

Tournament Rules & Regulations



Eastern Shotokan Karate Association

Eastern Shotokan Karate Association

Purpose

The Purpose of these Rules is to ensure Fairness and Uniformity of Judging
They will be used in all Competitions organised by the Eastern Shotokan Karate Association
The Chief Referee must be consulted whenever a Referee has any difficulties with a Decision
Any matter Not Foreseen in these Rules will be referred to the Chief Referee for a Decision

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Shobu-Ippon Kumite (The Rules)

Match Area

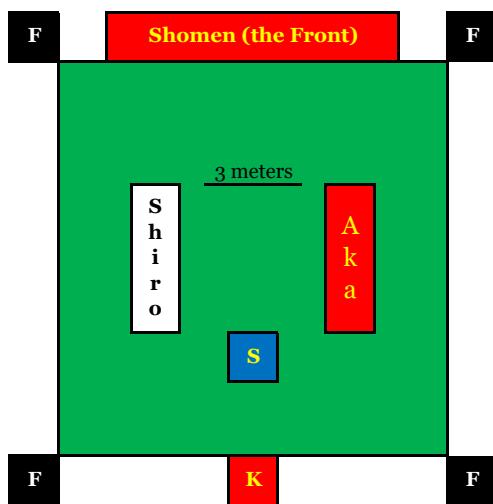
"Shiai-Jo" (Match Area) will have a Flat Surface with Necessary Measures taken for the Prevention of Accidents

The **"Shiai-Jo"**, and the Safety Areas, must be Clear of Items that may cause Injuries

Only Competitors and Match Officials are allowed on the **"Shiai-Jo"**, and the Safety Areas
Only One **"Kantoku"** (Coach) is allowed behind their Competitor in Individual/Team-Kumite Events

The Size of the Shiai-Jo will be Eight-Metres-Square
The Competitors are positioned Three Metres apart
"Aka" (Red) is positioned to the Right-Side of the Referee
"Shiro" (White) is positioned to the Left-Side of the Referee
The Competitor Designated **"Aka"** (Red) will wear a Red Sash/Belt

"Shiai-Jo" (Match Area) should be marked out as Below



F **"Fuku-Shin"** = Corner-Judges
 K **"Kansa"** = Arbitrator
 S **"Shu-Shin"** = Referee

"Karate-Gi" and Permitted Protection

"Karate-Gi" Must Be Clean, White and Undamaged

Only a Club or Association Badge may be worn on the Left side of the Chest

Competitors Must keep their Finger/Toe Nails Short

and Must Not wear Jewellery or the like on their Bodies

Protectors:

TSKUK/ESKA approved White Hand-Mitts are Compulsory

Gum Shields are Compulsory

Groin Guards are Recommended

Chest Protectors are Recommended for all Female Kumite Competitors



Bandages or Supports are Not allowed without Permission of the Competition's Medical Staff

Spectacles are Not allowed

Contact Lenses are allowed with Permission of the Competition's Medical Staff

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Types of Matches

1 Individual Matches 1

Individual Matches will Normally last one and a half minutes
However, the time may be **Extended** in the **Final Matches** or **Reduced** in the **Elimination Matches**
at the Discretion of the Competition Organisers
Matches will be decided by "**Shobu-Ippon**" (One Decisive Technique)
in the event of a Draw, there will be an Extra-Match of one and a half minutes
after which a Decision Must be made
Only in Exceptional Circumstances can there be a Further Match of One Minute

2 Team Matches 2

The number of Competitors in a Team Match will either be 3 or 5
Matches between Individual Members of Teams will be held in a Predetermined Order
which Must be submitted Before each Team Match
Each Individual Match will be for one and a half minutes

Team Matches are decided by the numbers of Winners of Individual Matches
if the Result is "**Hikiwake**" (a Draw), there will be an Extra Match for one and a half minutes

Therefore the Criteria to be followed are:

- | | | |
|---|----------------|---|
| a | Number of Wins | a |
| b | Extra Match | b |

if the event of a Draw in the Extra Match a Further Match of one minute will be held
after which a Decision Must be made

Only in Exceptional Circumstances can there be a Further Match of one minute

On Occasions a Team can be made of three Males and two Females Competitors

Therefore the Fight order would be:- Male, Female, Male, Female, Male

3 Conduct of Matches 3

- | | | |
|---|--|---|
| a | The Match Starts on the Referee's Command of " Shobu-Ippon Hajime " | a |
| b | The Match Stops on the Referee's Command of " Yame " | b |
| c | The Match Ends on the Referee's Command of " Yame Soremade " | c |
| d | Time taken for Stoppages will be Deducted from the Duration of all Matches | d |

Composition of Judging Panel

1 Referees and Judges are appointed by the Chief Referee 1

2 Elimination Matches may be Judged by using a Referee and an Assistant Referee (Mirror System) or by a Panel consisting of One Referee and Four/Six Judges 2

