



# **WORLD KARATE FEDERATION KUMITE COMPETITION RULES**

Valid from 1.1.2024

## 目錄

ARTICLE 1: KUMITE COMPETITION AREA 對打比賽場地.....	3
ARTICLE 2: ATTIRE AND PROTECTIVE EQUIPMENT 服裝和防護裝備.....	6
ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS 對打的比賽組織.....	12
ARTICLE 4: THE REFEREE PANEL 裁判小組.....	23
ARTICLE 5: DURATION OF BOUT 回合賽時間.....	26
ARTICLE 6: KIKEN – FAILURE TO APPEAR AT THE TATAMI 棄權-未出現在比賽場地.....	27
ARTICLE 7: STARTING, SUSPENDING AND ENDING OF MATCHES 比賽開始、暫停和結束.....	28
ARTICLE 8: SCORING 得分.....	31
ARTICLE 9: PROHIBITED BEHAVIOUR 禁止行為.....	34
ARTICLE 10: WARNINGS & PENALTIES 警告和處罰.....	36
ARTICLE 11: INJURIES AND ACCIDENTS IN COMPETITION 比賽中之受傷和意外事件.....	42
ARTICLE 12: CRITERIA FOR DECISION 判決之標準.....	44
ARTICLE 13: OFFICIAL PROTEST 正式的抗議.....	50
ARTICLE 14: VIDEO REVIEW REQUEST 影像檢視要求.....	54
ARTICLE 15: POWERS AND DUTIES OF OFFICIALS 官員的權力和責任.....	58
ARTICLE 17: ADOPTION OF THESE RULES TO EVENTS OUTSIDE THE WKF OFFICIAL EVENT PROGRAMME.. 在 WKF 官方以外的活動採用這些規則.....	66
APPENDIX 1: THE TERMINOLOGY 術語.....	67
APPENDIX 2: GESTURES AND FLAG SIGNALS 手勢與旗號.....	69
APPENDIX 3: CATEGORIES, AGE & WEIGHT DIVISIONS 組別、分齡與體重分級.....	74
APPENDIX 4: OFFICIAL PROTEST FORM 官方抗議書.....	75
APPENDIX 5: TWO JUDGE SYSTEM (APPLICABLE TO YOUTH LEAGUE ONLY) 兩位副審系統(僅適用於青年聯賽).....	76
APPENDIX 6: SUMMARY TABLE OF WINNING CRITERIA AND TIE RESOLUTION 獲勝標準與平手解決辦法總表.....	76

規則翻譯如有爭議，請以英文原版規則為主要依據

## INTRODUCTION 前言

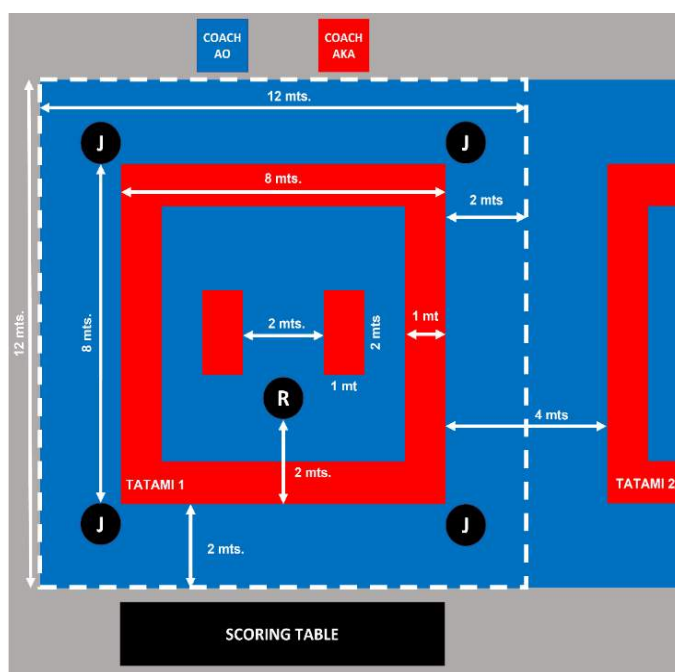
The purpose of the Kumite Rules is to provide standardized rules for all levels of Championships promoted or recognized by the World Karate Federation (WKF), WKF Continental Federations, and WKF Member National Federations. The Competition Rules are intended to ensure that all matters related to competitions are conducted in a safe, fair, and orderly manner.

對打規則的目的是為世界空手道聯盟（WKF）、WKF 各大洲聯盟和 WKF 會員國家聯盟推廣或認可的各級錦標賽提供標準化規則。競賽規則旨在確保所有與競賽相關的一切事項在安全、公平及有序的情況下進行。

## ARTICLE 1: KUMITE COMPETITION AREA 對打比賽場地

- 1.1 The competition area will be a WKF Approved matted square, with sides of eight metres (measured from the outside) with the mats in the outer one-metre area in another colour, marking the boundary.

比賽場地為鋪有 WKF 認證的墊子，每邊長為 8 公尺(從外緣測量)的正方形場地，外面一公尺區域的墊子是另一種顏色的，以標示邊界。



- 1.2 In addition, there will be at a further 2 metres matted safety area on all sides of the competition area. This may be reduced to 1.5 metres to accommodate number of Tatami where the sports hall has insufficient space for 2 metres.

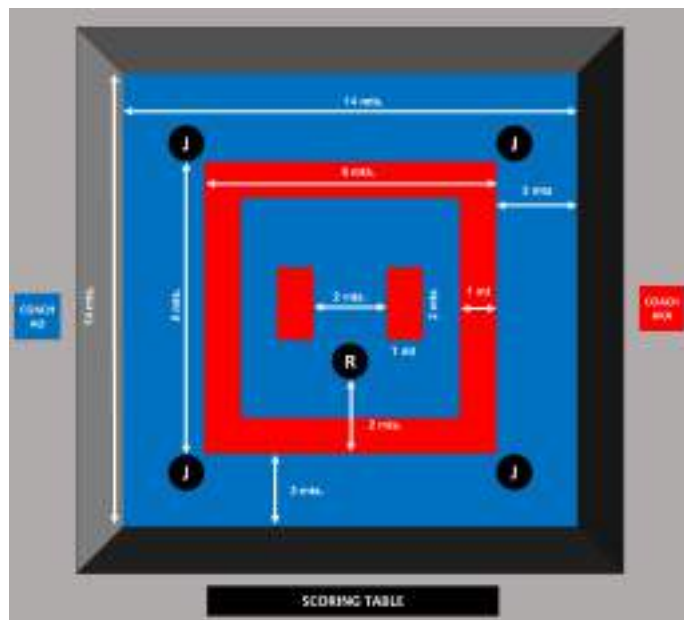
另外，在比賽場地的四邊還有一個 2 公尺的安全區域。如果體育場館沒有足夠的 2 公尺空間，以容納場地的數量，該區域可以減少到 1.5 公尺。

- 1.3 There must be no advertisements, signs, walls, pillars etc. within one metre of the safety area's outer perimeter.

安全區域外圍一公尺範圍內不得有廣告、標誌、牆壁、柱子等。

- 1.4 Where monitors or displays are placed between the competition areas these must be placed far enough from the competition areas to allow a safety area of 1.5 metres between competition areas on all sides. (The monitors must be placed minimum 1.5 metres from the outside of the red warning areas).

如果在比賽區域之間放置監視器或螢幕顯示器，則必須將它們放置在距離比賽區域足夠遠的地方，以便在所有比賽區域之間留出 1.5 公尺的安全區域。(螢幕顯示器必須放置在距離紅色警告區域外至少 1.5 公尺外的位置)。



- 1.5 Two mats are inverted with the red (or otherwise coloured) side turned up in one metre distance from the mat centre to form a boundary between the Competitors. When starting or resuming combat the Competitors will be standing front and centre on the mat facing each other.

將距離比賽場地中心點一公尺的兩片墊子翻轉成紅色(或其他顏色)，作為選手位置的標示。當比賽開始或重新開始時，雙方選手應面對面站在各自的紅色墊子前緣中間處。

- 1.6 The Referee (SHUSHIN) will be standing centred between the two mats facing the Competitors at a distance of two metres from the boundary of the competition area.

主審站在面向選手，距離比賽區域的邊界二公尺兩塊墊子中間。

- 1.7 Each Judge (FUKUSHIN) will be seated at the corners on the Tatami in the safety area. The Referee may move around the entire Tatami, including the safety area where the Judges are seated. Each Judge will be equipped with a red and a blue flag or electronic signal device.

副審將坐在場地的安全區域角落。主審可以在整個比賽場地移動，包含副審所在的安全區域。每一位副審配備紅色旗和藍色旗各一支或電子信號裝置。

- 1.8 The Match Supervisor (KANSA) will be seated at the official table. He/she will be equipped with a whistle.

比賽監督(KANSA)將坐在紀錄台。他/她將配備口哨。

- 1.9 The Score Supervisor will be seated at the official score table besides the score/timekeeper, and where video is deployed, so will the Video Review Supervisors.  
分數監督將坐在大會紀錄台，位於記分員/計時員的旁邊，以及配置影像檢視的位置，影像檢視監督也將坐在此處。
- 1.10 Coaches will be seated outside the safety area, on their respective sides of the Tatami towards the official table. In cases where the configuration of Tatami makes it impractical to place the Coaches facing the official table, they may instead be placed on each side of the official table. If in such cases video review is used, Coach supervisors must be deployed.  
教練將坐在安全區外，在場地邊各自一側的位置，方向面對大會紀錄台。如果比賽場地的配置，無法讓教練面對大會紀錄台，則可將他們分配在紀錄台的兩側。如果在這種情況下使用影像檢視，則必須配置教練監督。
- 1.11 Where the Tatami area is elevated, the Coaches will be placed outside the elevated area behind their respective Competitors.  
比賽在架高場地進行時，教練位置將被分配在各自選手後面的高架區域之外。

## ARTICLE 2: ATTIRE AND PROTECTIVE EQUIPMENT 服裝和防護裝備

### 2.1 Referees and Judges 主審和副審

#### 2.1.1 The official uniform will be as follows:

正式制服如下：

- a) A single-breasted navy-blue blazer (colour code 19-4023 TPX).  
單排釦深藍色西裝上衣(色號 19-4023 TPX)。
- b) Plain light-grey trousers without turn-ups (colour code 18-0201 TPX).  
淺灰素色長褲且褲腳不反折(色號 18-0201 TPX)。
- c) A white shirt with short sleeves.  
白色短袖襯衫。
- d) Plain dark blue or black socks and black slip-on shoes for use on the match area.  
素色深藍色或黑色襪子及在比賽場地使用的黑色套入式鞋子。
- e) An official tie, worn without tiepin.  
大會領帶且不戴領帶夾。
- f) A black whistle with a discreet white cord for the whistle.  
黑色哨子並帶有一條細的白色哨子繩。

#### 2.1.2 The following additions to attire are allowed:

允許在服裝上添加以下內容：

- a) A plain wedding band.  
一枚簡樸的結婚戒指。
- b) Voluntary religious headwear approved by the WKF.  
世界空手道聯盟 WKF 核准之自願性宗教頭飾
- c) A hairclip and discreet earrings.  
髮夾和樸素的耳環。
- d) Hair must be worn off the shoulders and make-up must be discreet.  
頭髮必須披在肩上(頭髮梳理後，長度不得超過肩膀)，化妝必須樸素。
- e) Heels of more than 4 cm may not be worn with the uniform.  
穿著制服時，鞋跟不得穿超過 4 公分。

It is strictly forbidden for officials to wear smart-watches and make use of private electronic devices within the field of play.

嚴禁官員在比賽場地範圍內佩戴智慧手錶和使用私人電子設備。

#### 2.1.3 Referees and Judges must wear the official uniform at all tournaments, briefings, and courses. 主審與副審於錦標賽、簡報會、講習會必須穿著正式制服。

#### 2.1.4 For multisport events where a cross-sport uniform is provided for Referees at the cost of the LOC with the feel & look of the specific event, the official uniform for Referees might be substituted by that common uniform, provided that it is requested in writing to the WKF by the event organiser and formally approved by the WKF. 在綜合性運動賽事，由 LOC(主辦組織委員會) 出資為裁判提供具有特定賽事風格和外觀統一款式的制服。如果活動組織者向 WKF 提出書面申請，並得到 WKF 的正式批准，該賽會提供的裁判服可以替代規則中所規定的正式裁判制服。

2.1.5 If the Chief Referee agrees, refereeing officials may be allowed to remove their blazers.  
如果裁判長同意，裁判成員可脫去西裝外套。

2.1.6 The Referee Commission or Chief Referee may refuse the participation of any official who does not comply with this regulation.  
裁判委員會或裁判長可以拒絕任何不遵守本規定的官員參與。

## 2.2 Competitors 選手

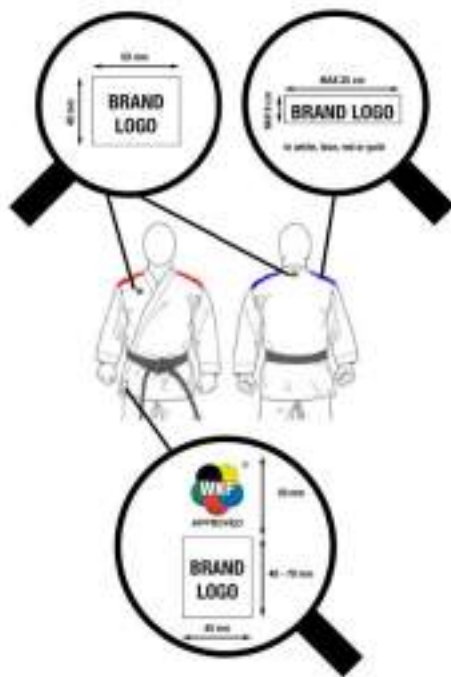
2.2.1 Competitors must wear a WKF approved white Karategi without stripes, piping or personal embroidery other than specifically allowed by the WKF EC and specified in the bulletin for the competition:

參賽選手必須穿著WKF認證的白色無條紋、無滾邊或無個人刺繡的空手道服，除非WKF執行委員會特別允許並在競賽公告中有明確規定：

a) For all official WKF events (World Championships and Karate 1 - Premier League, Series A and Youth League), the Karategi must have embroidered brands on the shoulders in respectively red or blue according to the draw. This applies equally to individuals and teams. There is no WKF requirement for the Team members wearing the same brand of Karategi.

對於所有 WKF 官方賽事(世界錦標賽和空手道 K1 超級聯賽，A 系列賽和青年聯賽)，選手必須根據對戰表在肩膀上分別繡有紅色或藍色的標誌。這同樣適用於個人和團隊。WKF 沒有要求團隊成員穿著同一品牌的空手道服。

b) Only the original manufacturer's labels may be displayed on the Karategi.  
僅有原製造廠之商標可置於空手道衣上。



- c) The national emblem or flag of the country will be worn on the left breast of the jacket and may not exceed an overall size of 12cm by 8cm.

國徽或國旗可配著於道服上衣左胸，且外觀尺寸不得超過 12 乘 8 公分

- d) In addition, identification issued by the Organising Committee will be worn on the back.

此外，由大會所發出之號碼布須縫於背部。



- e) Competitors or Teams must wear a WKF Approved red belt (AKA) or blue belt (AO) as allocated by the draw, without any personal embroideries or advertising or markings other than the customary label from the manufacturer. Belts of grade cannot be worn during the bout.

選手或隊伍必須穿戴由抽籤分配的 WKF 認證之紅帶(AKA)，或藍帶(AO)，除了原製造商的商標外，不得有任何個人刺繡或廣告或標記。回合賽期間不得穿戴段級位腰帶。

- f) The red and blue belts must be around five centimetres wide and of a length sufficient to allow fifteen centimetres free on each side of the knot but not longer than three-quarters thigh length

紅色和藍色腰帶寬度必須大約 5 公分，打結後每邊各留 15 公分的長度。但不可超過大腿長度四分之三，

- g) The jacket, when tightened around the waist with the belt, must be of a minimum length that covers the hips, but must not be more than three-quarters thigh length.

道服上衣以帶子在腰部繫緊後，長度至少須遮蓋臀部，但不得超過大腿四分之三。

- h) Female Competitors can wear a plain white T-shirt beneath the Karate jacket.

