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COMPETITION RULES

Version 1

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It should be noted that the male gender used in this text also refers to the female

JU RANDORI RULES

ARTICLE 1: JU RANDORI COMPETITION AREA

- 1) The competition area must be flat and devoid of hazard.
- 2) The competition area will be a matted square, with sides of eight meters (measured from the outside) with an additional one meter on all sides as a safety area. There will be a clear safety area of one meter on each side.
- 3) A line half a meter long must be drawn two meters from the centre of the competition area for positioning the Shushin.
- 4) Two parallel lines each one meter long (or mat-different colour), must be drawn at a distance of one and a half meters from the centre of the competition area for positioning the competitors.
- 5) Fukushins will be seated in the safety area, positioned diagonally from Shushin, on the angle of competition area . Each will be equipped with a red and a white flag.
- 6) Table judges will be seated at a small table just outside the safety area behind of the Shushin. He will be equipped with a gong or a whistle.
- 7) The one meter border should be in a different colour from the rest of the matted area.

EXPLANATION:

The mats used should be non-slip where they contact the floor proper but have a low coefficient of friction on the upper surface. They should not be as thick as Judo mats, since these impede Nanbudo movement. The Sushin must ensure that mat modules do not move apart during the competition, since gaps cause injuries and constitute a hazard

ARTICLE 2: OFFICIAL DRESS

- 1) Competitors and their coaches must wear the official uniform as herein defined.
- 2) The Referee Commission may disbar any official or competitor who does not comply with this regulation.



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REFEREES

- 1) Referees and Judges must wear the official uniform designated by the Referee Commission. This uniform must be worn at all tournaments and courses.
- 2) The official uniform will be as follows: A single breasted navy blue jacket. A white shirt with long sleeves. An official tie, worn without tiepin. Plain light-grey trousers without turn-ups. Plain dark blue or black socks and black slip-on shoes for use on the competition area. Female Referees and Judges may wear a hairclip.

COMPETITORS

- 1) Competitors must wear a white karate/nanbudo gi. The official INF emblem will be worn on the left breast of the jacket. The national emblem or flag of the country will be worn on the left sleeve of the jacket. Only the original manufacturer's labels may be displayed on the gi. One competitor must wear a red belt (AKA) and the other a white belt (SHIRO).
- 2) The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length. Female competitors may wear a plain white T-shirt beneath the karate/nanbudo jacket.
- 3) The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm. Jacket sleeves may be rolled up.
- 4) The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs may not be rolled up.
- 5) Competitors must keep their hair clean and cut to a length that does not obstruct smooth fight conduct. Hachimaki (headband) will not be allowed. Should the Shushin consider any contestant's hair too long and/or unclean, he may disbar the competitor from the match. Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. A discreet rubber band or pony tail retainer is permitted.
- 6) Competitors must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Shushin and the Official Doctor. The competitor accepts full responsibility for any injury.
- 7) The leg protection is compulsory.
- 8) Glasses are forbidden. Soft contact lenses can be worn at the competitor's own risk.
- 9) The use of bandages, padding, or supports because of injury must be approved by the Kansa on the advice of the Official Doctor.

COACHES

Coaches shall at all times during the tournament, wear the official tracksuit of their National Federation and display their official identification.

EXPLANATION:

- I. The contestant must wear a single belt. This will be red for AKA and white for SHIRO. Belts of grade should not be worn during the match.*
- II. If a contestant comes into the area inappropriately dressed, he or she will not be immediately disqualified; instead they will be given one minute to remedy matters.*

ARTICLE 3: ORGANISATION OF JU RANDORI COMPETITIONS

- 1) A Nanbudo tournament may comprise Ju randori competition and/or Kata competition. The Ju randori competition may be further divided into the team match and the individual match. The individual match may be further divided into age and weight divisions. Weight divisions are divided ultimately into groups.
- 2) No competitor may be replaced by another in an individual title match.
- 3) Individual competitors or teams that do not present themselves when called will be disqualified from that category.
- 4) Teams comprise maximum five members competing. The competitors are all members of the team. There are no fixed reserves.

EXPLANATION:

The coach must sit in the chair provided and must not interfere with the smooth running of the match by word or deed.

ARTICLE 4: THE REFEREE PANEL (POWERS AND DUTIES)

- 1) The Refereeing Panel for each match shall consist of one Referee (SHUSHIN), two Judges (FUKUSHIN), and one Supervisor (KANSA).
- 2) The Referee and Judges of a Ju randori match must not have the nationality of either of the participants.
- 3) In addition, for facilitating the operation of matches, several timekeepers, caller announcers, record keepers, and score supervisors shall be appointed.
- 4) Supervisor (KANSA) makes sure that everything is happening in a regular and correct manner. He is there to help. He is vested with the following powers: to check that regulations concerning the fight are respected; to monitor the proper progress of the fight; solves any protest made by coach (competitor) within 25 minutes since receiving the form; to settle all disputes during, before and after the fight; if necessary he stops whole competition; to replace SHUSHIN or FUKUSHIN in the course of the fight either if they had obviously favoured a competitor at the expense of another without technical grounds, or if they had committed two consecutive refereeing mistakes in a same fight, or if they had shown obvious signs of tiredness or lack of concentration. Decision of KANSA is irrevocable.

