
 - Plain light-grey trousers without turn-ups.
 - Plain dark blue or black socks and black slip-on shoes for use on the match area.
 - Religiously mandated headwear that is WKF approved and discreet earrings.
 - Judges may wear a plain wedding band.
 - Female Judges may wear a hairclip and discreet earrings.

EXPLANATION:

- I. *The Karate gi jacket may not be removed during the performance of the Kata.*
- II. *Contestants who present themselves incorrectly dressed or that do not comply with these rules will be given one minute in which to remedy the situation.*
- III. *The Assistant does not have to have an official license but must obey the WKF rules for Coaches, as must also the official Coach.*
- IV. *Assistants and official Coaches who do not obey the WKF rules may be suspended from the competition. In such case, participation of the Athlete is still permitted, with no consequences for the Athlete.*

3. EQUIPMENT

1. The IPC Policy on Sports Equipment (outlined in the IPC Handbook) applies to all recognized competitions. The approved equipment should offer similar conditions between Athletes in the same Sport Class (as well as offering safety, in some cases), to allow a fair comparison between the Athletes and their actual physical-technical abilities.

2. The accepted accessory equipment are blindfolds (class K10), sports glasses (classes K21, K22 and K30), and wheelchairs and leg straps (class K30). Prostheses, canes, crutches, and other equipment used for physical support are not allowed in Competition.

3.1. BLINDFOLDS

Athletes of the Visually Impaired Class (K10) are required to wear blindfolds. These should be of a dark and discrete colour (grey, blue, black) and should not have any logos or markings of sponsors or manufacturers. Blindfolds must also remain firmly placed on the Athlete's face and head by means of an adjustable elastic or strap that must not become loose or undone during performance of the Kata. All blindfolds must be approved by the Para Karate Commission immediately prior to competition.

3.2. WHEELCHAIRS

Particular attention must be paid to the wheelchair, as it is considered to be part of the Athlete. Contravention of the following rules will result in the wheelchair being banned from the Competition.

3.2.1. ALLOWED WHEELCHAIRS

All types of wheelchairs which allow the athletic and undisturbed presentation of a Kata will be allowed. Only the following types and variations are not permitted:

- a) Walkers
- b) Wheelchairs with electric drive support (e.g., electric motors integrated in wheel hubs)
- c) Electric wheelchairs

3.2.2. WHEELCHAIR FEATURES

1. The underside of the footrests must be designed to prevent damage to the tatami.
2. One or two anti-tip castor(s) attached to the back of the wheelchair for safety purposes is permitted. They can be attached to either the frame or the rear axle and located at the rear of the wheelchair; castors that frequently or even continuously come into contact with the floor can be added to the wheelchair. The width between castors must be limited to the distance between the inside of the two big wheels. When the Athlete is sitting in the wheelchair in a forward driving position, the maximum permissible distance between the bottom of the castor(s) and the tatami is 2 cm. The anti-tip castor(s) must not protrude beyond the vertical plane that touches the rearmost points of the driving wheels. This alignment should be judged with the wheelchair in its forward driving position.
3. Large rear wheels may have a maximum camber of 18 degrees (See Appendix 13.2.).
4. The large wheels may be of any colour, as long as they do not stain or damage the tatami. Tires or castors that mark the tatami are not permitted. Exceptions may be made where it can be demonstrated that the marks can be easily and quickly removed.

5. The maximum height from the floor to the top of the cushion, when a cushion is used, or to the top of the seat platform (when a cushion is not used) must not exceed 65cm.
6. There must be one hand rim on each wheel.
7. No steering devices or gears are allowed on the wheelchair.

3.2.3. WHEELCHAIRS IN CLASSIFICATION

Wheelchairs used in competition must also be used in the Classification Session. If a different wheelchair is used in competition than in the Classification Session, the Athlete will be disqualified.

3.3. LEG STRAPS

3.3.1. SPECIFICATION

Straps to fix the legs of Wheelchair Athletes (K30) are allowed. They must be of white colour and without logos and must be made from material that is not elastic or otherwise stretchable. A maximum of three (3) straps may be used; these must be placed between the ankles and the hip. Fixation of the upper body is not allowed.

