

To all athletes participating in the World Ryukyu Kobudo Championship

The following are the guidelines for the day's activities. We would like to ask for your cooperation in this matter.

Submit the health management checklist.

Weapons weighing

- (1) All participants other than boys, junior high school students, and physically challenged person must have their weapons weighed individually at the weapons weighing station.
- (2) Male, mature, and high school students... Sai (more than 650g for each side), Bo stick (more than 900g)
Female..... Sai (more than 550g for each side), Bo stick (more than 800g)

Player assembly.

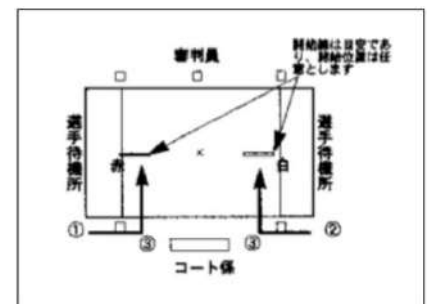
- (1) The court staff will gather the players for the next match at the players' waiting area and assign them to Red and White.
- (2) Court staff will guide the players to the match court.

Manners for waiting for players in a face-to-face match and for the match to start:

- (1) At the match court, sit and wait in the off court waiting area for the players.
- (2) Please be careful not to enter to the court when other contestants are demonstrating.
- (3) When the previous competitor is demonstrating, the next competitor waits in the corner ① or ② outside the court.
- (4) When your name is called, answer, and both players must proceed simultaneously to location ③ on the court and bow to each other.
- (5) Enter the venue by facing the court and bowing to the court (playing field).
- (6) Proceed to the starting position in the court. (There is a starting line, but it is optional. You may start your demonstration from anywhere.)
- (7) After standing in the starting position and bowing to the judges, call out the name of the kata in order of the Red and White players. Then, at the signal of the referee's whistle, the demonstration will begin.

If you do not follow these the steps, you will not lose points.

If a different kata is performed than the one called for, you will be disqualified.



How to behave after a face-to-face demonstration:

- (1) When your demonstration is finished, bow to the competitor, and move back to the back of the court until the competitor has finished.
- (2) Both players will move to position ③.
- (3) Judgment will be made when both contestants have returned to their positions as shown in ③.
- (4) After the decision is made, the players will perform the following etiquette: bow to the front, bow to each other, and then return to the direction of ① and ② and leave the venue. The round will end at the waiting area for the judges. In addition, we regret to inform you that the defeated players of each round will have to go to the cheering section to support their team.

The World Ryukyu Kobudo Championship

[Face-to-face competition rules]

Stadium

The playing field shall be a flat, long shape of 8m x 11m.

Clothing

Attire for participating player, referees shall be as follows

[Participating Players]

A. Top and bottom karate gi(uniform). The current colors are acceptable.

B. For female, a plain white T-shirt may be worn underneath uniform (not for male).

C. It is forbidden to roll up the sleeves and hem of a skirt.

D. The length of the sleeves of the skirt shall be between the wrists and the elbow, and the length of the hem shall be between the ankle and the knee.

E. Ornaments other than karate uniform (hair ornaments such as ribbons or other similar items) are not allowed to be worn.

[Referee]

A. Jacket: White shirt

B. Trousers: slacks in gray

C. Necktie

D. Shoes: Use black colored shoes without any color, pattern, or decoration.

Type event

Kata Competitions

The kata events will be individual competitions of two events, Bo stick and Sai.

The basic classifications for the World Ryukyu Kobudo Championship are as follows. The details will be published in the application guidelines depending on the number of participants in the tournament.

There will be nine divisions: Juvenile Division, Elementary School Division, Junior High School Division, High School Division, General Women's Division, General Men's Division, Mature Division, General Men's Dan Division, and Persons with disabilities. The divisions will be merged according to the number of participants.