- 5) Referee (SHUSHIN) is the main referee who conducts the fight. He is responsible for watching the MAAI of TORI and giving points to UKE. He is, moreover, entitled to: judge the value of the techniques used by the competitors; announce the collective decision for each technique and for the fight; announce disqualification; stop the fight and restart it. SHUSHIN must follow any indications which may be given to him either by the KANSA, or by the FUKUSHIN or by the table judges. SHUSHIN has to accept decisions made by FUKUSHIN (calculate it the total sum of marks) . When SHUSHIN calls: "SHUGO" both FUKUSHIN have to come to consultation. SHUSHIN has to accept decision made by KANSA. SHUSHIN expresses his decisions orally and backs them up by the use of red or white flag.
- 6) Judge (FUKUSHIN) -the role of FUKUSHIN is to assist SHUSHIN, judge the value of the techniques used by the competitors. FUKUSHIN sits on the chair in the corner of the competition area and makes sure that MAAI are respected. He can also the help SHUSHIN to judge a technique he has not seen well if requested so by the latter SUSHIN let him know he needs his help by crossing his flags in front of his eyes showing "MIENAI". FUKUSHIN then shows the mark with his flags without talking. FUKUSHIN uses the same flags as SHUSHIN.
- 7) Table judges:
 - a) SHIAI GAKARI is in charge of calling the referees and the competitors and announcing the results which are calculated by TENSU GAKARI and checked by KADO GAKARI. He is also in charge of timing the fights in JU RANDORI competitions in team.
 - b) KADO GAKARI is in charge of following the different steps of the fight and checking the right progress of the attacks. He checks the marks registered by TENSU GAKARI and the calculation of the results.
 - c) TENSU GAKARI is in charge of noting down, on the mark sheets, the names of the competitors and of the referees, to register the marks of each competitor during all the fight, to calculate the results and to write down the name of the winner on the official board.

EXPLANATION:

- I. At the start of a Ju randori match, the SHUSHIN stands on the outside edge of the match area. On the Referee's left stand one FUKUSHIN, and on the right stand other FUKUSHIN.
- II. After the formal exchange of bows by competitors and Referee Panel, the SHUSHIN takes a step forward and turn inwards to the FUKUSHINS, and all bow together. All then take up their positions.
- III. When changing the entire Referee Panel, the departing Officials take up position as at the start of the match, bow to each other, and then leave the area together.
- IV. When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.
- V. When they are called by SHIAI GAKARI, competitors stand by the side of the competition area. AKA puts a red belt and stands on the left side of the competition area relative to the judges' table. SHIRO puts a white belt and stands on the right side of the competition area in relation to the refereeing table.

VI. SHUSHIN asks the two competitors to come to the centre of the competition area by saying MOTONOICHI. The two competitors bow while standing (RITSU REI) before entering the competition area and proceed to the designated lines. Once at the centre of the tatami, the two competitors bow while standing (RITSU REI) to SHUSHIN and then bow to each other.

VII. SHUSHIN announces JU RANDORI and observes the competitors to see if they are mentally ready to compete. When he thinks the time is proper, he announces JU RANDORI YOI followed rapidly by the order HAJIME. Competitors take then the KAMAETE position and start the match.

VIII. Any competitor may take the initiative of the first attack which has to be either a left or right TSUKI. From that moment attacks must be given in turn by the competitors who are each on his turn either UKE or TORI. The fight proceeds until competitors have attacked seven times each.

IX. Team competition-Any competitor can take the initiative of the first attack which has to be a TSUKI either left or right. From that moment attacks must be given in turn by the competitors who are each on his turn either UKE or TORI. The fight proceeds until competitors have both attacked twice. Then they leave the competition area and are each replaced by a member of their team for the MAE GERI series. Again, next competitor can take the initiative of the first attack of the MAE GERI series. Series of TSUKI, MAE GERI, MAWASHI GERI and the competitors follow each other on the competition area until the prescribed time is over. Between the different series of attacks, there is no interruption with YAME and HAJIME. Attacks follow each other continuously and the changes of competitors between the different series of attacks must take place without lull

ARTICLE 5: COMPETITION DURATION

- 1) In JU RANDORI INDIVIDUAL the fight will last the time necessary for each competitor to execute the required seven attacks (2 TSUKI, 2 MAE GERI, 2 MAWASHI GERI, LAST TSUKI). If the score is even SHUSHIN has to decide to extend the fight. Competitors must then do four new attacks each : 2 TSUKI and 2 MAE GERI or 2 MAE GERI and 2 MAWASHI depending on what SHUSHIN decides. The progress of this extension is the same as for a normal fight. When there is even score after extension, SHUSHIN goes to the judge table and takes information (AKA – SHIRO) about negative points, KEIKOKU is not taken in consideration, if one of the competitors had a negative point SHUSHIN has to judge in favor of other competitor, if there are no negative points SHUSHIN, in discussion with FUKUSHIN, decides on the winner (the majority 2 – 3 votes decides upon the winner).
- 2) On all international competitions JU RANDORI TEAM lasts 7 minutes. If the score is even SHUSHIN extends the fight for 2 minutes. If the score is even after the extension, SHUSHIN goes to referees table and sums up negative points.

