



World Karate Federation

Kumite Competition

Examination Paper for Kumite Referees and Judges

This question paper together with the answer paper is to be returned to the examiners. ***Please do not write or make any mark on the question paper.*** All answers are to be entered on the separate answer paper only. You must make sure that your name and number and any other information required are entered on ***each sheet*** of the answer paper.

You may not have any additional papers or books on your desk while undertaking this examination. During the examination to be seen speaking to another candidate or copying another's paper will mean suspension and automatic failure of the examination. If you are not sure of the correct procedures or have any questions about any aspect of the examination you should speak only to an examiner.

The result of the examination both theory and practical will be sent to the candidate's National Federation.

February 2003

KUMITE EXAMINATION

Section 1. "TRUE OR FALSE"

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. The combined size of the competition area and the safety area is twelve metres by twelve metres.
2. The national flag or emblem of the contestant's country may be worn on the left breast of the karate-gi jacket provided it does not exceed an overall size of 100mm by 100mm.
3. The karate-gi jacket must not be more than three-quarters thigh length.
4. The karate-gi trousers must cover at least two-thirds of the shin.
5. The karate-gi jacket sleeve must be no longer than the bend of the wrist.
6. If a contestant's karate-gi jacket sleeves are too long and a suitable replacement cannot be found in time the Referee can allow him to turn them up on the inside.
7. Contact lenses may be worn in kumite.
8. Earrings and amulets are allowed only if they are worn for religious reasons.
9. Metallic teeth (dental) braces may be worn at the contestant's own risk if approved by the Referee and the Official Doctor.
10. Contestants should bow properly to each other but a quick nod of the head is sufficient when time is short.
11. The coach may change the team fighting order during a round.
12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Committee first.
13. 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.
14. If two teams have the same number of victories and points, a deciding bout will be held.
15. In the first round of a team match, a participating team will be allowed to compete only if all of the team members are present.
16. All protective equipment must be WKF homologated.
17. The coach shall at all times during the tournament, wear a tracksuit and display official identification.

18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.
19. A Jodan kick slightly deficient in one of the criteria may be given Sanbon because it is considered to be a technically difficult technique.
20. A fast combination of chudan geri and tsuki each of which score in their own right will be given Sanbon.
21. In senior matches a light “glove touch” to the throat need not result in a warning or penalty provided there is no actual injury.
22. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
23. Category 1 and Category 2 penalties do not cross-accumulate.
24. Chukoku is a warning given for the first Category 1 or Category 2 offence.
25. Keikoku may be imposed directly, without first giving a warning.
26. Category 1 Keikoku is normally given when the contestant’s potential for winning is slightly diminished by the opponent’s foul.
27. Category 1 Hansoku-Chui may be imposed directly, or following a warning, or a Keikoku.
28. Hansoku-Chui is given when the contestant’s potential for winning has been seriously reduced by the opponent’s foul.
29. Hansoku is imposed for serious rules infractions.
30. Shikkaku can be directly imposed without warnings of any kind.
31. If a contestant acts maliciously, Hansoku should be given after consulting with the Judges.
32. If a contestant acts maliciously, Hansoku is the correct penalty.
33. A competitor can be given Shikkaku if the behaviour of the coach or non-combatant members of the contestant’s delegation are considered to harm the prestige and honour of Karate-do.
34. A public announcement of Shikkaku must be made.
35. The Referee Council/Committee will decide the limit of Shikkaku.
36. There are six criteria to be met in determining a score.
37. Ai-uchi means there were two effective techniques occurring simultaneously.
38. If one Judge signals Ippon for Aka, another Ippon for Ao, and the third Mienai the Referee should give Torimasen.
39. If after Yamae two Judges signal Ippon for Ao and the other Mienai the Referee can give Ippon to Aka.
40. At Hantei the Referee has a casting vote.
41. Warnings and penalties incurred in the bout proper will be carried forward into the Encho-Sen.
42. 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