女性選手可於空手道服裡面穿上純白色之T恤。



- i) Jackets without ties cannot be used. The jacket ties holding the jacket in place must be tied at the beginning of the bout. If they are torn off during the bout, the Competitor is not required to change the jacket.  
沒有綁帶的道服上衣不可使用。在開始回合賽的時候，道服上的綁帶必需綁緊。如果在回合賽中被拉斷，選手不需要更換道服上衣。
  - j) The maximum length of the jacket sleeves must be no longer than the bend of the wrist and no shorter than halfway down the forearm.  
道服上衣的袖長不得超過手腕，且不可短於前手臂之一半。
  - k) Jacket sleeves cannot be rolled up.  
道服袖子不得捲起。
  - l) The trousers must be long enough to cover at least two thirds of the shin and must not reach below the anklebone. Trouser legs cannot be rolled up.  
道服長褲之長度必須覆蓋脛骨最少三分之二，且不得低於踝骨關節，褲腳不得捲起。
- 2.2.2 The WKF Executive Committee can authorise the display of special labels or trademarks (BRAND LOGOS) of approved sponsors.  
WKF 執行委員會可授權展示認可贊助商的特殊標籤或商標(品牌標誌)。
- 2.2.3 Competitors must keep their hair clean and cut to a length that does not obstruct smooth bout conduct. Hachimaki (headband) will not be allowed.  
選手必須保持其頭髮之乾淨且其長度不會妨礙回合賽之順利進行。禁止綁頭帶。
- 2.2.4 Hair slides are prohibited, as are metal hairgrips. Ribbons, beads and other decorations are prohibited. One or two discreet rubber bands on a single ponytail is permitted.  
禁止使用髮夾，如金屬髮夾。禁止使用絲帶、珠飾品或其他裝飾品。允許在單馬尾上綁 1 或 2 條不明顯的橡皮筋。
- 2.2.5 Competitors may use voluntary religious headwear approved by the WKF: A black plain fabric head scarf covering the hair, but not the neck or throat area.  
選手可以穿戴由世界空手道聯盟 WKF 認證之自願性宗教頭飾；包覆頭髮的黑色素色頭巾，但不可覆蓋頸部或喉嚨。
- 2.2.6 Competitors must have short fingernails and must not wear metallic or other objects, which might injure their opponents. The use of metallic teeth braces must be approved by the Referee and the Tournament Doctor. The Competitor accepts full responsibility for any injury.  
選手指甲必須剪短，且不得穿戴可能傷害到對手的金屬或其他飾品。使用金屬齒列矯正器必須經過主審和大會醫生的核准，選手自己必須完全承擔其所造成的任何傷害。

2.2.7 The following protective equipment is compulsory:

下列護具是強制配戴的：

- a) WKF approved mitts, one Competitor wearing red and the other wearing blue.  
世界空手道聯盟 WKF 認證的拳套，一位選手戴紅色，另一位戴藍色。
- b) Gum shield.  
護牙套。
- c) WKF approved body protector (respectively male and female design as applicable)  
世界空手道聯盟 WKF 認證的身體護具(分別為男性與女性所設計)
- d) WKF approved shin pads, one Competitor wearing red and the other wearing blue.  
世界空手道聯盟 WKF 認證的脛骨護墊，一位選手戴紅色，另一位戴藍色。
- e) WKF approved foot protection, one Competitor wearing red and the other wearing blue.  
世界空手道聯盟 WKF 認證的腳部護具，一位選手戴紅色，另一位戴藍色。
- f) WKF approved groin guards for male Competition.  
世界空手道聯盟 WKF 認證的男性比賽用下襠護具。

In addition, for Competitors under 14 years of age the use of WKF approved WKF Helmet and External Chest Protector is compulsory.

另外，對於 14 歲以下的參賽選手，必須使用 WKF 認證的頭盔和外部胸部護具。

2.2.8 Glasses are forbidden. Soft contact lenses can be worn at the Competitor's own risk.

禁止戴眼鏡。可配戴軟式隱形眼鏡，但選手須自行承擔風險。

2.2.9 The wearing of any unauthorised apparel, clothing or equipment is forbidden.

禁止穿戴未經授權之服裝，衣服或裝備。

2.2.10 It is the duty of the Match Supervisor to ensure, before each match or bout, that the Competitors are wearing the approved equipment. All protective equipment must be WKF Approved.

比賽或回合賽之前再一次檢查選手是否穿戴核准的裝備是比賽監督的責任。所有防護裝備都必須有 WKF 認證。

2.2.11 In the case of Continental Federations, they will limit themselves to providers and brands already approved for WKF. National Federation must also accept all WKF approved equipment for all local, regional or national competitions.

對於洲際聯盟，他們將僅限於已獲 WKF 認證的供應商和品牌。國家聯盟也必須在所有地方性、地區性或國家級比賽中接受所有經 WKF 認證的裝備。

2.2.12 The use of bandages, padding, or supports because of injury must be approved by the Referee and done or approved by the Tournament Doctor.

因受傷而使用繃帶、襯墊或支撐物必須獲得主審核准，並由大會醫師處理或核准。

2.2.13 In case that deformities or amputations that do not allow for safe and secure fitting of the protective equipment or could represent a risk to the athlete or their opponents, competitive Kumite will not be permitted. In any doubt, the Referees should ask the doctor for the decision.

如果因為畸形或截肢，而無法安全地穿戴防護裝備，或者可能對運動員及其對手造成危險，則不允許進行對打比賽。如有任何疑問，主審應詢問醫生的意見。

2.2.14 Competitors that appear at the competition area with unauthorized equipment or irregular Karategi will be given two minutes to correct the attire, and the Coach based on the report from the Chief Referee may have his/her coaching license suspended for a period of up to 6 months starting the date after the applicable tournament unless the equipment and attire has been checked beforehand by a WKF Controller.

選手如穿著未經授權的裝備或不符合規則的空手道服出現在比賽場地，將有兩分鐘時間更正著裝，根據裁判長的報告，該教練可能會被吊銷教練執照，吊銷期從相關比賽結束之日算起，最長可達6個月，除非WKF管制員已事先檢查其裝備和服裝。

## 2.3 Coaches 教練

2.3.1 Coaches must at all times during the tournament, wear the official tracksuit of their National Federation, wear shoes, and display their official identification. The exception is bouts /matches for medals in official WKF events, where male Coaches are required to wear a dark suit, shoes covering the feet, shirt and tie, Female Coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours and shoes. Sandals, or any other open-toe shoes, are prohibited.

錦標賽期間，教練必須全程穿著自己國家協會官方的運動服及鞋子，並配帶大會證件。除了在世界空手道聯盟(WKF)的正式獎牌回合賽/團體賽，男性教練必須穿著深色西裝套裝、完全包覆腳的鞋子、襯衫和領帶；女性教練可選擇穿著深色裙裝，褲裝或外套和裙子的組合套裝和鞋子。禁止穿涼鞋或任何其他露趾鞋。

2.3.2 In addition the following additions to attire are allowed:

此外，允許在服裝中添加以下內容：

a) A plain wedding band.

一枚簡樸的結婚戒指。

b) Voluntary religiously mandated headwear approved by the WKF.

世界空手道聯盟 WKF 核准之自願性宗教強制的頭飾。

2.3.3 The Chief Referee can allow Coaches to use the federations official Team t-shirt or a plain coloured t-shirt without writing or logos instead of the track suit jacket.

裁判長可以允許教練穿著聯盟官方代表隊T恤或沒有文字或標誌的素色T恤代替運動服外套。

## ARTICLE 3: ORGANISATION OF KUMITE COMPETITIONS 對打比賽組織

### 3.1. Definitions 定義

#### 3.1.1 A “bout” refers to an individual bout between two Competitors.

一個“回合(bout)”是指兩位選手之間的個人回合賽。

#### 3.1.2 A “match” is the total of all bouts between the members of two Teams.

一場“比賽(match)”是兩隊成員之間所有回合的總和。

#### 3.1.3 The term “group” is here used about the Competitors participating in one of the eight or more groups in the Round-robin phase for individual competition or the group of five Teams participating in round-robin Team competition.

“小組”是指在個人賽循環賽階段參加八個或更多小組中的一個小組的參賽選手，或參加循環賽的五支隊伍中的一組。

#### 3.1.4 The term “pool” is used for each of the two halves of the total number of Competitors in a category forming the two paths of advancement towards competing for the medals.

“組(pool)”表示相同組別中參賽選手總數分為兩組，形成爭奪獎牌的兩條晉級路徑。

### 3.2 Weigh-in procedure 過磅程序

#### 3.2.1 Rehearsal weighing 試磅

Competitors shall be allowed to check their weight on the official weigh-in scales (that will be used for the official weigh-in) from one hour before the official weigh-in commences. There is no limit to the numbers of times each Competitor may check his weight during the time of the unofficial weigh-in.

從正式開始過磅前一小時起，參賽選手應被允許在官方體重計(用於正式過磅)上檢查自己的體重。在非正式過磅期間，每位參賽選手檢查體重的次數沒有限制。

#### 3.2.2 Official weighing: 正式過磅

##### a) Place: 地點

The weight control will take place always in only one place. The possibilities to host this control are the competition venue, the official hotel or the village (To be announced for each event). Organizers must provide separate rooms for men and women.

過磅將固定在一個地方進行。儘可能設在比賽場地、官方酒店或選手村(每次活動另行通知)。籌備處必須為男性和女性提供單獨的房間。

##### b) Scales: 體重計

If the official scale shows a higher weight than the scale provided for test weighing the Competitor can demand to be weighed again applying the weight shown on the test scale as the official result of the weigh-in.

如果官方體重計上顯示的重量高於為試磅時提供的體重計，則選手可以要求再次過磅，將試磅體重計上顯示的重量，作為正式過磅結果。

The host NF should provide enough calibrated electronic scales (at least 4 units) showing only one decimal place, e.g. 51.9 Kg, 104.6 kg. The scale should be placed on a solid floor that is not carpeted.

主辦國家協會應提供足夠的校準電子體重計(至少 4 台)，只顯示一位小數，即 51.9 Kg / 104.6 kg。體重計應放置在沒有鋪設地毯的堅固地板上。

c) Time: 時間：

Weigh-in must take place at the latest the day before the day of competition for the category, unless specified otherwise for a specific competition. The official weigh-in time for WKF events will be duly announced on the bulletin. For any other events this information will be distributed in advance through the OC communication channels. It is the responsibility of the Competitor to be aware of this information. A Competitor that does not turn up for the weigh-in period or fails to weigh within the prescribed limits for the category in which the Competitor is registered, will be disqualified (KIKEN).

過磅必須最遲在量級比賽前一天進行，除非特定比賽另有規定。WKF 賽事之正式過磅時間，將在官方公告上公佈。對於任何其他賽事，這些信息將通過籌備會之通訊方式預先發佈。選手有責任了解這些信息。選手在過磅期間沒有出現，或者過磅時未能達到參賽選手事前所註冊量級的規定範圍內，將會被取消資格(KIKEN 棄權)。

d) Tolerance: 公差

The tolerances admitted are 0.2 kg for all male categories and 0.5 kg for all female categories. The same tolerance applies to both the upper and lower limits of a weight class. 所有男性組別的公差為 0.2 公斤，所有女性組別的公差為 0.5 公斤。相同的公差適用於重量等級的上限和下限。

e) Procedure: 程序

A minimum of two WKF officials are required at the weigh-in for each gender. One to check the accreditation/passport of the Competitor and one to record the exact weight on the official weigh-in list. An additional six staff members (official/volunteers) supplied by the host NF should also be available to control the flow of Competitors. Twelve chairs must be supplied. To protect the privacy of the Competitors, officials as well as the staff members supervising the weigh-in, must be of the same gender as the Competitors.

過磅時，每個性別都至少需要兩位WKF官員。一位檢查選手的證件/護照，一位確實在官方過磅單上紀錄準確的重量。主辦國家協會應提供另外的六位工作人員(大會職員/志工)來管理控制選手的動向。應該提供十二張椅子。為了保護選手的隱私，監督過磅的官員以及工作人員，必須與選手具有相同的性別。

1. The official weigh-in will be done category by category and Competitor by Competitor.  
正式過磅將依選手組別分類過磅。
2. All Coaches and other Team delegates must leave the weigh-in room before the start of the official weigh-in.  
所有教練和其他團隊代表必須在正式過磅開始前離開過磅室。
3. The Competitor is allowed to stand on the scales only once during the official weigh-in period.  
正式過磅期間，運動員只能站在磅秤上一次。

4. Each Competitor shall bring to the weigh-in their accreditation card issued for the event and shall present it to the official, who will verify the identity of the Competitor.  
每位參賽選手都要帶著他們的選手證來過磅，並將選手證交給官員，他們將會核實選手的身份。
5. The official then invites the Competitor to stand on the scales.  
過磅人員將請選手站在磅秤上。
6. The Competitor shall weigh-in wearing only underclothing (men/boys – underpants, women/girls – underpants and bra). Any socks or additional complements must be removed.  
選手只能穿著內衣(男性/男孩 – 內褲，女性/女孩 – 內褲和胸罩)。任何襪子或額外附加物品必須脫掉。
7. The official supervising the weigh-in shall note and record the Competitor’s weight in kilograms (accurate to one decimal point of a kilogram)  
負責監督過磅的官員應注意並記錄下選手的體重(準確到公斤後小數點下一位)。
8. The Competitor steps off the scales.  
選手離開磅秤。

NOTE: Photography or filming is not permitted in the weigh-in area. This includes the use of mobile phones and all other devices.

注意：在過磅區內不允許進行攝影或拍攝。包括使用手機和所有其他設備。

### 3.3 Seeding 種子

- 3.3.1 For WKF World Individual Championships - Phase 2, and Karate 1 - Premier League, the four highest ranked Competitors present at the competition are seeded by their respective ranking in the WKF World Ranking as per the day before the competition.

對於WKF世界個人錦標賽 - 第二階段，以及Karate 1 - 超級聯賽，截至賽事前一天WKF世界排名中，排名前四位的選手將會是種子選手。

- 3.3.2 For World Senior Team Championships the 3 medallist Teams (gold, silver and bronze) plus the loser of the bronze from the previous World Senior Team Championships will be seeded.

在世界成人團體錦標賽中，前一屆世界成人團體錦標賽獲得獎牌的三支隊伍(金牌、銀牌及銅牌)加上在銅牌戰落敗的隊伍將被列為種子隊。

**[Transition note: For the first Team World Championship following the event in Budapest 2023, the seeded Teams will be both bronze medal winners instead of one bronze winner and the loser of the bronze final – as Budapest is the last World Team Championships with two bronze medals.]**

[過渡期說明：在 2023 年布達佩斯世界錦標賽之後舉行的首屆世界團體錦標賽上，種子隊伍將由兩枚銅牌隊伍組成，而不是由一枚銅牌隊伍和銅牌戰的落敗隊伍組成 – 因為布達佩斯是最後一屆擁有兩枚銅牌的世界團體錦標賽。]

### 3.4 Competition formats 比賽型式

3.4.1 Karate kumite competition take the forms of individual competition divided by gender, age groups, and weight categories and/or Team competition divided by gender without weight categories, and can be organised in several formats:

空手道對打比賽分為依性別、年齡、體重區分的個人賽和/或依性別區分沒有體重分類的團體賽，並且可以有各種型式：

a) Elimination system with repechage for individuals or Teams. (Used unless otherwise specified for the competition).

個人賽或團體賽使用單淘汰敗部復活賽制度。(除非比賽另有規定，否則將使用此賽制)。

b) Round-robin in groups followed by Elimination for individuals or Teams. (Used for individual Premier League competitions and the Senior Kumite World Championships for both individuals and Teams).

小組循環賽，然後進行個人或團隊淘汰賽制。(用於個人超級聯賽及個人和團體之成人對打世界錦標賽)。

c) Two-pool Round-robin system (used for multiple sport games)

雙組循環賽制(用於綜合性運動會)

3.4.2 The Elimination system with repechage will be applied unless otherwise is pre-determined for a specific competition or series of tournaments.

除非特定比賽或系列錦標賽，已預先確定比賽型式，否則將採用單淘汰復活賽制。

3.4.3 For individual competition in Premier League, the Senior Individual World Championships and the World Team Championships the Round-robin system followed by Elimination is applied.

超級聯賽個人賽，世界成人個人錦標賽和世界團體錦標賽均採用循環賽及後續淘汰賽。

3.4.4 For multisport games, such as continental games, Olympic Games, or other multisport events, the format of competition will be determined for each event depending on modalities included and restriction in participation. The format used is normally a two-pool system where the winners of the pools go to the final.

對於綜合性運動賽事，如洲際運動會、奧運會或其他綜合性比賽，將根據參與比賽的方式及參賽限制為每個項目確定比賽型式。使用的比賽型式通常是雙組循環賽制，其中兩組的獲勝者將進入決賽。

### 3.5 Composition of kumite Teams 團體對打的組成

<b>TEAM COMPOSITION TABLE</b> 團隊組成表	Bouts initial round 首輪比賽	Bouts per subsequent rounds 隨後每輪回合賽	Compulsory Back-up Team members 強制性候補團隊成員	Optional back-up Team members 非強制性候補團隊成員	Total Team members 團隊成員總數
Male Teams Round-robin 男子隊循環賽	5	5	2	1	7 to 8
Male Teams Elimination 男子隊淘汰賽	5	Minimum 3	0	2	5 to 7
Female Teams Round-robin 女子隊循環賽	3	3	1	1	4 to 5
Female Teams Elimination 女子隊淘汰賽	3	Minimum 2	0	1	3 to 4

3.5.1 Matches in kumite for male Teams consist of 5 bouts. The Team must present 5 participants for the initial match. To participate in Round-robin competition the Team must also have 2 additional back-up Competitor registered for possible participation in subsequent bouts and may also have a third optional back-up Competitor - bringing the maximum size of the Team to 8 Competitors. For any elimination matches, the Team must always have minimum 3 participants in order to compete.

男子團體對打賽由 5 場回合賽組成。參賽隊伍必須派出 5 位選手參加首場比賽。要參加循環賽，參賽隊伍還必須註冊額外 2 位的後備選手，以便可能參加隨後的比賽，也可以有第三位可選擇的後補選手 - 使參賽隊伍的註冊參賽人數達到最多 8 人。在淘汰賽中，參賽隊伍必須至少有 3 位選手才能參加比賽。

3.5.2 Matches in kumite for female Teams consist of 3 bouts. The Team must present 3 participants for the initial match. To participate in Round-robin competition the Team must also have 1 additional back-up Competitor registered for possible participation in subsequent bouts and may also have a second optional back-up Competitor - bringing the maximum size of the Team to 5 Competitors. For any elimination match, the Team must always have minimum 2 participants in order to compete.

女子團體對打賽由 3 場回合賽組成。參賽隊伍必須派出 3 位選手參加首場比賽。要參加循環賽，參賽隊伍還必須註冊 1 位額外的後補選手，以便可能參加隨後的比賽，也可以有第二位可選擇的後補選手 - 使參賽隊伍的註冊參賽人數達到最多 5 人。在淘汰賽中，參賽隊伍必須至少有 2 名選手才能參加比賽。

3.5.3 In Team kumite competition the Team may change which of the Team members should participate for each match. For a tie-break bout, the Team may submit a single name as they would normally do for a new round.

