

**RULES OF**  
**KYOKUSHIN**  
**KATA**  
**COMPETITION**





## **RULES OF KYOKUSHIN KATA COMPETITION**

### **1. ORGANIZING A COMPETITION.**

- 1.1 Kata competition can be organized for both men and women.
- 1.2 Individual and Team competition can be organized.
- 1.3 A team competition is held with the participation of teams consisting of 3 persons.
- 1.4 The competitors must perform free (tokui) katas during the competition.  
**According to the list on point 7 of these rules.**
- 1.5 A Kata competition will consist in two rounds. Competitors obtaining the first (4 places) proceed to Final.
- 1.6 A draw must be held before each round in order to achieve the sequence of the participants.
- 1.7 The final result is determined by summation of points accumulated by contestants during the final round of the match.

### **2. COMPOSITION OF THE TOURNAMENT COMMITTEE.**

- 1 Supreme Judge
- 1 Main Judge
- 4 Judges.

#### **2.1 The responsibilities of the Supreme Judge.**

- a) Is responsible for the rules of the competition to be obeyed.
- b) Designates the main judge and judges keeping in mind the involved persons to be of different nationalities.
- c) Directs the draw before the rounds.
- d) In the case of necessity of replacement of a main judge or judges, designates an alternate.
- e) Checks up the demonstration area and the equipment necessary to run the competition.
- f) His place is in the front of the presentation area, from where he has the best view to the competition.
- g) Has no direct role in scoring.



## **2.3 RESPONSABILITIES OF THE MAIN JUDGE.**

- a) Supervises the flow of the competition and announces the decision according to the accepted rules.
- b) Takes part in the draw before the rounds.
- c) He must consult the Supreme Judge in any case of problem concerning his decision.
- d) His place is in the front middle of the demonstration area.

## **2.4 RESPONSABILITIES OF THE JUDGES.**

- a) To follow with attention and skill the demonstration.
- b) To assess correctly the kata presented by the competitor.
- c) On the command or whistle of the main judge to present his decision by lifting up the scoring table.
- d) His place is on the the side of the demonstration area.

## **3. PERSONAL RESPONSABLE FOR THE UNDISTURBED FLOW OF THE COMPETITION.**

### **3.1 ANNOUNCER**

- a) Calls up the competitors in the order of the demonstration.
- b) Reads aloud the points given by the main judge and the judges.
- C) Announces the valid score calculated by the recorder.
- d) Announces the final score of the competition.

### **3.2 RECORDER**

- a) Register the scores given by the main judge and judges into the minutes.
- b) Calculates the valid score.
- C) Calculates the total points and final place of the competitors.
- d) Participates in the draw.

## **4. EQUIPMENT NECESARY FOR THE PERFORMANCE OF THE COMPETITION.**

### **4.1 THE DEMONSTRATION AREA.**

- a) Must be large enough for the competition to be able to perform any of the katas.
- b) Has no determined dimensions.
- c) Its rim must draw by a 5 cm. Thick line.
- d) The starting position must be marked by a 50 cm long and 5 cm thick line.
- e) Must be flat and smooth, it can be parquet or tatami.



## 4.2 OTHER NECESSARY EQUIPMENT

- a) Table for the reporter and announcer.
- b) Chairs for the main judge and judges.
- c) Whistle for the main judge.
- d) 5 set of score tables.
- e) Minute book.
- f) Entry numbers for the competitors.
- g) Podium for the announcement of the final result.

## 5. THE FLOW OF THE COMPETITION IS AS FOLLOWS:

### “A “START

#### A/A DEMONSTRATION OF A KATA

On the call of the announcer (which contains the entry-number, the name and country of the person) the competitor steps to the rim of the demonstration area and makes a bow.

On the command of the main judge steps to the starting line and makes a bow to the judge.

The competitor must **announce** the name of the kata loudly.

**The main Judge will repeat the name of the kata of the competitor** .On the command of the main judge the competitor starts the demonstration (e.g. Mokuso Tsuki no kata Yoi, hajime).

Having completed the kata, on the main judge’s command: Naore, Yasume” the competitor steps back to the starting line and waits for the decision.

### B. DECISION.

After the completion of the kata the main judge allows the judges a period of about 10 seconds to make their decision and adjust the score tables.

After it, with the command “Hantei-o-onegai-shimasu Hantei” and a short whistle sign asks them to lift the score tables.

The judges lift the tables without delay with their right hand, simultaneously.

The announcer reads up for the reporter the scores presented by the main judge and judges.

On the short sharp whistle sign of the main judge the judges lay down the score tables.



The reporter registers the scores into the minute-book and calculates the valid score with the following method:

From the 5 scores given by the main judge and judges the lowest and the highest are not taken into consideration. The remaining 3 are added up and the sum is divided in 3.

The number obtained, to the third place of decimals is the VALID SCORE.  
The announcer announces the valid score.

## **“C”CLOSING**

As the score was announced, the competitor makes a bow to the main judge, backs out of the area, at the rim stops and makes another bow and leaves the demonstration area.

## **6. BASICS OF JUDGEMENT**

- a) The demonstration of the kata must not be qualified unambiguously “good” or “bad”. The decision must be made taking in consideration all the important elements in each case.
- b) The following criteria must kept in mind:

The kata must be performed with the necessary expertness, its demonstration must show the perfect understanding of the kata.

The competitor must show good concentration, application of his/her power, balance and correct breathing.

The competitor must perform correct stances and techniques.

In the evaluation of the performance of the competitor other elements serving to his/her benefit can be taken in consideration (0,5 points bonus)

## **7. PRINCIPLES OF JUDGEING**

The katas must be presented according to the traditional prescriptions. On the base of their difficulty are divided in two groups.



