



## **National Karate Tournament Rules**

**17th July 2016**

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## **CHAPTER 1: GENERAL MATTERS**

- All Karate-ka, be they contestants (this includes Coaches, Manager or anybody connected with the contestant), Judges, Referee's or any other official, must follow the Karate-do ideals of Good Character, Sincerity, Effort, Etiquette and Self Control.
- Karate Ireland prescribes to the anti-doping policies of the International Olympic Committee.
- Any behaviour likely to bring Karate into disrepute by Referee's, Judges, Coaches, Competitors or anybody connected with the contestant, can result in a warning, disqualification of the contestant and/or team or disbarment (Shikakku) of the competitor, team or federation from Karate Ireland tournaments.

### **Art. 1.1: The Venue**

- a) The venue for the tournament must be suitable for the event.
- b) It must be able to accommodate the expected number of competitors and spectators in safety and in comfort,
- c) The lighting must be of a satisfactory standard.
- d) An evacuation procedure showing the position of emergency exits etc. must be clearly announced by the Tournament Director before the event begins. All exits must be clearly labelled.
- e) There must be clearly defined areas for spectators, competitors, coaches and tournament officials.
- f) Spectators must not be able to access the tournament areas without the required authority and the Tournament Director should employ staff and deploy a barrier system to ensure this.

### **Art. 1.2: Staff**

#### **1.2.1 Tournament Director**

The Tournament Director is appointed by Event Organising Committee. He/she shall be responsible for everything to ensure the smooth running of the tournament. He/she has no jurisdiction over the refereeing/judging or rules of the tournament. She/he shall be assisted by a team of tournament personnel.

#### **1.2.2 Event Medical Coordinator**

The Event Medical Coordinator is appointed by the Event Organizing Committee He /She must be a recognized Health Care Professional as per Health Service Executive (HSE) or PHECC (Pre Hospital Emergency Care Council) guidelines (Appendix VI).

The key requirements of an Event Medical Coordinator:

- Overall control and coordination of First Aid/Medical Provision for the event including First Aid Facilities and suitable location. A private area should be available for assessment of injuries if required, if no such location is available a screen must be provided by the Tournament Director.
- Determining the Medical cover required for an event by assessing the following variables: Number of competitors, Number of spectators, Number of Tatami, Previous similar events and Trends of injuries, Type of event (children, Adult, Kata, and Kumite) Size of the venue, Location of event and Skill mix of the Medical Team required (Appendix VI & VII).

### **1.2.3 First Aid/ Medical Team**

- The assigned Medical Event Coordinator must ensure enough medical personnel to provide medical cover for all Tatami in use. In the event of the ambulance having to leave the event there should be an Emergency First Responder present from the medical team for the competition to continue.
- No Tournament will commence without the Medical Team being present.
- The Medical Team must be present for the duration of the Tournament.
- Medical Personnel cannot have a dual role at the event.
- As a minimum all Karate Ireland Tournaments must have the following Medical Team on site:
  - Ambulance,
  - Driver (Emergency Medical Technician /Emergency First Responder)
  - Emergency Medical Technician
  - Emergency First Responder
  - One First Aider per two tatami/mats.
- Child First Aiders are not permitted or recognized as part of the medical team. Minimum age of 16 years is required.

### **1.2.4 The Referee Teams**

- a) At the National Championships the Karate Ireland Referee Commission (Ref. Com) will appoint a Tatami Chief Referee and a Team of Referees and Judges for each Tatami.
- b) Each team will be responsible for the refereeing decisions made on their tatami.
- c) Only Dan grade and knowledgeable karate – ka should be appointed as judges to officiate in kata categories that include kata listed in the 2<sup>nd</sup> and 3<sup>rd</sup> Rounds of Karate Ireland's kata List (Appendix V).
- d) Lower ranked officials should officiate only within their grade and in kata categories that include kata in the 1st Round of the Karate Ireland's kata List (Appendix V).

### **1.2.5 Table Officials**

- a) A team of Table Officials (Score Keeper, Time Keeper, Caller Announcer) will be appointed to each Tatami by the Karate Ireland Executive Commission (Ex. Com).

### **Art. 1.3 Match Equipment**

The Tournament Director will be responsible for ensuring the following are available:

- a) Safe and secure tatami's.
- b) Flags (red and white, 5 for each match area).
- c) Score Boards/Cards for Kata (7 for each match area).
- d) Recording equipment (official score sheets, official recording forms, pens, calculators etc.).
- e) Suitable Public Address system.
- f) Countdown clocks and time signalling devices (Whistles, Bells or other device) for each area.
- g) It is the responsibility of the Coaches and Competitors to bring their own Karate Ireland approved Red and Blue Karate PU Mitts, Red and Blue Belts and other Protective Equipment such Chest Guard, Mouth Guard and Groin Guard.

### **Art. 1.4: The Tournament Area**

- a) The tournament area must be safe, flat and matted and in the shape of a square. In principle it shall be 8 X 8 square metres with a matted 1 metre safety all around.
- b) For children aged between 6 – 13 years, a match area of a minimum of six square metres plus an additional one metre safety area may be used.
- c) A one-metre-wide border inside the prescribed fighting area and extending all around the perimeter of that area should be of a different colour to the rest of the mats that are both inside and outside the fighting area.

### **Art. 1.5: The Competitor's Age**

- a) For all competitors, the age of the competitor on the day of the tournament will determine the category to be entered.

### **Art. 1.6: Outfits and Presentation**

#### **1.6.1 Contestants**

- a) Contestants shall wear a clean, white and un-figured Karate-Gi and must arrive at the Tatami properly dressed, ready and prepared to compete. This is the responsibility of both the coach and the competitor.
- b) The jacket when worn with a belt, must in principle, cover the hips but must not be more than three-quarters thigh length.

- c) Female competitors are allowed to wear a plain clean white T-shirt underneath their Gi Jacket.
- d) The sleeves of the jacket must not be longer than the joint of the wrist and the hand, and no shorter than half way up the forearm. Sleeves shall not be rolled up.
- e) The trousers must cover at least two thirds of the shin and shall not be rolled up.
- f) **In Kumite matches**, contestants will, for identification purposes, be required to replace their belt of grade with a red or blue belt. All belts must be standard size (around five cm wide and long enough to allow fifteen cm free on either side of the knot).
- g) **In Kata matches**, contestants will be required to wear their belt of grade.
- h) Competitor numbers, if issued by the Karate Ireland Ex.Com, shall be worn on the back of the Karate Gi and fastened with adhesive - no metallic objects are allowed.
- i) Contestants shall keep their finger and toe-nails short, their hair clean and tidy and shall not wear metallic objects or the like on their body which might cause injury to their opponent.
- j) Contestants are not allowed to wear bandages or supports, except with the prior approval of the Referee on the advice of Medical Team.
- k) Spectacles or sports goggles are not allowed in Kumite. Soft contact lenses may be worn at the contestant's own risk.
- l) Hachimaki will not be allowed.
- m) Muslim women may use a white Scarf or Chador.

### **1.6.2 Protection in Children's Kumite and Shobu Sanbon Kumite**

The following rules apply to the wearing of devices for protection:

- a) Red or Blue PU mitts are MANDATORY.
- b) In Male Kumite, Groin protectors is advised for all ages but are MANDATORY from 10 years old and above.
- c) Groin Guards are allowed in Males under 10 years of age.
- d) In Female Kumite, Chest protectors is advised for all ages but are MANDATORY from 10 years old and above.
- e) Chest protectors are allowed in males under 10 years of age under the Gi.
- f) Clear or white Gum shields are MANDATORY.
- g) Shin protectors are allowed in Children' Kumite.
- h) Instep protectors are FORBIDDEN.

### **1.6.3 Protection in Shobu Ippon Kumite**

The following rules apply to the wearing of devices for protection:

- a) Groin protectors are MANDATORY in Male Kumite.
- b) Chest protectors are MANDATORY in Female Kumite.

- c) Clear or white Gum shields are MANDATORY.
- d) Mitts are Mandatory in Kumite Shobu Ippon.
- e) Shin protectors are FORBIDDEN in Kumite Shobu Ippon.
- f) Instep protectors are FORBIDDEN in Kumite Shobu Ippon
- g) All protective equipment must be acceptable to the Karate Ireland Ex.Com. (See Appendix III).

#### **1.6.4 Coaches**

- a) During the tournament, all coaches must wear a Federation tracksuit or Federation Polo/Tee shirt with Gi Bottoms or National Tracksuit, with their National or Federation name and badge on it.
- b) The wearing of street / casual clothing is forbidden.
- c) The wearing of headwear (unless for religious reasons) is forbidden.
- d) Coaches who are improperly dressed will be given 1 minute to change.
- e) At the Tatami, coaches are not allowed to assist competitors to adjust a Karate-Gi or other clothes.
- f) Coaches must be minimum of aged 16 years of age and be of Brown Belt grade.

#### **1.6.5 Referee Officials**

- a) Referees and Judges must wear the official uniform designated by Karate Ireland Ex.Com. This uniform must be worn at all tournaments, courses and examinations. The official uniform will be as follows:
- b) A single breasted navy-blue blazer bearing two silver buttons with Karate Ireland badge.
  - A navy-blue blazer bearing two silver buttons
  - A white shirt.
  - A navy Karate Ireland tie.
  - A Karate Ireland Badge
  - Light (mid) grey trousers without turn-ups.
  - Plain dark blue or black socks.
  - Black referee shoes. Outdoor shoes will not be allowed on the Tatami.
- c) If the Karate Ireland Referee Commission agrees, Referees may be allowed to remove their blazers during the competition.
- d) The Karate Ireland Ex.Com may disbar any official, competitor or coach who does not comply with the above regulations.

#### **1.6.6 Table Officials**

- a) Table Officials should wear a White Shirt or White Blouse or Karate Ireland Polo Shirt.



## **CHAPTER 2: POWERS AND DUTIES**

### **Art. 2.1 Karate Ireland Executive Committee**

The Karate Ireland Executive Committee's power and duties shall be as follows:

- a) To ensure the correct preparation for each tournament in consultation with the Tournament Director and the Organising Committee, with respect to all aspects of the organisation of the tournament.
- b) To act on any reports that the Chief Referee's may make.
- c) To provide final approval on matters relating to judgment not prescribed in the rules.
- d) To adopt other systems as and when the Ex. Com. see fit.
- e) To appoint the Referee Commission and ratify all decisions made by the Referee Commission.
- f) At the National Championships there must at all times be a member of Karate Ireland Ex. Com. in the Tournament Hall. They have no jurisdiction over the refereeing/judging or rules of the tournament.

### **Art. 2.2 Karate Ireland Referee Commission**

- a) The Referee Commission shall be appointed by the Karate Ireland Ex. Com.
- b) The Referee Commission shall comprise an uneven number either 5 or 7 of the highest qualified and most experienced Referees who are in current membership of Karate Ireland.

**2.2.1** The Karate Ireland Referee Commission's power and duties shall be as follows:

- a) To train, test and qualify Officials at National level as Tournament Official, Arbitrator, Judge, and Referee.
- b) To supervise and co-ordinate the overall performance of the refereeing officials at each National Tournament.
- c) To nominate substitute officials when required.
- d) To appoint a Chief Referee and a panel of referees and judges for each Tatami at the National Karate Championships.
- e) To develop and monitor Karate Ireland rules of karate competition and make recommendations regarding these rules.

### **Art. 2.3 The Tatami Chief Referee**

The Chief Referee's power and duties shall be as follows:

- a) The Chief Referee is the highest authority on his/her particular Tatami.
- b) To delegate and appoint the Referee Team (Centre Referee, Judge(s), Arbitrator or Table Jury Official prior to each match and supervise their performance.