43. Provided the contestant has not 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.
44. 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 signal the timekeeper to start the ten-second countdown by raising his arm.
45. According to the "Ten Second Rule" the timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.
46. Any competitor who falls, is thrown, or knocked down, and does not regain his or her feet within ten seconds, will be automatically withdrawn from the tournament.
47. If two contestants injure each other at the same time and are unable to continue, the match is awarded to the contestant who has the most points.
48. A contestant who scores and exits the area before the Referee calls Yame will receive Jogai.
49. Contestants cannot score or be given penalties after the time-up bell has signalled the end of a bout.
50. In Cadet competition any technique to the face, head or neck, which causes injury will be warned or penalised.
51. In Cadet competition Jodan kicks are allowed to make a "skin touch" provided there is no injury.
52. In Junior and Senior competition a light touch is allowed for Jodan punches and a greater tolerance is allowed for Jodan kicks.
53. A contestant is not allowed to continue if he is awarded victory by Hansoku and this is the second time that he has won a bout in this manner.
54. The contestant can protest to the arbitrator if an administrative mistake has been made.
55. When a contestant is thrown safely and without injury the Referee should allow two to three seconds for the opponent to attempt a score.
56. When the Referee sees a score he will call "Yamae" and indicate his preference by holding his bent arm on the side of the scoring contestant.
57. The use of bandages is allowed if approved by the official doctor.
58. If the Referee and Judges cannot reach an agreement at the end of the bout, they must consult the arbitrator.
59. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.
60. The Referee will give all commands and make all announcements.
61. If two Judges signal a score, the Referee must stop the match and give a decision.
62. If three Judges signal a score for Aka the Referee does not need to stop the match if he is sure they are mistaken.

63. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls “Yame”.
64. The Referee panel of a kumite match shall consist of a Referee, three Judges, an Arbitrator and a Score Supervisor.
65. When a competitor slips and falls and is immediately scored upon the opponent will be awarded Sanbon.
66. A leg sweep followed by a Jodan punch which scores is given Nihon.
67. If the Referee does not hear the time-up signal the Arbitrator will blow the whistle.
68. A well controlled elbow strike (empi-uchi/hijiate) which has all six scoring criteria is a valid technique.
69. A contestant who withdraws voluntarily from the bout is declared Kiken and an extra eight points are awarded to the opponent.
70. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
71. Delivering combination hand techniques, the individual components of which both score in their own right should be given Nihon.
72. A contestant who stays within the match area may score on a contestant outside the match area.
73. A technique which hits the face and causes slight injury, but is caused by the recipient (Mubobi), can still be scored.
74. A “glove touch” to the throat is allowed only in Senior and Junior competition.
75. If there is no decision after an Encho-Sen the Referee Council will be consulted.
76. Repeated failure to block is not a consideration for Mubobi.
77. A contestant should not be penalised for exaggerating if there is an actual injury.
78. 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.
79. In Category 2 a Keikogu cannot be given unless a Chukoku has been given first.
80. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Arbitrator will immediately sound the buzzer.
81. A bout may continue briefly when both contestants are on the floor.
82. In team matches there is no Encho-Sen.
83. When the Referee wants to consult the Judges about a penalty for contact he can speak to them briefly as the doctor is tending to the injured competitor.
84. In Cadet competition only a very light “glove touch” to the face can be scored.
85. The Referee gives the signal to start the “ten second” clock by blowing his whistle.
86. Category 1 and Category 2 penalties do not cross-accumulate.

87. A competitor who has a Category 2 Hansoku Chui and then attempts to throw without first making a genuine attack will be given Hansoku.
88. If after Yamae two Judges signal Torimasen, and the other Judge Ippon for Ao, the Referee can give a score to Aka.
89. A competitor who turns up for the first fight wearing bandages must remove them even if the doctor says they are essential because of previous injury.
90. If a contestant blocks the opponent's attack and counters with an effective chudan tsuki the score will be Nihon.
91. In Cadet Kumite jodan kicks are allowed to make a "skin touch" provided there is no injury.
92. Before the start of a match or bout the Match Area Controller should examine the competitor's medical card.
93. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.
94. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.
95. If a contestant is injured and it is considered to be their own fault, the Referee may decline to give a penalty to the opponent.
96. Simultaneous, effective scoring techniques, delivered by both contestants, the one on the other, is called Ai-Uchi.
97. In Cadet competition techniques which are slightly deficient in one of the criteria can be scored if they are recognised as being technically difficult.
98. The arbitrator may request the Referee to stop a bout if he has observed a Jogai which the Referee has overlooked.
99. A contestant who does not obey the Referee's orders will be given Hansoku.
100. The Match Area Controller will order the Referee to halt the match when the Arbitrator signals a contravention of the Rules of Competition.
101. If in a combination, the first technique merits an Ippon and the second merits a penalty, both shall be given.
102. Deflecting an attack and delivering a scoring technique to the opponent's back scores Nihon.
103. It is possible to score while lying on the floor.
104. A competitor not wearing the WKF approved mitts will be given one minute to change them for the approved type.
105. A contestant injured in kumite and withdrawn under the ten-second rule may not compete in the kata competition.
106. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.

