



# 中華民國空手道協會 第13屆裁判委員會

競賽規則翻譯組 楊沛瑀 中文整理

## 2023 KUMITE EXAMINATION

1. If the competition area is elevated another meter to a total of 3 meters is required on all sides.  
如果比賽區域被架高一公尺，則各邊需要再增加1公尺安全區域，總共為3公尺。
2. Any Voluntary religious headwear can be worn.  
可以穿戴任何自願性宗教頭飾。
3. The karate-gi jacket must be more than three-quarters thigh length.  
空手道服的上衣長度必須超過大腿的四分之三。
4. The karate-gi trousers must cover at least two-thirds of the shin.  
空手道服的褲長必須最少覆蓋脛骨的三分之二。
5. The karate-gi jacket sleeve must be no longer than the bend of the wrist.  
空手道服袖長不得超過手腕。
6. If a contestant's karate-gi jacket sleeves are too long and a suitable replacement cannot be found in time the Referee can allow him to turn them up on the inside.  
如果選手空手道服衣袖太長，無法及時找合適的替換，主審可允許他將衣袖往內捲起。
7. Competitors may wear 1 or 2 discreet rubber band or pony tail retainer in their hair. Ribbons, beads and other decorations are prohibited.  
選手在頭髮上可以用1或2條不明顯橡皮筋或髮飾固定頭髮。禁止使用絲帶、珠飾品或其他裝飾品。
8. Earrings are allowed if they are covered with tape.  
如果以膠帶遮蓋耳環是允許穿戴的。
9. Metallic teeth (dental) braces may be worn at the contestant's own risk if approved by the Referee and the Official Doctor.  
如果在主審和大會醫生的核准下，由選手自行承擔佩戴金屬齒列矯正器的風險。
10. Contestants must bow properly to each other at the start and end of the bout.  
在回合賽開始與結束時選手必須適當的互相行禮。
11. The coach may change the team fighting order during a round.  
在團體賽的一輪比賽當中，教練可以改變選手的出場順序。
12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Commission first.  
如果選手於個人賽中受傷，教練事先告知組織委員會就可以安排替補的選手。

13. Each Judge must be equipped with a red and a blue flag or electronic signal device.  
每位副審必須配備紅藍旗或電子信號裝置。
14. If two teams have the same number of victories and points, a deciding bout will be held.  
如果二隊之獲勝人數和得分均相等，將舉行決定勝負的回合賽。
15. The Match Supervisor (KANSA) will be seated just outside the safety area, will be equipped with only a whistle.  
比賽監督 (KANSA) 將坐在安全區外，只配備一個哨子。
16. Disqualification by KIKEN means that the contestants are disqualified from that category.  
因KIKEN (棄權) 取消資格，意味著選手將從該量級被取消參賽資格。
17. Heels of more than 4 cm may not be worn with the uniform.  
穿著裁判服時，鞋跟的高度不得超過4公分。
18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.  
成年男性回合賽三分鐘，女性、少年和青少年組為二分鐘。
19. Kumite team members may wear any type of Karate Gi.  
團體對打的隊員可以穿任何類型的空手道道服。
20. Different type of stripes may be used for team members.  
團隊對打的成員可以使用有不同類型的條紋的道服。
21. A competitor does not need to change the jacket if ties are torn off during the match.  
在比賽中如果綁帶被拉斷，選手不需要更換道服。
22. Competitors may wear any white Karate Gi.  
選手可以穿任何白色的空手道服。
23. A fast combination of CHUDAN Geri and TSUKI each of which score in their own right will be given IPPON .  
一個快速組合的中段踢和手擊都可得分，將獲得IPPON 。
24. In Senior matches a light “glove touch” to the throat need no result in a warning or penalty provided there is no actual injury.  
在成人組比賽中，只要沒有造成實質受傷，拳套輕微地接觸到喉嚨，並不會被判警告或處罰。
25. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.  
非故意的踢到鼠蹊部，犯規者不必被處罰。

26. Starting 2023, for Competitors under 14 years of age, the WKF approved protective helmet is allowed and compulsory from 1.1.2024.  
從2023年開始，對於14歲以下的選手，允許使用WKF核准的防護頭盔，並從2024年1月1日起要求強制佩戴。
27. If SENSU is withdrawn when it is less than 15 seconds left of the bout, no further SENSU can be awarded to either competitor.  
如果在比賽還剩不到15秒時SENSU（先取）被取消，則沒有任何一位選手會再獲得SENSU（先取）。
28. Should a competitor that has been awarded SENSU receives a Category 2 warning for avoiding combat when there is less than 15 seconds left of the bout – the competitor will automatically forfeit this advantage.  
如果一個獲得SENSU（先取）的選手在比賽還剩不到15秒時，因迴避戰鬥受到第二類的警告 – 選手將自動喪失這一優勢。
29. Voluntary religiously headwear must be approved by the WKF.  
自願性宗教頭飾必須由WKF核准。
30. The WKF Competition Supervisor, or the Organizing Commission, can allow Coaches to instead of the track suit top to use any t-shirt.  
WKF 競賽監督或組織委員會可以允許教練以任何T恤替代運動服。
31. HANSOKU-CHUI is given when the contestant's potential for winning has been seriously reduced by the opponent's foul.  
HANSOKU-CHUI（犯規注意）的判罰是當選手的獲勝潛能因對手犯規而嚴重降低時。
32. An "exchange" is the period preceding when the bout is halted, and the clock stopped.  
"exchange"是暫停回合賽和時間停止之前的期間。
33. The weight tolerance admitted for male and female 0.5 kg.  
男性和女性的體重允許公差為0.5公斤。
34. HANSOKU is imposed for serious rules infractions.  
HANSOKU（犯規）的判罰是嚴重的違反規則。
35. SHIKKAKU can only be imposed after a warning has been given.  
只有在警告之後，才可以判處SHIKKAKU（失格）。
36. If a contestant acts maliciously, SHIKKAKU and not HANSOKU is the correct penalty.  
如果選手之行為惡劣，SHIKKAKU（失格）是正確的處罰而不是HANSOKU（犯規）。
37. If a contestant acts maliciously, HANSOKU is the correct penalty.  
如果選手之行為惡劣，HANSOKU（犯規）是正確的處罰。

