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KARATE CHAMPIONSHIP

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EVENT DETAILS

We are proud to announce the launch of the Talabat Dubai Schools Games Karate Championships with the technical support of the UAE Karate Federation. See below for event information:

EVENT DATES:	06TH FEBRUARY 2024	AGE CATEGORIES:	U11, U13 & U15
VENUE:	TBC	FORMAT:	KATA & KUMITE
TIME:	9 AM - 2 PM	The latest World Karate Federation (WKF) rules will be followed.	

A maximum of 12 teams can register in each age group. Schools can enter 1 participant under each category per age group. Once we reach full capacity the registrations will automatically close. Registrations close on **Friday 26th January 2024**.

AGE CATEGORY

- U11 - Born between 01st September 2012 and 01st September 2014
- U13 - Born between 01st September 2010 and 01st September 2012
- U15 - Born between 01st September 2008 and 01st September 2010



KUMITE: Rules & Regulations

1. Duration of the Kumite bout is:
 - Cadet and Junior Male and Female categories: 2 minutes effective time
 - 14 years and younger 1.5 minutes effective time.
2. The timekeeper shall give a signal, indicating “15 seconds to go” by one short burst with the buzzer, and “time up” by two short bursts with the buzzer. The “time up” signal marks the end of the bout.
3. Competitors are entitled to a rest period between bouts, equal to the standard duration time of the bout.
4. The Referee will announce “SHOBU HAJIME!” and the bout will commence.
5. The Competitors must bow properly to each other at the start and the end of the bout - a quick nod is both discourteous and insufficient.
6. The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the Competitors to take up their original positions: “MOTO NO ICHI” and return to his/her position. In the case of a score to be awarded, the Referee identifies the Competitor (AKA or AO), the area attacked (JODAN or CHUDAN), and then awards the relevant score (YUKO, WAZA-ARI or IPPON) using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”. When a Competitor has established a clear lead of eight points during a bout, the Referee will call “YAME” and order the Competitors back to their starting points and award the applicable score. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.

KUMITE: Rules & Regulations

7. When time is up, the Competitor who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring "AO (AKA) NO KACHI". The bout is ended at this point.
8. In the event of a tied score at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the bout by HANTEI. The four judges will immediately give the signal after the Referee calls for "HANTEI" when he/she blows the whistle. The Referee will thereafter raise his/her arm and declare the winner; "AO (AKA) NO KACHI", and if necessary, by this action, break the tie. When faced with the following situations, the Referee will call "YAME!" and halt the bout temporarily.



KUMITE: Rules & Regulations

9. When either or both Competitors are out of the Competition area, but with exception to allowing:

- Competitor to immediately score on an opponent that has exited the competition area.
- When the Referee orders the Competitor to adjust the KARATEGI or protective equipment.
- When a Competitor has contravened the rules. Rules Version 2023.01 21
- When the Referee considers that one or both of the Competitors cannot continue with the bout owing to injuries, illness or other causes. Following the Tournament Doctor's opinion, the Referee will decide whether the bout should be continued.
- When a Competitor seizes the opponent and does not perform an immediate technique or throw.
- When one or both Competitors fall or are thrown and neither Competitor manages to immediately follow up with a scoring technique.
- When both Competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique or not responding to WAKARETE.
- When both Competitors stand chest to chest without immediately attempting a throw or other technique and do not respond to WAKARETE
- When both Competitors are off their feet following a fall or attempted to throw and begin to wrestle.
- When a score is indicated by two or more Judges for the same Competitor.
- When, in the opinion of the Referee, there has been a foul committed - or the situation calls for halting the bout for safety reasons.
- When requested to do so by KANSA or the Tatami Manager.
- For any other reason that the Referee deems necessary.

