

A.M.A
OFFICIALS
KUMITE
RULE
BOOK



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A.M.A Rules Of Kata And Kumite

A.M.A Chief Referees Introduction

This rulebook has been designed for AMA tournaments and has been created using WUKF guidelines.

The AMA has adopted Team Rotation, „SHOBU IPPON. and „SHOBU SANBON. Kumite events from WUKF, with some minor variations in the WUKF rules.

In an effort to explain the scoring system, excluding Team Rotation, if time is not an issue & dependant on the event (IPPON or SANBON), then the bout is terminated when the score reaches 1 IPPON or 3 IPPONS. In both events, the highest maximum individual score that can be given at any one time is „IPPON. and the lowest score that can be given is a „WAZA-ARI., also the table scoring system used by the AMA has been adopted from WUKF, whereby a „WAZA-ARI. = 1 point & an „IPPON. = 2 points (on the score boards).

All AMA Kumite events will be run with a Referee, and either flag judges or Mirror Judge & Arbitrator. Arbitrator can assist in the decision making process.

Competitors will wear a RED belt (AKA) & WHITE or BLUE belt (SHIRO) to identify themselves during the Kumite and Kata events.

AMA Kata events will be scored using the FLAG system.

Those AMA Karate ka who enter recognised WUKF tournaments, will have to familiarise themselves with the relevant rules for that event, this would normally be done through the AMA International squad coaches or the Chief Referee ●

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ARTICLE 1: KUMITE COMPETITION AREA

- 1. The competition area must be flat & devoid of hazard, this includes discarded belts & miscellaneous items on & around the immediate perimeter of the competition area.**

- 2. The competition area will be matted; the fighting area will be 8 meters square with an additional 1 meter on all sides as a safety zone.**

- 3. If possible, towards the edge of the 8 meter fighting area a 1 meter boarder should be in a different colour from the rest of the matted area to alert the contestants & Officials, during the bout, that the area perimeter is close**

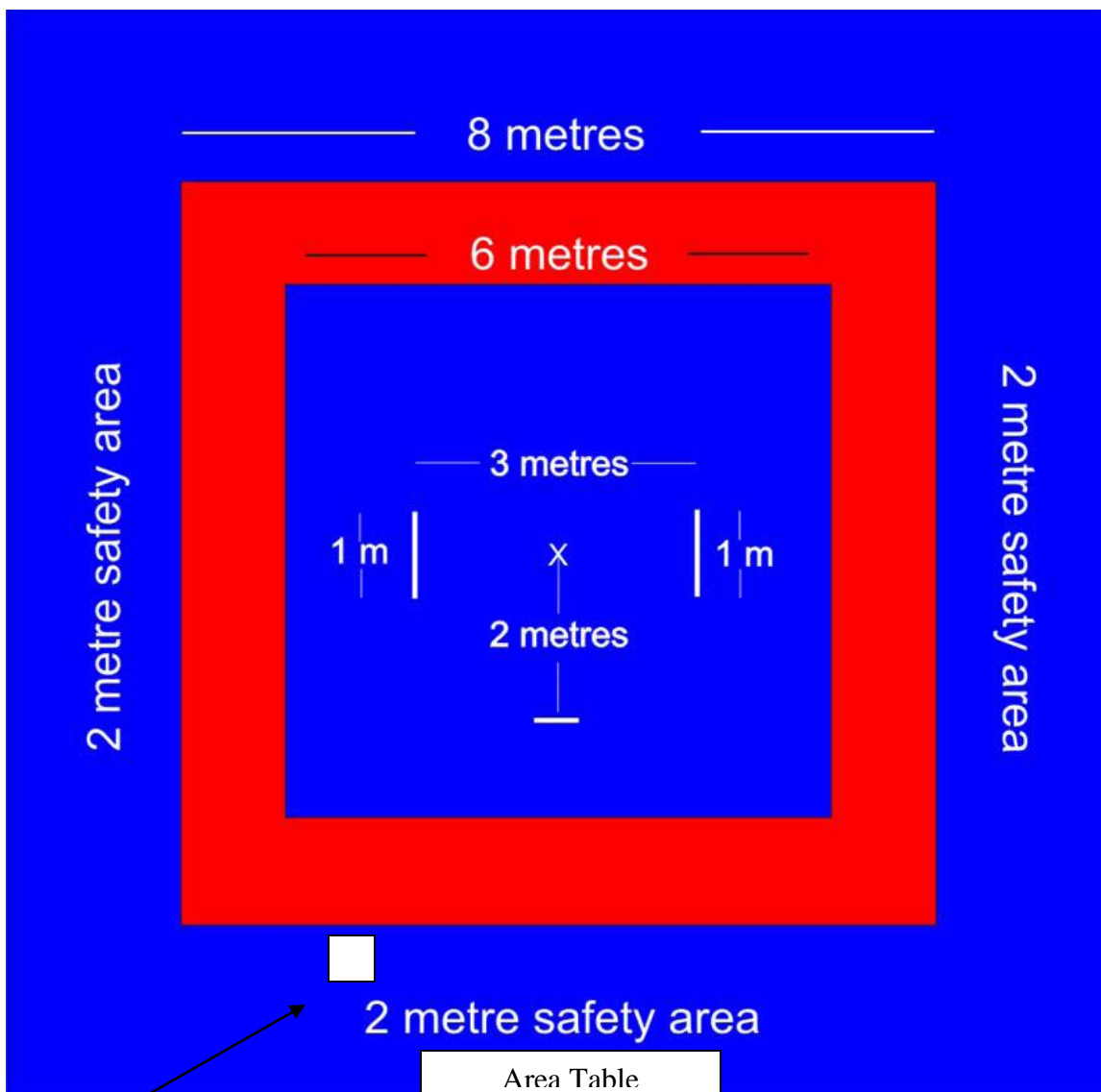
- 4. Two lines, $\frac{1}{2}$ a meter long, must be drawn 2 meters on either side of the centre point of the competition area for the positioning of the Referee & Mirror Judge.**

- 5. Two parallel lines each one meter long & at right angles to the Referee & Mirror Judges, must be drawn at a distance of $1\frac{1}{2}$ meters from the centre point of the competition area for the positioning of the contestants (AKA & SHIRO).**

- 6. The Arbitrator will be seated off the competition area, behind & to the left of the Referee (see Diagram 1 – page 4).**

- 7. The area table will also be allocated a score supervisor/keeper & time keeper.**

Kumite Competition Area



Arbitrator

The arbitrator should be sat next to the fighting area so they can monitor the actions on the area and play their part as an official.

ARTICLE 2: OFFICIAL DRESS & EQUIPMENT (Officials & competitors)

REFEREES, JUDGES & ARBITRATORS

1. Referee & Judges must wear the official uniform outlined below.
2. The official uniform will be as follows:
 - . A single breasted navy blue blazer bearing silver buttons.
 - . A white shirt or blouse.
 - . An official AMA or WUKF tie.
 - . Plain grey trousers without turn-ups.
 - . Plain dark socks & slip-on shoes for use on the match area.
 - . All Officials should be in possession of a whistle.