38. A competitor can be given SHIKKAKU if the behaviour of the coach or non-combatant members of the contestant's delegation is considered to harm the prestige and honour of Karate-do.  
如果代表團教練或未上場比賽隊友的行為被認為足以損害空手道聲譽，則該選手會被判處Shikkaku（失格）。
39. The same tolerance applies to both the upper and lower limits of a weight class.  
相同的公差適用於重量等級的上限和下限。
40. For individual competition, the Round-robin system followed by quarterfinals, semi-finals and final is applied.  
個人賽採用四分之一決賽、半決賽、決賽的循環賽制。
41. There are five criteria to be met in determining a score.  
判得分，必須合乎五個得分的標準。
42. A male team must present minimum five competitors for the initial round.  
男子團體隊伍，首輪比賽必須至少有五位選手出賽。
43. Male teams comprise five to seven members with five competing in a round.  
男子團體隊伍由五到七名成員組成，每輪有五位參賽。
44. A female team must present minimum two competitors for the initial round.  
女子團體隊伍，首輪比賽必須至少有兩位選手出賽。
45. The maximum 32 Competitors per category are divided in 8 groups of 4 Competitors in the Round-robin system.  
在循環賽制中，每個組別最多32名參賽者，分為8組，每組4名參賽者。
46. If the coach continues to interfere after first warning, the Referee will stop the bout, approach the coach again and ask him/her to leave the tatami.  
如果教練在第一次警告後仍繼續干擾比賽，主審將停止回合賽，再次接近教練並要求他/她離開比賽場地。
47. If AKA scores just as AO steps outside of the match area, both the score and warning or penalty can be given.  
如果紅方得分同時，藍方踏出比賽場外，得分與警告或處罰都可以判處。
48. If a contestant has been physically propelled from the area, Jogai will be given.  
如果選手身體被推出比賽場外，將被判處Jogai（場外）。
49. In Premier League competition the losers to the finalists in the quarter- and semi-finals compete for the bronze medals.  
在超級聯賽當中，四分之一決賽和準決賽的敗者將爭奪銅牌。

50. In cases where there is a tie between two or more Competitors in a group, having the same number of total points, the first criteria to consider is the highest World Ranking at the date of the competition.  
如果兩位或更多位以上的選手之間因積分相同而平手，首要考慮的標準是比賽當日的最高世界排名。
51. It is possible for a Competitor to be disqualified from a bout (HANSOKU) and continue the competition.  
參賽選手可能從一個回合賽中被取消參賽資格(HANSOKU)，仍可以繼續參加後續的回合賽。
52. A contestant who scores and exits the area before the Referee calls YAME will not receive JOGAI.  
選手得分後，且在主審喊YAME(停)之前出場外，將不會被判處JOGAI(場外)。
53. Contestants cannot be given penalties after the time-up bell has signalled the end of a bout.  
回合賽結束，鈴聲響起後，選手不能受到處罰。
54. In Junior competition any technique to the face, head or neck, which causes injury will be warned or penalised unless it is the recipient's own fault.  
在青少年組的競賽，任何對臉部、頭部或頸部的技術造成受傷將被判警告或處罰，除非是受傷者自己的過失造成。
55. In Cadet and Junior competition Jodan kicks are allowed to make the lightest touch ("skin touch") provided there is no injury.  
在少年與青少年組的競賽中，只要沒有受傷，上段踢允許最輕的接觸(皮膚接觸)。
56. In Senior competition a light touch is allowed for JODAN punches, and a greater tolerance is allowed for JODAN kicks.  
在成年組的競賽中，允許輕微接觸的上段擊和允許更重程度的上段踢。
57. An already qualified Competitor cannot be disqualified for misconduct (SHIKKAKU) at the end of the Round-robin.  
已經晉級的選手在循環賽結束時不會因為不當行為而被取消資格(SHIKKAKU)。
58. If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this has to be clearly announced in the tournament bulletin.  
如果要對特定錦標賽應用這些規則中未描述的比賽型式的變化，則必須在錦標賽競賽規程中明確宣布。
59. A bad behavior from a coach does not cause a SHIKKAKU to his/her competitor and the competitor does not need to be expelled from the match/bout.  
教練的不良行為不會導致他/她的選手SHIKKAKU(失格)，而且選手不會被驅逐出比賽/回合賽。
60. When the Judges see a score, they will immediately signal with the joy sticks.  
當副審看到得分，將立刻從操縱桿裝置做出信號。

61. The referee panel is composed of 1 Tatami Manager, 3 Tatami Manager Assistants.  
裁判小組由一位場地經理、三位場地經理助理組成。
62. The Referee Panel for each match shall consist of one Referee, four Judges and one Match Supervisor.  
每場比賽的裁判小組包括一名主審、四名副審和一名比賽監督。
63. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.  
如果在回合賽開始之後才發現選手沒有戴護牙套，此選手將被判失去資格。
64. The Referee will give all commands and make all announcements.  
主審將負責指揮一切並宣佈所有事項。
65. Duration of the Kumite bout is: 1.5 minutes for under 14 years and younger.  
對於14歲或以下的對打回合賽的比賽時間為1.5分鐘。
66. If three Judges signal a score for AKA, the Referee must stop the bout even if he believes they are mistaken.  
如果三位副審以旗號表示紅方得分時，即使主審認為是他們誤判，也必須停止比賽。
67. If two or more Judges signal a score for the same competitor, the Referee must stop the bout.  
如果兩位或更多的副審以旗號表示相同一位選手得分時，主審必須停止比賽。
68. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls "YAME" or when the time is up.  
每回合比賽之時間，開始於主審下令開始的訊號，停止於當主審喊"YAME" (停)，或當時間結束時。
69. The Referee Panel of a Kumite match shall consist of a Referee, four Judges, a Match Supervisor and a Score Keeper.  
對打比賽的裁判小組包括一名主審、四名副審、一名比賽監督和一名記分員。
70. When a competitor slips and falls with the torso not touching the Tatami and is immediately scored upon the opponent will be awarded Ippon.  
當選手滑倒且軀幹沒有接觸到Tatami(場地)，並被對手立即得分，對手將被判獲得 Ippon。
71. The competitor's coach or its official representative are the only ones allowed to make a protest.  
只有選手的教練或其正式代表允許提出抗議。
72. If the Referee does not hear the time-up signal the Match Supervisor will blow the whistle.  
如果主審未聽見時間到的鈴聲，比賽監督將吹哨子。
73. The Competitors only must bow properly to each other at the start of the bout.  
選手只必須在回合賽開始時互相適度的行禮。

