

CONTENT

CHAMPIONSHIPS KATA RULES	2
Content.....	2
Places	2
Organization.....	2
Fees	2
Officiating Team	2
Official dress	3
Responsibilities of Officiating Team.....	3
Age categories	3
Level categories	3
Officiating rules	3
Final	4
Organizing a competition	4
Demonstration area.....	5
Necessary equipment	5
Demonstration of Kata	5
Decision	5
Basics of Judgement.....	5
Principles of judging	5
List of Katas according to different Ages	6
Categories before 15 years old.....	6
Junior and senior categories.....	6
Results	7

CHAMPIONSHIPS KATA RULES

Content

Content and time schedules are decided by the organizer with the main officiating leader of the event. If an event includes Kumite and Kata challenge, Kata category must be finished including final, before the first fight of the same category.

Places

FKOK can organize various 'Open championships', 'Continent Championships' and 'World Championships'. All Branch-Chiefs can organise FKOK championships, with possibility to invite FKOK's technical Advisors or leaders of his own choice for the Fame or/and for the help of the event.

Organization

The Branch-Chief organizing the event must provide:

1. Required place for the event in a Dojo or gymnasium.
2. Material necessary, depending of content schedule (detailed above).
3. Place and time for an officiating seminar (minimum 3 hours), before the event.

Fees

There is no organization fee to pay to FKOK for such an event.

There is no fee to pay to the technical Advisors and FKOK's leaders for such an event.

The only cost will be paying following points for official invitation (leaders, Advisors, officiating teachers):

1. Accommodation full board.
 - a. Room and/or Hotel must be comfortable with:
 - i. Bath and/or shower in the room
 - ii. Wifi access
 - iii. Restaurant
2. Local costs necessary for the event.

Officiating Team

Supreme Judge (Saiko Shinpan-Cho)

The Supreme Judge selects officiating teams, decides championship brackets, and makes the final decision on appeals.

Judge Chairman (Shinpan-Cho)

The Judge Chairman is a member of the review Panel and supports the Supreme Judge.

Judge Chairman will act as a second and assume all responsibility of the Supreme Judge in his absence.

Judge Vice-Chairman (Fuku Shinpan-Cho)

The Judge Vice-Chairman is a member of the Review Panel and supports the Supreme Judge and Judge Chairman.

Judge Vice-Chairman will assume responsibility of Supreme Judge if both Supreme Judge and Judge Chairman are busy.

Referee (Shushin)

The Referee officiates in the ring and supervises a judging team consisting of four corner Judges.

Referee's responsibilities are as follows:

1. Conducting entrance and exit of the judging team and fighters.
2. Beginning and finishing the match.
3. Assessing the Judges' calls and decisions and publicizing this judgment to the spectators.
4. Make clear decisions to the fighters and spectators.
5. Calling Judges meetings when necessary to examine any claim.
6. Must support and respect the Supreme Judge's decision making authority above.
7. Minimum rank to be Kata referee is Sandan (Referee must know all the Kata possible for the event).

Judge (Fukushin)

Each judging team has four Judges, judging from the four corner of the ring. Judge's responsibilities are as follows:

8. Making clear decisions to fighters and spectators.
9. Must support and respect the Supreme Judge's decision making authority above.
10. Minimum rank to be Kata Judge is Nidan (Judge must know all the Kata possible for the event).
11. For Children categories, less than 15 years old, organiser can decide to use officiating teams of 2 Judges and 1 Referee.
12. If the team has only 2 Judges, the corner places of the Judges are face to the Referee.
13. For Children categories, less than 15 years old, minimum rank to be Kata Judge is Shodan (Judge must know all the Kata possible for the event).

