



Commission Internationale d'Arbitrage / CINDA

International Rules Competition

2026



Contents

I. RULES FOR JU RANDORI/ JU RANDORI TEAM	3
1. Competition area	3
2. Competitors	3
3. Principles of battle:	4
4. Roles of referees and expected behavior	4
a) Roles of referees (Synthesis)	4
b) Referee's expected behavior:	4
c) Referee's place	5
5. Conduct	5
6. Criteria for scoring	6
a) Attacks:	6
b) Defense techniques :	7
c) Moving	8
7. Ju Randori Team	10
a) General	10
b) Conduct	10
c) Time-out	11
8. Handling Flags by referees	12
9. Children Management (National competition)	12
10. Management of dropouts and injuries	12
11. Objection	13
II. RULES OF KATA	14
1. Competition area	14
2. Principle of Kata:	14
a) Refereeing with points :	14
b) Refereeing with flags :	14
c) Required knowledge	14
3. Role of referees:	15
a) Role of referees (Synthesis)	15
b) Placement of referees	15
4. Judging Criteria	15
5. Procedure: refereeing points	16
a) Process	16
b) Notation	16
c) Special case	17
6. Procedure: Refereeing with flags	17
a) Process	17
b) Special case : International level	18
7. Specificity of Kata team:	18
8. Children management	19
9. Objection	19

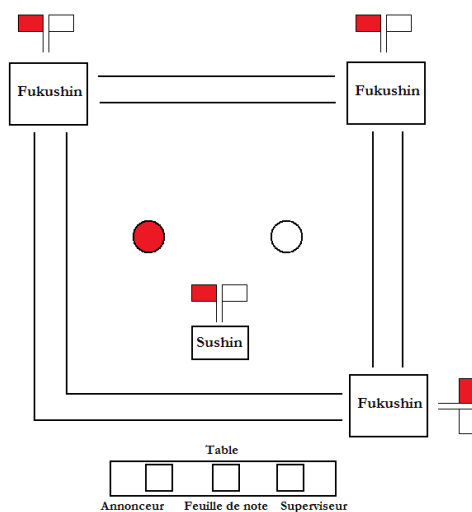


I. RULES FOR JU RANDORI/ JU RANDORI TEAM

Scoring is performed using the flags.

1. Competition area

- o Tatami, non-slippery surface
- o Surface Battle: 10 x 10 meters :
 - o 8 x 8 meters,
 - o an additional meter (in a different color): security area



Note: Referees must ensure that tatami is perfectly interconnected during the competition.

2. Competitors

2 Competitors: Aka (red belt) and Shiro (white belt):

- o **Tori** : Attacks sincerely, on a proper distance (Maai), with active participation (correct falls, anticipation...), without exaggeration.
- o **Uke**: Timing of dodging and counterattack, diversity techniques, quality, control, quality of technique.

The two roles and the criteria specified in (6) will be taken into account in refereeing and thus to define the winner of the attack and battle.



3. Principles of battle:

These are conventional semi-attacks codified.

Randori : Competitors perform 7 series of attack or sequence (1 Oi Tsuki right, 1 Oi Tsuki left, 1 Mae-geri right, 1 Mae-geri left, 1 Mawashi geri right, 1 Mawashi geri left, 1 Oi Tsuki right) alternating the roles of attacker and defender each sequence.

Ju Randori: Competitors perform the same series of attack or sequence (2 Oi tsuki, 2 mae geri, 2 mawashi, 1 Oi tsuki), with dynamic moving (Maai Renshu), alternating the roles of attacker and defender. In Ju Randori, attacks can be either type right (Migi) or left (Hidari).

It is imperative that the competitors have acquired Ukemi.

4. Roles of referees and expected behavior

a) Roles of referees (Synthesis)

3 Fukushin, 1 Sushin, table (Announcer, supervisor, officer notes)

o **Kanza** (Supervisor) : Ensures the smooth running of the competition. Assures the proper implementation of competition rules, judgment and attitude (competitors), handle complaints ... on the battle area ... He/she may stop the battle if the problem occurs by saying "Shugo". He is responsible for the management of referees on the court (exchange of referees, substitution of a referee in case of repeated errors, fatigue...).

o **Sushin** (Central Referee) : manages battle (line of the attack, Mae, participation, control). In case of non-compliance, aggression, mistake, he/she can give negative points "Keikoku" (-0,5), cancel the attack and restart using "Moïchido", and give also, Maai, Torimassen". If more or less serious faults occur (lack of control, bad behavior...) he/she may stop the battle and call the Fukushin (Shugo) for consultation and final decision: Fujubun (-1), Chui (-2) Hansoku Chui (disqualification), Shikaku, stop the battle.