3.3.2. STRAPS IN CLASSIFICATION

Straps used in competition must also be used in the Classification Session. If no strap is used in the Classification Session and one is used in competition, or a different strap is used in the Classification Session than in competition, the Athlete will be disqualified.

4. SERVICE ANIMALS

1. Service animals are animals trained to aid people with disabilities and to perform specific functions, such as seeing-eye dogs, or dogs trained to detect seizures or hypoglycemia.
2. Medical service animals are allowed to accompany Athletes within the competition venue, but only those animals trained and certified to detect life-threatening conditions will be allowed at the external perimeter of the Competition Area, where they must remain without causing interference. Service animals may not enter the Competition Area. Therapy animals, emotional-support animals, or pets that are not medical service animals will not be allowed in the Competition Area or its perimeter.

5. ADVERTISEMENT AND SPONSORING

1. The following regulation applies to advertising on wheelchairs in the Wheelchair Athletes Sports Class (K30):

5.1. SAFETY

All advertising on wheelchairs must comply with any applicable safety regulations of the WKF.

5.2. DURATION AND PLACE

The following regulations apply for the whole duration of the competition, including the event itself, all ceremonies (victory, opening, and closing), interviews and press conferences. Furthermore, the regulations refer to all venues and sites of the competition.

5.3. SPONSORS

Multiple sponsor logos at the positions and in the sizes specified in the rules are allowed (see Appendix 13.3. "Allowed Placement of Advertising on Wheelchairs").

5.4. PROHIBITED ADVERTISING CONTENT

1. Any identification, logo, or items that promote or advertise political or religious views, or that provide illegal or false impressions of the sport, are prohibited. Content that disparages the identity or reputation of the competition, the WKF, or of any Local Organizing Commission, Major Games Organizing Committee (such as the International Olympic Committee or the International Paralympic Committee), National Federation or competitor is also strictly forbidden. Advertising of products which harm the integrity of the sport or its Athletes (e.g., tobacco or alcohol) or that violates the WADA Anti-Doping Code or local laws is also prohibited.
2. WKF will have the general discretion to object to any form of advertising which hurts the integrity of the sport, its Athletes or lends a negative image to the competition. All such cases will be forwarded to the Disciplinary and Legal Commission.

5.5. ADVERTISING PLACEMENT ON THE WHEELCHAIR

The placement of the sponsor logos on the wheelchair should be according to the following guidelines:

5.5.1. ALLOWED PLACEMENTS

Advertising may be placed on the main wheels. The logo may take up to the size of the circle formed by the spokes (see Appendix 13.3). Both wheels may be used.

5.5.2. PROHIBITED PLACEMENTS

Placement of Sponsor Logos or advertisements is prohibited on the following places of the wheelchair:

- the backrest
- the side guards or armrests
- the footplate
- the castors

- the frame

This is to ensure a uniform and orderly appearance of the Athletes, to guarantee the safety of the wheelchairs, and to prevent clashes with existing sponsor logos, e.g., on the start number.

6. ORGANIZATION OF THE KATA COMPETITION

1. Kata competition takes the form of individual bouts. The Individual Kata competition consists of individual performance in separate male and female divisions.
2. For WKF World and Continental Championships, the four best Athletes (gold, silver, and two bronze) of the previous event are seeded. The right to seeding does not flow down to lower places in the absence of Competitors eligible for seeding.
3. 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.
4. The number of Competitors will determine the number of groups to facilitate the elimination rounds.
5. The elimination system used for kata is dividing the Competitors in equal number groups of eight (with the exceptions explained for less than 11 or more than 96) 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 remains, whereupon the Competitors with the highest score in each of the two respective groups are pitted against each other to compete for 1st place (the loser of the bout taking 2nd 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 3rd places (bronze finals) see Appendix 13.4.
 - In the event that there are 3 or less Competitors a single kata is performed to determine 1st through 3rd place.
 - With 4 competitors two groups of two are formed for the first round and the two winners meet to compete for 1st while the two losers are placed 3rd.
 - With 5-10 competitors two groups and the two highest scoring of each group go on to medal bouts. The group will then follow the normal procedure that the highest scoring Competitor for each group will compete for 1st and 2nd 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 3 competitor in the larger group will win his/her 3rd place on bye (walk-over). 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.
 - 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 contestants are divided in 2 groups in 2 Tatami (8 contestants 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 contestants 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.

