61st All Hawaii Karate Championships
Rules of Competition

I. Kobudo and Team Kata Rules

- **Judging System:** Kobudo and Team Kata divisions will be judged using a point-card system. For example, 5.0 to 7.0
- **Kobudo Tie-Breaker Rules:**
  - **Beginner to Intermediate Divisions:** Competitors may repeat the same kata in the event of a tie.
  - **Advanced Divisions:** Competitors must perform a different Kobudo kata in the event of a tie. Competitors may use a different weapon, provided it falls within the same classification of *long weapon* or *short weapon*.
- **Team Kata Tie-Breaker:** All Team Kata competitors may repeat the same kata in the event of a tie.

II. Kata Rules

- **Judging System:** Kata divisions will be judged using the red-and-blue flag system.
- **Minimum Number of Judges:** Each division must have a minimum of three (3) referees/judges. Advanced divisions will be required to have 5 judges.
- **Beginner to Intermediate Divisions:** Competitors may repeat the same kata in consecutive rounds.
- **Advanced Divisions:** Competitors must alternate between two (2) katas in successive rounds or perform a different kata in each round.
- **Mandatory Kata Change Exception:**
  - Competitors in the **Men's Black Belt (18–34 years)** and **Women's Black Belt (18–34 years)** divisions must perform a different kata in every round.

III. Kumite Rules — Modified WKF Rules

The following modified WKF rules apply to all kumite divisions, except the Men's and Women's Black Belt divisions for ages 18–34, which are subject to the additional provisions listed at the end of this section.

A. Match Duration and Scoring

- **Match Duration:** One minute and thirty seconds (1 minute, 30 seconds) of stop-time.
- **"Ato Shibaraku" Announcement:** The announcement will be made when fifteen (15) seconds remain in the match.
- **Maximum Score:** All divisions will have a six (6)-point scoring ceiling.
- **Simultaneous Scoring at the Six-Point Ceiling:** If both competitors score simultaneously and reach the six (6)-point ceiling at the same time, the winner will be determined by *Senshu* (advantage).

B. Competition Format

- **Single-Elimination Format:** All Kumite divisions will follow a single-elimination format.

- **Third-Place Determination:** No repechage will be conducted to determine third-place winners. Losers in the semi-final rounds will be awarded the bronze medals.

C. Mandatory Protective Equipment

1. Beginner to Intermediate Divisions

Competitors must wear the following equipment:

- White foam headgear, Mizuno headgear, or a WKF-approved face shield.
- Hand protectors in the designated red, white, or blue colors, as applicable to the division and assigned competitor.

2. Advanced Divisions

Competitors must wear the following equipment:

- White foam headgear, Mizuno headgear, or a WKF-approved face shield.
- Red and blue hand protectors.
- Red and blue shin and instep protectors.
- Red and blue belts.
- Mouthguard.
- Groin protector.

3. Equipment Color and Restrictions

- Competitors using red or blue protective equipment must wear the correct color corresponding to their assigned side.
- Dipped-foam hand protectors & shin and instep guards are strictly prohibited.
- Elastic-cloth hand protectors & shin and instep guards are strictly prohibited.
- Headgear is optional for competitors in the 18–34-year-old and 35-years-and-above age divisions.
- Regular eyeglasses are strictly prohibited during Kumite matches.

D. Optional Protective Equipment

The following equipment is optional for Beginner to Intermediate divisions:

- Mouthguard and groin protector. Although optional, both are strongly recommended.
- Shin and instep guards.
- Chest protector.
- Certified shatterproof sports glasses.
- Soft contact lenses.

E. Contact Rules

- **Face Contact Is Prohibited:** Any contact to the face or face shield is prohibited, regardless of the effectiveness or scoring potential of the technique.

- **Scoring and Penalties:** Any technique that makes contact with the face or face shield will not be awarded points and will result in a penalty.
- **Exception for Advanced Divisions:** Controlled skin contact is permitted only for *Jodan Geri* (head-level kicks) in Advanced divisions. All other applicable contact restrictions remain in effect.

F. Tie-Breaking Procedures

If a Kumite bout ends in a tie, the following procedures will apply:

1. **Senshu (Advantage):** If one competitor holds *Senshu* at the end of the bout, that competitor will be declared the winner.
2. **Hantei (Decision):** If neither competitor has scored any points by the end of the bout, the winner will be determined by *Hantei*.
3. **Senshu Revoked Within the Final 15 Seconds:** If *Senshu* is revoked during the final fifteen (15) seconds and the bout ends in a tie, the winner will be determined by the competitor who scored the higher-level technique.
    - **Example:** If the score is tied at 3–3, and the Aka (red) competitor earned three (3) points through a head kick (*Ippon*), while the Ao (blue) competitor earned three (3) points through punches (*Yuko*), the Aka competitor will be declared the winner because the head kick is the higher-level scoring technique.
    - If both competitors have scored techniques of the same level, the Chief Referee will proceed to a *Hantei* decision.
4. **Hantei Voting Procedure:**
    - The Chief Referee will move to the outside of the competition area and announce “Hantei.”
    - The four (4) corner judges will cast their votes first.
    - If the votes are tied, with two (2) flags for Aka and two (2) flags for Ao, the Chief Referee will cast the deciding vote.

G. Throwing Techniques

- **Permitted Divisions:** Safe throwing techniques are permitted only in **Advanced** divisions.
- **Prohibited Divisions:** Throwing techniques are not allowed in Beginner, Novice, and Intermediate divisions. Any attempt to execute a throw in these divisions will result in a grabbing penalty.
- **One-Handed Throws:** In Advanced divisions, throwing techniques may be executed using only one hand. Two-handed throwing techniques or attempts to throw using both hands are prohibited and will result in a grabbing penalty.
- **Exception — Countering a Kick:** A two-handed throw is permitted when a competitor catches an opponent’s incoming kick with both hands and uses the action to throw the opponent onto the tatami.
- **Safety Requirement:** All permitted throwing techniques must be executed safely and under control.

IV. Special Kumite Rules — Men's and Women's Black Belt (18–34 Years)

The Men's and Women's Black Belt divisions for ages 18–34 will follow all the Kumite rules outlined in Section III, with the following exceptions:

- **Match Duration:** Three (3) minutes of stop-time for both Men's and Women's divisions.
- **Face Contact:** Skin touch to the head area with the hands and feet are permitted.
- **Eight-Point Difference Rule:** The match will end if either competitor establishes an eight (8)-point lead or when the match time expires, whichever occurs first.