KUMITE: Scoring

1. A score is awarded to a competitor when two or more judges indicate a score or when the Video Review Supervisors agree on a score after a Coach has raised a Video Request.
2. Points are scored by a traditional karate technique with the hand or foot executed with control of the scoring area.
3. Only the first correctly executed technique of an exchange will score except for an effective combination of techniques in which case the highest scoring technique will count regardless of the sequence of techniques in the combination.
4. The scoring areas are the body above the pelvis, up to and including the collar bone (CHUDAN), excluding the shoulders themselves, and the area above the collar bone (JODAN).
5. To be considered a score the technique must have the potential to be effective if it had not been controlled, and must also fill the criteria:
 - Good form (Properly executed technique).
 - Sporting attitude (Delivered without intent to cause injury).
 - Vigorous application (Delivery with speed and power).
 - Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling after completing a technique - unless the fall is caused by a foul by the opponent).
 - Good timing (Delivery of the technique at the correct moment).
 - Correct distance (Delivery at a distance where the technique would be effective).

KUMITE: Scoring

6. The following scale is used for awarding of points:
 - YUKO (1 point) is awarded for Tsuki (straight punch) or Uchi (strike) to a scoring area.
 - WAZA-ARI (2 points) is awarded for CHUDAN kicks
 - IPPON (3 points) is awarded for JODAN kicks or any technique against an opponent whose any part of the body other than the feet is in contact with the mat.
7. Techniques to the CHUDAN area may be delivered with controlled impact without causing injury to the opponent. A loss of breath by the recipient of a blow does not in itself indicate a lack of control. 8.8 Techniques to the JODAN can score when stopped within 5 cm of the target for kicks and 2 cm for hand techniques but may be delivered with a light touch (skin touch), without causing impact - except for the throat area where no physical contact is allowed.
8. For Cadets under 14 years and children, techniques to the JODAN can score when stopped within 10 cm of the target for kicks and 5 cm for hand techniques. 8.10 "Skin touch" is allowed in categories for Competitors 16 years or older (Juniors). For categories 14 to 16 years of age, skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body.

KUMITE: Scoring

9. Correctly executed techniques delivered at the moment the time runs out are valid.
10. A technique is invalid if:
 - Executed after the time-up signal or the Referee calling "YAME".
 - Executed upon or after "WAKARETE" before "TSUZUKETE" has been called.
 - Executed when the performer is outside the competition area (JOGAI).
 - Followed by a foul - except for JOGAI.
 - One turns back to the opponent after a technique (lack of awareness).
 - It in itself is, or follows, a violation of the rules (such as excessive contact, holding, grabbing etc.)when



KUMITE: Prohibited Behaviour

1. Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.
2. Attacks to the arms or legs, groin, joints, or instep.
3. Attacks to the face with open-hand techniques.
4. Techniques executed after "WAKARETE" before "TSUZUKETE HAJIME" have been called dangerous or forbidden throwing techniques.
5. Feigning, or exaggerating injury.
6. Exit from the competition area (JOGAI) not caused by the opponent or following a score.
7. Self-endangerment by indulging in behaviour, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).
8. Avoiding combat as a means of preventing the opponent from having the opportunity to score.
9. Passivity - not attempting to engage in combat (Cannot be given after there are less than 15 seconds left of the bout or to someone having a lead by point or SENSHU).
10. Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.
11. Grabbing the opponent with both hands for any other reason than executing a takedown upon catching the opponent's kicking leg.
12. Grabbing the opponent's arm or Karategi with one hand without immediately attempting a scoring technique or takedown.
13. Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.

KUMITE: Prohibited Behaviour

14. Simulated or actual attacks with the head, knees, or elbows.
15. Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other violations of etiquette.
16. In addition, a Referee may, based solely on his/her Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to the compliance of other members of the Competitor's entourage present on the competition floor.



KUMITE: Informal Warning

There are two types of Informal Warnings:

1. TSUZUKETE for encouraging activity To urge the Competitors to commence activity by gesturing in the same way as is customary for making the Competitors step onto the TATAMI, combined with the instruction "TSUZUKETE".
2. WAKARETE for breaking up a clinch To break up a clinch, using the same gesture as is customary for making the Competitors step back on the TATAMI combined with giving the order "WAKARETE" to temporarily stop the action without stopping the clock. The Competitors must separate - after which the order "TSUZUKETE" is given for resuming action.

