



Approved by the Presidium
World Karate Confederation /FW



President
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International rules for conducting Kumite Nunchaku competitions according to the karate WKC

1. Age groups, weight categories, duration of the match.

Age groups:

№	Groups of athletes	Age of athletes	Growth of athletes
1.	male	12-13 years old	Up to 156 cm
	female		Over 156 cm
2.	male	14-15 years old	Up to 169 cm
	девушки		Over 169 cm
3.	male	16-17 years old	Up to 175 cm
	female		Over 175 cm
4.	male	18-20 years old	Up to 177 cm
	female		Over 177 cm
5.	male	over 20 years	Up to 177 cm
6.	female	old	Over 177 cm

1.1. The following requirements are imposed on the site (tatami) for holding a sports competition:

- a) the shape of the platform is square, the size is 8x8 meters;
- b) the safety zone around the site must be at least 2 m;
- c) the coating is a tatami of the established pattern, the thickness of the coating is 2.5–4 cm.

1.2. The duel consists of one round, lasting 2 minutes.

1.3. In case of a draw, an additional time (ENCHO SEN) is announced before the first evaluated action lasting no more than 1 minute.

2. Equipment and protective equipment of athletes.

2.1. Athletes during duels are obliged to use a sports flexible object (hereinafter referred to as the SGP), which is a sports equipment similar in design and imitating an old traditional nunchaku weapon (two-section flail).

The SGP must be of an established pattern, namely: two plastic tubes covered with foam, covered with a yellow-red fabric. Each shaft of the SGP is divided into 2 equal parts - red (non-scoring at the flexible connection) and yellow (scoring). The SGP is divided into 2 types:

1. Junior (length 25-28 cm), used by athletes whose height does not exceed 155 cm.
2. Seniors (length 36 cm), used by athletes whose height is above 155 cm.

2.2. Athletes during fights are obliged to use the following protective equipment of the established sample:

Tools protection Groups of disciplines	MASK	HELMET	CAPA	OVERLAYS FOR A HAND WITH MANDATORY JOINT PROTECTION	GROIN PROTECTION FEMALE	GROIN PROTECTION MALE	HOUSING PROTECTION MALE	HOUSING PROTECTION FEMALE	SHIN PROTECTION	FOOT PROTECTION	WHITE T-SHIRT
	12-13 лет										
male		+		+		+	+	+			
female		+		+	+		+				+
14-15 лет											
male		+				+		+			
female		+			+						+
16-17 лет											
male		+				+		+			
female		+			+						+
18-20 лет											
male		+				+		+			
female		+			+						+
18 +											
male		+				+					
female		+			+						+

2.3. Inguinal protectors and bandages, chest protection, shin protection and foot lift should be worn under karate-gi.

2.4. Only standard protective equipment is used for all participants of the competition.

3. Permitted actions and their description.

It is allowed to strike into the scoring zones of the opponent with the scoring part of the used SGP. The credit part is highlighted in yellow on the SRP.

The scoring zones for the opponent 's attack are:

- helmet, except for the occipital part (except in cases when the opponent bent down or lost balance through his own fault and opened the back of the head to the attacker).
- arms — shoulders, forearms, except for the elbow joint and the hand.
- body — shoulder girdle, chest, abdomen, sides of the body. The exception is the back
- legs — hips. It is forbidden to hit the knee joint and below.

Blows: sports Nunchaku — controlled blows with the scoring part, except for injections-pique (pokes) with one or two shafts of the SGP at the same time.

4. Prohibited actions and their description.

- Prohibited areas for attack — neck, throat, nape, groin, joints of arms and legs, fingers, blows to the knee and below, hands and fingers (Atenai); The exception is the situation when the opponent puts the prohibited areas under attack himself or as a result of technical actions of the athlete (Mubobi);
- Uncontrolled (passing) strikes (Atenai) are prohibited;
- Tsuki strikes, "kick-pike" and blows with two shafts at the same time are prohibited (Atenai);
- It is forbidden to neglect one's own safety (Mubobi)
- Any technical actions are prohibited without the participation of the SGP (deliberate blows and pushes with any parts of the body, head and limbs, throws, sweeps, etc.) (Atenai)
- Captures are prohibited, except for captures by one's own SGP, the opponent's SGP (Atenai)
- It is forbidden to block the opponent's blows with the limbs of the body. The actions of the UKE should be carried out only by the SGP (Atenai);
- It is forbidden to block the red zone of the SGP when the athlete holds his SGP (Mubobi) for this part;
- It is prohibited to go outside the competition area (Dzogai) when any part of the athlete's body or limbs touches the floor outside the site;
- Hand grabs are prohibited for the opponent's SGP;
- Actions and statements insulting others are prohibited;
- Deliberate avoidance of a duel is prohibited;