74. In individual matches a contestant who withdraws voluntarily from the bout is declared KIKEN and an extra eight points are awarded to the opponent.  
選手在個人賽自願退出比賽，會被宣判Kiken（棄權），和判給對手獲得額外八分。
75. Awareness is the state of continued commitment, which endures after the technique has landed.  
警覺性是指技術得分後保持全神貫注且鏗而不捨的狀態。
76. If the organizer has a check-up of equipment before line-up, it is still KANSA'S responsibility to ensure that the equipment is in accordance with the rules.  
如果主辦單位在列隊前進行裝備檢查，Kansa（監察）仍然有責任確保裝備符合規則。
77. A contestant who stays within the match area may score on a contestant outside the match area.  
在比賽場內的選手可以得分於場外的選手。
78. ATOSHI BARAKU means "15 seconds of bout time remaining".  
ATOSHI BARAKU的意思是“回合時間還剩15秒”。
79. ATOSHI BARAKU means "10 seconds of bout time remaining".  
ATOSHI BARAKU的意思是“回合時間還剩10秒”。
80. A "skin touch" to the throat is allowed only in Senior competition.  
只有在成年組的競賽中，允許對喉嚨有“皮膚接觸”。
81. If there are no points at the end of a bout in team matches the Referee will call for HANTEI.  
如果團體回合賽結束後沒有分數，主審將喊 HANTEI (判定)。
82. Excessive contact after repeated failure to block is a consideration for MUBOBI.  
屢次防衛失敗之後，被過度觸擊，是可以考慮為 MUBOBI (無防備)。
83. A contestant may be penalised for exaggeration even when there is an actual injury.  
即使有實際受傷，選手也可能因誇大傷勢而受到處罰。
84. The Referee declare the winner; "AO (AKA) NO KACHI", and if necessary, break the tie in case of HANTEI.  
主審宣布獲勝者;"AO (AKA) NO KACHI"，如有必要，將用HANTEI解決平手。
85. In the event of a tied score at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the bout by HANTEI.  
如果回合賽結束時出現平手，裁判小組(主審和四名副審)將由HANTEI決定勝負。
86. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor (KANSA) will immediately blow his whistle.  
當裁判小組未依競賽規則做出判決時，比賽監督將立即吹他的哨子。

87. A competitor should not be penalized for being winded (loss of breath as a consequence of a technique) or simply reacting to an impact even if the technique merited a point by the opponent.  
選手不應該因窒息(由於技術而導致呼吸不順暢)或者因對手得分的技術而產生的簡單反應而受到處罰。
88. In team matches there is no extra bout.  
在團體賽沒有額外的回合賽。
89. Only the first correctly executed technique of a combination will score.  
在技術動作組合中，第一個被正確執行的技術動作才會得分。
90. Competitors that appear at the competition area with unauthorized equipment or irregular Karate-Gi will be given one minute to correct the attire, and the Coach will automatically lose the right to coach that bout.  
選手如穿戴未經核准的防護裝備或穿著不適當的空手道衣出現在比賽場地，將有一分鐘時間更正著裝，且教練將自動失去指導該回合的權利。
91. Competitors that are winded as a result of an impact should be allowed time to catch their breath before the bout is resumed.  
在繼續比賽之前，應該讓受攻擊而影響呼吸的選手有足夠的時間調節呼吸。
92. JODAN is described as the shoulders and the area above the collar bone.  
上段(JODAN)包含肩膀及鎖骨以上的區域。
93. IPPON is awarded for JODAN kicks or any techniques against an opponent whose any part of the body other than the feet is in contact with the TATAMI.  
上段踢或施展任何技術讓對手以除了腳以外，身體任何部位與場地接觸是為IPPON。
94. HANSOKU CHUI will be given for feigning of injury.  
假裝受傷將被判處 HANSOKU CHUI (犯規注意)。
95. HANSOKU will be given for the first instance of exaggerating an injury.  
第一次誇大受傷將被判處 HANSOKU (犯規)。
96. A loss of breath by the recipient of a blow after receiving a CHUDAN technique does indicate lack of control.  
受到中段(CHUDAN)技術打擊的選手，因被打到而短暫呼吸困難表示此技術缺乏控制。
97. A competitor can be given Hansoku directly for exaggerating the effects of injury.  
可以直接給予誇大受傷程度的選手判處Hansoku (犯規)。
98. A technique even if effective, delivered after an order to suspend or halt the bout shall not be scored and may result in a penalty being imposed on the offender.  
下令中止或暫停回合賽後，雖然做出有效的技術不會得分，但犯規者會被處罰。