6. 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.
7. 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.
8. 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.
9. The same panel of Judges must be deployed for all Competitors in a group, for any single round.
10. There will be no repechage applied unless otherwise specifically determined for a competition.
11. Individual Competitors that do not present themselves when called will be disqualified (KIKEN) from that category. Disqualification by KIKEN means that the Competitors are disqualified from that category.

EXPLANATION:

I. 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 (for gold)
5 to 10	2	2	Medal Bout (for gold and bronze)
11 to 24	2	3	8 Competitors (4 per group)
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

MANUAL ADAPTATION OF THE KATA JUDGING SYSTEM

For competitions where the electronic kata judging system is not available the use of manual hand- held scoreboard may be used. In such instances the signal to display the scoreboard would be given by the Chief Judge by blowing his/her whistle, and the giving a second signal of the whistle once the announcer has announced all the scores. The seven judges for the judging panel is selected by the Tatami Manager or the Tatami Manager Assistant.

Furthermore, provided that this is announced in the invitation of the tournament, the organiser may elect to use only one score include both technical and athletic performance. In such instances the Judges must

themselves keep in mind the performance should be weighed 70% for the technical performance and 30% for the athletic performance. Any tie using a manual system is having the Competitors in question perform an additional and different kata where the Judges will be obliged to differentiate their score to break the tie.

7. THE JUDGING PANEL

1. For all official WKF competitions the panel of seven Judges for each round will be designated by designated by random selection deploying a computer program. The panel will be trained by the Referee Commission; support in training by the Para Karate Commission can also be given.
2. For medal bouts, none of the judges may have the same nationality as the competitors.
3. 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. 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. 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 bout 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 7 officials for each tatami.
5. The Software Technician, and the Announcer of results assist the operation of the bout.
6. As found expedient, the Announcer and the Software Technician operating the electronic judging system may be the same person.
7. Furthermore, the organizers 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).
8. For competitions not counting for WKF ranking, the number of Judges per panel may be reduced to five. In such instances, only the highest and lowest score is eliminated from the total.

EXPLANATION:

- I. All Judges and the Software Technician are placed in line in front of the official table, preferably behind a single table.
- II. The Chief Judge will sit closest to the Software Technician whom will sit at the far end of the table.

8. CRITERIA FOR EVALUATION

8.1. OFFICIAL KATA LIST

Only kata from the official kata list may be performed:

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	Kishimoto 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 (Gekisai) 1	51	Matsukaze	85	Seishan
18	Gekisai (Gekisai) 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	Hakucho	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

Note: 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.

8.2. ASSESSMENT

1. In assessing the performance of a Competitor, the Judges will evaluate the performance based on the two major criteria (technical performance and athletic performance).
2. The performance is evaluated from the bow starting the Kata until the bow ending the Kata.
3. Contestants from the Intellectually Impaired category (Sport Classes K21 and K22) may perform the same Kata in each round; thus, repetition of the Kata is allowed. All other Sport Classes (K10 and K30) must perform a different Kata in each round.
4. Deviations may be acceptable due to the type of impairment.
5. Slight variations as taught by the Competitor's style (Ryu-Ha) of Karate will be permitted.

8.3. POINT SYSTEM

1. Technical Performance and Athletic Performance are given separate scores using the same scale from 5.0 to 10.0 in increments of 0.2, where 5.0 represents the lowest score possible for a Kata that is accepted as performed and 10.0 represents a perfect performance.
2. A disqualification is indicated by a 0.0 score.
3. The system will eliminate the highest and the lowest scores for technical performance and athletic performance, respectively, and will calculate the total score, which will be weighed 70% for technical performance and 30% for athletic performance.
4. **The Compensation Score (Extra Points) issued by the Classification Panel will then be added to the Judges' Score, to adjust for how the Athlete's Impairment affects Kata performance** (as described in the WKF Para Karate Classification Rules).
5. The Classification Panel will issue each Athlete a **Compensation Score from 0.00 to a maximum of 3.00 in Extra Points**, according to the Athlete's individual level of Impairment. However, the Panel reserves the right to set the upper limit of the compensation score for each Sport Class individually, depending on the differences among Athletes and the overall level of disability within the Sport Class.

