



Welcome

Please find a seat
we will begin shortly





USA KARATE

KUMITE STUDY GUIDE
WEBINAR



SCORING

Scoring Requirements

A score must:

- Be a valid karate technique
- Be delivered to a permitted scoring area
- Meet the established scoring criteria
- Be delivered during match time
- Be delivered from within the competition area
- Be delivered from within the competition area
- Be delivered before “yame” is called



SCORING

A score is awarded when a technique is performed according to the following criteria:

- Good Form
- Sporting Attitude
- Vigorous Application
- Awareness (Zanshin)
- Good Timing
- Correct Distance

Scoring areas are limited to:

- Head
- Face
- Neck
- Abdomen
- Chest
- Back
- Side



SCORING

Scoring Requirements

Good Form

- Characteristics conferring probable effectiveness within the framework of traditional Karate concepts.

Sporting Attitude

- A component of good form and refers to a non-malicious attitude of great concentration, obvious during delivery of the scoring technique.

Vigorous Application

- The power and speed of the technique and the palpable will for it to succeed.

Zanshin

- The state of continued commitment in which the contestant maintains awareness of the opponent's potentially to counter-attack.



SCORING

Scoring Requirements

Good Timing

- Delivery of a technique when it will have the greatest potential effect.

Correct Distance

- Delivery of a technique at the precise distance where it will have the greatest potential effect. Thus, if the technique is delivered on an opponent who is rapidly moving away, the potential effect of that blow is reduced. Between skin touch and 5 centimeters from the face, head, or neck. Under 18 no contact to the head, face or neck is allowed with the hands. Only “skin touch” is allowed for Jodan kicks and the scoring scoring is up to 10 centimeters for under 18.



SCORING

VOCABULARY	TECHNICAL CRITERIA
Ippon (3points) is awarded for:	<ol style="list-style-type: none"><li data-bbox="633 351 1673 434">1. Jodan kicks. Jodan being defined as the face, head and neck.<li data-bbox="633 451 1740 586">2. Any scoring technique which is delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
Waza-Ari (2 points) Is awarded for:	<ol style="list-style-type: none"><li data-bbox="633 665 1561 762">1. Chudan kicks. Chudan being defined as the abdomen, chest, back and side.
Yuko (1 point) Is awarded for:	<ol style="list-style-type: none"><li data-bbox="633 883 1649 981">1. Any punch (Tsuki) delivered to any of the seven scoring areas.<li data-bbox="633 998 1624 1095">2. Any strike (Uchi) delivered to any of the seven scoring areas.



Yuko-one point

SCORING



Yuko is awarded for:

Any punch (Tsuki) or strike (Uchi) delivered to any of the seven scoring areas.



Waza-Ari : two points

SCORING



Waza-Ari is awarded for:

Chudan kicks. Chudan being defined as the abdomen, chest, back and side.



Ippon : three points

SCORING



Ippon is awarded for:

Jodan kicks. Jodan is being defined as the face, head and neck. Any scoring technique which is delivered on an opponent who has been thrown, has fallen on their own accord, or is otherwise off their feet.



SCORING

If there are two or more flags for the same contestant showing different scores, the lower score will awarded.



Yuko



Waza-ari



Yuko



SCORING

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SCORING

If two judges scores oppose the other two judges
Referee will call both scores



Judge 1



Judge 2



Judge 3



Judge 4



SCORING

If a contestant scores with consecutive techniques **BEFORE YAME** the contestant will be awarded the higher score regardless of which technique scored first by judges.

- For example: If a scoring kick to the body follows a scoring punch, **Waza-ari** for the kick will be awarded by judges.



Two judges score **Waza-ari**

=



Waza-ari



SCORING

SENSHU

The first unopposed point advantage.



AKA SENSHU



SCORING

FORFEITING SENSHU

Should a competitor that has been awarded SENSHU receive a Category 2 warning for avoiding combat for the following incidents:

Jogai, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the competitor will automatically forfeit this advantage.



AKA SENSHU



TORIMASEN



SCORING QUESTIONS

True or False

1. There are five criteria to be met in determining a score.
False there are 6 (Article 6: Scoring #2)
2. If two judges signal Ippon for Aka and two judges signal Ippon for Ao the Referee will give both scores.
TRUE (Article 5 XIV)
3. If two or more judges signal a score for the same competitor the Referee must stop the bout.
TRUE (Article 12 Referees #5)
4. The neck is a target area but the throat is not a target area.
FALSE (Article 6 Scoring Explanation #XI)
5. If one judge signals a score for Ao the Referee must stop the match.
FALSE only if two or more judges signal a score for Aka or Ao then the referee must halt the match (Article 12 Referees #5)



SCORING QUESTIONS

True or False

6. Techniques which land below the belt cannot score.

FALSE Techniques which land below the belt may score, as long as they are above the pubic bone. (Article 6 Scoring #XI)

7. In order to give points, warnings and/or penalties the Referee must have a minimum of two judges showing the same signal.

