



## **Examination Paper for Kumite Referees and Judges**

*On the answer paper put an "X" in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.*

1. Contestants must bow properly to each other at the start and end of the bout.
2. The coach may change the team fighting order during a round.
3. A Jodan kick slightly deficient in Zanshin may be given Sanbon because it is considered to be a technically difficult technique.
4. A fast combination of chudan geri and tsuki each of which score in their own right will be given Sanbon.
5. Category 1 and Category 2 penalties do not cross-accumulate.
6. There are seven criteria to be met in determining a score.
7. Chukoku is a warning given for the first Category 1 or Category 2 offence.
8. If a contestant has been physically propelled from the area, Jogai occurs at the moment any part of the contestant's body touches the floor outside of the match area.
9. Shikkaku can only be imposed after a warning has been given.
10. In Kumite under 14 years Category 1 Hansoku Chui for serious injury is a penalty in which Nihon (two point) is added to the opponent's score.
11. A competitor can be given Shikkaku if the behaviour of the coach or non-combatant members of the contestant's delegation is considered to harm the prestige and honour of Karate-do.
12. If a contestant acts maliciously, Hansoku is the correct penalty.
13. Category 1 Keikoku is normally given when the contestant's potential for winning is slightly diminished by the opponent's foul.
14. If a contestant acts maliciously, Shikkaku and not Hansoku is the correct penalty.

15. Hansoku is imposed for serious rules infractions.
16. Should a competitor that has been awarded Senshu receives a Category 2 warning for avoiding combat when there is less than 15 seconds left of the bout – the competitor will not forfeit this advantage.
17. Contestants cannot score or be given penalties after the time-up bell has signalled the end of a bout.
18. A “skin touch” to the throat is allowed only in Senior competition.
19. When two Judges signal a score for the same competitor, the Referee may decline to stop the bout if he believes them to be mistaken.
20. A contestant who does not obey the Referee's orders will be given Hansoku.
21. If one Judge signal Ippon for Aka, another Ippon for Ao, the Referee will decide what action to take.
22. If Aka scores just as Ao steps outside of the match area, both the score and a Category 2 warning or penalty can be given.
23. According to Article 10 when a competitor falls, is thrown or knocked down and does not regain his or her feet immediately the Referee will start the ten-second countdown and call a doctor.
24. When a contestant is thrown safely and without injury the Referee should allow two to three seconds for the opponent to attempt a score.
25. A contestant who scores and exits the area before the Referee calls Yame will not receive Jogai.
26. In Children competition any technique to the face, head or neck, which causes injury will be warned or penalized unless it is the recipient's own fault.
27. Metallic teeth (dental) braces may be worn at the contestant's own risk if approved by the Referee and the Official Doctor.
28. In Senior competition a light touch is allowed for Jodan punches.
29. The use of bandages is allowed if approved by the official doctor.
30. A contestant is allowed to continue if they are awarded victory by Category 1 Hansoku and this is the first time that they have won a bout in this manner.
31. The Referee will give all commands and make all announcements.

32. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls "Yame".
33. When a competitor slips, falls and lay on a floor with upper trunk and is immediately scored upon the opponent will be awarded Sanbon.
34. A contestant who stays within the match area may score on a contestant outside the match area.
35. Unbalancing the opponent with leg sweeping and scoring with jodan tsuki is given Nihon.
36. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.
37. The Referee panel of a kumite match shall consist of a Referee, two Judges, Arbitrator and a Score Supervisor.
38. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
39. When there are less than 15 seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (Jogai) they will be given a minimum of Category 2 Hansoku Chui.
40. A Female and Male team can compete with only two competitors.
41. Excessive contact after repeated failure to block is a consideration for Mubobi.
42. A contestant may be penalised for exaggeration even if there is an actual injury.
43. Grabbing below the waist and throwing is only allowed if the thrower holds on to the opponent so that a safe landing can be made.
44. When a contestant seizes the opponent and does not perform an immediate technique or throw within two to three seconds the Referee will call "Yame".
45. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Arbitrator will immediately blow his whistle and signal with flag.
46. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for Mubobi or exaggeration.