99. In Cadet Kumite JODAN kicks are allowed to make a “skin touch” provided there is no injury.  
在少年組的對打比賽中，允許皮膚接觸且沒有受傷的上段踢。
100. Before the start of a match or bout the Tatami Manager should examine the competitor’s medical card.  
比賽或回合賽之前，場地經理應該檢查選手的醫療記錄卡。
101. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.  
如果因圖表的失誤，導致選手對打配對錯誤，賽後不能變更。
102. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.  
時間到的訊號發出同時施展有效的技術，為有效的技術。
103. If a contestant is injured and it is considered to be their own fault (MUBOBI), the Referee will decline to give a warning or penalty to the opponent.  
如果選手受傷被認為是自己的原因造成MUBOBI (無防備)，主審將不會警告或處罰對手。
104. KANSA has no vote or authority in matters of judgments such as whether a score was valid or not.  
KANSA (監察)在判定分數是否有效等問題上沒有投票權或權責。
105. YUKO is always awarded for punches on the back.  
YUKO總是因打擊到背部而被判獲得分數。
106. “Skin touch” is allowed in categories for Competitors 16 years or older.  
16歲或以上的參賽組別中允許“皮膚接觸”。
107. A contestant who does not obey the Referee's orders will be given SHIKKAKU.  
選手如果不服從主審的命令將被判處SHIKKAKU (失格)。
108. The Score Supervisor will order the Referee to halt the match when he sees a contravention of the Rules of Competition.  
當分數監督看到違反競賽規則時，將下令主審暫停比賽。
109. If in a combination, the first technique merits a YUKO and the second merits a penalty, both shall be given.  
如果在連續攻擊時，第一支技術可得Yuko，第二支技術是犯規，得分和處罰都將會判處。
110. Skin touch is defined as touching the target without transferring energy into the head or body.  
皮膚接觸被定義為接觸到目標，而不將能量轉移頭部或身體。

111. It is not possible to score while lying on the floor.  
躺在地上是不可能得分的。
112. A competitor not wearing the WKF approved equipment will be given two minute to change for the approved type.  
選手沒有穿戴世界空手道聯盟核准的裝備，將給予二分鐘時間更換核准的型式。
113. A contestant injured in Kumite and withdrawn under the ten-second rule may not compete in the Kata competition.  
在對打比賽時受傷且根據十秒鐘規則退出的選手，不可以參加形的比賽。
114. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.  
由大會醫生宣佈不適合比賽的受傷選手，不得再參加該比賽。
115. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give SHIKKAKU.  
如果比賽或回合賽後，選子在比賽場地行為惡劣，主審仍然可以判處SHIKKAKU(失格)。
116. The Match Supervisor has a vote in cases of SHIKKAKU.  
比賽監督在SHIKKAKU (失格)的情況下有投票權。
117. In Male team matches if a team wins three bouts, then the match is over at that point.  
在男性團體賽中，如果有一隊贏三回合，比賽即結束。
118. In Female team matches if a team wins two bouts, then the match is over at that point.  
在女性團體賽中，如果有一隊贏二回合，比賽即結束。
119. When a contestant seizes the opponent and does not perform an immediate technique or throw the Referee will call "YAME".  
當選子抓住對手沒有立刻施展技術或摔技時，主審將喊"YAME"(停)。
120. When a Judge is not sure that a technique actually reached a scoring area s/he may signal for the score.  
當副審不確定技術是否到達得分的部位時，他可以發出得分信號。
121. A contestant who commits an act which harms the prestige and honour of Karate-Do will be given HANSOKU.  
做出有損空手道聲譽行為的選子將被判處HANSOKU (犯規)。
122. When an action of a contestant is considered to be dangerous and deliberately violates the rules concerning prohibited behaviour, the contestant will be given Shikkaku.  
當選子的行為被認為危險且故意違反競賽規則中的禁止行為時，此選子將被判處Shikkaku (失格)。

123. Correctly executed techniques executed after the time-up signal are valid.  
在時間到的信號後，正確施展的技術仍是有效的。
124. Correctly executed techniques executed upon or after “WAKARETE” are valid.  
在已經下令“WAKARETE”當下或者之後，正確施展的技術仍是有效的。
125. A point may be signaled even if the Judge cannot see the actual point of impact.  
即使副審看不到實際目標點，也可以發出得分信號。
126. At HANTEI if three Judges signal victory for AKA and the fourth Judge signals victory for AO, the Referee must give victory for AKA.  
在HANTEI (判定)時，如果三位副審的信號是紅方獲勝，第四位副審信號是藍方獲勝，主審必須判紅方獲勝。
127. Passivity cannot be given to someone having a lead by point or SENSU.  
消極不能對分數領先或有SENSU得分優勢的選手判處消極。
128. Only the Coach designated for the specific bout is allowed to coach and guide the competitor from the place allocated to the coach close to the competition area.  
只有為被指定負責該場比賽的教練才可以在靠近比賽區域分配給教練的位置指導或引導選手。
129. If a contestant does not regain his or her feet within ten seconds, the Referee will announce “KIKEN” and “KACHI” to the opponent.  
如果一位選手在十秒鐘內無法恢復雙腳站立，主審將宣佈該選手“KIKEN”(棄權)和對手“KACHI”(獲勝)。
130. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call “YAME”  
如果選手被摔倒且身體部份被摔出比賽場外，主審將立刻喊“YAME”(停)。
131. The Competitor may not signal to the Coach the wish for him/her to request a video review.  
參賽選手不可以向教練表示希望他/她要求進行影像檢視。
132. The contestants should be examined outside the tatami.  
選手應在比賽場外接受檢查。
133. KANSA has to blow the whistle if the Judges is holding the joy sticks in the wrong hands.  
如果副審操縱桿裝置握錯邊，KANSA必須吹哨子。
134. Gum-shields (mouth guards) are obligatory for all Kumite contestants.  
所有對打選手都必須配戴護牙套。
135. After a throw the Referee will allow a maximum of two seconds for a score to be made.  
在摔之後，主審將允許最多二秒鐘的時間完成得分。