CONTESTANTS

1. Contestants must wear a white unmarked Karate-Gi.
2. One competitor must wear a Red belt (AKA) & the other must wear a White/Blue belt (SHIRO), competitors can only wear one belt, they cannot also wear their grade belt.
3. Contestants may wear an association or club badge. Any other markings or badges on the Karate-Gi will be assessed by the Referee before they can continue; if there are any further concerns then the Tatami & Chief Referee MUST be consulted.
4. If changes or adjustments are necessary then the competitor will be given 1 minute to comply.
5. ONLY the Chief Referee may disbar any competitor who does not comply with this official dress regulation.

CONTESTANTS DRESS ADDITIONAL

- i) The Gi 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 $\frac{3}{4}$ thigh length.
- ii) Female competitors may wear a plain white t-shirt under the Gi jacket.
- iii) The maximum length of the jacket sleeves must be no longer than the bend of the wrist & no shorter than halfway down the forearm. The jacket sleeves must not be loosely rolled up, either inside or outside.
- iv) The trousers must be long enough to cover at least two-thirds of the shin & must not reach below the anklebone. The trousers must not be loosely rolled up, either inside or outside.
- v) Contestants must keep their hair clean & cut to length, so that does not obstruct the smooth running of a bout. Headbands (Hachimaki) will not be allowed. In Kumite bouts hair slides & hairgrips are prohibited. In Kata, only a discreet hairclips or similar are permitted.
- vi) Contestants must have short fingernails & must not wear metallic or other objects, which might injure their opponents.
- vii) The use of metallic teeth braces must be approved by the Referee & the Tournament Doctor. The contestant **MUST** accept that wearing the brace is at their own risk. **NOTE!** - Irrespective of teeth braces: the compulsory mouth guard must still be worn. If the contestant is a child then the Officials must confirm their participation with their Coach.

COMPULSORY EQUIPMENT FOR COMPETITORS IN KUMITE EVENTS (ADULTS & CHILDREN)

1. Hand mitts, these need to be approved by the Referee (WKF & WUKF type).
2. Gum shield, these **MUST** fit properly.
3. Competitors **MUST** wear either a **RED** belt (AKA) or **WHITE/BLUE** belt (SHIRO).

**OPTIONAL EQUIPMENT FOR COMPETITORS IN KUMITE EVENTS
(ADULTS & CHILDREN)**

1. Females may wear a chest protector.
2. Shin & instep protectors are allowed, this includes the all-in-one white elasticated type, however, these **MUST** be clean & undamaged, and alternatively Adults & children may wear shin & boot protectors, separates - WKF type.
3. Males may wear groin guards.

FORBIDDEN EQUIPMENT (ADULTS & CHILDREN)

1. Glasses, however, soft contact lenses can be worn at the contestants own risk.
2. Metal objects or other items that could cause injury.

MISCELLANEOUS

1. It is the duty of the match Officials to ensure, before each match or bout, that the competitors are wearing the correct approved equipment.
2. The use of bandages, padding or supports, because of an injury, must be approved by the Referee on the advice of the competition Doctor.

ARTICLE 3: ORGANISATION OF AMA COMPETITIONS

1. A Karate tournament may consist of Kumite (fighting) & Kata (form) events.
2. The Kata events will be divided into specific categories, these may vary per tournament.
3. Kata events will be judged using the FLAG system.
4. The Kumite competition may be further divided into individual matches & team matches. These events may be divided further by age, grade and weight.
5. All the Kumite categories are divided into bouts and include the Kumite competitions between opposing pairs of team members.
6. No contestant may be replaced by another in an individual match.
7. Individual contestants or teams who do not present themselves when called WILL be disqualified (KIKEN) from that category, however, Officials are to make efforts to clarify the reasons.
8. Kumite teams can comprise of a maximum of 4 members = 3 fighters & 1 reserve, all the contestants are all members of the team, there are no fixed reserves (see page 25 regarding Team Rotation members).
9. The teams will either be ALL male or ALL female, no mixed teams, unless otherwise stated
10. Team rotation has separate rules (see page 25), however, in „Other team events., before the start of the match, a team representative must submit their fighting order to the area Officials & once notified, from that point on, any deviation from that fighting order WILL result in immediate disqualification of the whole team. After submission, the use of a reserve constitutes a change in fighting order.
11. „Other team events. - A team who presents themselves with a minimum of only 2 members WILL be allowed to compete, as there is still potential for that team to win = 2 – 1. The forfeit match will be recorded as 3 – 0 to the opposing team.

12. In the „Other team events., once there is NO possibility for a team to win then the team match is over (Soremade), e.g. if a team has 2 wins & there is a 3rd team member wanting to fight then this will not be allowed, irrespective of any complicity of the fighters.

13. Discreet coaching is allowed by a single representative; however anything beyond discreet will be stamped upon immediately. If the coach, or other, does not comply then your options are:

- i) Warn or penalize the contestant.
- ii) If an individual event - then disqualify the contestant
- iii) If a Team event - then disqualify the whole team.

Before disqualification, this action should be discussed by the whole Official panel & include the Tatami or Chief Referee.

14. „Other team events. - Team line-up (start of match):-

- i) When the team member's line-up then number 1 fighter stands furthest away from the Referee, then number 2 fighter nearer & then number 3 fighter nearest the Referee, the reserve will not line up with the team.

ARTICLE 4: REFEREEING PANEL

KUMITE & KATA – REFEREES, JUDGES & ARBITRATOR

KUMITE

1. The Refereeing panel for each Kumite match shall consist of one Referee (SHUSHIN), a single Mirror/or 2/3/4 flag Judge (FUKUSHIN) & a single Arbitrator (KANSA).
2. The Referee & Judge must not have any direct links to the competitors they are Officiating (Instructor, same club etc.), efforts MUST be made to change the Officials, however, it is accepted there may be occasions where this is unavoidable (lack of Officials is the ONLY excuse), if this is the case then the minimum requirement is that the Referee & Mirror Judge must be totally independent, if this cannot be achieved then the Chief Referee MUST be consulted.

KATA

The Refereeing panel for each Kata match will consist of 1 Referee (SHUSHIN) & 2 or 4 Judges (FUKUSHIN). Similar guidelines regarding links to the competitor must be used.

CHANGING OF OFFICIALS FOR KUMITE & KATA

1. In the Kumite events, if there is a change of Officials during a bout then the incoming Official will approach & bow to the outgoing Official, if there is a complete change of the full Refereeing panel then the outgoing Officials will line-up & face the incoming Officials to bow.
2. During Kata events, for consistency, there must not be a change of Officials until that particular round is complete, once complete then any changes will be as Kumite events.