8.4. RESOLVING TIES

In the event that Competitor obtain the same number of points, the tie should be resolved according to the following procedure embedded in the electronic judging system:

Step 1:	Compare TECHNICAL scores before the multiplication factor (70%). The Highest win.
Step 2:	Compare TECHNICAL scores, comparing the lowest score not excluded. The highest win.
Step 3:	Compare TECHNICAL scores, comparing the highest score not excluded. The highest win.
Step 4:	Compare ATHLETIC scores, comparing the lowest score not excluded. The highest win.
Step 5:	Compare ATHLETIC scores, comparing the highest score not excluded. The highest win.
Step 6:	Compare TECHNICAL scores, comparing the highest score among the lowest scores excluded. The highest win.
Step 7:	Compare TECHNICAL scores, comparing the lowest score among the highest scores excluded. The highest win.

Step 8:	Compare TECHNICAL scores, comparing the lowest score among the lowest scores excluded. The highest win.
Step 9:	Compare ATHLETIC scores, comparing the highest score among the lowest scores excluded. The highest win.
Step 10:	Compare ATHLETIC scores, comparing the lowest score among the highest scores excluded. The highest win.
Step 11:	Compare ATHLETIC scores, comparing the lowest score among the lowest scores excluded. The highest win.
Step 12:	Compare TECHNICAL scores, comparing the highest score among the highest scores excluded. The highest win.
Step 13:	Compare ATHLETIC CRITERIA, comparing the highest score among the highest scores excluded. The highest win.
Step 14:	When all the criteria are considered in the previous cases does not determine the winner the tie will be resolved by electronic coin toss.

8.5. CRITERIA FOR EVALUATION

Kata Performance	
1. Technical performance	
a) Stances b) Techniques c) Transitional movements d) Timing e) Correct breathing f) Focus (Kime) g) Conformance: Consistence in the performance of the Kihon of the style (Ryu-ha) in the Kata	70 %
2. Athletic performance	
a) Strength b) Speed c) Balance	30 %

8.6. DISQUALIFICATION

A Competitor may be disqualified for any of the following reasons:

- a) Performing the wrong Kata or announcing the wrong Kata.
- b) Failing to bow at the beginning and completion of the Kata performance.
- c) Distinctly pausing or stopping the performance.
- d) Interfering with the function of the Judges (such as the Judge having to move for safety reasons or making physical contact with a Judge).
- e) Belt falling off during the performance.
- f) Blindfolds falling off during the performance.
- g) Failure to follow the instructions of the Chief Judge or other misconduct.

NOTE:

Reasons for disqualification in the evaluation should be treated with care, as some clinical conditions can cause or influence certain behaviors, or problems may occur. The Judges should be given the possibility of a meeting (Shugo) here, without necessarily resulting in a consequence. The Para Karate Commission can offer assistance at such times.

8.7. FOULS

The following fouls, if apparent, must be considered:

- a) Loss of balance.
- b) Asynchronous movement, such as delivering a technique before the body transition is completed,
- c) Use of audible cues or theatrics, such as stamping the feet, slapping the chest/arms/Karatagi, or inappropriate exhalation, must be considered 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.
- d) Belt coming loose to the extent that it is coming off the hips during the performance.
- e) Blindfolds are coming off the face and uncovering one or both eyes during the performance.
- f) Other equipment, such as leg straps or sports glasses falling off their proper places during the performance.
- g) Time-wasting, including prolonged marching, excessive bowing or prolonged pause before starting the performance.

EXPLANATION:

- I. *Kata is not a dance or theatrical performance. It must adhere to 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.*
- II. *For technical performance during the Wheelchair Athletes' competition (Sport Class K30), wheelchair manipulation and fluidity of techniques should also be taken in account, instead of stances.*
- III. *Deviations or alterations may serve as alternatives for non-executable techniques (for example, hand techniques or raising the wheelchair, instead of kicks, for Wheelchair Athletes, Hikite to wheelchair wheel instead of to hip, etc.). Turns may be used instead of jumps, for Athletes of all Classes.*
- IV. *It is the sole responsibility of the Coach to ensure that the Kata notified to the score table is appropriate for that particular round.*
- V. ***Reasons for disqualification and consideration of fouls in the evaluation should be treated with care, as some clinical conditions can cause or influence certain behaviors, or problems may occur. The Judges should be given the possibility of a meeting (Shugo) here, without necessarily resulting in a consequence. The Para Karate Commission can offer assistance at such times.***

