The 6th Annual World Ryukyu Kobudo Championship
[Face-to-face competition rules]

Stadium

The competition court 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).

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

C. It is forbidden to roll up the sleeves or trouser legs of the karate gi.

D. The length of the sleeves of the karate gi 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. Only plain black hair bands, bobbie pins and clips can be worn.

〔Referee〕

A. Jacket: White shirt.

B. Trousers: Gray slacks.

C. Necktie.

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

Type of event for the 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 divisions: Elementary School Division, Junior High School Division, High School Division, General Women's Division, General Men's Kyu Division, Mature Division, General Men's Dan Division, and Persons with disabilities. The divisions may 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 weapons used in competition shall be as follows:

[Bo stick]

Length: 180cm

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

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

Weight:

900g or more

General men class (Kyu and Dan) and High school students (men).

800g or more
General women, High school students (women) and Mature men.

750g or more
Mature women.

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 men class (Kyu and Dan), Mature class and High school students (men).
550g or more for a single piece.
General women and High school students (women).

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 the Sai, poking the floor, stabbing, or otherwise damaging the court is prohibited.
* The use of Manji sai is allowed only when you perform "Manji no sai (Jigen no sai)" even if it is less than 650g. The use of Manji sai in other type of kata is not allowed.

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 men 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	8	CHINEN SHIKYANAKA NO KUN	15	CHIKIN NO KUN	22	RURU NO KUN
2	SAKUGAWA NO KUN(DAI・SHOU)	9	SESOKO NO KUN	16	SHIROMATSU NO KUN	23	SUEYOSHI NO KUN
3	SHUSHI NO KUN (DAI・SHOU)	10	SHISHI NO KUN	17	KOBO NO KUN	24	TENRYU NO KUN
4	SHOSHI NO KUN	11	SHIROTARU NO KUN	18	KATIN NO KUN	25	UFUTUN BO
5	URASHI NO KUN	12	SHUKUMINE NO KUN	19	CHOUN NO KUN	26	SHIROTARO NO KUN
6	YONEGAWA NO KUN	13	UFUGUSHIKU NO KUN	20	CHOUN NO KUN	27	KASSHIN BO
7	CHATANYARA NO KUN	14	CHIKIN DAI KUN	21	CHOUN NO KUN		

1	CHATANYARA NO SAI	5	TAWATA NO SAI	9	NICHO NO SAI	13	SAI I
2	CHIKINSHITAHAKU NO SAI	6	KOJO NO SAI	10	SANCHO NO SAI	14	SAI II
3	HANTASHO NO SAI	7	YAKA NO SAI	11	SHINBARU NO SAI	15	SAI III
4	HAMAHIGA NO SAI	8	ISHIKAWA NO SAI	12	MANJI NO SAI(JIGEN NO SAI)	16	ISHIKAWAGWA NO SAI

Sai Kata

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 competitors 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 referees decide, 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 a foul outside of the court, 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.

Criteria for judgment

Criteria for judgment, disqualification, and point deduction.

A. The superior opponent will be determined by the judge's evaluation.

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 reduction

(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 competitor is showboating or behavior is obnoxious.

(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 Manji sai (except: you perform "Manji no sai or Jigen no sai").

(2) If the competitor stops 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 a competitor drops their weapon.

(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.

The overall winner will be selected by the competition committee from the top finishers in the kumite and kata competitions (Bo stick and Sai) in the general men's division (Dan) and general women's division.

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, or competitors countries medical authority.

Persons with disabilities are those who have been issued with a certificate of disability or medical care and education issued by the prefectural government or recognized medical authority 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.

Weapons 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 weigh 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 division. Refer to the rules for kata and weight of weapons.
*This rule is subject to change without notice only if it is deemed 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 participants shall be as follows:

A. Top and bottom karate gi (uniform).
B. For women, 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 karate gi.
D. The length of the sleeves of the gi 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. Only plain black hair bands, bobbie pins and clips can be worn.

Type event

The kata competition will be for 2 kinds of types "Bo stick and Sai" (Regulated Kata) for individual competition.

The World Ryukyu Kobudo Championship will be held in 6 classes as follows:

1 Youth Division 1 (Boys and Girls Elementary school) (3rd and 4th grade) *8 years old and 9 years old.
2 Youth Division 2 (Boys and Girls Elementary school) (5th and 6th grade) *10 years old and 11 years old.
3 Junior high school students (men and women) *12 years old and up to 14 years old.
4 General women *15 years old and over.
5 General men class (Kyu) *15 years old and over.
6 General men class (Dan) *15 years old and over.