o **Fukushin** (Referee) : 3 in number and sat down, judging the competitors taking account of the two roles (Tori¹ and Uke²).

o **Shiai Gakari** (Announcer): calls the competitors "to present, to prepare", monitors the order of attacks. In case of noting 3 negative points for a single competitor, he/she stops the battle. He/she is in charge of listing the points at the end of battle and may be responsible for timing the battle in Randori or Ju randori team competition.

o **Tensu Gakari** (Officer notes) : counts and notes the positive and negative points throughout the battle with the help of the Shiai Gakari . It is responsible for filling sheets of notes.

b) Referee's expected behavior:

When the referees gather for a consultation ("Shugo"), they should stand in Shizen Heiko Dachi and flags must be twisted together and held in one hand. The Supervisor (Kanza) and / or the referees must solve the problem raised at the earliest opportunity to quickly continue the fight.



The Fukushin cannot in any way stop the fight and challenge the Sushin and other referees by any means whatsoever (even if Maai). They express themselves through their ratings by flags. They must be able to justify their notes with the Kansa or Sushin if necessary.

c) Referee's place

- o Sushin is situated between the two competitors and the table, and trying to be located near the empty corner during the fight in order to have clear view on the competitors and the performed technique, moreover to ensure clear view for the table and the fukushins on the competitors.
- o Fukushin are seated at the outer limit of the safe area in accordance with the following diagram. Each is equipped with a red flag (Aka) and a white flag (Shiro).
- o The Supervisor of the battle area are seated at the official table

5. Conduct

Article 5-1:

Announcer (Shiai Gakari) calls the competitors to present themselves on the safety area of the battle area. Aka appears on the left and Shiro on the right of Sushin.

Article 5-2:

Sushin asks competitors to align to the center of the battle area using "Aka Shiro Motonoichi". The competitors carry out a salutation before entering battle area (Ritsu Rei). Once on the center of the tatami area, the competitors will salute each other and the Sushin.

Article 5-3:

Sushin place the two flags between Aka and Shiro and announces "Ju Randori, Yoi, Hajime". Competitors stand in a position Kamaete and start the battle when Sushin removes the flags.

Article 5-4:

Each competitor can take the initiative to attack first on each sequence. Then the roles are reversed. Sushin must use the flag of the next Tori between competitors at the beginning of each series of attacks (Waza).

Article 5-5:

At the end of the sequence, after both competitors performed 1-1 correct attack, Sushin separates the two competitors using the two flags.

Sushin says "Hantei" = decision for the best competitor of the sequence.

Each sequence is judged by three Fukushin

All of Fukushin raise the flag Aka or Shiro or 2 crossed flags (Hikiwake = equal). The referees keep their flags in the air until the next sequence starts.

Sushin says "Hajime" = restarts the battle by removing the flags placed in between the competitors.

The Fukushin must raise their flags at the same time after the announcement of "Hantei. The Kansa can make the decision to replace the Fukushin not respecting this rule.

Article 5-6:

At the end of Ju Randori Sushin says "Yame, Surimade, Motonoichi" = Competitors immediately stop all actions and resume their original position, standing face to face.

All flags must be placed downward.

Sushin says "Hantei" = Decision by the table.



Shiai Gakari (Announcer) says "Aka X points, Shiro Y points" and raise winner flag or two crossed flags for equal score. Then Fukushima raise winner flag followed by Sushin announcing the result : "Aka or Shiro Nokachi" with one flag or two crossed flags "Hikiwake" for equal score.

Article 5-7:

Once the result of fight given, competitors greet each other and greet referees and leave the battle space to the following competitor.

Article 5-8 : In case of equal score (in fight group or final) :

Sushin and Fukushima read the information provided by the table and decide the winner according to the following priority :

1. Numbers of negative points (from Fujubun)
2. Result of direct fight
3. If information does not a tie to be broken, competitors will perform additional attacks (1 tsuki, 1 maegeri, 1 mawashi geri).

Shiai Gakari says "additional attacks 1 tsuki, 1 maegeri, 1 mawashi geri "

In case of a new tie, Fukushima must decide the winner with flags (Aka or Shiro). Fukushima must turn one's back on tatami and raise their flag at the same time after "Hantei". The total flags designate the winner.

Article 5-9 : In case of disqualification or Abandonment

The winner in case of disqualification or abandonment of his opponent will be awarded the points of the remaining sequences (ie 21 points when the fight did not take place).