136. If a competitor scores with a strong side kick and propels the opponent out of the area, the Referee should award WAZA-ARI and give the opponent a warning or penalty for Jogai.  
如果選手以強力側踢得分，同時把對手踢出比賽場外，主審應判WAZA-ARI，並給予對手Jogai (場外)的警告或處罰。
137. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.  
當提出正式抗議時，隨後的比賽必須延後，直到抗議有結果為止。
138. Each Judge will be seated in the corners of the TATAMI.  
每位副審將坐在場地角落。
139. When the Referee awards a point for a technique which has caused injury the Match Supervisor should signal for the match to be stopped.  
當主審判定一個造成受傷的技術得分時，比賽監督應該做出訊號停止比賽。
140. When the Referee fails to hear the “time-up” bell the Scorekeeper should blow his whistle.  
當主審沒有聽到時間到的鈴聲時，記分員應該吹他的哨子。
141. WAKARETE for breaking up a clinch can be given at any time of the bout.  
在回合賽的任何時候，都可以給予 WAKARETE 以讓選手從相互扭/抓/推中分開。
142. When the Referee wants to give SHIKKAKU she/he may call the Judges for a brief consultation.  
當主審想要判處SHIKKAKU (失格)時，他將召集副審做簡短的商討。
143. When a competitor is injured during a bout in progress and needs medical treatment three minutes will be given in which to receive it, after that the Referee will decide whether the competitor will be declared unfit to fight or whether more time will be given.  
當選手在比賽進行中受傷，須要醫療時，將允許三分鐘的時間處理，之後，主審將決定宣佈該受傷選手是否不適合對打比賽，或是否給予更多的時間處理。
144. A contestant who exits the area (JOGAI) with less than 15 seconds of bout time remaining will be given a minimum of CHUI.  
在回合賽剩下時間少於15秒時，選手離開場地 (JOGAI)，將最少被判處CHUI (注意)。
145. To correct a score given to the wrong contestant the Referee should turn towards the contestant given the score in error, make the sign of TORIMASEN, and then give the score to the opponent.  
要更正判分給錯誤的選手時，主審必須朝向給錯分的選手，做出TORIMASEN (不算)的手勢，然後再判分給對手。
146. If a competitor scores with a well-controlled CHUDAN Geri, then accidentally punches his opponent in the face causing a slight injury, WAZA-ARI and a warning should be given.  
如果選手以控制良好的中段踢得分，接著意外打擊到對手的臉，造成輕微的受傷，WAZA-ARI與警告都要判。

147. When an injured contestant has been given medical treatment and the Official Doctor says that the contestant can continue fighting the Referee cannot over-rule the Doctor's decision.  
當受傷選手經過醫療處理後，大會醫生說選手可以繼續對打，主審不可以反駁醫生的決定。
148. The Referee can stop the bout even if the Judges do not signal.  
假如副審沒有旗號，主審也可以停止回合賽。
149. Once WAKARETE is called by the Referee the Coaches do not have the opportunity to make a video request.  
一旦主審下達WAKARETE 口令，教練就沒有機會提出影像檢視請求
150. "Avoiding Combat" refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.  
“迴避戰鬥”的狀況是指選手企圖浪費時間，讓對手失去得分機會的行為。
151. TSUZUKETE, unless preceded by WAKARETE, is not used if there is less than 15 seconds left of the bout.  
如果比賽還剩不到15秒，不使用TSUZUKETE，除非前面有WAKARETE。
152. In team matches if two contestants injure each other and cannot continue and the points score is equal the Referee will announce HIKIWAKE.  
在團體賽中，如果二位選手都受傷，而無法繼續比賽，且得分相同，主審將宣判 HIKIWAKE (平手)。
153. When there are less than 15 seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (JOGAI) they will be given a minimum of HANSOKU-CHUI.  
當回合賽時間剩下少於十五秒鐘，落後的選手不顧一切試圖扳平比數而出場外，他們將最少被判罰HANSOKU-CHUI (犯規注意)。
154. Techniques which land below the belt cannot score.  
攻擊到腰帶以下的技術不能夠得分。
155. Techniques, which land on the shoulder blade, can score.  
攻擊到肩胛骨的技術能夠得分。
156. If AKA accidentally kicks AO on the hip and AO cannot continue the bout, then AO will be given KIKEN.  
如果紅方意外踢到藍方臀部，造成藍方無法繼續比賽，藍方將被判KIKEN(棄權)。
157. If a contestant is obviously out of breath due to lack of endurance, the Referee should stop the match to give him time to recover.  
如果選手很明顯地因缺乏體力而喘不過氣，主審將停止比賽，讓該選手有時間恢復。

158. A contestant who establishes a clear lead of eight points is declared the winner.  
明確領先八分的選手將被宣告為獲勝者。
159. When time is up; the contestant who has scored the most points is declared the winner.  
當時間到，得分較多的選手將被宣告為獲勝者。
160. An otherwise correctly executed technique will be penalized if executed at the same time as WAKARETE has been called.  
如果一個技術與WAKARETE口令同時發生，即使施展的技術正確，亦會受到處罰。
161. There are two degrees of official warnings.  
正式警告分為兩個程度。
162. CHUI is given, up to three times, for smaller infractions.  
對於較小的違規行為，可給予最多三次注意(CHUI)。
163. HANSOKU CHUI cannot be given if three CHUI has not already been given.  
如果沒有給出三個注意(CHUI)，則不能給出犯規注意 (HANSOKU CHUI)。
164. A warning or penalty for MUBOBI is only given when a competitor is hit or injured through his own fault or negligence.  
只有當選手因自己的過失或疏忽而被擊中或受傷時，才會被判處MUBOBI (無防備)的警告或處罰。
165. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for MUBOBI or exaggeration but not both.  
選手因自己的過失造成被打擊並誇大其程度，應被判處MUBOBI (無防備)或誇大傷勢的警告或處罰，但不會二者都處罰。
166. If a competitor makes a good CHUDAN kick and the opponent catches the leg a score cannot be given.  
如果選手做出一個好的中段踢然後被對手捉住腳，是不會被判分的。
167. A competitor makes a JODAN kick with all six scoring criteria. The opponent puts his hand up to intercept the kick and the hand then lightly hits his own face; the Referee can give IPPON since the kick was not effectively blocked.  
選手做出符合六個得分標準的上段踢，對方以手做出阻擋，但是手輕微的打到自己的臉，因為不是有效的防禦，主審可以判上段踢得IPPON。
168. A male team can compete with only two competitors.  
男子團體隊只要有二位選手即可參賽。
169. Authorised advertising for WKF is displayed on the left sleeve of the karate-Gi.  
WKF(世界空手道聯盟) 授權的廣告是展示在空手道服左邊的袖子上。