3 Final Matches are Judged by a Panel consisting of One Referee and Four/Six Judges 3

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Scoring

1	<p>Victory or Defeat will be awarded on the basis of "Ippon" Including "Awase-Waza" (One Waza-Ari + One Waza-Ari = "Awasete-Ippon") Defeat due to "Hansoku" (Disqualification), "Kiken" (Retirement), Victory by Decision or No Show</p>	1
2	<p>The Scoring Areas are as follows:-</p>	2
a	The Head	a
b	The Chest	b
c	The Abdomen	c
d	The Back	d
3	<p>"Ippon" will be decided according to the following requirements:-</p>	3
a	<p>When an Exact, Decisive, and Powerful Technique is delivered to a Recognised Scoring Area with Good Form, Proper Timing, and Correct Distance</p>	a
b	<p>When a Scoring Technique is delivered with Perfect Timing at the instant the Opponent Start to Attack</p>	b
c	<p>When a Scoring Technique is delivered Immediately after the Opponent is Thrown/Swept Off Balance by the Attacker</p>	c
d	<p>When there is a Combination of Successive and Effective Scoring Techniques</p>	d
e	<p>When a Scoring Technique is delivered to an undefended part of the Opponent</p>	e
f	<p>Victories that are Won through No Show, Disqualification or Retirement of a Competitor will be counted as "Ippon" wins</p>	f
4	<p>"Waza-Ari" Waza-Ari may be awarded for Techniques that are Effective but not Decisive</p>	4
5	<p>"Awasete-Ippon" Awasete-Ippon is awarded when a Competitor Scores Two "Waza-Ari"</p>	5
6	<p>A Scoring Technique delivered Simultaneously with the Referee's Signal to Stop will be Valid</p>	6
7	<p>A Scoring Technique delivered After the Referee's Signal to Stop will Not be Valid</p>	7
8	<p>Scoring Techniques Initiated from Within the Match-Area will be Valid Even if the Opponent is Outside the Area when the Technique is Delivered</p>	8
9	<p>Scoring Techniques Initiated from Outside the Match-Area will Not be Valid</p>	9
10	<p>If a Competitor Scores a Point and also Commits a Foul in the Same Incident the Foul will take Precedence and the Point Disallowed</p>	10

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Criteria for Decision

1

in the Absence of "**Ippon**" or Defeat due to "**Hansoku**" (Disqualification)
a Decision will be made after taking into consideration the following:-

1

a	Whether there has been a " Waza-Ari "	a
b	Whether there has been an " Hansoku-Chui "	b
c	The number of Escapes Outside the Match-Area (Jo-Gai)	c
d	The Comparative Excellence in the Strategy and Fighting Attitude	d
e	The Ability and Skill	e
f	The number of Attacking Moves	f

Prohibited Acts and Behaviour

a	Uncontrolled Techniques	a
b	Some Open-Hand Attacking Techniques	b
c	Attacks Outside the Scoring Areas Including:- the Groin, the Hip-Joint, the Knee-Joint, and the Insteps	c
d	Unnecessary Sweeps	d
e	Grabbing, Clinching or Bodily Clashing	e
f	Dangerous Throws	f
g	Escaping Outside the Match-Area	g
h	Unnecessary Time Wasting	h
i	Any Unsporting Behaviour such as Verbal Abuse, Provocation etc.	i
j	Failing to Obey the Commands of the Referee	j
k	When Competitors became Overexcited to such an extent that they are considered a Danger to their Opponent	k
l	Any other Behaviour likely to bring Karate into Disrepute	l

Foul and Disqualification

1	A Competitor may be issued with a " Keikoku " (Caution) for any Minor Infringement of the Rules	1
2	For a More Serious Infringement of the Rules the Competitor may be issued with a " Chui " (Warning)	2
3	For a Major Infringement of the Rules the Competitor may be issued with a " Hansoku " (Disqualified)	3
4	Two " Chui " for the same Infringement equal a " Hansoku "	4
5	if a Contestant Scores a Point but also Commits a Foul in the same Clash the Score is Disallowed and the Penalty is given	5

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"Jo-Gai" Escaping (Out of the Match-Area)

1	A Competitor who Escapes Out of the Match-Area may be issued with a " Jo-Gai Keikoku " (Caution)	1
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2	After a Second Escape the Competitor may be issued with a " Jo-Gai Chui " (Warning)	2
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3	After a Third Escape the Competitor may be Disqualified " Jo-Gai Hansoku "	3
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"Jo-Gai Chui" and "Hansoku-Chui" do Not constitute "Hansoku-Make"

Any Unruly Behaviour from People connected with the Competitor/s
i.e. Manager, Supporters etc. may result in the Disqualification of the Competitor and or Team

Other Acts which Violate the Rules of the Match

"Shikkaku" Dismiss, Out of the Tournament Area

A Competitor who Seriously Contravenes the Rules, may
after consultation with the Chief-Referee, be Disqualified from the Competition Area

if the Panel of Judges make an Official Complaint
the Competitor will be reported to the Technical Committee
and Disciplinary Action may be taken

Injuries or Accidents during a Match

1	in the event of an Injury to a Competitor the Referee should accept advice from the Medical Staff	1
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2	a Competitor who Cannot continue due to an Accidental Injury will be declared the Loser	2
----------	--	----------

3	when both Competitors suffer an Accidental Injury which prevent them from continuing, the Match will be declared a Draw However, from the Quarter-Finals of Individual Matches a Decision will be made on the basis of the performance to the point of Injury	3
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4	a Competitor who Withdraws from a Match will be declared the Loser	4
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General Conduct of Referees and Judges

The Referee and Judges will bear in mind the following points:-

a	They Must Conduct themselves Impartially and Fairly	a
----------	---	----------

b	They Must Conduct themselves in a Dignified Manner at all times	b
----------	---	----------

c	They Must Concentrate their Full Attention on the Match and Judge Every Action of the Competitors Correctly	c
----------	--	----------

d	They Must Not converse with anyone during the Match other than the Judges, Competitors and the Table Officials	d
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e	All " Karate-Ka ", be they Competitors, Referees, Judges or other Officials, Must follow the Karate Maxims of Character Sincerity, Effort, Etiquette and Self-Control	e
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Responsibilities of "Shu-Shin" (Referees)

a Referee will be Responsible for the Conduct of Matches, including:-

- | | | |
|---|---|---|
| a | Control of the General Match-Area | a |
| b | Starting and Stopping Matches | b |
| c | Awarding "Ippon" for a Decisive Technique | c |
| d | Awarding "Waza-Ari" for an Effective Technique | d |
| e | Issuing Cautions/Warnings | e |
| f | Announcing Fouls and Disqualifications | f |
| g | Obtaining Advice from the Judges | g |
| h | Announcing "Atoshi-Baraku" (30 seconds until the end of the Match's Time) | h |
| i | Using their Casting Vote in a Tie Decision | i |

