

**EUROPEAN SHOTOKAN KARATE-DO ASSOCIATION**

# **Competition Rules**

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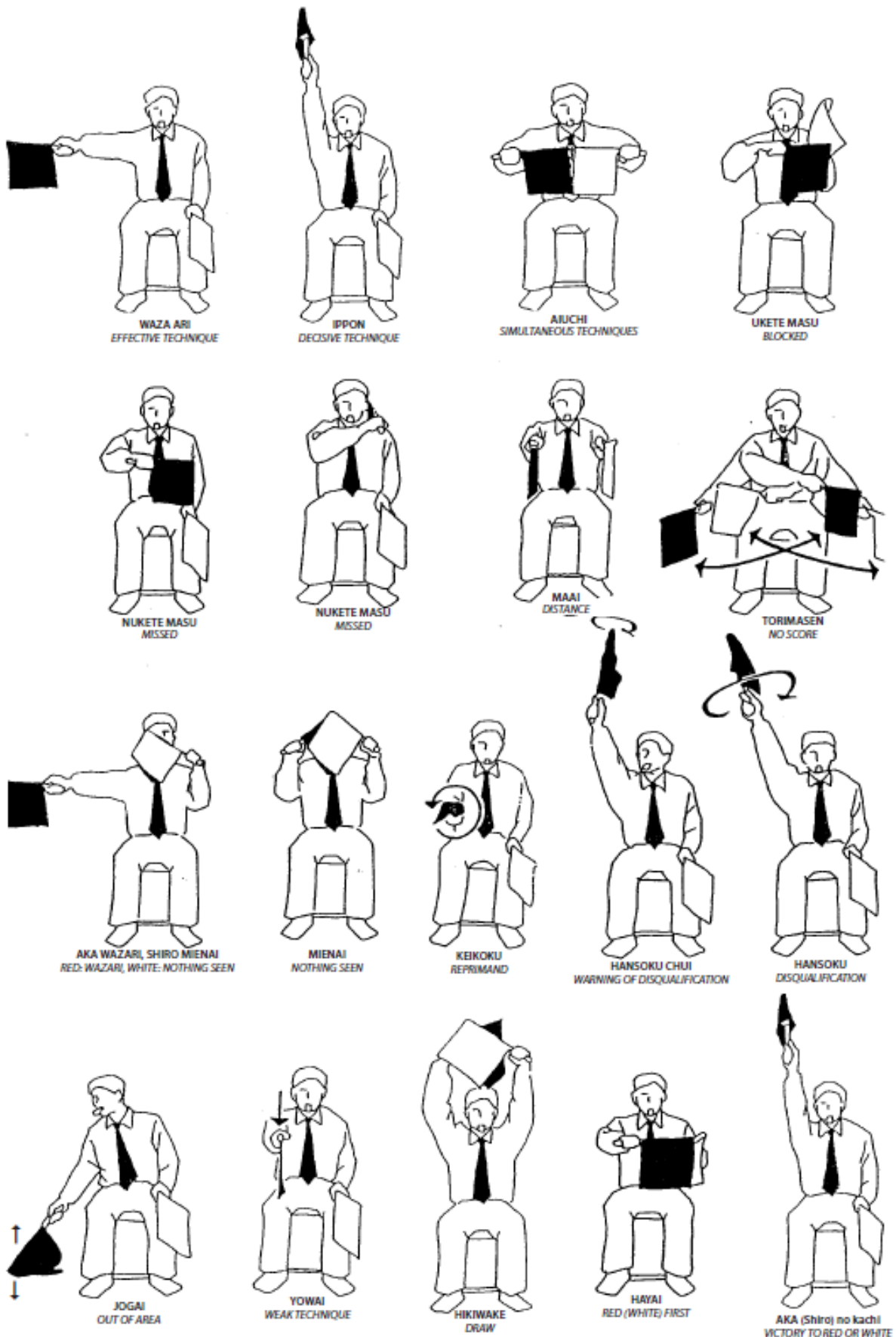
APPENDIX 1 : **THE TERMS AND THEIR MEANING**