＊The divisions will be merged according to the number of participants.
＊First and second graders may participate in youth division 1.
＊This age is as of April 1st 2026.

Method of competition (same as face to face Kata competition rules)

A. Each participant will be required to submit one video, which will be scored by the judges.
B. The length, weight, material, and shape of the weapons used in the competition shall be as follows.

[Bo stick]

Length: 180cm

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

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

Weight:

900g or more

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

800g or more

General women and High school students (women).

Material:

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

Shape:

Round bar (medium thickness).

*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 men class (Kyu and Dan), Mature class and High school students (men).

550g or more for a single piece.

General women and High school students (women).

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 court is prohibited.

*Manji Sai is allowed to be used even if it weighs less than 650g only in the case of performing “Manji no Sai (Jigen no Sai)”.

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.)

Bo Kata

1	TOKUMINE NO KUN	8	CHINEN SHIKYANAKA NO KUN	15	CHIKIN NO KUN	22	RURU NO KUN
2	SAKUGAWA NO KUN(DAI・SHOU)	9	SESOKO NO KUN	16	SHIROMATSU NO KUN	23	SUEYOSHI NO KUN
3	SHUSHI NO KUN（DAI・SHOU）	10	SHISHI NO KUN	17	KOBO NO KUN	24	TENRYU NO KUN
4	SHOSHI NO KUN	11	SHIROTARU NO KUN	18	KATIN NO KUN	25	UFUTUN BO
5	URASHI NO KUN	12	SHUKUMINE NO KUN	19	CHOUN NO KUN	26	SHIROTARO NO KUN
6	YONEGAWA NO KUN	13	UFUGUSHIKU NO KUN	20	CHOUN NO KUN	27	KASSHIN BO
7	CHATANYARA NO KUN	14	CHIKIN DAI KUN	21	CHOUN NO KUN		

1	CHATANYARA NO SAI	5	TAWATA NO SAI	9	NICHO NO SAI	13	SAI I
2	CHIKINSHITAHAKU NO SAI	6	KOJO NO SAI	10	SANCHO NO SAI	14	SAI II
3	HANTASHO NO SAI	7	YAKA NO SAI	11	SHINBARU NO SAI	15	SAI III
4	HAMAHIGA NO SAI	8	ISHIKAWA NO SAI	12	MANJI NO SAI(JIGEN NO SAI)	16	ISHIKAWAGWA NO SAI

Sai Kata

Composition of judges and competition committee members

The referee team for the Bo and Sai kata will be composed of five-person point system.

The winner is judged by the total score of the three players excluding the highest and lowest scores.
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 (Bo stick and Sai) will be between 7.0 and 9.0 in increments of 0.1, with 8.0 being the standard.

How to start and shoot demonstration

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.

A. Criteria for determining the type of regulation.

(1) Standards of technique (posture, stance, position of hands and feet, line of sight, direction of technique, presence or absence of exaggerated movements).
(2) Mastery of the technique (strength, remaining in one's frame, speed, spirit) and agility (the movement from start to finish, the speed of the technique).
(3) Overall uniformity (dress code, proper behavior).

B. Point reduction

(1) When the competitor completely goes out of the screen 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 during the process.
(4) When the upper body posture is out of balance during Bo stick strikes, Sai thrusts, etc.
(5) Losing stability of the lower half of the body and becoming unsteady.
(6) The direction of the eyes and the direction of the face are not one and the same.
(7) When competitor is showboating or behavior is obnoxious.
(8) Lack of spirit is recognized.

C. Disqualification

In the case of any of the following scenarios, 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 a kata using a Mangi sai (except: when performing "Manji no sai or Jigen no sai").
(2) If the competitor 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 court or display poor sportsmanship.
(6) When a competitor drops their weapon.
(7) If you lose your balance and fall.

Awards.

1st to 3rd place in each class.

The World Ryukyu Kobudo Championship (Hard style Kumite) Competition Rules

Weapon: A designated by 180cm for hard style kumite Bo stick.

Protective gear: The designated items must be worn for protection:
Face mask, body pads, hand protection, shin pads . (Protective gear for arresting techniques, kendo, and naginata is acceptable).

Court: Square shape with one side 8m.

Class: The competition class will be those set out in the competition regulations.

Method of competition:
Use the 180cm hard style kumite Bo stick.
The first competitor to score 6 points wins. All points are worth 1 point.

Punch and kick techniques:
Punches and kicks while holding weapons are permitted. Points for punches and kicks will be waza ari.