ARTICLE 6: SCORING AND PENALTIES

- 1) For the NANBUDO competition there are three types of points : positive points, nil points and negative points.
- 2) Positive points are only used to give marks to UKE.
 - IPPON- three points
 - WAZZARI- two points
 - YUKO- one point
- 3) Nil points are only used to marks UKE.
 - TORIMASEN- corresponds to 0 points.
 - MOICHIDO- repeating the technique in the case of bad MAAI.
- 4) Negative points can be given indifferently to TORI or UKE.
 - KEIKOKU- warning, corresponds to -0,5 points.
 - FUJUBUN- corresponds to -1 point for the one who has been penalized. If it is TORI who is penalized this point comes in addition to the points already obtained by UKE. A YUKO becomes then 2 points (WAZAARI), a WAZAARI becomes 3 points (IPPON). If it is UKE who is penalized this point is subtracted from the points already obtained or to come.
 - CHUI- corresponds to - 2 points which are subtracted from the points already obtained or to come.
 - HANSOKU CHUI- corresponds to -3 points and lead to the immediate disqualification of the competitor from this fight.
 - SHIKKAKU- disqualification

EXPLANATION:

POSITIVE POINTS

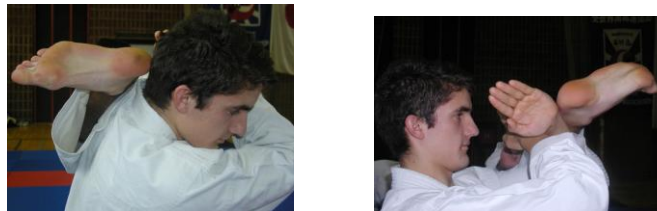
a) IPPON

- *SHUSHIN* grants *IPPON* when a technique is performed in an outstanding way. Dodging and counter-attack I IF technique where made in circle of 5 CM must be efficient (in other words performed with scope, swiftness, power and precision), well positioned, harmonious, done in good timing with the attack and performed with *ZANSHIN* and at the proper distance (*MAAI*). He also grants *IPPON* to *UKE* after announcing *TORI SHIPPAI*.



correctly techniques

- Kicking techniques ex. *USHIROMAWASHI GERI* must be executed the same way if coming from the back, and in front of the face (on the blockage) if coming from the front. That height could lead to *IPPON* evaluation



- Kicking techniques ex. *URAMAWASHI GERI* must be executed in the *JODAN* region, with the heel to the neck for *WAAZARI*.



b) WAZAARI

- If technique is made in the circle of 5 to 10 CM SHUSHIN grants WAZAARI when a technique is performed correctly but in an imperfect manner ; in other words if it misses one of the elements necessary to grant IPPON : efficiency, positioning, harmony, timing, ZANSHIN or MAAL.



- Kicking techniques ex. URAMAWASHI GERI must be executed in the JODAN region, with the heel to the neck for WAAZARI.

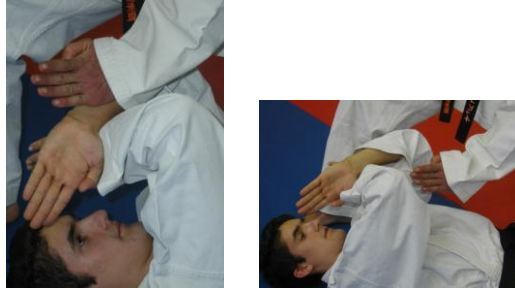


c) YUKO

- When technique is performed in the circle of 5 to 10 CM The SHUSHIN grants YUKO when dodging is good and followed by a counter attack but it misses two of the following elements necessary for the counter-attack : efficiency, positioning, harmony, timing, ZANSHIN or MAAL.
- If UKE do techniques and missing elements of efficiency, positioning, harmony, timing, ZANSHIN or MAAL.
- If UKE does not end his technique with KIAI
- KAITEN GERI GEDAN must be finished at the head region for an IPPON or WAZAARI, if on plexus or just leg kept in the air only YUKO is possible



- *SHUTO by ashi barai, must be executed to the head (blocked) to be evaluated IPPON or WAZAARI, if on plexus – only YUKO is possible.*



- *Kicking techniques ex. URAMAWASHI GERI must be executed in the JODAN region, or region 10 cm below the neck for YUKO.*