107. When the Referee sees a score he will halt the match by raising his bent arm on the side of the scoring contestant and calling “Yamae”.
108. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give Shikkaku.
109. The arbitrator has the casting vote only at the end of the Encho-Sen.
110. In male team matches if a team wins three bouts then the match is over at that point.
111. When a contestant seizes the opponent and does not perform an immediate technique or throw within two to three seconds the Referee will call “Yamae”.
112. When a Judge is not sure that a technique actually reached a scoring area he should signal Torimasen.
113. A contestant who commits an act which harms the prestige and honour of Karate-do will be given Hansoku.
114. When an action of a contestant is considered to be dangerous and deliberately violates the rules concerning prohibited behaviour, the contestant will be given Shikkaku.
115. When the Referee stops the bout because he has seen a score and the three Judges signal Mienai, the Referee will announce Torimasen.
116. When there is a clear contravention of the rules the Arbitrator will halt the match and instruct the Referee to correct the problem.
117. If two Judges signal Nihon for Aka and one Judge Ippon for Ao and the Referee wants to give Ippon for Ao he should indicate why Aka’s score is not acceptable and give the score to AO.
118. At Hantei after an inconclusive Encho Sen if three Judges signal victory for Aka and the Referee thinks it should be Ao he should signal them to re-consider.
119. If a Judge signals a score and the Referee doesn't notice the Judge should tap the floor with the flag to attract the Referee’s attention.
120. If after “Yame” two Judges signal Ippon for Ao and the other Judge Torimasen, the Referee can give a score to Aka.
121. If a contestant does not regain his or her feet within ten seconds, the Referee will announce “Kiken” and “Kachi” to the opponent.
122. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call “Yame”.
123. If three Judges signal Sanbon for Aka when the Referee stops the match, and the Referee knows that Aka's technique missed, he can signal the Judges to reconsider.
124. The Sports Committee can authorise the wearing of advertising for approved sponsors on the karate gi.
125. Gum-shields (mouth guards) are obligatory for Kumite contestants.
126. After a throw the Referee will allow a maximum of two seconds for a score to be made.

127. If a competitor scores with a strong side kick and propels the opponent out of the area, the Referee should award Nihon and give the opponent a Category 2 warning or penalty for Jogai.
128. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.
129. If the Referee ignores two Judges signalling Sanbon for Ao, the Arbitrator should blow his whistle.
130. When the Referee awards a point for a technique which has caused injury the Arbitrator should signal for the match to be stopped.
131. When the Referee fails to hear the “time-up” bell, the Scorekeeper should blow his whistle.
132. When a contestant fails to regain his or her feet quickly, the Arbitrator will give the signal to start the ten second clock.
133. When the Referee wants to give Shikkaku he will call the Judges for a brief consultation.
134. 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.
135. When the contestants clinch or grab each other the Referee will immediately call Yame.
136. To correct a score given to the wrong contestant the Referee should turn towards the contestant given the score in error, make the sign of Torimasen, and then give the score to the opponent.
137. If a competitor scores with a well controlled chudan geri, then accidentally punches his opponent in the face causing a slight injury, an Nihon and a warning should be given.
138. 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.
139. When the Referee sees a score for Ao but one Judge indicates a score for Aka and the other two signal Mienai, the Referee can give the score to Ao without asking for re-consideration.
140. When the bout has been halted and one Judge signals a score for Ao, one signals a score for Aka and the other signals Jogai for Aka, the Referee can give Torimasen.
141. At Hantei if two Judges signal victory for Aka, and the Referee and the other Judge for Ao, the Referee can give victory for Aka or Ao.
142. 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.
143. In Individual matches if two contestants injure each other and are unable to continue and the points score is equal the Referee will announce a tie (Hikiwake) and start the Encho Sen.
144. At Hantei after an inconclusive Encho-Sen, if two Judges signal victory for Aka and the Referee and the other Judge for Ao, then the Referee will consult the Match Area Controller in order to find a solution.