在團體對打比賽中，參賽隊伍可更改每場比賽的隊員。在解決平手的回合賽中，參賽隊伍可以像通常在新一輪比賽中那樣提交一個名字。



3.5.4 During Round-robin competition the Team must complete all bouts in order to remain in the competition. If it does not, all bouts and matches will be voided and no victory points and scoring points will be counted. Likewise, all victory points and scoring points earned by other Teams in meeting the Team eliminated will be voided.  
在循環賽中，參賽隊伍必須完成所有回合賽才能繼續參加比賽。否則，所有回合賽和比賽都將無效，並且不計算任何獲勝積分和得分。同樣，其他參賽隊伍在與被淘汰參賽隊伍比賽時獲得的所有獲勝積分和得分也將作廢。

3.5.5 In second match of an Elimination tournament, and in the Elimination phase following Round-robin, male Teams can never present less than 3 Competitors for a match and female Teams can never present less than 2.  
在淘汰賽的第二場比賽和循環賽後的淘汰賽階段，男子隊每場比賽參賽選手不得少於 3 人，女子隊參賽的選手不得少於 2 人。

### 3.6 Fighting order for Teams 團體賽的上場順序

3.6.1 Before each match, a Team representative must hand to the official table, an official form defining the names and fighting order of the competing Team members.  
每輪比賽前，團隊代表必須將參賽選手名單及出場順序填寫於大會所規定之表格中，並將其提交給紀錄台。

3.6.2 The fighting order form can be presented by the Coach or a nominated Competitor from the Team. If the Coach hands in the form, he/she must be clearly identifiable as such; otherwise, it can be rejected. The list must include the name of the country, the belt colour allocated to the Team for that match and the fighting order of the Team members. Both the Competitors' names and their tournament numbers must be included, and the form must be signed by the Coach or a nominated person.  
出賽順序可由教練或團隊中指定之選手提出，若由教練提出，他/她須有可辨認之識別證，否則不被受理。該名單須包含國家或俱樂部名稱，該場次所分配腰帶的顏色及選手的出場順序。選手的名字及編號皆須填入並由教練或該隊指定人員簽名。

3.6.3 Coaches must present their accreditation together with that of their Competitor or Team to the Coach Supervisor or Kansa Assistant. The Coach must sit in the chair provided and must not interfere with the smooth running of the bout by word or deed.  
教練必須將其教練證與參賽選手或團隊的證件一起提交給教練監督或監察助理。教練必須坐在大會提供的椅子上，禁止以語言或行為干擾回合賽順暢的進行。

3.6.4 When lining up before a match, a Team will present the actual fighters for that round. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them. In the line up before the match, the team will be the actual fighters for that round. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them. In the line up before the match, the team will be the actual fighters for that round. The unused fighter(s) and the Coach will not be included and shall sit in an area set aside for them.  
在比賽前列隊時，隊伍將是當前這輪的實際參賽選手。其餘未參賽的選手和教練將不包括在內，並應坐在為他們預留的區域。

- 3.6.5 The participants can be selected for each round from the full Team. Their fighting order can be changed for each round provided the new fighting order is notified before the round, but once notified; it cannot then be changed until that round is completed.  
每輪比賽的參賽選手都可以從整個團隊中選出。他們的比賽順序可以在每輪比賽中更改，前提是在比賽前通知新的比賽順序，一旦通知；在這一輪結束之前，不能更改。
- 3.6.6 The Team will be disqualified (SHIKKAKU) if any of its members or its Coach changes the Team's composition or fighting order without written notification prior to the round.  
如果任何隊員或其教練在每輪比賽前在沒有書面通知的情況下，改變團體賽的參賽組合或出賽順序，則該隊伍將被取消資格(SHIKKAKU)。
- 3.6.7 If, through an error in charting, the wrong Competitors compete, then regardless of the outcome, that bout/match is declared null and void. To reduce such errors the Score Supervisor must confirm the winning Competitor/Team with the software technician immediately after the bout/match.  
如因圖表的失誤，導致選手對打配對錯誤，不管結果如何，該回合/比賽之賽程將被宣布無效。為了減少此類錯誤，分數監督必須在該回合/比賽結束後立即與軟體技術人員確認獲勝的參賽選手/隊伍。
- 3.6.8 In Team matches where an individual loses on account of receiving KIKEN, HANSOKU or SHIKKAKU, any score for the disqualified Competitor will be set to zero, and a score of 8-0 (counted as YUKO) will be recorded for that bout in favour of the other team.  
在團體賽中，如果個人因 KIKEN，HANSOKU 或 SHIKKAKU 而輸掉回合賽，則被取消資格的參賽選手的任何分數將設定為零分，該回合賽的分數將記錄為 8-0 (以 YOKO 計入)，有利於另一隊。

### 3.7 Round-robin, Individual Competition 循環賽個人賽制

- 3.7.1 In Individual World Championships – Phase 2 and Premier League competition the 32 participants are divided in 8 groups of 4 Competitors, or less. The winner of each of the eight groups go on to regular quarterfinals, semi-finals and final. The losers to the finalists in the quarter- and semi-finals compete for the bronze medals.  
在世界個人錦標賽 – 第二階段和超級聯賽中，32 位參賽選手被分為 8 組，每組 4 位或更少的參賽選手。八個小組的獲勝者將進入常規四分之一決賽、準決賽和決賽。在四分之一決賽和準決賽中輸給進入決賽選手的選手將爭奪銅牌。

3.7.2 According to the number of Competitors (32 or less) the allocation to groups will be as per the following table:

根據參賽選手的數量(32 人或更少)，各組分配如下表所示：

Number of ompetitors/Groups 參賽選手/團體數量	Competitors per group 每組參賽選手								Notes
<b>8 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 24-32 Competitors 參賽者：24-32 名選手</b>
Seed ▶種子		3		2		4		1	
32	4	4	4	4	4	4	4	4	The first of each Group qualify. 每組的第一名晉級。
31	4	4	4	4	4	4	4	3	
30	4	4	4	3	4	4	4	3	
29	4	3	4	3	4	4	4	3	
28	4	3	4	3	4	3	4	3	
27	4	3	4	3	3	3	4	3	
26	3	3	4	3	3	3	4	3	
25	3	3	3	3	3	3	4	3	
24	3	3	3	3	3	3	3	3	
<b>6 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 23-28 Competitors 參賽者：23-28 名選手</b>
Seed ▶種子		3		2		4		1	
23	4	4		4	4	4		3	The first of each Group and the two Best runner-ups qualify. 每組的第一名和兩位最佳第二名晉級。
22	4	4		3	4	4		3	
21	4	3		3	4	4		3	
20	4	3		3	4	3		3	
19	4	3		3	3	3		3	
18	3	3		3	3	3		3	
<b>5 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 17 Competitors 參賽者：17 名選手</b>
Seed ▶種子		3		2		4		1	
17		3		3	4	4		3	The first of each Group and the best three runner-ups qualify. 每組的第一名和三位最佳第二名晉級。
<b>4 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 12-16 Competitors 參賽者：12-16 名選手</b>
Seed ▶種子		3		2		4		1	
16		4		4		4		4	The first and runner-ups of each Group. 每組的第一名和第二名。
15		4		4		4		3	
14		4		3		4		3	
13		3		3		4		3	
12		3		3		3		3	
<b>3 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 9-11 Competitors 參賽者：9-11 名選手</b>
Seed ▶種子		3		2				1	
11		4		4				3	The first and runner-ups of each Group, as well as the best two number threes qualify. 每組的第一名和第二名，以及兩位最佳第三名晉級。
10		4		3				3	
9		3		3				3	
<b>2 Groups</b>	1	2	3	4	5	6	7	8	<b>Participation: 6-8 Competitors 參賽者：6-8 名選手</b>
Seed ▶種子				2				1	
8				4				4	The first and runner-ups of each Group, will compete directly in the semifinals. 每組的第一名和第二名，將直接進入準決賽。
7				4				3	
6				3				3	
<b>1 Group</b>	1	2	3	4	5	6	7	8	<b>Participation: 3-5 Competitors 參賽者：3-5 名選手</b>
Seed ▶種子								1	
5								5	Final between first and runner-ups of the Group, and only one bronze medal bout. 小組第一名和第二名之間進行決賽，且只有一場銅牌戰。
4								4	
3								3	

3.7.3 Should an individual be disqualified, or for other reason not complete all bouts in the Round-robin the scores of completed or current bouts will be declared nil (results nullified), and its Victory points forfeited unless it is the last bout of the Round-robin Elimination, in which case all the previous results and points remain unchanged.

如果個人選手被取消資格，或因其他原因未完成循環賽中的所有回合賽，則已完成或當前回合的分數將被宣佈為零分(結果無效)，其獲勝積分將被沒收，除非它是循環淘汰賽的最後一回合，在這種情況下，之前的所有結果和積分將保持不變。

3.7.4 The winner and runners-up of each group is determined by the most won victory points by counting wins as three points each, a draw where points are scored as 1 point - and a draw with no points scored, or a loss, as zero.

每個循環小組的第一名和第二名是由獲勝積分最多來決定，獲勝者積分為3分，有得分的平手積分為1分，沒有得分的平手或敗者積分為0分。

3.7.5 The winners of the semi-finals will then go on the final where they compete for gold and silver. 準決賽的獲勝者將進入決賽，爭奪金牌和銀牌。

3.7.6 Those who have lost to the finalists in the quarter finals and semi-finals will compete for the bronze medals (One for group 1-4 and one for group 5-8).

在四分之一決賽和準決賽中輸給晉級決賽選手的選手將爭奪銅牌(第1-4組一位，第5-8組一位)。

3.8 Phase 1 of the Individual World Championships 世界個人錦標賽第一階段

For Phase 1 of the Individual World Championships, there is no limitation to 32 Competitors per category and, when required, the number of groups will be increased as well as the number of competitors within the same group. Additional rounds of Round-robin will be fought until the number of winners qualified to proceed are 24 or less, after which straight Elimination bouts will determine the 6 winners that will qualify for Phase 2.

在個人世錦賽第一階段，每個類別並不限制32位參賽選手，如有需要，將增加分組數量以及同一組內的參賽選手數量。將進行額外的循環賽，直到有資格晉級的獲勝選手人數達到24人或更少，之後將進行直接淘汰賽，確定有資格進入第二階段的6位獲勝選手。

3.9 World Teams Championships 世界團體錦標賽

For the World Senior Teams Championships, the Round-robin system followed by semi-finals and final is applied. 5 Teams are allocated to each group. The winners of each group then compete in semi-finals and final. After the Group Phase, the Group Winners passes to the Semi-Finals where the bout winners head to the Finals and the losers head to the bronze medal match. The winner of the finals receives the gold medal while the loser receives a silver medal. The winner of the bronze match will take bronze while the losing Team is not awarded a medal.

世界成人團體錦標賽採用循環賽制，然後進行準決賽和決賽。每組分配5隊。每個小組優勝隊伍將參加準決賽和決賽。小組賽結束後，小組獲勝隊伍進入準決賽，準決賽獲勝隊伍進入決賽，落敗隊伍進入銅牌賽。決賽的獲勝隊伍獲得金牌，落敗隊伍獲得銀牌。銅牌賽的獲勝隊伍將獲得銅牌，而落敗的隊伍則不會獲得獎牌。

*[Transition note: For the first Team World Championship following the event in Budapest 2023, the seeded Teams will be both bronze medal winners instead of one bronze winner and the loser of the bronze final – as Budapest is the last World Team Championships with two bronze medals.]*

[過渡期說明：在 2023 年布達佩斯世錦賽之後舉行的首屆世界團體錦標賽上，種子隊伍將由兩枚銅牌隊伍組成，而不是由一枚銅牌隊伍和銅牌戰的落敗隊伍組成-因為布達佩斯是最後一屆擁有兩枚銅牌的世界團體錦標賽。]

### 3.10 Multisport Games and competitions with limited participation 綜合性運動會和有限制參賽人數的賽事

For competitions with limited number of Competitors a two-pool system is used where the winners of the two pools will meet in the final while nr. 2 in the first pool will meet nr. 3 in the second pool and vice versa to compete for the two bronze medals.

對於有限制參賽人數的比賽，採用雙組賽制，兩組的獲勝選手將進入決賽，而第一組中排名第 2 將會對上在第二組中排名第 3，反之亦然，爭奪兩枚銅牌。

### 3.11 Variations to competition formats 改變比賽型式

If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this must be clearly announced in the tournament bulletin.

如果在特定的錦標賽中，採用不同於本規則所描述的比賽型式，必須在錦標賽競賽規程中明確宣佈。

### 3.12 Coaching 教練

3.12.1 In World Championships, Kumite coaches need to be part of a National Federation delegation and have the required Coach certification level, when acting during the bout of a Competitor.  
在世界錦標賽中，對打教練需要是國家聯盟代表團的成員，並持有所需的教練認證級別，才能在選手回合賽期間執行教練工作。

3.12.2 Exceptionally, in competitions with Video Review and upon prior request of the NF, WKF may authorize a coach from a different delegation to act as a coach for their delegation in the situations herein, provided that they comply with dress code as established in art. 2.3.1, in order to cover the special circumstances arising of the need to have a coach to request Video Review:

特殊情況下，在有影像檢視的比賽中，經國家協會事先請求，WKF 可以授權來自不同代表團的教練在上述情況下擔任其代表團的教練，但他們必須遵守第 2.3.1 條中規定的服裝規範，以因應對需要教練要求影像檢視的特殊情況：

- A NF having registered one (or more) coaches in Kumite categories if the coach(es) cannot attend the event due to visa problems, transport incidences, sudden health issues or any other justified cause,  
國家協會已註冊一位(或多位)對打教練，如果該教練因簽證問題、交通事故、突發健康問題或任何其他正當原因而無法參加比賽，

- A NF that for budgetary reasons or being part of the WKF development programme does not have funds to include Kumite coach(es) within their delegation,  
由於預算原因或作為 WKF 發展計劃的一部分，導致國家協會沒有資金而未將對打教練納入其代表團，
- A Refugee athlete, or  
難民運動員，或
- A coach being disqualified from competition and as a result the Competitors of his/her NF do not have any Kumite coach.  
教練被取消資格，導致其國家協會(NF)的參賽選手沒有任何對打教練。

3.12.3 If a NF is in any of the above-mentioned situations, and only during a World Championships, the OC Chair may authorize (subject to the President's ratification) to make an exception.  
若國家協會出現上述任何一種情況，僅限於世界錦標賽期間，則組織委員會主席才可授權作為例外處理(須經會長批准)。

## ARTICLE 4: THE REFEREE PANEL 裁判小組

### 4.1. Composition 組成

4.1.1 The Refereeing Panel for each bout shall consist of one Referee (SHUSHIN), four Judges (FUKUSHIN), and one Match Supervisor (KANSA), a Score Supervisor, and where video review is used, two Video Review Supervisors.

每回合賽的裁判小組應包括一位主審(SHUSHIN)、四位副審(FUKUSHIN)、一位比賽監察(KANSA)和一位分數監督，有使用影像檢視系統的話，則另包括兩位影像檢視監督。

4.1.2 The Referee, Judges, Match Supervisor, Score Supervisor, and Video Review Supervisors of a Kumite bout must not have the nationality or be from the same National Federation of either of the participants or have any other conflict of interest. It remains the duty of any official to self-report on any possible conflict of interest before the bout or match starts.

對打回合賽的主審、副審、比賽監督、分數監督和影像檢視監督，皆不得與參賽選手有相同國籍或相同國家協會或有任何其他利益衝突。任何官員都有責任在回合賽/每輪比賽開始前，自行報告任何可能的利益衝突。

### 4.2 Referees and Judges' deployment and panel allocation 主審與副審的派任和小組分配

4.2.1 For the eliminatory rounds the RC Secretary will deliver to the software system technician handling the electronic drawing system a list containing the Referees and Judges available per TATAMI. This list is done by the RC Secretary once the Competitors draw is finished and at the end of the Referees Briefing. This list must only contain Referees present at the Briefing and must comply with the above-mentioned criteria. Then for the Referees draw, the software technician will enter the list in the system and 4 Judges, 1 Referee, 1 Match Supervisor (KANSA), and 1 Score Supervisor out of each TATAMI deployment will be randomly allocated as Referee Panel for each bout.

對於淘汰賽，裁判委員會秘書將協助處理抽籤系統的軟體技術員提供一份包含每個場地可用的主審和副審名單。這份名單將在選手抽籤及裁判簡報會議結束後，由裁判委員會秘書完成。該名單只包含出席簡報會議且必需符合上述標準的裁判。然後對裁判進行抽籤，每個場地的每一回合比賽將被隨機分配四位副審，一位主審、一位比賽監督(KANSA)和一位分數監督。

4.2.2 Where video review is used two Video Review Supervisors are allocated in the same manner. 在使用影像檢視的情況下，將以相同的方式派任兩位影像檢視監督。

4.2.3 For medal bouts the Tatami Managers will provide the RC Chairman and Secretary with a list containing 8 officials from their own TATAMI after the last bout of the eliminatory rounds is finished. Once the list is approved by the RC Chairman it will be given to the software technician to be entered in the system. The system will then randomly allocate the Referee panel, which will only contain 5 out of the 8 officials from each TATAMI.

在最後一回合淘汰賽結束之後，場地經理將提出自己場地的8位裁判給裁判委員會(RC)主席及秘書，為獎牌回合賽裁判。一旦裁判委員會(RC)主席批准了名單，將會交給軟體技術人員置入系統中。然後，系統將隨機從每個場地的8位裁判中抽出5位裁判執法。

#### 4.3 Supporting officials 協助的官員

4.3.1 In addition, for facilitating the operation of bouts/matches, 1 Tatami Manager, 3 Tatami Manager Assistants, and 1 Score/Timekeeper shall be appointed plus 2 Kansa Assistants for checking the Competitor's equipment and 2 Coach Supervisors in instances where the configuration of TATAMI makes it necessary to see the Coaches requests for video review, or for any other reason deemed necessary by the Chief Referee.

此外，為了方便回合賽/每輪比賽的進行，應任命 1 位場地經理，3 位場地經理助理和 1 位記分/計時員，2 名比賽監督助理，負責檢查參賽選手的裝備，和如果場地的配置需要查看教練的影像檢視請求，則應任命 2 位教練監督，或裁判長認為有必要的其他原因。

4.3.2 Before the start of each match or bout Kansa Assistants will ensure that Competitors' equipment and Karategi are in accordance with the WKF rules of competition. In competitions where Kansa Assistant is not required it is KANSA's responsibility to ensure that the equipment is in accordance with the rules before each bout.