- c) To stop the match and replace any of the officials whom he/she wishes with a substitute.
- d) To be responsible for seeing that the match is conducted according to these Rules, and should any unusual incident occur, shall base his/her decision upon these Rules including referral to the Referee Commission for final approval.
- e) If requested, she/he will assist a Referee with decisions.
- f) To make recommendations to the Karate Ireland Referee Commission regarding the performance of any official, coach or competitor.

#### **Art. 2.4 The Referee (Shushin)**

The Referee's power and duties shall be as follows:

- a) To conduct matches, including starting, suspending and stopping matches.
- b) To announce the decision of the panel of judges.
- c) To explain to the Chief Referee, Referee Commission or the Karate Ireland Ex.Com., when required, the grounds on which a decision(s) was made.
- d) To read the Competitor's Medical Record Card to ensure he/she is permitted to compete.
- e) To announce fouls.
- f) To award points.
- f) To issue warnings and impose penalties prior to, during, and after the match.
- g) To call for decision (Hantei) and to announce the result.
- h) To announce extensions and extend the duration of the match.
- i) To take other disciplinary action (dismissal or suspension of a contestant or team from a match).
- j) To obtain and act upon the opinion(s) of the Mirror Judge and Arbitrator or Corner Judges.
- k) To ask for advice and receive advice and instruction from the Chief Referee.
- l) To announce victory by majority based on the table for judgment.
- m) To have authority over the tournament area as well as the immediate perimeter.
- n) In cases where a majority for an opinion has not been established, the opinion of the referee shall take precedence within the rules of competition.

#### **Art. 2.5 The Judge (Fukushin) (Mirror Judge and Corner Judges)**

The Corner Judge's power and duties shall be as follows:

- a) To assist the Referee.
- b) To observe the behaviour of each competitor on the tatami.
- c) To signal judgment regarding the conduct and development of matches by means of a flag, and/or whistle or hand (in mirror system), and in particular:
  - When they see an action that merits a score.
  - When they notice injury or illness of a contestant before the Referee does.

- When they believe a contestant is about to commit, or has committed a prohibited act and/or technique.
  - When either or both contestants commit Jogai.
  - In all cases when it is necessary to call the attention of the Referee.
- d) To give their opinion regarding different situations.
- e) To vote on a decision of a match when called upon (Hantei). In the case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges successfully oppose the judgment of the Referee. The decision will reflect the opinions of the majority of the panel.

**Art. 2.6 The Arbitrator (Kansa)**

- a) The Arbitrator's powers and duties shall be as follows:
- b) To ensure that the match or bout is conducted in accordance with these rules.
- c) To ensure that all contestants are wearing approved equipment prior to the match or bout.
- d) Call for the assistance of the Referee / Chief Referee as and when required.
- e) Be responsible for the official result of the match. Records kept of the match shall become official records subject to the approval of the Arbitrator and the Referee Panel.
- f) Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Tournament, the Arbitrator shall bring this to the attention of the Referee in the first instance by blowing her/his whistle 3 times. If both the Arbitrator and the Referee cannot resolve the issue, then the Chief Referee must be consulted and a ruling provided by him/her.
- g) To vote on a decision of a match when called upon (Hantei).
- h) **Using the "Mirror" System in Kumite:** The Arbitrator is to concentrate on the match and only give his/her opinion when the referee asks for it, he/she has a vote and authority in matters of judgment and his/her opinion in such matters can be asked for by the Referee and the Chief Referee.
- i) **Using the "Flag" System in Kumite:** the Arbitrator has no vote and has no authority in matters of judgment and his/her opinion in such matters must not be asked for.

**Art. 2.7 Administration Table Officials (Score Keeper, Time Keeper, Caller Announcer and Table Jury Official)**

- a) Karate Ireland will appoint table officials such as Score Keepers, Time Keepers, Caller Announcer and Table Jury Official to the Administration Table and ensure that they are suitably trained in the administration duties associated with each tatami.
- b) The Table Jury Official's responsibilities are to administer the work of the scorekeeper, the timekeeper, and the Caller Announcer. They should be

knowledgeable in the Rules of karate - Do competition but they have no jurisdiction over the refereeing / judging decisions made on the tatami.

- c) In Kata tournament, the Caller/Announcer will announce the Judges scores starting with the Centre Referee and move in a clockwise direction until all the scores have been announced.
- d) On draw sheets Aka will be shown as the first of the pairing and Ao the second.
- e) In team matches, teams will line up with the first fighter nearest the Administration Table, then the second fighter further and the third fighter furthest.

## **Art. 2.8 The Coach**

The Coach has the power to:

- a) Coach.
- b) Make a protest to the Chief Referee.
- c) Communicate with his/her competitors during temporary halts of the bout (Yame to Hajime).
- d) Approach the Chief Referee on matters of administration.
- e) Only one Coach per Tatami per Team / Competitor is permitted at any one time.
- f) Coaches must at all times conduct themselves in a disciplined manner.
- g) Coaches must wear the attire as prescribed by the Karate Ireland Ex.Com in these rules.
- h) A coach who fails to obey the commands of the referee or who brings the honour and prestige of Karate-do into disrepute will be reported to the Karate Ireland Referee Commission, a minimum of 3, of whom will investigate the legitimacy of the complaint and will, if it so decides, impose a penalty including disbarment from the on-going event and future events as determined by Karate Ireland.

## **Art. 2.9 Terms and Signals**

**2.9.1** The terms and signals used by the Referee's and Judges (including the use of hand signals, flags and/or whistles) during the operation of a match are as specified in Appendix 1.

**2.9.2** Whistle signals as used by the Referee shall have the following meanings:

- Long/normal whistle plus a short sharp blast will be used to call Hantei.
- Short sharp blast will command officials to lower flags or score cards.
- Short sharp blast in conjunction with a flag signal will bring the attention of the Referee to signal their judgment regarding the conduct and development of the match.
- Three short blasts in quick succession will attract the attention of the Referee.

#### **Art. 2.10 Decisions**

- a) If the Referee and the Mirror Judge are not in agreement about a score or penalty, the Referee must ask the Arbitrator (Arbitrator) for her/his opinion. The final decision will be made by the majority.
- b) The Referee will award decisions based on the majority verdict of the Referee Panel and based on the table for judgment (Appendix II). In cases where there is no majority, the opinion of the Referee shall take precedence.

#### **Art. 2.11 Protest**

- a) A contestant shall not personally protest against a decision made by the Referee Panel.
- b) To reduce the possibility of charting errors, the winner of each match must ensure their name, number and federation is given to the Administration Table Official before leaving the area. This is the responsibility of both the competitor and the competitor's coach.
- c) Only the Coach of the team/individual is allowed to protest against a decision by the Referee and/or Judges when the decision is deemed to have contravened the Rules.
- d) Any protest must be made in writing using the Protest Form (Appendix IV) immediately after the perceived error has happened. An exception to this rule is when there has been an administrative error and a protest must be made immediately after the error has been detected.
- e) The protest must first be made to the Chief Referee of the area, in the first instance, who shall review the complaint and may call for an explanation from the Referee and/or Judges and table officials.
- f) If he/she finds the decision not to have contravened the Rules he can dismiss the protest.
- g) If she/he finds the decision to have contravened the Rules he/she can demand that the Referee and Judges revise their previous decision.
- h) The coach may submit to the Karate Ireland Exec. Com a written and signed protest form and the relevant protest fee of €100. The Exec. Com will ask the Referee Commission to carry out an investigation as it sees fit. A minimum of 3 members of the Referee Commission will be appointed to review the protest and the evidence. No individual member of the Referee Commission has the power to sanction, suspend or disqualify an official; this can only be done by Karate Ireland Ref. Com. The Referee Commission will report its findings and recommendations to the Karate Ireland Ex.Com.
- i) Any such protest must be accompanied by clear evidence that an infringement of the rules took place. Video or photographic evidence must be very clear.
- j) The protest fee will be returned if the protest be upheld.

## **Art. 2.12 Injuries and Accidents during tournament**

When a contestant receives an injury, the Referee shall at once stop the match, assist the injured contestant and, at the same time, if the situation requires it, call for the assistance of the Tournament Medical Team. The treatment of the injury should not significantly delay the match and in the case of minor injuries should not be more than 1 minute.

### **2.12.1 Minor Injury**

A contestant will be declared the LOSER, if she/he suffers a minor injury and refuses to continue or requests permission to quit (Kiken), and in the opinion of the Tournament Medical Team the injury is not serious enough to disable him.

### **2.12.2 Serious Injury**

When a contestant (after treatment), is deemed by the Tournament Medical Team to be physically unable to continue the match (owing to injury or for any other physical reason), the Referee shall suspend the injured contestant from the match and inform the judges of the position and complete a 'Karate Ireland Injury Form' (Appendix V).

- a) If the injury is ascribable to his/her opponent, the injured party shall be declared the WINNER.
- b) If the injury is not ascribable to his/her opponent, the injured party shall be declared the LOSER.
- c) Where an injury or injuries are sustained during a match for reasons not ascribable to either contestant, disable a contestant, or where both contestants are injured at the same time for reasons for which both are responsible, the contestant who withdraws from the match shall be declared the LOSER.
- d) Where both contestants withdraw from the match due to injury and the reason for the injuries is not ascribable to either contestant; the match shall be decided by HANTEI.
- e) A contestant who (after treatment), is deemed by the Tournament Medical Team to be physically unable to continue and wins a match through the disqualification of his opponent (for causing injury), cannot fight again in the tournament without the permission of the Tournament Medical Team. The Tournament Medical Team must sign the back of the contestant's Entry Card showing that he/she is satisfied the competitor is fit to continue in the tournament. This must be done before the Referee permits the contestant to continue in the tournament. Failure to have this completed by the Tournament Medical Team will leave the competitor ineligible to compete in kumite or kata.
- f) A contestant who has won two bouts as a result of **receiving** injury (and the opponents have been disqualified), will not be allowed to continue to the next round of tournament.

- g) A contestant who has been disqualified on two occasions for **inflicting** injury on his opponent(s) significant enough for the Medical Team to determine both recipients unable to continue in their respective bouts, will not be allowed to compete in other kumite events.

**Art. 2.13 Retirement Kiken**

- a) A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the LOSER by Kiken.

## **CHAPTER 3: KUMITE SHOBU SANBON**

- Individual and team match events will be run on an elimination basis unless Karate Ireland Ex. Com decides otherwise.

### **Article 3.1: Types of Match in Shobu Sanbon Kumite**

The types of match in Shobu Sanbon Kumite shall be as follows:

#### **3.1.1 Individual Match**

- a) There will be separate events for males and females. Each event will be subdivided as decided by Karate Ireland Ex. Com.
- b) Contestants shall not be permitted to enter categories outside of their own age specified event. An exception is made for Team Kata events as noted in the Kata section of these rules.
- c) The individual match is decided by “Shobu Sanbon”. “Shobu Sanbon”, a three point’s match, is a match where the participants try and score three points (3 Ippon or 6 waza-aris or combination of Ippon and waza-ari) before their opponent does within the permitted time.
- d) Criteria for deciding the winner of an individual match is as follows:
  - I. The first person to reach Sanbon.
  - II. The person who has the greater score at the time-up signal.
  - III. Hantei.
  - IV. Encho-Sen.
  - V. Hansoku, Shikkaku or Kiken given against an opponent.

#### **3.1.2 Team Match**

- a) All members of a team that line-up for a team match must fight in that match. Failure to fight or bring Karate-do into disrepute will result in the individual and the team being disqualified from that event and/or the tournament.