TRUE (Article 12 Explanation #I)

8. Judges are only allowed to signal points scored and Jogai on their own initiative.

FALSE They also should signal their judgement on warnings or penalties indicated by the referee and exercise their right to vote on any decision to be taken. (Article 12 JUDGES #1-2-3)

If two flags for the same contestant show a different score the lower score will be applied.

TRUE (Article 12 Explanation #III)



SCORING QUESTIONS

True or False

10. If two flags for the same contestant show a different score the highest score will be applied.

FALSE, the lower score prevails (Article 12 Explanation #III)

11. If two flags for the same contestant show a different score the Referee will give Torimasen.

FALSE, the lower score prevails (Article 12 Explanation #III)

12. If a contestant scores with more than one consecutive technique before Yame, the judges must show the higher point regardless of which sequence the techniques scored.

TRUE (Article 6 #XV)

13. Yuko is worth 1 point

TRUE Article 6 Scoring #1

14. Waza-Ari is worth 2 points

TRUE Article 6 Scoring #1



SCORING QUESTIONS

True or False

15. Ippon is worth 3 points
TRUE Article 6 Scoring #1
16. Waza-Ari is only awarded for kicks to the head
FALSE Chudan kicks (Article 6 Scoring #4)
17. Yuko is only awarded for Chudan and Jodan punches
FALSE Chudan or Jodan Tsuki and Chudan & Jodan Uchi (Article 6 Scoring #5)
18. Yuko is awarded for any Tsuki or Uchi delivered to any of the six scoring areas
TRUE (Article 6 #2 & 5)
19. An effective technique delivered at the same time that the end of the bout is signaled, is considered valid?
TRUE (Article 6 #7)



SCORING QUESTIONS

True or False

20. Individual bouts may be declared a tie
FALSE, only in team competition (Article 7 Criteria for Decision #1, Paragraph 2)
21. If senshu is withdrawn when there is less than 15 seconds left of the bout, no further senshu can be awarded to either competitor.
TRUE (Article 7 # 3 paragrah 2)
22. The throat is one of the 7 scoring areas.
FALSE (Article 6 Scoring #6)



CRITERIA FOR DECISION

1. The attitude, fighting spirit and strength demonstrated by the contestants.
2. The superiority of tactics and techniques displayed.
3. Which of the contestants has initiated the majority of the action.



Warnings & penalties

The Referee will indicate foul/s observed (including Jogai) thus requesting consent of the Judges and will issue warnings and impose penalties with the support of no less than two Judges



C1



C1K



C1HC



C1H



C2



C2K



C2HC



C2H



WARNINGS

Chukoku



Category 1



Category 2

Chukoku is imposed for the first instance of a minor infraction for the applicable category.



WARNINGS

Keikoku

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Keikoku is imposed for the second instance of a minor infraction for that category where the contestant's potential for winning is slightly diminished by opponent's foul, or for infractions not sufficiently serious to merit Hansoku-Chui.



Category 1

Category 2

Keikoku



WARNINGS

Hansoku Chui



Category 1

Category 2

Hansoku-Chui

Hansoku-Chui

Is a warning of disqualification usually imposed for infractions for which a KEIKOKU has previously been given in that bout although it may be imposed directly for serious infringements, which do not merit HANSOKU.



PENALTY

Hansoku



No Kachi



Category 1



Category 2



Hansoku



Hansoku

- **HANSOKU** is the penalty of disqualification following a very serious infraction of when a HANSOKU-CHUI has already been given.
- In the case of **HANSOKU**, the bout shall be awarded to the opponent.
- In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.



PENALTY

Shikkaku



Shikkaku



No Kachi



Shikkaku

- **SHIKKAKU** may be invoked when a contestant fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honor of Karate-do, or when other actions are considered to violate the rules and spirit of the tournament.
- This is a disqualification from the actual tournament, competition, or match. In order to define the limit of **SHIKKAKU**, the Referee Commission must be consulted.
- In team matches the fouled competitor's score will be set at eight points and the offender's score will be zeroed.





• Shugo
"Judges Called"
The Referee calls the Judges at the end of the match or bout or to recommend Shikkaku.



PROHIBITED BEHAVIOR

Category 1 : C1



- Excessive Contact

The Referee indicates to the Judges that there has been excessive contact or other Category I offense.



PROHIBITED BEHAVIOR

Category 1 : C1



PROHIBITED BEHAVIOR

Category 1 : C1

- Techniques which make excessive contact, contact with the throat
- Attack to the arms, legs, groin, joints, instep
- Attacks to the face with open hand techniques
- Dangerous or forbidden throwing techniques

Any injury must be penalized unless it has been caused by the recipient.



PROHIBITED BEHAVIOR

Category 2 : C2



PROHIBITED BEHAVIOR

Category 2 : C2

- Feigning or Exaggerating injury
- Jogai, exit from the competition area not caused by the Opponent.
- Mubobi, self endangerment
- Avoiding combat
- Passivity (not applicable in last 15 sec. atoshibaraku)
- Clinching, wrestling, pushing, seizing, standing chest to chest without executing techniques or takedown
- Grabbing the opponent with both hands without executing a takedown upon catching the opponent's kicking leg



PROHIBITED BEHAVIOR

Category 2 : C2

- Grabbing the opponent's arm or karate gi with one hand without immediate execution of the scoring techniques or takedown or holding onto the opponent with one hand to break the fall while being thrown
- Uncontrolled techniques & attacks
- Simulated attacks with the head, knees elbows
- Discourteous behavior



PROHIBITED BEHAVIOR

Category 2 : C2

- Talking to or Goadng the Opponent & Discourteous Behavior

The Referee places his index finger to his lips to indicate a Category II offense.