ARTICLE 5: DURATION OF BOUT & EXTENTIONS

1. The normal match is called a “bout proper”
2. Team Rotation events are 6 minutes, otherwise the other Kumite events will be 2 minutes for Children/cadets/juniors and senior females & 3 minutes (effective time) for all other Kumite events, unless otherwise stated by the Chief Referee
3. The timing of a bout starts when the Referee gives the signal to start (“HAJIME”) & stops when they signal to stop the action (“YAME”).
4. The time keeper shall give a signal or buzzer to indicate it is the last 30 secs of the bout, on hearing this, the Referee will say “ATOSHI BARAKU”, which means „a little more time left.. If there are concerns that the Referee did not hear the time keeper then the Arbitrator should shout loudly “ATOSHI BARAKU”.
5. In the event of a draw situation EXTENTIONS will take place :
 - . In SHOBU IPPON events there is NO ENCHO-SEN but an additional match called SAI SHIAI will take place, basically this is a fresh, let’s start again match.
 - . In SHOBU SANBON events there will be an ENCHO-SEN of 1 minute
 - . Team rotation events there will be an ENCHO-SEN of 2 minutes

ARTICLE 6: KUMITE SCORING

1. Dependant on the event & excluding Team Rotation, the maximum score that can be obtained in the match will be either 1 IPPON or 3 IPPONS, unless otherwise directed by the Chief Referee.

Consider this potential scenario - AKA has already scored 2 IPPONS & 1 WAZA-ARI & then goes on to score a further IPPON, the score can ONLY be rounded-up to 3 IPPONS. In the „Other team events. this could be an important issue when a situation arises where, to decide a winner, the scores need to be counted.

2. Scores are as follows:

i) IPPON

ii) WAZA-ARI

3. Relevant in the „Other team events. only, where a contestant fails to attend or cannot continue (KIKEN) or is disqualified (HANSOKU or SHIKKAKU) then their score WILL be zeroed & the opponent WILL receive 3 IPPONS.

4. Any technique that incurs an injury negates any potential score. NO SCORE shall be awarded, if the competitor injures their opponent they should incur a Warning or Penalty , unless it is the fault of the recipient.

5. Criteria for deciding IPPON & WAZA-ARI

An IPPON is awarded on the basis of the following requirements:

i) When an exact & powerful technique, which is identified as decisive, is delivered to the recognised scoring areas under the following scoring criteria:

- . Good form – (Karate movement)
- . Sporting attitude – (None malicious)
- . Vigorous application – (Power & speed)
- . Awareness (Zanshin) – (Commitment to technique)
- . Proper timing – (delivering the technique at the right moment)
- . Correct distancing – (Controlled & within range of target)

6. An IPPON may also be awarded for techniques deficient in ONE of the scoring criteria but which conforms to any of the following schedules:

- i) Jodan kicks
- ii) Successfully scoring at the precise moment the opponent attacks.
- iii) Deflecting an attack & scoring to the unguarded back of the opponent.
- iv) Delivering a combination technique, whereby the individual components of which would score in their own right, these combinations can be a mixture of Tsuki (punch), Uchi (strike) or Geri (kick) techniques (see „Waza-ari-Awasete Ippon. – ITEM 8 – page 13)
- v) Sweeping or throwing the opponent followed by a valid scoring technique
- vi) When an attack is delivered immediately as the opponent was unbalanced by their attacker.
- vii) When a valid score is made & it is considered the opponent has lost their fighting spirit (if this continues consider disqualification – MUBOBI for the opponent).

viii) Effective & valid attacks on areas where the recipient makes absolutely no attempt to defend.

7. A WAZA-ARI is awarded for a technique ALMOST comparable to that needed to score IPPON. The Officials MUST look for IPPON in the first instance & only award a WAZA-ARI in the second instance. Although two WAZA-ARIs equal one IPPON in scoring value, in technical terms a WAZA-ARI is equal to 90% of an IPPON.

WAZA-ARI guidance = A WAZA-ARI can be deficient in ONLY one area of the full scoring criteria

8. “WAZA-ARI AWASETE IPPON” - (what’s this?)

Where a competitor scores 2 separate valid Waza-ari in a combination technique they will be awarded an IPPON, however to express that it was identified as 2 separate techniques the Referee would say “WAZA-ARI AWASETE IPPON”. The Referee would gesture a combination of 2 individual signals, each executed to coincide exactly with the announcement of their corresponding command word. The Referees would initially signal a Waza-ari gesture & then with the same hand, return to the same shoulder and then raise it above their head for Ippon.

Sounds complicated but it just means initially you signal a Waza-ari then in the same move bring the same hand above your head to signal Ippon.

9. REMEMBER – A worthless technique is a worthless technique, regardless of where or how it was delivered. Any techniques deficient in more than one area will not score, e.g. a Jodan kick which is seriously deficient in scoring criteria will score nothing, much less a WAZA-ARI.

10. If a competitor is thrown or falls to the floor then you must give the opponent an opportunity to score, allow 2 to 3 seconds before stopping the match, unless in the opinion of the Referee that there is NO scoring opportunity.

11. JOGAI? Techniques delivered outside the prescribed Match area shall be invalid, however, if the contestant delivering such a technique was within the boundary of the Match area when they deliver the technique, it shall be considered valid. The point at which "YAME" is called is helpful in determining if Jogai has occurred. If AKA delivers a successful technique and then exits immediately afterwards, YAME should occur on seeing the score. The exit therefore occurs outside of Match time and will not be penalized.

JOGAI cont...?

. If AKA's attempt to score is unsuccessful, YAME will not be called and the Jogai WILL be recorded.

. If SHIRO exits just after AKA scores with a successful attack, then again, YAME should occur immediately on the score and SHIRO's Jogai will not be recorded.

. If SHIRO exits, or has exited as AKA's score is made (at the same time & with Aka remaining within the area) then both AKA's score will be awarded & SHIRO's Jogai penalty will be imposed.

12. The scoring areas:

i) Head

ii) Face

iii) Neck, including the throat (see ARTICLE 8 - Section 1 of (ii) page 18)

iv) Abdomen (stomach)

v) Chest

vi) Side

vii) Back, excluding the upper part of the shoulders

13. An effective technique delivered simultaneously as the time-up bell signals shall be considered as valid, an attack even if effective, delivered after the time-up bell signals or an order to suspend or stop the bout shall NOT be scored & may result in a penalty being imposed on the offender.

14. No technique, even if technically correct, will be scored if it's delivered when the 2 contestants are outside the competition area.

15. Simultaneous effective scoring techniques delivered by both contestants shall not score (AIUCHI).

ARTICLE 7: CRITERIA FOR DECISION (HOW DO I DECIDE WHO'S WON?)

In the absence of defeat due to disqualification (Hansoku or Shikkaku) or retirement (Kiken) a decision to identify a WINNER is taken on the basis of the following considerations:

1. The first to reach the maximum score
2. At the time-up signal, in the situation where a contestant has scored at least one WAZA-ARI more than his opponent then they will be declared the winner (NO KACHI)
3. In an Ippon individual match, in the event of a draw there will be another match (Sai Shiai). This is NOT an extension match (ENCHO-SEN) but, in essence, it is a completely separate bout whereby the fighters start again.

Neither Awards nor Penalties are carried forward into the SAI SHAI, it must be considered as a new Match. The timing of the extra match (Sai Shiai) will be as the bout proper (unless otherwise instructed by the Chief Referee).

In the event of another draw at the end of the Sai Shiai the Judges must take a decision on who is the winner, based on the Sai Shiai ONLY.