- VI. *When resolving draws, the Competitors' original scores are retained. Considerations of other scores for determining the winner between equally scoring Competitors does not change the official score.*
- VII. *Sample of result of assessment:*

	JUDGE 1	JUDGE 2	JUDGE 3	JUDGE 4	JUDGE 5	JUDGE 6	JUDGE 7	Factor	Score	Extra	Total
Technical performance	7.2	6.8	6.4	7.4	7.4	6.6	7.4	0.7	24.78	1.00	35.86
Athletic performance	7.0	6.8	6.2	7.0	6.6	6.0	7.0	0.3	10.08		

- VIII. *For competitions not counting for WKF World Ranking, the number of judges may be reduced to 5 - in which case only the highest and lowest score of a Competitor is eliminated instead of the two highest and two lowest.*

9. OPERATION OF BOUTS

1. The Competitors are assigned in groups per Competition Area.
2. Before each round the Competitors or Competitors Coaches must submit their chosen Kata to the assigned Runners, who will relay the information to the Software Operator 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.
3. At the start of each round, the Competitors 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. During this ceremony, competitors may be guided by one Accompanying Person (Coach or Assistant).
4. When called, the Competitor will line up at the middle of the Competition Area perimeter facing the Chief Kata Judge. **The Competitor may be guided to this position by one Accompanying Person (Coach or Assistant).** The Competitor will then move to the **starting position by himself/herself, within the perimeter of the Competition Area; the Accompanying Person will not be allowed to enter the perimeter of the Competition Area.**
5. The starting point for the performance is anywhere within the perimeter of the Competition Area.
6. The Competitor will bow and make a clear announcement of the name of the Kata that is to be performed and will then perform the Kata.
7. At the end of the performance, which is defined as the final bow in the Kata, the Competitor must wait for the announcement of the evaluation, bow, and then leave the tatami.
8. After announcement of the decision, the Athlete will bow again and return to the match area perimeter to leave the Competition Area. The Coach may fetch him/her after the Athlete has left the perimeter.
9. In the end of each group, all the Competitors of that group will line up, and the operator (speaker) will announce the top Athletes that will pass to the next round. The name of the top Athletes will be shown on the monitor. The Competitors will then bow and leave the mat.

10. **Para Karate Athletes in the Intellectually Impaired Sport Classes (K21 and K22) are allowed to repeat the Kata** or show a Kata which will be repeated in the next round. Athletes from the remaining Sport Classes (K10 and K30) must perform a different Kata in each round. Once performed a Kata may not be repeated in K10 and K30 Sport Classes- even if used as tie-breaker.

EXPLANATION:

- I. *The starting point for Kata performance is within the perimeter of the Competition Area.*
- II. *For schematic illustration of places obtained in Kata competition according to regular WKF rules, see APPENDIX 13.4.*

10. OFFICIAL COMPETITION PROTESTS

1. No one may protest about a judgement to the members of the Judging Panel.
2. If a Judging procedure appears to contravene the rules, the Competitor's Coach or its official representative are the only ones allowed to make a protest.
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. The Tatami Manager should be notified immediately the administrative malfunction is detected).
4. The protest must be submitted to a representative of the Appeals Jury. In due course the Jury will 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.
5. Any protest concerning application of the rules must be announced by the Coach no later than one minute after the end of the performance. The Coach will request the official protest form from the Tatami Manager and will have four minutes to have it completed, signed and submitted to Tatami Manager with the corresponding fee. The Tatami Manager will immediately hand the completed protest form to a representative of the Appeals Jury that will have five minutes to render a decision.
6. The complainant must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with a representative of the Appeals Jury.
7. **Composition of the Appeals Jury**

The Appeals Jury is comprised of three Senior WKF Referee representatives appointed by the Referee Commission (RC). No two members may be appointed from the same National Federation. The RC should also appoint three additional members with designated numbering from 1 to 3 that automatically will replace any of the originally appointed Appeals Jury members in a conflict of interest situation 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 Judging panel involved in the protested incident.

