

# WORLD KARATE COMMISSION

## RULES AND REGULATIONS FOR POINT SPARRING

Girls 10yrs & under	Boys 10yrs & under	Girls 11-12yrs	Boys 11-12yrs	Girls 13-14yrs	Boys 13-14yrs	Girls 15-17yrs	Boys 15-17yrs	Men 18yrs+	Women 18yrs+	Veteran Men	Veteran Women
-25kg	-25kg	-35kg	-35kg	-45kg	-45kg	-50kg	-55kg	-60kg	-50kg	35yrs - 75kg	35yrs -65kg
-30kg	-30kg	-40kg	-40kg	-50kg	-50kg	-55kg	-60kg	-65kg	-55kg	35yrs - 85kg	35yrs +65kg
-35kg	-35kg	-45kg	-45kg	-55kg	-55kg	-60kg	-65kg	-70kg	-60kg	35yrs +85kg	
-40kg	-40kg	-50kg	-50kg	-60kg	-60kg	-65kg	-70kg	-75kg	-65kg	42yrs - 75kg	42yrs -65kg
+40kg	+40kg	+50kg	+50kg	+60kg	-65kg	+65kg	-75kg	-80kg	-70kg	42yrs - 85kg	42yrs +65kg
					+65kg		-80kg	-85kg	+70kg	42yrs +85kg	
							+80kg	-90kg		48yrs - 75kg	
								+90kg		48yrs - 85kg	
										48yrs +85kg	

### 3 Person Team Fighting Divisions

Boys -10yrs -30kg/ - 40kg/+40kg	Boys 11-12yrs -45kg/- 50kg/+50kg	Boys 13-14yrs 3 person Any weight	Boys 15-17yrs 3 person Any weight	Men 5 person Any weight	Veteran Men 35yrs+ 3 person Any weight
Girls -10yrs -30kg/ - 40kg/+40kg	Girls 11-12yrs -45kg/- 50kg/+50kg	Girls 13-14yrs 3 person Any weight	Girls 15-17yrs 3 person Any weight	Women 5 person Any weight	Veteran Women 35yrs+ 3 person Any weight

**Age as of January 1<sup>st</sup> the year of the Championships**

**Juniors must compete in their appropriate age category. Veteran adults can compete in their age category as well as lower age categories.**

**All competitors must compete in the same weight division for entire tournament, moving up a weight division is not allowed.**

**1. Fighting area:** a) The fighting area has to be square. Each side must be 8m in length (8 x 8) maximum or (7 x 7) minimum. b) Around the fighting area, a safety zone of two metres has to be kept clear, only referee tables are allowed to be placed within this safety zone. The zone can be marked. No spectators are allowed to be within that zone. c) The Timekeeper and Scorekeeper are located at the referee-table facing the Head Referee. d) In case there is only

one fighting area, sufficient space for the medics and/or emergency personnel has to be provided at the referee-table. e) The referee-table must be equipped with the following items: The draw sheets, Score displays, Stop watch, Bean bag, Paper and pencils.

**2. Rounds:** In point fighting all elimination fights are one round lasting two minutes. The gold medal final match is two rounds of two minutes.

**3. Two point Victory rule:** If at the end of regulation time the match is tied, or if one fighter is only ahead by one point, the match continues until one fighter achieves a two point lead.

**4. Mercy Rule:** If one fighter attains a lead of 10 points during the eliminations he is instantly declared the winner. In the gold medal match the mercy rule is 15 point spread.

**5. The competitor:** The competitor must be dressed in a clean and appropriate National Team uniform. The competitor should be wearing a clean t-shirt with long pants. The pants must reach the feet and be open on the bottom. There should be no zip fasteners, pockets or buttons. (Traditional karate gi or tae kwon do uniforms (Dobok) must be worn.) Competitors cannot wear any metal objects that may cause injuries to the opponent. Piercings, chains, watches or earrings are not allowed. Eyeglasses are forbidden; soft contact lenses are allowed at the competitor's own risk. Competitors may wear badges or their respective clubs, associations or sponsors. Names and slogans are permitted as long as they do not offend public decency. Headbands, hairnets and scarves are not allowed since they may slip. Long hair must be fastened by an elastic band.