- It is forbidden to ignore the referee's commands;
- The use of an unidentified sample is prohibited;
- In duels on the SGP, it is prohibited to move more than one step without interceptions and striking without preliminary 3 or more interceptions, with the exception of a counterattack after the block of the SGP. Also, it is prohibited to launch an attack when performing more than two steps by (!) interceptions.

5. Evaluation of technical actions and determination of the winner.

5.1. Evaluation of technical actions.

- A positive score is awarded for an effective strike by the scoring zone of the SRP into the opponent's scoring zone, carried out with sufficient force and speed, i.e. when a technical action is recognized by the judges as a decisive blow, with the correct timing and effective distance. Positive assessment of the technique:
 - **Ippon (one point) – for an effective blow to the opponent's body or helmet.**
 - **Waza-ari (half a point) – for an effective strike on the permitted areas of the opponent's limbs.**

A positive assessment of the Ippon is also awarded to the athlete, in case of loss of the SGP by his opponent (when the object fell out of his hands and fell on the floor of the playground or outside it). In the case when the object fell out of the hands, but the athlete managed to catch it before falling to the floor, the score is not awarded and the duel does not stop.

If the SGP of athletes are confused, then the athlete who disarmed the opponent is awarded a positive assessment of the Ippon.

An effective technique performed simultaneously is not evaluated (Ai-agi).

Also, in a duel with the SGP, it is not possible to determine which of the athletes was faster in an almost simultaneous attack (HAYAI), as in karate duels. This is due to the fact that one athlete started the attack of another athlete a little earlier and the UPC athletes did not simultaneously, but reached the attacked zones. This happens due to the inertia of the object launched into the attack, which has its own weight and thereby acquires its own speed, which subsequently reaches the goal. Therefore, it should also be evaluated as an effective technique carried out simultaneously - AI TEACH. Except for the case when in this situation the attack of one of the opponents was not effective (E WAI).

5.2. Determination of winners.

The victory is awarded to the participant in the following cases:

- The participant scored 6 points (IPPON);
- Victory with a large number of points at the end of the match time;

- By the decision of the judges with equal points;
- Defeat of an opponent through disqualification or suspension.

5.3. Fines for violations.

The lines of warnings and punishments are carried out in accordance with the WKC Rules in the Kumite section:

- Atenai, Chui, Hansoku, Shikaku.
- Jogai, Jogai-chui, Jogai-hansoku.
- Mubobi, Mubobi-chui, Mubobi-hansoku.

6. Additional rules.

During the additional round, in case of a draw, positive ratings from the main round are not transferred to the additional round.

The technique performed after the referee's command to stop the fight (Yme) is not evaluated, sanctions may be applied to the athlete for ignoring the referee's command.

The technique performed by athletes outside the competition area is not evaluated, sanctions may be applied to the athlete for leaving the site.

In duels with the SGP, only the blow made after 3 different interceptions is evaluated. Interception is considered to be fixation with the GP in the receiving hand. After 3 interceptions, it is allowed to strike with both the receiving and transmitting hand. When intercepting, the athlete must demonstrate a variety of techniques. It is allowed to carry out a strike without 3 interceptions only if an immediate counterattack is performed after the block.

7. Violation of the rules, sanctions for violations.

For violations of the competition rules, the following scale of sanctions is applied to the athlete:

- oral remark;
- first warning (Atenai or Mubobi);
- second warning (Chui);
- disqualification from the match (Hansoku);
- * disqualification from the competition (Shikoku).