Method of competition

A. Two contestants shall perform at the same time in a tournament with an odd number of judges judging the flags.

B. The length, weight, material, and shape of the armor used in the competition shall be as follows

[Bo stick]

Length : 180cm

General male class (Kyu and Dan), Mature class and High school students(male)

General women and High school students(female) As long as the weight requirement is met, the height of players

plus 10cm (Bo stick) is acceptable.

Weight:

900g or more

General male class (Kyu and Dan), Mature class and High school students(male)Male adults (Kyu, Dan).

800g or more

General women and High school students(female)

Material:

Bo stick is made by wood material and meets the specification of length and weight

Shape:

Round bar (medium thickness, tapering possible)

*The thickness is not specified as long as it meets the length and weight standards.

[Sai]

Weight:

650g or more for a single piece

General male class (Kyu and Dan), Mature class and High school students(male)Male adults (Kyu, Dan)

550g or more for a single piece

General women and High school students(female)

Material:

Iron (can be plated), stainless steel

Shape :

Okinawa traditional Sai style

*For youth and junior high school students, there are no specific rules, and the items used for daily practice are acceptable.

*During Sai competitions, throwing Sai, poking the floor, stabbing, or otherwise damaging the playing field is prohibited.

*fylfot Sai is allowed to be used even if it weighs less than 650g only in the case of performing Jigen's Sai. It is not allowed to use fylfot Sai in other performing.

Type of Kata

The type of kata shall be selected from the following table. (If a kata is not listed below and is considered traditional kata, please contact the Secretariat in advance.)

Only in the general male class (Dan), the kata must be changed between the preliminary and final. Other than that, the same kata can be used for the preliminary and final.

Bo Kata

1	TOKUMINE NO KUN	7	CHATANYARA NO KUN	13	UFUGUSHIKU NO KUN	19	CHOUN NO KUN
2	SAKUGAWA NO KUN(DAI · SHOU)	8	CHINEN SHIKYANAKA NO KUN	14	CHIKIN DAI KUN	20	CHOUN NO KUN
3	SHUSHI NO KUN (DAI · SHOU)	9	SESOKO NO KUN	15	CHIKIN NO KUN	21	CHOUN NO KUN
4	SHOSHI NO KUN	10	SHISHI NO KUN	16	SHIROMATSU NO KUN	22	RURU NO KUN
5	URASHI NO KUN	11	SHIROTARU NO KUN	17	KOBO NO KUN	23	SUEYOSHI NO KON
6	YONEGAWA NO KUN	12	SHUKUMINE NO KUN	18	KATIN NO KUN		

Sai Kata

1	CHATANYARA NO SAI	4	HAMAHIGA NO SAI	7	YAKA NO SAI	10	SANCHO NO SAI
2	CHIKINSHITAHAKU NO SAI	5	TAWATA NO SAI	8	ISHIKAWA NO SAI	11	SHINBARU NO SAI
3	HANTASHO NO SAI	6	KOJO NO SAI	9	NICHO NO SAI	12	MANJI NO SAI(JIGEN NO SAI)

Composition of judges and competition committee members

The referee team shall consist of one chief referee, two assistant referees, and an auditor. In the final, the referee team shall consist of 1 chief referee and 4 assistant referees for a total of 5 persons, with the chief referee mainly in the center and the assistant referees in the four corners, plus an auditor.

The competition committee shall consist of four members: a court chief, a caller, a recorder, and an assistant.

How to start and end demonstrations

At the start of the demonstration, each competitor shall first wait outside the court, and when called by the caller, shall stand in each corner, bow to each other, and move to a designated place outside the court. Then they bow to each other. After bowing to the front, move to the starting line inside the court. Bow to the referee. The player on the right (Red) from the referee's viewpoint calls out the name of the kata, and the player on the left (White) calls out the name of the kata. At the whistle signal (beep) from the head referee, the demonstration in the direction of the other team shall begin.

When a fighter finishes a demonstration on the court, he or she should bow and leave the court without waiting for the partner and wait outside the original court line for the decision. When the decision is made, the judges will bow to the judges, bow to each other, and exit to the corner to return to the waiting area.