Official dress

14. Referees and Judges must dress black pants and dark blue shirt with short sleeves and plastic officiating card for licenced officiates on the chest pocket. "Jeans" textile is not allowed for pants and shirts.
15. Referees must wear a white bow tie and corner Judges must wear yellow bow tie.
16. All rings Officials must be barefoot.
17. Judges and Referee must have a whistle.
18. No piercings, jewels or watches are allowed during acting

Responsibilities of Officiating Team

19. Staying fair in decisions.

Decision

20. Referee and Judge have equal authority in judging matches.
21. A Kata category must stay with always the same team for coherent decisions.

Fighters

22. FKOK Fees for an official championship are minimum 10, maximum 20 € per fighter member of FKOK.
23. FKOK Fees for a European or World official championship are minimum 10, maximum 50 € per fighter member of FKOK.
24. Fees for a Cup or an Open championship are free under organiser supervision for his own Branch.

Participation

25. Students must represent their Branch.
26. All FKOK's events are "Opening" to any outside invitation under organiser supervision.

Corner and starting lines

27. The ring should have a red side and white side.
28. White is on the right side of the head table and red is on the left side.

Position of Referee and Judges' chairs

29. There should be a chair at each corner within the out of bounds area just outside the ring for the four Judges.
30. The Referee sit on a chair at the centre of the tatami side between official table and tatami.

Age categories

31. Children and less than 12 years old.
32. Children from 12 until 14 years old.
33. Children from 15 until 17 years old.
34. Seniors: 18 years old and up.
35. Seniors+: 40 years old and up.
36. Masters: 60 years old and up.

Organiser of the event and/or supreme Judge can decide to group some sex and/or age catégories with less than 4 fighters.

Level categories

37. Organiser can decide to introduce level rank categories in an event.

Officiating rules

38. Referees and Judges must be honest and impartial towards contestants. If they feel they cannot perform their duties completely and fairly, they must withdraw.

Entering the mat

39. Four Judges led by the Referee will enter the ring to the near right of the head table. Upon entering the mat, each official must bow ("Osu") to the tatami, then to the head table.
40. If there is no other judging team in the ring, the officiating team must proceed the bows directly to the far side of the ring face the head table.
41. The Referee stands at the far centre ring and the Judges stand in the out of the bounds area both sides of the Referee.
42. The Referee shall give the command "Shomen Rei", "Mawate", "Rei" "Mawate" and "Rei" with appropriate motions.
43. The Judges shall follow the Referee's commands and bow "Osu" after the Referee's command of "Rei".
44. The Referee and Judges will then proceed to the assigned corner chairs.

Exiting the mat

45. When the judging team completes their shift, they will proceed the bows to the far side of the ring and repeat the entering ritual.

46. If they are not replaced by a new judging team, they will proceed to the near left side of the head table, stop to bow "Osu" to the head table, then to the Tatami, and exit the ring.
47. Should the judging team about to enter be replacing and exiting team currently in the ring, upon entering the mat, the new team will bow ("Osu") to the head table, then to the tatami, and proceed to the right of the head table, with the Referee centre within the ring and the Judges in the out of bounds area, all facing the left (red side).
48. The withdrawing judging team, after bowing out at the far side of the ring, will proceed to the left of the head table and face the right side with the Referee at centre within the ring and the Judges in the out of bounds area, all facing the right (white) side.
49. The Referee of the withdrawing team will give the command "Rei" and the two teams will bow.
50. The withdrawing team will then exit the ring as described, while the entering team follow the entering ritual.

Contestants entering the mat

51. When contestants are called, they shall enter the ring from their respective sides (first is Shiro).
52. The contestants will stand face to table at their start line and wait for the Referee's command.
53. The Referee will stand at the centre between the two fighters facing the head table.

Referee Procedure

Starting the Match.

54. "Shomen Ni rei": Fighters face the head table and bow.
55. "Shushin Ni rei": Fighters face the Referee and bow.
56. "Otagai Ni rei": Fighters face each other and bow.

Finishing the Match.