6. Criteria for scoring

a) Attacks:

Article 6-1:

- o Oi Tsuki should be performed in Jodan level.
- o Mae geri should be performed in Chudan level.
- o Mawashi geri should be performed in Jodan level and minimum shoulder level

Article 6-2:

"Suri Ashi" (small distance correction) is not obligatory if the attack distance is respected.

The attack must be frank and generous to allow uke to express themselves fully. They must be executed with Kime and Kiai.

Article 6-3: *Criteria for definition of a bad Tori:*

- o attack without distance,
- o bad axis or attack error,
- o not precise attack or hesitant; slow, without Kime,
- o endangering,
- o aggressivity,
- o refusal of falls
- o obstruction of Uke

Example: for equal value of counter-attack , the competitor with an attack mistake loses the sequence.



Article 6-4: Maai :

Tori must attack from a distance (Maai).

- o Attack too short (with or without "Suri Ashi")
- o Attack too deep (with or without "Suri Ashi")
- o Bad axis
- o Hesitant or no precise attack

Only the Sushin may announce 'Maai'. The Maai is taken into account if the Sushin announces the irregular attack.

In case of Maai, if Uke is unable to develop a proper counterattack, Sushin gives a warning to Tori. He puts the flag of Uke between the two competitors and points the flag of Tori to the table saying "Aka or Shiro Maai, Aka or Shiro Moichido". Tori must repeat the attack.

The Fukushima should keep in mind this error (that the attack was repeated or not) when announcing the winner of the sequence.

Warning : It's possible to give „Maai“ to Tori without to repeat the attack, if Uke develop a correct counter-attack.

In this case Fukushima should keep in mind this error, and evaluate accordingly when decide about the winner of the sequence.

Randori: Sushin should place the remote competitors before an attack of Tori (placement with the help of flags).

b) Defense techniques :

Article 6-5:

- o The techniques used by Uke must be adapted.
- o Only authorized techniques can be used (listed in Appendix).

Article 6-6 : Details of badly executed techniques

- o missing the target with the counter attacks, examples : too high level of Ashi Barai or kaiten-geri gedan, or kicking above the head (or the protection) with ura/ushiro mawashi geri
- o Badly execution of a dodge or no dodge
- o truncated or no counterattack, or not listed in the technical content
- o No correct distance of counter attacks "atemi" Tsuki / Seiryoto, Ura tsuki, Uramawashi, Yoko geri, counter attacks after Kaiten sanno kata, Iwa ...)
- o Imbalance when performing the technique
- o no correct position for dodge and counterattacks (position : Hiza Dashi for randori Irimi no Kata Yonban, zenkutsu Dashi for Randori Ichi no kata ...)
- o Amplification of the fall of his partner
- o No look towards the target during the counterattack
- o lack of Kime

Article 6-7:

If during an sequence of attack, a competitor does not make a defense technique or if the technique is not considered acceptable (bad technique, technique not recognized in Nanbudo, no defense, poorly performed technique), Sushin saying "**Torimasen**" (crossed flags down) and

- o the sequence continues if the second competitor has not realized the Uke role or
- o Sushin saying "Hantei" if the sequence of attack is complete. Fukushima will give point to the competitor who did not have "**Torimasen**"



The Sushin can consult Fukushima if in doubt.

If during the same sequence of attack, both competitors are in the same situation (Aka and Shiro). All of Fukushima give "**Torimasen**" and cross the flags down for scoring. This means that competitors missed their sequence of attack.

Only Sushin can give a "**Torimasen**" directly on a technique performed during jurandori.

Article 6-8 :

if Fukushima does not see the defense of one of the Uke, he must give Mienai, No points are given by this Fukushima during this sequence.

c) Moving

Article 6-9 :

Ju randori is executed with the moving of competitors (Mae Renshu). Competitors must follow the movement " Mae Renshu ." Competitors remaining on guard even during the majority of the fight will be penalized by various negatives after warning

When a competitor leaves the area of battle, Fukushima should alert by tapping the area frame (**Jogai**). The repeated Jogai is penalized (if Tori causes the fault, if Uke avoids the battle)

d) Notation :

Article 6-10 :

There are two types of points: positive and negative points.

Points are given after each sequence (Waza) and at the end of battle (Hantei), except in case of negative points.

Article 6-11: Positifs points

Positive points are only used to announce the winner of the sequence or in case of equality (Hikiwake).

The winner of the attack is announced by the three Fukushima, raising the flag of Aka or Shiro.

Equality is announced by Fukushima raising two crossed flags.

Each color corresponds to 1 point.

Each equality (Hikiwake) corresponds to 1 point for each competitor. All these points are scored by the judges table.

Article 6-12: Negative points

Negative points can be awarded to Tori and / or Uke.