Judgment method

The method of judgment by the referee shall be as follows.

- A. When the umpires make a decision, they raise the flag of the winner's team directly above the whistle signal (beep) of the chief umpire.
- B. After counting the flags, the chief referee shall lower the flags of all referees at the whistle and raise the flag of the winner's side again to determine the winner.

- C. If there is an off-field foul, the referee who recognized the foul will report it to the chief referee after the game. The chief referee will notify the other referees of the incident. However, since this is not a scoring system, it will not result in a specific point deduction, but will be one of the criteria for each referee to judge. In other words, in the case of a close call, the presence or absence of a foul will be one of the criteria for judgment.
- D. For infractions other than off the field, the display of intentions by individual referees is not required.

Criteria for judgment

Criteria for judgment, disqualification, and point deduction

- A. It is a relative evaluation of the opponents to determine who has the advantage.
- B. Setting the impression point
- (1) Look over the entire performance to determine the impressions of both performers.
 - (2) The point deduction is not a specific numerical deduction, but a criterion of judgment based on impression points, and it is not an absolute judgment of victory or defeat.
 - (3) If a fighter is judged to have a clear advantage in impression points, even after considering point deductions, the decision of the winner shall not be precluded even if the fighter has committed a foul, such as an out-of-place or floor thrust. However, this shall not apply in the case of disqualification.
 - (4) In the case of a close decision, the presence or absence of foul points shall be the basis of the decision.
- C. Points to reduce
- (1) When the competitor goes out of the court during the performance.
 - (2) If the weapon is removed from the hand when it is not supposed to be removed.
 - (3) If you make a mistake in the type during the process.
 - (4) When you hit the floor with Sai or Bo stick.
 - (5) When the upper body posture is out of balance during Bo stick strikes, Sai thrusts, etc.
 - (6) Losing stability of the lower half of the body and becoming unsteady.
 - (7) The direction of the eyes and the direction of the face are not one and the same.
 - (8) When the spirit is found to be inappropriate.
 - (9) lack of spirit is recognized
- D. Disqualification
- In case of any of the following items, the competitor shall be disqualified. However, the contestant will be allowed to perform until the end of the competition and the disqualification call will be carried out at the time of judgment.
- (1) When you perform Kata, you never use fylfot Sai (except Jigen`s Sai)
 - (2) If the competition is stopped for more than 5 seconds during a kata demonstration.
 - (3) When a traditional kata is severely altered.
 - (4) When a competitor performs a kata other than the one declared.
 - (5) Those who make profanity on the playing field or have extremely bad attitude towards the game.
 - (6) When the armor is removed.
 - (7) If you lose your balance and fall.

Determination of Tournament Combinations

Matches will be decided in advance by computer drawing by the secretariat.

Awards.

Medals and certificates will be awarded for 1st to 3rd place in each class. Medals and certificates will be awarded to 1st through 3rd places in each class. 2 3rd places will be awarded, and there will be no battle for 3rd place.

*For the elementary school student division only, a Fighting Spirit Award will be given to the 5th through 8th place winners.

The overall winner will be chosen from those who have won both the Sai and Bo stick sections of the general men's dan section and the general minus section. However, if there is no suitable candidate, the secretariat will select the overall winner. In addition, the results of the kata match only will be used to determine the winner, and the results of the kumite matches will not be included.

Classes for people with disabilities

Those who are eligible to participate in the Disabled Class shall be those who have been issued a certificate of eligibility or a medical care certificate issued by the prefecture.

Persons with disabilities are those who have been issued with a certificate of disability or medical care and education issued by the prefectural government, and include those with visual, hearing, upper limb, lower limb, upper and lower limb, performance, and organ disabilities, and those with intellectual disabilities.

The Disabled Persons Class shall be conducted as one class regardless of the level of disability, age, or Kyu and Dan status.

The minimum number of persons to be claimed in the disabled class shall be two.

If the minimum number of participants is not reached and there is only one competitor, a reference match will be held.