**6. Competitor equipment:** The equipment must include: Helmet, Mouth guard (gum shield), Open hand gloves (foam gloves) that must have the fingers and thumbs enclosed, Safety kicks, Groin protector that must be worn under clothes (men and women), Shin guards that must be worn under clothes, Breast protector for female juniors, adults and veterans. No Face shields are allowed.

Competitors may additionally wear: Hand bandages, maximum length of 3.5 metres though no tape on the first or knuckles, Elbow and knee protectors, Breast protector for female kids is recommended. Safety goggles are permitted for competitors who need prescription eye wear.

**7. Scoring area:** Front, back, side and top of the head Front and side of the body Sweeps below mid calves. Every action must be controlled and well timed In the event of a downed opponent, the other competitor is allowed three seconds to score by punching. No kicks are allowed. The centre referee will count to three in his head before calling stop.

**8. Prohibited actions:** Sweep and kick to knee and thigh (low kick) Kick and punch to the groin Kick and punch to the back of the body Scratching, biting, spitting, verbal attacks to the referees or opponent Kick and punch after stop called Uncontrolled actions Leaving the fighting area or falling down to waste time It is not usual to stop the time to give points, but the referee will stop time to give a warning or minus-point. Only one coach is allowed and he/she is to stay seated. If the coach feels there has been an infringement of the rules, he may indicate to the centre referee using the sign “T” for time. At no time may the coach enter the fighting area. The referee may give a penalty point. In each fighting area, the referee acts as the “ring inspector.” He is responsible that on his fighting area all WKC rules will be correctly applied.

**9. Permitted techniques:** Jab and reverse punch, Back fist, Ridge hand, Front kick, Side kick, Spinning back kick, Roundhouse kick, Hook kick, Crescent kick, axe kick, Sweeps below calf. Any jump kick. All techniques must display control, balance and focus.

**10. Illegal techniques:** Spinning back fist, Elbow strikes, Throws, Pushing with arms. Low kicks, Knees, Head butts, Using any kick or technique that requires one hand to touch the floor.

**11. Points:** The correct definition of a point is: when a legal technique hits a legal target area. Also, the competitor scoring must remain on their feet. E.g., the technique must be completed to score, unless the competitor is thrown or pushed to the floor.

Every clean and well controlled technique to a permitted target area and executed with light contact scores, according to the degree of difficulty, as follows:

- All punches to head or body, 1 point.
- Foot sweep 1 point (a competitor is swept if any body part other than their feet touch the floor and your balance is broken after an opponent’s attack. A follow up kick to an opponent on the ground is not allowed, only a punch)
- Sweep and punch follow up 2 points.
- Kick to the body 1 point
- Kick to the head 2 points.
- Jump kick to the body 2 points.
- Jump kick to the head 3 points.

**12. Scoring:** The referees upon scoring will now count opinions not flags. The scoring is done by the main referee following a majority system only. When the referee or judges see a score they must indicate IMMEDIATELY.

After each acknowledged technique the fight has to be stopped and the score announced. Points are awarded only by unanimous or majority decision of the referee and the judges. The main referee must in any case show his own opinion; he cannot give a score without raising his own hand to show the point before he stops the competition, if there is no majority.

Judges can score for either fighter, indicate no call (i.e., did not see), or a clash. Exit rule: Exit means the whole foot must be outside the competition area. In case of an exit the attacking competitor must remain in the area to score. If the defender steps out of the area the score is valid. If the main referee is not sure about his judges, he has to stop time and ask his judges again, afterwards command "score" and that score is final. This situation should not be very often. But, if the whole foot exits the fighting area and then immediately returns, the centre referee may allow the match to continue to allow the fight to flow and not take advantage away from the attacker.

**13. Judges calls** Judges call a point(s) for one fighter by pointing at that fighter with appropriate numbers of fingers extended. A judge will place hand(s) in front of his eyes indicating that he did not see the point scored. A judge will cross hands down low indicating a clash, no points awarded.