The decision is left to the discretion of the referees

The Sushin can assign penalties up to "Fujubun" without consulting the Fukushima. For any higher penalties, they will need to consult the "Shugo" referees.



PENALTIES	CASE OF IMPLEMENTATION
KEIKOKU Warning give by Sushin	• Bad attitude (signs of aggressivity...) • deliberately pushed his partner out of the battle zone (Jogai) • Lack of concentration • Attack hesitant or no precise • Endangering himself • leak of battle, thus depriving the opponent an opportunity to attack • Repeated Jogai • No respect of distance between Tori and Uke or simultaneous attack (2 competitors will have a penalty) • Any kind of non-respecting nanbudo spirit.
FUJUBUN (-1) point	• Refusal to fall • No participation to fall despite repeated warnings. • 2 "Maai" in the same sequence or several Maai during the ju randori • 3 Keikoku • Tori or Uke causes the fault of its partner • Tori made an attack mistake • No rotation of competitors during Jurandori team (cf 5 7)
CHUI (-2) points Obligatory consultation of referees (Sushin, Fukushin) or FUJUBUN (-1) point	• Tori contact Uke with his/her attack without control • Uke contact Tori with his/her counterattack without control; • Bad execution of a dangerous technique that can endangered Tori (Kaiten Geri level head...); • Use of prohibited techniques.
HANSOKU CHUI (-3) points Loss of battle - disqualification of battle Obligatory consultation of referees (Sushin, Fukushin)	• In event of serious error • In case of serious damage inflicted on a competitor • 3 Fujubun (Individual Ju randori) • 5 Fujubun (team Ju randori)
SHIKAKU Loss of battle - disqualification of the competition Obligatory consultation of referees (Kansa, Sushin, Fukushin)	• Do not obey the orders of referees • Do not act properly (aggression towards referees or competitor) • Deliberately violates the rules of the competition; • Deliberately injures the other competitor • Execute a no mastered technical • feints to be injured.

**Article 6-13:**

Only „Hansoku Chui“, "Chui" and "Fujubun" are subtracted from the points already obtained. Keikoku is not subtracted from the total points.

Article 6-14:

After several warnings, Sushin can stop the battle, in order to consult Fukushima (Shugo) and decide together for a penalty. For penalty above Fujubun, a consultation is obligatory

Article 6-15:

When Supervisor call referees („Shugo“) Sushin must immediately stop the battle saying "Yame". Competitors are placed opposite each other in Yoi Dachi.

The Supervisor and the referees should resolve the problem as soon as possible in order to rapidly continue the battle.

Article 6-16:

When a referee makes a mistake in his judgment (Aka Shiro), he cancels it by a "Machigai".

7. Ju Randori Team**a) General**

Each team should consist of a minimum of 3 competitors and a maximum of 5.

If a team has three competitors of which one is disqualified in a battle the entire team is then disqualified.

For a team of 5, only three of them must rotate over the first three rounds. The two remaining competitors at this stage may, or not, participate in the Combat Ju Randori. A competitor cannot be lined up on the tatami again until after a minimum of two rounds.

Example: a competitor lined up for tsuki cannot be lined up for the following mae geri and mawashi.

Should a team fail to comply with these conditions, they will be penalized (Fujubun: – 1 point). Furthermore, the sequence will be cancelled only if the offending team wins said sequence.

Ju Randori team takes 7 minutes for adult competitors and 5 minutes for children competitors (≤ Junior). In case of equality, the battle is prolonged to 2 minutes.

b) Conduct**Article 7-1 :**

The Announcer (Shiai Gakari) calls competitors to present themselves on the safety area of the battle area. The Aka team members appear to the left of Sushin and Shiro team members to the right of Sushin.

Sushin asks competitors to align to the center of the battle area using "Aka Shiro Motonoichi". Competitors greet before entering the battle area (Ritsu Rei). Once on the center of the tatami area, Sushin said "Shomen ni rei ": Competitors greet Sushin and Shinban. Sushin then said "Otagai ni rei", competitors greet each other.

Article 7-2 :

Members of each team, with the exception of those who will compete first, back in the safe area of the battle area (Aka Team on left, Shiro Team on right) and can stay stand up.

**Article 7-3 :**

Sushin place between the two flags Aka and Shiro and announces "Ju Randori, Yoi, Hajime." Competitors are placed in Kamaete position and begin the fight when Sushin removed the flags.

Article 7-4 :

Thirty seconds before the end of regulation time, the announcer (Shiai gakari) raises the yellow triangle (right hand) over his head and red triangular flag (left hand) horizontally and announces "Ato Shibaraku".