- b) An individual bout is a discrete stage within a Team Match as part of a Team Contest.
- c) The number of persons comprising a team (male or female), shall be a minimum of two competitors.
- d) Before each team match, a team representative (the Coach), must hand to the official table, an official form detailing the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order - there are no fixed reserves.
- e) In the absence of a new team line-up being handed to the official table prior to the match beginning, the existing line-up will remain in force, even if the team competed on a different tatami in the previous round.
- f) A team will be disqualified if:
  - It does not line-up according to the most recent listing held by Karate Ireland OR
  - Any of its members or its coaches changes the team's composition or fighting order without written notification handed to the official table prior to the round.
- g) Bouts between individual members of each team shall be held in the predetermined order.
- h) The winner of a team match shall be decided on the outcomes of the individual bouts.
- i) The criteria for deciding the winner of a team match is as follows:
  - i. The number of wins each team has.
  - ii. The number of Ippons and Waza- ari's (total score) for each team.
  - iii. Extra bout.
- j) Victory through a foul, disqualification or retirement of the opponent shall be counted as 3 Ippons (Sanbon), in both team and individual bouts. The loser will retain his/her scores awarded during the bout.

## **Art. 3.2: Starting, Suspending and Ending Matches**

### **3.2.1 Starting the match**

At the start of a Sanbon Kumite match, the Referee stands on the outside edge of the fighting area. On her/his left will stand the Mirror Judge and on his/her right side will stand the Arbitrator (Arbitrator. The Referee will call both teams (only the actual fighters, not the substitutes or coach), to line up in order, properly composed and proceed to initiate the formal exchange of bows by both contestants and officials (Shomen Ni Rei - Otagai ni Rei). The Referee will then take one step back, the Judges will turn inwards towards the Referee and all bow together and then go to



their predetermined positions. The match shall start with the announcement by the Referee of “Shobu Sanbon (Nihon or Ippon) Hajime”.

### **3.2.2 Suspending the match**

The Referee shall suspend the match by using the appropriate gesture as defined in Appendix 1 and calling “Yame”. When resuming the match, the Referee will announce “Tsuzukete Hajime”.

### **3.2.3 Ending the match**

The time - keeper shall give signals by a whistle, gong or buzzer indicating Atoshi baraku (30 seconds left), using one sharp blast. Time-Up signal shall have two long blasts of the signalling equipment. At “time-up” the Referee will halt the match and announce “Soremade”. He/she will then check the score, announce the decision and award the contest to the winner, or calls Hantei. The Referee shall end the match with the formal exchange of bows by the contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei) and at that stage the match is deemed to be over.

## **Art. 3.3 Duration of a Match**

The duration of a match shall be 3 (three) minutes effective fighting time for Senior Males and Senior Females. For all other age groups (Children Cadets, Juniors and Veterans) each match will last 2 minutes. Before the Tournament, the Karate Ireland Ex.Com can modify the duration of the matches.

## **Art. 3.4 Extensions**

- a)** Where Hantei is called for in an individual match and the decision of the referee panel deems the bout to be a draw (Hikiwake) an extension of the bout (Encho-Sen) will take place. The duration of an Extension will be 1 (one) minute.
- b)** Should a referee not call *Hantei* when required to do so (and no other official brings this to the attention of the said Referee) and proceeds with Encho-Sen, on realising what has happened Encho-Sen must immediately be stopped and the bout returned to the point where *Hantei* should have been called for. Anything awarded during the course of that Encho-Sen is invalid and must be deleted (but the record of the amendment must be kept).
- c)** The extension will be decided on a first to score basis (sudden death) or if a penalty is awarded against one of the competitors.
- d)** If there is still no increase in the score total for either competitor and/or if no penalties have been awarded by the end of the extended period, a decision must be taken by the Referee panel based on both the bout proper and the extension period. At this stage each member of the Referee panel must decide either for Aka or Ao, Hikiwake is not an option.

- e) All awards and penalties in the bout proper are carried into and included in Encho-Sen.

**Art 3.5: Victory or Defeat**

- a) Victory or defeat shall be awarded on the basis of Sanbon, victory by majority decision, defeat due to foul, disqualification or retirement.

**Art. 3.6: Scoring**

- a) No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor and a warning or penalty may be imposed against the offender.
- b) Children's Kumite (6-13yrs): There shall be no contact to the head permitted.
- c) Cadet's Kumite (14-17yrs): Light and very controlled contact to the head is permitted and scoring criteria applies.
- d) In all age groups: Any contact that results in injury will warrant a warning or a penalty.

**3.6.1** Scores shall be as follows:

- a) Ippon (one point).
- b) Waza-ari (one half point).

**3.6.2** The scoring areas shall be limited to the following:

- a) Head
- b) Face
- c) Neck
- d) Abdomen
- e) Chest
- f) Side
- g) Back (excluding shoulders).

**3.6.3** An effective technique delivered simultaneously as the Time-up bell signals the end of the bout, shall be counted into the score.

**3.6.4** Simultaneous effective scoring techniques delivered by both contestants, the one on the other (Aiuchi) shall not score.

**3.6.5** **Jogai:** For Jogai to occur a contestant's foot or any other part of the body must touch the floor outside the fighting area, an exception to this is when the contestant is physically pushed or thrown from the area by the opponent.

**3.6.6** A scoring technique delivered by a contestant whilst outside the fighting area shall be invalid.

- 3.6.7** The point at which “YAME” should have been called is helpful in determining if Jogai has occurred.
- a) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and then steps outside of the area, the technique shall score, Jogai will not be recorded against Aka.
  - b) If a contestant (Aka), whilst inside the fighting area delivers a technique that does not score and who then steps outside of the area, Jogai will be recorded against Aka.
  - c) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Ao steps outside of the area after it has scored, the technique shall score and Jogai shall not be recorded against Ao.
  - d) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Ao has stepped out or steps outside the fighting area as Aka’s technique is delivered, the technique shall score and Jogai shall be recorded against Ao.

**3.6.8 Criteria for deciding Ippon and Waza-ari.**

An Ippon is awarded when a scoring technique is performed to a scoring area and fulfils all of the following criteria:

- a) **Good form** (a technique with probable effectiveness).
- b) **Correct attitude** (a non-malicious delivery of technique).
- c) **Strong vigour** (power, speed and controlled delivery of technique with the purpose of succeeding).
- d) **Zanshin** (a continued state of awareness and commitment).
- e) **Proper timing** (carrying out a technique at the optimum moment in time to achieve the greatest result).
- f) **Correct distance** (carrying out a technique at the most effective distance to achieve the greatest potential effect).

**3.6.9 *An Ippon is awarded*** for effective scoring techniques delivered under the following conditions:

- a) When delivered to a scoring area at the same time as an opponent begins to attack.
- b) When delivered to a scoring area immediately the opponent is unbalanced or thrown by the attacker.
- c) When a combination of successive and effective techniques (each of which merit a score in their own right), are delivered to the scoring area(s).
- d) When the opponent loses their fighting spirit and turns away from the attacker.
- e) When delivered to a scoring area on the opponent that is clearly undefended.

**3.6.10** *A Waza-ari is awarded for* a technique almost comparable and only *slightly* deficient in that which is required to score Ippon. The Referee Panel must always look for the full requirements of Ippon in the first instance and only award a Waza-ari in the second instance.

### **Art. 3.7 Criteria for Hantei (Decision)**

#### **3.7.1 Individual Match:**

The Centre Referee calls Hantai:

- a) When an individual match ends in equal scores or there are no scores.
- b) When Aka scores the equivalent of one Waza-ari greater than Ao, but also incurs one Chui more than Ao during the bout. The decision in this case may result in Kachi for Aka or Hikiwake (Draw) at this stage.
- c) If the decision is Hikiwake then an Encho-Sen is called and the bout is extended by 1 more minute.
- d) In encho-Sen the first to score will be the winner.
- e) If after Encho-Sen there is still no additional score, Hantei will be called and the decision of the refereeing panel will be the competitor with one Waza-ari more.

#### **3.7.2 Team Match:**

- a) When an individual bout ends with equal scores or no score (the bout will be deemed a draw)
- b) When a contestant (Aka) scores the equivalent of one Waza-ari greater than Ao, but also incurs one Chui more than Ao, the Referee will call for Hantei. The result will be a win for Aka or Hikiwake.
- c) The Rules for an individual match above will apply to the "Extra Bout" to ensure the winning team.

**3.7.3** The Referee Panel will make a decision (Hantei) on the basis of the following:

- a) The number of Waza-ari's / Ippons scored.
- b) The number of warnings issued and to whom.
- c) The number of escapes from the fighting area.
- d) The number of attacking moves.
- e) The ability and skill of the contestants.
- f) The comparative excellence in fighting spirit, attitude and vigorous application.
- g) The comparative excellence of strategy used.
- h) Fair play.

### **Art. 3.8 Prohibited Actions**

- a) Uncontrolled attacks (whether they make contact or not).
- b) Techniques which make excessive contact, regarding the scoring area(s) attacked.
- c) Attacks to the arms, legs, joints and insteps.
- d) Attacks to the groin.
- e) Attacks with open-handed techniques to the face, Empi Uchi, Hiza Geri, and Atama Uchi.
- f) Attacks, which make contact with the throat.
- g) Purposeless grabbing.
- h) Dangerous throws.

### **Art. 3.9: Prohibited Behaviours**

- a) Failure to comply with the orders of the Referee.
- b) Time-wasting, including deliberately stepping into jogai and avoiding combat.
- c) Any unsporting behaviour such as verbal abuse, provocation or needless utterances.
- d) Any behaviour likely to bring Karate into disrepute (this includes coaches and manager or anybody connected with the contestant) may result in Shikkaku for the offender.
- e) Lack of regard for the contestant's own safety (Mubobi).
- f) Exaggerated actions and/or reactions (i.e. faking of injury).

### **Art. 3.10: Warnings & Penalties**

- a) There are three categories of warning/penalty: Atenai, Jogai and Mubobi.
- b) There will be no cross-accumulation of warnings.
- c) Warnings must be increased with repeated infractions of the same rule type.

#### **3.10.1 Prohibited Actions & Behaviours**

**a) ATENAI: (Initial Warning, No penalty).**

This is imposed for the first minor infraction of the Rules and carries No Penalty.

**b) HANSOKU CHUI: (Final Warning, No Penalty).**

This is imposed for any infraction of the rules for which Atenai has already been given. It can be directly imposed and carries No Penalty.

**c) HANSOKU: (Disqualification, Penalty Imposed)**

This is imposed for a serious infraction of the rules for which Atenai or Chui may have already been given or for a very serious infraction of the rules such as failing to obey the commands of the referee, for bringing the honour and

prestige of Karate do into disrepute or when a contestant becomes over-excited and the Referee considers him to be a danger to their opponent. It can be directly imposed. A penalty of disqualification of the contestant is imposed and the opponent's score is raised to Sanbon.

**d) SHIKKAKU: (Disqualification from the tournament, Penalty Imposed).**

This may be imposed for malicious acts, for failing to obey the commands of the referee, for bringing the honour and prestige of Karate do into disrepute or when other acts are considered to violate the rules and the spirit of the tournament. **It can be directly imposed.** A **penalty** of disqualification from the tournament is imposed. Karate Ireland Ex. Com. can decide the level of Shikkaku and a public announcement will be made.

**3.10.2 Jogai: (Unauthorised exit from the fighting area)**

- a) **JOGAI:** (Initial Warning, No penalty).
- b) **JOGAI CHUI:** (Final Warning, No Penalty), this is imposed after the second escape.
- c) **JOGAI HANSOKU:** (Disqualification, Penalty Imposed) this is imposed after the third escape.

**3.10.3 Mubobi (Lack of regard for one's own safety)**

- a) **MUBOBI:** (Initial Warning, No penalty).
- b) **MUBOBI CHUI:** (Final Warning, No Penalty). This is imposed for the second infringement.
- c) **MUBOBI HANSOKU:** (Disqualification, Penalty Imposed). This is imposed for the third infringement.