The line of sanctions is the same throughout one match — from the weaker to the stronger. The scale of sanctions along the lines:

1 LINE

- for backhand strikes;
- with carrying without fixing;
- overdosed contact with further injury to the opponent;

2 LINE

- dzegai

3 LINE

- mubobi

- When conducting an additional round (ENCHOSEN) in case of a draw, penalties are transferred from the main round to the additional one.
- An oral remark is announced for performing prohibited actions in accordance with clause 4., committed without explicit intent. Penalty points are not assigned.
- The first warning (Atenai or Mubobi) is issued for the secondary performance of prohibited actions in accordance with clause 4. for explicit intentions.
- The second warning (Chui) is announced for performing prohibited actions for the third time in accordance with clause 4.
- Disqualification from a duel (Hansoku) is announced for performing prohibited actions for the fourth time in accordance with clause 1.4. The opponent is declared the winner of the duel.
- Disqualification from competitions (Shikaku) is announced for gross intentional violations of the rules, refusal to obey the instructions of the referee, incorrect behavior of the athlete in relation to others, as well as violation of the ethics of martial art, both on the part of the athlete himself and his representatives, coach or fans. The opponent is declared the winner of the match.

The sequence of the sanctions scale may not be observed when the athlete's behavior poses a potential threat to the health of the opponent (or himself) or the violation is clearly intentional. In this case, punishments can be applied without observing the order of the scale of sanctions in the direction of aggravation, up to immediate disqualification. Before the announcement of extraordinary sanctions, the meeting of the judges of the site (Fukushin-shugo) is a mandatory procedure.

Sanctions for leaving the site are not applied in the following cases:

- going beyond the boundaries of the site (Dzegai) occurred as a result of a technical action of the opponent or the opponent pushed the athlete;

- the exit occurred after the referee's command to stop the fight;

A blow with an invisible part of the UPC is not punished if it happened as a result of the distance between the attacking opponents and did not lead to injury.

8. Determination of the winners of a sports competition, the actions of sports judges

Duels last up to 6 points, which is determined by the rules of the competition.

The athlete who first scored 6 points is declared the winner (Knockouts) ahead of schedule, without waiting for the end of the fight time.

If the match is over after the time has elapsed, the winner is the participant who scored the highest amount of points.

With the same amount of points or a score of zero-zero, the judges determine the winner, taking into account penalty points. Or a draw is declared (Hantei), then the referee announces an additional round, which continues until the first technical action is evaluated by the judges for a positive assessment (Ippon or Waza-ari technical assessment). If in one minute (ENCHOSEN) of the additional round, none of the athletes has a positive assessment for a technical action, the winner is determined by points for the opponent's penalties, and in case of equality or absence of such — by the decision of the judges of the site (Hantei). When making a decision on Hantei, judges should proceed from the following criteria: the presence of situations close to a positive assessment; morale; initiative in attacks; the use of tactical techniques during the duel; the effectiveness of protection; purity of technique.

In case of disqualification of the opponent, the athlete is declared the winner ahead of schedule.

In case of refusal of the fight, failure to appear or being late to the court for more than 1 minute, the athlete is declared defeated by non-appearance (Kicken), and his opponent is declared the winner.

If an athlete is removed by a Medical judge (doctor) as a result of a violation of the competition rules by his opponent, the opponent is disqualified. In the absence of the opponent's fault, and the athlete is removed by the doctor, his opponent is recognized as the winner of the duel.

The judging panel consists of one referee, four (or two) side judges and one referee (Kansa). A stopwatch and the required number of secretaries and informants are also assigned.

Referees and side judges have one vote each, decisions on positive scores and penalties are made by a majority vote.

The referee (Kansa) keeps the score of the match. Only the referee can make entries in the minutes of the match. He also counts the points at the end of the match and reports the result to the referee. The referee announces the score and the winner. The referee evaluates the work of the judges on the court, if necessary, he can apply to the

chief judge with a request to replace the judge in case of his bias or incompetence.

The referee calls the athletes to the court, checks the compliance of the athletes' tools and equipment, gives the team members (and shows them with appropriate gestures) to enter the court, perform a bow, signals about the start, stop and end of the match, announces positive ratings, penalties, score and winner, gives the command for the final bow and exit of the athletes from the court. When making decisions, the referee coordinates his actions with the side judges and the referee, if necessary, addresses them for explanations.