在每場比賽或回合賽開始前，監察助理將確保參賽選手的裝備和空手道服符合 WKF 競賽規則。在不需要監察助理的比賽中，監察有責任在每場回合賽前確保選手裝備符合競賽規則。

#### 4.4 Formalities and change of judges 副審的禮節和更換

4.4.1 At the start of a Kumite match, the Referee stands on the outside edge of the match area. On the Referee's left stand Judges numbers 1 and 2, and on the right stands Judges numbers 3 and 4.

對打比賽開始時，主審站於比賽場地之外緣。副審 1 和 2 站於主審左邊，副審 3 和 4 站於主審右邊。

4.4.2 After the formal exchange of bows by Competitors and the Referee panel, the Referee takes a step back, the Judges turn towards the Referee, and all bow together. All then take up their positions.

參賽選手和裁判小組正式互相行禮後，主審向後退一步，副審向內轉，互相行禮。然後各就定位。

4.4.3 When changing the Judges, the departing Officials, except the Match Supervisor, line up, bow together (REI), and then leave the area.

當裁判小組替換時，除了比賽監督以外，卸任的裁判小組將列隊，一起行禮 (REI)，然後離開比賽場地。

4.4.4 When individual Judges change, the incoming Judge goes to the outgoing Judge, they bow together and change positions.

當副審個別替換時，上任的副審走到卸任之副審面前，互相行禮然後更換位置。



4.4.5 In Team matches, provided that the entire panel holds the required qualification, the positions of Referee and Judges must be rotated between each bout. If one or more officials do not hold the required qualification as Referee, they will remain as sitting Judges and be omitted from the rotation.

在團體賽之裁判小組成員要擁有必需的資格，每回合輪流擔任主審與副審位置。如果一位或多位裁判不具備所需的主審資格，他們將繼續擔任副審，並被排除在輪替之外。

4.5 Procedure for refereeing Kumite with only two corner Judges

只有兩位角落副審的對打裁判型式

4.5.1 For Youth League competitions the use of only two corner Judges is allowed. This procedure is described in APPENDIX 5.

對於青年聯賽，允許只使用兩位副審。程序將在附錄 5 中描述。

## ARTICLE 5: DURATION OF BOUT 回合賽時間

### 5.1 Duration of the Kumite bout is: 對打回合賽時間:

• Senior Male and Female categories: 成人男子和女子組	3 minutes effective time 3 分鐘
• Under 21 Male and Female categories: 21 以下男子和女子組	3 minutes effective time 3 分鐘
• Cadet and Junior Male and Female categories: 少年和青少年男子和女子組	2 minutes effective time 2 分鐘
• Under 14 years 14 歲組以下	1.5 minutes effective time 1.5 分鐘

5.2 For tournaments without limitation to participation the duration of Elimination bouts may be reduced from 3 minutes to 2 minutes and from 2 minutes to 1.5 minutes provided that this is announced prior to tournament start in a meeting for both coaches and officials.

對於沒有參賽限制的錦標賽，淘汰賽的比賽時間可以從 3 分鐘減少到 2 分鐘，從 2 分鐘減少到 1.5 分鐘，但必須在比賽開始前在教練/領隊會議上宣佈。

5.3 The timing of the bout starts when the Referee gives the signal to start and stops each time the Referee calls “YAME” or at the signal for full time.

每回合比賽時間之計算，開始於主審下令開始的信號，而每次主審喊“YAME(停)”時，或發出時間到之信號。

5.4 The timekeeper shall give a signal, indicating “15 seconds to go” by one short burst with the buzzer, and “time up” by two short bursts with the buzzer. The “time up” signal marks the end of the bout.

計時員應發出信號，用蜂鳴器發出一個短促聲音表示“剩下 15 秒”，用蜂鳴器發出兩聲表示“時間到”。“時間到”信號表示比賽結束。

5.5 Competitors are entitled to a rest period between bouts, equal to the standard duration time of the bout. The exception is in the case of change of equipment colour, where this time is extended to five minutes.

選手有權利在回合賽之間休息一段時間，休息時間相當於回合賽的標準時間。例外是在需要更換裝備顏色時，該時間可以延長到 5 分鐘。

## ARTICLE 6 :KIKEN – FAILURE TO APPEAR AT THE TATAMI

### 棄權-未出現在比賽場地

- 6.1 KIKEN is the decision given, when a Competitor or Competitors fail to present themselves when called, are unable to continue, abandon the bout, or are withdrawn on the order of the Tournament Doctor . The grounds for abandonment may include injury not ascribable to the opponent’s actions.  
KIKKEN 是當一位或多位參賽選手比賽時唱名不到或不能繼續比賽，放棄回合賽，或因大會醫生的命令而被取消資格。放棄比賽的理由有可能包括非對手行為而產生的傷害。
- 6.2 Individual Competitors or Teams that do not present themselves when called will be disqualified (KIKEN) from that category. In Team matches the score for the bout not taking place will then be set to 8-0 (counted as YUKO) in favour of the other Team. In individual Round-robin the score for the bout will be set to 4-0 (counted as YUKO).  
接到通知時，未到場的個人參賽選手或團隊將被取消該類別的資格 (KIKEN)。在團體賽中，未進行的比賽分數將固定為 8-0(以 YUKO 計入)，判對方獲勝。在個人循環賽中，該場比賽分數將固定為 4-0(以 YUKO 計入)。
- 6.3 Points earned as a result of the opponent’s disqualification is always counted as YUKO.  
因對手被取消資格而獲得的分數總是以 YOKO 計入。
- 6.4 Disqualification by KIKEN means that the Competitors are disqualified from that category, although it does not affect participation in another category.  
因 KIKEN 而被取消參賽資格，意味著選手從該量級被取消參賽資格，但不影響參加另一個組別的比赛。
- 6.5 When announcing disqualification by KIKEN the Referee will signal by pointing his/her finger towards the side of the missing Competitor or Team, announcing “AKA/AO KIKEN”, and then “AKA/AO no KACHI” giving the signal for KACHI (win) for the opponent.  
在宣布棄權(KIKEN)取消比賽資格時，主審會用手指指向未出現的參賽選手或隊伍的一側，宣布“AKA/AO KIKEN”，然後向著對手“AKA/AO no KACHI”，發出 KACHI (獲勝)的信號。

## ARTICLE 7: STARTING, SUSPENDING AND ENDING OF MATCHES

### 比賽開始、暫停和結束

- 7.1 The terms and gestures to be used by the Referee and Judges in the operation of a bout/match shall be as specified in APPENDIX 2.  
每回合賽/比賽時，主審和副審所使用之術語及手勢，應按照附錄 2 之規定。
- 7.2 For each round there will be a bowing ceremony starting with the Referee first having Competitors and officials face the audience and bow SHOMEN NI REI followed by a bow to each other, OTAGAI NI REI. At the end of the bout(s) the bowing ceremony is done in the opposite sequence.  
每輪比賽將有一個行禮，首先由主審讓參賽選手和裁判小組面向觀眾並行禮 (SHOMEN NI REI)，然後互相行禮(OTAGAI NI REI)。在比賽結束時，行禮再以相反的順序進行。
- 7.3 The Referee and Judges shall take up their prescribed positions and following an exchange of bows between the Competitors who are positioned at the front on their assigned mats nearest their opponent; the Referee will announce “SHOBU HAJIME!” and the bout will commence.  
主審和副審應在他們規定的位置，隨後參賽選手站立於自己指定墊子靠近對手邊的前面位置互相行禮；主審將喊“SHOBU HAJIME!”，然後回合賽開始進行。
- 7.4 The Competitors must bow properly to each other at the start and the end of the bout – a quick nod is both discourteous and insufficient.  
參賽選手必須在回合賽開始和結束時互相適度的行禮，快速的點頭是無禮且不適當的。
- 7.5 The Referee will stop the bout by announcing “YAME”. If necessary, the Referee will order the Competitors to take up their original positions: “MOTO NO ICHI” and return to his/her position.  
主審喊“YAME”(停)停止回合賽。如果有必要，主審將命令雙方選手回到原位 (MOTO NO ICHI)然後回到他/她的位置。
- 7.6 In the case of a score to be awarded, the Referee identifies the Competitor (AKA or AO), the area attacked (JODAN or CHUDAN), the technique (TSUKI, UCHI or KERI), and then awards the relevant score (YUKO, WAZA-ARI or IPPON) using the prescribed gesture. The Referee then restarts the bout by calling “TSUZUKETE HAJIME”.  
在要判分的情況下，主審確認選手(AKA 或 AO)、被攻擊區域(上段 JODAN 或中段 CHUDAN)，使用技術(直擊 TSUKI，打擊 UCHI，踢 KERI)，然後使用規定的手勢給分 (YUKO，WAZA-ARI 或 IPPON)。然後主審將喊“TSUZUKETE HAJIME”重新開始比賽。
- 7.7 When a Competitor has established a clear lead of eight points during a bout, the Referee will call “YAME” and order the Competitors back to their starting points and award the applicable score. The winner is then declared and indicated by the Referee raising a hand on the side of the winner and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.  
當選手在回合賽中的分數確實領先八分，主審將喊“YAME(停)”並命令雙方選手回到原來之開始線，主審回到他的位置。然後主審舉起自己獲勝邊的手並宣佈獲勝者“AO(AKA) NO KACHI”藍(紅)獲勝。此時回合賽結束。

- 7.8 When time is up, the Competitor who has the most points is declared the winner, indicated by the Referee raising a hand on the side of the winner, and declaring “AO (AKA) NO KACHI”. The bout is ended at this point.  
當比賽時間結束時，得分較多的選手為獲勝者，主審舉起自己獲勝邊的手並宣佈獲勝者“AO (AKA) NO KACHI”藍(紅)獲勝。此時回合賽結束。
- 7.9 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. The four judges will immediately give the signal after the Referee calls for “HANTEI” when he/she blows the whistle. The Referee will thereafter raise his/her arm and declare the winner; “AO (AKA) NO KACHI”, and if necessary, by this action, break the tie.  
如果回合賽結束時出現平手，裁判小組(主審和四位副審)將由 HANTEI 決定勝負。四位副審在主審喊“HANTEI”吹哨後立即發出信號。然後主審將舉起手臂並宣布獲勝者；“AO (AKA) NO KACHI”，如有必要，將通過這個動作解決平手。
- 7.10 When faced with the following situations, the Referee will call “YAME!” and halt the bout temporarily:  
當遇到以下情況時，主審將喊“YAME!”，並暫時停止比賽：
- a) When either or both Competitors are out of the Competition area, but with exception to allowing a Competitor to immediately score on an opponent that has exited the competition area.  
當其中一位或兩位參賽選手離開比賽區域時，但允許選手立即對已離開比賽區域的對手進行得分的情況除外。
  - b) When the Referee orders the Competitor to adjust the KARATEGI or protective equipment.  
當主審命令選手整理道服或護具。
  - c) When a Competitor has contravened the rules.  
當選手違反規則。
  - d) When the Referee considers that one or both of the Competitors cannot continue with the bout owing to injuries, illness or other causes. In accordance with the Tournament Doctor’s opinion, the Referee will decide whether the bout should be continued.  
當主審認為一方選手或雙方選手因受傷，生病或其他因素而不能繼續回合賽時，在聽取大會醫生之意見後，主審將決定是否繼續回合賽。
  - e) When a Competitor seizes the opponent and does not perform an immediate technique or throw.  
當選手抓住對方且未立即執行技術或摔技。
  - f) When one or both Competitors fall or are thrown and neither Competitor manages to immediately follow up with a scoring technique.  
當一方或雙方選手倒地，或被摔倒後，都無法立即施展隨後的得分技術。

- g) When both Competitors seize or clinch with each other without immediately succeeding in executing a throw or a scoring technique or do not respond to WAKARETE.  
當兩個選手互相抓住對方，但沒有立即成功執行摔技或得分技術，或未對 WAKARETE 作出反應的情況下。
- h) When both Competitors stand chest to chest without immediately attempting a throw or other technique and do not respond to WAKARETE.  
當兩個選手站立以胸部互相推擠而沒有立即執行摔技或其他技術，並且對 WAKARETE 沒有作出反應的情況。
- i) When both Competitors are off their feet following a fall or attempted throw and begin to wrestle.  
當雙方選手因失去平衡倒地或企圖施展摔技而雙方倒地後，開始扭打。
- j) When a score is indicated by two or more Judges for the same Competitor.  
當兩位或以上的副審指示同一位選手得分。
- k) When, in the opinion of the Referee, there has been a foul committed – or the situation calls for halting the bout for safety reasons.  
當主審認為有犯規發生時 – 或因安全理由需要暫停比賽。
- l) When requested to do so by KANSA or the Tatami Manager.  
當監察或場地經理要求時。
- m) When a coach, or both coaches, request a video review.  
當一位教練或雙方教練提出影像檢視請求時。
- n) For any other reason that the Referee deems necessary.  
主審認為有必要的任何其他原因。

7.11 In the event that a bout starts without the time being recorded and the bout is then halted, and the remaining time is agreed between both coaches, the issue of the duration of the bout can no longer be protested.

如果比賽在沒有記錄時間的情況下開始，然後回合賽暫停，剩餘時間由雙方教練商定後，則不能再對回合賽時間問題提出抗議。

## ARTICLE 8: SCORING 得分

- 8.1 A score is awarded to a Competitor when two or more judges indicate a score or when the Video Review Supervisors both agree on a score after a Coach has raised a Video Request.  
當兩位或兩位以上副審表示得分時，或在教練提出影像檢視要求後，兩位影像檢視監督都同意得分時，將授予選手得分。
- 8.2 Points are scored by a traditional karate technique with the hand or foot executed with control to the scoring area.  
用手部或腳部在得分區域執行有控制的傳統空手道得分技術。
- 8.3 Only the first correctly executed technique of an exchange will score with the exception of an effective combination of techniques in which case the highest scoring technique will count regardless of the sequence of techniques in the combination.  
雙方同時有攻擊的動作，只有第一個被正確執行的技術將會得分。但有效的組合技術除外，在這種情況下，無論組合技術順序為何，將採計得分最高的技術。
- 8.4 The scoring areas are the body above the pelvis, up to and including the collarbone (CHUDAN), excluding the shoulders themselves, and the area above the collarbone (JODAN).  
得分區域包含骨盆(髖)以上的身體，包括鎖骨(CHUDAN 中段)，不包括肩膀本身，以及鎖骨以上的區域(JODAN 上段)。
- 8.5 In order to be considered a score the technique must have the potential to be effective if it had not been controlled, and must also fill the criteria of:  
技術必須具有有效的潛能。如果沒有控制但符合以下標準，也有可能得分：
- 1) Good form (Properly executed technique).  
良好的姿勢(正確執行的技術)。
  - 2) Sporting attitude (Delivered without intent to cause injury).  
運動的態度(無意造成傷害)。
  - 3) Vigorous application (Delivery with speed and power).  
充沛的應用(施展得分技術有速度和力量)。
  - 4) Maintaining awareness of the opponent both during and after execution of the technique (Not turning away or falling down after completing a technique – unless the fall is caused by a foul by the opponent).  
在執行技術期間和之後，保持與對手間的警覺狀態(完成技術後不要轉身或摔倒 – 除非跌倒是由對手犯規造成的)。
  - 5) Good timing (Delivery of the technique at the correct moment).  
良好的時機(在正確的時機完成技術)。
  - 6) Correct distance (Delivery at a distance where the technique would be effective).  
正確的距離(施展得分技術在有效的距離處)。

- 8.6 The following scale is used for awarding of points:  
下列用於給予得分等級：
- YUKO (1 point) is awarded for Tsuki (straight punch) or Uchi (strike) to a scoring area.  
YUKO (1 分)，在得分區域施展 Tsuki (直擊)或 Uchi (打擊)。
  - WAZA-ARI (2 points) is awarded for CHUDAN kicks  
WAZA-ARI (2 分)，中段踢
  - IPPON (3 points) 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 mat. with exception of Hiza-Gamae (One knee touching the mat while executing a technique).  
IPPON (3 分)，判給上段踢，或施展任何技術時，對手除了腳以外，身體任何部位接觸墊子。Hiza-Gamae 除外(執行一項技術時，單膝接觸墊子)。
- 8.7 Techniques to the CHUDAN area may be delivered with controlled impact without causing injury to the opponent. A loss of breath by the recipient of a blow does not in itself indicate lack of control.  
在中段區域可以施展有控制撞擊力的技術，並不會給對手造成傷害。受到打擊的選手因被打到而短暫呼吸困難，並不表示此技術缺乏控制。
- 8.8 Techniques to the JODAN can score when stopped within 5 cm of the target for kicks and 2 cm for hand techniques but may be delivered with light touch (skin touch), without causing impact - with exception to the throat area where no physical contact is allowed.  
上段踢的技術在距離目標 5 公分以內可以得分和手部技術距離目標 2 公分以內可以得分，允許輕觸(皮膚接觸)，而不造成傷害 - 但喉嚨部位不允許接觸。
- 8.9 For Cadets under 14 years and children, techniques to the JODAN can score when stopped within 10 cm of the target for kicks and 5 cm for hand techniques.  
對於 14 歲以下的學員和兒童，上段踢的技術在距離目標 10 公分以內可以得分，上段手部的技術在距離目標 5 公分內可以得分。
- 8.10 “Skin touch” is allowed in categories for Competitors 16 years or older (Juniors). For categories 14 to 16 years of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body. For Competitors under 14 years no skin touch is allowed with Jodan techniques.  
16 歲或以上的參賽選手(青少年)組別中允許“皮膚接觸”。對於 14 至 16 歲的組別，只允許踢的技術有皮膚接觸。皮膚接觸被定義為接觸到目標，並且沒有將能量轉移至頭部或身體。對於 14 歲以下的參賽選手，上段(Jodan)技術不允許皮膚接觸。
- 8.11 Correctly executed techniques delivered at the moment the time runs out are valid. When using electronic judging, points must be signalled within 2 seconds of time expiring.  
在時間到同時施展正確的技術是有效的。使用電子設備給分時，必須在 2 秒內發出信號。



8.12 A technique is invalid if:

如果有以下情況，技術無效：

- a) Executed after the time-up signal or the Referee calling “YAME”.  
時間到信號聲響之後或主審喊“YAME”之後施展技術。
- b) Executed upon or after “WAKARETE” before “TSUZUKETE” has been called.  
已經下令“WAKARETE”當下或之後，在下令“TSUZUKETE”之前施展技術。
- c) Executed when the performer is outside the competition area (JOGAI).  
當選手在比賽場地外(JOGAI 場外)施展技術。
- d) Followed by a foul – with the exception of JOGAI.  
隨後犯規 – 除了 JOGAI 場外。
- e) One turns one’s back to the opponent after a technique (lack of awareness).  
在施展技術後轉身背向著對手(缺乏警覺性)。
- f) It in itself is, or follows, a violation of the rules (such as excessive contact, holding, grabbing etc.).  
施展的技術或隨後的行為是違反規則(例如過度接觸、抓等)。

8.13 A point may be signalled even if the Judge cannot see the actual point of impact if the technique itself is executed correctly and can be observed to obviously not have been obstructed in reaching its target.