- Feigning or Exaggerating Injury

The Referee holds both hands to face to indicate a Category II offense.



PROHIBITED BEHAVIOR

Category 2 : C2

- Passivity

Not attempting to engage in combat. (Cannot be given after there is 15 seconds left of the bout.)



- Avoiding Combat

The Referee makes a circling motion with the down turned index finger to indicate a Category II offense.



PROHIBITED BEHAVIOR

Category 2 : C2



- Iogai

“Exit from the Match Area”

The Referee indicates an exit to the Judges by pointing with the index finger to the match area boundary on the side of the offender.

- Mubobi (Self Endangerment)

The Referee touches his face then turning the hand edge forward, moves it back and forth to indicate that the contestant has endangered himself.



PROHIBITED BEHAVIOR

Category 2 : C2

Unnecessary Clinching,
Wrestling, Pushing or
Seizing Without a
Technique

The Referee hold both clenched fists at shoulder level or makes a pushing motion with both open hands to indicate a Category II offense.



PROHIBITED BEHAVIOR

Category 2 : C2



• Dangerous & Uncontrolled Attacks
The Referee brings his clenched fists past the side of his head to indicate a Category II offense.



• Attacks with the Head, Knees or Elbows
The Referee touches his forehead, knee or elbow with the open hand to indicate a Category II offense.



Prohibited Behavior Questions

True or False

1. If Ao intentionally exits the ring (jogai) with 15 seconds left on the clock the correct penalty is Hansoku-Chui
FALSE-less than 15 seconds (Article 8 XIII)
2. Category 1 and Category 2 penalties do not cross-accumulate.
TRUE (Article 9 Warnings & Penalties # III)
3. Category 1 Keikoku is normally given when the contestant's potential for winning is slightly diminished by the opponents foul.
TRUE (Article 9 Warnings & Penalties # VI)
4. Chukoku, Keikoku and Hansoku Chui are warnings.
TRUE (Article 9 Warnings & Penalties # I)
5. After a throw the Referee will allow a maximum of two seconds for a score to be made.
FALSE (Article 8 Prohibited Behavior # XI)



Prohibited Behavior Questions

True or False

6. Passivity is a Category 2 prohibited behavior.
TRUE (Article 8 Prohibited Behavior # 5)
7. Passivity is a Category 1 prohibited behavior.
FALSE (Article 8 Prohibited Behavior # 5)
8. There are four prohibited behaviors in Category 1 and ten in Category 2.
True for Category 1 but False for Category 2 there are 11 (Article 8 Prohibited Behavior Category 1 & 2)
9. Passivity can be given when there is less than 15 seconds left in a match.
FALSE, must be more than 15 seconds on the clock (Article 7 #5)
10. The correct penalty for avoiding combat with less than 15 seconds on the clock is Hansoku.
FALSE it should be Hansoku Chui (Article 8 Prohibited Behavior # 5)



Prohibited Behavior Questions

True or False

11. Feigning an injury which does not exist is a serious infraction of the rules, Shikkaku is the correct penalty
TRUE (Article 8 Prohibited Behavior #)
12. Shikkaku is the correct penalty for the first instance of exaggerating an actual injury.
FALSE Hansoku Chui is the correct penalty (Article 8 Prohibited Behavior #VIII)
13. Open hand techniques to the face are forbidden due to the danger to the contestant's sight.
TRUE (Article 8 Prohibited Behavior #XII)
14. Jogai relates to a situation where a contestant's foot, or any other part of the body, touches the floor outside the match area.
TRUE (Article 8 Prohibited Behavior #XIII)
15. Hansoku-Chui is a warning of disqualification.
TRUE (Article 9 Warning & Penalties under Hansoku Chui)



Prohibited Behavior Questions

True or False

16. Hansoku is a warning of disqualification
FALSE it is a Penalty of disqualification (Article 9 Warning & Penalties under Hansoku)
17. Good timing means delivering a technique when it will have the greatest potential impact.
TRUE (Page 11 Article 6 Explanation VII)
18. Any technique that results injury may be penalized unless caused by the recipient
TRUE (Article 8 Prohibited Behavior Explanation #1)
19. The competitor may seize the opponents arm or karate gi with both hands for the purpose of executing a throw.
FALSE with one hand (Article 8 Prohibited Behavior #XI Paragraph 2)
20. A contestant who delivers a scoring technique and then exists the area before the Referee calls "YAME" will be given the value of the score and Jogai will be imposed.
FALSE, Jogai will not be imposed (Article 8 Prohibited Behavior #XIV)



**Thank you for
your participation**

Alex Miladi