4. In a Sanbon individual match, if a bout proper is declared a draw then ENCHO-SEN must be conducted. The winner is decided by the first to score (sudden death); ALL Awards, Warnings & Penalties are carried forward from the bout proper. If NO winner is decided after ENCHO-SEN then HANTEI must be called. ALL Officials MUST decide in favor of either AKA or SHIRO, they cannot give a draw.

5. In the „Other team events., to decide the overall winner consider the following:

- a) In the first instance, the team with the most wins.
- b) If the wins are equal, then team with the most points, taking into consideration both winning & losing points.
- c) If the wins & points are equal then each team selects a single contestant to represent them in a further match. This match will be conducted as a „bout proper. & if this results in a draw then ENCHO-SEN rules apply.

6. HANTEI - the Referee calls for a vote from the Mirror/Flag Judge /+ Arbitrator. The Referee cannot overturn the majority vote on HANTEI.

7. If a situation arises where HANTEI is required then the Officials will consider the following;

- a) Whether there has been WAZA-ARI.s or IPPONS
- b) Whether there have been warnings or Penalties (CHUI.s)
- c) The number of escapes outside the match area (JOGAI.s)
- d) The comparative excellence in the fighting attitude
- e) The ability & skill, including fighting spirit & fair play
- f) The number of valid attacking moves
- g) The comparative excellence in the strategy used

THE BETTER FIGHTER

8. **KIKEN** – This is awarded if a competitor fails to attend the area at the prescribed time (Officials should make efforts, however minimal, to ascertain why), another situation could be that a contestant is injured, through no fault of their opponent, & cannot continue, in this instance the fight **WILL** be given to the opponent. The recipient of **KIKEN** does not need to be present when this is awarded. The **ARBITRATOR** should endorse the score sheet with the letter „K. in the results section to show **KIKEN** was the reason for the win.

9. If a situation arises where both contestants cannot continue due to injury then the opponent with the most points wins, however if neither have any points or they both have the same points then **HANTEI** must be called & a decision **MUST** be made, a **DRAW** cannot be given.

ARTICLE 8: PROHIBITED ACTS & TECHNIQUES

The following acts & techniques are prohibited:

1. Techniques, which by their nature, cannot be controlled for the safety of the contestant or their opponent & includes dangerous & uncontrolled attacks.
2. Techniques that make excessive contact, having regard to the scoring area attacked.
3. Techniques that make contact with the throat, irrespective of how slight, unless it was the recipients fault.
4. Dangerous or forbidden throws.
5. Open hand techniques to the face.
6. Attacks to the arms, legs, groin, joints or instep.
7. Feigning or exaggerating an injury.
8. Avoiding combat as a means of preventing the opponent the opportunity to score.
9. Clinching, wrestling, pushing or seizing, without attempting to throw or other technique.
10. Attacks with the head, knees or elbows
11. Goading or talking to the opponent or Officials.
12. Failing to obey the orders of the Referee or other Officials.
13. Commits an act or acts that are considered to be malicious.
14. Discourteous behavior towards any Officials or other person & includes breaches of etiquette by any person, before, during or after the tournament.
15. Children's Kumite events ONLY (U14 yrs), any HAND or FOOT techniques that make contact with the face or head, this includes contact to the head guard.
16. In the CADET Kumite ONLY (15 to 17 yrs), any HAND techniques that make contact to the face or head, NOTE! - Valid Jodan kicks are allowed to touch
17. Lack of regard for the contestants own safety or that of his opponent (MUBOBI)
18. Repeated exits from the competition area (JOGAI)

SECTION 1 NOTE

When Considering Warnings & Penalties all These acts & Techniques can cross accumulate

(See article 9)

SECTION 2 & 3 NOTE

These two rules have separate penalties (see article 9)

EXPLANATION OF THE ABOVE PROHIBITED ACTS & BEHAVIOUR

Below is a more detailed explanation of the above areas that do not appear obvious:

Section 1(Section 1 does not cross accumulate with Sections 2 & 3)

i) Karate competition is a sport & for that reason some of the most dangerous techniques are banned & ALL techniques MUST be controlled. Trained competitors can absorb relatively powerful blows on muscled areas such as the stomach but the fact remains that the head, face, neck, throat, groin & joints are susceptible to injury. Therefore any technique, which results in injury, may be warned or penalized, unless it is caused by the recipient. The contestants MUST perform ALL techniques with control & good form, if they cannot, then regardless of the technique misused a warning or penalty MUST be imposed.

Shall I give a Warning or Penalty? - Consider - The recipient must be in the same physical condition after the technique has been completed as they were before the technique was delivered

ii) The THROAT is a scoring area; however it is a particularly vulnerable area, therefore, NO contact can be made, irrespective of how slight, unless it was the recipient's fault, so if a score is to be given then the attacker must have pulled short of the target but close enough for the Officials to identify control was used.

iii) Dangerous throws speak for themselves; however, forbidden throws refer to throws where the pivotal point is above the hip. It is accepted that, if thrown correctly, then trained competitors should be able to land safely (break fall etc.) so it must be noted that if the Officials decide a throw was acceptable but the throw resulted in the recipient injuring themselves then it must be considered the fault of the recipient & if this is the case then the thrower should not be penalized.

iv) Feigning an injury, feigning an injury, which doesn't exist, is considered extremely serious & should result in SHIKKAKU. The thinking behind this is that this is blatant cheating. Consider the evidence that is presented i.e. the competitor rolls about after being allegedly hit but you & your Officials can support that there was NO contact.

Exaggerating an injury is considered less serious & a warning or penalty should be imposed. Before any warning or penalties are given, Officials should consider pre-existing injuries sustained by the contestants in previous bouts.

v) Avoiding combat refers to a contestant who is not tactically avoiding their opponent but just using the match area to waste time.

vi) In the Children's events (under 14 yrs old) there is NO facial or head contact allowed this means that NO hand or foot technique can score to the face or head. Any technique that makes contact & doesn't cause any injury MUST NOT be scored, nor should it be penalized. You may consider advising the competitor that NO CONTACT is allowed.

vii) In the CADET events (15 to 17 yrs old), there is NO facial or head contact with the HAND allowed this means that NO hand technique that makes contact can score to the face. Any hand technique that makes contact & doesn't cause any injury MUST NOT be scored, nor should it be penalized. You may consider advising the competitor that NO HAND CONTACT is allowed.

ALWAYS CONSIDER - Officials should always consider scoring controlled techniques that pull short of the target, this can be up to 2" (inches).

Any contact that causes injury should be dealt with accordingly (warning or penalty - Consider a reddening of the skin as an injury).

Section 2 (Section 2 does not cross accumulate with Sections 1 & 3)

viii) MUBOBI, whenever a competitor makes or is about to make any action that puts at risk their well-being or their opponent's well-being then the competitor will have to be warned or penalized with MUBOBI. This is aimed at competitors who, by their own actions, could be injured or could injure. Ensure this is NOT a tactical maneuver but a lack of skill. This section is aimed at competitors who do not have the correct skill level to compete.

Section 3 (Section 3 does not cross accumulate with Sections 1 & 2)

ix) JOGAI relates to a situation where the contestants foot or any other part of the body touches the floor outside the match area. It is NOT Jogai if the contestant is physically pushed or thrown from the area.