如果技術本身施展正確，並且可以看到在到達目標點時明顯沒有受到阻礙，即使副審看不到實際目標點，也可以發出得分信號。

## ARTICLE 9: PROHIBITED BEHAVIOUR 禁止行為

### 9.1 Types of prohibited behaviour 禁止行為的類型

#### 9.1.1 The following behaviours are prohibited: 下列行為被禁止的：

- 1) Techniques which make excessive contact, having regard to the scoring area attacked, and techniques which make contact with the throat.  
攻擊時技術過度觸擊得分部位和觸擊喉嚨。
- 2) Attacks to the arms or legs, groin, joints, or instep.  
攻擊手臂或腿部，鼠蹊部，關節，或腳背。
- 3) Attacks to the face with open hand techniques.  
以開掌的技術攻擊顏面部位。
- 4) Techniques executed after “WAKARETE” before “TSUZUKETE” has been called  
在已經下令“WAKARETE”之後且在“TSUZUKETE”之前施展技術。
- 5) Dangerous or forbidden throwing techniques.  
危險或禁止的摔技。
- 6) Feigning, or exaggerating injury.  
假裝或誇大傷勢。
- 7) Exit from the competition area (JOGAI) not caused by the opponent or following a score.  
非由對手的因素離開比賽場地 (JOGAI)或沒有得分而踏出比賽場地。
- 8) Self-endangerment by indulging in behaviour, which exposes the Competitor to injury by the opponent, or failing to take adequate measures for self-protection, (MUBOBI).  
選手不顧自己安危，做出可能讓自己被對手擊中而受傷的行為，或沒有採取適當自我保護的距離 (MUBOBI“無防備”)。
- 9) Avoiding combat as a means of preventing the opponent having the opportunity to score.  
迴避戰鬥，防止對手有得分的機會。
- 10) Passivity – not attempting to engage in combat (Cannot be given after there is less than 15 seconds left of the bout or to someone having a lead by points or SENSHU).  
消極-沒有嘗試參與戰鬥。(比賽回合還剩不到 15 秒鐘內不可以判處，也不能對領先得分或因 SENSHU 領先的選手判處)。
- 11) Clinching, wrestling, pushing, or standing chest to chest without attempting a scoring technique or takedown.  
抱、摔、推或站立以胸部互相推擠，沒有企圖施展得分的技術或摔技。
- 12) Grabbing the opponent with both hands for any other reasons than executing a takedown upon catching the opponents kicking leg.  
除了抓住對方施展踢的腿後，做出摔倒的動作外，任何其他原因以雙手抓住對手。

- 13) Grabbing the opponent's arm or Karategi with one hand without immediately attempting a scoring technique or takedown.  
以單手抓住對手的手臂或道服後，沒有立即企圖施展得分技術或摔技。
- 14) Techniques, which by their nature, cannot be controlled for the safety of the opponent and dangerous and uncontrolled attacks.  
未能控制之技術，罔顧對手之安危，危險和未能控制之攻擊。
- 15) Simulated or actual attacks with the head, knees, or elbows.  
意圖以頭，膝蓋，或手肘攻擊。
- 16) Talking to, or goading the opponent, failing to obey the orders of the Referee, discourteous behaviour towards the Refereeing officials, or other violations of etiquette.  
辱罵或刺激對手，不服從主審的命令，對大會裁判有不禮貌的行為或其他的違反規則之行為。
- 9.1.2 In addition, a Referee may, based solely on his/her own Judgement, ban from the competition floor any Coach failing to conform to proper conduct, or that in the opinion of the Referee interferes with the orderly conduct of the bout, and postpone the continuation of a bout until the Coach complies. The same authority of the Referee extends to the compliance of other members of the Competitor's entourage present on the competition floor.  
主審可根據自己的判斷，禁止在比賽場地有任何不適當行為或主審認為有干擾比賽進行且影響秩序的教練進入場地，並會延後回合賽進行，直到教練遵守。主審相同的權力延伸到比賽場地上參賽選手及其他隨行成員。
- 9.1.3 Only the Coach designated for that specific bout is allowed to coach and guide the Competitor from the place allocated to the coach close to the competition area. All other registered and accredited Coaches, or other registered member of the delegation, attending the Championships are not allowed to interfere, coach and/or guide the Competitor during the same bout at the risk of having their accreditation withdrawn.  
只有為特定回合賽指定的教練，才可以在靠近比賽區域分配給教練的位置指導或教導參賽選手。所有參加錦標賽的其他註冊和認證的教練或代表團其他註冊成員，不得在同一場比賽中干擾，教導和/或指導參賽選手，否則認證可能會被撤銷。
- 9.1.4 Instructions and comments from the Coach must not interfere with the proceedings. The Coach may freely speak to the Competitor when the match is halted but must at all times refrain from commenting on judgements.  
教練的指示和意見不得干擾比賽進行。當比賽停止時，教練可以自由地與選手交談，但必須避免對判決發表意見。
- 9.1.5 The Competitor may discreetly signal to the Coach the wish for him/her to request a video review.  
參賽選手可以低調地向教練表示希望他/她要求進行影像檢視。

## ARTICLE 10: WARNINGS & PENALTIES 警告和處罰

### 10.1 Informal Warnings 非正式警告

10.1.1 Informal warnings are used to facilitate the continuity of action without stopping the bout. They are not meant to replace formal warnings when these are appropriate, and the Referee should proceed with formal warnings or penalties as appropriate if the informal warning is not reacted upon by the Competitors.

非正式警告是用在不停止回合賽的情況下，催促回合賽的繼續進行。非正式警告並不是要取代正式警告，如果選手沒有對非正式警告做出回應，主審應酌情進行正式的警告或處罰。

10.1.2 There are two types of Informal Warnings: 非正式的警告有兩種類型：

TSUZUKETE for encouraging activity  TSUZUKETE (繼續) 鼓勵選手繼續動作	To urge the Competitors to commence activity by gesturing in the same way as is customary for making the Competitors stepping on to the TATAMI, combined with the instruction "TSUZUKETE". 讓選手進入場地的慣用手勢，結合“TSUZUKETE”口令，催促選手開始動作。
WAKARETE for breaking up a clinch  WAKARETE (分開) 分開相互抱/抓	To break-up a clinch, using the same gesture as is customary for making the Competitors step back on the TATAMI combined with giving the order "WAKARETE" to temporarily stop the action without stopping the clock. The Competitors must separate – after which the order "TSUZUKETE" is given for resuming action. 為了讓選手從互相抱抓姿勢分開，使用與讓選手從場地後退一樣的慣用手勢，發出“WAKARETE”口令，在不停止計時的情況下暫時停止動作。選手必須分開 – 然後下達“TSUZUKETE”口令後恢復動作。

10.1.3 When WAKARETE is called when a Competitor is cornered, the Referee must ensure that the other Competitor withdraws sufficiently to disengage before TSUZUKETE is called.

當一位選手被逼到角落且主審下令 WAKARETE 時，主審必須確保另一位選手在下令 TSUZUKETE 之前有空間後退以脫離接觸。

10.1.4 TSUZUKETETE, unless preceded by WAKARETE, is not used if there is less than 15 seconds left of the bout.

除非之前有 WAKARETE，否則如果比賽剩餘時間不到 15 秒，則不使用 TSUZUKETETE。

10.1.5 An otherwise correctly executed technique will not be given a score if executed at the same time as WAKARETE has been called – but will not be penalized. An uncontrolled technique will be subject to warning or penalty in the normal manner.

如果一個技術與 WAKARETE 口令同時發生，即使施展的技術正確也不會得分 – 但也不會受到處罰。沒有控制的技術將以正常方式受到警告或處罰。

## 10.2 Official Warnings 正式警告

10.2.1 There are two degrees of official warnings; CHUI and HANSOKU CHUI:  
正式警告分為兩個程度；注意及犯規注意：

CHUI Warning 注意警告	is given, up to three times, for smaller infractions that do not diminish the other Competitor's chances of winning. 最多三次，對於不會減少另一位參賽選手獲勝機會的較小違規行為。
HANSOKU CHUI Warning of disqualification in the event of further infractions 犯規注意警告在進一步違規的情況下將會失去資格	is given for more serious infractions that reduces the other Competitor's chances of winning or to a Competitor for any further infraction if three CHUI has already been given. 用於更嚴重的犯規行為，降低另一位選手的獲勝機會，或已經給予三個 CHUI 注意之後，要再給予選手進一步警告。

## 10.3 Penalties 處罰

10.3.1 There are two kinds of penalties which are two different levels of disqualification:  
有兩種不同的處罰，是兩種不同程度的失去資格：

HANSOKU 犯規 Disqualification from the bout. 失去回合賽資格	This is the penalty of disqualification following a very serious infraction or when HANSOKU CHUI has already been given. 這是非常嚴重的違規處罰，或是當已經判罰 HANSOKU CHUI 之後取消資格的處罰。
SHIKKAKU 失格 Disqualification from the tournament. 取消錦標賽的參賽資格	This is a disqualification from the entire tournament including any subsequent category the offender may have been registered for. SHIKKAKU may be invoked when a Competitor fails to obey the orders of the Referee, acts maliciously, or commits an act which harms the prestige and honour of Karate. 這將取消選手參加錦標賽的資格，包括違規者已報名的後續任何項目類別。當選手不遵守主審的命令，有惡意行為或有損害空手道的聲望和榮譽的行為，則會被判處 SHIKKAKU。

10.3.2 In instances where both AKA and AO are disqualified in the same bout by HANSOKU or SHIKKAKU, the opponents scheduled for the next round will win by bye (and no result is announced).  
如果紅方 (AKA) 和藍方 (AO) 兩位選手同時因 HANSOKU (犯規) or SHIKKAKU (失格) 被判取消比賽資格，下一輪之選手將輪空獲勝 (不須宣佈結果)

- 10.3.3 Serious violation of conduct, discipline, or malicious behaviour on or outside the competition area by the Competitor or his entourage may cause further disciplinary action from the WKF Disciplinary Commission or Executive Committee.  
選手或其隨行人員在比賽區域內外嚴重違反行為、紀律或有惡意行為，可能導致 WKF 紀律委員會或執行委員會的進一步的紀律處分。
- 10.3.4 When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (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 (SHUGO)。
- 10.4 Warning and penalty application 警告和處罰的應用
- 10.4.1 **Excessive contact:** Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) may be given.  
**過度觸擊：**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，則可能會給予警告 (CHUI)。
- 10.4.2 **Contact causing injury:** Any technique, which results in injury, can unless caused by the recipient cause a warning or penalty. The Competitors must perform all techniques with control and good form. If they cannot, then regardless of the technique misused, a warning or penalty must be imposed.  
**造成受傷的觸擊：**任何造成受傷的技術，除非由被打擊者造成，否則都會給予警告或處罰。選手必須控制好所有技術和良好的姿勢。如果做不到，那麼無論使用何種技術，都必須給予警告或處罰。
- 10.4.3 **Observation after contact:** The Referee must continue to observe the injured Competitor until the bout is resumed and allow adequate time for observation. A short delay in giving a judgement allows injury symptoms such as a nosebleed to develop or reveal any efforts by the Competitor to aggravate slight injury for tactical advantage.  
**觸擊後的觀察：**主審必須持續觀察受傷的選手，直到比賽重新開始，並留出足夠的時間觀察。短暫的延遲判決會使受傷的症狀出現，如流鼻血，或看清選手為了獲得戰術上利益而加重輕傷的舉動。
- 10.4.4 **Overreaction to contact:** A slight overreaction will receive a CHUI. An obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, may receive HANSOKU directly.  
**對觸擊的過度反應：**輕微過度反應將會被判罰 CHUI。明顯誇張的表現會被判罰 HANSOKU CHUI。更嚴重的誇張行為，如東倒西歪、摔倒在地上、站起來又摔倒等等，可能會直接被判罰 HANSOKU。

10.4.5 **Feigning an injury:** Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI while an obvious display of exaggeration will receive a HANSOKU CHUI. A more serious exaggeration such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly. Any feigning of an injury from a technique that in fact has been determined by the judges as a point will, as a minimum, result in HANSOKU CHUI.

**假裝受傷：**任何假裝受傷的情況，無論多輕微，至少都會被判罰 CHUI，而明顯誇張的表現將被判罰 HANSOKU CHUI。更嚴重的誇張行為，如東倒西歪、摔倒在 地上、站起來又摔倒等等，會直接被判罰 SHIKKAKU。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 HANSOKU CHUI。

10.4.6 **Contact to the throat:** Any contact to the throat, unless received by the recipient's own fault, must result in a warning or penalty.

**觸擊喉嚨：**任何接觸喉嚨的行為，除非是被打擊者自己的過錯，否則都必須受到警告或處罰。

10.4.7 **Throwing techniques** are divided into two types. The established "conventional" karate leg sweeping techniques such as De Ashi Barai, Ko Uchi Gari, etc., where the opponent is swept off-balance or thrown without being grabbed first - and those throws requiring that the opponent be grabbed by one hand or held as the throw is executed. Both are allowed.

**摔的技術**區分為二類。被認定為“傳統”空手道的掃腳技術，例如：出足掃，內足掃/小內割等技術，即使在沒有抓住對手的情況下，將對手掃腳使其失去平衡或 摔倒 - 以及那些須要以單手抓住或握住對手的摔技。兩者都是允許的。

10.4.8 **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. Over the shoulder throws are expressly forbidden, as are so-called "sacrifice" throws.

**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。超過肩膀的摔，或“犧牲”摔，也同樣是被明確禁止的。

10.4.9 **Catching a kick:** The only instance where a throw may be performed while holding onto the opponent with both hands is when trapping the opponent's kicking leg. Holding on with both hands is only permitted when grabbing an opponent's kicking leg for the purpose of executing a takedown, and then holding on to the opponent's leg while the other grasping the opponents Karategi or body to break the fall.

**抓住踢：**唯一可以用雙手抓住對手的摔技是抓住對手的踢然後施展摔。只有在抓住對手的踢腿以執行摔技時，才允許用雙手，抓住對手的腿，另一隻手抓住對手空手道服或身體，以執行摔技。

10.4.10 **Grabbing the legs:** It is forbidden to grab the opponent below the waist and lift and throw him/her or to reach down to pull the legs from under him/her. If a Competitor is injured as a result of a throwing technique, the Referee will decide whether a warning or penalty is called for.

**抓住對手的腿：**禁止抓住對手腰部以下抬起來摔或從下方拉對手的腿。如果選手因為摔的技術造成傷害，主審將決定是否給予警告或處罰。

10.4.11 **One hand grabbing:** The Competitor may seize the opponent's arm or Karategi with one hand for purpose of executing a throw or a direct scoring technique – but may not keep holding on for continuous techniques.

**單手抓：**選手可以一隻手抓住對手手臂或空手道衣施展摔或直接得分技術，但是不允許抓住做連續的技術。

10.4.12 **Holding on to break a fall:** Holding on to the opponent's Karategi with one hand is permitted to break a fall.

**被摔選手防止跌倒：**允許用一隻手抓住對手的空手道服來防止摔(跌)倒。

10.4.13 **Exiting the competition area:** JOGAI relates to a situation where a Competitor's foot, or any other part of the body, touches the floor outside of the competition area. An exception is when the Competitor is physically pushed or thrown from the area by the opponent or is exiting after having scored.

**離開比賽場地：**JOGAI 是指選手的腳或身體的任何其他部位接觸到比賽場地外的地板。例外情況是當選手是被對手推或摔出比賽場地，或在得分後踏出比賽場地。

10.4.14 **Self endangerment:** A warning or penalty for MUBOBI is given when a Competitor is hit or injured through his or her own fault or negligence. This may be caused by turning their back on the opponent, attacking without regard for the opponent's counterattack, stopping fighting before the Referee calls "YAME", dropping the guard or repeated failure or refusal to block the opponent's attacks.

**使自己陷入危險：**當選手是由於自己的過失或疏忽被擊中或受傷，將受到無防備(MUBOBI)的警告或處罰。這可能是因為他們背部朝著對手，不顧對手的反擊而進攻，在主審喊“YAME”之前停止戰鬥，失去防備和屢次的防守失敗或拒絕阻擋對手的攻擊。

If a Competitor has been asked before the bout starts, and confirms wearing a groin guard, and it later proves that this is not so, the Competitor will receive SHIKKAKU. If the Competitor has not been asked, but it is discovered that the Competitor does not wear a groin guard, the Competitor will be given two (2) minutes to correct the matter and will automatically receive a warning for MUBOBI.

如果選手在回合賽開始前被詢問且確認已佩戴下襠護具，但後來事實證明並沒有佩戴，則選手將被判失格(SHIKKAKU)。如果參賽選手未被詢問，但發現參賽選手未佩戴下襠護具，則將給參賽選手兩(2)分鐘的時間更正問題，並將自動受到無防備(MUBOBI)的警告。

10.4.15 **Passivity** refers to situations where neither Competitor makes attempts to score, or a single Competitor does not attempt to score despite being behind on points or the opponent has a lead because of SENSHU. Passivity cannot be given during the first or last 15 seconds of a bout.

