

World Traditional Karate Organization Tournament Rules

Section 1 General Rules

1.1 The purpose of the tournament rules is to provide for the smooth and fair administration of the tournament event and to ensure the safety of its participants and the enjoyment of its spectators.

1.2 All tournaments of the World Traditional Karate Organization (WTKO) are Subject the following rules.

1.3 All participants, athletes and non-athletes alike must adhere to the tournament rules and act in accordance with the spirit of Karate-Do or risk being censured from participating in all or part of the tournament event at the discretion of the Chief Judge.

1.4 Any and all problems, issues or circumstances not clearly regulated by the tournament rules will be decided at the discretion of the Chief Judge.

Section 2 Organization and Management

2.1 To hold an officially sanctioned WTKO tournament the following individuals must be present.

Competitors

Coaches

Organizers

Chief Judge

Arbiters

Judges

Score keepers

Time keepers

(i) Medical personal

2.2 Competitors

1) All members of the WTKO may participate in WTKO tournaments.

2) All individuals who are not members of the WTKO, but are invited by the Organizing Committee to participate may attend a WTKO Tournament.

3) The WTKO reserves the right to refuse entry to an event to anyone who is either a member in good standing of the WTKO or an invited participant.

4) Mouth guards and fist pads are MANDATORY. Breast guards and groin cups are optional. Case by case exceptions for special gear will be made at the discretion of the chief judge and the organizing committee.

5) Competitors are required to wear clean, white uniforms "appropriate" to traditional Karate.

2.3 Coaches

6) All coaches must register with the organizing committee prior to the first day of competition.

7) During a match only One (1) coach per competitor and/or team may be present on the floor/ring.

8) Coaches must stay in the allotted area.

9) Coaches may appeal, protest or ask questions ONLY OF THE ARBITER and of no other official.

Coaches may not interfere with the referees conducting of the match or the progress of the tournament.

Coaches may only make protests or ask questions of the arbiter in matters concerning the tournament procedure or in case of possible rules violations. Matters of judgment or subjective opinion may not be argued or protested.

2.4 Organizers

Organizing committee staff must be present to facilitate court assignment, awards, and registration and to answer all logistical question and make sure everything is run in an orderly fashion.

2.5 Chief Judge

The Chief Judge is the final authority on the tournament rules and procedures. The Chief Judge must instruct in or make decisions on the following matters.

Violation of the rules or actions lacking fairness.

When a judge asks for advice.

3) When a problem arises that is not sufficiently covered by the tournament rules.

4) When an accident occurs

If it is deemed necessary for the progression of the tournament the Chief Judge may, after consulting with the judges, take the following actions against a person or persons within the tournament environment.

1) Instruct 2) Disqualify 3) Order to leave

2.6 Arbiter

The arbiter must supervise the judges, timekeepers, scorekeepers and coaches. He must make sure all of the tournament rules are observed. And hear protests or answer question from coaches and other judges. The

arbiter may ask for an explanation from judges or any other parties at any time. There must be one (1) arbiter per ring during all kumite matches.

2.7 Judges

Only Judges can decide matches and have the authority to control the tournament area. Others may not protest or complain directly to a judge. However, decisions of the judges are subject to the authority of the arbiter and chief judge. The referee controls the match and decides the winner he is assisted by the corner judges. Judges may be required to attend a judging seminar prior to being allowed to officiate a WTKO event.

Section 3 Conducting the Tournament

3.1 Kata Matches

1) Kata matches will be conducted on a point system.

2) Two competitors will do Kata simultaneously and each will receive points for their performance.

The eliminations kata that may be called by the center judge will be Heian Nidan through Tekki Shodan. Proceeding through the shitei" kata Bassai dal, kanku dai, Jion and Empi and finally

ending with the top eight athletes doing kata of choice in the finals.

4) During the final a tie will be broken by performing Kata once again (athletes will perform the same kata) if the tie remains then judges will go to the "low" then "high" score to break the tie. If a winner can still not be determined then a "second" kata must be performed. The above procedure will then again be followed. If no winner is determined then judges will go to the flag system with the Heian kata and a judge's decision will determine the winner.

3.2 Team Kata

Each team must prepare two (2) kata one for eliminations and the other to be used in the finals. Top four teams will advance to the finals. Tie-breaks will be handled in the same manner as in individual kata (see above).

3.3 Kumite

Individual kumite will be "Ippon Shobu" at two minutes per match.

2) In the event of a tie there will be a two-minute match extension.

3) If there is still a tie then a "sudden death" or "first to score wins" match will be held. At the end of which if there is still no clear winner judges will make a decision.

4) The individual finals will be "Sanbon Shobu" at five minutes for the match.

3.3 Team Kumite

1) Teams must be made of an odd number of competitors. Generally, for men five (5) and for women (3).

2) Teams must register the order in which members will fight.

3) All team members must be present at the first round. Later on, teams lacking a member or members may continue competing, but they must fight in the registered order.

4) Matches will be held in the registered order, individual results are added up and the final team result will indicate the winner.

5) There will be no extensions during team kumite. In case of a "Hikiwake" (draw) the point will be split between the two teams.

If at this point there is a draw then the scores are taken into account. If there is still a draw then one more match is held with the teams chosen representative to decide the winner.

7) Each team may have one (1) substitute athlete on their roster per event.

3.4 Hansoku (rules violation)

The following actions are prohibited and may result in "Hansoku"

1) Excessive contact

Biting or scratching

Excessive Grabbing and holding

Using dangerous throws, joint locks or uncontrolled techniques

Using foul language or un-sportsman like conduct

Attacking after "yame" has been called

Attacking the legs intending to cause injury.

Attacking vital areas such as the groin and eyes

In an obvious case of rules violation a competitor may be given a "Hansoku chui" (warning). Two "Hansoku chui" in one-match results in a defeat and the opponent is declared the winner. For minor infractions a "Keikoku" may be given. However, two "keikoku" in one match will be an automatic "hansoku chui" For a serious infraction and/or the opponent is injured "hansoku" is given immediately and the opponent is declared the winner. Competitors who receive two "hansoku" in the same tournament may not continue to compete in that tournament.

3.5 Jogai (out of bounds)

If a competitor touches the ground outside the borderlines of the court with any part of his/her body a "jogai keikoku" is given. If it happens again to the same competitor during the same match a "jogai chui" is given. If it happens a third time then "jogai hansoku" is given and the opponent is declared the winner.

3.6 Shikkaku (expulsion)

Serious rules violation may result in an immediate "shikkaku" and the competitor is immediately expelled and may not continue in the tournament.

3.7 Kiken (withdrawal)

If a competitor withdraws then the opponent is declared the winner.

2) A competitor who withdraws may not continue in the following matches.

3) If due to injury the doctor stops the match then "kiken" is given and the opponent is declared the winner. It is at the doctor's discretion if the participant may continue in matches after that.

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