The referee stops the bout in the following cases:

- performance of a technical action by an athlete that can be evaluated for a positive evaluation;
- the athlete's going beyond the boundaries of the site;
- disorder in the athlete 's clothing and equipment;
- damage to the SGP, which prevents the continuation of the fight;
- passivity of athletes;
- threat to the health of athletes, the need for medical care;
- violation of the rules of the competition by the athlete;
- at the signal of the side judge about the violation (flag signal and short whistles);
- at the signal of the athlete (signal - raised hands with the SGP);
- at the signal of the stopwatch about the end of the fight time;
- at the request of the chief judge or the arbitrator;
- if the athlete has dropped the SGP or the UPC is confused.

The fall of one of the athletes is not a reason to stop the fight, if there is no danger to the health of the participants or the athlete did not fall outside the site (Dzegai). The duel can continue even if both participants are lying on the floor.

The side judges are obliged to closely monitor the course of the match and non-verbally (with established signals and gestures), as well as with the sounds of the whistle, express an opinion regarding the possible awarding of a positive assessment, violation by athletes of the rules of competition, the danger of injury, the athlete leaving the court and other cases when it is necessary to convey to the referee his opinion or attract his attention. Side judges participate in consultations with the referee only at his invitation.

9. Sports equipment, uniform of judges and coaches

The uniform of athletes, referees and coaches is in accordance with the WKC Rules in the Kumite section.

In duels, ONLY THE PROTECTION OF THE ESTABLISHED PATTERN is used.

Equipment certified by the technical committee:

- **head protection helmet with metal mesh – mandatory;**
- **A standard sample of the SRP – mandatory;**
- **gloves to protect the hands and fingers – optional;**
- **groin protection – required;**
- **for girls — body protector, under a jacket in the color of karate-gi – mandatory;**
- **two strips of red and white cloth 4-5 cm wide to indicate the participant's side when entering the platform – it is mandatory.**

A participant with a violation of the form of clothing and equipment is given 1 minute to bring the equipment in accordance with the rules, after a minute the athlete is declared a Kicken, the victory is given to the opponent.

10. Injuries and accidents

10.1. If both participants are injured at the same time and cannot continue the fight, the victory is awarded to the one who has an advantage in points scored or in the absence of warnings. If there are no advantages, then the decision is made by the judging team.

10.2. An injured participant who has been awarded a victory after disqualifying an opponent for an injury is not allowed to compete again in this competition without the permission of a doctor. If he is injured again, he may be awarded victory by disqualification of the opponent in the second match, but he is immediately suspended from participating in further competitions.

International rules of the Kobudo Kata competition WKC version

Kata competitions are a demonstration of formal complexes (Kata) with sports objects (hereinafter referred to as JV), similar in design and imitating historical samples of traditional types of weapons, household and agricultural implements used in military arts.

General provisions – in accordance with the requirements of the WKC Competition Rules.

1. Age groups and categories of competitions

Age groups are formed according to the Categories of Kobudo Programs (see below) and in accordance with the requirements of the WKC competition rules.

Competitions are held through individual and team performances.

Individual Kata are formal complexes performed by one athlete: individual male, individual female.

Team Kata — formal complexes performed by a team of three people with the main criterion — synchronicity. Men's team (3 people), women's team (3 people). Team performances by mixed groups based on gender (MMF and FFM) are prohibited.

2. Criteria for scoring points.

When evaluating the Map, the judges should be guided by the criteria of the WKF Competition Rules in the Map section. In addition, the judge must first assess the level of the athlete's technique, the ability to control his body in the context of understanding aspects of martial art. The movements of the body must be consistent with the movement of the joint venture, the athlete does not just show juggling, but demonstrates the connection of the joint venture with his body.

Form: Confident knowledge of the movements of the Card, avoiding unexpected stops and uncertainty. Stable positions, posture, correct position of the object in the hands when performing the technique. The connection of the body with the joint venture, the transfer of force to the point of contact of the instrument with the intended target from the support through the legs, pelvis, body, shoulder girdle and arms, providing the principle of "the weapon is an extension of the body." Balance (balance, correct stance, correct position and connectedness of all body parts).