**消極**是指雙方參賽選手都不嘗試得分，或單方選手儘管在分數落後或對手因 SENSHU 領先的情況下，依然沒有嘗試得分。在回合賽的前 15 秒或最後 15 秒內不能判處消極。



- 10.4.16 **Avoiding Combat** refers to a situation where a Competitor attempts to prevent the opponent having the opportunity to score by using time-wasting behaviour such as constantly retreating without effective counter, holding, clinching, or exiting the competition area rather than allowing the opponent an opportunity to score. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will, as a minimum, result in HANSOKU CHUI and loss of SENSHU. **迴避戰鬥**是指選手試圖浪費時間來阻止對手得分機會的情況，例如不做出有效的反擊而頻頻後退，抱住，抓住對手，或退出場外，不讓對手有得分的機會。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)，以及失去先取(SENSHU)優勢。
- 10.4.17 **Not following instructions:** A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive SHIKKAKU. This penalty may be imposed before, during or after the bout. **不服從指示：**拒絕服從主審指示或表現情緒失控的選手將被判處失去資格 (SHIKKAKU)。這種處罰可以在回合賽之前、期間或之後實施。
- 10.5. **Excessive celebration, political or religious demonstration:** competitors are expected to respect the ceremony of salutations before and after the bout or match. 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 amount determined by the Executive Committee for the protest fee. **過度慶祝、政治或宗教儀式：**選手應尊重在回合賽或比賽前後的敬禮儀式。在回合賽/比賽期間或比賽結束後，禁止進行任何過度的慶祝活動，例如跪下等，以及政治或宗教表達，否則可能會被處以相當於執行委員會規定的抗議費金額的罰款。
- 10.6 Disqualification of individual Competitors in Team matches  
取消在團體賽中，個人選手的資格
- 10.6.1 HANSOKU or SHIKKAKU: In Team matches the offended Competitor's score will be set at eight points and the offender's score will be zeroed.  
**犯規(HANSOKU)或失去資格(SHIKKAKU)：**在團體賽中，對手的分數將固定為 8 分，而犯規者的分數則為零分。
- 10.7 Disqualification in Round-robin competition.  
取消循環賽資格。
- 10.7.1 If a Competitor receives HANSOKU in Round-robin bout, the offender's score for the bout is set to zero while the opponent's score is set to the higher of 4 points or points earned by techniques. Points added for victory by HANSOKU are all measured as YUKO.  
**如果選子在循環賽中被判犯規(HANSOKU)，則犯規者在該回合賽中的得分將被固定為零分，而對手的得分將被固定為 4 分或是由技術得分的較高者。因犯規 (HANSOKU)而獲勝，所加的分數皆以 YOKO 計入。**

10.7.2 If a Competitor receives KIKEN, or SHIKKAKU, in Round-robin competition all previous bouts are voided from the result unless it is the last scheduled bout for the disqualified Competitor, in which case the result of the bout is recorded in the usual manner without consequence for the results of the previous bouts.

如果選手在循環賽中被判處棄權(KIKEN)或失去資格(SHIKKAKU)，則之前所有回合賽的結果都將作廢，除非這是被取消資格的選手的最後一場預定回合賽，在這種情況下，回合賽結果將以通常方式記錄，而不會影響之前回合賽的結果。

## ARTICLE 11: INJURIES AND ACCIDENTS IN COMPETITION

### 比賽中之受傷和意外事件

11.1 Competitors declared unfit to fight 被宣布不適合比賽的選手

11.1.1 An injured Competitor who wins a bout through disqualification due to injury is not allowed to fight again in the competition without permission from the tournament doctor. No such permission can be given to a Competitor that suffered loss of consciousness or otherwise have any symptoms of concussion.

因受傷而回合賽獲勝的選手，是因為受傷致對手被取消參賽資格而獲勝，未經大會醫生許可，不得繼續參加比賽。不得對失去意識或有任何腦震盪症狀的參賽選手授予此類許可。

11.1.2 An injured Competitor, permitted to continue, may also win a second bout by disqualification due to injury, but is immediately withdrawn from further Kumite competition in that tournament.

受傷的參賽選手如果被允許繼續比賽，也可能因受傷而被取消資格，而贏得第二場回合賽，但會立即退出該錦標賽的其他對打比賽。

11.2 Procedure for handling injuries 受傷的處理程序

11.2.1 When a Competitor is injured, the Referee shall at once halt the bout and call the doctor by raising his hand and verbally call out "doctor".

當選手受傷時，主審應立刻暫停回合賽，舉手並口頭呼喚"醫生"。

11.2.2 If physically able to do so, the injured Competitor should be directed off the mat for examination and treatment by the doctor.

如果身體條件允許，受傷的選手應離開場地接受醫生的檢查和治療。

11.2.3 A Competitor who is injured during a bout in progress and requires medical treatment will be allowed three minutes in which to receive it. The Tatami Manager is responsible for instructing the timekeeper of starting the 3-minute count. If treatment is not completed within the time allowed, the Referee will decide if the Competitor shall be declared unfit to fight, or whether an extension of treatment time shall 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。場地經理負責指示計時員開始三分鐘的計時。如果時間內無法處理好，主審將決定宣佈該受傷選手是否不適合對打比賽，或給予延長時間處理傷勢。

- 11.2.4 10 second rule: Any Competitor who falls, is thrown, or knocked down, and does not fully regain his or her feet within ten seconds, is considered unfit to continue fighting and will be automatically withdrawn from all Kumite events in that tournament. In the event that a Competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will stop the match, call the doctor, and at the same time start a verbal count to ten in the English language indicating his count showing a finger for each second. In all cases where the 10 second count has been started the doctor will be asked to examine the Competitor before the bout can resume. For incidents falling under this 10 second rule, the Competitor may be examined on the mat. The Tatami Manager must notify the central table when a Competitor has been stopped from further competition based on the 10-second rule.  
10秒規則：任何選手倒下，是被摔倒，或是被擊倒，在十秒鐘內無法自己以雙腳完全站立，將被認不適合繼續對打，將自動退出錦標賽中的所有對打比賽。在比賽中選手倒下，是被摔倒，或是被擊倒，雙腳無法立刻站起來，主審將會停止回合賽，並召喚醫生，同時開始用英語口頭數到10，並以手指顯示每秒的計數。在10秒計數已經開始的所有情況下，醫生將會被要求在恢復比賽之前檢查選手。對於屬於10秒規則的事件，醫生可以在墊子上原地檢查選手。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。
- 11.2.5 The tournament doctor is authorised to give an opinion on the injured Competitor's fitness for continuation only. The Referee will decide the winner on the basis of HANSOKU, KIKEN, or SHIKKAKU as the case may be.  
大會醫生只有權對受傷的參賽選手是否適合繼續比賽給出意見。主審將根據情況，以HANSOKU、KIKEN或SHIKKAKU的方式決定獲勝者。
- 11.2.6 The Referee must be aware of pre-existing injuries when evaluating to what degree the present state of injury could be subscribed to actions by the opponent. The opponent should not be penalized for any pre-existing condition.  
主審在評估目前的受傷狀態，有多大程度可能是因對手的行為時，必須注意到先前存在的傷害。對手不應該因為任何先前存在的狀況而受到處罰。
- 11.2.7 Should a Competitor in Round-robin competition have to withdraw because of injury all previous bouts are voided from the result unless it is the last scheduled bout for the injured Competitor, in which case the result of the bout is recorded in the usual manner without consequence for the results of the previous bouts.  
如果參加循環賽的選手因受傷而退出比賽，之前的所有比賽結果都將作廢，除非是受傷選手的最後一場比賽，在這種情況下，該場比賽的結果將按通常方式記錄，而不會影響到之前的比賽結果。
- 11.3 Injury of both Competitors 雙方參賽選手皆受傷
- If two Competitors injure each other or are suffering from the effects of previously incurred injury and are declared by the Tournament Doctor to be unable to continue, the bout is decided as one normally would do at full time.  
如果二位參賽選手同時受傷或因舊傷影響，經由大會醫師宣布無法繼續比賽時，則按照正常回合賽的方式，決定比賽的結果。

## ARTICLE 12: CRITERIA FOR DECISION 判決之標準

### 12.1 General 準則

12.1.1 When two or more Judges signal a score for the same Competitor, the Referee will stop the bout and render the decision accordingly. Should the Referee fail to stop the bout the Match Supervisor will blow his/her whistle. When the Referee decides to halt the bout for any reason, he/she will call "YAME" at the same time using the required hand signal.

當兩個或更多的副審對同一選手發出得分信號時，主審將停止比賽並作出相應的判決。如果主審未能暫停比賽，比賽監督將吹響他/她的哨子。當主審因任何原因決定暫停比賽時，他/她將同時喊 "YAME" 同時作出規定的手勢。

12.1.2 In the event that both Competitors have a score signalled by two Judges, both Competitors will be awarded their respective points.

如果兩位選手同時獲得兩位副審的得分信號，兩位選手都將獲得各自的分數。

12.1.3 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. The same applies if there are two judges for each Competitor with different scores.

如果一位選手獲得一位以上副審給出不同的得分，將會採用較高的得分。當每位選手有兩位副審給出不同的得分，也同樣適用。

12.1.4 If there is majority, but disagreement, among the Judges for one level of score, the majority opinion will always overrule the principle of applying the highest score.

如果副審對得分之分數高低有不同的意見，將採多數決，而不是採取最高分的原則。

12.1.5 When explaining the basis for a decision after the bout or match, the Referee Panel may speak to the Tatami Manager, the Chief Referee, or the Appeals Jury. They will explain themselves to no one else.

當回合賽或比賽後，解釋判決之依據時，裁判小組可以與場地經理、裁判長或訴願陪審團交談。他們不須要向其他人解釋。

### 12.2 Criteria for deciding the winner of a bout 決定回合賽獲勝者的判決標準

12.2.1 The result of a bout is determined by a Competitor obtaining a clear lead of eight points, at time-up, having the highest number of points; at equal score having the first unopposed point advantage (SENSHU); obtaining a decision by HANTEI or; by a HANSOKU, SHIKKAKU, or KIKEN imposed against a Competitor.

每一回合賽的結果，取決於選手明顯領先八分，或時間結束時，得分最高的選手；具有相同的得分，但獲得先取得分優勢(SENSHU)；因 HANTEI (判定) 的結果或因對手 HANSOKU (犯規)，SHIKKAKU (失格) 或 KIKEN (棄權) 而獲勝。

- 12.2.2 By first unopposed score advantage' (SENSHU) is understood that one Competitor has achieved the first instance of scoring on the opponent without having the opponent also score before the signal. In instances where both Competitors score before the signal, and there is indication of score by two judges for each of the two Competitors, no 'first unopposed score advantage' is awarded and both Competitors retain the possibility of SENSHU later in the bout. “先取得分優勢” (SENSHU)，應該理解是一位選手在對手沒有得分的情況下首先獲得分數。兩位選手在同時得分的情況下，兩位副審分別表示兩位選手得分，就沒有獲得“先取得分優勢”，雙方在回合賽的剩餘時間內均保有獲得 SENSHU 的可能性。
- 12.2.3 In any individual bout, (individual, Round-robin, and Teams) where no superior score has been obtained by either Competitor, or the score is equal without any Competitor having a 'first unopposed score advantage', (SENSHU), the decision will be made based on the following criteria in order of application:  
在任何個人回合賽，(個人賽、循環賽和團體賽)，雙方選手都沒有得到更高分或得分相同且沒有任何選手獲得 "先取得分優勢"，先取(SENSHU)，將根據以下標準順序作出決定：
- (a) The higher number of IPPON scored in the bout.  
回合賽內獲得較多 IPPON 分數
- (b) The higher number of WAZA ARI scored in the bout.  
回合賽內獲得較多 WAZA ARI 分數
- 12.2.4 Should also the number of IPPON and WAZA ARI be equal, the decision will be by HANTEI, a final majority vote of the four Judges and the Referee, each casting their vote based on their individual judgement of which Competitor displayed superiority of tactics and techniques. In Round-robin and Team bouts HIKIWAKE will be given unless it is an extra bout to decide a match outcome.  
如果IPPON 和WAZA ARI的次數相等，將由判定(HANTEI)決定。四位副審和主審根據自己對哪位選手表現出的戰術和技術優勢判斷進行投票。在循環賽和團體回合賽中，除非是決定比賽結果的額外回合賽，否則將給予平手(HIKIWAKE)。
- 12.2.5 Individual elimination bouts cannot be declared a tie, with the exceptions of Team competition, or Round-robin competition, when a bout ends with no scores, equal scores, no superiority in IPPON or WAZA ARI, and neither Competitor has obtained SENSHU, the Referee will announce a tie (HIKIWAKE).  
個人淘汰回合賽不能宣佈平手。但團體賽或循環賽除外。當回合賽結束時，沒有得分，得分相同，沒有IPPON或WAZA ARI的優勢，並且雙方都沒有獲得SENSHU，主審將宣布平手 (HIKIWAKE)。
- 12.2.6 The only time HANTEI is applied to a bout in Team competition is for an additional bout to break a tie.  
團體賽中，只有為了解決平手而進行的額外回合賽中才会有HANTEI。

- 12.2.7 When deciding the outcome of a bout by vote (HANTEI) at the end of an inconclusive bout, the Referee will move to the competition area perimeter and call “HANTEI”, followed by a blast of the whistle. The Judges will signal their opinions and the Referee will declare the winner. The Referee will then indicate the winner by hand signal and the order (AKA/AO NO K ACHI), and by this action also resolve any tie.  
當以投票HANTEI (判定)決定一場沒有勝負的回合賽結束時，主審將退至場邊然後喊“HANTEI (判定)”，隨後吹一聲哨聲。副審將以信號表示他們的意見，主審將宣布獲勝者。然後，主審會通過手勢和口令(AKA/AO NO K ACHI)表示獲勝者，在解決平手時亦採用這個動作。
- 12.2.8 Should a Competitor that has been awarded SENSHU receive a warning for avoiding combat for the following incidents: JOGAI, running away, clinching, grabbing, wrestling, pushing or standing chest to chest when there is less than 15 seconds left of the bout – the Competitor will automatically forfeit this advantage. The Referee will then first show the type of infraction and type of warning or penalty the Competitor did, then show the sign for SENSHU followed by the sign for annulment (TORIMASEN) and at the same time announcing “AKA/AO SENSHU TORIMASEN”.  
如果一個選手在獲得SENSHU之後，在比賽結束前15秒以內時，因場外，逃跑，抱，抓，摔，推，或站立著互相以胸部推擠而被判迴避戰鬥之警告時－選手會自動喪失這個優勢。主審將先表示選手犯規的類型和警告或處罰的類型，然後做出SENSHU的手勢和最後做出取消(TORIMASEN)的手勢並同時宣布AKA / AO SENSHU TORIMASEN。
- 12.2.9 If SENSHU is withdrawn when it is less than 15 seconds left of the bout, no further SENSHU can be awarded to either Competitor.  
如果 SENSHU 在比賽結束還剩 15 秒以內被取消，之後都不會任何一個選手獲得 SENSHU。
- 12.2.10 In cases where SENSHU has been awarded, but a successful video request determines that also the other opponent scored, and that a score in fact is not unopposed, the same procedure is used for nullification of SENSHU.  
在已經判對手獲得SENSHU的情況下，但是對手因得分挑戰成功獲得分數，事實上並非得分優勢，將執行相同的程序取消SENSHU。
- 12.2.11 In instances of Elimination competition, where both AKA and AO are disqualified in the same bout by HANSOKU, the opponents scheduled for the next round will win by bye (and no result is announced), unless the double disqualification applies to a medal bout, in which case the winner will be declared based on the scores at the moment of disqualification, SENSHU, or if none of these conditions are present; by direct HANTEI. No medal can be awarded to a Competitor disqualified by SHIKKAKU.  
在淘汰賽中，紅方和藍方兩位選手同一回合中，因HANSOKU(犯規)被取消資格，下一輪之對手將輪空獲勝(不須宣佈結果)，除非被取消資格的兩位選手發生在獎牌賽時，在這種情況下，將依據被取消資格時的分數、先取(SENSHU)宣布獲勝者，或如果這些條件都不存在時；將直接以判定(HANTEI)決定獲勝者。被判 SHIKKAKU (取消資格)的參賽選手不能獲得獎牌。

12.3 Determining the winner of a round-robin group and resolving ties in individual competition  
確定個人循環賽小組的獲勝者，並解決平手

12.3.1 The winner of a group in individual round robin-competition, is the Competitor having the most Victory Points gained by 3 points for won bouts and 1 point for draws where points are scored. In cases where there is a tie between two or more Competitors in a group, having the same number of victory Points , the criteria below will be applied in the specified order. This means, if a winner is found after one of the criteria, the following criteria will not have to be applied.

在個人循環賽中，獲得積分最多的選手為小組獲勝者，獲勝回合賽的積分為3分，有得分的平手積分為1分。如果兩位或更多位以上的選手之間，因獲勝積分相同而平手，則依照以下標準依序應用。這表示，如果在其中一個標準之後即產生獲勝者，隨後的標準將不必被使用。

- 1) Winner of the bout between the Competitors involved in the tie.  
積分平手，選手之間的回合賽獲勝者。
- 2) Higher number of total scores obtained in favour through all bouts.  
所有回合賽中，總得分最高的選手。
- 3) Lower number of total scores got against through all bouts.  
所有回合賽中，總失分較少的選手。
- 4) Higher number of IPPON obtained in favour through all bouts.  
所有回合賽，獲得較多的IPPON的選手。
- 5) Lower number of IPPON got against through all bouts.  
所有回合賽，失分為最少的IPPON的選手。
- 6) Higher number of WAZA-ARI obtained in favour through all bouts.  
所有回合賽，獲得較多的WAZA-ARI的選手。
- 7) Lower number of WAZA-ARI got against through all bouts.  
所有回合賽，失分為最少的WAZA-ARI的選手。
- 8) The highest World Ranking at the date of the competition.  
比賽當日的最高世界排名。
- 9) Extra bout allowing Hantei.  
額外回合賽允許Hantei

For each pair compared the criteria must be considered from the beginning of the list.