## **Chapter 4: ROTATION TEAM SANBON KUMITE**

In principle, the rules are the same as for SHOBU SANBON INDIVIDUAL and the mirror system will be used to adjudicate each match.

### **Art. 4.1 Categories Allowed**

**4.1.1** Only contestants who are aged 9 years and older will be able to compete in Team Rotation Kumite. The rules are the same as for SHOBU SANBON INDIVIDUAL, but with some modifications.

### **Art. 4.2: Duration of Matches**

**4.2.1** The duration of each Kumite Team Rotation match will be 6 minutes running time.

**4.2.2** The clock will stop only when the Referee requests "Time".

### **Art. 4.3 The Rotation Team members**

**4.3.1** The team spirit imposes that every contestant must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).

**4.3.2** If at the end of the match (after 6 minutes), one or more of the contestants has not fought, the team involved will be disqualified (Hansoku).

**4.3.3** Each team may have only one reserve, who may be substituted for an injured contestant or if the coach requires. However, this substitution may only be made in the next round.

### **Art. 4.4 Criteria for deciding the winning team**

**4.4.1** Has all 3 members of each team fought for at least 15 seconds?

**4.4.2** There will be no limit to the number of points that may be scored.

**4.4.3** Each team may score as many points as its contestants are capable of, during the 6 minutes.

**4.4.4** The winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes of time.

**4.4.5** However, if one of the teams reaches an advantage of "6 points" (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), it will be declared the winner.

#### **Art. 4.5 Tie in Rotation Team**

- 4.5.1** If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.
- 4.5.2** If the tie persists, there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 contestant from their team to initiate the extension. This contestant may be substituted after the extension has begun.
- 4.5.3** The penalties imposed in the normal time will be carried into the extension.
- 4.5.4** If, after the Encho-Sen, a tie still persists, the Referee will call for "HANTEI" and the Referee, the Mirror Judge and the Arbitrator must vote for either Aka or for Ao. This will decide the winning team.

#### **Art. 4.6 Substitutions in Rotation Team**

- 4.6.1** One extra-judge will be used for Rotation Team; he/she will be positioned out of the tatami on the opposite side of the Administration Table having 2 flags (AKA and AO).
- 4.6.2** During the 6 minutes of the match, the coaches may make as many substitutions between the 3 contestants, who compose the team, as they desire at any time. A contestant who has already been replaced may come back to fight again in the same round and whenever requested during the match.
- 4.6.3** The contestant who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him onto the Tatami.

#### **Art. 4.7 Rotation Team Substitution Procedure**

- 4.7.1** The coaches will have to sit down in identified chairs placed on either side of the extra-judge.
- 4.7.2** Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.
- 4.7.3** When the Coach intends to make a substitution s/he must request "CHANGE" towards the extra-judge.
- 4.7.4** The Extra -Judge must validate the request and ensure (checking the indication of the official scoring screen) that there is at least 15 seconds between changes.



- 4.7.5** The, Extra -Judge by the use of a whistle and the command “Change”, will indicate to the Referee that a change is required and to allow a substitution.
- 4.7.6** When the Referee decides to stop the match and allow the substitution, the substitution will have to be made in a maximum of 3 seconds. If the change exceeds this 3 sec, the Referee will restart the match, refusing the substitution. Also he could penalize the team involved for time wasting.
- 4.7.7** When a substitution occurs, the opponent will have to fight for at least another 15 seconds before s/he may also be substituted.
- 4.7.8** Both contestants cannot be substituted at the same time. The Extra -Judge must be very attentive as to which team was first to request a change.
- 4.7.9** Substitutions cannot be made in the last 20 seconds of the match.

#### **Art. 4.8 Penalties in Rotation Team**

- 4.8.1** All the penalties incurred by the contestants in a team will be carried forward and added to any incurred by the substitute in the same round.
- 4.8.2** Example: If a contestant is penalized with CHUI for excessive contact, the contestant who comes onto the Tatami as the substitute will automatically have the CHUI penalty of the previous contestant and any penalties s/he incurs will be added to this. This will continue through all the substitutions in that match.
- 4.8.3** In a team match, if a contestant is penalized with HANSOKU (the whole team will be disqualified).
- 4.8.4** In a team match, if a contestant is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament. Before applying the SHIKKAKU penalty the Referee will have to consult the Chief Referee and the Referee Commission.

## CHAPTER 5: Children's Kumite

- Children's Kumite rules is specifically for children aged between 6 and 13 years of age.
- Individual and team match events are run on an elimination basis unless Karate Ireland Ex. Com decides otherwise.
- In principle, Children's Kumite has the same rules as Kumite Sanbon. However, there are some differences in time duration, allowed protections, the level of contact and in Forbidden Techniques.

### **Art. 5.1 *General Matters in Childrens' Kumite***

- a) The Individual Match is decided by either "Shobu Nihon or Sanbon". The competitors try to score 2 Ippon (4 Waza-ari of combination equal to 2 Ippon).
  - Karate Ireland ExCom may change this to 3 ippon or 6 Waza-ari or a combination equal to 3 Ippon before their opponent, within the time limit.
- b) There will be separate events for males and females. Each event will be subdivided as decided by Karate Ireland Ex. Com.
- c) In Children's Kumite, the Mirror system will be used to adjudicate each match.
- d) Warnings and Penalties in Childrens' Individual Kumite are as specified in Kumite Sanbon.

### **Art. 5.2 *Duration of each individual match in Childrens' Kumite***

- a) In Children's Kumite, the duration of each individual match is 2 minutes (effective time).
- b) Before the Tournament the Karate Ireland Ex. Com can modify the duration of the Matches.

### **Art. 5.3 *Protective Equipment in Childrens' Kumite***

- a) **Compulsory protections:** Gumshield, Mitts and Chest protectors (for females aged 10 yrs and older) and Groin Guards for males aged 10 years and older.
- b) **Allowed protections:** Shin protector, Groin protector (Males under 10 years of age) and Chest Protector in girls under 10 years of age).

### **Art. 5.4 *Scoring in Childrens' Kumite***

- a) A punch or kick that is up to 5 centimetres from the face, head, or neck and which the opponent makes no attempt to block or avoid will be scored, provided the technique meets the other 5 criteria for Ippon or Waza-ari.

**Art. 5.5 Contact and Forbidden Techniques in Children's' Kumite**

- a) Any excessive contact to any part of the body that causes even a minor injury will result in a warning or penalty for the offender.
- b) A "Light" touch by the hand or foot to the head that does not cause injury, will not score and may be penalised.
- c) Purposeless grabbing, grappling or dangerous throws are forbidden.
- d) Nage techniques such as Ashi Barai are forbidden unless followed up by a valid technique.

## **CHAPTER 6: KUMITE SHOBU IPPON**

- Kumite Shobu Ippon is specifically for competitors aged 14 years and older.
- Individual and team match events are run on an elimination basis unless Karate Ireland Ex. Com decides otherwise.

**Art 6.1 Types of Match**

The types of match shall be as follows:

**6.1.1 Individual Match**

The individual match is decided by "Shobu Ippon". "Shobu Ippon", a one point match, is a match where the participants try and score one point (or 2 waza-ari) before their opponent does within the permitted time.

**6.1.2 Criteria for deciding the winner of an individual match is as follows:**

- a) The first person to reach Ippon.
- b) Hansoku, Shikkaku or Kiken given against an opponent.
- c) Hantei.
- d) Sai Shiai

**6.1.3 Team Ippon Match**

- a) All members of a team that line-up for a team match must fight in that match. Failure to fight or bring Karate-do into disrepute will result in the individual and the team being disqualified from that event and/or the tournament.
- b) An individual BOUT is a discrete stage within a Team Match as part of a Team Contest.
- c) The number of persons comprising a team (male or female), shall be 3 + 1 reserve. A team will be allowed to participate only when it comprises a minimum of two competitors.
- d) Before each team match, a team representative (the Coach), must hand to the official table, an official form detailing the names and fighting order of the team members.

- e) The fighting order can be changed for each round but once notified, it cannot then be amended. Use of a reserve constitutes a change in fighting order – there are no fixed reserves.
- f) In the absence of a new team line-up being handed to the official table prior to the match beginning, the existing line-up will remain in force, even if the team competed on a different tatami in the previous round.

**6.1.4** A team will be disqualified if:

- a) It does not line-up according to the most recent listing held by Karate Ireland and/or
- b) Any of its members or its coaches change the team's composition or fighting order without written notification handed to the official table prior to the match.
- c) Bouts between individual members of each team shall be held in the predetermined order.
- d) The winner of a team match will be decided on the outcome of the individual bouts

**6.1.5** The criteria for deciding the winner of a team match, on the basis of the number of winners of individual bouts, is as follows:

- a) The number of wins each team has.
- b) The number of Ippons each team has
- c) The number of Waza-aris (of the winner only).
- d) Sai Shiai (New extra Match)

**6.1.6** Victory through a foul, disqualification or retirement of the opponent shall be counted as Ippon in both team and individual bouts. The loser will still hold onto his/her scores awarded during the bout.

## **Art. 6.2: Starting, Suspending and Ending Matches**

### **6.2.1 Starting the match:**

At the start of a Ippon Kumite team match, the Referee stands on the outside edge of the fighting area. On his left and right sides stand the Judges. The Referee will call both teams (only the actual fighters, not the substitutes or coach), to line up in order, properly composed and proceed to initiate the formal exchange of bows by both contestants and officials (Shomen Ni Rei - Otagai ni Rei). The Referee will then take one step back, the Judges will turn inwards towards the Referee and all bow together. The match shall start with the announcement by the Referee of "Shobu Ippon Hajime" and the bout will then commence.

### **6.2.2 Suspending the match:**

The Referee shall suspend the match by using the appropriate gesture as defined in Appendix I. and calling “Yame.” When resuming the match, the Referee will announce “Tsuzukete Hajime”.

### **6.2.3 Ending the match:**

The time keeper shall give signals by a gong or buzzer indicating Atoshi baraku (30 seconds left, or a little time to go), using one sharp blast. Time-Up signal shall have two long blasts of the signalling equipment. . At “time-up” the Referee will halt the match and announce “Soremade”. He will then check the score, announce the decision and award the contest to the winner, or calls Hantei. The Referee shall end the match with the formal exchange of bows by the contestants and Referee Panel (Otagai ni Rei - Shomen ni Rei) and at that stage the match is deemed to be over.

### **Art 6.3: Duration of a Match**

- a) The duration of each individual bout in the team match shall be two (2) minutes 'Running Time. The clock will only stop when the Referee requests it.

### **Art. 6.4: Sai Shiai (New extra match)**

- a) Where Hantei is called for in an individual match and the result is deemed to be a draw, there will be a new match (Sai Shiai).
- b) The winner of this new match shall be the competitor with the highest score gained only in the Sai Shiai.
- c) All previous awards and warnings are NOT carried into Sai Shiai.
- d) If there is still no score for either competitor by the end of the bout, a decision must be taken by the Referee and the four corner judges based on the Sai Shiai only.

### **Art 6.5: Victory or Defeat**

- a) Victory or defeat shall be awarded on the basis of Ippon, victory by decision, defeat due to foul, disqualification or retirement.

### **Art. 6.6: Scoring.**

- 6.6.1** No point shall be awarded if the competitor injures his opponent, even if the injury is only very minor and a warning or penalty will be imposed against the offender.
- 6.6.2** *Cadet's Kumite (14-17yrs):* Light controlled skin touch contact to the head is permitted, scoring criteria applies. A warning or penalty will be given if there is any contact to head that results in an injury.
- 6.6.4** Scores shall be as follows:
  - a) Ippon (one point).
  - b) Waza-ari (one half point).