170. National Federations are not allowed to put advertising on the competitor's karate-Gi.  
國家協會不允許放廣告在選手的道服上。
171. A Kumite competitor who receives KIKEN cannot compete again in that tournament.  
被判KIKEN (棄權)的對打選手不可繼續參加這次的錦標賽。
172. An extra bout is used only for team matches.  
額外回合賽只有在團體賽使用。
173. KANSA needs to blow the whistle if the Referee gives a score to a competitor and MUBOBI to the other.  
假如主審判選手得分後，再判對手MUBOBI (無防備)，KANSA需要吹哨子。
174. Serious violation of conduct, discipline, or malicious behavior merits a HANSOKU CHUI.  
嚴重違反行為、紀律或有惡意行為應受到犯規注意 (HANSOKU CHUI)的處罰。
175. In international competitions the Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.  
在國際比賽中，主審不可以與任何一名選手有相同的國籍，如果雙方教練同意，可以有其中一位副審。
176. The Match Supervisor (KANSA) will line up together with the Referee and the Judges.  
比賽監督(監察)將與主審和副審一起列隊。
177. The coaches will be seated outside the safety area, on their respective sides facing towards the official table.  
教練坐在安全區域外面各自選手邊位置，面向大會紀錄台。
178. KANSA does not need to interfere if the Referee gives a score to a competitor and exaggeration to the other.  
假如主審判選手得分後，再給對手誇大，KANSA不需要干涉。
179. In team matches the Panel will rotate for each bout - provided that all hold the required license.  
在團體賽中，裁判小組每回合將輪換，前提是每人都要持有所需的證照。
180. In team matches the Panel will rotate for each bout only in bouts for medals.  
只有在團體賽之獎牌賽時，裁判小組會每回合輪換。
181. The Referee can move about the entire tatami including the safety zones.  
主審可以在整個tatami (榻榻米)比賽場地移動，含安全區域。
182. Female competitors must have chest protector.  
女性選手必須穿戴護胸。
183. Female competitors don't have to have chest protector if they have body protector.  
女性選手如果有穿身體護具，就不必穿戴護胸。

184. The red and blue belts must be without any personal embroideries or markings.  
紅、藍帶不得有個人的刺繡或標記。
185. When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (FUKUSHIN SHUGO) before announcing any decision.  
當出現可能需要取消資格的情況時，主審可以在宣佈任何決定之前召集一名或多名副審進行簡短協商(FUKUSHIN SHUGO)。
186. Contestants must wear a white karate-Gi without personal embroidery.  
選手必須穿著白色沒有個人刺繡之空手道服。
187. Personal embroider in the karate-Gi is allowed only in bouts for medals.  
只有在獎牌回合賽時允許個人的刺繡在空手道服上。
188. Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) can be given.  
如果主審認為觸擊力量太大，但沒有減少參賽選手的獲勝機會，則可以給予注意(CHUI)。
189. Any technique, which results in injury, unless caused by the recipient cause a warning or penalty.  
任何造成傷害的技術，除非由被打擊者造成，否則都會導致警告或處罰。
190. An obvious overreaction to a contact will receive a CHUI.  
明顯的反應過度將會被判罰注意(CHUI)。
191. Judges cannot indicate a score or warning before the Referee stops the bout.  
主審停止回合賽之前，副審不可以表示得分或警告。
192. An obvious display of exaggeration will receive a HANSOKU.  
明顯誇大的表現會被判罰犯規(HANSOKU)。
193. Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI.  
任何假裝受傷的情況，無論多輕微，至少都會被判罰注意(CHUI)。
194. An obvious display of any feigning such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly.  
明顯誇張的假裝受傷，如東倒西歪、摔倒在地上、站起來又摔倒等等，會直接被判罰失格(SHIKKAKU)。
195. Any feigning of an injury from a technique that in fact have been determined by the judges as a point will as a minimum result in HANSOKU CHUI.  
任何假裝受傷的技術，而實際上已由副審確定為得分，則至少會判罰犯規注意(HANSOKU CHUI)。



196. If a contestant scores with more than one consecutive technique before YAME, the Judges must show the higher point regardless of which sequence the techniques scored.  
如果選手在喊YAME(停)之前連續施展一支以上之得分技術，無論該技術得分的順序，副審必須顯示高分之得分技術。
197. In team matches, if after the extra bout there are no scores, or it is equal scores with no SENSHU, the match will be decided by HANTEI.  
在團體賽中，如果額外回合賽後沒有分數或分數平手且沒有SENSHU(先取)，比賽將以HANTEI(判定)決定。
198. JOGAI occurs when a contestant exits from the competition area, and it is not caused by the opponent.  
JOGAI (場外)發生是當選手離開比賽場地，不是由對手因素所造成。
199. The minimum warning for running away, avoiding combat or/and wasting time during ATOSHI BARAKU is HANSOKU CHUI.  
在ATOSHI BARAKU (最後十五秒鐘)，逃避、迴避戰鬥或浪費時間，最少判處HANSOKU CHUI (犯規注意)的警告。
200. The pivotal point of the throw must not be above the thrower's hip level and the opponent must be held onto throughout, so that a safe landing can be made.  
施展摔技時的支點不得高於施展者的臀部，而且必須抓住對手，如此才可以安全的落地。
201. Holding on to the opponent's Karate Gi is not permitted to break a fall.  
不允許用一隻手抓住對手的空手道衣來防止被摔倒。
202. KANSA does not need to interfere if the Referee gives a score for a technique done after the time is up.  
假如在時間結束之後完成的技術主審判得分，Kansa (監察)不需要干涉。
203. YUKO worth one point.  
YUKO 值一分。
204. WAZA-ARI worth two points.  
WAZA-ARI 值二分。
205. IPPON worth three points.  
IPPON 值三分。
206. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment.  
比賽或回合賽之前確認選手穿戴核准的裝備是比賽監督的責任。