對於比較平手的每一項標準，必須從列表的順序開始考慮。

12.3.2 It is possible for a Competitor to be disqualified from a bout (HANSOKU) and continue the competition. In this case, his/her opponent wins that bout by either 4-0 (counted as YUKO) or for any score obtained exceeding 4 points. The results of the previous bouts remain.

參賽選手可能從一個回合賽中(HANSOKU犯規)被取消資格，但仍可以繼續參加後續的回合賽。在這種情況下，他的對手以4-0(以 YUKO計入)或得分超過4分贏得該回合賽。前幾場回合賽的結果仍然保留。

12.3.3 If an already qualified Competitor is disqualified for misconduct (SHIKKAKU) at the end of the Round-robin round the following will apply:

如果已經晉級的選手在循環賽結束時因不當行為而被取消資格(SHIKKAKU)，則適用以下規則：

- The quarter final opponent will access the semi-final by bye ("walkover").  
其四分之一決賽的對手將通過輪空進入準決賽(“不戰而獲勝”)
- The other Competitors will compete in the quarter finals.  
其他選手將參加四分之一決賽。

12.4 Determining the winner of a Round-robin group and resolving ties, in Team competition  
確定團體循環賽小組的獲勝者，並解決平手

12.4.1 The winner of a group in Team Round-robin competition, is the Team having the most Victory Points gained by 3 points for won matches and 1 point for draws where points are scored. In cases where there is a tie between two or more Teams in a group, having the same number of victory Points, the criteria below will be applied in the specified order. This means, if a winner is found after one of the criteria, the following criteria will not have to be applied.

在團體循環賽中，獲勝積分最多的隊伍為小組獲勝隊伍，獲勝一場比賽積分為3分，有得分的平手積分為1分。如果同一組中有兩隊或兩隊以上之隊伍，因獲勝積分相同而平手，則依照以下標準依序應用。這表示，如果在其中一個標準之後即產生獲勝者，隨後的標準將不必被使用。

- 1) Winner of the match between teams involved in tie.  
積分平手，隊伍之間的比賽獲勝者。
- 2) Highest number of bouts won during the entire Round-robin phase.  
所有循環賽階段獲勝的最多場次。
- 3) Largest number of points scored during the entire Round-robin phase.  
所有循環賽階段，得分最高的隊伍。
- 4) Least number of points scored against the Team during entire the Round-robin phase.  
所有循環賽階段，失分最少的隊伍。
- 5) Largest number of IPPON scored by the Team during the entire Round-robin phase.  
所有循環賽階段，獲得IPPON數量最多的隊伍。
- 6) Least number of IPPON scored against the Team during the entire Round-robin phase.  
所有循環賽階段，失去IPPON數量最少的隊伍。
- 7) Largest number of Waza-ari scored by the Team during the entire Round-robin phase.  
所有循環賽階段，獲得Waza-ari數量最多的隊伍。
- 8) Least number of Waza-ari scored against the Team during the entire Round-robin phase.  
所有循環賽階段，失去Waza-ari數量最少的隊伍。
- 9) An additional bout between one of the members of each Team – if necessary, decided by Hantei.  
每隊之間其中一位成員之間的額外回合賽 – 如有必要，由 Hantei 決定。

For each pair compared the criteria must be considered from the beginning of the list.  
對於比較平手的每一項標準，必須從列表的順序開始考慮。



## 12.5 Criteria for deciding the winner of a Team match using Elimination

使用淘汰賽決定團體賽獲勝隊伍的標準

12.5.1 The winning Team is the one with the most bout victories including those won by SENSHU. Should the two Teams have the same number of bout victories, then the winning Team will be the one with the most points, taking both winning and losing bouts into account.

在團體賽中，獲勝隊伍為回合賽獲勝次數最多的隊伍。包含因先取得分優勢 "SENSHU" 獲勝的回合。如果二隊獲勝回合數相同，則將二隊選手獲勝與落敗之得分合併計算，得分最多之隊伍將是獲勝隊伍。

12.5.2 If the two Teams have the same number of bout victories and points, then a deciding bout will be held. Each Team may nominate any one Competitor of their Team for purpose of fighting the extra bout, regardless of if that Competitor already has fought in a previous bout between the two Teams.

如果二隊之獲勝回合數及得分均相等，將舉行決定的回合賽。雙方各自指定一位自己的隊員參加額外賽，無論此選手是否已經參加過先前二隊之間的比賽。

12.5.3 If the extra bout does not produce a winner based on superiority on points, nor any of the Competitors receive SENSHU, the extra bout will be decided based on HANTEI according to the same procedure as for individual bouts. The result of the HANTEI for the extra bout will then also determine the result of the Team match.

如果額外回合賽結束，沒有產生因有得分優勢的獲勝者，也沒有任何選手獲得 SENSHU，額外回合賽將依照個人回合賽相同程序，依據 HANTEI (判定) 決定獲勝者。額外賽 HANTEI (判定) 之結果，同時也是團體賽的最終結果。

12.5.4 In Team matches when a team has won sufficient bout victories or scored sufficient points as to be the established winner, then the match is declared over, and no further bouts will take place, except in Round-robin where all bouts must be fought.

在團體賽中，任何一隊獲得足夠的獲勝回合，或獲得足夠的分數成為獲勝隊伍時，即可宣佈比賽結束，將不進行剩下的回合賽。除了循環賽外，必須進行所有的回合賽。

12.5.5 In Team matches, should a team member be disqualified (HANSOKU or SHIKKAKU), his/her score for that bout, if any, will be zeroed and the opponent's score will be set at eight points.

在團體賽中，隊員被判或失去資格 (HANSOKU 犯規 or SHIKKAKU 失格)，他/她該回合的得分，如果有，將被歸為零分，而對手分數將為固定的八分。

## 12.6 Scorekeeping 分數紀錄

The Score Supervisor will use the following symbols for registration of points:

分數監督將使用以下記錄符號

3	IPPON	Three point score
2	WAZA ARI	Two point score
1	YUKO	One point score
☑	SENSHU	First unopposed point advantage
☐	KACHI	Winner
✕	MAKE	Loser
▲	HIRIWAKE	Draw
1C	CHUI (first instance)	1st warning
2C	CHUI (second instance)	2nd warning
3C	CHUI (third instance)	3rd warning
HC	HANSOKU CHUI	Warning of disqualification
H	HANSOKU	Disqualification from bout
S	SHIKKAKU	Disqualification from tournament

## ARTICLE 13: OFFICIAL PROTEST 正式抗議

### 13.1 General provisions 一般規定

- 13.1.1 No one may protest about a Judgement to the members of the Refereeing Panel.  
任何人都不能對裁判小組成員所作之判決提出抗議。
- 13.1.2 If a Refereeing procedure appears to contravene the rules, the Competitor's Coach or his/her official representative are the only ones allowed to make a protest.  
若裁判程序中出現違反規則之情形，僅有選手的教練或他/她的官方代表可提出抗議。
- 13.1.3 The protest will take the form of a written report submitted immediately after the bout in which the protest was generated. The sole exception is when the protest concerns an administrative malfunction.  
抗議必須於該回合賽結束後立刻以書面報告陳述之。唯一的例外是當抗議涉及行政上的疏忽時。
- 13.1.4 Any protest concerning application of the rules must not necessarily impede the progression of the competition and the intent to protest must be announced by the Coach or NF representative immediately after the end of the bout.  
任何有關規則的抗議必須不可妨礙比賽的進行，抗議的意圖必須在回合賽結束後立即由教練或國家隊代表提出。
- 13.1.5 If the protest involves Competitors in an ongoing category, then the next round that could involve the Competitor must be postponed until the appeal is decided.  
如果抗議涉及正在進行之組別的選手，那麼下一輪可能涉及該選手的比賽必須延遲，直到抗議作出裁決。
- 13.1.6 The Coach / NF representative will request the official protest from the Tatami Manager and will be expected to have it completed, signed, and delivered to the Tatami Manager with the corresponding fee without delay.  
教練 / 國家聯盟代表將向場地經理索取正式的抗議表，並應立即填寫、簽名並交付給場地經理，同時支付相對應的費用。
- 13.1.7 Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection if such delay, in the opinion of the Appeals Jury, is without reasonable justification and impedes the progression of the competition.  
如果訴願陪審團認為，教練/國家聯盟代表未能及時提出抗議，且其延誤並沒有合理的理由，並會妨礙比賽的進行，抗議可能會被駁回。

- 13.1.8 The Tatami Manager will complete any information regarding implicated officials and immediately hand the completed protest form to a representative of the Appeals Jury. The Appeals Jury will without delay review the circumstances leading to the protested decision. Having considered all the facts available, they will produce a report, and shall be empowered to take such action as may be called for. The protest will be reviewed by the Appeals Jury and as part of this review, the Jury will study the evidence available in support of the protest.  
場地經理將填寫相關涉及人員的資訊，並立即將填寫好的抗議表交給訴願陪審團代表。訴願陪審團將立即審查導致提出抗議之決定的情況。在參考所有可獲得的事實後，他們會作出一份報告，並有權採取必要的行動。訴願陪審團將對抗議進行審查，陪審團將研究支持抗議可用的證據，作為審查的一部分。
- 13.1.9 The protest may also be directly decided and announced to the Appeals Jury by the RC Chairman or the Chief Referee of the event, in which case no payment of a protest fee will be applicable.  
抗議也可以由裁判委員會主席或裁判長直接決定並向訴願陪審團宣布，這種情況下，無需支付抗議費。
- 13.1.10 In case of an administrative malfunction during a bout in progress, the Coach can notify the Tatami Manager directly. In turn, the Tatami Manager will notify the Chief Judge.  
賽程進行中，假如發生行政疏忽，教練可以直接向場地經理提出該項疏忽，隨後場地經理將通知裁判長。
- 13.1.11 The protest must give the name and country of the Competitors and the precise details of what is being protested. The information of officials implicated is completed by the Tatami manager. No general claims about overall standards will be accepted as a legitimate protest. The burden of proving the validity of the protest lies with the complainant. The protest must be submitted to a representative of the Appeals Jury by the Tatami Manager. In due course the Jury will review the circumstances leading to the protested decision.  
抗議書上必須寫明選手姓名及國籍，和詳細的抗議內容。相關涉及人員的訊息將由場地經理填寫。含糊之抗議內容將不被接受。抗議者有提供具體證據之責任。抗議書必須由場地經理提交給訴願陪審團的代表。在適當的時候，陪審團將審查導致被抗議情況的決定。
- 13.1.12 The protester must deposit a Protest Fee as agreed by the WKF EC, and this, together with the protest must be lodged with the Tatami Manager who will turn it over to a representative of the Appeals Jury.  
抗議者必須按照 WKF 執行委員會的規定繳交抗議費，並與抗議書一起提交給場地經理，由他將其轉交給訴願陪審團的代表。
- 13.1.13 The written protest must be completed, and the protest fee submitted, within 5 minutes after announcing the intent to protest.  
在提出抗議意圖後，必須在 5 分鐘內完成書面抗議，並提交抗議費用。
- 13.1.14 The decision of the Appeals Jury is final and may only be overruled by a decision of the Executive Committee upon request of the WKF President.  
訴願陪審團的決定是最終決定，只有應 WKF 主席的要求，裁決才能由執行委員會否決。

13.1.15 The Appeals Jury may not impose sanctions or penalties. Their function is to pass judgment on the merit of the protest to start required actions from the RC and OC to take remedial action to rectify any Refereeing procedure found to contravene the rules.

訴願陪審團不能強行制裁或處罰。他們的功能是對抗議做出判斷，從裁判委員會和組織委員會開始採取必要的行動，採取必要的補救措施，對發現所有違反比賽規則的裁判程序進行修正。

## 13.2 Composition of the Appeals Jury 訴願陪審團的成員

13.2.1 The Appeals Jury is comprised of three Senior Referee representatives appointed by the Referee Commission (RC) or the Chief Referee. No two members may be appointed from the same National Federation. They will be numbered from 1 to 3.

訴願陪審團的成員包含三位由裁判委員會(RC)或由裁判長任命的資深主審代表。不會任命二位來自相同國家協會的成員，他們將被編號為一到三號。

13.2.2 The RC will also appoint three additional members with designated numbering from 4 to 6 that automatically will replace any of the originally appointed Appeals Jury members in a conflict-of-interest situation. I.e., where the jury member is of the same nationality, have a family relationship by blood or as an In-Law with any of the parties involved or any other reasonable conflict or potential conflict of interest in the protested incident, including all members of the Refereeing panel involved in the protested incident.

裁判委員會還將任命另外三名成員，指定編號從4到6，在利益衝突的情況下，他們將自動取代任何最初任命的上訴陪審團成員。即，如果陪審團成員是同一國籍，與所涉事件的任何一方有血緣關係或姻親關係，或在抗議事件中存在任何其他合理的衝突或潛在的利益衝突，包括涉及抗議事件的裁判小組的所有成員。

## 13.3 Appeals Evaluation Process 訴願審查程序

13.3.1 It is the responsibility of the Tatami Manager receiving the protest to gather the Appeals Jury and deposit the protest sum with WKF for any declined protest.

收到抗議的場地經理有責任召集訴願陪審團，並將任何被駁回抗議之抗議金提交給WKF。

13.3.2 The Appeals Jury will immediately make such inquiries and investigations, as they consider necessary to validate the merit of the protest.

訴願陪審團會立刻開始必要的詢問和調查，以對抗議內容進行求證。

13.3.3 Where video review is used, the Appeals Jury may request to examine the video recording of the incident before rendering a verdict.

有使用影像檢視的情況，訴願陪審團可以要求在作出裁決前檢查事件的影像紀錄。

13.3.4 Each of the three members is obliged to give his/her verdict as to the validity of the protest. Abstentions are not acceptable.

三位成員都必須各自為抗議的有效性做出裁決。不允許有棄權之情況。

#### 13.4 Declined and accepted protests 駁回或接受抗議

13.4.1 If a protest is found invalid, the Appeals Jury will appoint one of its members to verbally notify the protester that the protest has been declined, mark the original document with the word “DECLINED”, have it signed by each of the members of the Appeals Jury, and inform the protester of the decision.

如果抗議被認定無效，訴願陪審團將指定他們的一位成員以口頭通知抗議者該抗議已經被駁回，並在原始文件上註記“DECLINED”(駁回)字樣，並由每位訴願陪審團成員在上面簽名，並將決定通知抗議者。

13.4.2 If a protest is accepted, the appeals Jury will liaise with the Organizing Commission (OC) and Chief Referee to take such measures as can be practically carried out to remedy the situation including the possibilities of:

如果抗議被接受，訴願陪審團將聯絡組織委員會和裁判長，採取切實可行的措施進行事件的補救，措施可能包括：

- Reversing previous judgments that contravene the rules.  
撤消先前違反規則的判決
- Voiding results of the affected rounds from the point before the incident.  
從事件發生點而受其影響的回合賽結果為無效。
- Redoing such bouts that have been affected by the incident.  
被事件影響的回合賽重新開始
- Issuing a recommendation to the RC for any involved Judges evaluated for sanction.  
向裁判委員會提出建議，給對任何涉及事件的裁判評估處罰

13.4.3 The responsibility rests with the Appeals Jury to exercise restraint and sound judgment in taking actions that will disturb the program of the event in any significant manner. Reversing the process of the Eliminations is a last option to secure a fair outcome.

訴願陪審團有責任在盡量不影響大會賽事進行的前提下，以嚴謹和合理的判斷態度作出裁決，並採取相關措施。為了確保結果公平，推翻淘汰賽的過程，以獲得公正的結果是最後的選擇。

13.4.4 If the protest is accepted, the Appeals Jury will appoint one of its members who will verbally notify the protester that the protest has been accepted, mark the original document with the word “ACCEPTED”, and have it signed by each of the members of the Appeals Jury, before depositing the protest with the Chief Referee, and returning the protest fee to the protester.

如果抗議被接受，訴願陪審團將指定他們的一名成員以口頭通知抗議者該抗議已被接受，他們會在原始文件上註記“ACCEPTED”(接受)字樣，並由每位訴願陪審團成員在上面簽名。再把抗議文件交給裁判長，並退還抗議費給抗議者。

#### 13.5 Incident report 事件報告

13.5.1 After handling the incident in the above prescribed manner, the Appeals Jury will meet again and elaborate a simple protest incident report, describing their findings and state their reason(s) for accepting or rejecting the protest.