Shobu ippon hajime	Start of the match
Yame	Stop
Tsuzukete hajime	Continue (after 'Yame')
Tsuzukete	Continue
Atoshibaraku	30 seconds before the match ends
Soremade	End of the match
Motonoichi	Come to your first position (Ordering the contestants to their fixed positions)
Jogai, nakae	You are out, enter the match area (Ordering the contestants to return into the match area)
Ippon	A decisive technique
Waza-ari	An effective technique
Awasete Ippon	Together Ippon (Two waza ari's recognized as one ippon)
Aiuchi	Same time (Valid scores at the same moment by the two contestants)
Fukushin shugo	Calling the Judges together
Hantei	Decision
Aka (Shiro) no kachi	Victory of the red (white)
Hikiwake	A draw
Hansoku chui	Warning of disqualification
Hansoku	Foul
Hansoku make	Disqualification due to a foul
Shiro (Aka) hansoku, aka (shiro) no kachi	A foul by the white (red), the victory of the red (white)
Shiro (Aka) no kiken niyori, aka (shiro) no kachi	Victory by the red (white) due to renunciation by the white (red)
Encho sen	Extending the time period over which the match is conducted
Uke te imasu	Technique blocked
Nukete imasu	Technique missed / passed
Haiyai	Quicker / Fast
Yowai	Weak
Ma-ai	Distance
Fujubun	Not good enough
Torimasen	Not acceptable
Atenai	Take care, you may not touch
Mubobi	Lack of self-protection
Shikaku	Disqualification from Tournament
Mienai	Nothing seen
Keikoku	Official reprimand

APPENDIX 2 : *THE METHODS USED BY THE REFEREE*



APPENDIX 3 : *THE METHODS USED BY THE CORNER JUDGES*



**APPENDIX 4 : THE TABLE FOR JUDGMENT**

Judgment by the four Corner Judges.  
 (The marks S, A and D represent respectively : Shiro, Aka and Draw.)

	Opinion of Corner Judges				Decision
1	<b>S</b>	<b>S</b>	<b>S</b>	<b>S</b>	Victory of Shiro
2	<b>S</b>	<b>S</b>	<b>S</b>	<b>A</b>	Victory of Shiro
3	<b>S</b>	<b>S</b>	<b>S</b>	<b>D</b>	Victory of Shiro
4	<b>S</b>	<b>S</b>	<b>D</b>	<b>D</b>	Victory of Shiro or a Draw; it depends on the judgment of the Referee
5	<b>S</b>	<b>S</b>	<b>A</b>	<b>D</b>	Victory of Shiro or a Draw; it depends on the judgment of the Referee
6	<b>A</b>	<b>A</b>	<b>A</b>	<b>A</b>	Victory of Aka
7	<b>A</b>	<b>A</b>	<b>A</b>	<b>S</b>	Victory of Aka
8	<b>A</b>	<b>A</b>	<b>A</b>	<b>D</b>	Victory of Aka
9	<b>A</b>	<b>A</b>	<b>D</b>	<b>D</b>	Victory of Aka or a Draw; it depends on the judgment of the Referee
10	<b>A</b>	<b>A</b>	<b>S</b>	<b>D</b>	Victory of Aka or a Draw; it depends on the judgment of the Referee
11	<b>D</b>	<b>D</b>	<b>D</b>	<b>D</b>	Draw
12	<b>D</b>	<b>D</b>	<b>D</b>	<b>A</b>	Draw
13	<b>D</b>	<b>D</b>	<b>D</b>	<b>S</b>	Draw
14	<b>D</b>	<b>D</b>	<b>A</b>	<b>S</b>	Draw
15	<b>A</b>	<b>A</b>	<b>S</b>	<b>S</b>	Draw, Victory of Shiro or Victory of Aka; it depends on the judgment of the Referee

When the Judges are required to indicate the winner, one vote by the Referee and one vote by the Corner Judge are equally regarded as a vote of the same quality.

## APPENDIX 5 : **THE TOURNAMENT STAFF**

In order to carry out certain tasks and for the purpose of facilitating the operation of matches, a number of personnel shall be determined by the Tournament Host and stationed at appropriate locations.

Their duties are specified in detail in the ESKA Tournament Organising Rules.

### ° 1. Record keeper.

- The record keeper is responsible for ensuring that the essential facts of the match are accurately recorded.
- These facts are :
  - the name of the participant(s),
  - the name of the performed Kata,
  - the name of the winner of the match,
  - the awards, penalties and decisions given by the Referee,
  - the scores given by the Judges in Kata Point system,
  - all essential remarks concerning the match.

### ° 2. Time Keeper.

- The time keeper is responsible for ensuring that the match runs its full course (normally two minutes).
- The time keeper shall stop the clock when the match is stopped and shall restart when it resumes. (effective time)
- The time keeper shall give signals by a gong or buzzer indicating "30 seconds to go" or "time up".

### ° 3. Announcer.

- The announcer is responsible for ensuring that contestants or participants are called to the match area in proper time and that the results and decisions of the Judging panel are clearly announced to all concerned.
- The total score must be given immediately after the kata has been performed.