ARTICLE 9: WARNINGS & PENALTIES

There are a number of situations where Warnings & Penalties are given by the Referee. In the main, unless Shikkaku applies, then Sections 1, 2 & 3 are awarded when a competitor or competitors commit or contravene any of the Prohibited acts & techniques.

It is important to remember that any Warning or Penalty OVERRIDES any score made by the same contestant.

When it comes to awarding Warnings or Penalties the Officials have 3 separate sections to consider, as outlined previously these 3 sections DO NOT cross-accumulate, this means they are treated separately & a Warning or Penalty given for one area does not mean you raise the level of Warning or Penalty if the competitor contravenes or infringes one of the other two sections, below is an outline of how a decision can be made for each of the 3 sections:

SECTION 1 ONLY - Does not cross accumulate with Sections 2 & 3

a) In the first instance, the offender receives a PRIVATE WARNING. The Referee will gesture a fist to an open hand as they say “AKA ATENAI” or “SHIRO ATENAI”.

NO points are awarded to anyone.

b) In the second instance, the offender receives an OFFICIAL WARNING. The Referee will gesture a fist to an open hand. The Referee then points to the chest of the offender as they say “AKA ATENAI CHUI” or “SHIRO ATENAI CHUI”.

NO points are awarded to anyone.

c) In the third instance, the offender is DISQUALIFIED. The Referee will gesture a fist to an open hand. The Referee then points to the face of the offender as they say “AKA ATENAI HANSOKU” or “SHIRO ATENAI HANSOKU”.

THE WIN IS THEN AWARDED TO THE OPPONENT

Section 1 - with regards to impact techniques consider this in the 1st instance

- . Does not diminish or slightly diminishes opponents chances of winning = Private Warning (ATENAI)
- . Seriously reduces the opponents chances of winning = Official Warning (CHUI)
- . Reduces the opponents chances of winning to virtually zero = Disqualification (HANSOKU)

SECTION 2 ONLY – “MUBOBI” Does not cross accumulate with Sections 2 & 3

a) In the first instance, the offender receives a PRIVATE WARNING. The Referee holds their arm at 45 degrees with the index finger pointing at the same angle. They then say “AKA MUBOBI” or “SHIRO MUBOBI”.

NO points are awarded to anyone.

b) In the second instance, the offender receives an OFFICIAL WARNING. The Referee holds their arm at 45 degrees with the index finger pointing at the same angle. They then point at the offender’s chest & say “AKA MUBOBI CHUI” or “SHIRO MUBOBI CHUI”.

NO points are awarded to anyone.

c) In the third instance, the offender is DISQUALIFIED. The Referee holds their arm at 45 degrees with the index finger pointing the same angle. They then point at the offenders face & say “AKA MUBOBI HANSOKU” or “SHIRO MUBOBI HANSOKU”.

THE WIN IS THEN AWARDED TO THE OPPONENT

NOTE! – Section 1 & 2 have three levels before the competitor is disqualified, if the Refereeing panel feel it is serious enough & justified they can go straight to CHUI or DISQUALIFICATION. This permits the panel to penalize the recipient more heavily or even stop the bout as soon as they decide the offending competitor should NOT be allowed to continue.

SECTION 3 ONLY – “JOGAI” Does not cross accumulate with Section 1 & 2

„SHOBU SANBON. ONLY - THIS SECTION HAS 4 LEVELS BEFORE DIQUALIFICATION & IS AIMED AT COMPETITORS WHO CONTINUALLY EXIT THE AREA.

a) In the first instance, the offender receives a PRIVATE WARNING. The Referee initially points to outside the area & then they hold up their arm to the offender, with the index finger out (indicating the first occasion). They then say “AKA JOGAI ICHI” or “SHIRO JOGAI ICHI”.

NO points are awarded to anyone.

b) In the second instance, the offender receives a second PRIVATE WARNING. The Referee initially points to outside the area & then they hold up their arm to the offender, with the 2 fingers out (indicating the second occasion). They then say “AKA JOGAI NI” or “SHIRO JOGAI NI”.

NO points are awarded to anyone.

c) In the third instance, the offender receives an OFFICIAL WARNING. The Referee initially points to outside the area & then they hold up their arm to the offender at 45 degrees with the index finger pointing the same angle & in a continuous movement they then point at the offender’s chest & say “AKA JOGAI CHUI” or “SHIRO JOGAI CHUI”.

NO points are awarded to anyone.

d) In the forth instance, the offender is DISQUALIFIED. The Referee initially points to outside the area & then they hold up their arm at 45 degrees with the index finger pointing the same angle & in a continuous movement they then point at the offender’s face & say “AKA JOGAI HANSOKU” or “SHIRO JOGAI HANSOKU”.

THE WIN IS THEN GIVEN TO THE OPPONENT

JOGAI NOTE! - If a competitor exits the area during the last 30 seconds of a bout then the offending competitor MUST be given a minimum of CHUI, if CHUI has already been awarded then HANSOKU (DISQUALIFICATION) must be given. The Arbitrator MUST inform the Referee if they fail to identify this situation. **NOTE!** – Shobu Ippon has slightly different rules (see page 24)

In the main, the above 3 Sections cover a majority of the Warnings & Penalties; however there may be occasions when the following apply:

. **SHIKKAKU** – Disqualification from the whole tournament & potentially all future AMA tournaments. It could be an individual or a whole team & coaching staff. Shikkaku situations are very rare, however on these occasions a written report will be required from the Referee on the area, identifying the Mirror Judge & Arbitrator, outlining the circumstances.

SHIKKAKU - This is incurred for an extremely serious infraction of the rules & due to the seriousness of this penalty the Chief Referee **MUST** be consulted before **SHIKKAKU** is invoked.

SHOBU IPPON KUMITE RULES ARTICLE 10:

In „SHOBU IPPON. the fighters only need to score a maximum of 1 IPPON before being declared the winner.

There are the following differences to „SHOBU IPPON. compared to the rules governing „SHOBU SANBON.:

. The Referee will announce “SHOBU IPPON” at the start of every match & not „SHOBU SANBON

. In the event of a draw in an individual Match there will be another Match (Sai Shiai). This is NOT an ENCHO-SEN (extension match) but a completely separate match whereby, in essence, the fighters start again.

Neither Awards or Penalties are CARRIED FORWARD INTO THE SAI SHAI, it must be considered a new Match

The timing of the extra match (Sai Shiai) will be as the bout proper (2&3 minutes respectively, unless otherwise instructed by the Chief Referee).

In the event of another draw at the end of the Sai Shiai the Judges must take a decision on who is the winner, based on the Sai Shiai only.