8. Appeals Evaluation Process

It is the responsibility of the party receiving the protest to convene the Appeals Jury and deposit the protest sum with the Treasurer.

Once convened, the Appeals Jury will immediately make such inquiries and investigations, as they deem necessary to substantiate the merit of the protest. Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

9. Declined Protests

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”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Treasurer, who in turn will forward it to the Secretary General.

10. Accepted Protests

If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Referee Commission 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
- Issuing a recommendation to the RC that involved Judges are evaluated for sanction

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.

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 Treasurer, who will return the protest fee to the protestor, and in turn forward the protest document to the Chief Referee.

11. Incident Report

Subsequent to handling the incident in the above prescribed manner, the Jury Panel will reconvene and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest. The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee.

12. Power and Constraints

The decision of the Appeals Jury is final and can only be overruled by a decision of the Executive Committee.

13. The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest and instigate required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

EXPLANATION:

- I. *The protest must give the names 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.*
- II. *The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence submitted in support of the protest. The Jury may also study videos and question Officials, in an effort to objectively examine the protest's validity.*
- III. *If the protest is held by the Appeals Jury to be valid, the appropriate action will be taken. In addition, all such measures will be taken to avoid a recurrence in future competitions. The protest fee deposited will be refunded by the Treasury.*
- IV. *If the protest is held by the Appeals Jury to be invalid, it will be rejected, and the deposit forfeited to WKF.*
- V. *Ensuing that rounds will not be delayed, even if an official protest is being prepared. It is the responsibility of the Chief Judge to ensure that the round has been conducted in accordance with the Rules of Competition.*
- VI. *In case of an administrative malfunction during a round in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Chief Judge.*

11. REGISTRATION AND ACCREDITATION OF ATHLETES

1. Para Karate Athletes must be at least **16 years** of age.
2. All Athletes must be registered through their National Federations.
3. Each National Federation may register a maximum of three (3) Para Karate Athletes per Sport Class.
4. Registration must be made through the WKF online registration system.
5. Registration forms and all supporting documents, including Medical Diagnostic Forms (MDFs), and any Therapeutic Use Exemption (TUE) Forms **approved** by the National Anti-Doping Organization, as well as Coach Information, must be uploaded to the WKF online registration system.
 - **TUEs must have been previously submitted to and approved by the corresponding National Anti-Doping Organization before submission to the WKF Anti-Doping Manager.**
 - **To be considered eligible to compete as an athlete with **an intellectual disability**, athletes must fulfil the full international eligibility criteria as defined by World Intellectual Impairment Sport (VIRTUS). Only athletes listed on VIRTUS master list will be eligible to compete in WKF World Para karate Championships and VIRTUS Sanctioned or Promoted Championships. (More information about the eligibility process can be found in [“Applying for athlete eligibility VIRTUS guidelines”](#).)** This only applies to events and Championships organized by the WKF.



6. Coaches must fulfil all requirements as established through the WKF Rules and Regulations, e.g., they will need to have at least the WKF-Certified Kata Coach License for the World Championships. Specific requirements will be published in the bulletin for each event.
7. **One Personal Assistant may be registered per Athlete.** The Assistant will receive accreditation, which will be given to the Athlete's Coach or Coach Representative during the Para Karate Coaches' Briefing.
8. All registrations will initially remain as "pending", subject to a medical expert reviewing the entry (within two days maximum).
9. One responsible person of the Athletes' National Federation must collect the Athlete's accreditation at the accreditation room, within the established date and time.
10. After registration, the Classification Session of the Para Athletes will take place to determine Sport Class, Classification Status and Compensation Score. All Athletes are required to appear in the Classification Session. For further information regarding Classification, see the WKF Para Karate Classification Rules.
11. Athletes who have been disqualified, suspended or sanctioned for any reason will not be eligible to compete.

12. ANTI-DOPING AND DOPING CONTROL

1. The World Anti-Doping Agency (WADA) Anti-Doping Code and Prohibited List are applicable to all WKF Competitions. Para Karate Athletes, Coaches, Personal Assistants and other Support Personnel must be familiar with these documents and abide by their standards at all times. Doping Control may occur at any point during Competition; Athletes are expected to comply with all Doping Control procedures.
2. **Non-cooperation with Anti-Doping rules and/or with Doping Control is a serious offense**, and the Athlete will be disqualified from the competition and subject to further sanctions from the WKF Anti-Doping Commission.