Armor used by the disabled class

Weapons used by competitors in the Disabled Class are unlimited in weight, length, and material, and may be modified to allow the competitor to operate them.

The use of prosthetic devices (such as artificial limbs, footpads, car chairs, etc.) is permitted for the athletes competing in the Disabled Class.

Competitors competing in the Disabled Class are required to declare the weapon to be used at the weighing station and affix a certificate of verification to the weapon.

Disabled class type

Kata for the disabled class competitors, Modifications are permitted.

*Any class that does not meet the minimum number of competitors will be placed in another class as appropriate.

*The rules for high school students follow those for the men's and women's groups. Refer to the rules for kata and light weight of weapons.

*This rule is subject to change without notice only if it is judged that it will not significantly interfere with the progress of the competition. However, in such cases, it will be communicated as a cautionary note by verbally on the day.

[Online Type Competition Rules]

Video recording location

Dojo, gymnasium, outdoors, and other large places. If outdoors, athletic shoes are allowed.

Clothing

Attire for participating player, referees shall be as follows

[Participating Players]

- A. Top and bottom karate gi(uniform). The current colors are acceptable.
- B. For female, a plain white T-shirt may be worn underneath uniform (not for male).
- C. It is forbidden to roll up the sleeves and hem of a skirt.
- D. The length of the sleeves of the skirt shall be between the wrists and the elbow, and the length of the hem shall be between the ankle and the knee.
- E. Ornaments other than karate uniform (hair ornaments such as ribbons or other similar items) are not allowed to be worn.

Type event

Kata competition shall be limited to Sai and Bo stick individual competition.

The World Ryukyu Kobudo Championship will be held in 9 classes as follows.

- ① Youth Division 1 (3rd and 4th grade) *8 to 9 years old
- ② Youth Division 2 (5th and 6 grade) *10 years old and under 11 years old
- ③ Junior high school students (male and female) *12 years old and up to 14 years old
- ④ General women *15 years old and over
- ⑤ General male class (Kyu) *15years old and over
- ⑥ General male class *Over 15 years old

* First and second graders may participate in ① division.

* This is as of April 1.

Method of competition

A. Two contestants shall perform at the same time in a tournament with an odd number of judges judging the flags.

B. The length, weight, material, and shape of the armor used in the competition shall be as follows (same as face-to-face Kata competition rules)

[Bo stick]

Length : 180cm

General male class (Kyu and Dan), Mature class and High school students(male)

General women and High school students(female) As long as the weight requirement is met, the height of players plus 10cm (Bo stick) is acceptable.

Weight:

900g or more

General male class (Kyu and Dan), Mature class and High school students(male)Male adults (Kyu, Dan).

800g or more

General women and High school students(female)

Material:

Bo stick is made by wood material and meets the specification of length and weight

Shape:

Round bar (medium thickness, tapering possible)

*The thickness is not specified as long as it meets the length and weight standards.

[Sai]**Weight:**

650g or more for a single piece

General male class (Kyu and Dan), Mature class and High school students(male)Male adults (Kyu, Dan)

550g or more for a single piece

General women and High school students(female)

Material:

Iron (can be plated), stainless steel

Shape :

Okinawa traditional Sai style

*For youth and junior high school students, there are no specific rules, and the items used for daily practice are acceptable.

*During Sai competitions, throwing Sai, poking the floor, stabbing, or otherwise damaging the playing field is prohibited.

*Manji no Sai is allowed to be used even if it weighs less than 650g only in the case of performing Manji no Sai. It is not allowed to use fylfot Sai in other performing.

Type of Kata (same as face-to-face Kata competition rules)

The type of kata shall be selected from the following table. (If a kata is not listed below and is considered traditional kata, please contact the Secretariat in advance.)

Only in the general male class (Dan), the kata must be changed between the preliminary and final. Other than that, the same kata can be used for the preliminary and final.