57. "Shomen Ni rei": Fighters face the head table and bow.
58. "Shushin Ni rei": Fighters face the Referee and bow.
59. "Otagai Ni rei": Fighters face each other and bow.
60. "Akushu": Fighters shake hands and exit on their own side.

Procedure for Decision - "Hantei"

The victory is awarded by decision.

61. The Referee stand up and must direct the contestants to the starting lines facing to himself.
62. When the contestant's uniforms are undone, the Referee will instruct them to tidy up first.
63. The Referee then calls the decision "Hantei O Onegai Shimasu", pause and then "Hantei".
64. The Judges and the Referee will then immediately indicate their decisions by raising the appropriate flag without any whistle sound.
65. The Referee will then count the flags starting his back and right, and in a counter anti clock wise direction from his position, finishing by himself, inside knife hand on his chest.
66. The Referee will verbally state the decision while indicating the winning side (red or white) with the appropriate hand clearly rose. After decision, the Referee sit back on his chair.

Judge's Conduct

67. The Judges must show good posture while seated.
68. The red flag will be held on the red side and the white will be held on the white side.
69. Both flags must be held out at downward angle from the front of each knee, ready for use.

Standard Procedure of the Flags and Whistles

70. "Shiro" or "Aka" - The correct flag rose up vertically above the shoulder.
71. In case of disqualification error, the Judge (or Referee) must down the corresponding flag 45° back side.
72. Whistles must be used by Judges only to support a fault, penalty or disqualification motion.

Final

Any other matters not detailed on these rules, will be discuss between the competition Referees and the Supreme Judge.

Organizing a competition

73. Kata competition can be organized for both men and women or mixt.
74. Only individual competition can be organized.
75. A Kata competition will consist in draw rounds.
76. A draw must be held before 1st round in order to achieve the fights.

Responsibilities of the Referee

77. Supervises the flow of the competition and announces the decision according to the accepted rules.
78. Must consult the Supreme Judge in any case of problem concerning his decision.
79. Place is in the front middle of the demonstration area, face to the head table.
80. On his own command to present decision by lifting up the corresponding flag.

Responsibilities of the Judges

81. Follow with attention and skill the demonstration.
82. Assess correctly the Kata presented by the competitor.
83. On the command of the Referee to present his decision by lifting up the corresponding flag.
84. Place is on one corner of the demonstration area.

Announcer

85. Call up the competitors in the order of fights.

Recorder

86. Ask before the round the Kata choice to each fighter.
87. Note Kata name for fighters on the draw sheet or computer, round after round.

Demonstration area

88. Must be large enough for the competition to be able to perform any of the Katas.
89. The starting position must be marked by a 50 cm long and 5 cm thick line, equal distance of 2 meters far the centre, 2 meters from the far side of the demonstration area.
90. It can be parquet or tatami, but flat without any trap.

Necessary equipment

91. Table for the reporter and announcer.
92. 5 chairs for the Referee and Judges.
93. 2 chairs for white and red fighter, out of centre of left and right side of the demonstration area.
94. 5 set of red & white flags.
95. Minute sheet of the draw.
96. Entry numbers for the competitors for international official championships.
97. Podium for the Prize giving.

Demonstration of Kata

98. The announcer calls the fighters which the entry-number, the name and country or school of the 2 fighters.
99. The competitors step to the rim of the demonstration area and make a bow.
100. On the command of the Referee, they step face of him, both parts of to the starting line and makes a bow to the Judge.
101. After the bows, White fighter must leave the tatami.
102. White fighter must then stay on his chair, in silence, not moving, during Red fighter performance.
 - The competitor must announce the name of the Kata loudly.
 - The Referee repeat the name of the Kata, 'Yoi', 'Hajime'.
 - The competitor starts the demonstration on Referee's command 'Hajime'.
103. After Red fighter performance, the red fighter bow the Referee and the Tatami leaving it.
104. Red fighter must stay on his chair, in silence, not moving, during White performance.
105. After White fighter performance, both fighters come back to their own bow places.