13. APPENDIX

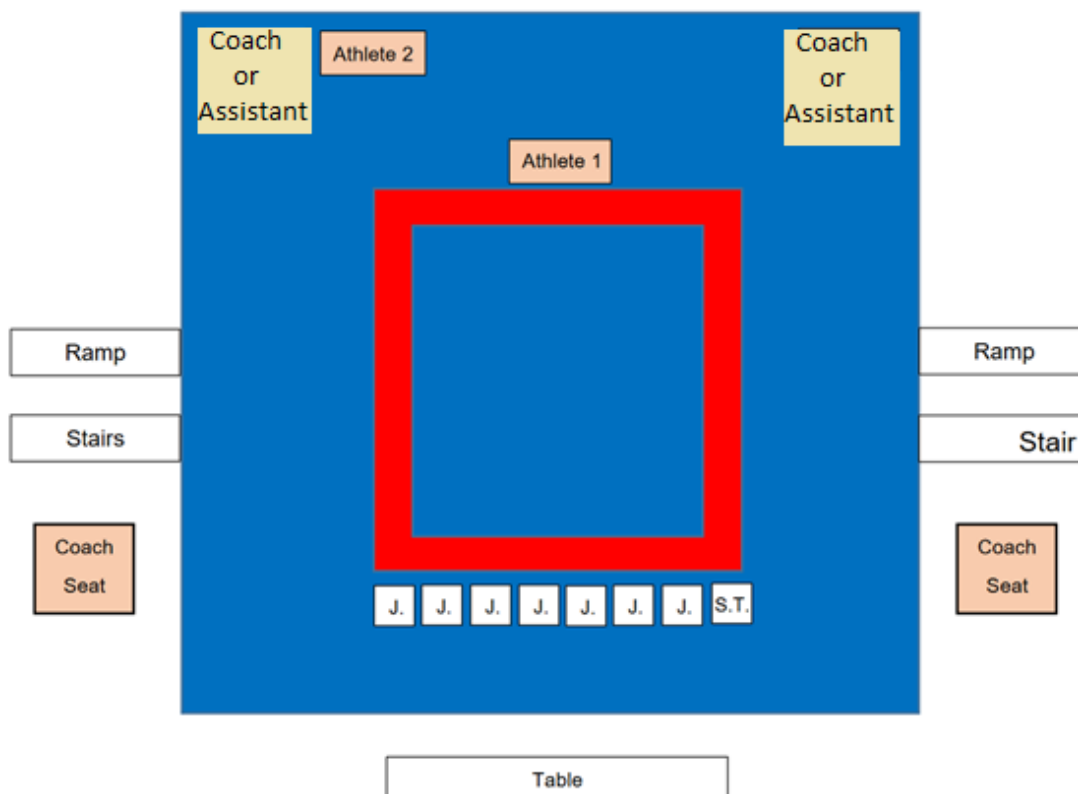
13.1. LAYOUT OF THE KATA COMPETITION AREA

When the bout takes place on an elevated platform, access to the platform must be available by means of a wheelchair-accessible ramp.