## **LIST OF KATAS ACCORDING TO DIFERENT AGES.**

**THE FREE KATAS CAN BE CHOSEN BY COMPETITOR FROM THE FOLLOWING LIST.**

### **CHILDREN CATEGORIES (FROM 12-15 YEARS OLD):**

#### **FIRST ROUND.**

**PINAN 1,2,3,4,5.  
TSUKI NO KATA  
GEKSAI DAI  
GEKSAI SHO  
YANTSU  
SAIHA**

#### **FINAL**

**TSUKI NO KATA  
GEKSAI DAI  
GEKSAI SHO  
YANTSU  
SAIHA**

### **JUNIOR AND SENIOR CATEGORIES:**

#### **FIRST ROUND**

**TSUKI NO KATA  
GEKSAI DAI  
GEKSAI SHO  
YANTSU  
SAIHA**

#### **FINAL.**

**SEIENCHIN  
SEIPAI  
KANKU  
GARYU  
SUSHI HO**

### **KATA DONE ON 1<sup>ST</sup> ROUND CANNOT BE REPEATED ON FINAL**

Starting score for the perfect demonstration from: 1.00 points

Bonus: DECIMAL points

Maximum 9, 0 points

### **7.2 SCORING**

The starting scoring must be reduced for every mistake.

### **7.3 MISTAKES:**

Technical mistakes:

- a) The demonstration of the technical does not meet the prescribed requirements.
- b) Incorrect stances/positions:  
The relation of extremities, trunk, head to each other does not correspond to that prescribed or to the optimal.
- c) Mistakes of the style:



- countenance
- direction of sight
- understanding of the kata

## **8. DISQUALIFICATION**

The competitor must be disqualified in the following cases:

- alters the kata.
- presents a kata different from the previously announced.
- makes change in the sequence or direction of techniques.
- falls down.
- stops the presentation.

## **9. DEDUCTION FROM THE STARTING SCORE.**

The deduction must be done according to the severity of the mistakes, divided into the following three categories:

### **9.1 Small mistakes (0.1)**

A demonstration close to the perfect, a little alteration can be observed from the correct execution.

Examples:

A) technical:

- the position of the arms is correct; the fits are not close properly.
- there is some variation in performing the same technical: the chudan level is not always the same etc.

B) Stances and positions:

The stances and positions are correct according to the prescriptions, but:

-The same stance is presented in different sizes; the difference is less than 10 degrees or 1 foot in length.

-The altitude of the similar stances differs; the difference is less than one palm.

-The kata is completed in a point different from that prescribed, but closer than 1 foot to it.

C) Style:

-his countenance overacts the demonstration: overemphasizes the fighting feature of the kata.



## 9.2 Moderate mistake (-0, 2, 0, 3)

Significant deviation from the perfect demonstration. If the mistake is closer to the “little” categories, 0, 2, if to the “rough” category, 0.3 points are to be lost.

Examples:

A). technical:

- Incorrect start and end –position of the arm or leg: improper hikite-too low.
- punches, blocks, strikes starting from a position in front from that required.
  
- overstretched arms ending a punch.
- in the case of a punch or strike the trunk is not perpendicular to the direction of the technical but the angle does not exceed 45 degrees.
- vice versa: in the case of a block the trunk does not turn to the required position ( 45 degrees).
- visibly loose fist in hikite.
- improper speed of the technics (too slow or to fast)
- in the case of a kick the heel of the supporting leg is lifted.

B). stances and positions:

- visible fault in the in the execution of a stance: the difference is more than that allowed.
- visible difference of the level of similar stances (Zenkutsu-dachi, Kiba-dachi, Kokutsu-dachi) what results in the waving of the kata.
- the kata is completed in a place different from that prescribed, the difference exceed 1 foot.

C) Style:

- directing of the sight does not precede the technical.
  
- the tempo of the kata is not correct: too slow or too fast.
  
- the stretched and relaxed phase of the technical is not evident.

## 9.3 Rough mistake (- 0, 5)

Major divergence from the correct presentation.

Examples:

A). technical:





- altered level of a technic: jodan kick instead of chudan.
- keage- like kick instead of the prescribed (e.g. yoko-geri)
- absence of kiai.
- overturning of the body in the end position (more than 45 degrees in the case of punch prior strike)
- absolute absence of the turn in the case of a block.

#### B) Stances and positions:

- too high stances
- Large range in the length and altitude of the same stance.

### **10. CALCULATING THE RESULT OF A KATA COMPETITION.**

#### **10.1 Results in a round.**

In the case of a draw, the lowest score accorded must be also involved in the calculation. If there is further a draw, the highest score is also calculated.

(The points accorded by the main judge and judges, divided with 3, to the third place of decimals).

If there is still a draw, a new kata must be presented (according to the list of katas of each category included on point 7).

:

- a free kata in the 1<sup>st</sup> round
- a free kata in the Final

#### **10.2 CALCULATING THE FINAL RESULT AND PLACING.**

The result of a kata competition is determined by summation of points accumulated by contestants during the final round of the competition

Each competitor starts off with maximum points pre-determined by the judging panel of each category.

Points are then deducted for faults by each judge.

The competitor who gained a higher score must obtain a higher place.

In the event of a tie in any round, the minimum score is then incorporated into the total for that round. EG. ONE COMPETITOR 8,4 AND THE OTHER 8,5 THIS 8,5 GOES FIRST. If the tie persists, then the maximum score for that round is incorporated EG. ONE COMPETITOR 7,5 AND THE OTHER ONE 7,6 THIS 7,6 GOES FIRST.

In the event of a continuing tie, the contestants must perform a further Kata of their choice (according to the list of katas of each category included on point 7) (Not done in the previous rounds).



(Revised MAY 2019).A.P.