Article 7-5 :

At the end of regulation time, the Announcer (Shiai gakari) raises two flags (the red flag and the yellow triangle) above his head. He made two whistles to signal the end of battle.

Article 7-6 :

Sushin stops the battle when the sequence is completed. After scoring of the sequence by referees, Sushin said "Yame, Soremade". Competitors should immediately stop the battle. Sushin said "Motonoichi" to invite competitors to take a position at the center of the tatami. The battle result is announced on the same rules as the individual Ju randori.

Article 7-7 : In case of equality :

In case of equality (Hikiwake) Sushin extends the battle (Encho sen). This extension lasts two minutes; its progress is the same as a normal battle. If after this extension the two teams are still tied, the referees shall jointly decide the winning team (taking into account the negative points)

Article 7-8 :

After the result announcement of the battle, Sushin said "Shomen ni rei" (Competitors greet Sushin and Shinban) then "Otagai ni rei" (competitors greets each other). Competitors can then leave the battle area.

Article 7-9:

All Ju randori competition is run under the same rules as the individual Ju Randori.

c) Time-out**Article 7-10 :**

During the battle, the coach of each team may request only one time-out with the Kanza. Kanza raises a yellow triangular flag to indicate the interruption. Sushin stops the battle after an equal number of attacks by competitors.

Article 7-11 :

The time-out lasts 30 seconds maximum.

Article 7-12 :

After the interruption of 30 seconds, the Announcer (Shiai gakari) and Sushin requires competitors to continue.



8. Handling Flags by referees

	Description
KEIKOKU	Flag shaken with a wrist movement and announcement of the penalty
FUJUBUN	Flag to the side, pointing down 45° and announcement of the penalty
CHUI	Flag directed toward the competitor (faulted) making little circles accompanied by blasts in the whistle.
HANSOKU CHUI	Big circular movements of the flag above the head.
SHIKAKU	Big circular movements of the flag above the head and point the furred flag at the competitor to signify that he is disqualified and announcement of the penalty
TORIMASEN	Crossing of flags in a downward direction, facing himself
MIENAI	Flags in Fukushin's face hiding the eyes
MACHIGAI	Crossing of flags in a downward direction, facing himself and correction of the notation
JOGAI	Tapping the flag sharply on the floor

9. Children Management (National competition)

The management of children's competitions requires a moderation of rules defined above (Article 6-1 to 6-15). Except for serious errors (endangered, blow, aggressiveness, bad behavior) negative points and exclusions will be given in exceptional cases. Indeed, competition should be regarded as a progressive learning of rules for children (in smaller categories).

10. Management of dropouts and injuries

Article 10-1:

If the fight has not started, the dropout is declared when the competitor:

- o is declared unfit by the medical doctor
- o is not present after the call of his name,

It can also be announced if the competitor stops the battle.

In the following case, his opponent is declared to be the winner.

Article 10-2:

A competitor who is injured during a battle, declared unfit to continue in the competition, either by the official doctor can no longer participate in the competition.

Article 10-3:

An injured competitor who wins a battle by disqualification of his opponent may only continue the competition with the authorization of medical doctor and Supervisor.

**Article 10-4:**

When a competitor is injured, the Sushin must immediately stop the fight and call the doctor or first aider, which is authorized to diagnose and treat the injury.

The competitor at fault must place himself in seiza back to his partner. A consultation of referees (Supervisor, Sushin, Fukushin) is then required to decide what to do next.

11. Objection**Article 11-1:**

Potential protests can not be made until the end of the battle and should be made to the Supervisor by the coaches.

It is forbidden (Coach or any other person) to make a complaint at table referees. Any violation may be subject to sanction

Article 11-2:

The complaint will be examined. A decision will be made by the supervisor in consultation with the referees. This decision is irrevocable.

Article 11-3:

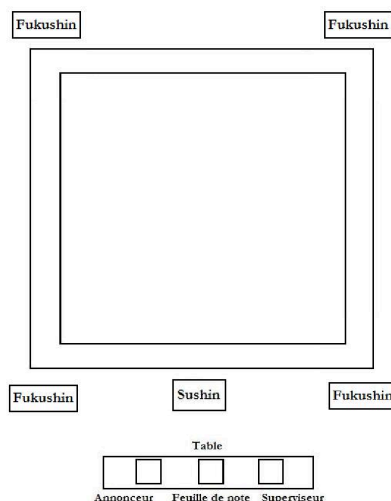
The complaint could be notify by principal table if requested by Kanza



II. RULES OF KATA

1. Competition area

- o Tatami : non-slippery surface.
- o Kata surface: 10 x 10 meters :
 - o 8 x 8 meters (competition area)
 - o an additional meter (security area)



Note: Referees must ensure that tatami is perfectly joined during the competition.