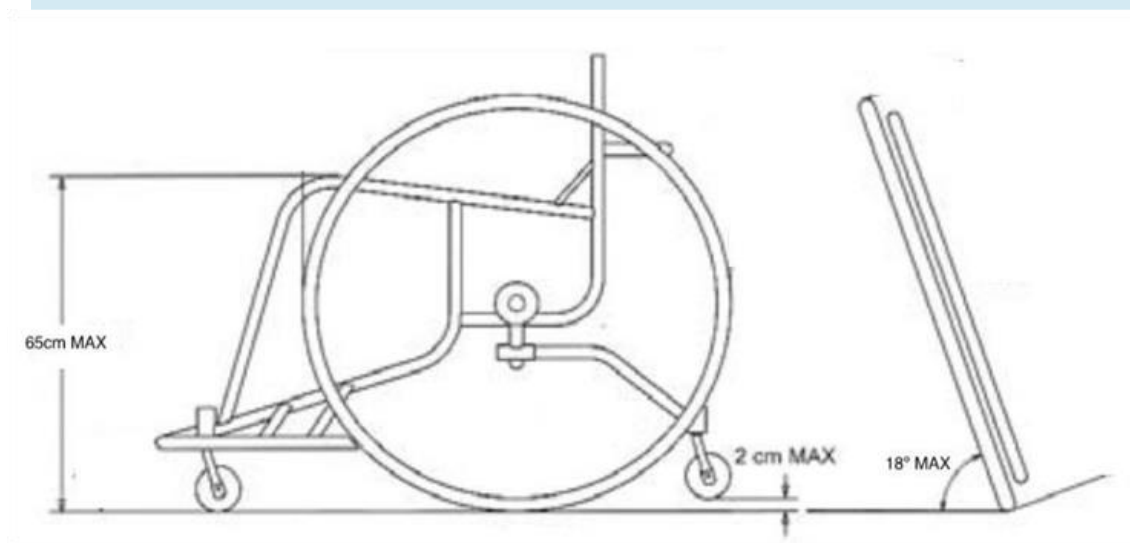
Athletes from the Visual Impairment and Intellectual Impairment Classes (K10, K21 and K22, respectively) may be guided by an official Accompanying Person (Assistant or Coach) onto the platform for safety reasons. The Accompanying Person may stay during the bouts on a chair next to the Athlete on the platform. These Athletes may also be guided to the perimeter and fetched from the perimeter by the Accompanying Person before and after their performance.

Wheelchair Athletes (Class K30) shall be guided onto and from the platform by the Coaches, but Coaches must stay seated on the official Coach chairs during the competition.

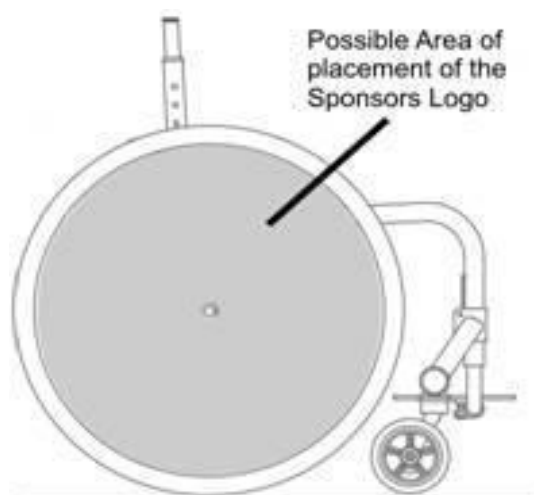
Competitors' side



13.2. WHEELCHAIR MEASUREMENTS



13.3. ALLOWED PLACEMENT OF ADVERTISING ON WHEELCHAIRS



13.4. PARA KARATE COMPETITION FORMAT

Example of competition format with 32 competitors.

PARA-KARATE KATA COMPETITION PLACES

MEDAL BOUTS		WON		LOST	
	Final	1st vs 1st	Gold		Silver
	Bronze Medal Bout	2nd vs 3rd	Bronze		5th place
(Forth kata)	Bronze Medal Bout	2nd vs 3rd	Bronze		5th place

THIRD ROUND		GROUP 1/1		GROUP 2/2	
(Third kata)		1	To final	1	To final
			Bronze final		Bronze final
		2		2	
			Bronze final		Bronze final
		3		3	
			7th		7th
		4		4	

SECOND ROUND		GROUP 1/1		GROUP 2/2	
(Second kata)		1	The top four go on the next round	1	The top four go on the next round
		2			
		3			
		4			
		5	9th	5	9th
		6	11th	6	11th
		7	13th	7	13th
		8	15th	8	15th

FIRST ROUND		GROUP 1/4		GROUP 2/4		GROUP 3/4		GROUP 4/4	
(First kata)		1	The top four go on the next round	1	The top four go on the next round	1	The top four go on the next round	1	The top four go on the next round
		2							
		3							
		4							
		5	17th	5	17th	5	17th	5	17th
		6	21th	6	21th	6	21th	6	21th
		7	25th	7	25th	7	25th	7	25th
		8	29th	8	29th	8	29th	8	29th

13.5. THE KARATEGI



ADVERTISING SPACE FOR THE WKF OF 20 x 10 cm
AD



ADVERTISING SPACE FOR THE N.F. OF 15 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