

Shotokan Karate

International Competition rules

Explanation of the match rules



These competition rules supersede all previous rules. They are therefore invalid.

This new version is effective as of September 1, 2025. These rules can be viewed on the IMAF Europe website.

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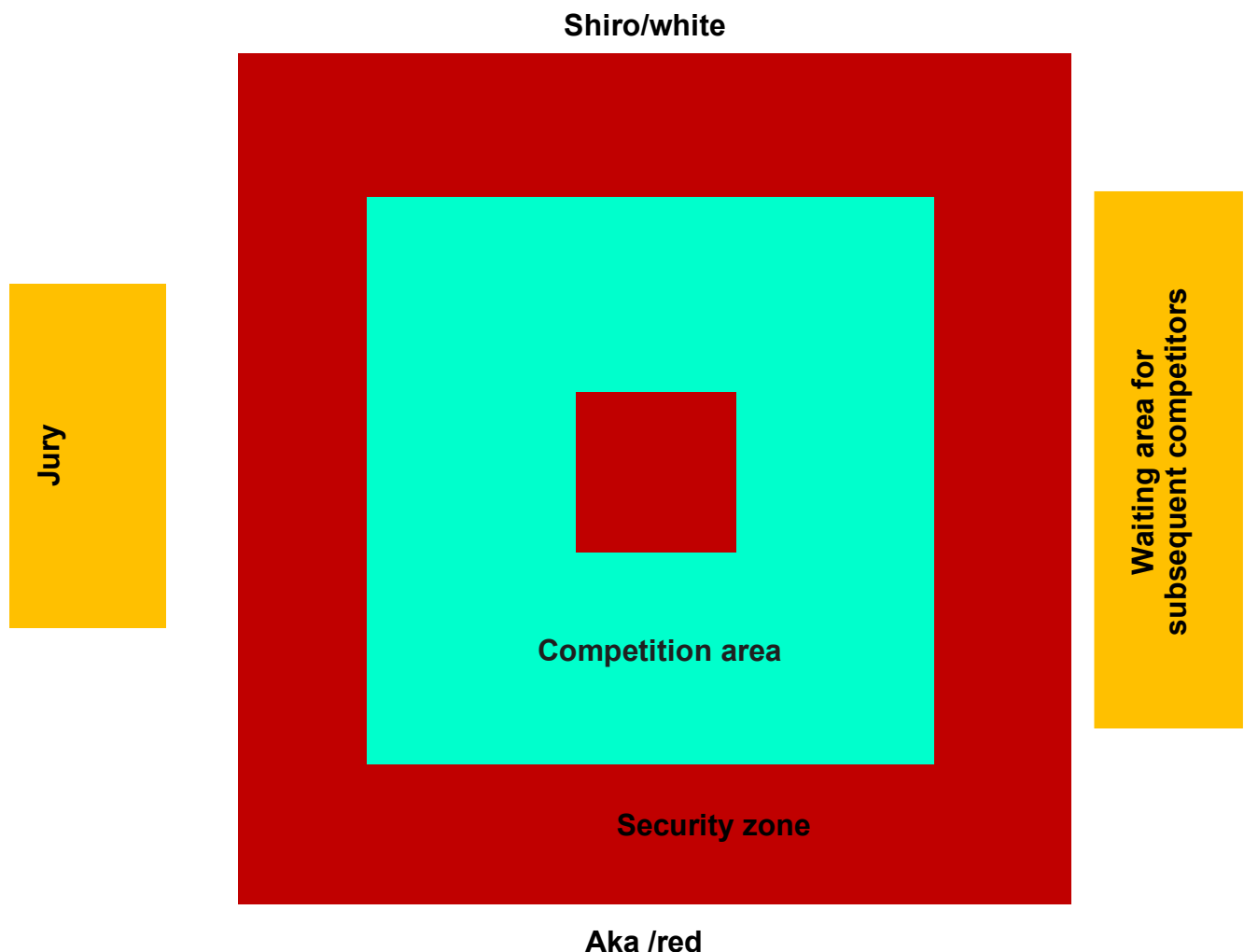
1. Conditions of Participation

Requirements for participation:

- ⇒ A medical examination, i.e., approval from a sports doctor to participate in karate, must be completed. **Participants must be less than 12 months old.**
- ⇒ This examination must be recorded in the passport or medical record.
- ⇒ If the information in the sports and health record is illegible, crossed out, or if dates and signatures are crossed out or corrected, the certificate is automatically invalidated.
- ⇒ **Accident insurance for the participant.**
- ⇒ Signed consent from a parent or guardian for minors.
- ⇒ The following IMAF Europe competition rules apply.