Bo Kata

1	TOKUMINE NO KUN	7	CHATANYARA NO KUN	13	UFUGUSHIKU NO KUN	19	CHOUN NO KUN
2	SAKUGAWA NO KUN(DAI · SHOU)	8	CHINEN SHIKYANAKA NO KUN	14	CHIKIN DAI KUN	20	CHOUN NO KUN
3	SHUSHI NO KUN (DAI · SHOU)	9	SESOKO NO KUN	15	CHIKIN NO KUN	21	CHOUN NO KUN
4	SHOSHI NO KUN	10	SHISHI NO KUN	16	SHIROMATSU NO KUN	22	RURU NO KUN
5	URASHI NO KUN	11	SHIROTARU NO KUN	17	KOBO NO KUN	23	SUEYOSHI NO KON
6	YONEGAWA NO KUN	12	SHUKUMINE NO KUN	18	KATIN NO KUN		

Sai Kata

1	CHATANYARA NO SAI	4	HAMAHIGA NO SAI	7	YAKA NO SAI	10	SANCHO NO SAI
2	CHIKINSHITAHAKU NO SAI	5	TAWATA NO SAI	8	ISHIKAWA NO SAI	11	SHINBARU NO SAI
3	HANTASHO NO SAI	6	KOJO NO SAI	9	NICHO NO SAI	12	MANJI NO SAI(JIGEN NO SAI)

Composition of judges and competition committee members

The composition of the referee team shall be based on a five-person point system.

If the total points are equal, the lowest point is added to the total. If the total points are tied, the lowest point will be added to the total points. In case of a further tie, the highest score is added to the total score, and the total score is used for judgment.

The score shall be between 7.0 and 9.0 in increments of 0.1, with 8.0 being the standard.

How to start and shoot demonstrations

In the event of a contest, the contestant shall wait in the center of performance place, bow and call out the name of the kata, and then begin the demonstration. After the performance, the filming shall end with a bow.

Film from the front with a fixed camera, landscape orientation, sound on, in the best possible light. Do not leave the screen during the performance. The number of video pixels should be HD 1280 × 720. Video editing is not allowed.

Criteria for judgment

Criteria for judgment, disqualification, and point deduction

B. It is a relative evaluation of the opponents to determine who has the advantage.

B. Setting the impression point

(1) Look over the entire performance to determine the impressions of both performers.

(2) The point deduction is not a specific numerical deduction, but a criterion of judgment based on impression points, and it is not an absolute judgment of victory or defeat.

(3) If a fighter is judged to have a clear advantage in impression points, even after considering point deductions,

the decision of the winner shall not be precluded even if the fighter has committed a foul, such as an out-of-place or floor thrust. However, this shall not apply in the case of disqualification.

(4) In the case of a close decision, the presence or absence of foul points shall be the basis of the decision.

C. Points to reduce

- (1) When the competitor goes out of the court during the performance.
- (2) If the weapon is removed from the hand when it is not supposed to be removed.
- (3) If you make a mistake in the type during the process.
- (4) When you hit the floor with Sai or Bo stick.
- (5) When the upper body posture is out of balance during Bo stick strikes, Sai thrusts, etc.
- (6) Losing stability of the lower half of the body and becoming unsteady.
- (7) The direction of the eyes and the direction of the face are not one and the same.
- (8) When the spirit is found to be inappropriate.
- (9) lack of spirit is recognized

D. Disqualification

In case of any of the following items, the competitor shall be disqualified. However, the contestant will be allowed to perform until the end of the competition and the disqualification call will be carried out at the time of judgment.

- (2) When you perform Kata, you never use fylfot Sai (except Jigen`s Sai)
- (2) If the competition is stopped for more than 5 seconds during a kata demonstration.
- (3) When a traditional kata is severely altered.
- (4) When a competitor performs a kata other than the one declared.
- (5) Those who make profanity on the playing field or have extremely bad attitude towards the game.
- (6) When the armor is removed.
- (7) If you lose your balance and fall.

Awards.

1st to 3rd place in each class.