### ° 4. Desk Officials

In order to carry out the match smoothly the desk officials shall have the following duties :

- to be concerned with the progress of the match,
- communication with the participants,
- communication with the Judges,
- preparation of the match floor,
- other duties will be determined by the Tournament Host.

### ° 5. First Aid Crew.

The First Aid crew shall be prepared to act in case of accident or sickness along with a doctor.

They shall :

- assist the Tournament Doctor,
- have First Aid equipment on hand,
- prepare a place to care for the injured,
- other duties will be determined by the Tournament Host or the Tournament Doctor.

## APPENDIX 6 : ***THE MATCH EQUIPMENT***

The types, quantity and usages of the equipment prepared by the Tournament Host will be as follows:

° 1. Flags (red and white, 5 of each per match area).

The Referee and Corner Judges will each be given a pair of flags and shall use them to signify the winner or to make signals.

° 2. Score Boards (7 sets per match area).

Each set will have the digits from 5 to 9 and the decimals 1 to 9 on boards, making 14 boards to a set. There will be significant difference in colour between the digits and the decimals.

The Referee and Corner Judges will be given one set and will use them to present the scores.

° 3. Recording Equipment.

Recording Equipment will consist of recording forms, calculation sheets, pen, etc. to be used by the Recorder(s).

° 4. Kata Cards.

Names of the Kata will be marked on cards .

The Referee will use these Kata Cards in selection of the Kata to be performed by the participant(s) in the 'assigned Kata' system.

° 5. Red Ribbons.

These will be worn by participants so that the Judges may easily distinguish them.

The size of the ribbon will be such that they will not obstruct the participants in their performance, but large enough to be seen clearly by the Judges.

° 6. Clock and Time signal.

A clock with 'chronometer'-functions and a sound signal will be given to the time keeper to measure the allotted time for Kumite match.

° 7. Other matters.

The required material to keep the surface of the match area clean and disinfected.

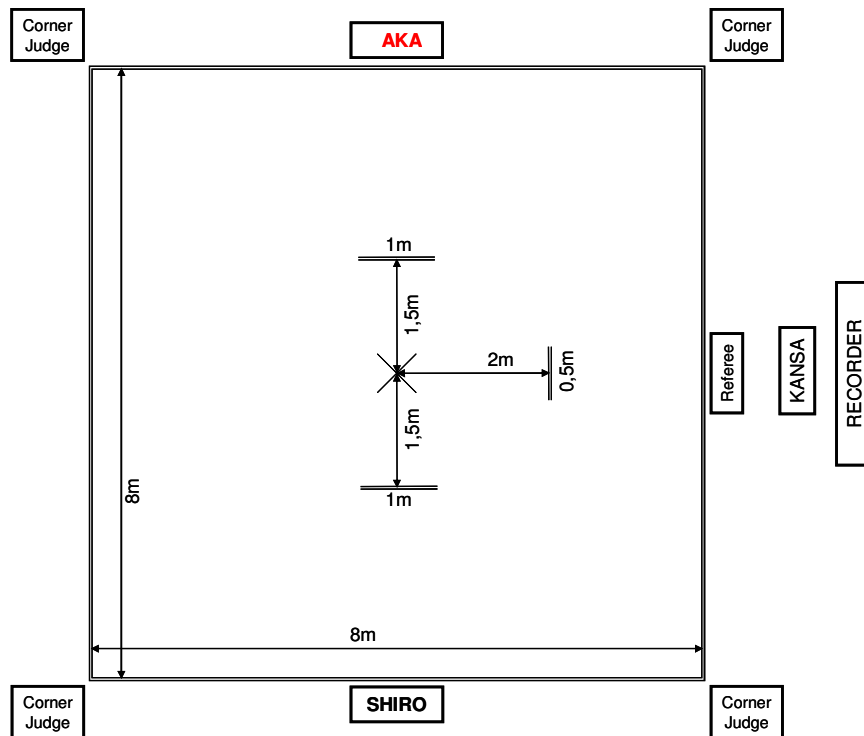
**APPENDIX 7 : THE DIAGRAMS OF THE MATCH AREA**

The width of all lines is 5 cm.