2. The Competition Area

The competition area must be square, measuring 6 x 6 m (children) to 8 x 8 m (adults). A 2-meter safety zone must be established around the competition area. The competition area must be designed in such a way that any danger to the competitors is excluded.



3. Clothing

Referee:

- ⇒ White shirt, tie, dark blue jacket, black socks, black pants, mat shoes.

Competitors:

- ⇒ White karate GI, patch on the chest or left sleeve (federation and dojo).
- ⇒ Mouth guard and groin guard for men.
- ⇒ Omitting a mouth guard and groin guard is at your own risk. Exceptions are noted in the respective regulations.
- ⇒ The wearing of hard contact lenses and jewelry of any kind is prohibited.
- ⇒ Fingernails and toenails must be kept short.
- ⇒ Bandages, etc., are only permitted for medical reasons. This must be reported to the match inspector or umpire in advance.
- ⇒ Braces may only be worn with a helmet and visor in kumite.
- ⇒ **Only traditional hand guards are permitted as fist protectors.**
- ⇒ For non-official attire, a one-minute grace period may be granted to change clothes.

4. Competition forms

There are the following competition forms in Shotokan Karate:

- ⇒ Individual matches
- ⇒ Team matches
- ⇒ Individual Kata
- ⇒ Team Kata

5. Competition Methods

- ⇒ Individual matches are contested according to the Ippon Shobu system in the preliminary rounds, and according to the Shobu Sanbon system in the semi-finals and finals.
- ⇒ Team matches are contested according to the "Ippon Shobu" system.

The organizer, in consultation with the referee committee, may decide to conduct these matches differently from the above. This decision will be made when establishing the respective competition rules.

6. Team battles

- ⇒ The number of competitors should be odd (3 or 5 competitors and one substitute).
- ⇒ The order of the competitors must be determined.
- ⇒ **The match will be contested according to the Ippon Shobu system in the preliminary rounds and the Shobu Sanbon system in the semi-finals and finals.**
- ⇒ The winning team will be determined based on the results of the individual matches according to the criteria
 - ⇒ number of wins
 - ⇒ and number of wins by Ippon.
- ⇒ In the event of a tie, the winning team will be determined by an additional match between two selected fighters (one from each team).
- ⇒ In the event of another tie, an additional match (Sai Shiai) will be contested.
- ⇒ In the event of another tie, a sudden-death match (Encho-Sen) will be contested. The winner is the fighter who scores the first point.
- ⇒ In the event of another tie, the referee will decide.
- ⇒ Victories by forbidden techniques, disqualification of the opponent, or submission are counted as victories by full ippon.

7. Weight classes

- ⇒ For Kumite
- ⇒ For Kata
- ⇒ **If a class is over- or under-represented, the organizer may combine or separate weight classes.**
- ⇒ **If there are insufficient participants in a weight class, both weight classes may be combined.**