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Procedures for Referees (Part One)

- | | | |
|----------|--|----------|
| 1 | <p>The Judging Panel and the Competitors will Line up
 Shu-Shin will Command Shomen-Ni-Rei for everyone to Bow towards the Front
 Then Otagai-Ni-Rei for the Competitors to Bow to Each Other
 and Lastly Shimpan-Ni-Rei for the Competitors to Bow to the Judging Panel
 the Two Competitors Called shall have their Numbers Checked
 and at the Main-Judge's Command of "Nakae" they Proceed to their Starting Places
 (at the Initial Position they are Three meters apart)
 "Shu-Shin" will Command "Shobu-Ippon Hajime" and the Match is therefore Started</p> | 1 |
| 2 | <p>When observing a Technique recognised as "Ippon" the Referee will Stop the Match
 and Order the Competitors to return to their Positions
 "Shu-Shin" the Referee will then Identify the Decisive Technique used
 Announce the Winner and Terminate the Match</p> | 2 |
| 3 | <p>"Shu-Shin" the Referee will Temporarily Halt the Match in the following situations:-</p> | 3 |
| a | <p>When a "Waza-Ari" has been Scored</p> | a |
| b | <p>When a Competitor Escapes Out of the Area, the Referee will Stop the Contest
 Order Both Competitors back to their Lines (Motono-Ichi)
 Issue a "Jo-Gai" Penalty and re-start the Match (Tsuzukete-Hajime)</p> | b |
| c | <p>When "Shu-Shin" the Referee notices a Competitor about to Commit a Prohibited Act
 or receives a Signal from a "Fuku-Shin" a Corner-Judge regarding the same
 he/she will Stop the Match and Warn the Competitor</p> | c |
| d | <p>When a Competitor Commits a Prohibited Act "Shu-Shin" the Referee
 will Stop the Match and Call the Judges (Fuku-Shin Shugo) to Determine the Seriousness of the Act
 and the Extent of the Penalty. "Shu-Shin" will then Warn or Disqualify the Offending Competitor</p> | d |
| e | <p>When Observing that a Competitor is Injured
 "Shu-Shin" Must Immediately Stop the Match and Call the Tournament Doctor</p> | e |
| f | <p>When "Fuku-Shin" a Corner-Judge Signals
 "Shu-Shin" may Overrule the Signal and Continue with the Match
 However, when two or more Judges Indicate the same Signal
 "Shu-Shin" Must Stop the Match, Listen to their Opinion and Announce a Decision</p> | f |
| | <p>"Shu-Shin" the Referee will Temporarily Halt the Match in the following situations:-</p> | |
| g | <p>When a Match Develops into in-fighting
 with Neither of the Competitor delivering Effective Techniques
 "Shu-Shin" will Halt the Match, and take Necessary Precautions to Prevent Confusion or Injuries</p> | g |
| h | <p>When a Match Develops into a Deadlock
 without an Exchange of Effective Techniques between the Competitors
 "Shu-Shin" will Stop the Contest, Order Both Competitors back to their Lines (Moto-No-Ichi)
 and re-start the Match (Tsuzukete-Hajime)</p> | h |
| 4 | <p>When Resuming the Match "Shu-Shin" (the Referee) will Announce "Tsuzukete-Hajime"</p> | 4 |
| 5 | <p>When the Match is Over "Shu-Shin" (the Referee) having Announced Penalties and Awards
 will call upon the Panel of Judges to give their Decision by Announcing "Hantei"
 The Result will be decided by Majority with the Referee having a Casting Vote
 "Shu-Shin" will then Announce the Winner or Declare the Match "Hikiwake" (a Draw)</p> | 5 |

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Responsibilities of "Fuku-Shin" (Judges)

"Fuku-Shin" (Judges) will Assist **"Shu-Shin"** (Referee)
They will give their Opinion regarding Awards and Penalties
by means of Flags and Whistles, and will Exercise their Right to Vote at **"Hantei"** (Decision Time)

Procedures for "Fuku-Shin" (Corner-Judges)

- | | | |
|---|--|---|
| 1 | <p>"Fuku-Shin" (Corner-Judges) will take up their positions Outside the "Shiai-Jo" (Match-Area) and will Carefully Observe the Actions of the Competitors within their Range of Vision they will Signal to the Referee by means of Flags & Whistles, giving their Opinion in the following Circumstances:-</p> | 1 |
| a | When Observing an "Ippon" or "Waza-Ari" | a |
| b | When Noticing that a Competitor is about to Commit or has Committed a Prohibited Act | b |
| c | When Noticing an Injury or Illness of a Competitor | c |
| d | When Competitors move Out of the Match-Area | d |
| e | in other Situations
when it is Necessary to bring something to the attention of "Shu-Shin" (the Referee) | e |
| 2 | Each Judge will Continuously Evaluate the Relative Excellence of the Competitors and Form an Opinion Independently | 2 |
| 3 | When "Shu-Shin" calls "Hantei" Each Judge will give an Opinion in the Appropriate Manner | 3 |
| 4 | "Shu-Shin" (the Referee) and "Fuku-Shin" (Corner-Judges) have an Equal Vote | 4 |