**6.6.5** The scoring areas shall be limited to the following:

- a) Head
- b) Face
- c) Neck
- d) Abdomen
- e) Chest
- f) Side
- g) Back (excluding shoulders)

**6.6.6** An effective technique delivered simultaneously as the Time-up bell signals, shall be counted into the score.

**6.6.7** Simultaneous effective scoring techniques delivered by both contestants, the one on the other (Aiuchi) shall not score.

**6.6.8** Jogai: For Jogai to occur a contestant's foot or any other part of the body must touch the floor outside the fighting area, an exception to this is when the contestant is physically pushed or thrown from the area by the opponent.

**6.6.9** A scoring technique delivered by a contestant whilst outside the fighting area shall be invalid.

**6.6.10** The point at which "YAME" should have been called is helpful in determining if Jogai has occurred.

- a) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and then steps outside of the area, the technique shall score.
- b) If a contestant (Aka), whilst inside the fighting area delivers a technique that does not score and who then steps outside of the area, Jogai will be recorded against Aka.
- c) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Ao steps outside of the area after it has scored, the technique shall score and Jogai shall not be recorded against Ao
- d) If a contestant (Aka), whilst inside the fighting area delivers a scoring technique and Ao has stepped out or steps outside the fighting area as Aka's technique is delivered, the technique shall score and Jogai shall be recorded against Ao.

**6.6.11 Criteria for deciding Ippon and Waza-ari.**

An Ippon is awarded when a scoring technique is performed to a scoring area and fulfils all of the following criteria:

- a) **Good form** (a technique with probable effectiveness).
- b) **Correct attitude** (a non-malicious delivery of technique).
- c) **Strong vigour** (power, speed and controlled delivery of technique with the purpose of succeeding).
- d) **Zanshin** (a continued state of awareness and commitment).
- e) **Proper timing** (carrying out a technique at the optimum moment in time to achieve the greatest result).
- f) **Correct distance** (carrying out a technique at the most effective distance to achieve the greatest potential effect).

**6.6.12** Effective scoring techniques delivered under the following conditions shall be considered as an Ippon:

- a) When delivered to a scoring area at the same time as an opponent begins to attack.
- b) When delivered to a scoring area immediately the opponent is unbalanced or thrown by the attacker.
- c) When a combination of successive and effective techniques (each of which merit a score in their own right), are delivered to the scoring area(s).
- d) When the opponent loses their fighting spirit and turns away from the attacker (**Mubobi**).
- e) When delivered to a scoring area on the opponent that is clearly undefended.

**6.6.13** A Waza-ari is awarded for a technique almost comparable to an Ippon BUT is deficient in one of the criteria that is required to score Ippon. The Referee Panel must always look for the full requirements of Ippon in the first instance and only award a Waza-ari in the second instance.

## **Art. 6.7: Criteria for Hantei (Decision)**

### **6.7.1 Individual Match:**

Hantei shall be called for in the absence of:

- a) Ippon.
- b) Hansoku (defeat due to disqualification) during the time of the match.
- c) Shikkaku (disqualification and banned from the event), during the time of the match.
- d) Kiken (withdrawal or retirement), during the time of the match.
- e) When an individual match ends in equal scores or no scores.

### **6.7.2 Team Match:**

- a) When an individual bout, in a team match, ends with equal scores or no score the Referee will call for Hantei.

- b) When a contestant (Aka) scores the equivalent of one Waza-ari greater than Ao, but also incurs one Chui more than Ao, the Referee will call for hantei. The result may be a win for Aka or Hikiwake.
- c) The Rules for an individual bout will apply to the Sai Shiai (new Extra Bout) to ensure the winning team.

**6.7.3** The Referee Panel will make a decision (Hantei) on the basis of the following:

- a) Whether there has been Waza-ari.
- b) The number of warnings and to whom.
- c) The number of escapes outside the Match area.
- d) The comparative excellence in the fighting attitude.
- e) The ability and skill.
- f) The degree of the vigour and fighting spirit.
- g) The number of attacking moves.
- h) The comparative excellence in the strategy used.
- i) Fair play.

**Art. 6.8: Prohibited Actions**

- a) Uncontrolled attacks (whether they make contact or not).
- b) Techniques, which make excessive contact, having regard to the scoring area(s) attacked.
- c) Attacks to the arms, legs, joints and insteps.
- d) Attacks to the groin.
- e) Attacks with open-handed techniques to the face, Empi Uchi, Hiza Geri, and Atama Uchi.
- f) Attacks, which make contact with the throat.
- g) Purposeless grabbing.
- h) Dangerous throws.
- i) A contestant who is disqualified a second time for causing injury to an opponent cannot fight again in this tournament.

**Art. 6.9 Prohibited Behaviours**

- a) Fail to comply with the orders of the Referee.
- b) Time-wasting.
- c) Any unsporting behaviour such as verbal abuse, provocation or needless utterances.
- d) Any behaviour likely to bring Karate into disrepute (this includes coaches and manager or anybody connected with the contestant) may result in Shikkaku for the offender and/or team.
- e) Lack of regard for the contestant's own safety (Mubobi).
- f) Exaggerated actions and/or reactions (i.e. faking of injury).



## Art. 6.10: Warnings & Penalties

- a) There are three categories of penalty: Actions & Behaviours, Jogai and Mubobi.
- b) There will be no cross-accumulation of warnings.
- c) Warnings must be increased with repeated infractions of the same rule type.

### 6.10.1 Prohibited Actions and Behaviours

- a) **ATENAI:** (Private Warning, No penalty).  
This is imposed for the first minor infraction of the Rules and carries No Penalty
- b) **HANSOKU CHUI:** (Official Warning, No Penalty).  
This is imposed for any infraction of the rules for which Atenai has already been given. It can be directly imposed and carries No Penalty.
- c) **HANSOKU:** (Disqualification, Penalty Imposed)  
This is imposed for a serious infraction of the rules for which Atenai or Chui may have already been given or for a very serious infraction of the rules such as failing to obey the commands of the referee, for bringing the honour and prestige of Karate-do into disrepute or when a contestant becomes over-excited and the Referee considers him to be a danger to their opponent. **It can be directly imposed.** A **penalty** of disqualification of the contestant is imposed and the opponent's score is raised to Ippon.
- d) **SHIKKAKU:** (Disqualification from the tournament, Penalty Imposed).  
This may be imposed on competitors, coaches or managers for malicious acts, for failing to obey the commands of the referee, for bringing the honour and prestige of Karate-do into disrepute or when other acts are considered to violate the rules and the spirit of the tournament. **It can be directly imposed.** A **penalty** of disqualification from the tournament is imposed. The Karate Ireland Ex. Com. can decide the level of Shikkaku and a public announcement will be made.

### 6.10.2 Jogai:

- a) **JOGAI:** (Private Warning, No penalty). Imposed after the first escape.
- b) **JOGAI CHUI:** (Official Warning, No Penalty). This is imposed after the second escape. A contestant, if they have no previous Jogai warning, who escapes the tatami after Atoshi Baraku will be given Jogai Chui directly.
- c) **JOGAI HANSOKU:** (Disqualification, Penalty Imposed). This is imposed after the third escape.

### 6.10.3 Mubobi

- a) **MUBOBI:** (Private Warning, No penalty). Imposed after the first infringement.
- b) **MUBOBI CHUI:** (Official Warning, No Penalty). This is imposed for the second infringement.
- c) **MUBOBI HANSOKU:** (Disqualification, Penalty Imposed). This is imposed for the third infringement.

## CHAPTER 7: KATA CONTEST RULES

### Art. 7.1: Tournament Area

- a) The tournament area must be flat and devoid of hazard.
- b) It must be of suitable size to allow the kata to be performed without restriction.
- c) Sprung wooden flooring is preferred But Kumite Tatami Mats are allowed for all other surfaces.

### Art. 7.2: Outfits and Presentation

- a) Contestants, coaches and Officials shall wear their uniform as specified by Karate Ireland in this Rule Book.

### Art. 7.3: Types of Kata Match

There are two types of Kata Match:

- a) **Individual Kata:** where contestants compete against each other in separate male and female sections subdivided by Age and Belt Grade.
- b) **Team Kata:** where three contestants in unison compete against other similar teams in sections subdivided by age.
  - All Kata team will be Rengokai (mixed styles) subdivided by age.
  - With exception to Parent and Child Team kata, competitors can step up to the age group above them to compete in a team but they will forego competing in another Kata team of their own age group.
  - With exception to Parent and Child Team Kata, the number of persons comprising a Kata Team shall be 3.
  - Kata teams can be mixed males and females subdivided as specified by Karate Ireland Ex. Com.
  - They shall start and finish in a triangular formation, lead member to the front facing the Centre referee.
  - All three members shall perform the same kata. The performance must be synchronised.
- c) Both types of match will use the points scoring system with the winner being the contestant or team with the highest score.

- d) Karate Ireland Ex. Com. may choose to use the Flag System. In this case each team will be allocated a belt colour of Aka or Ao.

#### **Art. 7.4: Judging**

- a) A Kata contest will be judged by a Judging Panel consisting of a Centre Referee and either four or two corner Judges.
- b) The Judging Panel will be appointed by Karate Ireland Referee Commission.
- c) Competitors will demonstrate kata from one of the recognised Karate Ireland styles.
- d) The Judging Panel will consist of specific style qualified officials in the first instance and
- e) suitably qualified and belt graded officials appropriate to the level of the event being judged.
- f) Senior grade kata categories (3<sup>rd</sup> Kyu – Dan Grade) should be judged by 5 judges of an appropriate dan grade ranking.
- g) The Kata contest will be run under the instruction of the Centre Referee.
- h) Scorekeepers and Caller Announcers will be appointed to each Tatami by Karate Ireland Ex. Com.

#### **Art. 7.5: Starting and Finishing Kata Matches**

##### **7.5.1 Starting the Kata Match**

- a) Competitors must advise the Central Referee before each round the name of the Kata they will perform.
- b) The Name of the Kata for each round must be recorded onto the Official Score Sheet and its validity checked by the Central Referee.
- c) When called upon by the Caller Announcer each competitor or team will proceed inside the match area, bow to the Centre Referee and will announce the name of the Kata to be performed to the Judging panel.
- d) The Centre Referee will clearly repeat the name of the Kata to be performed.
- e) The competitor(s) will then commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.

##### **7.5.2 Finishing the Kata Match**

- a) Once the Kata has been completed, the Referee shall call Hantei (by means of a whistle), for the corner Judges' decisions. All scoreboards will be raised simultaneously. The Caller-Announcer will call out the scores given, with the score of the Centre Referee first and going in a clockwise direction at all times announcing all the scores of the corner Judges.
- b) The Administration Table Official and the Scorekeeper shall record the announced scores on separate Official Record Sheets and will separately calculate the final score as follows:
  - Seven Scores – delete the highest and lowest and add all the remainder.

- Five Scores - delete the highest and lowest and add all the remainder.
  - Three scores – Keep all the scores.
- c) After checking that the scores are correct, the Caller-Announcer shall announce the total score.
- d) After the score has been announced and recorded the Centre Referee will give a signal (by means of a short sharp whistle blast) to the Corner Judges to lower their scoreboards.
- e) The competitor or team will bow to the Referee and leave the match area.

## **Art. 7.6 Individual Kata Categories**

**7.6.1 Childrens' Individual Kata:** There will be separate Individual Kata competition for males and females and will be subdivided by Age groups and by Belt Grade.

**7.6.2 Cadets' Individual Kata:** There will be separate Individual Kata competition for males and females and will be subdivided by Age groups and by Belt Grade.

**7.6.3 Seniors' Individual Kata:** There will be separate Individual Kata competition for males and females and will be subdivided by Belt Grade.

**7.6.4 Veterans' Individual Kata:** There may be separate Individual Kata competition for males and females aged 36 Years + and will be Open Belt Grade.