Shobu Ippon und Shobu Sanbon Kumite				
Gender	Age	Starting class	Body size	Code
Male	10 – 12 years	7 – 6 Kyu	Less than 150 cm	KF001
Male	10 – 12 years	7 – 6 Kyu	Greater than 150 cm	KF002
Male	10 – 12 years	5 – 4 Kyu	Less than 150 cm	KF003
Male	10 – 12 years	5 – 4 Kyu	Greater than 150 cm	KF004
Male	13 – 15 years	7 – 4 Kyu	Less than 150 cm	KF005
Male	13 – 15 years	7 – 4 Kyu	Greater than 150 cm	KF006
Male	16 – 17 years	7 – 4 Kyu	Less than 150 cm	KF007
Male	16 – 17 years	7 – 4 Kyu	Greater than 150 cm	KF008
Male	16 – 17 years	3 – 1 Kyu	Less than 150 cm	KF009
Male	16 – 17 years	3 – 1 Kyu	Greater than 150 cm	KF010
Male	18 - 34 years	7 – 4 Kyu	Less than 150 cm	KF011
Male	18 - 34 years	3 Kyu - 1Kyu	Greater than 150 cm	KF012
Male Veterans	+35 years	7 – 1 Kyu		KF013
Male	+18 years	Black belt		KF014
Male Veterans	+35 years	Black belt		KF015
Female	10 – 12 years	7 – 6 Kyu	Less than 150 cm	KF016
Female	10 – 12 years	7 – 6 Kyu	Greater than 150 cm	KF017
Female	10 – 12 years	5 – 4 Kyu	Less than 150 cm	KF018
Female	10 – 12 years	5 – 4 Kyu	Greater than 150 cm	KF019
Female	13 – 15 years	7 – 4 Kyu	Less than 150 cm	KF020
Female	13 – 15 years	7 – 4 Kyu	Greater than 150 cm	KF021
Female	16 – 17 years	7 – 4 Kyu	Less than 150 cm	KF022
Female	16 – 17 years	7 – 4 Kyu	Greater than 150 cm	KF023
Female	16 – 17 years	3 – 1 Kyu	Less than 150 cm	KF024
Female	16 – 17 years	3 – 1 Kyu	Greater than 150 cm	KF025
Female	18 - 34 years	7 – 4 Kyu		KF026
Female	18 - 34 years	3 Kyu - 1Kyu		KF027
Female Veterans	+35 years	7 – 1 Kyu		KF028
Female	+18 years	Black belt		KF029
Female Veterans	+35 years	Black belt		KF030
Junior black belts				
Male	13 – 15 years	Black belt		KF031
Male	16 – 17 years	Black belt		KF032
Female	13 – 15 years	Black belt		KF033
Female	16 – 17 years	Black belt		KF034

8. Conduct of competitions

- ⇒ Matches are refereed exclusively by the head referee, whose instructions are binding on the participants.
- ⇒ It is recommended that the referee team rotates when officiating competitions.

9. Start, interruption, and end of a bout

1. **Start:** The referee signals the mirror referee and the contestants to take their positions. After the contestants exchange bows, the referee opens the contest with the command "Shobu Ippon Hajime" or "Shobu Sanbon Hajime."
2. **Conduct of the contest:** Simultaneously observe both contestants and assess the progress of the contest. The mirror referee discreetly signals his assessments with gestures.
3. **Interruption of the contest:** A temporary interruption of the contest occurs after the referee's command "Yame." The contestants return to their starting positions and await the referee's decision or next command. The contest resumes with the command "Tsuzukete Hajime."
4. **Ending of the contest:** After the interruption of the contest, the referee announces its end with the command "Soremade" – the contest is over.
5. **The timekeeper should signal:**
 - ⇒ With an acoustic signal, such as a gong or the loud shout of "Atoshi Baraku" – "30 seconds remaining until the end of the match."
 - ⇒ With an acoustic signal, such as a gong (two signals) or a signal bag thrown onto the mat, indicating "Time is up."

10. Competition times

- ⇒ The effective duration of the bout is 2 minutes.
- ⇒ The effective duration of the bout is measured from the start of the bout with the appropriate command from the Referee.
- ⇒ After the bout is interrupted with the command "Yame," the time is stopped until the Referee announces that the bout can be resumed with the command "Tsuzukete Hajime."
- ⇒ If the contestants leave the contest area, the time is only stopped when the Referee interrupts the bout.
- ⇒ The time spent assisting an injured contestant and the time spent advising the Referee are not counted towards the effective bout time.

11. Extra rounds

- ⇒ **Extra rounds last 1 minute.**
- ⇒ In the event of a draw during the effective duration of the contest, the Referee will call an extra round (Echo-Sen) lasting one minute. The goal is to score Ippon or execute an effective technique.
- ⇒ If the result remains a draw, the winner is determined by the referees' decision.
- ⇒ Previously awarded points or penalties imposed on the fighter do not carry over into the extra round.