Body dynamics: The power generated by the combined movements of the body and the work (tension and relaxation) of the muscles, accompanied by proper breathing. Consistency of movements of all parts of the body and joint venture in relation to the intended target, optimal speed and rhythm.

Strength: The strength and power of the technique relative to the target, the concentration of force at the point of application of the technique. The correct direction of the vectors of forces formed by all parts of the body when achieving the intended goals.

Movement: The ability to move in racks, creating a movement of body mass, co-directed with the technique. Consistency of body movements and joint venture. Continuity of technical actions, the flow of the next movement from the previous one. The pace and rhythm of the technique, optimally suited to achieve the goal.

Mental strength: Correct attitude, fighting spirit, focused attention (zanshin), gaze (matsuke), emotional control and mental concentration, kiai.

Additional criteria:

- Synchronicity of technique execution — only for Team Kata.
- The level of complexity of the tasks performed can be the reason for an increase in the score only when demonstrating the high level of the athlete's technique.

3. Violations and penalties

It is prohibited to use a joint venture of an unidentified sample.

Penalty points are deducted in the following cases:

- uncertainty, minor stoppage: -0.1 for each case;
- distinguishable pause: -0.2 for each case;
- loss of balance for each case: -0.1 on the spot, -0.2 with a foot shift, and in case of a complete fall (when the athlete touches the floor with the third point to prevent a fall) – disqualification (hansoku);
- loss of control over the joint venture during the demonstration for each case: -0.3 for a minor loss of control with immediate correction, -0.5 for a significant loss of control; loss of control with the fall of an object on the floor leads to disqualification (hansoku);
- non-observance of etiquette for each case: -0.2 forgotten bow or bad attitude;
- violation of synchronicity (applies only to the Team Kata) for each case: -0.1 small discrepancy, -0.3 strong discrepancy;

Hansoku (disqualification)

In the following cases, the athlete is declared Hansoku:

- When the completed Kata differs from the declared one or does not correspond to the competition circle.
- If the demonstration stops during the execution of the Kata.
- If the athlete allows the loss of control over the joint venture until the joint venture completely falls to the floor, and this is not provided for by the Kata scheme.
- In case of a complete fall of the athlete (when the athlete touches the floor with the third point to prevent a fall)

- If the athlete's joint venture becomes unusable during the performance, which makes further demonstration impossible.
- If the participant is talking during the execution of the Kata.
- If during the execution of the Kata the participant receives hints or instructions.
- When performing a team Kata, athletes count or use sounds to maintain rhythm (with the exception of announcements at the beginning or Kiai). A command is allowed to start execution by one team member.
- If during the execution of the Kata, the athlete's clothing gets knocked off or becomes disheveled to such an extent that it interferes with free movement or distracts attention.
- If the athlete intentionally ignores the referee's instructions.
- If the participant's behavior or manners do not comply with the rules of etiquette, are rude, impolite or fundamentally inconsistent with generally accepted norms of behavior at competitions.

All of the above points also apply to the members of the team performing synchronous Mapping. Violation by one team member leads to disqualification of the entire team.

If there is a danger to the athlete's health, the performance must be stopped immediately. If the athlete is removed by a Medical judge (doctor), points are not issued. If one of the team members is removed by a doctor, this instruction also applies to the entire team.

4. The course of the competition, the choice of the Kata

To perform, the participant (team) must select and declare the sequence of actions performed in accordance with the list of weapons used according to the competitive round-robin system (see the table below). The participant (team) must register the name of all the cards with the secretary of the respective venue before the start of the first round of the competition. The cards selected by him are executed in accordance with the declared queue. Changing the order is not allowed.