145. Techniques which land below the belt cannot score.
146. Techniques, which land on the shoulder blade, cannot score.
147. If Aka accidentally kicks Ao on the hip and Ao cannot continue the bout then Ao will be given Kiken.
148. If a contestant is obviously out of breath the Referee should stop the match to give him time to recover.
149. A contestant who establishes a clear lead of eight points is declared the winner.
150. When time is up, the contestant who has scored the most points is declared the winner.
151. A contestant who exits the area with less than ten seconds of bout time remaining will receive a minimum of Keikogu.
152. In team matches should a competitor receive Hansoku the opponent will receive eight points plus the higher of the two scores.
153. In team matches should a competitor receive Kiken their score if any, will be zeroed and the opponent's score will be set at eight points.
154. A warning or penalty for Mubobi is only given when a competitor is hit or injured through his or her own fault or negligence.
155. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for Mubobi or exaggeration but not both.
156. If a competitor makes a good chudan kick and the opponent catches the leg a score cannot be given.
157. A competitor makes a Jodan kick with all six scoring criteria. The opponent puts their hand up to intercept the kick and their hand then lightly hits their own face, the Referee can give Sanbon since the kick was not effectively blocked.
158. When a competitor grabs and throws their opponent and the opponent pulls them down to the mat and is injured both should receive a warning or penalty.
159. Authorised advertising for WKF is displayed on the left sleeve of the karate-gi.
160. National Federations are not allowed to put advertising on the competitor's karate-gi.
161. A kumite competitor who receives Kiken cannot compete again in that tournament.
162. Encho Sen is used only for Individual matches.
163. A contestant who clinches unnecessarily with less than ten seconds of bout time remaining will receive a minimum of Keikogu.
164. A female team can compete with only two competitors.
165. The Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.

Section 2. “MULTIPLE CHOICE”

On the *answer paper* write the letter of the answer you consider to be correct. Each correct answer scores one point.

1. Feigning an injury, which does not exist, is a serious infraction of the rules and the correct penalty is ____
a) Shikkaku b) Keikoku c) Hansoku-chui d) Hansoku

2. To pass the final judgement on matters of a technical nature arising during a match and for which there are no stipulations in the rules is the responsibility of ____
a) The Sports Committee b) The Referee c) The Match Area Controller d) The Referee Council/Committee

3. ____ is the correct penalty where the contestant's potential for winning has been seriously reduced by the opponent's foul.
a) Keikoku b) Hansoku c) Hansoku-chui d) Chukoku

4. Ao attacks with chudan geri which Aka blocks and who then immediately scores with chudan tsuki to Ao's abdomen. The correct score is ____
a) Nihon b) Ippon c) Keikoku d) Torimasen

5. Aka hits Ao in the back with chudan tsuki and immediately turns away with his fist in the air. The correct decision is ____
a) Ippon b) Nihon c) Nihon and a warning for Mubobi d) Torimasen.

6. The first consideration in deciding the winning team is the team with the most ____
a) Ippons b) Bout victories c) Total number of points d) Sanbons

7. A competitor with a previous Category 2 Chukoku is avoiding combat and there are less than ten seconds to go. The Referee should stop the match and penalise the competitor with ____
a) Hansoku Chui b) Chukoku c) Keikoku d) Hansoku

8. When a bout ends with equal scores, or no scores, the Referee will ____

- a) Use his casting vote b) Call for Hantei c) Announce Hikiwake and start the Encho-Sen if applicable d) Consul with the Match Area Controller to find a solution
9. A contestant delivers a scoring technique for which the Referee calls “Yame”, but immediately thereafter makes contact to his opponent's face. The contestant should ____
a) Receive the score and a Category 1 warning b) Receive Mubobi c) Receive Hansoku
d) Receive a Category 1 warning or penalty
10. Which of the following is not a Category 1 offence ____
a) Techniques which make excessive contact b) Attacks to the arms or legs c) Grabbing and attempting to throw d) Attacks to the face with open hand techniques
11. Attacks to the arms or legs, groin, joints or instep can be given ____
a) Chukoku b) Keikoku c) Hansoku-chui d) Hansoku e) Any of these
12. Keikoku is normally imposed where the contestant’s potential for winning is ____ by the opponent’s foul
a) Seriously reduced b) Not diminished c) Slightly improved d) Slightly diminished
13. Chukoku is given where the contestant’s potential for winning is ____ by the opponent’s foul
a) Slightly improved b) Slightly diminished c) Not diminished d) Seriously reduced
14. When a contestant is injured the Referee shall at once halt the bout and ____
a) Start the ten second clock b) Signal for the Judges’ opinions c) Call the doctor
d) Go and look at the injury
15. In Cadet Kumite all hand techniques to the head, face and neck must have absolute control. Should the glove touch the target the Referee Panel will ____
a) Award an Ippon (providing it is only a “glove touch”) b) Give a Category 2 warning or penalty
c) Not award a score d) Immediately give a Chukoku
16. When a competitor is injured during a bout in progress and requires medical treatment the referee will allow ____ in which to receive it.
a) Three minutes b) The Doctor will decide c) As much time as is required d) The Match Area Controller will decide