- *Kicking techniques ex. USHIROMAWASHI GERI must be executed the same way if coming from the back, and in front of the face (on the blockage) if coming from the front. But lower and higher (above head) techniques can only be evaluated YUKO*

NIL POINTS

a) TORIMASEN

- *When technique is performed more than 10 CM from head/body.*



- *SHUSHIN gives TORIMASEN when the attack of TORI is correct but UKE does not dodge or does not dodge well, or does not counter-attack or else performs an improper counter-attack in other words it misses at least three of the necessary elements for a good counter attack : efficiency, positioning, harmony, timing, ZANSHIN or MAAI.*
- *If after performing the final technique UKE loses balance during the action has been performed*

- When UKE performs technique to the end SHUSHIN or FUKUSHIN can judge TORIMASEN if the final kick is not in the suitable section appropriate for that technique.
- SHUSHIN gives TORIMASEN as well when the attack of TORI is correct but the counter-attack used by UKE is not a officially recognized technique in NANBUDO (See Appendix 1).
- when UKE does not make safe block on MAWASHI (TORI has passed through the block of UKE with attack , but has stopped near the head – body)
- when, after the attack of TORI, UKE does not perform tenshin (stays in place, without block)
- when, after MAWASHIGERI, UKE moves in the wrong side with tenshin (TORI makes right MAWASHI GERI – UKE makes left TENSIN)

b) MOICHIDO

- Repeating the technique in the case of bad MAAL.

NEGATIVE POINTS

a) KEIKOKU

- SHUSHIN gives KEIKOKU to a competitor as a warning in case he does not have the right attitude. For example if he shows signs of aggressiveness, obviously tries to push his partner outside the competition area, has a lack of concentration which leads him to hesitate when he attacks in the case of TORI, etc....This penalty allows the referee to call the competitor to order if necessary.
- If TORI – UKE do not keep distance, SHUSHIN must warn competitors by KEIKOKU.
- If the score is even after the extension KEIKOKU is not included in the score

b) FUJUBUN

- When SHUSHIN gives the competitor 2 KEIKOKU , for third warning SHUSHIN stops the fight and gives the competitor FUJUBUN.
- SHUSHIN gives FUJUBUN to competitors if they do not respect the proper distance (MAAI), after already given KEIKOKU.
- SHUSHIN gives FUJUBUN to TORI if his attack is not clear and direct, if his attack is not precise and performed at the proper distance, etc....



- *SHUSHIN* also gives *FUJUBUN* to *TORI* if he did not protect himself correctly from the counter-attack of *UKE* and if his *UKEMI* is not correct.
- *For each non assisting of TORI during performing counter-attack of UKE (ASHI BARAI, KOSOTO GARI OSOTO GATI etc.)*
- *FUJUBUN for TORI- making blocks too far (when UKE makes YOKO GERI –URA MAWASHI GERI – USHIRO MAWASHI GERI ...)*



- *For each complaint of TORI or UKE SHUSHIN has to give FUJUBUN*
- *For every complaint of coach during JU RANDORI SHUSHIN has to give*
FUJUBUN to the coach (his competitor)
- *For every contact of UKE (HAND blow, leg kick or final blow after cleaning or throwing)*
- *For ruthless performing of dangerous techniques UKE (throwing TORI on the head after OSOTO GARI, OUCHI GARI or any other throwing technique)*
- *SHUSHIN gives as well FUJUBUN to TORI if he makes a mistake in the attacks he is supposed to make and if he keeps pushing voluntarily UKE outside the competition area (JOGAI) although he was already warned by a KEIKOKU.*
- *SHUSHIN gives FUJUBUN to UKE if he has used a counter-attack forbidden in competition (see Appendix 1).*
- *Sweeping techniques (ashi barai / kaiten geri gedan) can be executed strongly up to the knee height. At the knee height they will be penalized.*



c) CHUI

- *SHUSHIN gives CHUI to TORI if he does not control his attack and hit his partner. In that case (if tenshin was properly executed by UKE) the attack must be repeated.*



- *SHUSHIN gives CHUI to UKE if his counter-attack is done in such a way that it puts his partner in danger.*

d) HANSOKU CHUI

- *SHUSHIN gives HANSOKU CHUI when a competitor makes a serious mistake. Any injury inflicted by a competitor to his partner is considered as a serious mistake and must automatically be sanctioned by HANSOKU CHUI.*
- *In JURANDORI INDIVIDUAL, HANSOKU CHUI leads immediately to the loss of the fight for the competitor who has been sanctioned but in JURANDORI TEAM, this sanction is deducted from the points already obtained by the team or to come. In both cases the competitor who has been sanctioned is excluded from the this fight (Ju Randori INDIVIDUAL or TEAM).*

e) SHIKKAKU

- *SHIKKAKU is given in the following cases :*
 - *when a competitor does not obey to the orders of the referee*
 - *when a competitor does not act properly and deliberately violates the rules of Nanbudo competition*
 - *when a competitor loses his fighting spirit and his defensive attitude*
 - *when a competitor injures his partner*
- *disqualification for all tournament / Kata and Ju Randori category*