Mirror System

- | | | |
|---|--|---|
| 1 | <p>in the case of the Mirror-System, a Referee and an Assistant-Referee will take up their position Opposite each other and either side of the Competitors</p> <p>The Assistant-Referee will Assist the Referee by Signalling an Opinion with Hands Signals and also, give advice Verbally when requested by the Referee</p> | 1 |
| 2 | Although most decisions are by Agreement, in the situation of a Deadlock the Referee's Decision takes Precedence over that of the Assistant-Referee | 2 |

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Protest

- | | | |
|---|---|---|
| 1 | Protest Cannot be made Against Decisions that are made whiting the Rules | 1 |
| 2 | Protest May be made if there is a Suspicion that the Rules have been Broken | 2 |
| 3 | Protest Must be made to the Control Table where the Decision will be Reviewed | 3 |
| 4 | Only " Kantoku " (the Manager/Coach) of the Competitor Concerned may Protest | 4 |

"Kantoku" Coaches

Only One "**Kantoku**" (Coach) is allowed behind a Competitor or a Team
"Kantoku" (Coaches) Must wear Appropriate Clothing in order to Officiate, i.e. Tracksuit or Gi

"Kansa" Arbitrator

- | | | |
|---|---|---|
| 1 | <p style="text-align: center;">"Kansa" (an Arbitrator) will be Appointed for Kumite Matches
 "Kansa" when requested May give an Opinion to "Shu-Shin" regarding the Operation of the Match</p> | 1 |
| 2 | <p style="text-align: center;">When receiving a Protest from a Team-Manager regarding a Violation of the Rules
 "Kansa" will Review the Complaint and if Necessary, request the Panel of Judges to Revise the Decision</p> | 2 |

Time Keeper

- | | | |
|---|--|---|
| 1 | for the Purpose of Facilitating the Operation of Matches
Time Keepers and Recorders will be Appointed | 1 |
| 2 | The Time Keeper is Responsible for Ensuring that the Match Continues over its Allotted-Time
The Time Keeper will Stop the Clock when the Match is Stopped
and will re-start it when the Match is Resumed | 2 |
| 3 | The Time Keeper will give Signals using a Bell, Gong, Buzzer or a Verbal Command | 3 |
| a | One Signal is used to indicate " Atoshi-Baraku " 30 seconds of the Match Remaining | a |
| b | Two Signals are used to indicate " Jikan " the end of the Match | b |

Recorder

The Recorder is Responsible for Recording all Scores and Penalties using the following Symbols:

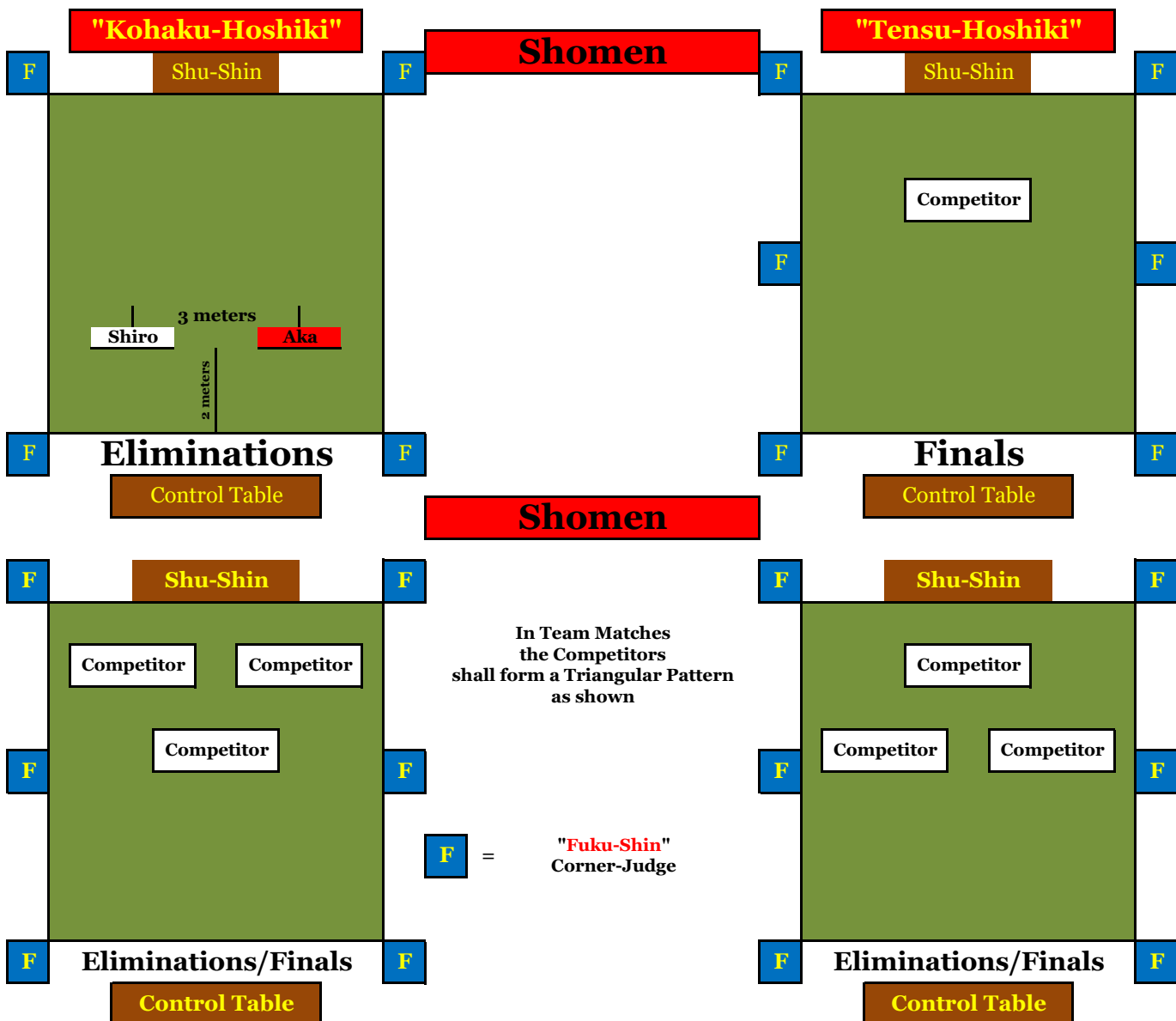
- | | | |
|----------|---|--|
| W | "Kachi" = Win | |
| D | "Hikiwake" = Draw | |
| ○ | "Waza-Ari" = an Effective Technique | |
| ○ ○ | "Awasete-Ippon" = Two Effective Techniques | |
| ● | "Ippon" = A Decisive Technique | |
| K | "Keikoku" = a Caution/Warning | |
| HC | "Hansoku-Chui" = a Foul | |
| H | "Hansoku" = Disqualification | |
| J | "Jo-Gai" = Escaping Outside the Match-Area | |
| JK/JC/JH | "Jo-Gai Keikoku" (Caution) " Jo-Gai Chui " (Foul) " Jo-Gai Hansoku" (Disqualification) | |

