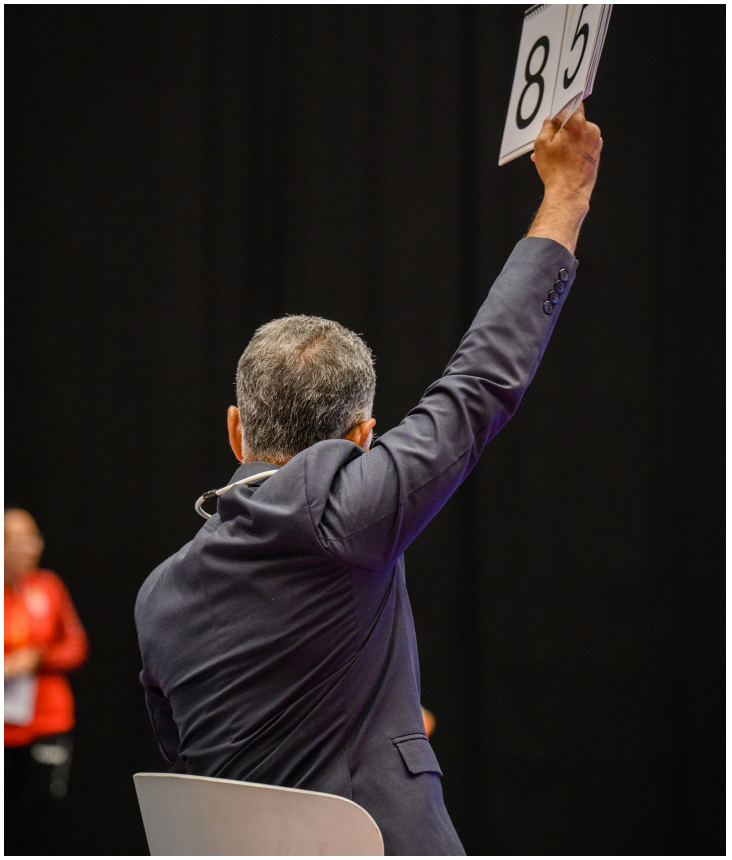




SKIF REFEREE MEETING

NOVEMBER 11 & 12, 2026
ANTALYA, TURKEY

MEETINGS

Wednesday, November 11, 2026

10.00 – 12.00 hrs. Referee Meeting (theoretical part)

Thursday, November 12, 2026

10.00 – 12.00 hrs. Referee Meeting (practical part)

12.00 – 13.00 hrs. Coaches' meeting

Referees are expected to participate in all three meetings.

THEORETICAL PART

General Rules

Kumite Rules

Yakusoku Kumite Rules

Kata Rules

Final Provisions

Questions & Answers

GENERAL RULES (1)

The valid rules are the SKIF Rule Book, version July 2023.

The current rules can be found on https://skif2026.org/general-information/skif-tournament-rules/.

We assume that you have read the rule book. We will therefore only touch on the most important points during this session.

Please note down your questions – you will have a chance to ask them at the end of the theoretical part.

GENERAL RULES (2)

All referees are expected to adhere to the dress code.

If there are sufficient referees, the SHUSHIN and FUKUSHIN must step out when a competitor from his / her country is competing. Otherwise, the SHUSHIN needs to ensure that there is one referee per country. This is valid for preliminary rounds only. In the final, all referees remain.

The SHUSHIN is responsible to check the numbers of the athletes.

GENERAL RULES (3)

If possible, referees will check the dress code / protective equipment before the athletes enter the arena.

Coaches are expected to wear their national training suit (no short pants).

One coach per athlete and match.

Coaches who act in an unbecoming manner or violate the competition rules can be banned from the competition area.

KUMITE RULES (1)

WAZA-ARI is awarded for techniques to the head, face, neck, chest, abdomen or back if they are in good form, correct attitude, vigorous application, zanshin, good timing and correct distance.

WAZA-ARI is a technique that is just a little less than IPPON; it does not mean 50 percent (%) of IPPON.

When determining the winner in team bouts, HANSOKU is stronger than IPPON is stronger than two WAZA-ARI.

KUMITE RULES (2)

The end of the bout is signalled by the referee who calls : ”YAME" as soon as he hears the gong. However as mentioned in the rules, there can be no valid score after the gong. The KANSA who sits next to the table with the timekeepers is responsible to check adherence carefully and intervene when needed.

- An effective technique delivered at the same time as the gong, is considered valid.

Penalties can be imposed by the refereeing panel up to the point where the contestants leave the area after the bout’s conclusion.

KUMITE RULES (3)

Prohibited behavior includes

- Contact to the throat, arms, legs, groin, joints or instep
- Excessive contact (“skin touch” is allowed)
- Attacks with open hands, head, knees or elbows (controlled HAITO can score)
- Grabbing / throwing without a genuine karate-do attack
- Clinching, wrestling, sweeping or seizing without a striking technique
- Repetitive clinching / ducking with "head down" can lead to MUBOBI penalty
- Feigning / exaggerating an injury
- Disobeying the commands of the SHUSHIN
- Exchanging one team member for another

KUMITE RULES (4)

Throws are only allowed if the opponent can be thrown safely, and the pivot point is below hip level.

Three categories of penalties:
- JOGAI
- MUBOBI
- KEIKOKU, HANSOKU CHUI, HANSOKU and SHIKKAKU

The same penalty cannot be given twice.

JOGAI and MUBOBI always follow the following steps : IKKAI / NIKKAI / SANKAI

KUMITE RULES (5)

The last category of penalty does not necessarily have to follow the order from KEIKOKU / HANSOKU CHUI / HANSOKU. The penalty will be given according to the seriousness of the prohibited behaviour.