Nobody shall be allowed to remain around the Kata area during the competition. Competitors will stay behind to wait for their passage.

The coach is not allowed to remain in the competition area during Kata

2. Principle of Kata:

There are two possible ways of refereeing: using points and using flags.

Whatever the way of refereeing (points or flags) is used, performed Kata must be different every time (except in the finals).

a) Refereeing with points :

The competition consists of two rounds per competitor thus a final with the best of them. The sum of both rounds scores defines the final order of classification or competitors who can realized the finale. In the final, competitors can present only Nanbu Kata (program) on choice.

b) Refereeing with flags :

The competition consists of elimination rounds (with draws). During the playoffs, the competitors can perform two or more Kata according to the draw. In the final, competitors can present only Nanbu Kata (program) on choice.

c) Required knowledge

The authorized Kata are listed in Annexe. Programs may be established for children categories.



3. Role of referees:

a) Role of referees (Synthesis)

4 Fukushin, 1 Sushin, table (Announcer, supervisor, referee in charge of notes)

- o **Supervisor** (Kanza) : Ensures that the competition runs smoothly: checks that the rules on refereeing, judging and behaviour (competitors) are being applied correctly, deals with complaints, etc. in the kata area, etc. Can stop the competition if there are any anomalies by saying "Shugo". He/she is responsible for managing the referees in the area (rotating the referees, substituting a referee in the event of repeated errors, tiredness, etc.).
- o **Sushin** (Central referee) : leads the competitor's passage. Evaluates the competitor as Fukushin. Can consult Fukushin saying "Shugo".
- o **Fukushin**: 4 judges seated who score the competitor performing Kata, considering criteria developed below.
- o **Announcer** (Shiai Gakari): Call the competitors „... to present, to prepare“. Announces the total of points obtained by the competitor after the execution of its Kata refereeing with point). Announces the winner of the sequence (refereeing with flag).
- o **Referee in charge of notes** (Tensu Gakari): with the help of the Announcer, counts and scores the competitor's points after each Kata or each sequence. He/she is responsible for filling sheets with notes and official pools.

b) Placement of referees

- o Sushin is seated in front of the table, front the competitor.
- o 4 Fukushin sit at the outer limit of the safe area by the previous scheme. Each is equipped with a score-table or 2 flags (1 red, 1 white)
- o The Supervisor (Kanza) sits at the official table, with the referee in charge of notes and the Announcer.
- o During consultation ("Shugo"), the referees must adopt Shizen Heiko dashi position and resolve the problem raised as quickly as possible.

4. Judging Criteria

Kata should be executed with a focus on the following criteria:

- o Balance,
- o breathing, rhythm and appropriate speed
- o execution
 - o correct form (direction...), Embusen
 - o correct techniques: level of executing Geri, positions (flat feet ...)
- o view (Zanshin)
- o Kime (appropriate power, and energy)
- o Kiai
- o Concentration
- o Overall impression of the Kata (body movements, harmony, fluidity in the execution)....



5. Procedure: refereeing points

a) Process

Article 5-1:

The Announcer (Shiai Gakari) calls the competitor to enter the area of Kata.

The competitor enters in front of the Sushin on the safety area. Sushin asks the competitor to enter the competition area by saying "Nyujo". The competitor salutes and takes up position to perform the Kata.

Article 5-2:

Sushin asks "Tokui Kata". The competitor will announce the Kata he/she would like to perform.

Sushin will repeat the name of the Kata followed by "Hajime" allowing the competitor to start the Kata.

The 5 referees must wait until the end of the kata until the final bow before scoring.

Article 5-3:

After the kata has been performed, Sushin says "Hantei". Fukushin puts the score folder against his body to indicate that he/she is ready to announce his/her note.

All referees (Sushin and Fukushin) will raise the score for the competitor.

Sushin and Fukushin must raise their score folder at the same time after "Hantei". Supervisor (Kansa) can make the decision to replace the Fukushin not respecting this rule.

After the decision of the referees, Sushin says "Taijo" and thus asks the competitor to leave the tatami.

b) Notation

Article 5-4:

The competitor who performs a Kata gets 5 scores in total (5 referees). The Tensu Gakari records them before removing the highest and lowest score.

Article 5-5:

In case of a tie among several competitors, they should realize an extra Kata imposed by the referees. The imposed kata must be different from those, which was already performed by the competitors. In case of a new tie, the referees will decide the winner with flags (Aka or Shiro). Referees will stand with their backs to the tatami and raise their flags at the same time after "Hantei". The total number of flags designate the winner.