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KATA

"Shiai-Jo" Match-Area

- | | | |
|----------|--|----------|
| 1 | The Match-Area will have a Flat Surface with measures taken for the prevention of Accidents | 1 |
| 2 | The Size of the Match-Area will be Eight Metres Square
When using " Kohaku-Hoshiki " (Flag-System)
Competitors are positioned three Metres apart, facing " Shu-Shin " (the Referee) and "Shomen"
" Aka " is positioned to the Left side of the Referee and " Shiro " to the Right
The Competitor designated " Aka " will wear a Red Sash/Belt | 2 |
| 3 | When using " Tensu-Hoshiki " the Competitor Must be directly in front of the Referee and " Shomen " | 3 |
| 4 | The Match-Area Must be marked out as shown below | 4 |



Eastern Shotokan Karate Association

Methods of Match

Individual Match

- | | | |
|---|--|---|
| a | Elimination-Kata are Selected by the Tournament Host and will be Announced prior to the Competition
The Referee will Draw the Kata to be performed from the Selection | a |
| b | in the event of a Draw a Further Match will be Undertaken after which a Decision Must be made | b |
| c | The Final Kata will be Selected by the Competitor But Must be Different from the Elimination-Kata | c |
| d | in Lower-Grade Kata-Events an Elimination-Kata May be used in the Finals | d |

Team Match

- | | | |
|---|--|---|
| a | Teams will be Composed of Three Competitors | a |
| b | Both Elimination and Final-Kata are Selected by the Competitors But they Must be Different | b |
| c | if there is a Tie in the Team Kata Finals, there will be a Re-Match where the Kata May be Repeated or a Different Kata Performed Provided it had Not been used in the Eliminations | c |

Composition of Judging Panel

- | | | |
|---|---|---|
| 1 | in Elimination Matches, the Panel will Consist of One Referee and either Two or Four Judges | 1 |
| 2 | in the Final Matches, the Panel will Consist of One Referee and either Four or Six Judges | 2 |

Scoring

Individual Match

- | | | | | | |
|---|---------------------|------------------------------|----|------------------------------|---|
| a | Elimination-Matches | "Kohaku-Hoshiki" Flag-System | or | "Tensu-Hoshiki" Point-System | a |
| b | Final-Matches | "Tensu-Hoshiki" Point-System | | | b |

Team Match

- | | | | |
|---|---------------------|------------------------------|---|
| a | Elimination-Matches | "Tensu-Hoshiki" Point-System | a |
| b | Final-Matches | "Tensu-Hoshiki" Point-System | b |

for Individual Kata Decisions will be based on the following:-

- | | | | | | |
|---|-----------------------|---|-----------------------|---|---------------|
| a | Quality of Techniques | b | Speed | c | Power |
| d | Focus | e | Rhythm | f | Transition |
| g | Kata Sequence | h | Appropriate Breathing | i | Eye Intensity |
| | | j | Martial Attitude | | |

Team-Kata

in Addition to the Criteria for Individual-Kata
the Team-Kata Must be Synchronised and remain Symmetrical throughout the Performance

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Terms and their Meanings

Term	Meaning
Aka	Competitor Designated as Red (will wear a Red Sash/Belt)
Shiro	Competitor Designated as White (will wear a White Sash/Belt) or their own Belt
Waza-Ari	An Effective Technique
Awasete-Ippon	Two Effective Techniques add to a Decisive Technique
Ippon	A Decisive Technique
Keikoku	A Caution/Warning
Chui	A Foul
Hansoku	A Disqualification
Shikkaku	A Disqualification from the entire Tournament
Torimasen	No Score is awarded
Hayai	A Technique was Faster
Ai-Uchi	Simultaneous Same Value Techniques
Ma-Ai	Distance (either too far or too close to the Target)
Ukete-Masu	Technique was Blocked
Nukete-Masu	Technique Missed the Target
Yowai	Technique was too Weak
Jo-Gai	Out of the Area
Mienai	Nothing Seen
Hajime	Begin/Start
Shobu-Ippon Hajime	Start of a Match for a Decisive Scoring Technique
Shobu-Sanbon Hajime	Start of a Match for Three Decisive Scoring Techniques
Tsuzukete	Carry On Fighting
Tsuzukete-Hajime	Re-Start the Match
Fuku-Shin Shugo	Calling the Corner-Judges to Confer
Moto-No-Ichi	Return to the Starting Position
Atoshi-Baraku	Only a Few more Minutes Remaining (30 Seconds) till the end of the Match
Hantei	Asking the Panel of Judges for a Decision at the end of a Match
Hikiwake	Draw
Yame	Stop (Only used for a Kumite-Match)
Yame Soremade	The End of a Kumite-Match
Jikan	Time (Used by the Score Keeper to announce the end of a Kumite-Match)
Shiai	Match/Contest
Jo	Area
Gai	Outside
Shiai-Jo	Match-Area
Sai-Shiai	Extension to the First Kumite-Match
Nakae	Asking Competitors to Enter the " Shiai-Jo "
Naore	Asking Competitors to return to a " Yoi " Position (Used in Kata-Matches)
Yasume	Asking Competitors to Relax after an order to " Yoi " at the end of a Kata-Match
Yoi	Asking Competitors to assume a Ready Position to Perform Kata or Kumite
Kiken (or Kiken Ni-Yori)	Renunciation (Competitor Doesn't want to Carry on)
Kachi	Victory
Rei	Bow