17. Any protest concerning other than administrative malfunctions must be submitted in writing to the _____
a) Match Area Controller b) Organising Committee c) Appeals Jury d) Referee Council/Committee
18. Ao crosses the Jogai line just as Aka scores (Aka remains within the match area). The correct decision should be ____
a) Category 2 offence against Ao b) A score for Aka c) Torimasen d) The appropriate Category 2 penalty or warning and a score given to Aka
19. Should a team member receive Kiken their score if any will be _____
a) Eight points b) Eight points plus the opponent's score c) Zeroed and the opponent's score set at eight points d) Eight points plus the opponent's score if that should be higher than their own
20. The Appeals Jury is comprised of _____
a) The Referee Council b) The Technical Committee c) The Medical Committee d) One representative from each of these
21. The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the contestants; the Referee will announce _____ and the bout will commence
a) Tsuzukete Hajime b) Encho-Sen c) Sanbon Shobu Hajime d) Shobu Hajime
22. Ao rushes forward, grabs Aka and tries to throw. Aka applies a counter hip throw and then scores. The decision should be _____
a) Sanbon to Aka b) Aka no score and Ao Category 2 warning or penalty c) Sanbon to Aka and Ao Category 2 warning or penalty d) Category 2 warning or penalty to both
23. The throat is a particularly vulnerable area and even the slightest contact will be warned or penalised unless it _____
a) Is in Senior competition b) The recipient's own fault c) Without injury d) Was after a leg sweep
24. Any competitor who receives Hansoku for causing injury and who has in the opinion of the Referee Panel and Match Area Controller acted recklessly or dangerously, will be _____
a) Given Shikkaku b) Severely warned by the Match Area Controller c) Reported to the Referee Council d) Reported to the Disciplinary Committee

25. When the bout is halted the referee may not give a decision against two judges unless he has the ____
a) Majority b) Casting vote c) Positive support of the Arbitrator d) Positive support of the other judge.
26. The minimum length of the karate-gi trousers is ____
a) 10 centimetres below the knee b) Not specified c) Half-way down the shin
d) Covering at least two-thirds of the shin
27. The maximum length of the karate-gi trousers is ____
a) Covering two-thirds of the shin b) Not reaching below the ankle bone c) Four centimetres above the ankle bone
d) Not specified
28. In order to compete in male team matches ____
a) All the team members must be present b) There must be at least three competitors present
c) There must be at least two members present d) There must be five members present
29. When a contestant slips, falls, or loses balance as a result of their own action and is scored upon by the opponent the score will be ____
a) Sanbon b) Category 2 warning or penalty c) Given as if the contestant had been standing upright
d) Torimasen.
30. When a bout ends with equal scores, or no scores, the Referee will announce a tie (Hikiwake) and ____
a) Announce the winner b) Declare the match over c) Call for Hantei d) Start the Encho Sen if applicable
31. Hantei is called by the Referee when ____
a) When the points score is equal b) When two contestants injure each other and are unable to continue and the points scores are equal
c) At the end of an inconclusive Encho Sen
d) Both b and c
32. In Senior bouts a Jodan punch or kick that comes somewhere between ____ may be said to have the correct distance.
a) Skin touch and 2-5 centimetres b) Skin touch and 2-3 centimetres c) Skin touch only
d) A reasonable distance

33. A contestant who grabs and throws the opponent without making a technique first and then scores will be given ____
- a) Category 2 Chukoku b) Category 2 warning or penalty c) Category 1 warning or penalty d) Sanbon
34. Should a contestant sustain an injury which is considered to be their own fault the Referee will ____
- a) Issue a Category 1 warning or penalty to the opponent b) Issue a Category 2 warning or penalty to the recipient and may decline to give a penalty to the opponent c) Award a score and give the offender Mubobi d) Warn or penalise the recipient with Mubobi.
35. A contestant who exits the area (Jogai) with less than ten seconds of bout time remaining will be given ____
- a) Chukoku b) Keikogu c) Hansoku Chui or Hansoku d) Could be any of these.