In „SHOBU IPPON. there is one minor deviation with regards to the Jogai rules. This is that the fighters are only allowed to exit 3 times before being disqualified (HANSOKU). The procedure is as follows:

. After the first escape, the contestant must be given a private warning (Jogai)

. After the second escape, the contestant must be given an official warning (Jogai Chui)

. After the third escape, the contestant will be disqualified (Jogai Hansoku)

Kumite team rotation

Basically the rules are the same „SHOBU SANBON., with some differences to how the match is conducted:

- . The Referee starts the fight with “SHOBU HAJIME”
- . Each team **MUST** have 3 fighters in **ALL** rounds (either **ALL** male or **ALL** female), a single reserve can be used but **ONLY** between rounds & **NOT** during a match
- . The match time is 6 minutes. The clock does not stop unless the Referee indicates otherwise
- . There are **NO** restrictions to how many changes are allowed during the match time.
- . If the full 6 minutes are completed then it is expected that **ALL** 3 fighters have taken part in the action, failure will result in team Disqualification
- . Any penalties incurred are incurred by the whole team, therefore if a fighter receives a MUBOBI CHUI & is then changed, if the next fighter commits a single MUBOBI penalty then the team is disqualified (MUBOBI HANSOKU).
- . The **ARBITRATOR** should be notified, by a team member (but not one on the mat), when a change is required, the **ARBITRATOR** will then sound their whistle, 2 short blasts, to alert the Referee, who, as soon as possible, will stop the match & allow the change. The fighters quickly move to the starting positions where the Referee quickly re-starts the fighting
- . Changes in the fighters must not take any longer than 3 seconds, therefore the fighters **MUST** be ready to step on the mat & start fighting immediately any delay will incur a penalty (ATENAI)
- . Each fighter **MUST** be on the mat for at least 15 seconds before a change is allowed. A double change by both teams is **NOT** allowed. The Arbitrator identifies which coach requested first, then after 15 seconds the other team can change their fighter
- . No limits to the points scored but when a team is 6 IPPONS clear of their opponents then they win the match
- . If a tie exists after the 6 minutes then a further 2 minutes is fought & the first to score wins = ENCHO-SEN rules

ARTICLE 11: INJURIES & ACCIDENTS

1. When a contestant is injured the Referee shall immediately stop the bout & quickly assess the situation &, if necessary, call the Doctor.
2. If a contestant is injured, through NO fault of their opponent, & cannot continue then they will forfeit the match (KIKEN).
3. Any injured contestant shall, initially, be given 3 minutes to receive treatment, if necessary, further time can be given.
4. A situation could arise where both contestants are injured, through NO fault of each other, & neither can continue. In this situation whoever has the higher score will be declared the winner; if the scores are the same then HANTEI will determine the winner, however, if it is a team event then the team match will be declared a draw, unless it occurs in ENCHO-SEN, whereby HANTEI applies.
5. If a contestant is declared unfit to continue by the tournament Doctor then they will NOT be able to compete again in that competition.
6. Any contestant who receives an injury that results in their opponent being DISQUALIFIED must obtain permission from the Doctor and Referee before continuing, if that same contestant wins a second fight, again, due to injury, then they will not be able to continue any further in the tournament (Welfare).
7. Any contestant who is injured as the result of a legitimate sweep or throw & it is considered by the Officials that the injury was the recipients fault then the attacker should NOT receive a penalty.

ARTICLE 12: OFFICIAL PROTEST

1. No one may protest about a judgment to the members of the Refereeing panel.
2. If a Refereeing procedure appears to have contravened the rules then an official representative from the club in question **MUST** approach the Chief Referee. A representative refers to a club official, coach or senior student, **NOT** a parent or similar, this is due to the complexities of the rules. If the Chief Referee tries to discuss the rules with someone who does not understand the complexities of the rules, this could cause the situation to escalate.
3. The Chief Referee will listen to the concerns &, if necessary, will approach the Refereeing panel to discuss the issue and, if necessary, reaffirm or change a decision.
4. If an administrative error is identified during a bout then a coach or senior representative can directly & immediately notify the Arbitrator.
5. To reduce charting errors, immediately after their bout the winner must approach the area table to confirm their name has been correctly progressed, any concerns must, initially, be directed at the area ARBITRATOR.
6. In **ALL** matters that require advice from the Chief Referee, then his decision is final.

ARTICLE 13: POWERS & DUTIES OF OFFICIALS

CHIEF REFEREE (SHIN PAN SHO)

The Chief Referee will:

1. Allocate Officials to the relevant areas.
2. Supervise & co-ordinate the overall performance of the AMA Officials.
3. Monitor & assess AMA trainee Officials &, when applicable, award Judge or Referee status.
4. When necessary, assist Refereeing panels on complex matters.
5. When necessary, due to resource problems move Officials from their allocated area to other areas.
6. Pass final judgment on issues that may arise during a tournament.

AREA REFEREE (TATAMI REFEREE)

The TATAMI Referee will:

1. Officiate on their specified area, unless redirected by the Chief Referee
2. Oversee their specified area & supervise the Officials allocated.
3. Monitor the trainees & qualified Officials & when necessary to assist them, offering constructive advice.
4. If they identify a contravention of the rules, stop matches & advise.
5. Offer feedback to the Chief Referee about any trainees or Officials on their area.
6. Resolve issues, which may arise during a given match & if concerns are raised then seek advice from the Chief Referee.

REFEREES (SHUSHIN)

The Referee will:

1. Conduct the matches; announce the start, suspension & end of the match.
2. Give ALL commands & make ALL announcements.
3. Award scores (WAZA-ARI & IPPON.s)
4. Issue Warnings or Penalties, before, during or after the match.
5. Obtain & act upon the gestures & opinions of the Area Officials.
6. Ascertain opinions from the Area Officials. In this instance, the Referee should not reveal their thoughts until they have gained the Area Officials comments (avoids influences).
7. If necessary, explains judgments to the TATAMI Referee or Chief Referee.
8. Announce extensions (ENCHO-SEN or SAI-SHIAI).
9. Conduct voting & announcing the result (HANTEI).
10. Announce the winner.
11. If necessary, seek advice from the TATAMI or Chief Referee.

Overview of the Referee's role:

A good Referee will keep a match flowing & refrain from stopping the match every time the contestants come together. Once the match is stopped a quick decision is required to get the match going again.

During the bout, if a Referee is convinced a Judge's signal is incorrect, for instance the Judge was poorly sighted then the Referee does not need to stop the match. This decision is classed as being made „ON THE MOVE.; if the Referee has any doubt about the signal then they MUST stop the fight & consult the Judge then give the majority decision.

In an effort to avoid influencing, when discussing an issue with the Area Officials, the Referee should obtain their views and rationale before revealing their view, in these situations the majority decision prevails.

JUDGE (FUKUSHIN)

The Judge will:

1. Assist the Referee
2. When invited, take part in consultation with the Referee & Arbitrator.
3. Gesture an opinion by clear & strong signals.
4. Exercise a right to vote on a decision to be taken, this includes HANTEI.
5. If summoned (SHUGO), speak to the Referee.
6. Observe the actions of the contestants & signal to the Referee an opinion in the following circumstances:
 - a) When an IPPON or WAZA-ARI is observed
 - b) When a contestant appears about to commit, or has committed, a Prohibited act or technique (Article 8 – Section 1).
 - c) When one or both of the contestants commit MUBOBI (Article 8 - Section 2)
 - d) When one or both of the contestants commit JOGAI, having moved out of the competition area (Article 8 – Section 3).
 - e) When an injury or illness of a contestant is noticed.
 - f) In other cases where it is deemed necessary to call the attention of the Referee.