How many negative points is necessary for disqualification the competitor or the team;

In JU RANDORI individual,

1 CHUI and 1 FUJUBUN

1 CHUI and 2 FUJUBUN

2 CHUI

1 HANSOKU CHUI

1 SHIKAKU

for disqualification the competitor IS NECESSARY – 3 POINTS

In JU RANDORI TEAM,

1 CHUI and 1 FUJUBUN

1 CHUI and 2 FUJUBUN

2 CHUI

1 HANSOKU CHUI

1 SHIKAKU

for disqualification the whole team IS NECESSARY – 3 POINTS.

ARTICLE 7: INJURIES AND ACCIDENTS IN COMPETITION

- 1) An injured competitor who will have been declared inapt by the Doctor appointed for the competition, will not be allowed to continue. If he insists upon continuing despite the doctor's advise, he will be disqualified by the referee.
- 2) Any further participation in any other event of the competition will be subject to the doctor's approval.

ARTICLE 8: OFFICIAL PROTEST

- 1) No one may protest about a Judgement to the members of the Refereeing Panel.
- 2) If a Refereeing procedure appears to contravene the rules, the President of the Federation or the official representative is the only one allowed to make a protest.
- 3) The protest will take the form of a written report submitted immediately after the match in which the protest was generated.

ARTICLE 9: GESTURES AND FLAG SIGNALS

During JU RANDORI except for MOTONOICHI, SHUSHIN holds a coloured flag in each hand. The red (AKA) is held in the left hand, the white (SHIRO) in the right hand.

FLAG SIGNALS :

- MOTONOICHI

When the SHUSHIN announces MOTONOICHI he holds the flags in his left hand.

- HAJIME

SHUSHIN announces HAJIME while crossing the flags in front of him at 45° toward the floor.

- IPPON

SHUSHIN announces IPPON while raising the flag of the colour of the competitor who obtained the point the arm folded at the level of his head.

- WAZAARI

SHUSHIN announces WAZAARI while raising the flag of the colour of the competitor who obtained the point vertically over his head.

- YUKO

SHUSHIN announces YUKO while raising the flag of the colour of the competitor who obtained the point horizontally on the side.

- TORIMASEN

SHUSHIN announces TORIMASEN while uncrossing once the flags in front of him.

- KEIKOKU

The SHUSHIN announces KEIKOKU while holding out the flag of the colour of the competitor who made the mistake horizontally on the side in the direction of the competitor while doing twice a movement from the bottom up with his wrist.

- MOICHIDO

SHUSHIN gives a warning to TORI when he does not respect the rule of MAAI. He does not stop the fight. He puts the flag of the colour of UKE between the two competitors and points the flag of the colour of TORI toward the table of judges saying MOICHDO

- **FUJUBUN**

SHUSHIN announces FUJUBUN while holding out the flag of the colour of the competitor who made the mistake at 45° towards the floor and on the side.

- **CHUI**

SHUSHIN announces CHUI while holding out the flag of the colour of the competitor who made the mistake horizontally on the side in the direction of the competitor while making small circles with the flag several times.

- **HANSOKU CHUI**

SHUSHIN announces HANSOKU CHUI while holding out the flag of the colour of the competitor who made the mistake vertically over the head and on the side while making small circles with the flag and pointing it in the end in the direction of the competitor horizontally.

- **SHIKKAKU**

SHUSHIN announces SHIKKAKU while holding out the flag of the colour of the competitor who made the mistake vertically over the head and on the side while making several large circles with the flag and finally pointing it in the direction of the exit to indicate exclusion.

- **MACHIGAI**

In order to cancel a point announced by mistake, the SHUSHIN announces MACHIGAI while crossing the flags twice in front of him, followed by a new announcement of points.

- **YAME**

SHUSHIN announces YAME while crossing and uncrossing the lags in front of him.

- **YAME SOREMADE**

At the end of the fight, SHUSHIN announces YAME SOREMADE while crossing and uncrossing the flags in front of him.

- **HANTEI**

When SHUSHIN announces HANTEI, he holds the flags in the same hand. Then he puts his whistle in his mouth and takes the red nag in his left hand and the white flag in his right hand. When the table announces the scores he raises vertically the flag of the colour of the competitor who won while blowing his whistle.

KATA RULES

ARTICLE 1: KATA COMPETITION AREA

- 1) The competition area must be flat and devoid of hazard.
- 2) The competition area must be of sufficient size to permit the uninterrupted performance of Kata.

EXPLANATION:

For the proper performance of Kata a stable smooth surface is required. Usually the matted JU RANDORI areas will be suitable.

ARTICLE 2: OFFICIAL DRESS

- 1) Contestants and Judges must wear the official uniform as defined in Article 2 of the Ju Randori Rules.
- 2) Any person who does not comply with this regulation may be disbarred.