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Bow

At the beginning of the Competition All Competitors and the Panel of Judges will line-up and Bow as follows:-

- 1) **Shomen-Ni-Rei** 1)
Bow to the Front/Dignitaries
- 2) **Otagai-Ni-Rei** 2)
Bow to Each Other
- 3) **Shimpan-Ni-Rei** 3)
Bow to the Panel of Judges

At the end of the Competition All Competitors and the Panel of Judges will line-up and Bow as follows:-

Whistle Signals

the Length of the Whistle Blow is indicated by the Length of the Lines below:

1

When "**Shu-Shin**" (Main-Judge) uses a Whistle, the following indications shall be given:

- 1) "___" to Declare "**Hajime**" (Start) instead of Ordering it Verbally
- 2) "___" to Declare "**Yame**" (Stop) instead of Ordering it Verbally
- 3) "___" to ask for "**Hantei**" (a Decision) from the Corner-Judges
- 4) "_" to End the Displaying of Flags or Scoring Cards by the Corner-Judges

2

When "**Kansa**" (an Arbitrator) uses a Whistle, the following indications shall be given:

- 1) "_____" to interrupt a Match

3

When "**Fuku-Shin**" (a Corner-Judge) uses a Whistle, the following indications shall be given:

- 1) "___" when he/she Perceive an "**Ippon**" (an Decisive Technique)
- 2) "___" when he/she Perceive a "**Waza-Ari**" (an Effective Technique)
- 3) "_____" when he/she has something to tell the Referee

Eastern Shotokan Karate Association

Criteria for Judgement

When "**Shu-Shin**" makes a Judgement According to the Indication of the "**Fuku-Shin**"
he/she shall consult the Criteria Table below:

	Decisions by " Fuku-Shin "	Announcement by " Shu-Shin "
1	S S S S	"Shiro-No-Kachi"
2	S S S A	"Shiro-No-Kachi"
3	S S S H	"Shiro-No-Kachi"
4	S S H A	"Shiro-No-Kachi" or "Hikiwake"
5	A A A A	"Aka-No-Kachi"
6	A A A S	"Aka-No-Kachi"
7	A A A H	"Aka-No-Kachi"
8	A A H S	"Aka-No-Kachi" or "Hikiwake"
9	H H H H	"Hikiwake"
10	S H H A	"Hikiwake"
11	S H H H	"Hikiwake"
12	H H H A	"Hikiwake"
13	S S A A	"Hikiwake" or "Aka-No-Kachi" or "Shiro-No-Kachi"
14	S S H H	"Shiro-No-Kachi" or "Hikiwake"
15	H H A A	"Aka-No-Kachi" or "Hikiwake"

Symbols

A	"Aka" (Red) is the Winner
S	"Shiro" (White) is the Winner
H	"Hikiwake" (Draw)

Eastern Shotokan Karate Association

Kata

Procedure on the Shiai-Jo for Kata

Eliminations "Kohaku-Hoshiki" (Flag-System)

Once the Competitors have been called to the **Shiai-Jo** (Area)
an Official will check that the Competitors are all there
Appoint the first Round of Aka and Shiro making them move to the correct side of the **Shiai-Jo**
The Competitor been appointed Aka will then wear a Red Belt/Sash over or instead of their own Belt

The Judging Panel and the Competitors will Line up
Shu-Shin will command **Shomen-Ni-Rei** for everyone to Bow towards the Front
Then **Otagai-Ni-Rei** for the Competitors to Bow to Each Other
and Lastly **Shimpan-Ni-Rei** for the Competitors to Bow to the Judging Panel

Judges will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first two Competitors
They will line up facing **Shomen** (the Front) and once **Shu-Shin** ask them to enter (**Nakae**)
they will do so, reaching their appointed Starting Points
Turn to face each other and Bow to one another then turn towards **Shomen** again
From **Musubi-Dachi** (Heels together Toes apart) they will wait to hear which Kata they will have to Perform
Once **Shu-Shin** has told them the name of their Kata, they will need to repeat that name
Shu-Shin will then Command "**Yoi**" (according to the Kata requested)
and "**Hajime**" with the latter Command they will have to Start Together

At the end of the Kata, Both Competitors will need to Keep their Last Position
Shu-Shin will then Command "**Naore**" (Return to Yoi Position)
and then "**Yasume**" (return to a **Hachiji-Dachi** = Relaxed Position)

Shu-Shin might then Call **Fuku-Shin Shugo** (a meeting of the Judging Panel)
or "**Hantei**" (Decision) then Whistle for them to do so.
Once the Decision has been given **Shu-Shin** will then Whistle again for **Fuku-Shin** to Lower their Flags

in the event of a Draw **Shu-Shin** will notify the Judging Panel and the Competitors Concerned about the latter
Once this is done, the Competitors will be asked to perform a Different Kata

if No Draws are given, the two competitors will turn to Bow to one another and leave the **Shiai-Jo**
Making sure that the Winner goes to the Area Desk to acknowledge their win