Article 5-6:

The first competitor in each pool will be the subject of consultation between the referees (Sushin, Fukushin) to homogenize the arbitration.

Article 5-7:

The scores awarded by the judges range from 3.9 to 4.9 points.

At the beginning of the Kata execution, the judges start their scoring at 4.5 points. They will subtract or add points according to the criteria defined in Article 4.

For a panel of 5 judges giving 5 scores, the highest score and the lowest score are removed. The 3 remaining scores are then added together to obtain the final score.

The judges' scoring must be consistent, meaning that the differences between the scores given must be less than 0.3 points for the 3 added scores.



If at least a 0.3 point difference is observed among the 3 remaining scores, the Sushin calls the Fukushin by announcing 'Shugo'. The Sushin and Fukushin then show their scores. The scores will be adjusted upward or downward according to the majority.

Example: for the following 5 scores ~~4.6~~ / 4.6 / 4.5 / 4.3 / ~~4.3~~ /

The score of 4.3 will be adjusted upward to 4.4 to comply with the consistency criterion.

Article 5-8: *Negative points*:

(-0.1) point will be given when the competitor does not meet the criteria of section 4).

(-0.2) point will be given when the competitor :

- o Makes several errors in the same type
- o Stops while performing the Kata
- o Executes a technique in the wrong direction or at the wrong level (Atemi ...)

(-0.3) point will be given when the competitor:

- o forgetting more techniques or sequences of Kata
- o restarts Kata (at his request or that of Sushin) The Sushin may take the decision to ask the competitor to repeat his Kata in the event of forgetting the Kata performed.
- o Adds one or more techniques in Kata

Article 5-9:

The Supervisor (Kanza) can therefore make referees changes (repeated errors, tiredness, etc.).

Article 5-10: *Positives points* :

The general impression can be noted from 0 to +0,4 according to the criteria defined in the section 4).

c) Special case

If the confirmed competitor (adult)

- o restarts Kata for the second time (at his request or that of Sushin), the score of 3,9 will be assigned to him by all referees.
- o executes Kata different from that announced, the note of 3,9 should be attributed to him.

6. Procedure: Refereeing with flags

a) Process

Article 6-1:

For flags refereeing, the first phasis of the competition are carried out in the form of pools or direct elimination (repechage). Referees must declare Aka or Shiro as a winner based on their performances.

To make their choices, Fukushin takes into account the criteria defined in section 4).

Article 6-2:

The Announcer (Shiai Gakari) calls the competitors to enter the area of Kata. Aka and Shiro enter in front of the Sushin in the safety area and salute referees.



Article 6-3:

Sushin asks Aka to enter the tatami and says "Aka Nyujo". Aka salutes and moves on tatami in front of Sushin.

Article 6-4:

Sushin asks "Tokui Kata". The competitor will announce the name of the Kata he/she wants to perform.

Sushin repeats the name of the Kata followed by "Hajime". It thus allows the competitor to start the Kata.

Article 6-5:

At the end of this first performance Sushin says "Taijo" asking Aka to leave the tatami. Then Sushin asks Shiro to enter the tatami saying "Shiro Nyujo" and by the same procedure calls him to perform the Kata.

Article 6-6:

At the end of the second round, the two competitors are placed side by side in the center of the tatami, in front of Sushin.

Sushin says "Hantei". All referees (Sushin and Fukushin) will raise the flag of one of two competitors (Aka or Shiro) in the same time. Kansa can take the decision to replace the referees do not respect this rule.

b) Special case : International level

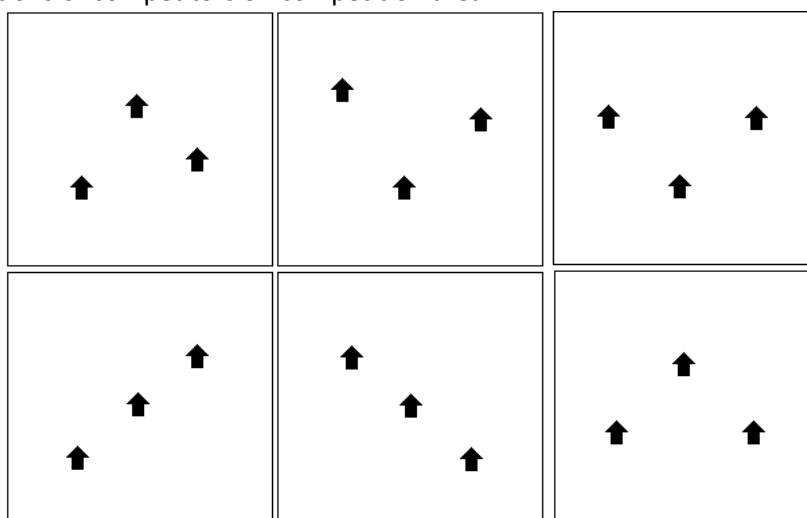
If the confirmed competitor (adult) restarts Kata for the second time (at his request or that of Sushin), he loses the round if the opponent does not make the same mistake.