EXPLANATION:

I. The karate/nanbudo-gi jacket may not be removed during the performance of Kata.

II. Contestants who present themselves incorrectly dressed will be given one minute in which to remedy matters.

ARTICLE 3: ORGANISATION OF KATA COMPETITION

- 1) Kata competition takes the form of Team, Duo and Individual matches. Team matches consist of competition between three person (male, female, mixed) teams. Duo matches consist of competition between two person (male, female, mixed) teams. The Individual Kata match consists of individual performance in separate male and female divisions.
- 2) The competitors will be expected to perform Kata from Official List of Kata (Appendix 3) during the competition.
- 3) Competitors must perform a different Kata in each round. Once performed Kata may be repeated in Finals.

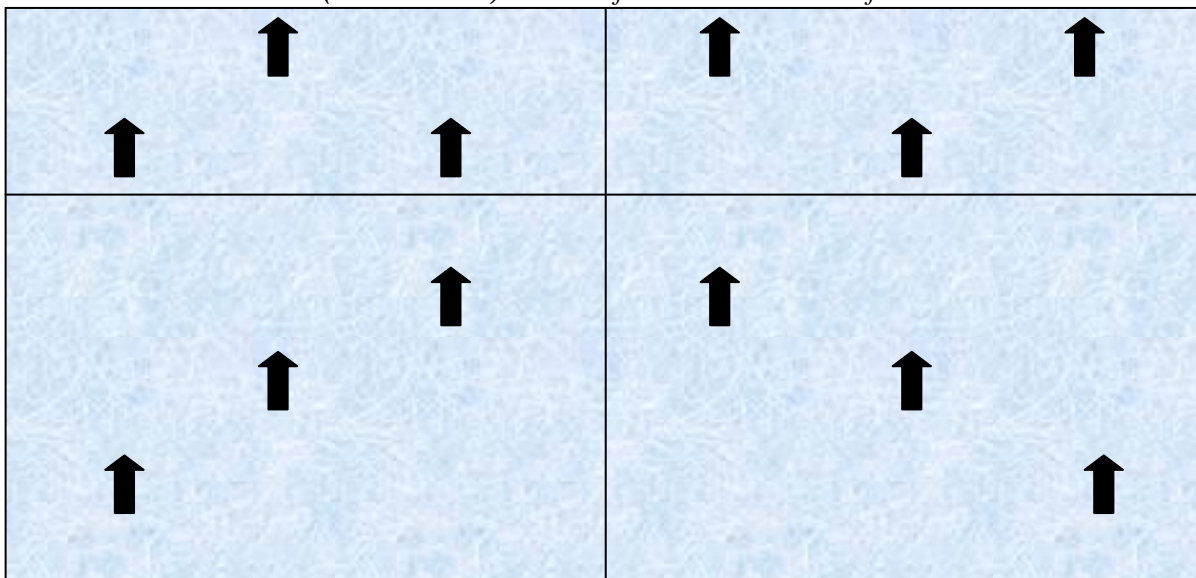
ARTICLE 4. THE REFEREE PANEL (POWERS AND DUTIES)

- 1) The panel of five referees for each match will be designated by the Referee Commission.
- 2) There are three types of referees in a Nanbudo competition (including both individual and team possibilities of competing), according to the modality of Kata: 1 KANSA, 1 SHUSHIN, and 4 FUKUSHINS
- 3) In addition, table judges and caller/announcers will be appointed.
- 4) The KANSA (or supervisor) guarantees that everything goes on correctly during the competition. He must help and develop the following duties: to check out the good development of the rules of Kata; stop the competition to substitute a SHUSHIN or a FUKUSHIN whenever one of them favour (without a technical reason) one competitor against the other, commit several refereeing mistakes, behave lazily or pay no attention to the fight; KANSA'S decisions are irrevocable; KANSA'S must try to put 5 judges from different countries on the tatami.
- 5) The SHUSHIN is the head referee and leads the qualifying round according to the following duties: to announce the possible disqualifications; stop the qualifying rounds whether it is necessary and starts it over again; evaluate the technical, physical and mental development of the competitor's KATA; stop the kata if anything should disturb the competitor and automatically give her/him 1-minute break to get ready again; SHUSHIN must call SHUGO if the decisions between all of the judges are more than 0,5 points
However, the SHUSHIN must follow every indication the KANSA, the FUKUSHIN or the judge table may make to him. The SHUSHIN must accept the decisions taken either by the FUKUSHIN or the refereeing table. When the SHUSHIN says SHUGO the FUKUSHINS have to meet him to consult the incidents of the round.
The SHUSHIN must accept the KANSA'S decisions.
The SHUSHIN shows the middle mark in the beginning of every round and expresses his or her decisions by showing the scoreboard. The SHUSHIN cannot favour one competitor against the other under any principle different to those merely technical or mental ones in order to make of him or her winner.
- 6) The FUKUSHIN'S duty is to assist the SHUSHIN. The FUKUSHIN must sit on a chair in a corner of the area of competition. The FUKUSHIN must give the final score of each qualifying round according to the rules of KATA. The FUKUSHIN cannot favour one competitor against the other under any principle different to those merely technical or mental ones in order to make of him or her winner. The FUKUSHIN must use the same scoreboard as SHUSHIN does.
- 7) There are two table judges in a KATA competition (including both individual or team possibilities of competing). The table judge 1's duty is to call the referees and the competitors and to announce the scores calculated by the table judge 2 after the qualifying rounds. The table judge 2's duties are to take down the competitor and referee's names in the score forms, calculate the results after he put out the highest and lowest score and note down the winner's name in the official categories list. The table judge 2 must keep the results from the kata referee team in order to make copy on request from KANSA.