Once WAKARETE is called by the Referee the Coaches do not have the opportunity to make a video request. When WAKARETE is called when a competitor is cornered, the Referee must ensure that the other Competitor withdraws sufficiently to disengage before TSUZUKETE is called.

TSUZUKETE, unless preceded by WAKARETE, is not used if there are less than 15 seconds left of the bout.

An otherwise correctly executed technique will not be given a score if executed at the same time as WAKARETE has been called - but will not be penalized. An uncontrolled technique will be subject to a warning or penalty in a normal manner.

KUMITE: Official Warning

There are two degrees of official warnings:

1. CHUI: Warning is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning
2. HANSOKU CHUI: HANSOKU CHUI Warning of disqualification in the event of further infractions is given for more serious infractions that reduce the other Competitor's chances of winning, or to a Competitor for any further infraction if three CHUI has already been given.



KUMITE: Penalty

There are two kinds of penalties which are two different levels of disqualification:

1. HANSOKU Disqualification from the bout. This is the penalty of disqualification following a very serious infraction or when HANSOKU CHUI has already been given.
2. SHIKKAKU Disqualification from the tournament. This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honour of Karate.

In instances where both AKA and AO are disqualified in the same bout by HANSOKU or SHIKKAKU, the opponents scheduled for the next round will win by bye (and no result is announced). Serious violation of conduct, discipline, or malicious behaviours on or outside the competition area by the Competitor or his entourage may cause further disciplinary action from the officials.

KUMITE: Results

The result of a bout is determined by a competitor obtaining a clear lead of eight points at time-up:

- having the highest number of points
 - at equal score having the first unopposed point advantage (SENSHU)
 - obtaining a decision by HANTEI or by a HANSOKU, SHIKKAKU, or KIKEN imposed against a Competitor.
-
- By 'first unopposed score advantage' (SENSHU) is understood that one Competitor has achieved the first instance of scoring on the opponent without having the opponent also score before the signal.
 - In instances where both Competitors score before the signal, and there is an indication of the score by two judges for each of the two Competitors, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout.
 - Individual bouts cannot be declared a tie, with the exceptions of team competition, or Round-robin competition, when a bout ends with equal scores, or no scores, and neither Competitor has obtained SENSHU, in which case the Referee will announce a tie (HIKIWAKE).
 - In any bout, if after full-time the scores are equal, but one Competitor has obtained the 'first unopposed score advantage' (SENSHU), that Competitor will be declared the winner.

KUMITE: Results

- In any individual bout, where no score has been obtained by either Competitor or the score is equal without any Competitor having a 'first unopposed score advantage', the decision will be made based on the following criteria in order of application:
 - a. The higher number of Ippon scored in the bout.
 - b. The higher number of Waza Ari scored in the bout.
 - c. Should also the number of Ippon and Waza Ari be equal, the decision will be by HANTEI, a final majority vote of the four Judges and the Referee, each casting their vote based on their judgement of which competitor displayed superiority of tactics and techniques.
- When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the competition area perimeter and call "HANTEI", followed by a two-tone blast of the whistle.
- The Judges will signal their opinions and the Referee will declare the winner. The Referee will then indicate the winner by hand signal and the order (AKA/AO NO KACHI), and by this action also resolve any tie.
- Should a Competitor that has been awarded SENSU receive a warning for avoiding combat for the following incidents: JOGAI, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout - the Competitor will automatically forfeit this advantage.