Once this is done, the Competitors and the Judging Panel will Line up again
Shu-Shin will then Announce who will go to the Finals
then Command **Shimpan-Ni-Rei** for the Competitors to Bow to the Judging Panel
Then **Otagai-Ni-Rei** for the Competitors to Bow to Each Other
and Finally **Shomen-Ni-Rei** for everyone to Bow towards the Front

Eastern Shotokan Karate Association

Kata

Article 12 Procedure on the Shiai-Jo for Kata

Finals "Tensu-Hoshiki" (Point-System)

Once the Competitors have been called to the **Shiai-Jo** (Area)
an Official will check that the Competitors are all there

The Judging Panel and the Competitors will Line up
Shu-Shin will command **Shomen-Ni-Rei** for everyone to Bow towards the Front
Then **Otagai-Ni-Rei** for the Competitors to Bow to Each Other
and Lastly **Shimpan-Ni-Rei** for the Competitors to Bow to the Judging Panel

Judges will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first Competitor
He/She will line up facing **Shomen** (the Front) and once the **Shu-Shin** ask him/her to enter (**Nakae**)
he/she will do so, reaching his/her Chosen Starting Points

The Competitor will then announce his/her chosen Kata
"Yoi" by him/herself, and then Start

Once he/she has finished the performance, he/she will return to "Yoi"
Shu-Shin will then Command "**Hantei**" asking the Judging Panel to Vote using the Scoring Cards
by Blowing his/her Whistle once

The Timekeeper/Recorder will read the Scores starting with the Shu-Shin and carry on Clockwise

Once the Scores have been read, **Shu-Shin** will Blow the Whistle once again
to allow the **Fuku-Shin** to Lower their Scoring Cards

The Timekeeper/Recorder will then Add the Scores Discarding the Lowest and the Highest Scores

in the event of a Draw for 1st, 2nd or 3rd Place

The Timekeeper/Recorder will then add the Lowest Score which was at first Discarded
if still a Draw, he/she will then add the Highest Score which was at first Discarded
if still a Draw, **Shu-Shin** will notify the Judging Panel and the Competitors Concerned about the latter
Once this is done, the Competitors will be asked to perform a Different Kata

Sometime, **Shu-Shin** will suggest to the Judging Panel to use One Score for the first Competitor
and then Score the second by going higher or lower by 0.1 of a point in order to reach a Result

Once this is done, the Competitors and the Judging Panel will Line up again
Shu-Shin will then Announce who the 3rd Place, 2nd Place and Winners are
then Command **Shimpan-Ni-Rei** for the Competitors to Bow to the Judging Panel
Then **Otagai-Ni-Rei** for the Competitors to Bow to Each Other
and Finally **Shomen-Ni-Rei** for everyone to Bow towards the Front

Eastern Shotokan Karate Association

Kumite

Procedure on the Shiai-Jo for Kumite

Eliminations

Once the Competitors have been called to the **Shiai-Jo** (Area)
an Official will check that the Competitors are all there
Appoint the first Round of Aka and Shiro making them move to the correct side of the **Shiai-Jo**
The Competitor been appointed Aka will then wear a Red Belt/Sash over or instead of their own Belt

The Judging Panel and the Competitors will Line up
Shu-Shin will Command **Shomen-Ni-Rei** for everyone to Bow towards the Front
Then **Otagai-Ni-Rei** for the Competitors to Bow to Each Other
and Lastly **Shimpan-Ni-Rei** for the Competitors to Bow to the Judging Panel

Judges will then position themselves on their appointed Chairs

The Timekeeper/Recorder will then call the first two Competitors

They will line up with Aka's **Shomen** to his/her Right, and Shiro's **Shomen** to his/her Left
Shu-Shin will then ask them to enter (**Nakae**)
and then **Shu-Shin** him/herself will enter the **Shiai-Jo**

they will do so, reaching their appointed Starting Points, and Bow to one another
(there is no need to Bow to the Referee, as their whole attention should be towards their Opponent)

From **Hachiji-Dachi** (Feet Shoulder-width apart)
they will then wait to hear **Shu-Shin**'s Command of "**Shobu-Ippon-Hajime**"

During the Fight, **Shu-Shin** might call "**Yame**" (Stop Fighting)
at this Command the Timekeeper must Pause the Stopwatch and Raise it upward
At **Shu-Shin**'s Command of "**Tsuzukete-Hajime**" Re-start the Fight
the Timekeeper must Re-start the Stopwatch Lowering it again

Shu-Shin might occasionally Call **Fuku-Shin Shugo** (a meeting of the Judging Panel)
in order to discuss a Point or a Caution/Warning or Disqualification

Once **Shu-Shin** Commands "**Yame-Soremade**" the Bout is over
He/she will then call for "**Hantei**" (Decision by Whistling)

Once **Fuku-Shin** have given their Decision, he/she will Whistle again and they will Lower their Flags
then **Shu-Shin** will Raise either the Red or White Flag or indeed Both according to the Majority of Decisions
in the event of a Draw in an Individual Match

the Competitors will be asked to have an Extension-Match (**Saki-Dori**)
If there is No Score during the **Saki-Dori** Match a Winner will be decide by "**Hantei**"