Overview of a Judge's role:

The Referee is required to keep the match flowing, so it is imperative the signals of the Judge are clear & strong. This gives the Referee a good indication of what was seen or not seen. The Judge does not give any verbal commands.

During the match, if you are requested to consult with the Referee then your views need to be as concise as possible, allowing quick decisions to be made by the Referee.

GENERAL

In the interest of keeping the match flowing: All consultations between the Refereeing panel must be kept to a minimum & as brief as possible. Whenever possible, discussions should be avoided & reliance placed on the prescribed Official signals or gestures.

ARBITRATOR (KANSA)

1. The Arbitrator will sit to the side of the area table & will have a clip board with the competitor's event sheet & names on (see pages 48 & 49). The Arbitrator will record the scoring & oversee the table scoring they will also record any Warnings, Penalties & Disqualifications issued.
2. When the Referee & Judge consult, the Arbitrator, if requested, shall take part. When the Arbitrator has an opinion to express it must be done through the intermediary of the Referee, however, this procedure may be omitted when the Referee simply refers to the Arbitrator for a quick opinion or gesture.
3. The Arbitrator shall oversee the operation of the match & the actions of the Refereeing panel & ONLY IF REQUESTED will express an opinion to the Referee.
4. The Arbitrator may be included in casting a vote if HANTEI is called.
5. The Arbitrator shall notify the Referee if they identify a contravention of the rules or any administrative errors that needs immediate attention, if necessary, the Arbitrator shall stop the match by use of a whistle.
6. The power of the Arbitrator will include supervision & direction of the time keeper & scorer/s and include control of contestant changes in the team rotation events.
7. Records of the match shall become official record subject to the approval of the Arbitrator.
8. The Arbitrator should ensure that the fighting & surrounding area are devoid of hazards

Overview of the Arbitrators role:

They shall oversee the running of the match & monitor the actions of the fighters. They shall record ALL scores, Warnings, Penalties & Disqualifications. They are NOT there to assist the Referee & Judge in evaluating whether a score was valid, although the occasional & informal non-verbal consultation can be made when they alone have been clearly sited (this means, if the Referee looks towards the Arbitrator for assistance then they can give a very discreet signal to the Referee indicating their views). The Arbitrator will not stand-up to discuss the matter, unless the Referee requests (SHUGO), when they may then express an opinion to the Referee.

The Arbitrator cannot stop the match if they disagree with a judgment that was made, by the Referee, in accordance with the rules. If HANTEI is conducted then the Arbitrator, along with the Refereeing panel might take part in voting, the majority decision is final.

ARTICLE 14: STARTING, SUSPENDING & ENDING MATCHES

1. At the start of the Kumite match, the Officials will stand central on the outside edge of the match area & in-front of the area table. The Referee will be central with Judge 1 and 2 to their left & the ARBITRATOR and Judge 3 to their right. The Referee controls the bowing ceremony. In the Kumite events the competitors line-up on their relevant sides (AKA or SHIRO).

The KATA bowing ceremony is similar but there may be more Officials & the contestants are directly opposite

2. (Bowing ceremony) - At the start of a Kumite match the Refereeing panel line up as above. The Referee will gesture for the contestants to face the main control table to bow, at the same time saying “SHOMEN-NI REI” („Bow of respect.), once they have bowed the Referee will gesture for the contestants to face each other & bow, at the same time saying “OTAGAI-NI REI” („Bow to each other.). The Referee will then step back while the Judges & Arbitrator face inwards & they all bow together.

3. In the Kumite events, after the initial bows the Arbitrator takes their position, while the Referee stands on the edge of the perimeter of the area & the Judges sit in their chairs on the perimeter edge. The Referee gestures for the fighters (AKA & SHIRO) for that bout to approach the starting positions, the Referee also takes this opportunity to ascertain if the contestants are correctly dressed etc..., the Referee then moves to their position, once in position, the Referee will cause the contestants to bow (“REI”) to each other before starting the match.

4. The Referee will start the bout by saying, for example: “SHOBU SANBON – HAJIME” & to stop or suspend the bout they will say “YAME” &, if necessary, they will order the contestants to take up their original positions by saying “MOTO NO ICHI”, if the bout is to continue the Referee will restart the bout by saying “TSUZUKETE HAJIME”

5. Dependant on the event, once the maximum points have been reached the Referee shall stop the bout (YAME) & declare a winner (NO KACHI).

6. When a bout (individual) or a match (team) is finished the Referee will not only stop the fight (YAME) but they will then signal and say “SOREMADE” this means the individual fight or the team match has finished, the Referee will then announce the winner.

7. At the end of a match, the Officials & contestants will return to their original line-up positions, where the Referee will bow them off by reversing the format in item 2 - “OTAGAI-NI REI” first then “SHOMEN-NI REI”, the Officials then bow to each other.

8. If HANTEI is required (Referee, Judges &/or Arbitrator decision), the Arbitrator will stand by their chair the Referee announces the scores &, if necessary, the Warnings & Penalties. The Referee will then step to the side of their line, so they can see all the Judges &/or Arbitrator; the Referee will then blow their whistle. ALL the Officials then signal together & once the Referee has assessed the voting they will then return to their start line & announce the majority decision.

9. When faced with the following situations the Referee will suspend the bout temporarily:-

a) When a score is observed.

b) When either or both contestants are out of the match area

c) When either or both contestants need to adjust their Karate Gi or protective equipment.

d) When a contestant has contravened the rules, this includes Sections 1, 2 & 3.

e) When either or both contestants cannot continue due to injuries, illness or other causes or on the advice of the Doctor.

f) When a contestant seizes their opponent but does not immediately perform a technique or throw within 2 to 3 seconds.

g) When the Judges gives a majority signal that requires scoring.




h) When required to stop by the Arbitrator, Tatami Referee or Chief Referee.

i) In any other cases when they deem it necessary.



Article 15:

What do I do or say?



Starting & finishing the match

<u>Comments</u>	<u>Referee signal & verbal</u>	
<p><u>Initial bows</u></p> <p>At the start of the event when the contestants are lined up. The Referee and judges will stand on the edge. The Referee will give the command for the contestants and the officials to bow towards the main control table.</p>	<p>Shomen-ni</p>  A photograph of a referee in a dark suit and tie, standing on a wooden floor. He has both hands raised, palms facing forward, in a 'stop' or 'attention' gesture. Behind him is a green banner with the word 'MURA' and some smaller text.	<p>Rei</p>  A photograph of the same referee in a dark suit and tie, standing on a wooden floor. He is bowing forward with his hands at his sides. Behind him is a green banner with the word 'MURA' and some smaller text.
<p>Immediately after “Shomen-ni-rei” the Referee will give the command for the contestants to bow to each other. Officials stand still and do not move at this point.</p> <p>At the end of the match this is done in reverse order.</p>	<p>Otagai-ni-rei</p>  A photograph of the same referee in a dark suit and tie, standing on a wooden floor. He has both hands raised, palms facing outward, in a 'bow to each other' gesture. Behind him is a green banner with the word 'MURA' and some smaller text.	