KUMITE: Results

- The Referee will then first show the type of infraction and type of warning or penalty the Competitor did, then show the sign for SENSHU followed by the sign for annulment (TORIMASEN) and at the same time announcing “AKA/AO SENSHU TORIMASEN”.
- If SENSHU is withdrawn when it is less than 15 seconds left of the bout, no further SENSHU can be awarded to either Competitor. In cases where SENSHU has been awarded, but a successful video request determines that the other opponent scored and that a score is not unopposed, the same procedure is used for nullification of SENSHU.
- In instances where both AKA and AO are disqualified in the same bout by HANSOKU, the opponents scheduled for the next round will win by a bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared by HANTEI, unless one of the Competitors has SENSHU.



KATA: Rules & Regulations

1	Anan	22	Hakucho	43	Kishimoto No Kushanku	64	Ohan Dai	85	Seishan
2	Anan Dai	23	Hangetsu	44	Kousoukun	65	Oyadomari No Passai	86	Seisan (Sesan)
3	Ananko	24	Haufa (Haffa)	45	Kousoukun Dai	66	Pachu	87	Shiho Kausoukun
4	Aoyagi	25	Heian Shodan	46	Kousoukun Sho	67	Paiku	88	Shimpa
5	Bassai	26	Heian Nidan	47	Kururunfa	68	Papuren	89	Shinsei
6	Bassai Dai	27	Heian Sandan	48	Kusanku	69	Passai	90	Shinochin
7	Bassai Sho	28	Heian Yondan	49	Kyan No Chinto	70	Pinan Shodan	91	Sochin
8	Chatanyara Kusanku	29	Heian Godan	50	Kyan No Wanshu	71	Pinan Nidan	92	Suparinpein
9	Chibana No Kushanku	30	Heiku	51	Matsukaze	72	Pinan Sandan	93	Tekki Shodan
10	Chinte	31	Ishimine Bassai	52	Matsumura Bassai	73	Pinan Yodan	94	Tekki Nidan
11	Chinto	32	Itosu Rohai Shodan	53	Matsumura Rohai	74	Pinan Godan	95	Tekki Sandan
12	Enpi	33	Itosu Rohai Nidan	54	Meikyo	75	Rohai	96	Tensho
13	Fukyugata Ichi	34	Itosu Rohai Sandan	55	Myojo	76	Saifa	97	Tomari Bassai
14	Fukyugata Ni	35	Jiin	56	Naifanchin Shodan	77	Sanchin	98	Unshu
15	Gankaku	36	Jion	57	Naifanchin Nidan	78	Sansai	99	Unsu
16	Garya	37	Jitte	58	Naifanchin Sandan	79	Sanseiru	100	Useishi
17	Gekisai (Geksai) 1	38	Juroku	59	Naifanchin	80	Sanseru	101	Wankan
18	Gekisai (Geksai) 2	39	Kanchin	60	Nijushiho	81	Seichin	102	Wanshu
19	Gojushiho	40	Kanku Dai	61	Nipaipo	82	Seienchin (Seiyunchin)		
20	Gojushiho Dai	41	Kanku Sho	62	Niseishi	83	Seipai		
21	Gojushiho Sho	42	Kanshu	63	Ohan	84	Seiryu		

Note: Names of some kata are duplicated due to the variations customary in spelling in Romanization. In several instances a kata may be known under a different name from style (Ryuha) to style, - and in exceptional instances, an identical name may be a different kata from style to style.

KATA: Rules & Regulations

The system will automatically set the correct number of pools, according to the number of entries and the World Karate Federation rules.

No. of Competitors	No. of Groups	No. of Kata performed to win	Competitors in the 2nd round
2	1	1	Zero (No 2nd round)
3	1	1	Zero (No 2nd round)
4	2	2	Medal Bout (only for gold)
5 to 10	2	2	Medal Bout
11 to 24	2	3	8 Competitors
25 to 48	4	4	16 Competitors
49 to 96	8	4	32 Competitors
97 or more	16	5	64 Competitors



TECHNICAL PARTNER

Do not hesitate to reach out to the UAE Karate Federation, if you would like to train, learn new skills or develop your game further.

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If you may have any further queries, comments or suggestions
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