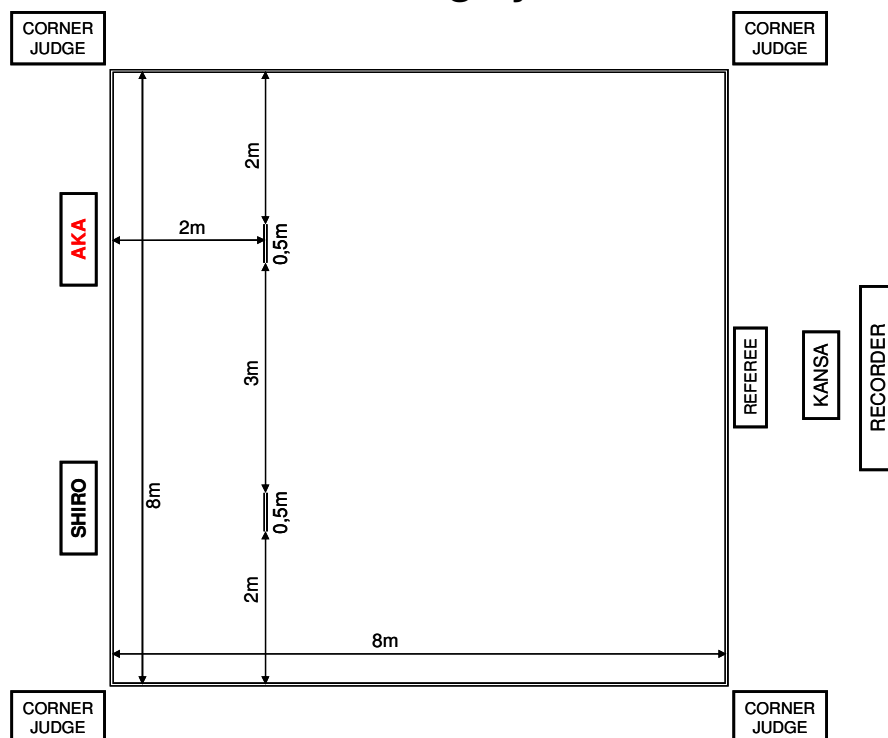
The borderlines are part of the area.

A safety area of minimum 1meter has to be provided around the match area.

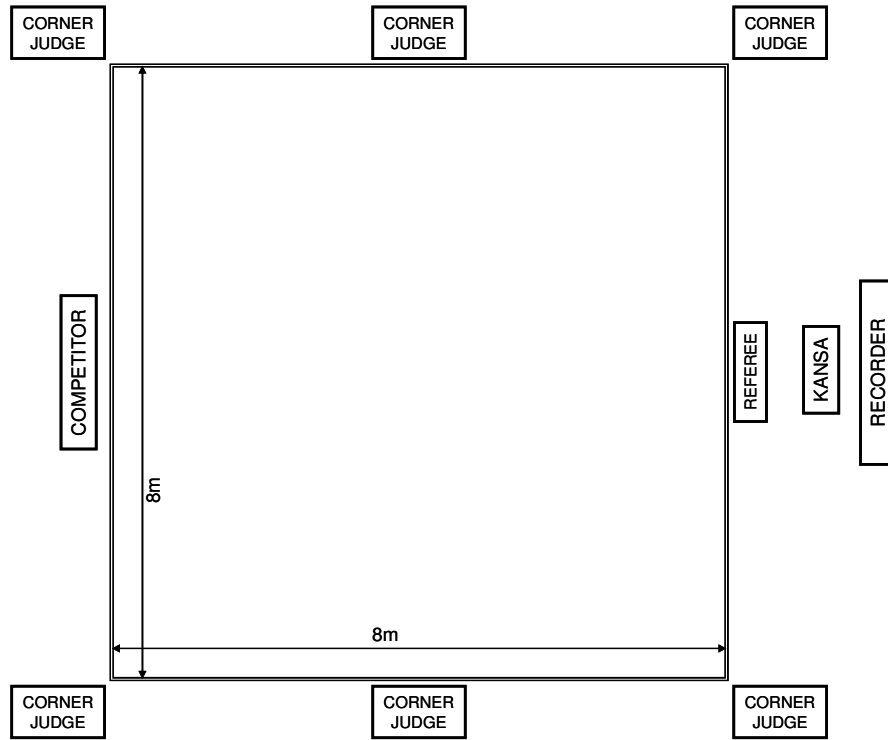
**KUMITE**



**KATA - Flag system**



## KATA - Point system



**APPENDIX 8 : *THE LIST OF ESKA CONTEST KATAS***

Group 1 : Heian Nidan - Heian Sandan - Heian Yondan - Heian Godan - Tekki Shodan

Group 2 : Bassai Dai - Kanku Dai – Jion – Empi

Group 3 : Bassai Dai - Kanku Dai – Jion – Empi - Hangetsu

Group 4 : Bassai Shô - Kanku Shô - Tekki Nidan - Tekki Sandan – Jitte – Jiin – Gankaku – Chinte – Unsu – Sôchin – Nijûshiho – Meikyô - Gojûshiho Dai - Gojûshiho Sho – Wankan

## APPENDIX 9 : **THE OFFICIAL DRESS CODE**

### ° 1. Judges.

- Judges must wear the official uniform designated by the ESKA-Congress. This uniform must be worn at all tournaments, courses and examinations.
- The official uniform will be as follows :
  - a single breasted navy-blue blazer bearing two silver buttons,
  - a long-sleeved white shirt,
  - a maroon (claret-red) tie,
  - plain light grey trousers,
  - unpatterned dark blue or black socks, and black shoes for use outside the match area.
- No shoes or socks will be allowed when Refereeing or judging a match.

