

## CHAPTER 2 PROCEDURES FOR JUDGING

### Item 5 - Procedures for Kumite Tournaments

1. The Head Judge calls the competitors to line up. Then to bow to the Front or *Shomen Ni Rei* and to each other or *Otagai Ni Rei*.
2. Two competitors move to their respective designated positions and bow to each other.
3. At the end of the match or event, the Head Judge calls the competitors to line up, then will tell them to bow to each other and to the Front.
4. When the Head Judge gives the signal to start the match, the countdown starts. When the Head Judge calls the match to stop or *Yame*, as well as in the case of out of bounds or *Jogai*, the countdown stops and will resume when the Head Judge gives the signal to resume or *Tsuzukete Hajime*.  
The Head Judge will call the match to stop, *Yame* or out of bounds, *Jogai* and interrupt the match, in the following situations:
  - a) if there is a 1 point or *Ippon* or a half point or *Waza-Ari*
  - b) if the competitors need to fix their uniform or if the Head Judge needs to give them advice
  - c) if there are any elements that can lead to disqualification
  - d) an injury or accident
  - e) if the Arbitrator is indicating to interrupt the match or event
  - f) at a Judge's indication and the Head Judge considers it necessary
  - g) if a match or the surroundings of a match is considered dangerous
  - h) if too much closeness in such that a proper technique cannot be executed
  - i) if a competitor touches the ground outside the borders of the court with any part of the body
  - j) when the allotted time for a match or event has elapsed
5. During the match or event if any of the above is identified, the Judges will signal the identified element by whistle and a corresponding flag gesture to the Head Judge.
6. If necessary, the Head Judge will confer with the Judges to discuss an element and make appropriate recommendations or corrections. This takes place within the presence of the Arbitrator. If the Judges are not agreeing, then a decision is taken with a majority rule and the Head Judge will declare the final decision. Conferring should be kept to a minimum.

7. The Head Judge then gives the command to resume the match or *Tsuzukete Hajime* and the match is thus pursued.
8. A competitor may request to have the match interrupted by calling a time-out for the following situations that may not have been noticed by the Head Judge: accident, injury or sickness. However, the match is not interrupted until the Head Judge chooses to call the interruption, saying stop or *Yame*.
9. When it is time to decide the outcome of the match or event, the Head Judge will use either voice command or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using a flag or flags.
10. After taking notice of the decision of each of the Judges, the Head Judge will indicate by whistle to the Judges to lower their flag or flags and then announces the outcome of the match or event. The Head Judge will use step 9 and 10 in the occurrence that all allotted time has elapsed.
11. The timekeeper is seated at a designated location and monitors with a stopwatch the elapsing time during a match and uses a bell to indicate to the Judges by ringing once and announcing that 30 seconds are remaining, as well as by ringing twice, and announcing that all allotted time has elapsed. The announcement of this always prevails.
12. The scorekeepers use the pertinent official forms to keep records of all scores and outcome of all matches or events, following the Head Judge's announcements.

## **Item 6 - Procedures for Kata Tournaments**

1. The Head Judge calls the competitors to line up. Then to bow to the Front or *Shomen Ni Rei* and to each other or *Otagai Ni Rei*.
2. Two competitors move to their respective designated positions and bow to each other.
3. For a **Red and White Flag** System match or event, both competitors before entering their designated positions in the court, bow to the Front or *Shomen*, then each competitor moves to their respective starting positions and bow to each other or *Otagai Ni Rei*. The Head Judge then chooses at random a *Kata* and announces the name of the *Kata* to the competitors. The red side repeats the name of that *Kata* first then the white side does the same. The Head Judge will confirm the name of the *Kata*, and creates a pause. Both competitors will then begin their performance at the Head Judge's command to start either by using the voice command "ready.. start" (*Yoi.. Hajime*) or by whistle. For Designated Basic *Kata* or *Shitei Kata*, the Head Judge chooses at

- random a *Kata* from the set of Designated Basic *Kata* cards then announces the name of that *Kata* to the 2 competitors. The red side repeats the name of that *Kata* first then the white side does the same. The 2 competitors begin at the Head Judge's voice or whistle command to start.
4. For **Point System** match or event, for either Designated Intermediate *Kata* (*Sentei Kata*) or Favorite *Kata* (*Tokui Kata*), the competitor before entering the *Kata* designated starting point in the court, bows to the Front or *Shomen*, then moves to the *Kata* starting position, and announces the name of the chosen *Kata*, in a loud and clear voice. The Head Judge will repeat the name of that *Kata* and the competitor will then start their performance at their own timing. In Team *Kata*, only 1 of the team competitors announces the *Kata*. The scorekeepers use the pertinent official forms to keep records of all the names of the *Kata* chosen by each competitor.
  5. For a **Red and White Flag System**, when the performance is finished, the competitors return to the starting position following a voice command from the Head Judge to recover or *Naore*, and wait for the decision of all the Judges. After the final decision is announced, both competitors bow to each other or *Otagai Ni Rei*, exit the court, then bow to the Front or *Shomen*. For **Point System** match or event, after the final decision, the competitor bows to the Front, exits the court, and bows to the Front again. Team *Kata* competitors follow this procedure as well.
  6. If necessary, the Head Judge will confer with the Judges to discuss and make appropriate recommendations as well as decisions arising from Judges vote if there is a disagreement, as per the following:
    - a) making a mistake, improper behavior leading to disqualification (*Hansoku*)
    - b) injury or accident
    - c) questionable issue prior to scoring
    - d) at a Judge's indication and the Head Judge considers it necessary
  7. If any of the above have been identified, the Judges will indicate it to the Head Judge by whistle command.
  8. For a **Red and White Flag System**, when it is time to decide the outcome of the match or event, the Head Judge will use either voice command or whistle command to indicate that it is decision time or *Hantei*. The Judges will then indicate their decision by using a flag or flags. For **Point System** match or event, when it is time to decide the outcome of the match or event, the Head Judge will use whistle command to indicate that it is

decision time or *Hantei*. The Judges will then raise their score boards or score cards with their choice of score.