Note: No double point calls allowed. If both fighters score at the same time a judge is to call a clash.

Note: If one judge calls for 1 point, and the other judge calls for 2 points then the fighter receives 1 point. { regardless of the what technique the judges saw }

If a judge wants to show that the contact was too hard he will punch his fist into the other hand. To give a warning or a penalty point (minus point) the main referee must inform the competitor why he was penalised.

**Possible situations:** In the event of a strike that dazes an opponent the centre referee must stop the time then ask his judges what they saw. If the majority decide on "foul" the referee will penalise the offender. If they decide on "accident" there is no penalty. If one of the competitors is injured, it is only the decision of the doctor, the competitor or his coach to stop the fight. An injured fighter has 5 minutes to resume the match. If they cannot continue at that time the match is over. The referee cannot decide how seriously a competitor is injured. The referee must always call the doctor/ medic. If one of the competitors is injured and the fight is over because of a foul, the innocent competitor is declared winner. In case of an accident, the competitor with the highest number of points is declared winner. If a draw, the uninjured competitor is the winner. If an athlete is out of condition, the referee will declare RSC, after discussion with his judges.

**Warning and Penalty-Points:** All infringements of the rules, depending on how serious they are, may or will result in a warning, penalty (minus) point or even disqualification. Warnings will be carried throughout the match. Only team fights start again without warnings from the

fight before. Warnings for “exit” will be kept separate from warnings for other offences. It is up to the referee to give a minus-point instead of a warning, when in his opinion the violation was too tough (always falling down or wasting time). If a competitor voluntarily steps out of a fighting area or is refusing to fight, the referee has the option to add 10 seconds to the fight time. This is separate from other violations. The warnings and penalty (minus) points are given for using illegal techniques or doing prohibited actions, as well as any illegal action from coaches. The procedure for warning is usually as follows: First warning Second warning Third warning first minus point Second minus point disqualification, the fight is over The procedure for voluntary exit is usually as follows: First warning Second warning Third warning first minus point Second minus point disqualification, the fight is over.

**Competition Safety Rules:** Competitors may only participate if they are completely healthy. Upon suspicion of illness a competitor must be examined by the on site doctor/medical team who will decide whether that competitor may participate or not. A competitor has 5 minutes to re-enter the ring and resume the match after an injury. Eyeglasses are forbidden; soft contact-lenses are allowed and safety sport goggles are allowed but at the competitors own risk.

**14. The scoring of the referee and judges are final.** Protests against the decisions of the referee or judge can only be accepted in the event that the competition rules have not been correctly applied. The protest must be made immediately after the alleged infraction or directly after the match. The protest is first made to the centre referee, and then if a satisfactory answer is not found, the protest moves to the Head Referee of point fighting. The Head Referee will hear the protest, talk to the judges, and then make his or her decision. His or her decision is final.

**15. Team Fighting scoring.** The winning team is decided by matches. In a 5 person Team fighting division, the first team to win 3 individual matches, wins the Team Fight. In a 3 person Team fighting event, the first team to win 2 individual matches wins the Team fight. The scoring during the match is the same as in the individual competition except there is no “2 point victory rule” for individual matches. After time has expired during the 2 minute round, the match ends. A fighter may win by one point or an individual match may end in a tie. At the end of the last Team match if the overall number of wins is the same, the scorekeeper will add together all of the points each team has scored. This will determine the winner of the overall Team fighting match. When the total points are added, if the Teams are tied or one Team is only ahead by a single point, the two fighters who are in the ring for the last match, continue fighting until one Team is ahead by 2 points. Note: There is no 10 point mercy rule in Team fighting. If a fighting is injured during a match as a result from an illegal technique or foul from his competitor, The fighter will win the match and be awarded the victory by 10 points. If a fighter is injured not as a result of any rules infraction and cannot continue the match, his

Opponent is awarded the victory by a 10 point spread. Each team can replace one fighter in case of injury during the event. However only 3 or 5 fighters can Bow in at the beginning of a match. And at that time no replacements can be used.