Decision

106. After it, with the command "Hantei-o-Onegai-Shimasu, Hantei" asks them to lift the correct colour of flag for winner.
107. Referee asks and announces final decision and then lead the fighters bows.

Basics of Judgement

108. The decision must be made taking in consideration all the important elements in each case.
109. The following criteria must keep in mind:
 - The shape and schedule of the Kata must be respected like in reference Kyokushin Encyclopaedia.
 - The Kata must be performed with expertness; its demonstration must show the perfect understanding of the Kata as a real fight.
 - The competitor must show good concentration, application of his/her power, balance and correct breathing.
 - The competitor must perform correct stances, techniques and basic fundamental of martial Art.

Principles of judging

110. The Katas must be presented according to the traditional prescriptions.

List of Katas according to different Ages

- 111. The Katas can be chosen by competitor from the following list.
- 112. Kata must be different round after round.
- 113. In case of more than 5 rounds, fighter can choose a Kata he already performed.

Categories before 15 years old

- 5 Pinan
- Tsuki no Kata
- Gekisai Dai
- Gekisai Sho
- Yantsu
- Saiha
- Bassai
- Seiienchin
- Garyu

Junior and senior categories

- Tsuki no Kata
- Gekisai Dai
- Gekisai Sho
- Yantsu
- Saiha
- Bassai
- Seiienchin
- Seipai
- Kanku
- Garyu
- Sushi Ho

Mistakes

- 114. Technical mistakes:
- 115. The demonstration of the technical does not meet the prescribed requirements. Incorrect stances/positions: The relation of extremities, trunk, and head to each other does not correspond to that prescribed or to the optimal.
- 116. Mistakes of the style:
 - Countenance.
 - Direction of sight.
 - Understanding of the Kata.

Disqualification

- 117. The competitor must be disqualified in the following cases:
 - Alters the Kata (missing or adding techniques).
 - Presents a Kata different from the previously announced.
 - Makes change in the sequence or direction of techniques.
 - Falls down.
 - Stops the presentation longer than 2 seconds.

Small mistakes

- 118. Technical:
 - The position of the arms is correct; the fits are not close properly.
 - There is some variation in performing the same technical: the level is not always the same, etc.
- 119. Stances and positions:
 - The stances and positions are correct according to the prescriptions, but:
 - The same stance is presented in different sizes.
 - The height of the similar stances differs.
 - The Kata is completed in a point different from that prescribed.
- 120. Style:
 - His countenance overacts the demonstration: overemphasizes the fighting feature or breathing during the Kata.

Moderate mistake

121. Technical:
- Incorrect start and end, position of the arm or leg.
 - Punches, blocks, strikes starting before locking the stance.
 - Overstretched arms ending a punch.
 - Bad body position.
 - Improper or weak Hikite.
 - Too slow or too fast technics.
 - In the case of a kick the heel of the supporting leg is lifted.
 - Too high kicks (over the head).
 - Too much emphasis in high kicks (really higher than own fighter head)
122. Stances and positions:
- Visible fault in the execution of a stance.
 - Visible difference of the level of similar stances what results in the waving of the Kata.
 - The Kata is completed in a far place different from that prescribed.
123. Style:
- Directing of the sight does not precede the technical.
 - Bad tempo of the Kata.
 - The stretched and relaxed phase of the technical is not evident.

Rough mistake

124. Technical:
- Altered level of a technic: Jodan instead of Chudan.
 - Absence of Kiaï (or more Kiaï that prescribed).
 - Overturning of the body in the end position.
 - Absolute absence of the turn in the case of a block.
125. Stances and positions:
- Too high or too low stances.
 - Large range in the length and height of the same stance.

Results

126. The fights use the same system than in Kumite with direct elimination rounds until the end.
127. Final round gives the 2 first places; the other two semi-finalists are 3rd equal on the Podium.