**7.6.5 Special Needs Kata:** There will be Individual Kata competition for males and females and will be Open Belt Grade.

**7.6.6 For all age groups (9<sup>th</sup> – 7<sup>th</sup> Kyu):**

**White/Yellow/Orange Belt Grades** will perform the following Kata in each Round:

<b>1<sup>st</sup> Round</b>	-	<b><i>This Round will be Omitted</i></b>
2 <sup>nd</sup> Round	-	As per Karate Ireland 1 <sup>st</sup> Round Kata List
3 <sup>rd</sup> Round (Final)	-	As per Karate Ireland 1 <sup>st</sup> Round Kata List and can repeat the same kata

**7.6.7 For all age groups (6<sup>th</sup> – 4<sup>th</sup> Kyu):**

**Green/Blue/Purple Belt Grades** will perform the following Kata in Each Round:

- 1<sup>st</sup> Round** - ***This Round will be Omitted***
- 2<sup>nd</sup> Round** - As per Karate Ireland 1<sup>st</sup> Round Kata List
- 3<sup>rd</sup> Round (Final)** - As per Karate Ireland 1<sup>st</sup> Round Kata List and cannot repeat the same kata

**7.6.8 For all age groups (3<sup>rd</sup> Kyu – Dan Grade):**

**Brown & Black Belt Grades** will perform the following Kata in each Round:

- 1<sup>st</sup> Round** - As per Karate Ireland's 1<sup>st</sup> & 2<sup>nd</sup> Round Kata List.
  - 2<sup>nd</sup> Round** - As per Karate Ireland's 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> Round Kata List.
  - 3<sup>rd</sup> Round (Final)** - As per Karate Ireland's 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> Round Kata List.
- Once performed a Kata cannot be repeated, even In the event of a Tie situation.

**Art. 7.7 Team Kata**

**7.7.1 Parent and Child Team Kata**

- a) A minimum of 2 competitors can make up a Parent and Child team.
- b) With exception to Parent and Child Team Kata, competitors can compete in only one Kata Team event.

**7.7.2 Childrens' Team Kata:**

- a) There will be separate Children's Team Kata for male and for female competitors subdivided by age.
- b) Each team will be open Belt Grade.

**7.7.3 Cadets' Team Kata:**

- a) There will be separate Cadet's Team Kata for male and for female competitors aged between 14 - 17 years.
- b) Each team will be open belt grade.

**7.7.4 Senior Team Kata:**

- a) There will be separate Senior Team Kata for male and for female competitors aged 18 years +
- b) Each team will be open belt grade.

#### **7.7.5 Veteran Team Kata:**

- a) There may be separate Veteran Team Kata for male and for female competitors aged 36 years +
- b) Each team will be open belt grade.

### **Art. 7.8 Rounds in Kata Competition**

**7.8.1 1<sup>st</sup> Round :** There will be no limitations as to the number of competitors that can compete in this round. However, a maximum of the 12 highest scoring competitors will go through to the 2<sup>nd</sup> Round.

- In the 1st Round, Referees will award a score of between 5.0 to 7.0
- If there are less than 12 entries in the first round, then that round can be omitted. If the 1<sup>st</sup> Round is omitted, the event will become a two round event.
- The 1st Round will be omitted in all 9<sup>th</sup> – 4<sup>th</sup> Kyu Kata Categories.

**7.8.2 2<sup>nd</sup> Round:** A Maximum of 12 competitors will be allowed into this 2<sup>nd</sup> Round. However, only a maximum of the 6 highest scoring competitors will go through to the Final Round.

- In the 2nd Round, Referees will award a score of between 6.0 to 8.0
- The order in which each competitor competes in the 2<sup>nd</sup> Round will be in the same order as in the list for the 1<sup>st</sup> round.

**7.8.3 3<sup>rd</sup> Round (Final):** A Maximum of 6 competitors will be allowed in the Final Round.

- In the Final Round, Referees will award a score of between 7.0 to 9.0
- The order in which each competitor competes in the 2<sup>nd</sup> Round will be in the same order as in the list for the 1<sup>st</sup> round.

#### **7.8.4 Deciding the winner**

- The winner will be the competitor who achieves the highest score in the final round.

### **7.9 Tied Results:**

- a) **In any Round:** In the event of a tie, the MINIMUM score from the remaining 3 (5) scores will be added to the total for that Round.
- b) If the tie persists, then the MAXIMUM score from the remaining 3 (5) scores will be added to the total for that Round.
- c) In the event of a continuing tie, the contestants must select and perform a further Kata from the designated Kata schedule for that Round which has not already been performed. However, competitors in the Categories including 9<sup>th</sup> – 4<sup>th</sup> Kyu will be allowed to repeat a kata that has been performed in an earlier round.

- d) If, after performing the additional kata the tie persists, the minimum score from the remaining 3 scores, obtained in this additional kata, will be added to the total.
- e) In the case of a continuing tie, the maximum score from the remaining 3 scores, obtained in this additional kata, will be added to the total.
- f) If there is still no clear winner, a decision (Hantei) must be taken by the Panel of Judges (based on the last Kata performed). The Centre Referee and all the Judges will use flags to determine the winner (based only on the last Kata performed).

#### **Art. 7.10 Criteria for Decision**

Kata performance will be judged on the following criteria:

- a) Control of power (Kime).
- b) Proper Focus, Awareness and concentration (Zanshin).
- c) Correct Stances.
- d) Stability and balance.
- e) Control of Breathing.
- f) Kiai (Only in Kata where Kiai is compulsory).
- g) Control of speed and rhythm.
- h) Show proper understanding of the Kata Bunkai.
- i) Kata sequence and direction of movements (Enbusen)
- j) Coordination.
- k) Control of tension and contraction.
- l) Understanding Kata technique.
- m) Karate spirit.
- n) Pauses.
- o) Hara (Foot positioning).
- p) Degree of Technical Difficulty of the kata being performed.
- q) Embusen

#### **Art. 7.11 Scoring**

**7.11.1** Points will be deducted from competitors score as follows:

- a) 0.1 shall be deducted for a quickly remedied momentary hesitation.
- b) 0.2 shall be deducted for a momentary, but discernible pause.
- c) 0.1 - 0.2 shall be deducted for a momentary slight imbalance.
- d) 0.1 for a lack of Kiai (Only if Kiai is compulsory for that kata)
- e) 0.1 - 0.2 for lack of synchronisation.

**7.11.2** Contestants will be disqualified as follows:

- a) If the wrong Kata is performed.
- b) If the Kata is stopped for more than 5 seconds.
- c) If the contestant loses balance completely and/or falls over.

## **Appendix 1: The Terminology**

***Shobu Ippon / Nihon / Sanbon Hajime:*** Start the Match. The Referee stands on the official line.

***Shobu Hajime:*** Start the extended Match. The Referee stands on the official line.

***Yame:*** Temporary halt of Match. The Referee chops downwards with one hand. The timekeeper stops the clock.

***Waza-ari:*** Half point. The Referee extends his arm slightly downwards to the side towards the relevant contestant (Aka or Ao).

***Ippon:*** One point. The Referee extends his arm higher than his shoulder, towards the relevant contestant (Ao or Aka).

***Awasete Ippon:*** Two Waza-ari recognised as one Ippon. The Referee extends his arm higher than his shoulder, towards the relevant contestant (Aka or Ao).

***Atenai:*** Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.

***Chui:*** Official warning. The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.

***Hansoku:*** Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.

***Jogai:*** Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.

***Mubobi:*** Warning for lack of regard for one's own safety. The Referee points one index finger in the air at a 60 degree angle on the side of the offender creating a small circle.

***Yowai:*** Technique too weak. The referee displays an open hand descending downwards.

***Maai:*** Bad distance, scoring area out of range. The Referee displays both hands opened towards each other, parallel to the floor, and about 6 inches apart.

***Uke Imasu:*** Technique blocked. The Referee displays an open hand touching the forearm of the opposite arm towards Aka or Ao.

***Nukete Imasu:*** Technique missed. The Referee displays a closed hand crossing in front of the body.

***Hayai:*** The Quickest/first to score. The Referee displays an open hand touching the palm of the other hand, with the fingers.



**Atoshi Baraku:** A little more time left (30 seconds before the Match ends). The time keeper gives an audible signal 30 seconds before the actual end of the Match. The Referee verbally informs the contestants.

**Aiuchi:** Simultaneous scoring technique. No point awarded. The Referee brings his fists together in front of the chest.

**Tsuzukete:** Fight on. The Referee orders a resumption of fighting after an unauthorized interruption has occurred.

**Tsuzukete Hajime:** Restart the Match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and bring the palms of the hands towards each other.

**Soremade:** End of the match. The Referee faces the palm of one hand between the competitors, with the arm outstretched.

**Motonoichi:** Original position. The Competitors, Referee and Judges return to their respective standing lines.

**Fukushin Shugo:** The Judges called. The Referee beckons with one arm to the Judges.

**Encho-Sen:** Extension. The Referee restarts the match with the command "Shobu Hajime".

**Torimasen:** Not acceptable as scoring. The gesture is like that for Hikiwake, but the technique culminates with the palms facing downwards.

**Aka (Ao) no Kachi:** Victory of red (white). The Referee obliquely no raises an arm on the side of the winner.

**Hantei:** Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by flag signal.

**Hikiwake:** A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.

**Kiken:** Renunciation. The Referee points with the index finger towards the contestant's feet.

**Shikkaku:** Disqualification from the tournament. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area

## **Appendix II: The table for judgement**

1. Consider the following:

Judge 1	-	Ao Scored
Judge 2	-	Ao Scored
Judge 3	-	Ao Maai (Distance)
Judge 4	-	Mienai (Did not see anything)

2. The Referee must consider the opinions of all the Judges. The Referee also has an opinion and has an authority in matters of judgment. In the above case the possibilities are:

- a) The Referee agrees with J1 & J2: Result: (3:0) therefore Ao SCORES.
- b) The Referee agrees with J3: Result: (2:2) NO SCORE ( In cases where a majority opinion has not been established, the opinion of the referee shall take precedence).
- c) Like J4, the Referee was unsighted (Mienai): Result: (2:0) Ao SCORES.

3. The Referee will announce the decision of the panel of judges.

## **Appendix III: Protective Equipment**

**Mitts:** Mitts must be approved by Karate Ireland Ex. Com

**Gum Shields:** Gum shields must be white or clear.

**Groin Protectors:** Groin protectors must be made of plastic or leather and properly fitted inside the Karate Gi. Metallic material is not allowed.

**Chest Protectors:** Chest protectors must protect the chest and side of the chest, not just the bosom. It should be worn underneath a clean white t-shirt inside the Karate Gi.