EXPLANATION:

- I. *The Chief Judge will sit in the centre position facing the contestants and the other four Judges will be seated at the corners of the competition area.*
- II. *Each Judge will have a scoreboard.*
- III. *In Team Kata, all three team members must start the Kata facing in the same direction and towards the Chief Judge.*

*For the **KATA TEAM (OR DANTAI)** the team formations can be as follow:*



Three (3) competitors compose the teams.

- IV. *The members of the team must demonstrate competence in all aspects of the Kata performance, as well as synchronisation.*
- V. *Commands to start and stop the performance, stamping the feet, slapping the chest, arms, or karate-gi, and inappropriate exhalation, are all examples of external cues and should be taken into account by the referees when arriving at a decision.*

ARTICLE 5: CRITERIA FOR DECISION

- 1) The Kata must be performed with competence, and must demonstrate a clear understanding of the traditional principles it contains. In assessing the performance of a contestant or team the Referee will look for:
 - a. A realistic demonstration of the Kata meaning.
 - b. Understanding of the techniques being used (BUNKAI).
 - c. Good timing, rhythm, speed, balance, and focus of power (KIME).
 - d. Correct and proper use of breathing as an aid to KIME.
 - e. Correct focus of attention (CHAKUGAN) and concentration.
 - f. Correct stances (DACHI) with proper tension in the legs, and feet flat on the floor.
 - g. Proper tension in the abdomen (HARA) and no bobbing up and down of the hips when moving.
 - h. The KATA must be performed over his correct line (or EMBUSEN)
 - i. The performance should also be evaluated with a view to discerning other points such as the difficulty of the Kata presented.
 - j. In Team Kata synchronisation without external cues is an added factor.
- 2) If wrong name of the kata is pronounced competitor will be deducted -0.3 points (Ex: the competitor say nanbu shodan and continue with nanbu sandan.)
- 3) If the competitor repeat the kata on request from SUSHIN competitor will be deducted -0.3 points (Ex: if the competitor forgets more than 2 techniques in the kata , SUSHIN will stop him or her and order restart of the kata).

EXPLANATION:

Kata is not a dance or theatrical performance. It must adhere to the traditional values and principles. It must be realistic in fighting terms and display concentration, power, and potential impact in its techniques. It must demonstrate strength, power, and speed — as well as grace, rhythm, and balance.

ARTICLE 6: OPERATION OF MATCHES

- 1) The table judge will call the competitors.
- 2) The competitor will occupy his place in front of the referee and out of the line that determines the entrance to the tatami.
- 3) The head referee (SHUSIN) will say *NYUJO* to call the competitor. After that, the competitor will salute (maintaining standing up position) and enter in the tatami. He will have his place in the line where the beginning of the exercise is marked.
- 4) After that, the SUSHIN will say *TOKUI KATA* (favourite Kata). That is the moment when the competitor will say the name of the exercise he is going to perform
- 5) The SUSHIN will repeat the name of the competitor KATA and say HAJIME in order to allow him to begin the exercise.
- 6) When exercise is finished the head referee will say HANTEI and both SHUSHIN AND FUKUSHIN referees will raise scoreboard (KIROKU HYŌ).
- 7) After the ending of the exercise, the head referee (SUSHIN) will say TAIJO to ask the competitor to leave the tatami.
- 8) If an IKIWAKE occurs table judge will announce this, and competitors will do another kata then before. If IKIWAKE occurs again the table judge will call both competitors to tatami and kata referee team will decide whom the winner is with flags.