12. Victory or loss

Victory or loss is declared based on Ippon, victory by decision, loss by prohibited techniques, disqualification, or exclusion of the fighter from the competition.

13. Scorings

- ⇒ Ippon = 1 point
 - ⇒ Wazaari = 1/2 point, 2 wazaari equal 1 ippon
1. Points are awarded for strikes in the following areas:
 - ⇒ Head - Face
 - ⇒ Neck (excluding the windpipe)
 - ⇒ Chest
 - ⇒ Abdomen
 - ⇒ Back (excluding the shoulder blades and spine)
 2. An effective technique executed simultaneously with the Referee's command "Yame" will be scored. An attack, even if scored, executed after the command "Yame" will not count and cannot be the basis for a "Hantei" decision.
 3. Techniques executed outside the designated fighting area will not be scored. However, if a contestant executing an effective technique was within the fighting area at the time of the strike, the technique will be scored.
 4. Techniques with the same score that are executed simultaneously by both competitors will not be scored.

14. Criteria for awarding Ippon or Wazaari

1. Effective techniques directed at the scoring area will be scored as Ippon if the following conditions are met:
 - ⇒ The attack was executed at the correct time, as the opponent began to move toward them.
 - ⇒ The attack was executed immediately after the opponent was unbalanced.
 - ⇒ A combination of effective techniques was executed, e.g., a combination of tsuki and kerī, a combination of throw and tsuki.
 - ⇒ If the opponent loses his will to fight and turns his back to the attacker.
 - ⇒ The attack was directed at unprotected parts of the opponent's body.
2. Techniques executed under the following conditions will not be scored as Ippon, even if they are executed with sufficient force:
 - ⇒ If the fighter fails to strike while grabbing the opponent.
 - ⇒ If the fighter fails to deliver an effective strike while unbalanced.
3. A technique can only be scored if it is executed directly on the scoring area and aligned with the body's axis.
4. Techniques can only be scored if they are executed with full effort (kime).
5. When evaluating a technique, the judges should consider the consequences that could occur if the technique is not stopped properly.
6. When evaluating a technique, the judges should consider not only the technique and objective of the attack, but also the attacker's posture.
7. Interpretation of the rules.
 - ⇒ Throat contact is prohibited.
8. An attack, even if effective, executed after the end-of-competition signal will not be scored.
9. On page 8

9. When awarding Ippon, the judges should consider the following criteria:
- ⇒ When a precise and powerful technique, considered decisive, is aimed at one of the scoring areas, **Ippon can be awarded under the following conditions:**
 - ⇒ Good form.
 - ⇒ Correct execution of the technique.
 - ⇒ Correct posture.
 - ⇒ Powerful application.
 - ⇒ Legal target area.
 - ⇒ Zanshin and Kiai.
 - ⇒ Correct timing.
 - ⇒ Appropriate distance.
 - ⇒ Jodan kicks.
 - ⇒ Counters.
 - ⇒ Sweeps and throws with follow-up techniques.
 - ⇒ Back strikes.
 - ⇒ Combination hits.
 - ⇒ If a fighter achieves two Waza Ari (effectively executed techniques) during the contest, two Waza Ari are considered Ippon (Awasete Ippon).

15. Decision criteria

If no Ippon was awarded and there were no prohibited techniques, disqualifications, or yellow and red cards during the bout, the referees should consider the following criteria in their decision:

- ⇒ Whether Waza Ari was awarded.
- ⇒ Whether the fighter received a warning for a prohibited technique.
- ⇒ The number of escapes from the contest area.
- ⇒ Comparison of the body posture of both fighters.
- ⇒ Combat readiness of both fighters.
- ⇒ Energy and fighting spirit.
- ⇒ Number of attacks.
- ⇒ Fighting tactics.