**Appendix IV:**

**Karate Ireland Competition Protest Form**

**Name of the Competition:** Karate Ireland National Championships

**Date of the Competition:** \_\_\_\_\_ **Tatami Number:** \_\_\_\_\_

**Name and Number of the Event/Category:** \_\_\_\_\_

**Tatami Chief Referee:** \_\_\_\_\_

**Centre Referee:** \_\_\_\_\_

**Judge:** \_\_\_\_\_

**Arbitrator:** \_\_\_\_\_

**Name of Federation:** \_\_\_\_\_

**Name of Coach:** \_\_\_\_\_

**Type of Evidence Produced:**

**Nature of the Protest (Please write in Block Capitals):** \_\_\_\_\_

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**Coach Signature:** \_\_\_\_\_ **Protest Fee Paid (€100.00):** \_\_\_\_\_

*(Returned if protest is upheld)*

**Referee Commission Decision:** \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

**Signed:** \_\_\_\_\_

## Appendix V: Kata Listing

Style	<u>Round 1</u> Shitei Kata List	<u>Round 2</u> Sentei Kata List	<u>Final Round</u> Tokui Kata List
<b>Wado Ryu</b> Select from:	Pinan 1, 2, 3, 4, 5.	Kushanku / Niseishi / Jion / Passai / Jitte	Chinto / Naihanchi / Rohai / Wanshu / Seishan /
<b>Goju Ryu</b> Select from:	Gekisai Ichi / Gekisai Ni / Saifa	Seizan Seipai / Seienchin / Shisochin	Kururunfa / Superimpei / Sanzeru
<b>Shito Ryu</b> Select from:	Pinan 1, 2, 3, 4, 5. Naifanchin Shodan / Saifa	Bassai –Dai / Kosokun-Dai / Tomari-No- Wansyu / Seienchin / Jion	Kosokun-Sho / Niseishi / Jitte / Seipai / Seisan / Bassai-Sho / Sochin (Aragaki-Ha) / Matsumura-Bassai / Tomari-Bassai / Sanseiru / Shisochin / Chinte / Chinto / Gojushiho / Unshu / Nipaipo / Matsukaze / Suparimpei / Kururunfa / Wanshu
<b>Shotokan</b> Select from	Heian 1, 2, 3, 4, 5. Tekki-Shodan	Bassai-Dai / Enpi / Kanku-Dai / Jion / Hangetsu	Jitte / Tekki-Nidan / Tekki-Sandan / Gankaku / Bassai-Sho / Kanku-Sho / Sochin / Nijushiho / Gojushiho-Dai / Gojushiho-Sho / Wankan / Chinte / Unsu / Meikyo
<b>Shorin Ryu</b> Select from	Fukyugata Ichi / Fukyugata Ni / Pinan 1, 2, 3, 4, 5	Wanshu / Ananku / Wankan / Rohai / Jitte / Passai Sho / Sochin / Jion / Seisan / Niseshi (Nijyu Shiho) / Naihanchi Shodan / Naihanchi Nidan / Naihanchi/Sandan	Passai Dai / Gojushiho (Useshi) / Kusanku Sho / Kushanku Da / Chinto / Chinti / Passai (Tomari) / Kushanku (Chatanyara)
<b>Kenpo</b>	Short Form 1, Long Form 1, Short Form 2, Long Form 2,	Short Form 3, Long Form 3,	Long Form 4 Long Form 5 Long Form 6
<b>Traditional Kenpo</b>	Blocking Form Form 1, Form 3,	Form 2, Form 5,	Form 4 Form 6,

## **Appendix VI**      Event Medical Coordinator & First / Medical Aid Guidelines

The Event Medical Controller should be a Pre Hospital Emergency Care Council (PHECC) practitioner with a clear understanding of the duties and responsibilities of those providing Medical cover at the event. The clinical level of an event medical coordinator as per Health Service Executive (HSE) guidelines (HSE, 2013) can be a Doctor, Nurse, Advanced Paramedic (AP), Paramedic (P) or an Emergency Medical Technician (EMT)

- Deciding the Medical cover required for an event. The HSE (2013) recommends that the event medical coordinator adopts a risk based approach utilizing the HSE Risk Assessment Tool. Guidelines are provided in Appendix 2. All HSE Healthcare Professionals should be familiar with this assessment tool.
- The risk assessment is based upon the following variables: Number of competitors, number of spectators, number of Tatami, previous similar events and trends of injuries, type of event (children, Adult, Kata, and Kumite) size of the venue, location of event and skill mix of the Medical Team required. The Risk assessment can be compiled in collaboration with the Private / Voluntary Services Provider ( Red Cross, Order of Malta, St. Johns Ambulance, Civil Defence)
- Ensuring a summary report of all medical assists is provided by the Private/Voluntary Service Provider at the end of the event in an agreed format, for the purpose of isolating trends. A conclusive report of injuries may not be possible due to hospitalization of competitors or those that decide to travel home for treatment. A preliminary diagnosis will suffice.
- Ensuring that all personnel have medical insurance to cover them to provide cover as a medic at the event. All ambulances should be PHECC accredited. All doctors/nurses should have medical indemnity that covers them to operate outside their normal work practice and at a sports event.

### **First Aid/Medical Team**

In regard to “First Aid Requirements” and “First Aiders” – this is now imprecise terminology – and more appropriate descriptive wording is required in recognition of and to reflect more advanced and enhanced qualifications and standards of intervention / treatment available to persons as per the Pre Hospital Emergency Care Council (PHECC) (HSE, 2013)

There are seven clinical levels as per the PHECC that could have roles in the event are below. The last 3 levels are responder while the top 4 levels are practitioner.

- Doctor
- Advanced Paramedic (AP)
- Paramedic (P)
- Emergency Medical Technician (EMT)
- Emergency First Responder (EFR)
- First Aider (FA)
- Cardiac First Responder (CFR)

There are eight clinical levels as per the HSE that can have roles in the event they are:

- Doctor
- Nurse
- Advanced Paramedic (AP)
- Paramedic (P)
- Emergency Medical Technician (EMT)
- Emergency First Responder (EFR)
- First Aider (FA)
- Cardiac First Responder (CFR)

## **References**

2014 PHECC Edition Clinical Practice Guidelines

2014 Health Service Executive Requirements and Guidance for Crowd Events

2014 PHECC Field Guide

2013 HSE Risk Assessment Tool and Guidance

2011 Statutory Registration and Pre- Hospital Emergency Care Practitioners (PHECC)



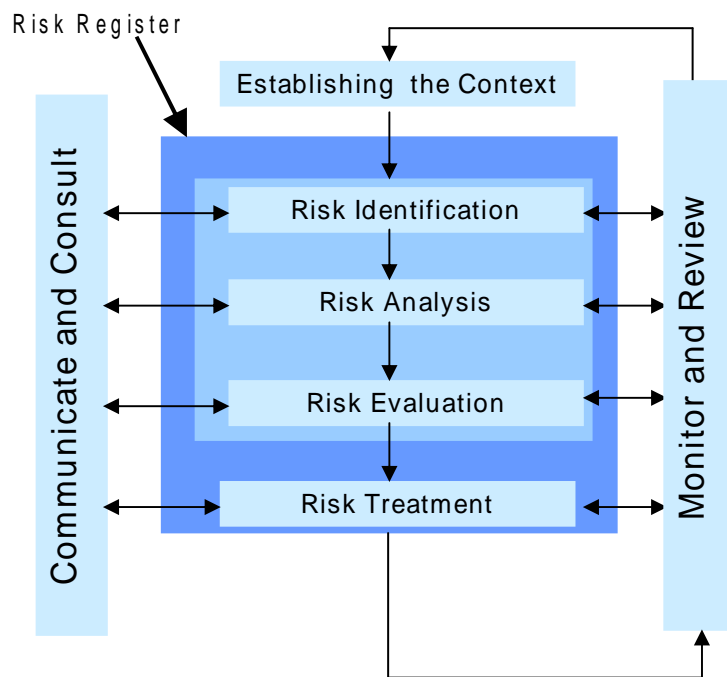
**Risk Assessment Tool and Guidance (Including guidance on application)**

**Introduction**

Risk assessment is an essential part of risk management and is the overall process of risk identification, risk analysis and risk evaluation (ISO 31000: 2009)

The management of risk is integral to the business process of all levels in the HSE. This is not only a HSE Board requirement as set out in the HSE’s Integrated Risk Management Policy but is also central to the HSE’s system of internal control.

**Risk Management Process - Overview**



For management to ensure that the time spent on managing risks is proportionate to the risk itself, services should have in place efficient assessment processes covering all areas of risk. The HSE has developed a Risk Assessment Tool to support this process. This tool should be applied uniformly to all processes where risk assessment is required e.g. health and safety risk assessment, risk assessment for the purpose of developing and populating risk registers, project management etc. It is not intended that this tool replace the risk assessment process used in specific clinical or care situations e.g. falls, tissue viability etc.

**Guidance on Risk Assessment and the use of the HSE’s Risk Assessment Tool**

**1. Risk Identification**

Risk can be defined as “the chance of something happening that will have an impact on the achievement of organisational stated objectives” (HSE 2008) or “the effect of uncertainty on objectives” (ISO 31000:2009)

This step in the risk assessment process seeks to identify the risks to be managed. A risk assessment may concentrate on one or more area of impact relevant to the organisation or activity i.e. it may be specific to a particular project or hazard area e.g. biological hazards or it may be conducted on a more general basis e.g. for the purpose of developing a service or organisational risk register. It is essential that the employees identifying risks are knowledgeable about the policy, service area, process or activity being reviewed. When areas of risk have been identified it is important that these are described in a manner that accurately and comprehensively ensures that the exact nature and magnitude of the risk is captured. To assist with this the following approach should be used.

### ***The 'ICC approach' to risk description (Impact, Cause, Context)***

- Risk is inherently negative, implying the possibility of adverse impacts. Describe the potential **Impact** if the risk were to materialise.
- Describe the **Causal Factors** that could result in the risk materialising.
- Ensure that the **Context** of the risk is clear, e.g. is the risk 'target' well defined (e.g. staff, patient, department, hospital, etc.) and is the 'nature' of the risk clear (e.g. financial, safety, physical loss, perception, etc.)

**Examples:** Injury to staff and service users (Impact) due to poor maintenance of flooring (Causal Factor) in the reception area (Context).

Project overruns resulting in financial loss (Impact) due to the unavailability of key project staff (Causal factor) within Procurement (Context).

## ***2. Risk Analysis***

Risk analysis is about developing an understanding of the risks identified. In subjecting a risk to analysis it is essential that account is taken of the existing control measures.

### ***2.1 Describe of the existing control measures***

These include all measures put in place to eliminate or reduce the risk and include processes, policies, procedures, guidelines and engineering controls, training, emergency arrangements, preventative maintenance controls, protocols, team working, etc.

### ***2.2 Make a judgement on the adequacy of the existing control measures***

When examining the existing control measures, consideration should be given to their adequacy, method of implementation and level of effectiveness in minimising risk to the lowest reasonably practicable level.

### ***2.3. Rate the risk in terms of determining the likelihood and the impact of the risk occurring***

Risk is measured in terms of likelihood and impact i.e. the likelihood of an event occurring combined with its impact (consequence). The methodology for measuring risk in this way plots a single ascribed value of likelihood against a single ascribed value of impact and therefore reduces risk to a single, easily comparable value.

This process, except in the relatively rare case where statistical data are available, uses informed but subjective judgement in assigning the values for likelihood and impact. If different risks are to be compared across the HSE, it is necessary to minimise the variation in the judgement applied to the values of likelihood and impact assigned to a risk. This requires the adoption of a HSE-wide, standardised approach to the assignment of likelihood and impact.



Rare/Remote (1) Unlikely (2) Possible (3) Likely (4) Almost Certain (5) Two elements are determined when assessing the level of risk posed by the risk that has been identified;

- (i) The likelihood that a risk may occur or reoccur.
- (ii) The impact of harm to service users, staff, services, environment or the organisation.

**Likelihood Scoring** The likelihood table (table 1) is used to assess the likelihood of the risk occurring

**TABLE 1: LIKELIHOOD SCORING**

Rare/Remote(1)		Unlikely(2)		Possible(3)		Likely(4)		Almost Certain (5)	
Actual Frequency	Probability	Actual Frequency	Probability	Actual Frequency	Probability	Actual Frequency	Probability	Actual Frequency	Probability
Occurs every 5 years or more	1%	Occurs every 2–5 years	10%	Occurs every 1-2 years	50%	Bimonthly	75%	At least monthly	99%

Likelihood scoring is based on the expertise, knowledge and actual experience of the group scoring the likelihood. In assessing likelihood, it is important to consider the nature of the risk. Risks are assessed on the probability of future occurrence; how likely is the risk to occur? How frequently has this occurred?