If the confirmed competitor (adult) executes Kata different from that announced, he loses the round if the opponent does not make the same mistake.

7. Specificity of Kata team:

Competitors are 3 in number. The scoring criteria are the same as for the individual kata with particular attention to timing, uniformity of execution. One gender team (male, female) and per country is allowed.

Possible dispositions of competitors on competition area:





8. Children management

The management of competitions for children requires a moderation of rules defined above. Indeed, competition should be regarded as a progressive learning of rules for children (in smaller categories).

9. Objection

Cf : Fighting Ju Randori/Randori rules (II-11)

Appendix 1: Official authorized techniques in fighting Ju Randori (individual & Team)

	<i>RANDORI</i>	TSUKI	TSUKI	MAE GERI	MAE GERI	MAWASHI GERI	MAWASHI GERI	TSUKI	Total techniques
1	RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7
2	RANDORI NI NO KATA	X	X	0	X	X	0	0	3
3	RANDORI SAN NO KATA	0	0	0	0	0	0	X	6
4	RANDORI IRIMI NO KATA	0	0	0	0	0	0	0	7
5	KAITEN RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7
6	KAITEN RANDORI NI NO KATA	0	0	0	0	0	0	0	7
7	KAITEN RANDORI SAN NO KATA	0	0	0	0	0	0	0	7
8	GYAKU RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7
9	GYAKU RANDORI IRIMI NO KATA	0	0	0	0	0	0	0	7
10	GYAKU RANDORI NI NO KATA	X	X	0	X	X	X	X	1
11	GYAKU KAITEN RANDORI ICHI NO KATA	0	0	0	0	0	0	0	7
12	GYAKU KAITEN RANDORI NI NO KATA	X	X	0	0	0	0	0	5
13	RANDORI YON NO KATA	0	0	0	X	X	X	0	4
14	RANDORI SUKUI NO KATA	0	0	0	0	0	0	0	7
15	RANDORI GYAKU IRIMI NO KATA ou GYAKU SUKUI NO KATA	0	0	0	0	0	0	0	7
Number of techniques authorized for use		12	12	15	12	12	13	13	89
0 = TECHNIQUES AUTHORIZED IN COMPETITION JU RANDORI INDIVIDUAL AND JU RANDORI TEAMS X = TECHNIQUES FORBIDDEN IN COMPETITION JU RANDORI INDIVIDUAL AND JU RANDORI TEAMS <i>Official international list (CINDA validation)</i>									
USING ANY OTHER TECHNIQUE IN THE COMPETITION WILL BE PUNISHED									



Appendix 2 : Official Kata List WNF

		CADET/JUNIOR	SENIOR/VETERAN
1	Nanbu Shodan	x	x
2	Nanbu Nidan	x	x
3	Nanbu Sandan	x	x
4	Nanbu Yondan	x	x
5	Nanbu Godan	x	x
6	Ikkyoku	x	x
7	Hyaku Hachi	x	x
8	Seienchin	x	x
9	Seipai		x
10	Sampo Sho		x
11	Kaguya Hime		x
12	Shin Tajima		x



Appendix 3 : Official Randori List WNF

Taking into account the authorized techniques listed in Appendix 1

		CADET/JUNIOR	SENIOR/VETERAN
1	RANDORI ICHI NO KATA	X	X
2	RANDORI NI NO KATA	X	X
3	RANDORI SAN NO KATA	X	X
4	RANDORI IRIMI NO KATA	X	X
5	KAITEN RANDORI ICHI NO KATA	X	X
6	KAITEN RANDORI NI NO KATA	X	X
7	KAITEN RANDORI SAN NO KATA	X	X
8	GYAKU RANDORI ICHI NO KATA	X	X
9	GYAKU RANDORI IRIMI NO KATA	X	X
10	GYAKU RANDORI NI NO KATA	X	X
11	GYAKU KAITEN RANDORI ICHI NO KATA	X	X
12	GYAKU KAITEN RANDORI NI NO KATA	X	X
13	RANDORI YON NO KATA		X
14	RANDORI SUKUI NO KATA		X
15	RANDORI GYAKU IRIMI NO KATA ou GYAKU SUKUI NO KATA		X