16. Prohibited actions and techniques

Prohibited actions and techniques include:

- ⇒ Uncontrolled and unclean techniques.
- ⇒ Techniques with excessive contact aimed at the scoring zone.
- ⇒ Attacks to the upper and lower limbs.
- ⇒ Flat-hand strikes to the face.
- ⇒ Attacks to the groin.
- ⇒ Attacks to the hip joint, joints, throat, spine, instep, and shin.
- ⇒ Grabbing, clinching, and injuring the opponent.
- ⇒ Dangerous throws and sweeps.
- ⇒ Excessive leaving of the contest area or actions to gain time.
- ⇒ Leaving the contest area is considered leaving the contest area when a fighter crosses the line with both feet.
 - ⇒ Leaving the contest area will not be counted if:
 - ⇒ A fighter was forced over the line.
 - ⇒ The fighter was outside the line due to a punch or kick.
 - ⇒ The fighter moved along the line without crossing it.
- ⇒ Any unsportsmanlike behavior, such as abusive language or provocation.
- ⇒ Any behavior that detracts from the art of karate (applies to coaches, team captains, and anyone whose actions are related to a competitor's participation in the tournament). **Yellow and red cards will be issued.**

- ⇒ For this unsportsmanlike conduct, the coach or trainer may be issued a yellow card by the referee. A second violation results in a red card, which will disqualify the coach or trainer from the competition.
- ⇒ Neglect of personal safety.
- ⇒ No contact is permitted for children aged 10 to 12.
- ⇒ Controlled semi-contact is permitted for children aged 13 and over.

17. Warnings and disqualifications

If a fighter behaves unsportsmanlike or if their behavior indicates an intention to do so, the Referee should issue a warning or a warning.

1. If a fighter avoids the fight, the Referee should issue a warning or a warning.
2. If a fighter shows a lack of concern for their own safety, the Referee should issue a warning or declare Mubobi.
3. If a fighter repeats a prohibited act or behaves improperly after receiving a warning, the Referee may issue another warning or declare a loss.
4. If a fighter exhibits any of the following behaviors, the Referee should declare a loss by disqualification:
 - ⇒ If the fighter fails to follow the Referee's instructions.
 - ⇒ If the fighter's emotions become so strong that the Referee considers them dangerous to the opponent.
 - ⇒ If the fighter's actions are deemed to be intentional and malicious violations of the rules.
 - ⇒ Other behavior that disrupts the flow of the fight.
5. If a competitor repeatedly leaves the contest area:
 - ⇒ After the first departure, the Referee will issue an official warning (Jogai Keikoku).
 - ⇒ After the second departure, the Referee will issue an official warning (Jogai Chui).
 - ⇒ After the third departure, the competitor will be disqualified (Jogai Hansoku).
6. Any misconduct by persons associated with the competitor's participation in the tournament (e.g., team managers, sponsors, etc.) may result in the competitor and/or team being disqualified.
7. If a competitor receives a second Hansoku Chui for the same offense, i.e., causing serious injury to their opponent, they will be disqualified from the remainder of the competition.

18. Points for the opponent

- ⇒ In Shubo Ippon and Shubo Sanbon, the opponent receives no points if a Keikoku or Chui penalty is imposed.
- ⇒ In Shubo Ippon and Shubo Sanbon, the opponent wins the match if a Hansoku penalty is imposed.

19. The Referee

The Referee panel consists of:

- ⇒ The Chief Referee
- ⇒ The Referee or Judge
- ⇒ The Scorekeeper
- ⇒ The Timekeeper
- ⇒ The Scoreboard Operator

20. Rights and duties of the Referee

1. The Referee is authorized to:

- ⇒ Officiate the bouts (start and finish).
- ⇒ Award Ippon for precise and powerful techniques or Waza Ari for comparable techniques that do not qualify for Ippon.
- ⇒ Explain the reasons for the decisions if necessary.