It should be noted that in assessing risk, the likelihood of a particular risk materialising depends upon the effectiveness of existing controls. In assessing the likelihood, consideration should be given to the number and robustness of existing controls in place, with evidence available to support this assessment. Generally the higher the degree of controls in place, the lower the likelihood.

The assessment of likelihood of a risk occurring is assigned a number from 1-5, with 1 indicating that there is a remote possibility of its occurring and 5 indicating that it is almost certain to occur.

**Impact Scoring** In developing a single risk matrix the HSE considered a range of types of harm that can occur across the organisation. The following areas of risk must be managed to prevent or minimise harm occurring.

- **Injury to Service User/Staff/Public Risks** Risks which may contribute to the physical or psychological harm of an individual.
- **Service User Experience Risks** Risks which threaten the delivery of service to service users in terms of quality, in a comfortable, caring and safe environment, delivered in a calm and reassuring way; having information to make choices, to feel confident and to feel in control; being listened to and talked to as an equal; being treated with honesty, respect and dignity.
- **Compliance with Standards (Statutory, Clinical, Professional and Management) Risks** Risks associated with compliance with requirements in relation to the standards set out in relation to the organisation and delivery of high quality services i.e. Statutory, Clinical, Professional and Management Standards.
- **Objectives and Project Risks** Risks relating to the procedures/technologies etc employed to achieve particular objectives and projects.

- **Business Continuity Risks** Risks which threaten the organisation’s ability to deliver its services and serve the community.
- **Adverse Publicity/Reputation Risks** Risks to the public reputation of the organisation and their effects.
- **Financial Loss Risks** Risks relating to procedures/systems/accounting records which expose the organisation to financial risks, including risks to assets.
- **Environment Risks** Risks which threaten the prevention, limitation, elimination, abatement or reduction of environmental pollution and the preservation of a quality environment

To determine the impact of this harm should it occur, each risk area has been assigned descriptors over 5 levels ranging from negligible to extreme harm. In scoring impact, the anticipated outcome of the risk is grade from 1-5, with 5 indicating a more serious Impact, as defined in the table 2 below.

**TABLE 2: IMPACT SCORING**

Score	Impact
1	Negligible
2	Minor
3	Moderate
4	Major
5	Extreme

Each area of risk, in relation to the impact scoring, is outlined in table 3.

3. IMPACT TABLE	Negligible	Minor	Moderate	Major	Extreme
Injury	Adverse event leading to minor injury not requiring first aid.  No impaired Psychosocial functioning	Minor injury or illness, first aid treatment required <3 days absence < 3 days extended hospital stay Impaired psychosocial functioning greater than 3 days less than one month	Significant injury requiring medical treatment e.g. Fracture and/or counselling. Agency reportable, e.g. HSA, Gardai (violent and aggressive acts). >3 Days absence 3-8 Days extended hospital Stay Impaired psychosocial functioning greater than one month less than six months	Major injuries/long term incapacity or disability (loss of limb) requiring medical treatment and/or counselling  Impaired psychosocial functioning greater than six months	Incident leading to death or major permanent incapacity. Event which impacts on large number of patients or member of the public Permanent psychosocial functioning incapacity.
Service User Experience	Reduced quality of service user experience related to inadequate provision of information	Unsatisfactory service user experience related to less than optimal treatment and/or inadequate information, not being talked to & treated as an equal; or not being treated with honesty, dignity & respect - readily resolvable	Unsatisfactory service user experience related to less than optimal treatment resulting in short term effects (less than 1 week)	Unsatisfactory service user experience related to poor treatment resulting in long term effects	Totally unsatisfactory service user outcome resulting in long term effects, or extremely poor experience of care provision
Compliance with Standards (Statutory, Clinical, Professional & Management)	Minor non compliance with internal standards. Small number of minor issues requiring improvement	Single failure to meet internal standards or follow protocol. Minor recommendations which can be easily addressed by local management	Repeated failure to meet internal standards or follow protocols. Important recommendations that can be addressed with an appropriate management action plan.	Repeated failure to meet external standards. Failure to meet national norms and standards / Regulations (e.g. Mental Health, Child Care Act etc). Critical report or substantial number of significant findings and/or lack of adherence to regulations.	Gross failure to meet external standards Repeated failure to meet national norms and standards / regulations.  Severely critical report with possible major reputational or financial implications.
Objectives/Projects	Barely noticeable reduction in scope, quality or schedule.	Minor reduction in scope, quality or schedule.	Reduction in scope or quality of project; project objectives or schedule.	Significant project over – run.	Inability to meet project objectives. Reputation of the organisation seriously damaged.
Business Continuity	Interruption in a service which does not impact on the delivery of service user care or the ability to continue to provide service.	Short term disruption to service with minor impact on service user care.	Some disruption in service with unacceptable impact on service user care. Temporary loss of ability to provide service	Sustained loss of service which has serious impact on delivery of service user care or service resulting in major contingency plans being involved	Permanent loss of core service or facility. Disruption to facility leading to significant 'knock on' effect
Adverse publicity/Reputation	Rumours, no media coverage. No public concerns voiced. Little effect on staff morale. No review/investigation necessary.	Local media coverage – short term. Some public concern. Minor effect on staff morale / public attitudes. Internal review necessary.	Local media – adverse publicity. Significant effect on staff morale & public perception of the organisation. Public calls (at local level) for specific remedial actions. Comprehensive review/investigation necessary.	National media/ adverse publicity, less than 3 days. News stories & features in national papers. Local media – long term adverse publicity. Public confidence in the organisation undermined. HSE use of resources questioned. Minister may make comment. Possible questions in the Dail. Public calls (at national level) for specific remedial actions to be taken possible HSE review/investigation	National/International media/ adverse publicity, > than 3 days. Editorial follows days of news stories & features in National papers. Public confidence in the organisation undermined. HSE use of resources questioned. CEO's performance questioned. Calls for individual HSE officials to be sanctioned. Taoiseach/Minister forced to comment or intervene. Questions in the Dail. Public calls (at national level) for specific remedial actions to be taken. Court action. Public (independent) Inquiry.
Financial Loss (per local Contact)	<€1k	€1k – €10k	€10k – €100k	€100k – €1m	>€1m
Environment	Nuisance Release.	On site release contained by organisation.	On site release contained by organisation.	Release affecting minimal off-site area requiring external assistance (fire brigade, radiation, protection service etc.)	Toxic release affecting off-site with detrimental effect requiring outside assistance.

### How to use the Impact scoring table

**Step 1** Choose the most appropriate Risk Category(s) into which the risk identified falls e.g. Injury to patient, staff or public. In many instances, you will be able to score the risk under a number of categories (e.g. the risk of a serious medication incident may result in injury to a patient, be a result of non-compliance with an internal clinical standard and have the potential to attract adverse media attention). All areas should be considered when scoring.

**Step 2** Assess the impact of that risk being realised for each risk area. Working along the table, select the Impact that most closely matches each e.g. minor. In instances where several of the risk categories are appropriate, all of these risks should be scored separately and the highest impact category score is the score given to that risk e.g. if it scored moderate

for injury and minor for compliance with standards, the overall impact assigned should be moderate (being the higher of the two)

**Step 3** Assign an impact score. This is the number assigned to the impact chosen and appears at the top of the selected column i.e. in the case of a moderate impact the scoring is 3.

### Guidance on the Initial Risk Rating

Having established the likelihood and impact scores, the scores should be plotted on the Risk Matrix (see table 4 on the next page) and to determine the rating of the risk being assessed in terms of a colour and a numerical score for the risk (e.g. a moderate impact 3 and a possible likelihood 3 will result in a rating of an amber 9).

- The high risks are scored between 15 and 25 and are coloured Red.
- Medium risk are scored between 6 and 12 and are coloured Amber.
- Low risks are scored between 1 and 5 and are coloured Green.

**Table 4: HSE Risk Matrix (Combining Impact and Likelihood)**

4. Risk Matrix	Negligible (1)	Minor (2)	Moderate (3)	Major (4)	Extreme (5)
Almost Certain (5)	5	10	15	20	25
Likely (4)	4	8	12	16	20
Possible (3)	3	6	9	12	15
Unlikely (2)	2	4	6	8	10
Rare/Remote (1)	1	2	3	4	5

Example 1: Likelihood of 3 (Possible) x Impact of 2 (Minor) = 2 x 3 = 6 (Amber)

Example 2: Likelihood of 2 (Unlikely) x Impact of 3 (Moderate) = 3 x 2 = 6 (Amber).

### 3. Evaluate the Risks

The purpose of risk evaluation is to make decisions based on the outcome of the risk analysis regarding which risks require treatment and the priorities of that treatment.

Depending on the risk rating and the adequacy of the current controls in place an evaluation is made whether to:

- accept the risk or
- treat the risk by:
  - i) Avoiding the risk,
  - ii) Transferring the risk or
  - iii) Controlling the risk.

Criteria used to make decisions regarding accepting or treating the risk should be consistent with the defined internal, external and risk management contexts and taking account of the service objectives and goals.

### Accepting the risk

A risk is called acceptable if it is not going to be treated. Accepting a risk does not imply that the risk is insignificant. Risks in a service may be accepted for a number of reasons,

- The level of the risk is so low that specific treatment is not appropriate within available resources (based on, for example, a cost benefit analysis)
- The risk is such that no treatment option is available. For example, the risk that a project might be terminated following a change of government is not within the control of the HSE.
- The opportunities presented outweigh the threats to such a degree that the risk is justified.

Steps 1-3 above conclude the Risk Assessment process, it is however essential that in terms of managing assessed risks that a treatment (action) plan is put in place against those risks that have been evaluated as requiring treatment.

#### **4. Treat the Risks**

There are three basic methods of treating (actioning) the risk, these are:

##### **4.1. Avoid the Risk**

This is achieved by either deciding not to proceed with the activity that contains an unacceptable risk, choosing an alternate more acceptable activity, which meets the objectives and goals of the organisation, or choosing an alternative and less risky methodology or process within the activity.

##### **4.2. Transfer the Risk**

Risk transfer transmits the organisation's risk to an outside party. The most common method of risk transfer is the purchase of insurance or indemnity. The cost and conditions of such a transfer will be dependent on the level of assurance the organisation can provide to the insurer in terms of the likelihood of a claim occurring. The insurer would require information on type of risk, the robustness of the systems that the organisation has in place and the claims history to date. An example of this is clinical, public and employee liability coverage.

##### **4.3. Control the Risk**

This is the most commonly used treatment option as it is focused on reducing the likelihood of the risk occurring or the impact of the risk if it occurs, or both. Note that there is a trade off between the level of risk and the cost of reducing those risks to an acceptable level. The most effective methods of risk control are those which redesign the systems and processes so that the potential for an adverse outcome is reduced.

When considering additional controls the following hierarchy should apply:

- If practicable, eliminate the risks altogether, or combat the risks at the source, e.g. use a safe substance instead of a dangerous one.
- If elimination of the risk is not practicable, try to reduce the risk at the source by substituting the material or process with a less hazardous one or installing or using additional equipment, e.g. by use of a low voltage electrical appliance, changing the drug packaging.
- Finally, reduce the risk via administrative controls and safe systems of work e.g. policies, procedures and guidelines or by, use of personal protective equipment (PPE). Use of PPE is the weakest control measure on the hierarchy and should, if being employed, be used in conjunction with other control measures.

In order to ensure that treatment plans are implemented the following should be documented and subjected to ongoing monitoring and review as part of the normal business process of the service/area in which the risks are to be treated.

The treatment plans should include:

- Proposed actions
- Resource requirements
- Person responsible for action
- Timeframes (date for review and dates for actions to be completed)

### **References**

1. Irish Standard ISO 31000:2009 Risk management – Principles and guidelines
2. HSE Developing and Populating a Risk Register - Best Practice Guidance (2009)