One of the scorekeepers reads in a loud and clear voice, each score, starting from the Head Judge and moving clockwise. The other scorekeepers write the announced scores on the appropriate official forms, make the necessary calculations for a total score.

A scorekeeper will announce the final score to the Head Judge, in a loud and clear voice and the Head Judge repeats this score to the competitors.

The Head Judge will then use whistle command to indicate to the Judges to lower their score boards or score cards.

## Item 7 – Voice Commands for the Head Judge

1. The following commands are to be used by the Head Judge:

*Senshu* - calling **competitors** or asking to line up

*Seiretsu* - **line-up**, at beginning or end of the match or event

*Shomen Ni Rei* - asking a competitor or competitors to **bow to the Front**

*Otagai Ni Rei* - asking competitors to **bow to each other**

*Shobu Ippon* or *Shobu Sanbon* - identifying **1 Point** or **3 Point Match**

*Hajime* - **begin**

*Yoi..Hajime* - for a Flag System, **ready..begin**

*Naore* - in a Flag System *Kata* match, at the end of performance, to **recover** and return to the starting position

*Yame* - **stop**, to interrupt or end a match or event

*Moto No Ichi* - **return to your exact position**, in a *Kumite* match before resuming, prompting competitors to return to their exact starting positions

*Tsuzukete Hajime* - to **resume** the match

*Tsuzukete* - **continue**, when a competitor or competitors spontaneously stop, to continue the match

*Ato Shibaraku* - letting the competitors know that there is **30 seconds** time remaining

*Aka / Shiro* - indicating **red** or **white**

*Jodan* - to indicate a **face** level attack

*Chudan* - to indicate a **chest** level attack

*Tsuki* - to indicate a **punch**

*Keri* - to indicate a **kick**

*Uchi* - to indicate a **strike**  
*Waza-Ari* - to indicate a **half point**  
*Ippon* - to indicate a **full point** or **1 point**  
*Awasete Ippon* - to indicate that score added **together making a full point**  
*Torimasen* - indicating **no points**  
*Hayai* - indicating **faster** attack  
*Aiuchi* - indicating **simultaneous attacks**  
*Maai* - indicating **distance** not sufficient  
*Ukete-Masu* - indicating a **blocked** attack  
*Nukete-Masu* - indicating an **off target** attack  
*Yowai* - indicating a **weak** attack  
*Keikoku* - indicating a **caution**  
*Chui* - indicating a **warning**  
*Hansoku* - indicating to **disqualify**  
*Muboubi* - indicating a **non defending**  
*Jogai* - indicating **out of bounds**  
*Hantei* - indicating **decision time**  
*Aka / Shiro No Kachi* - indicating **red** or **white** is the **winner**  
*Hikiwake* - indicating a **draw**  
*Sai-Shiai* - indicating a **re-match**  
*Sai-Sai-Shiai* - indicating a **second re-match**  
*Sakidori* - indicating a "**sudden death**" match, in a second re-match situation  
*Shobu Hajime* - to begin a "**sudden death**" match  
*Shugo* - indicating a **call to confer**  
*Kiken* - to indicate a **withdrawal** of competitor/competitors  
*Shikkaku* - to indicate an **absolute disqualification**

2. For the following verbal commands, the Head Judge clearly announces to which competitor, either the red or the white one, the command is addressed to.
  - \*When announcing a score, the announcement is as follow:  
 Red or White (*Aka/ Shiro*), Area of Attack, Technique Used, Points Awarded
  - \*When issuing a warning or a disqualification, the announcement is as follow:  
 Red or White (*Aka/ Shiro*), Type of Warning, Severity of Warning
  - \*When issuing a withdrawal of competitor(s) or an absolute disqualification, the announcement is as follow:  
 Red or White (*Aka/ Shiro*), Identify the Command
3. If a competitor scores with consecutive techniques called *Renzoku Waza*, the Head Judge announces the target area and the kind of attack as well as

announces either a half point by consecutive techniques or *Renzoku Waza Waza-Ari*, or a 1 point by consecutive techniques or *Renzoku Waza Ippon* given.

### **Item 8 Whistle Commands**

\_\_\_\_\_ indicates the length of whistling

1. The following are the whistle commands used by the Head Judge:
  - a) \_\_\_\_\_ start - *Hajime*
  - b) \_\_\_ stop - *Yame*
  - c) \_\_\_\_\_ call to confer - *Shugo*
  - d) \_\_\_\_\_ decision time - *Hantei*
  - e) \_\_\_ lower flags or score boards
2. The following are the whistle commands used by the Arbitrator:
  - a) \_\_\_\_\_ stop the match
3. The following are the whistle commands used by the Judges:
  - a) \_\_\_\_\_ 1 point or *Ippon* has been scored
  - b) \_\_\_ half point or *Waza-Ari* has been scored
  - c) \_\_\_\_\_ attention call to Head Judge

### **Item 9 - Hand & Flag Signals for Court Officials**

The Judges use specific gestures when expressing their judgments and decisions. See Appendix 6 for illustrated table.