2. The Referee shall proceed according to the following rules:

- ⇒ If he observes an Ippon technique, he shall interrupt the bout with the command "Yame" and send the contestants to their starting positions. He shall then return to his starting position, raise his hand toward the contestant who scored the point, and announce the technique executed. In an Ippon Kumite bout, the Referee shall declare the winner, and the bout shall end at that point. In a Sanbon bout, the bout shall continue.
- ⇒ If the referee observes a technique that does not fully meet the Ippon criteria but is sufficiently effective, he or she will interrupt the bout with the command "Yame" and send the competitors to their starting positions. He or she will then return to his or her seat and award "Waza Ari," indicating the technique performed.
- ⇒ Order the continuation of the bout.
- ⇒ If a competitor scores two waza ari in the Ippon Kumite system, the referee will declare Ippon and end the bout.
- ⇒ After the prescribed time has elapsed, the referee will interrupt the bout with the command "Yame" and send the contestants to their starting positions. The referee will also return to his/her seat and announce the end of the bout with the command "Soremade." The winner will be indicated by hand signals or a draw.
- ⇒ **In the following situations, the referee will interrupt the bout with the command "Yame" and send the contestants to their starting positions:**
 - ⇒ If one or both contestants are outside the contest area (even if they are slightly overhanging the boundary line) or if the mirror referee signals this. In this case, the referee will give the command "Jogai Nakae" to send the contestants to their starting positions.
 - ⇒ If the referee deems it appropriate, to instruct the contestants to adjust their karate-gi.
 - ⇒ If the head referee notices that a competitor intends to engage in prohibited behavior, or if the mirror referee signals this to him.
- ⇒ **The Referee should immediately warn a competitor who reveals the intentions described:**
 - ⇒ When a fighter commits a prohibited action or the Mirror Referee signals this.
- ⇒ The Referee should consult with the Mirror Referee to determine if a significant violation of the rules has occurred.
- ⇒ If a violation has occurred, the Referee should declare the fighter guilty of the violation and award the loser.
- ⇒ **If the Referee determines that one or both participants cannot continue the contest due to injury, illness, or other circumstances:**
 - ⇒ In this case, the Referee should consult with the Mirror Referee to determine whether the contest can continue.
- ⇒ **In the case of a chaotic exchange in which neither fighter executes an effective technique:**
 - ⇒ In this case, the Referee should take the necessary precautions to avoid confusion or injury.

- ⇒ The referee gives the command to resume the bout: "Tsuzukete Hajime."
- ⇒ If the bout reaches a stalemate—without any effective techniques being exchanged between the contestants—the referee should interrupt the bout, send the contestants to their starting positions, and then resume the bout.
- ⇒ If a contestant is injured during the contest, the referee must immediately stop the contest and promptly call a doctor to treat the injured party.
- ⇒ If a contestant grabs the opponent's arm and fails to deliver an effective strike, the referee must immediately separate the two participants.
- ⇒ If the mirror referee signals that one of the contestants has executed an effective technique, the referee must interrupt the bout, listen to their opinion, and make the appropriate decision.
- ⇒ Only the referee has the authority to interrupt, resume, or end the contest. No one else can perform these actions arbitrarily.

21. Rights and duties of the mirror Referee

The Assistant Referee should:

- ⇒ Assume their starting position outside the contest area before the start of the bout and, upon instruction from the Referee, assume their assigned position on the mat.
- ⇒ After the opening ceremony and the start of the bout, they should remain at a reasonable distance from the Referee and observe the bout.
- ⇒ They should signal their observations regarding Ippon, Waza Ari, leaving the contest area, and prohibited techniques through arm movements. These movements should be less extensive than the signals given by the Referee.

22. Rights and duties of the head Referee

The Head Referee:

- ⇒ Assumes a seated position outside the contest area and observes and monitors the progress of the bout and the decisions of the Referee.
- ⇒ Signals irregularities with a whistle.
- ⇒ Receives official protests and directs their resolution.

23. Penalties

⇒ Jogai

- ⇒ Running off the mat, Jogai Chui, Jogai Keikoku (depending on the mode, a positive score of Wazaari or final warning before disqualification). Jogai Hansoku (depending on the mode, an Ippon score – end of the fight – or disqualification).

⇒ Contact

- ⇒ Chui, Keikoku, Hansoku.

⇒ Mubobi

- ⇒ All other prohibited behavior.
- ⇒ Chui, Keikoku, Hansoku.

⇒ Shikkaku

- ⇒ Disqualification from the entire competition. A declared Shikkaku can lead to subsequent decisions by the federation, e.g., a competition suspension.