### ° 2. Contestants

#### ° 2.1 Karate-gi

- The contestants shall wear a clean, white and unfigured karate-gi. Taping, to cover publicity or advertising, is not allowed.
- The jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips.
- The sleeves of the jacket must come at least half the way down the forearm and may not be rolled up externally. The sleeves may not cover the wrist.
- The trousers must be long enough to cover at least two-thirds of the shin. They may not cover the ankle.
- The belt must be of an overall length that leaves approx. 15 centimetres of extra length on both ends after it has been properly tied around the waist. It should also be around 5 centimetres in width.
- A national badge may be worn. The maximum size of the badge is 10 cm by 10 cm. The position of the badge on the karate-gi is on the left breast.

#### ° 2.2 Other matters

- Each contestant must keep his/her hair clean and cut to such a length that does not obstruct the smooth conduct of the match.
- Hachimaki (head band) will not be allowed.
- Should the Referee consider any contestant's hair too long and/or unclean, he may, with the Chief Judge's approval, disbar the contestant from the match.
- Hair slides are prohibited, as are metal hair grips.
- Contestants must have short fingernails and must not wear metallic or other objects.
- Soft contact lenses can be worn at the contestant's own risk.
- The wearing of unauthorised clothing or equipment is forbidden.
- In the case of women, a plain white tee-shirt may be worn beneath the karate jacket.
- Women may wear the authorized additional protective equipment approved by the Technical Committee.
- Each competitor must wear an identification number on the chest or on the back.
- In Kumite Match and in Kata Flag System, one of the contestants shall, for identification purposes, fasten a red belt around his waist. The contestants don't have to take off their own belt.

### ° 3. Coaches.

The coach shall at all times during the tournament wear an overgi (or tracksuit) with an identifying badge upon it.

## APPENDIX 10 : ***PARTICIPATION IN A MATCH***

### ° 1. General matters.

- After the beginning of the official draw, no contestant may be replaced by another in an individual title match (except with the permission of the Competition Committee).
- Individual contestants or teams that do not arrive at the competition venue before the tournament starts, may be disqualified from participation in that tournament.
- Should individual contestants or teams that have applied for participation, either fail to attend a match without good reason, or without notifying in advance the match-conducting authorities quit the match and leave, the disciplinary measure to be applied will be decided upon by the Technical Committee.
- If, through an error in administration by the tournament staff, the wrong contestants compete, then regardless of the outcome, that match will be declared null and void.

### ° 2. Kumite Team Match.

- In a team match, except for the first match (see ESKA Competition Rules - 'The Rules of Kumite Match - Team Kumite match'), a participating team will be allowed to participate only when it comprises more than half the prescribed number of members.
- Before each team match, a team representative must hand to the table, an official form defining the names and fighting order of the team members.
- The fighting order can be changed for each round but once notified, it cannot then be changed.

### ° 3. Retirement..

- A contestant who is unable to continue to compete or participate for reasons other than injury or who requests for permission to quit the match for such reasons shall be declared the loser.

## APPENDIX 11 : **GENERAL MEDICAL RULES**

### ° 1. General matters.

- A fundamental part of the ESKA Contest Rules is the concern to protect the health of the competitor(s) and to reduce the possibilities of accidents. Medical care is purely for the treatment of injuries sustained.
- The Tournament Doctor may, if requested, give advice on the capability of the competitor to continue.
- It is recommended that all competitors undertake once a year a thorough medical examination by a medical doctor who is experienced in sport medicine. This is the responsibility of the national organisation.
- On demand of the Tournament Doctor and based on a reasonable doubt, every competitor must submit him(her) self to a medical examination.
- Before the contest, existing illness or injuries have to be notified to the Tournament Doctor.
- The use of any performance enhancing substances is forbidden.

### ° 2. Medical Rules for Kumite match.

- If, during a contest, a competitor becomes unconscious, even for a small moment, he has to be examined by the Tournament Doctor.
- If, during a contest, a competitor becomes unconscious for 10 seconds or more, he will be excluded from further competition during the whole tournament.