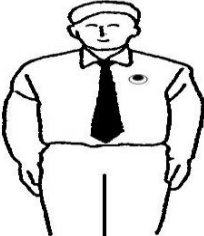














in the **Saki-Dori** (Extension-Match) Warnings accumulated in the previous Match
will be Carried Over from the previous one

in the event of a Draw at the end of a Team Match
two Competitors (one from each Team)
will be asked to have an Additional-Match (**Sai-Shiai**)
in the case of more than on Additional-Match
the same Competitors may participate in All Extension-Matches

Once this is done, the Competitors and the Judging Panel will Line up again
Shu-Shin will then Announce the Teams which will go to the Finals
then Command **Shimpan-Ni-Rei** for the Teams to Bow to the Judging Panel
Then **Otagai-Ni-Rei** for the Teams to Bow to Each Other
and Finally **Shomen-Ni-Rei** for everyone to Bow towards the Front


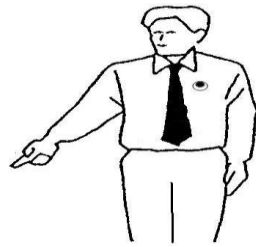


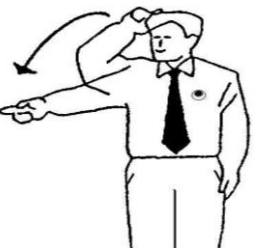



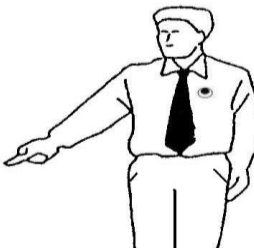

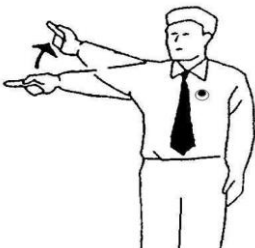

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Hand Signals for "Shushin" (the Referee)

 Shobu-Ippon Hajime One-Point Match Begin	 Yame Stop		 Moto-No-Ichi Back to Your Position	 Tsuzukete Hajime Resume the Match
 Waz-Ari One-Half-Point	 Ippon One-Point		 Torimasen No Point	 Hayai Faster Attack
	 Ai-Uchi Attack at Same Time	 Ma-Ai Distance Not Sufficient	 Ukete-Masu Blocked Attack	
 Nukete-Masu Off Target Attack	 Nukete-Masu Off Target Attack		 Nukete-Masu Off Target Attack	 Nukete-Masu Off Target Attack

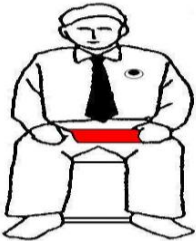
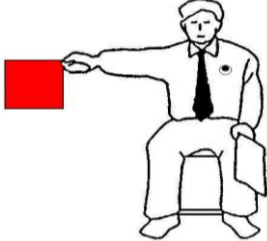

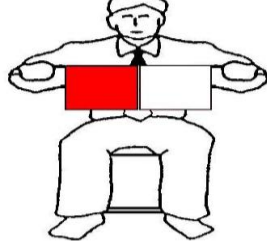
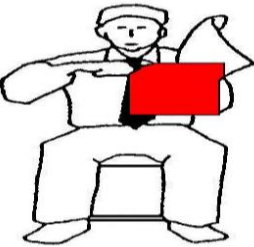



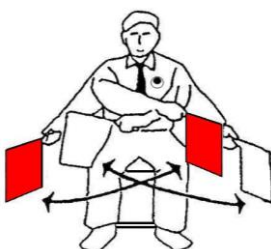
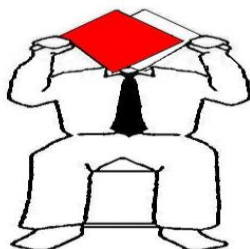



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Hand Signals for "Shushin" (the Referee)

 <p>Yowai Weak-Attack</p>	 <p>Keikoku Caution</p>	 <p>Chui Warning</p>	 <p>Hansoku Disqualification</p>
 <p>Jogai Out of Bounds</p>	 <p>Hikiwake Draw</p>	 <p>Shugo Calling Judges to Confer</p>	 <p>Shugo Calling Judges to Confer</p>
 <p>Kiken Voluntarily Withdrawal</p>	 <p>Mubobi Voluntarily Not Defending</p>	 <p>Shikkaku Absolute Disqualification</p>	 <p>Shikkaku Absolute Disqualification</p>






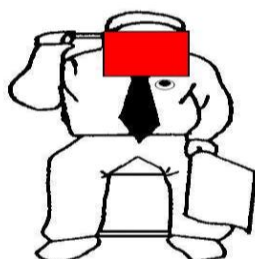
Eastern Shotokan Karate Association

Flags Signals for "Fuku-Shin" (the Corner-Judge)

 <p>Yoi.....Hajime Ready.....Begin</p>	 <p>Waza-Ari Effective Technique</p>	 <p>Ippon Decisive Technique</p>	 <p>Ai-Uchi Same-Time-Attacks</p>
 <p>Ukete-Masu Blocked-Attack</p>	 <p>Nukete-Masu Off Target Attack</p>	 <p>Nukete-Masu Off Target Attack</p>	 <p>Nukete-Masu Off Target Attack</p>
 <p>Torimasen No-Point</p>	 <p>Mienai Didn't-See</p>		
 <p>Keikoku Warning Caution</p>	 <p>Hansoku-Chui Foul Leading to Disqualification</p>	 <p>Hansoku Disqualification</p>	

Eastern Shotokan Karate Association

Flags Signals for "Fuku-Shin" (the Corner-Judge)

 <p>Jo-Gai Out of Bounds</p>	 <p>Yowai Weak Attack</p>	 <p>Hikiwake Draw</p>	
 <p>Hayai Faster Attack</p>	 <p>Ma-Ai Distance Not Sufficient</p>	 <p>Mubobi Voluntarily Not Defending</p>	