⇒ Chui towards the feet

⇒ Keikoku towards the Hara

⇒ Hansuko towards the head

⇒ Shikkaku towards the head – then towards the hall exit

24. Protests

A fighter may never lodge a protest in person. Protests must be submitted by the coach, if a coach was present, or by the coach to the relevant referee, the referee, or the umpire. Protests must be submitted in writing. If a match inspector is present, they may decide on the oral presentation of the complaint. The complainant must provide evidence of the protest.

25. Injuries

In the event of an injury, the referee will involve the first aid team or doctor. They must rely on their judgment. "Kiken" is the appropriate command, which may be given before a partner is disqualified to signal submission. If a fighter sustains an injury, the other fighter must kneel in a turned-down position.

KATA COMPETITIONS

1. **When judging a kata performed by a competitor or team, the following criteria must be considered:**
 - ⇒ The kata must be well executed and demonstrate a clear understanding of the principles it contains.
 - ⇒ The execution of the kata must demonstrate full attention (chakugan), correct use of force, good balance, and correct breathing.
 - ⇒ The execution of the kata should also be evaluated for other aspects:
2. **Correct breathing, good demonstration of force, balance, speed, timing, and kime.**
3. **Consistency and correctness of the stances.**
 - ⇒ Correct weight distribution according to the demonstrated kihon.
 - ⇒ Smooth and smooth transitions between the individual stances.
 - ⇒ Correct body tension in the stances.
 - ⇒ Soles of the feet firmly on the ground.
4. **Demonstrate techniques:**
 - ⇒ Accuracy.
 - ⇒ Correct and consistent kihon with the demonstrated style.
 - ⇒ Correct tension.
 - ⇒ Correct body center.
 - ⇒ Kime - Accurate understanding of the kata (also bunkai).
5. **The kata consistently demonstrates:**
 - ⇒ Constant concentration.
 - ⇒ Contrast of tension.
 - ⇒ Breathing and movement.
 - ⇒ Understanding of the demonstrated techniques.
 - ⇒ Realistic, not "theatrical" demonstration of the kata.

6. Permitted kata:

Kyu bzw. Dan Grad	Katas vorgeschrieben für die 1 Runde
Für den 9. und 8. Kyu:	Heian Shodan oder Taikyoku Shodan
Für den 7. und 6. Kyu :	Die Katas vom 9. und 8. Kyu plus Heian Nidan
Für den 5. und 4. Kyu:	Die Katas vom 9. bis zum 6. Kyu plus Heian Sandan
Für den 3. bis 1. Kyu	Die Katas vom 9. bis zum 4. Kyu plus alle Heian Katas
Dan Grade	Tekki Chudan , Bassai-Dai, Jion, Empi, Kanku-Dai

- ⇒ In the second round, the competitor can choose for themselves.
- ⇒ Any of the listed kata for the corresponding kyu grade, no higher kata.

7. Weight Classes

- ⇒ If a class is over- or under-represented, the organizer may combine or separate weight classes. Coach approval is required.

8. The kata judging panel consists of:

- ⇒ 5 judges
- ⇒ 1 announcer for the achieved score
- ⇒ The leader of the list

8. The Kata Judging Commission consists of:

- ⇒ 3 to 5 judges
- ⇒ 1 announcer for the achieved score
- ⇒ The leader of the list

9. Procedure

- ⇒ Before the start of the competition, the judges should decide how to decide in the event of a tie:
 1. A second performance of a kata will be scored on points.
 2. If there is another tie, a third performance will be decided by Hantei scoring.
 3. A Hantei decision will be made immediately after the second performance.
- ⇒ It can be decided that:
 - ⇒ Both kata runners will run simultaneously
 - ⇒ Both kata runners will run one after the other
- ⇒ There are three rounds in the kata race:
 - ⇒ Preliminary Round
 - ⇒ Semifinals
 - ⇒ Finals
 - ⇒ The first kata runner always runs two rounds at the beginning. One at the beginning of the pool, one at the end. The higher score will be used to advance. The same applies to team katas.
- ⇒ The leader of the list should coordinate with the judges so that only four kata runs remain in the final round, and kata runs are eliminated accordingly in the preceding rounds.
 - ⇒ The kata runs with the lowest score are always eliminated.
- ⇒ The first round begins with a 5 before the decimal point.
- ⇒ The second round begins with a 6 before the decimal point.
- ⇒ The third round begins with a 7 before the decimal point.