Starting the Bout

<u>Comments</u>	<u>Referee signal & verbal</u>
<p>Once the two competitors have been called up. The referee will call them to their starting positions and give the command for the competitors to bow to each other. When they have done so the referee will check that both competitors are stood still in Yoi not bouncing up and down before moving onto the next step.</p>	<p style="text-align: center;">Rei</p>  A photograph of a male referee in a dark suit, white shirt, and blue striped tie. He is standing on a wooden floor with his hands raised to shoulder height, palms facing forward. Behind him is a green and white banner with the text 'MURA 3' and 'MARTIAL ARTS CLUB'.
<p>Immediately after “Rei” the Referee will give the command to start this bout.</p> <p>After this initial command in this bout we don’t say it again</p>	<p style="text-align: center;">Shobu Sanbon(Ippon) hajime</p>  A photograph of the same male referee in the same attire, standing on the wooden floor with his hands at his sides. The background banner is the same as in the previous image.





Stopping & re-starting the Bout

<u>Comment</u>	<u>Referee signal & verbal</u>
<p>This command is done on the move. The referee can stop the bout for numerous reasons. The action is a single chopping movement</p>	<p align="center">YAME</p> 
<p>The referee stands on his starting line with the competitors on theirs. As the command starts the referee will step back with one foot and after finishing the verbal part of the command they then step back with the other foot. By doing this you will give the competitors some room.</p>	<p>Tsuzukete Hajime</p> 



No score and a draw

<u>comment</u>	<u>Referee signal & verbal</u>
<p>The referee crosses their arms in front of their body and then moves both arms outwards with the palm of their hands facing down.</p> <p>This signal can be done on the move also can be used to cancel out a previous decision.</p>	<p style="text-align: center;">Torimasen</p> 
<p>The referee crosses their arms in front of the chest with the palms of their hands towards them. Then bring your hands to the side of your body with the palms of your hands facing out wards.</p>	<p style="text-align: center;">Hikiwake</p> 

Scoring

<u>Comment</u>	<u>Referee signal & verbal</u>
<p>The referee puts his hand onto his opposite hip and draws the arm upwards to a 45 degree angle. This is also used for announcing the winner of the bout.</p> <p>If it is Aka you use your right arm If it is shiro you use your left arm.</p> <p>Note: do not forget to say what made the score. (i.e. chudan zuki)</p>	<p style="text-align: center;">Shiro (Aka) Ippon Shiro (Aka) no-kachi</p> <div style="display: flex; justify-content: space-around;">   </div>
<p>The referee puts his hand to his opposite shoulder and draws the arm downwards to a 45 degree angle.</p> <p>As above for Aka or shiro. Also do not forget when giving scores do it as you would do a technique (with vigor and speed).</p>	<p style="text-align: center;">Aka (Shiro) Waza-ari</p> <div style="display: flex; justify-content: space-around;">   </div>


Scoring a combination of techniques which in there own right would have scored

<u>comment</u>	<u>Referee signal & verbal</u>
<p>The referee puts his hand to his opposite shoulder and draws the arm downwards to a 45 degree angle then lift your arm up to a 45 degree angle.</p>	<p>Aka (Shiro)Waza-ari Awasete Ippon</p> 
<p>The referee lifts their arm up to 45 degrees in front of their body and at the contestants line that is getting the penalty. Then announces the other contestant the winner.</p>	<p>Aka (shiro) Kiken</p> 






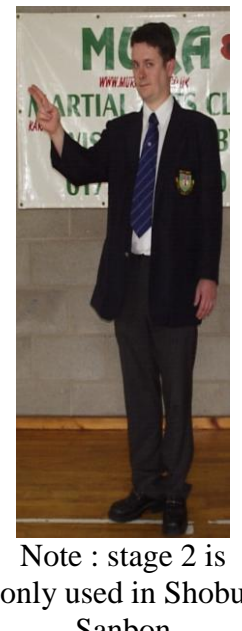


Warnings and Penalties (Section 1)

<u>Stage 1</u>	<u>Stage 2</u>	<u>Stage 3</u>
<p>The referee turns towards the offender. Makes this gesture as they do so they announce : <u>Aka (shiro) Atenai</u></p>   <p>Note : the referee can go straight to stage 2 or 3</p>	<p>The referee makes the same gesture as in stage 1 then points to the offenders chest and announces : <u>Aka (shiro) Atenai Chui</u></p>  	<p>The referee makes the same gesture as in stage 1 then points to the offenders head and announces : <u>Aka (shiro)Atenai Hansoku</u></p>  



MUBOBI Section 2

<u>Stage 1</u>	<u>Stage 2</u>	<u>Stage 3</u>
<p>The referee makes this gesture towards the offender, as they do so they announce :</p> <p><u>Aka (shiro) Mubobi</u></p>  <p>Note : the referee can go straight to stage 2 or 3</p>	<p>The referee makes the same gesture as in stage 1 then points to the offenders chest and announces :</p> <p><u>Aka (shiro) Mubobi Chui</u></p> 	<p>The referee makes the same gesture as in stage 1 then points to the offenders head and announces :</p> <p><u>Aka (shiro) Mubobi Hansoku</u></p> 

JOGAI - Section 3

<u>Stage 1</u>	<u>Stage 2</u>	<u>Stage 3</u>	<u>Stage 4</u>
<p>The referee points to the outside area and announces :</p>	<p>The referee points to the outside area and announces :</p>	<p>The referee points to the outside area and announces :</p>	<p>The referee points to the outside area and announces :</p>
<p align="center"><u>Aka (shiro) Jogai ichi</u></p>	<p align="center"><u>Aka (shiro) Jogai Ni</u></p>	<p align="center"><u>Aka (shiro) Jogai Chui</u></p>	<p align="center"><u>Aka (shiro) Jogai Hansoku</u></p>
			
	 <p data-bbox="542 1743 782 1835">Note : stage 2 is only used in Shobu Sanbon</p>		

Bout is over and disqualifying for a serious offence

<u>Comment</u>	<u>Referee signal & verbal</u>
<p>This signal by the referee tells the contestants that it is the end of the bout. In team events this signal is only given at the end of the last team bout.</p>	<p><u>Soremade</u></p>  <p>A referee in a dark suit, white shirt, and dark tie stands on a wooden floor. He is making the Soremade signal with his right hand held palm forward, fingers spread, at chest level. Behind him is a white banner with green and red text, including 'MORA 8', 'WWW.MUR...', 'ARTIAL...', 'CLUB...', 'BY...', and '75...'. The floor is light-colored wood.</p>
<p>This is a flowing movement where the referee points to the offenders head then motions behind themselves.</p>	<p><u>Shiro (Aka) Shikkaku</u></p>  <p>Two side-by-side photographs of a referee in a dark suit, white shirt, and dark tie. In the left photo, he is pointing his right index finger to the right. In the right photo, he is pointing his right index finger to the right and then moving his hand behind his back. Behind him is a white banner with green and red text, including 'MORA 8', 'WWW.MUR...', 'ARTIAL...', 'CLUB...', 'BY...', and '30'. The floor is light-colored wood.</p>