APPENDIX 1. LIST OF OFFICIAL RANDORI, AUTHORIZED TECHNIQUES, ILLEGAL TECHNIQUES AND ACTIONS

JU RANDORI / INDIVIDUAL - JU RANDORI TEAM COMPETITION										
R A N D O R I		TSUKI	TSUKI	MAE GERI	MAE GERI	MAWASHI GERI	MAWASHI GERI	TSUKI	number of authorized techniques	
1.	RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7	
2.	RANDORI NI NO KATA	X	X	0	0	0	0	0	5	
3.	RANDORI SAN NO KATA	0	0	0	0	0	0	X	6	
4.	RANDORI YON NO KATA	0	0	0	X	X	X	0	4	
5.	RANDORI IRIMI NO KATA	0	0	0	0	0	0	0	7	
6.	RANDORI SUKUI NO KATA	0	0	0	0	0	0	0	7	
KAITEN RANDORI										
1.	KAITEN RANDORI ICHI NO KATA	0	0	0	0	0	0	X	6	
2.	KAITEN RANDORI NI NO KATA	0	0	0	0	0	0	X	6	
3.	KAITEN RANDORI SAN NO KATA	0	0	0	0	0	0	X	6	
GYAKU RANDORI										
1.	GYAKU RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7	
2.	GYAKU RANDORI IRIMI NO KATA	0	0	0	0	0	0	X	6	
3.	GYAKU RANDORI SUKUI NO KATA	0	0	0	0	0	0	0	7	
Number of techniques authorized for use		11	11	12	11	11	11	7	74	
<p>0 = TECHNIQUES AUTHORIZED IN COMPETITION JU RANDORI INDIVIDUAL AND JU RANDORI TEAMS</p> <p>X = TECHNIQUES FORBIDDEN IN COMPETITION JU RANDORI INDIVIDUAL AND JU RANDORI TEAMS</p> <p>USING ANY OTHER TECHNIQUE IN THE COMPETITION WILL BE PUNISHED.</p>										
										table No 1

Each competitor must attack seven times in the following order : 2 TSUKI, 2 MAE GERI, 2 MAWASHI GERI. 1 TSUKI. Attacks can be indifferently either right (MIGI) or left (HIDARI).

After Tori have performed the attack technique, Uke performs defence technique having in mind not to repeat defence technique,

Repeating the defence technique twice in a row is not allowed

Explanation: the right way of Uke's performing

TORI	UKE
• 1 tsuki	Randori ichi no kata
• 2 tsuki	Ashi barai
• 1 maegeri	Randori ichino kata
• 2 maegeri	Ushiro mawashi geri
• 1 mawashi geri	Randori ichi no kata
• 2 mawashi geri	Yoko geri
• last tsuki	Randori ichi no kata

Explanation: the wrong way of Uke's performing

TORI	UKE
• 1 tsuki	Ashi barai
• 2 tsuki	Randori ichi no kata
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• 2 maegeri	Ushiro mawashi geri
• 1 mawashi geri	Randori ichi no kata
• 2 mawashi geri	Yoko geri
• last tsuki	Randori ichi no kata

Performing Gyaku techniques (randori ichi no kata – gyaku randori ichi no kata) table judge notes as the same, so the point is erased.

If Uke repeats the same technique twice in a row, table judge erases the point from previous technique (repeats two ushiromawashi geri-a, erased the point of the second one), SHUSHIN does not stop Ju randori, the fight is carrying to the end and then referee table does the correction of points (erases points of second ushiro mawashi).

If Uke has performed technique, but shushin judged mae, TORI repeats the attack and UKE can perform the same technique, while that technique has not been noted.

APPENDIX 2. JU RANDORI POINTS AND CRITERIA FOR DECISION

SHUSHIN	FUKUSHIN	FUKUSHIN	TORIMASEN	YUKO	WAZAARI	IPPON	MOICHIDO
0	0	0	0				
0	0	1	0				
0	0	2	0				
0	0	3	0				
0	0	MAAI	0				
0	1	1		1			
0	1	2		1			
0	1	3		1			
0	2	2		1			
1	1	1		1			
1	1	2		1			
1	1	3		1	2		
0	1	MAAI		1			
0	2	MAAI		1			
0	3	MAAI		1			
1	1	MAAI		1			MAAI
1	MAAI	MAAI					
0	2	3			2		
0	3	3			2		
1	2	2			2		
1	2	3			2		
2	2	2			2		
2	2	3			2		
1	2	MAAI			2		
1	3	MAAI			2		
2	2	MAAI			2		
2	MAAI	MAAI			2		MAAI
1	3	3				3	
2	3	3				3	
3	3	3				3	
2	3	MAAI				3	MAAI
3	3	MAAI				3	
3	MAAI	MAAI				3	MAAI
0	MAAI	MAAI					MAAI
MAAI	MAAI	MAAI					MAAI

The table shows the positive points, and bold figures are the ultimate SHUSHIN points. In the line where the two bold numbers SHUSHIN must decide which of two marks in a given time will be awarded.

APPENDIX 3. OFFICIAL LIST OF INDIVIDUAL AND TEAM NANBUDO KATA

- **NANBU SHODAN**
- **NANBU NIDAN**
- **NANBU SANDAN**
- **NANBU YODAN**
- **NANBU GODAN**
- **IKKYOKU**
- **SAMPO SHO**
- **SEIENCHIN**
- **HYAKU HACHI**
- **SEIPAI**
- **SHIN TAJIMA**