The World Ryukyu Kobudo Championship (Hardstyle Kumite) Competition Rules

Weapon: A designated by 180cm wooden made Bo stick

Protective gear: The designated items must be worn for the face, body, small organ, and shin pads. (Protective gear for arresting techniques, kendo, and naginata is acceptable.)

Playing field: Square shape with one side 8m.

Class: The competition class will be one class for the general male category.

Method of competition: The game will be played using Bo stick.

Criteria for judgment:

The scoring area is limited to the protective gear part of the face, body, hands, and shins, and if it is outside the protective gear part, it is considered invalid or a foul.

When the opponent is in possession of an object, thrusting and kicking is permitted. However, if the attacked thrusting and kicking is received by the attacker, the attacker will receive a point. In addition, the points for both thrusting and kicking techniques shall be considered Waza ari.

Foul play:

Martial arts competitions should be conducted in a fair and honest manner, and any attempt to intentionally injure the opponent or reduce the fighting ability of the opponent should be strictly avoided. Therefore, attacks on areas without protective gear, as well as all techniques, should be judged on the basis that they are controlled to avoid danger.

Prohibited move:

- ① Attacking a part of the body without protective gear is prohibited.
- ② All thrusts shall be straight-through, and any thrust that causes the head to turn upward or the chin to rise shall be considered a foul.
- ③ If a competitor intentionally strikes the floor with a weapon, this will be considered a foul. (Damage to the weapon has the potential to cause a serious accident. In addition, unnecessary intimidation is considered to be a degrading behavior.)
- ④ In order to ensure the safety of the partner, all techniques must be controlled. Therefore, any technique that threatens the safety of the partner, whether it is a weapon strike or a bare-handed attack, is prohibited, even if it is part of the armor.
- ⑤ The decision as to whether or not a move is a prohibited move will be made by a majority of the referees, as per the referee guidelines. The same applies to the decision of whether a move is invalid or a foul.

Penal rule:

- a. Foul play, whether intentional or negligent, will result in a point deduction, but if the foul play is found to be intentional, it will be considered a serious foul play.
- b. The penalties for each of the three verbal encounters are: Foul Law 1, Foul Law 2, Foul Law 3 and Foul Law 4.
- c. Regarding point deduction, Foul Law 1 and Foul Law 2 are one piece of techniques. Foul Law 3 and Foul Law 4 both give one point to the opponent. If Foul Law 4 is declared, it becomes three strikes and the fighter loses by foul play. However, if the partner has already taken one point because it is counted as a valid technique, Foul Law 3 will result in two double points, making a total of three points, and therefore a foul loss.
- d. In the case of a serious foul (e.g. injury to a partner), it may be considered as Foul Play 3 or Foul Play 4 on the first try.

Off field:

Escaping itself is not a foul, but going outside the venue, regardless of whether it is an escape or footwork, will result in a foul in the same way as the category of point reduction.

Behavior: For example, unnecessary gut posing, high fives, or any other behavior that provokes the opponent, including cheering, should be strictly avoided. When the main referee and each referee judge that it is unjust to make a foreign language that humiliates the partner or the referee, or when the referee does not follow the instruction of the referee, or when there is a false report, it will be considered as a foul by the consensus of the referee team.

Match time:

3 minutes. However, if the referee deems it necessary to stop the clock, he or she may do so. In the event of a draw, a longer game will be played with a one-minute head start (1 point).

Standoff: If the game is not decided in the longer game, the referee will decide by flag decision. In this case, the referee must decide one way or the other.

Composition of judges:

The referee system will be a 5-person system with 1 chief referee and 4 assistant referees. (For details, please refer to the separate sheet on refereeing)

Prize:

Medals and certificates will be awarded to the first through third place winners.

The World Ryukyu Kobudo Championship (Soft Kumite) Competition Rules

Weapon: Designated five-shaku stick, short stick, nunchaku, tung far, bamboo rod, three-sectioned club.

Protective gear: The designated items will be used for both the face, body, lower body, and shin guards.