List of weapons used

- BO (KUN, KON) – a wooden pole 180 cm long or the height of an athlete.
- TONFA – wooden handle of millstones.
- SAI is a metal trident with an elongated middle tooth.
- NUNCHAKU is a two-piece flail.
- SANSETSUKUN is a three-piece chain. Three wooden shelves on a sling.
- KAMA – sickle layout. The blade of the KAMA layout is made of wood or metal in the form of a beak on the shaft. Execution with a rubber sickle layout is prohibited.
- TEKKO — Strengthening pads for the hands.
- DZE – a wooden stick with a length of 128 cm or up to the solar plexus.
- ESC – wooden paddle.
- SURUCHIN (KUSARI) – rope or chain with 1m or 2 loads.
- TINBEI AND ROCIN/SEIRUTO — a shield made of wood or turtle shell complete with a short spear or a cleaver.
- TANTO - wooden or rubber knife layout
- KUYA – hoe
- A NUNTI - sai with one extreme prong turned back on a long shaft
- BOKEN — wooden mock-up of a Japanese sword
- HANBO – wooden stick less than 100 cm
- NAGINATA — mock halberd
- KUSARI-KAMA — a mock-up of a sickle with a load on a rope or chain.
- YARI — spear layout
- KODACHI (WAKIZASHI) — wooden mock-up of a short sword
- Wooden cane 90 cm. (options with or without handle)
- Sports fan
- Rope (belt) to demonstrate the binding technique

List of weapons used by competitive round - robin system

1 circle. Single Simple weapon, Simple paired weapon:

- bo (rokusyaku, yensyaku, etc.)
- jo
- yari
- tekko (brass knuckles)

2 circle. Paired weapons, weapons with a flexible connection, complicated piercing-cutting or chopping weapons:

- nunchaku
- sai (manji sai)
- kuva (hoe)
- yari

3 circle. Complex paired weapons, complex piercing and cutting weapons, complex weapons with a flexible connection:

- tonfa
- kama (nitsche kama, kusari kama, rokusyakukama)
- daijo (rope with 2 der.bars)
- naginata (halberd)
- nuntei (staff 213 cm. with manji sai)
- sansetsukun
- tinbe and roshchin
- ecu

6. Competition procedure

The procedure for conducting competitions, grading and determining winners is in accordance with the requirements of the WKC Competition Rules in the Kata section.

7. The uniform of athletes, judges and coaches.

The uniform of the participants of the competition is exclusively white karate gi (kimono) without advertising (the patch of the manufacturer of the uniform and the chevron of the style direction or organization that the athlete represents are allowed). The uniform of judges, coaches, etc. — in accordance with the requirements of the WKC Competition Rules.

It is allowed to use THE JOINT VENTURE ONLY OF THE ESTABLISHED SAMPLE.

A participant with a violation of the form of clothing and equipment is given 1 minute to bring the equipment in accordance with the Rules.

Categories of KOBUDO programs

1. Category kobudo card individual:

Male:	Female:
<ul style="list-style-type: none">- 8-9 years old (festival);- 10-11 years old (festival);- 12-13 years old (main tournament);- 14-15 years old (main tournament);- 16+ (main tournament);- 18-29 years old (main tournament; athletes from 16 years old can participate);- 30-39 years old (veterans);- 40-49 years old (veterans);- 50 and older (veterans); <p>THE REPLAY OF THE CARD IS UNACCEPTABLE!!!</p>	<ul style="list-style-type: none">- 8-9 years old (festival);- 10-11 years old (festival);- 12-13 years old (main tournament);- 14-15 years old (main tournament);- 16+ (main tournament);- 18-29 years old (main tournament; athletes from 16 years old can participate);- 30-39 years old (veterans);- 40-49 years old (veterans);- 50 and older (veterans); <p>THE REPLAY OF THE CARD IS UNACCEPTABLE!!!</p>

2. Category map kobudo command:

* only same-sex (M or W) teams are allowed to participate:

- 12-13 years old (main tournament);
- 14-15 years old (main tournament);
- 16+ (main tournament);
- 18-29 years old (main tournament; athletes from 16 years old can participate);
- 30-39 years old (veterans);
- 40-49 years old (veterans);
- 50 and older (veterans);

THE REPLAY OF THE CARD IS UNACCEPTABLE!!!

3. Kumite nunchaku:

Male and Female:

- 12-13 years up to 156 cm, above 156 cm;
- 14-15 years up to 169 cm, above 169 cm.;

Male and Female:

- 16-17 years up to 175 cm, above 175 cm;
- 18-20 years up to 177 cm, above 177 cm.;

Male and Female:

- older than 20 years up to 177 cm, above 177 cm.;