207. It is the duty of the Tatami Manager to ensure before each match or bout that the competitors are wearing the approved equipment.  
比賽或回合賽之前確認選手穿戴核准的裝備是場地經理的責任。
208. Coaches must present their accreditation together with that of their competitor or team to the official table.  
教練必須將教練證與選手證一起交至紀錄台。
209. WAZA-ARI is awarded for CHUDAN Kicks.  
WAZA-ARI是判給中段踢。
210. YUKO is awarded for any TSUKI or UCHI delivered to any of the seven scoring areas against a competitor that is standing up or off his/her feet and the torso is not on the mat.  
YUKO是判給當對手是站立著或其雙腳離地但軀幹沒有接觸到墊子，以直擊或打擊到七個得分部位。
211. IPPON is awarded for JODAN GERI and scoring techniques which are delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.  
Ippon是判給上段踢和施展得分技術於被摔倒，自己倒地或其他方式倒地的選手。
212. Individual bouts cannot be declared a tie.  
個人回合賽不可以宣判平手。
213. Passivity can be given to any Competitor at any time.  
在回合賽的任何時間都可以判處消極。
214. Passivity cannot be given during the first 15 seconds of a bout.  
在回合賽的前 15 秒內不能判處消極。
215. Simulated attacks with the head, knees, or elbows are offense.  
意圖以頭，膝蓋，或手肘攻擊是犯規。
216. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will as a minimum result in HANSOKU CHUI and loss of SENSHU.  
在回合的最後15秒(ATO SHIBARAKU)迴避戰鬥至少會被判處犯規注意(HANSOKU CHUI)，以及失去SENSHU先取優勢。
217. The Head Coach of a delegation can protest about a judgment to the members of the Refereeing Panel.  
代表隊的總教練可對裁判小組成員所作之判決抗議。
218. In a Kumite Tatami two mats are inverted with the red side turned up in a one meter distance from the mat centre to form a boundary between the contestants.  
在對打場地距離比賽場地中心點一公尺，將二片墊子翻轉成紅色，為選手之間邊線位置。

219. Jacket ties must be tied.  
道服上衣的綁帶必須綁緊。
220. At the beginning of a bout Jackets without ties can be used.  
回合賽開始時，可以使用無綁帶的上衣。
221. In individual competition a contestant may be replaced by another after the drawing has taking place.  
個人組別的比赛經抽籤後可替換選手。
222. At medal bouts male coaches are required to wear a dark suit, shirt and tie.  
在獎牌賽，男性教練必須穿著深色西裝套裝，襯衫和戴領帶
223. At medal bouts female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours.  
在獎牌賽，女性教練可選擇穿著深色裙裝，褲裝或西裝和裙子的組合套裝。
224. At medal bouts female coaches cannot wear religious headwear.  
在獎牌賽，女性教練不可以穿戴宗教頭飾。
225. A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive HANSOKU.  
拒絕服從主審指示或表現出情緒失控的選手將被判處犯規(HANSOKU)。
226. Competitors are not entitled to a period of time between matches, equal to the standard duration time of the match, for purpose of rest.  
比賽之間選手沒有與比賽相等之休息時間。
227. Passivity cannot be given after less than the last 15 seconds of the match.  
消極不可以在比賽最後15秒鐘內判處。
228. Any excessive celebration, such as falling on one's knees etc., political, or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to a fine equal to the protest fee determined by EC.  
禁止在回合賽/比賽期間或之後進行任何過度的慶祝活動，例如跪下等政治或宗教表達，並可能被處以相當於執行委員會制定的抗議費金額的罰款。
229. If a Competitor receives KIKEN, or SHIKKAKU, in Round-robin competition all previous bouts are voided from the result.  
如果參賽者在循環賽中被判處KIKEN棄權或SHIKKAKU失去資格，則所有先前的回合賽結果都將作廢。
230. Grabbing the opponent's arm or karate-GI with one hand is only allowed for attempting an immediately scoring technique or takedown.  
只允許以單手抓住對手的手臂或道服，並立即企圖做出得分技術或拉倒。

231. Grabbing the opponent with both hands is never allowed during the match.  
比賽中絕對不允許以雙手抓住對手。
232. It is the Tatami Manager's duty to appoint the video review supervisor.  
指定影像檢視監督是場地經理的責任。
233. Should the number of IPPON and WAZA ARI be equal, the decision will be by HANTEI.  
如果IPPON和WAZA ARI的次數相等，將由HANTEI (判定)決定。
234. In any individual bout, with equal score, and no SENSU by either Competitor, the first criteria of the decision will be made based on the higher number of IPPON scored in the bout.  
在任何個人回合賽，雙方選手得分相同且沒有任何選手獲得"SENSHU先取得分優勢"，在回合賽中獲得較多IPPON分數是為首要考慮。
235. If one Competitor has a score indicated by more than one Judge and the score is different between the Judges, the higher will be applied.  
如果一位選手獲得一個以上副審不同的得分信號，最高的得分將會被採用。
236. The Tatami Manager must notify the central table when a Competitor has been stopped from further competition based on the 10-second rule.  
當參賽選手根據10秒規則被停止繼續比賽時，場地經理必須通知中央台。
237. The timekeeper is responsible of starting the 3-minute count for a Competitor who is injured during a bout in progress and requires medical treatment.  
計時員負責為在回合賽進行時受傷並需要治療的選手開始3分鐘計時。
238. The Referee will call YAME when a contestant seizes the opponent and does not perform an immediate technique or throw.  
當選手抓住對方且未立即施展技術或摔技時，主審將喊YAME(停止)。
239. The Referee indicates the winner by hand signal and the order (AKA/AO NO KACHI), and by this action also resolve any tie.  
主審會通過手勢和口令(AKA/AO NO KACHI)表示獲勝者，在解決平手時亦採用這個動作。
240. When a contestant seizes the opponent, the Referee will give several seconds for the contestant to perform a throw or technique.  
當選手抓住對手，主審將給予幾秒鐘時間讓選手施展摔或技術。
241. The Coach / NF representative will request the official protest from the Tatami Manager.  
教練/國家聯盟代表將向場地經理索取正式的抗議表。
242. The Referee can stop the match and give a point without the Judges opinion.  
主審可以在副審沒有意見的情況下停止比賽和判分。