Playing field: A square shape with one side 8m.

Class: There will be three classes for the competition: Youth Division 1 (3rd and 4th grade elementary school students), Elementary Division 2 (5th and 6th grade elementary school students), and Junior High School students (male and female).

Method of competition: The game will be played with your favorite weapon and three game winning streak. A change of weapon is allowed only once during the competition. However, a change of weapon can be requested only when one of the moves has been decided and the referee has waited.

Criteria for judgment:

The scoring area will be one piece for a correct strike to the protective gear on the face and body. In addition, if the strike hits the small child, back, foot, arm, buttocks, etc., it will be considered as "Waza-ari". Two waza-ari are considered as one piece. Even if the strike is one piece, if the strike is not enough or is too shallow, it will be considered as Waza ari or invalid.

Prohibited move:

- ① Attacking the throat or the engine without protective gear is a foul. Attacking the target is also a foul and a prohibited technique.
- ② All thrusting techniques should be done with straight-through, and it is a foul if the head is turned up or the chin is raised. Controlled striking techniques should be used, and techniques that are swung or swept out with force are prohibited.
- ③ Excessive stick fighting, suppression techniques, and nunchaku sandwiching techniques are prohibited. However, Osae waza and Hasami waza to the extent that the weapon is not deformed are allowed. However, in the case of Osae waza and Hasami waza, the side that initiated the attack will be penalized, except in special cases.
- ④ If a competitor intentionally hits the floor with a weapon, this will be considered a foul.
- ⑤ If the attack on the opponent's body causes the weapon to become deformed and not return to its original position (e.g. broken), it is not considered to be a controlled technique and is considered to be dangerous and depending on the circumstances, may result in a Foul Play 3 or Foul Play 4.

Penal rule:

e. Foul play, whether intentional or negligent, will result in a point deduction, but if the foul play is found to be intentional, it will be considered a serious foul play.

f. For each of the three verbal encounters, the following penalties will be assessed: Foul 1, Foul 2, Foul 3 and Foul 4.

g. Regarding point deduction, Foul Law 1 and Foul Law 2 are one piece of techniques. Foul Law 3 and Foul Law 4

both result in a single blow to the opponent. If Foul Law 4 is declared, it becomes three strikes and the fighter loses by foul play. However, if the partner has already taken one point because it is counted as a valid technique, Foul Law 3 will result in two double points, making a total of three points, and therefore a foul loss.

h. In the case of a serious foul (e.g. injury to a partner), it may be considered as Foul Play 3 or Foul Play 4 on the first try.

Off field: Escaping itself is not a foul, but going outside the venue, regardless of whether it is an escape or footwork, will result in a foul in the same way as the category of point reduction

Behavior:

For example, unnecessary gut posing, high fives, or any other behavior that provokes the opponent, including cheering, should be strictly avoided. When the main referee and each referee judge that it is unjust to make a foreign language that humiliates the partner or the referee, or when the referee does not follow the instruction of the referee, or when there is a false report, it will be considered as a foul by the consensus of the referee team.

Match time: 2 minutes. However, if the referee deems it necessary to stop the clock, he or she may do so. In the event of a draw, a longer game will be played with a one-minute head start (1 point).

Standoff:

If the game is not decided in the longer game, the referee will decide by flag decision. If the game is not decided in the longer game, a flag decision will be made by the referees.

Composition of judges:

The referee system will be a 5-person system with 1 chief referee and 4 assistant referees. (For details, please refer to the separate sheet on refereeing)

Prize:

Medals and certificates will be awarded to the first through third place winners.

How to referee a face-to-face kata match

Judgment:

Referees will be 1 chief referee and 4 assistant referees (5 persons) or 1 chief referee and 2 assistant referees (3 persons).

- ① Regardless of whether it is a 5-person or 3-person team, the winner will be decided by majority vote.
- ② In the event of a foul play, as per Article 11 of the Competition Regulations, the decision will be based on the individual judgment of the referee, not on a specific point deduction.
- ③ In the event of a disqualification, the disqualification will be declared at the end of the demonstration and the partner will be declared the winner. If both competitors are disqualified, both competitors will be disqualified, and the next match will be a no-contest.