However, in some rare cases each contestant can receive a penalty during the same decision. For example, AKA KEIKOKU and SHIRO KEIKOKU or AKA MUBOBI IKKAI and SHIRO HANSOKU CHUI.

KUMITE RULES (6)

The SHUSHIN (referee) should work together with the FUKUSHIN (judges) as a team.

If two or more FUKUSHIN have a different opinion than the SHUSHIN, it is highly advisable to call FUKUSHIN SHUGO.

When three FUKUSHIN give the same signal or indicate a score for the same competitor the SHUSHIN must call “YAME”.

The SHUSHIN should always be aware which FUKUSHIN had the best position.

KUMITE RULES (7)

Team matches: if one contestant or the coach are cited for prohibited behavior resulting in SHIKKAKU, the entire team will be disqualified.

In team matches all matches must be fought in the 1st and 2nd round. From the 3rd round the bout can be stopped after 3 victories (male) and 2 victories (female).

In the first round the team must be complete:
- minimum 5 contestants (male)
- minimum 3 contestants (female)

KUMITE RULES (8)

Only the official doctors / first aiders may touch an injured contestant.

Mark the ID card of a contestant who wins with HANSOKU / SHIKKAKU (cut the corner). With two corners missing, the athlete can no longer compete in the kumite categories (individual / team) of the tournament.

When a competitor does not want to / cannot fight (KIKEN), the opponent automatically wins.

Only the chief of delegation / coach may protest a decision to the KANSA.

Fist pumping is not allowed in SKIF and will lead to cancellation of the point.

YAKUSOKU KUMITE RULES

Points to be evaluated include position, stance, defense & offense techniques, distance, timing, TENSHIN and TAI-SABAKI.

Penalty points are given for
- correct SKIF system but ineffective techniques
- variation from the SKIF system
- bad or wrong techniques

Eliminations by KIHON IPPON KUMITE with KOHAKU (red - white flag) system.

Final 4 teams perform JIYU IPPON KUMITE and will be judged by point system (like kata final)

KATA RULES (1)

Kata must be performed with competence and understanding of the traditional SKIF Karate-do principles.

Evaluate good timing, rhythm, speed, balance and KIME.

The form must be correct according to SKIF Karate-do.

Disqualification of contestants
- Stopping during the kata
- Performing a different kata than announced
- Loss of own belt

KATA RULES (2)

Deductions include, but are not limited to

- Wrong movements at the beginning / end
- Stepping outside the competition area (individual kata only)
- Ending at a different place (EMBUSEN), however there is a tolerance
- Excessive breathing and changes of rhythm
- Hesitations / loss of balance
- Mistakes / repeated mistakes

When there is a technical error, the SHUSHIN must call FUKUSHIN SHUGO. When an individual FUKUSHIN is signaling a technical error, the SHUSHIN should call this FUKUSHIN and evaluate the validity and whether it should be shared with the whole referee team or not.

KATA RULES (3)

HIKIWAKE is not allowed.

In SAI-SHIAI the contestants must perform a different kata .

Team kata must start in a triangle facing the SHUSHIN.

Rhythm and timing must not be changed to synchronize the team kata; also, no external signs (breathing, etc.) must be used.

Fist pumping after the win will lead to disqualification.

FINAL PROVISIONS

The referee panel of each court will consist of a KOTO-CHO, a deputy KOTO-CHO, SHUSHIN, FUKUSHIN and KANSA. The referees and judges will be appointed by the KOTO-CHO for each category.

Referees and judges for the semi-final and final will be chosen from all referees.

When you compete, kindly change and report to your court immediately after your category is finished.

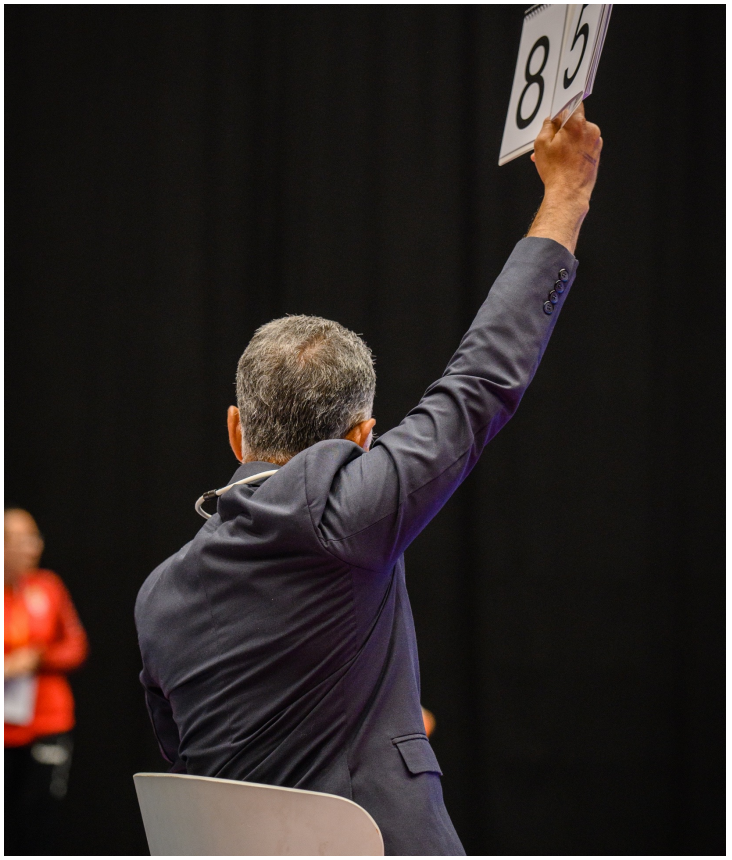
Please be punctual and do not leave your court without letting the KOTO-CHO know.

QUESTIONS & ANSWERS









THANK YOU FOR YOUR ATTENTION!