Single Kata from orange belt 7 Kyu				
Gender	Age	Starting class		Code
Male	10 – 12 years	7 – 6 Kyu		KKA001
Male	10 – 12 years	5 – 4 Kyu		KKA002
Male	13 – 15 years	7 – 4 Kyu		KKA003
Male	13 – 15 years	3 – 1 Kyu		KKA003
Male	16 – 17 years	7 – 4 Kyu		KKA004
Male	16 – 17 years	3 – 1 Kyu		KKA005
Male	18 - 34 years	7 – 5 Kyu		KKA006
Male	18 - 34 years	4 – 1 Kyu		KKA007
Male Veterans	+35 years	7 – 1 Kyu		KKA008
Male	+18 years	Black belt		KKA009
Male Veterans	+35 years	Black belt		KKA010
Female	10 – 12 years	7 – 6 Kyu		KKA011
Female	10 – 12 years	5 – 4 Kyu		KKA012
Female	13 – 15 years	7 – 4 Kyu		KKA013
Female	13 – 15 years	3 – 1 Kyu		KKA014
Female	16 – 17 years	7 – 4 Kyu		KKA015
Female	16 – 17 years	3 – 1 Kyu		KKA016
Female	18 - 34 years	7 – 5 Kyu		KKA017
Female	18 - 34 years	4 – 1 Kyu		KKA018
Female Veterans	+35 years	7 – 1 Kyu		KKA019
Female	+18 years	Black belt		KKA020
Female Veterans	+35 years	Black belt		KKA021
Team Kata				
Also Mixed	10 – 12 years	7 – 1 Kyu		KKA022
Also Mixed	13 – 15 years	7 – 1 Kyu		KKA023
Also Mixed	16 – 17 years	7 – 1 Kyu		KKA024
Also Mixed	18 - 34 years	7 – 1 Kyu		KKA025
Also Mixed Veterans	+35 years	7 – 1 Kyu		KKA026
Also Mixed	+18 years	Black belt		KKA027
Also Mixed Veterans	+35 Years	Black belt		KKA028
Single Kata Junior black belts				
Male	13 – 15 years	Black belt		KKA023
Male	16 – 17 years	Black belt		KKA024
Female	13 – 15 years	Black belt		KKA025
Female	16 – 17 years	Black belt		KKA026

Competition list

Tournament
Weight class

Mode

- ☐ Main Round
☐ Consolation round
☐ Men
☐ Women
- ☐ Children
☐ Youth
☐ Adult
☐ Veteran

	Place 1	Place 2	Place 3	Place 4
First name				
Last name				
Club				
Born date				

Club	Name
1	
2*	
3	
4*	
5	
6*	
7	
8*	
9	
10*	
11	
12*	
13	
14*	
15	
16*	



3rd place

Battle area: _____

List leader: _____

Date: _____

Competition list Kata / Forms Host class

_____ Tournament
 _____ List leader
 _____ Combat area _____ Date

	Place 1	Place 2	Place 3	Place 4
First name				
Last name				
Club				
Born date				



Nr	Name, first name	Round					Sum
		#1	#2	#3	#4	#5	
1							
	Ranking 2nd → Only in the first round. The same form must be						
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							

Semifinals

#1	#2	#3	#4	#5	Sum

Finals

#1	#2	#3	#4	#5	Sum



Protest sheet

Shotokan Karate competition



Tournament and date: _____

Protest leader	
Name of team captain/coach	
Club/Association Country	
Competitor's name	

Protest opponents	
Name of team captain/coach	
Club/Association Country	
Competitor's name	

Official	
Chief referee	
Referee	
Scoring table operator/side judge	

Details of the protest. Use the back cover if necessary.

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Decision: The protest is upheld ☐ Yes ☐ No

Protest fee of _____ € has been paid.

Signature of Chief Referee _____

Signature of all involved	
Chief referee	
Referee	
Scoring table operator/side judge	
Competitor's name Protest leader	
Competitor's name Protest opponents	