Effects of techniques:
Attacking with a weapon on the face, torso, hands, shins as a waza ari.
Punches and kicks are limited to the face and torso considered waza ari.
An attack on a fallen opponent is considered a sunate (sun attack) will be waza ari.
The scoring area is limited to the protective gear part of the face, torso, hands, shins. If it is outside the protective gear part, it is considered invalid or a foul.

The valid parts and their names are as follows:
Attack with weapons
① Face … " Jyoudan waza ari " ②Torso … " Chuudan waza ari " ③Hands … " Kote waza ar i"
④Shins and outer thighs … " Gedan waza ari "

Attack with thrusts and kicks
① Face … " Jyoudan (thrusts/ kicks) waza ari " ② Torso … " Chuudan (thrusts/ kicks) waza ari "

Foul:
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.

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 1, Foul 2 and Foul 3.

c. Foul 1 is 1 point for the opponent, Foul 2 is 2 points for the opponent, and Foul 3 is 3 points for the opponent.

d. In the case of a serious foul (e.g., injury to the opponent), even the first foul may result in 3 points for the opponent with 2 fouls or 6 points.

Off Court:

Escaping itself is not a foul, but going outside the court, 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 celebratory 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 competitor 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. Any other unsportsman like behavior not mentioned, may be deemed as a foul at the referee's discression.

Match time:

3 minutes for men, 2 minutes for seniors and 2 minutes for women or in accordance with tournament regulators. The match will be played without breaks. However, if the referee deems it necessary to stop the clock, he or she may do so.

Drawing (in competition):

If there is no difference in the number of points and the match is a tie, an extra round of games will be played with a one-minute lead and one point. In the event that the match is not decided by a prolonged game, the match will be decided by a flag decision by the judges. In this case, the referee must decide one way or the other.

The World Ryukyu Kobudo Championship (Soft Kumite) Competition Rules

Weapon:

Designated stick (Elementary school students and Junior high school students are use 5 shaku stick = 150 cm, High school students and adult are use 6 shaku stick = 180 cm), short stick, nunchaku, tonfa, katana (sword) and three-sectioned sticks.

Protective gear:

The designated items will be used for both the face, body, lower body, and shin guards.
High school students and adults are required face mask and groin protect gear.

Court:

A square shape with one side 8m.

Class:

The competition class will be those set out in the competition regulations.

Method of competition:

The game will be played with your favorite weapon.
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:

For all classes, attacks with weapons count as waza-ari if they hit anywhere except the groin or the back.
An attack on a fallen opponent is considered a sunate (sun attack) will be waza ari.

The valid parts and their names are as follows:

Attack with weapons
① Face … " Jyoudan waza ari " ②Torso … " Chuudan waza ari " ③Shins … " Kote waza ari"

Prohibited move:

1 Attacking the groin is a foul.
2 All techniques must use controlled movements; techniques that are wielded with brute force, or that are overextended or thrust through, are considered fouls. Attacks that miss the protective gear are either invalid or considered fouls.
3 Attacks from behind on all classes are considered fouls. However, if a frontal attack hits from behind due to the flex of the weapon, it is not a foul but invalid.
4 Excessive stick fighting, pinning or clamping techniques with weapons are considered foul.
5 If a competitor intentionally hits the floor with a weapon, this will be considered a foul.

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, foul 2 may result in 3 points for the opponent or an foul 3 may result in 6 points for the opponent.

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.

g. Caution is not penalized. Foul 1 is 1 point for the opponent, Foul 2 is 2 points for the opponent, and Foul 3 is 3 points for the opponent.

h. In the case of a serious foul (e.g., injury to the opponent), even the first foul may result in 3 points for the opponent with 2 fouls or 6 points for the opponent with 3 fouls.

Off court: Escaping itself is not a foul, but going outside the court, 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 celebratory 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. Any other unsportsman like behavior not mentioned, may be deemed as a foul at the referee's discression.

Match time:

The competition time for all classes is 2 minutes or according to the tournament regulations.
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).

Drawing (in competition):

If there is no difference in the number of points and the match is a tie, an extra round of games will be played with a one-minute lead for one point. In the event that the match is not decided by a prolonged game, the match will be decided by a flag decision by the judges. In this case, the referee must decide one way or the other.

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 refereeing system shall consist of one main referee, two assistant referees, and one assessor, for a total of four people.

1 Points are scored when more than half of the flags are raised.

2 A foul is also decided by three or more flags being raised.

3 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.

4 Raising the flag

When a technique is decided, the flag should be put out to the side for "waza-ari" . 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.

*Referees should not be confused by the sound. If there is the slightest hesitation or uncertainty, do not give a decision and do not react. If the flag is raised in the heat of the moment, it will be considered invalid if the flag is raised in the heat of the moment and a cancellation signal is given.

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