47. A competitor can be given Hansoku directly for exaggerating the effects of injury.
48. A technique even if effective, delivered after an order to suspend or halt the bout shall not be scored and may result in a penalty being imposed on the offender.
49. When a Judge is not sure that a technique actually reached a scoring area he should signal Torimasen.
50. If after "Yame" one Judge's signal Ippon for Ao and the other Judge Ippon for Aka, the Referee can give a score to Aka.
51. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.
52. If a competitor scores with a well controlled chudan geri, then accidentally punches his opponent in the face causing a slight injury, Ippon and a warning should be given.
53. A warning or penalty for Mubobi is only given when a competitor is hit or injured through his or her own fault or negligence.
54. "Avoiding Combat" refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.
55. The Federation or Group badge of the contestant's may be worn on the left breast of the karate-gi jacket provided it does not exceed an overall size of 110mm by 100mm.
56. The karate-gi jacket must be no more than three-quarters thigh length.
57. If two teams have the same number of victories, the next consideration in deciding the winner, is to count the points, taking both winning and losing fights into account.
58. Earrings are not allowed even though they are covered with tape.
59. In senior matches a light "glove touch" to the throat need not result in a warning or penalty provided there is no actual injury.
60. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
61. Category 1 Hansoku-Chui may be imposed directly, or following a warning, or a Keikoku.
62. If a contestant comes into the area inappropriately dressed, he/she will be immediately disqualified.

64. Senior Male and Women bouts are three minutes and Cadets, and Juniors, two minutes.
65. Senshu is awarded to competitor who score first.
66. If a contestant has been physically propelled from the area, Jogai occurs at the moment any part of the contestant's body touches the floor outside of the match area.
67. Any competitor who falls, is thrown, or knocked down, and does not regain his or her feet within fifteen seconds, will be automatically withdrawn from the tournament.
68. Competitors who feign injury will be subject to the strongest penalties, up to and including suspension for life for repeated offences.
69. It is not possible to give a warning for excessive contact then give another warning of the same degree for a second instance of excessive contact.
70. A contestant is not allowed to continue if they are awarded victory by Category 1 Hansoku and this is the second time that they have won a bout in this manner.
71. When the Judge see a score he/she can not signal immediately with the flag.
72. Over the shoulder throws such as Seio Nage, Kata Garuma etc., are permitted only if the contestant holds onto the opponent to permit a safe landing.
73. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor will immediately blow his whistle and raise the flag.
74. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
75. A contestant who stays within the match area may score on a contestant outside the match area.
76. A competitor who has a Category 2 Hansoku Chui and then exaggerates the effect of a slight contact will be given Hansoku.
77. In Cadet Kumite jodan kicks is not allowed to make a "skin touch" provided there is no injury.
78. An effective technique delivered at the same time as the end of the bout is signaled by the buzzer is valid.
79. If in a combination, the first technique merits an Ippon and the second merits a penalty, both shall be given.

80. Kansa has no vote or authority in matters of judgments such as whether a score was valid or not.
81. If a Judge sees a Jogai he should tap the floor with the appropriate flag and signal a Category 2 offence.
82. When a contestant seizes the opponent and does not perform an immediate technique or throw the Referee will call "Yame".
83. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call "Yame".
84. When a competitor is injured during a bout in progress and needs medical treatment three minutes will be given in which to receive it, after that the Referee will decide whether the competitor will be declared unfit to fight or whether more time will be given.
85. When an injured contestant has been given medical treatment and the Official Doctor says that the contestant can continue fighting the Referee cannot over-rule the Doctor's decision.
86. If after "Yame" one Judge signal Ippon for Ao and the other Judge Torimasen, the Referee can give a score to Aka.
87. If a contestant does not regain his or her feet within ten seconds, the Referee will announce "Kiken" and "Kachi" to the opponent.
88. There are five criteria to be met in determining a score.
89. In all cases where the ten second has been counted the doctor will be asked to examine the contestant.
90. After a throw the Referee will allow a maximum of two seconds for a score to be made.
91. If the Referee ignores two Judges signaling Ippon for Ao, the Kansa should blow his whistle and raise the red flag.
92. If a competitor makes a good Chudan kick and the opponent catches the leg a score cannot be given.
93. In Team matches if two contestants injure each other and cannot continue and the points score is equal the winner will be decided by Hantei.

94. The Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.
95. „Avoiding Combat” refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.
96. When there are less than 15 seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (Jogai) they will be given a minimum of Category 2 Hansoku Chui.
97. If Aka accidentally kicks Ao on the hip and Ao cannot continue the bout then Ao will be given Kiken.
98. A contestant who establishes a clear lead of eight points is declared the winner.
99. A contestant who grabs their opponent without attempting a technique with less than 15 seconds of bout time remaining will receive a minimum of Hansoku Chui.
100. In team matches the Panel will rotate for each bout only in bouts for medals.
101. If 2 flags for the same contestant show a different score the lower score will be applied.
102. Passivity is a Category 2 prohibited behavior .
103. In team matches should a competitor receive Shikkaku their score if any, will be zeroed and the opponent’s score will be set at ten points.