Game progress:

- ① At the start of the match, line up the Red and White players on the left and right sides of the playing field and after the referee has given the "bow to the front" and "bow to each other" instructions, put on the red and white players' clothes. Let them sit.
- ② Follow the referee's rules and proceed from the first game to the final game.
- ③ When the match is over, have the Red and White players go out of the way and bow to each other and to the front to end the match.
- ④ The following steps will be carried out for each class and division assigned to the game.

Etiquette of judging:

- ① After the Red and White players have stood in their designated positions outside the court and have completed their manners, enter the court, bow to the referees, then the Red and White players in that order. The referee blows the whistle once without delay with a short "beep".
- ② When both judges have finished their demonstrations and have returned to their designated positions outside the court, the chief judge will call out "Judgment" and give one long or short whistle. At the same time, each of the former judges raises the flag straight overhead. At the same time, each of the former referees will raise the flag of the play of the winning side straight overhead. The Chief Referee will confirm without delay. The head referee will call "Red (White) wins". The referee calls "Red (or White) wins" and the White team wins. Raise the appropriate flag.

How to referee actual Ryukyu kobudo (soft and hard type)

Judgment:

The referee system will be a 5 person system with 1 main referee and 4 assistant referees.

- ① Points will be awarded when 3 or more flags are raised out of 5 judges.
- ② One piece of work must be judged as one piece by at least 3 judges.
- ③ If there is one "Waza ari" and two "Ippon" out of three flags raised, the "Waza ari" will be recognized, but it will not be considered as "Ippon" because it does not meet the requirement of three or more judges to recognize "Ippon".
- ④ When 4 judges raise the flag, if there is an equal number of "Ippon" and "Waza ari", it will be judged as "Waza ari". In the same way, when 5 judges raise the flag, judging will be made based on whether there are 3 or more flags.
- ⑤ A foul is also decided by three or more flags being raised.
- ⑥ All referees must be confident in their judgments and not be influenced by other referees. If the position is not visible due to the angle, or if the strike is considered to be insufficient, there is no need to react. It is prohibited to encourage others to judge. However, in the event of a clear misjudgment, only the judges may file an appeal. In such cases, the judges will have to discuss the matter again.
- ⑦ Simultaneously striking one another
In principle, when simultaneous moves are scored, they will be called as a striking each other. In the case of a mutual decision, three or more decisions are required, but if two of the five judges declare Red, two White, and one of them declares a mutual decision, it will also be considered as a mutual decision.
- ⑧ Raising the flag
When a technique is decided, the flag should be put out to the side for "waza-ari" and raised straight upward for "Ippon". In addition, in the case of a mutual strike, the two flags are extended horizontally. If there is a foul, the flag should be pointed in the direction of the competitor. To cancel a decision that has already been made, the flag should be crossed at the bottom and spread to the left and right.

*The judges will consider only correctly entered techniques to be effective. Therefore, Kasuri techniques and techniques entered through a defended weapon by Sinari are invalid.

*If the striking point is shifted due to an evasive action that shows a reaction, such as tilting the back of the head or using a weapon to catch the opponent, it is desirable to leave it as "Waza ari".

*Referees should not be confused by the sound, but should be able to tell whether the sound is being received or not. If the judges are not sure or are not confident, they may not make a decision and may not react. If the flag is raised too quickly, it will be invalidated if the judges give the signal to cancel the flag.

*If you're not sure what you're doing, you can always try to find out. This is the first time I've ever seen it. In this competition, the rule of having a technique in the direction of the opponent is not adopted, and it is considered invalid. However, if there is a clear difference in time between the two techniques, the earlier one will be considered valid.

*Attacking a fallen opponent is also permitted, but the rules governing foul play will apply.

*Once a decision has been made, it cannot be overturned, even if it is a misjudgment.