243. If the referee does not call the doctor in a 10 second rule situation, Kansa must blow the whistle .  
假如在10秒的規則情況下，主審沒有召喚醫生，Kansa(監察)必須吹哨子。
244. The winning team is the one with the most bout victories excluding those won by SENSHU.  
獲勝的隊伍是一個有較多勝利回合的隊伍，但不包括那些由SENSHU(先取)獲勝的回合。
245. The red and blue belts must be no longer than three-quarters thigh length.  
紅藍帶長度不能超過大腿的四分之三。
246. Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection.  
教練/國家聯盟代表未能及時提出抗議，抗議可能會被駁回。
247. The correct penalty for feigning an injury when the judges have determined that the technique in fact was a score is HANSOKU.  
當副審確定該技術實際上是一個得分技術時，假裝受傷的正確處罰是HANSOKU(犯規)
248. The information of officials implicated in the protest is completed by the Tatami Manager.  
抗議書中相關涉及人員的訊息將由場地經理填寫。
249. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.  
取消資格KIKEN意味著參賽者從該類別被取消參賽資格，然而它不影響另一個類別。
250. Competitors are entitled to a rest period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment color, where this time is extended to five minutes.  
選手有權利在比賽之間休息一段時間，休息時間相當於比賽的標準時間。例外是在需要更換裝備顏色的情況下，該時間可以延長到五分鐘。
251. In any bout, if after full time the scores are equal, but one contestant has obtained 'first unopposed score advantage' (SENSHU), that contestant will be declared the winner.  
在任何回合賽中，如果在時間到之後得分相同，但有一個選手獲得了“先得分優勢”(SENSHU先取)，則該選手將被宣佈為獲勝者。
252. By 'first unopposed score advantage' (SENSHU) is understood that one contestant has achieved the first instance of scoring on the opponent without having the opponent also score before the signal.  
獲得“先得分優勢”(SENSHU先取)被解釋為一個選手有確實先得分之事實，且沒有讓對手在此之前得分。
253. Where both contestants score before the signal, no "first unopposed score advantage" is awarded and both contestants retain the possibility of SENSHU later in the bout.  
兩個選手同時得分，則沒有人獲得“先得分優勢”，且在之後回合賽中兩位選手均保留了獲得SENSHU（先取）的可能性。

254. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second.  
如果選手摔倒、跌倒或被擊倒，並沒有立即恢復雙腳站立，主審將召喚醫生，同時以手指顯示計數一到十。
255. An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "ATOSHI BARAKU".  
計時員將在回合賽結束前15秒發出一個可聽見的信號，主審將宣佈"ATOSHI BARAKU"。
256. Kansa must remain silent if the referee gives a warning or penalty for passivity during ATOSHI BARAKU.  
主審在ATOSHI BARAKU (最後十五秒)期間，判消極警告或處罰，Kansa(監察)必須保持沉默。
257. In individual categories a bout can be declared a tie.  
個人組別一回合賽可以宣佈平手。
258. For all competition system the Coach will be allowed one video review card for the athlete.  
對於所有競賽系統，教練將被允許為運動員提供一張影像檢視卡。
259. For Round-robin in groups of four the Coach will be allowed one VR card for each participant in the round-robin phase.  
在四人一組的循環賽中，教練允許在循環賽階段於每位參與者使用一張影像檢視卡。
260. The Competitor may ask the Coach to request a video review discretely.  
參賽選手可以低調地要求教練進行影像檢視。
261. The video review can be requested by the Coach in instances where the Judges awarded a lower score than, in the opinion of the Coach, should be for a higher scoring technique.  
如果副審給的分數低於教練所認為的分數，認為其應該獲得更高的分數時，教練可以要求影像檢視。
262. The Video Review Supervisor may only award points if scoring before or simultaneously with the other Competitor.  
影像檢視監督只有在對手之前或同時得分的情況下，才能給分。
263. The last 6 seconds before the bout was stopped for the request will always be evaluated for Video Review.  
影像檢視時，停止比賽前的最後6秒影像將會被評估。
264. If both Coaches requests video review at the same time, the Video Supervisor may only award the point to whoever is deemed to score first.  
如果兩位教練同時要求影像檢視，影像檢視監督只能將分數給予被認為先得分的人。

265. Simultaneous scoring techniques can be awarded to both Competitors in Video Review.  
影像檢視時，同時有得分技術的情況下，兩位選手都可以得分。
266. The Video Review Supervisor may not overrule any decision by the corner judges with the exception of SENSHU.  
影像檢視監督不得否決角落副審的任何決定，但SENSHU除外。
267. Tatami manager must supervise that KANSA stops the bout to instruct the Referee regarding a contravention of the Rules of Competition.  
場地經理(Tatami Manager)必須監督監察(KANSA)停止比賽，以指示主審違反比賽規則。
268. Referee indicates fouls observed, and impose warning and penalties as required by the rules.  
主審指出看到的犯規，並根據規則要求進行警告和處罰。
269. Referee breaks the tie in case of HANTEI.  
主審以HANTEI解決平手。
270. it is always KANSA'S responsibility to ensure that the equipment is in accordance with the rules before each bout.  
每場比賽前確保裝備符合規則總是比賽監督 KANSA(監察)的責任。
271. In the event that the Referee does not hear the time-up bell, KANSA will blow his whistle.  
當主審沒有聽到比賽時間結束的鈴聲時，Kansa(監察)將吹響他的哨子。
272. In two judging system, the Corner Judges will assist the Referee by giving signals for JOGAI, excessive contact, and skin touch for categories where this contravenes the rules.  
在兩位副審賽制中，角落副審將協助主審在犯規的類別中給予場外、過度接觸和皮膚接觸的旗號。
273. In two judging system, the Referee remain autonomous in applying warnings and penalties.  
在兩位副審賽制中，主審仍可自主地實施警告和處罰。
274. In two judging system, if the two Judges, or one Judge and the Referee, show different points for the same competitors, the higher will be given.  
在兩位副審賽制中，如果兩名副審，或一名副審和主審對同一選手的得分不同，則將給予較高的分數。
275. In two judging system, if the two Judges, or one Judge and the Referee show different warnings for the same competitor, the lower will be given.  
在兩位副審賽制中，如果兩名副審，或一名副審和主審對同一選手的得分不同，則將給予較低的分數。