依上述規定的方式處理完事件後，訴願陪審團將再次開會，並製作一份簡單的抗議事件報告，描述他們的調查結果，並說明他們接受或拒絕抗議的理由。

- 13.5.2 The report should be signed by all three members of the Appeals Jury and submitted to the Chief Referee and the Organizing Commission.  
訴願陪審團的三位成員均應在報告上簽名後，將報告提交給裁判長及組織委員會。

## ARTICLE 14: VIDEO REVIEW REQUEST 影像檢視要求

- 14.1 In WKF World Championships, Premier League, Olympic Games, Youth Olympic Games, Continental Games, World Games and multisport games of this nature, the use of video review of bouts is required. Use of video review is also recommended for other competitions whenever possible.  
在 WKF 世界錦標賽，超級聯賽，奧運會，青奧會，洲際運動會，世界運動會和綜合性運動會比賽中，必須要使用影像檢視系統。也建議在其他比賽中盡可能使用影像檢視系統。
- 14.2 The video review is initiated when a coach raises his/her video review card (manually or by electronic device as applicable) to signal that a score of his/her Competitor was missed by the judges. The request for video review must be raised when there in the opinion of the Coach has been a score. If a Coach pushes the joy stick's button and then immediately regrets it, the procedure will not be stopped, and the video review will take place accordingly.  
當教練舉起他/她的影像檢視卡(手動或電子設備皆適用)以表示他/她的參賽選手的得分被副審錯過時，影像檢視系統就會被啟動。當教練認為有得分時，必須提出影像檢視請求。如果教練按下操縱桿的按鈕，然後立即後悔，程序並不會停止，影像檢視也會持續進行。
- 14.3 If the Competitor wishes to have the Coach request a video review, or refrain from raise a review, this must be discretely signalled without disturbing the progress of the bout.  
如果選手希望教練要求影像檢視，或不要提出檢視，則必須在不干擾比賽進度的情況下，低調地暗示教練。
- 14.4 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.  
如果副審給予得分低於教練所認為其應該獲得更高的得分技術時，教練可以要求影像檢視。
- 14.5 The Video Review Supervisors may only award points if they both agree that the Competitor for whom the request was raised had a valid score, i.e. scoring before or simultaneously with the other Competitor.  
影像檢視監督們只有在兩位都同意，提出影像檢視要求的選手在有效得分的情況下才能給分，即在對手之前得分或同時得分。
- 14.6 An exception from above sub article is when neither Competitor has been awarded a point by the corner Judges, only one of the Coaches calls a Video review, the other coach has no card or do not wish a video request – in which case only the techniques of the Competitor whom video review is called for will be considered for scoring.  
上述條款的例外情況是，當兩位選手都沒有被角落的副審給分時，只有一位教練要求影像檢視，另一位教練沒有影像檢視卡或不想影像要求 – 在這種情況下，只有要求影像檢視的選手，技術才會被考慮得分。

- 14.7 The last 6 seconds before the bout was stopped for the request will always be evaluated, but additional time can be added as deemed necessary to make the best possible decision. The sequence must be reviewed at normal speed but can in addition be viewed in slow motion or zoom if necessary. The review must always first be done at full speed, although slow motion may subsequently be used to determine details.  
將始終評估因要求影像檢視而停止比賽之前的最後 6 秒影像，但也可以依據需要增加額外的時間，以做出最好的決定。必須以正常速度查看一連串的动作，如果需要也可以以慢動作或縮放方式來查看。但檢視必須先儘速完成，隨後可能再使用慢動作來確定細節。
- 14.8 If the video review reveals that the Competitor scored more than once during the exchange reviewed, the highest score should be given.  
如果影像檢視顯示選手在檢視期間有多次得分，則應給出最高分。
- 14.9 If both Coaches requests video review at the same time, the Video Review Supervisor may only award the point to whoever is deemed to score first. The only exception being simultaneous scoring techniques in which case points can be awarded to both Competitors.  
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。唯一的例外是同時有得分技術，在這種情況下，兩位選手都可以得分。
- 14.10 If one coach shows the card for video review and the other coach wants a review of the same instance, the second coach must raise his card before the review starts in order not to lose his right to request video review for that instance. The video review is considered started when the Referee makes the gesture.  
如果一位教練出示影像檢視卡，而另一位教練希望對同一動作進行檢視，則第二位教練必須在檢視開始前舉起卡片，以免失去要求對該動作進行影像檢視的權利。當主審做出手勢時，將被視為開始影像檢視。
- 14.11 If the request is found valid, a red or blue card, with the number 3 for IPPON, 2 for WAZA ARI or 1 for YUKO is raised. The Referee will then award the score in the usual manner. If the request is found invalid, the coach will lose the right to raise another video request for the remainder of the bout.  
如果影像檢視要求有效，則出示一張紅色或藍色卡表示得分，編號為 3 代表 IPPON，2 代表 WAZA ARI 或 1 代表 YUKO。然後，主審將以常規方式判分。如果要求無效，教練將失去在回合賽剩餘的時間，再次提出影像檢視要求的權利。



- 14.12 The Video Review Supervisor may not overrule any decision by the corner judges with the exception of SENSHU.  
除了 SENSHU 之外，影像檢視監督不得否決角落副審的任何決定。

- 14.13 If the Video Review Supervisors are unable to observe the technique(s) due to camera angle, he/she will signal this by doing the gesture for MIENAI and the Coach will retain the card. In the case that of technical problems (electricity, camera, or computer malfunctions etc.) it is not possible to analyse the video and take a decision, the same procedure will apply, and the Coach will retain the card.  
如果影像檢視監督由於攝影機角度而無法看到該技術，他/她將做出 MIENAI 的手勢來表示，教練將保留挑戰卡。如果出現技術問題(電力、攝影機或電腦儀器故障等)，無法分析視影像並做出決定，將採用相同的程序，教練將保留挑戰卡。
- 14.14 If a Coach requests VR, but in the opinion of the Referee the technique was uncontrolled or too hard, a warning or penalty must be applied, and the Coach will retain the card.  
如果教練要求影像檢視(VR)，但主審認為該技術是沒有控制或過度的技術，則必須執行警告或處罰，而教練將保留挑戰卡。
- 14.15 Once WAKARETE is called by the Referee the Coaches do not have the opportunity to make a video request, unless the technique happened before WAKARETE was called.  
一旦主審下達 WAKARETE，教練就沒有機會提出要求影像檢視，除非技術發生在 WAKARETE 之前。
- 14.16 It remains the duty of the Coach to protest if a VR card is not returned whenever the Coach has the right to have the card returned by the Tatami Manager.  
當教練有權要求場地經理歸還 VR 卡時，如果卡片未歸還，教練仍然有責任提出抗議。



14.17 The following table determines the video review cards allowable per phase for WKF events:  
 下方表格確定了 WKF 賽事每階段允許使用的影像檢視卡：

<b>PHASE 1 – WORLD INDIVIDUAL CHAMPIONSHIPS</b> 第一階段 – 世界個人錦標賽	<b>TEAM WORLD CHAMPIONSHIPS</b> 團體世界錦標賽
Coach will have 1 VR card for group with 3 – 4 Athletes in Group Phase. 小組賽階段，有 3 到 4 位運動員的小組，教練將有 1 張 VR 卡。	A Coach may only use one Video Card per bout. 教練每回合賽只能使用一張 VR 卡。
Coach will have 2 VR card for group with 5 – 6 Athletes in Group Phase. 小組賽階段，有 5 到 6 位運動員的小組，教練將有 2 張 VR 卡。	<b>Men’s Teams:</b> 男子團體：
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Elimination Phase 1<sup>st</sup> Round (24 groups). 淘汰賽階段第一輪(24 組)教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have three VR card per match in the Group Phase. 小組賽階段，每場比賽教練將有三張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Elimination Phase Qualification Bout. 淘汰賽階段資格回合賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have three VR card for the Semi-Finals. 準決賽，每場比賽教練將有三張 VR 卡。</li> </ul>
<b>PHASE 2 – WORLD INDIVIDUAL CHAMPIONSHIPS &amp; PREMIER LEAGUE</b> 第二階段 – 世界個人錦標賽和超級聯賽	<ul style="list-style-type: none"> <li>Coach will have three VR card for the Medal-Bouts. 獎牌賽，每場比賽教練將有三張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the group phase. 小組賽階段教練將有一張 VR 卡。</li> </ul>	<b>Women’s Teams:</b> 女子團體：
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Qualification. 資格賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have two VR card per match in the Group Phase. 小組賽階段，每場比賽教練將有兩張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Semi-Finals. 準決賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have two VR card for the Semi-Finals. 準決賽，每場比賽教練將有兩張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Medal-Bouts. 獎牌賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have two VR card for the Medal-Bouts. 獎牌賽，每場比賽教練將有兩張 VR 卡。</li> </ul>
<b>ELIMINATION WITH REPECHAGE – INDIVIDUAL COMPETITION</b> 單淘汰敗部復活賽制 – 個人賽	<b>ELIMINATION WITH REPECHAGE – TEAM COMPETITION</b> 單淘汰敗部復活賽制 – 團體賽
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Elimination. 淘汰賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have one VR card per Competitor for the Elimination. 淘汰賽每位選手，教練將有一張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Semi-finals. 準決賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have one VR card per Competitor for the Semi-finals. 準決賽每位選手，教練將有一張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Repechages. 敗部復活賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have one VR card per Competitor for the Repechages. 敗部復活賽每位選手，教練將有一張 VR 卡。</li> </ul>
<ul style="list-style-type: none"> <li>Coach will have one VR card for the Medal-Bouts. 獎牌賽教練將有一張 VR 卡。</li> </ul>	<ul style="list-style-type: none"> <li>Coach will have one VR card per Competitor for the Medal-Bouts. 獎牌賽每位選手，教練將有一張 VR 卡。</li> </ul>
<p>Only one VR card can be used for any individual bout. 任何個人回合賽，只能使用一張 VR 卡。</p>	

## ARTICLE 15: POWERS AND DUTIES OF OFFICIALS 官員的權力和責任

### 15.1 Referee commission 裁判委員會

15.1.1 The Chief Referee and Referee Commission's powers and duties shall be as follows:  
裁判長與裁判委員會之權責如下：

- 1) To ensure the correct preparation for each given tournament in consultation with the Organising Commission, with regard to competition area arrangement, the provision and deployment of all equipment and necessary facilities, bout/match operation and supervision, safety precautions, etc.  
與組織委員會進行協商，確認錦標賽場地的布置，所需設施的準備和部署，回合賽/比賽的進行和監督，安全的預防措施等。
- 2) To appoint and deploy the Tatami Managers and Tatami Manager Assistants to their respective areas and to act upon and take such action as may be required by the reports of the Tatami Managers.  
任命場地經理和場地經理助理至各自負責的區域，且依場地經理之報告而採取所需之措施。
- 3) To supervise and co-ordinate the overall performance of the refereeing officials.  
監督並協調裁判的整體表現。
- 4) To nominate substitute officials where such are required.  
必要時，指定替代之官員。
- 5) To pass the final Judgement on matters of a technical nature which may arise during a given bout or match and for which there are no stipulations in the rules.  
回合賽或比賽中，若發生在規則中沒有規定的技術問題時，做最終之裁決。
- 6) To appoint the Appeals Jury for the competition.  
為比賽任命訴願陪審團。

### 15.2 Tatami Managers and Tatami Manager Assistants 場地經理及場地經理助理

15.2.1 The Tatami Managers powers and duties shall be as follows:  
場地經理之權責如下：

- 1) To delegate, appoint, and supervise the Referees and Judges, for all bouts and matches in areas under their control.  
委派，任命，和監督在他們控制場地內，所有回合賽和比賽的主審與副審。
- 2) To oversee the performance of the Referees and Judges in their areas, and to ensure that the Officials appointed are capable of the tasks allotted them.  
對所負責之場地的主審和副審的職務表現進行監督，並確保被任命的人員能夠勝任分配給他們的任務。

- 3) To supervise that KANSA stops the bout to instruct the Referee regarding a contravention of the Rules of Competition.  
監督 KANSA (監察)停止比賽，以指示主審違反比賽規則。
- 4) To prepare a daily, written report, on the performance of each official under their supervision, together with their recommendations, if any, to the Referee Commission.  
每日準備書寫報告，關於在他們的監督下每位大會職員的表現，如果有對他們的任何建議，送交裁判委員會。
- 5) To appoint two Referees with WKF Referee A Qualification to act as Video Review Supervisors. (VRS).  
指定 2 名主審，具有 WKF 主審 A 資格者，作為影像檢視監督(VRS)

### 15.3 Referees 主審

#### 15.3.1 The Referee's powers shall be as follows:

主審之權力如下：

- 1) The Referee ("SHUSHIN") shall have the power to conduct bouts/matches including announcing the start, the suspension, and the end of the bout or match.  
主審有權執行回合賽/比賽，包括宣佈比賽開始，暫停，和比賽結束。
- 2) The Referee shall give all commands and make all announcements.  
主審將發出所有命令並發佈所有公告。
- 3) To award points based on the decision of the Judges.  
依照副審之決定宣判得分。
- 4) To stop the bout when an injury, illness or inability of a Competitor to continue is noticed.  
當發現選手有受傷、生病或無法繼續的情況時，停止回合賽。
- 5) To stop the bout when it in the Referee's opinion has been a foul committed, or to ensure the safety of the Competitors.  
當主審認為選手犯規或為了確認選手之安全時，停止回合賽。
- 6) To call FUKUSHIN SHUGO (summoning the judges) when, in the opinion of the Referee is deemed necessary, for giving SHIKKAKU, applying the 10 seconds rule, when the doctor wants to stop the bout, or when directly giving HANSOKU.  
當主審認為有必要：給予 SHIKKAKU、應用 10 秒規則、當醫生想要停止回合賽、或直接給予 HANSOKU 時，將召集 FUKUSHIN SHUGO (召集副審)
- 7) To indicate fouls observed, and impose warning and penalties as required by the rules.  
指出看到的犯規，並根據規則要求進行警告和處罰。
- 8) To explain to the Tatami Manager, Referee Commission, or Appeals Jury, if necessary, the basis for giving a Judgement.  
如有必要時，向場地經理，裁判委員會或訴願陪審團解釋判決之依據。

- 9) To announce and start an extra bout when required in team matches.  
在團體賽需要時，宣布並開始額外的回合賽。
- 10) To conduct voting of the Judges, in the event of a tied bout, and if necessary, including his/her own vote (HANTEI) to break a tie.  
在平手的情況下進行副審投票，如有必要，包括他/她自己的投票(HANTEI)以解決平手。
- 11) To announce the winner.  
宣佈獲勝者。
- 12) The authority of the Referee is not confined solely to the competition area but also to its entire immediate perimeter including controlling the conduct of Coaches, other Competitors, or any part of the Competitors' entourage, present on the competition floor.  
主審之權力不僅限於在比賽場內，也包括所有競賽場邊周邊。包括在比賽場地內的教練，其他選手或選手的隨行人員的行為。

#### 15.4 Judges 副審

##### 15.4.1 The Judges (FUKUSHIN) powers shall be as follows:

副審的權力如下：

- 1) To signal points scored on their own initiative.  
主動的以信號表示得分
- 2) To exercise their right to vote on any decision to be taken.  
行使對相關判決的投票權。
- 3) To advise the Referee on possible disqualifications if called by FUKUSHIN SHUGO.  
如果被要求 FUKUSHIN SHUGO (副審召集)，則向主審提供可能被取消資格的建議。

##### 15.4.2 The Judges shall carefully observe the actions of the Competitors and signal to the Referee an opinion when a score is observed.

副審應仔細觀察選手的動作，並在看見得分時向主審表示意見。

#### 15.5 Match Supervisors (KANSA) 比賽監督

##### 15.5.1 The Match Supervisor (KANSA) will assist the Tatami Manager by overseeing the match or bout in progress. Should decisions of the Referee and/or Judges, not be in accordance with the Rules of Competition, the Match Supervisor will immediately signal by blowing his/her whistle.

比賽監督 KANSA(監察)將協助場地經理監督正在進行的比賽或回合賽。當主審和/或副審的判決未依照競賽規則時，比賽監督將立刻吹哨子發出信號。

##### 15.5.2 Records kept of the match shall become official records subject to the approval of the Match Supervisor.

比賽紀錄需要由比賽監督核准後，方可成為正式紀錄。

15.5.3 Before the start of each match or bout the Match Supervisor will ensure that Competitors' equipment and Karategi are in accordance with the WKF rules of competition. Even if the Kansa Assistant 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 before each bout. The Match Supervisor will not rotate during Team matches. In competitions where Kansa Assistant is not required it is KANSA's responsibility to ensure that the equipment is in accordance with the rules before each bout.

每場比賽或回合賽之前，比賽監督 KANSA (監察) 確認選手穿戴核准的裝備和空手道衣符合 WKF 競賽規則。即使監察助理在選手列隊前已檢查裝備，比賽監督 KANSA (監察) 仍然有責任確保每場比賽前裝備符合規則。Match Supervisor (比賽監督) 在團體賽當中不會輪換。在不需要監察助理的比賽中，監察(KANSA) 有責任在每場回合賽前確保裝備符合規則要求。

15.5.4 In the following situations the Match Supervisor will signal by blowing his/her whistle:

在下列情況時，Kansa (監察) 將吹他/她的哨子：

- 1) The Referee forgets to indicate SENSU.  
主審忘記表示 SENSU (先取) 手勢。
- 2) The Referee forgets to remove the SENSU.  
主審忘記取消 SENSU (先取)。
- 3) The Referee gives a score to the wrong Competitor.  
主審判給錯誤的選手得分。
- 4) The Referee gives warning/penalty to the wrong Competitor.  
主審判給錯誤的選手警告/犯規。
- 5) The Referee gives a score to a Competitor and warning for exaggeration to the other.  
主審判一方選手得分後，再給予對手警告誇大的處罰。
- 6) The Referee gives a score to a Competitor and MUBOBI to the other.  
主審判一方選手得分後，再給予對手 MUBOBI (無防備) 的處罰
- 7) The Referee gives a score for a technique done after YAME or after the time is up.  
主審在 YAME (停) 或時間結束之後完成的技術，判予得分。
- 8) The Referee gives a score made by a Competitor when the Competitor is outside the fighting area.  
主審對於在場外施展技術的選手，判予得分。
- 9) The Referee gives a warning or penalty for passivity during Ato Shibaraku.  
主審在 Ato Shibaraku (最後十五秒) 期間，給予消極(passivity) 的警告或處罰。
- 10) The Referee gives the wrong warning or penalty during Ato Shibaraku.  
主審在 Ato Shibaraku (最後十五秒) 期間，給予錯誤的警告或處罰。
- 11) The Referee doesn't stop the bout and there are two or more judges signalling point scored.  
當兩位或兩位以上副審的信號表示得分，主審沒有停止回合賽。
- 12) The Referee doesn't stop the bout when a Video Review is requested by a Coach.  
當教練要求影像檢視(分數挑戰)時，主審沒有停止回合賽。
- 13) The Referee doesn't follow the majority of scores signalled by the judges.  
主審沒有依照副審多數的信號做出判決。
- 14) The Referee doesn't call the doctor in a 10 second rule situation.  
十秒規則發生時，主審沒有召喚醫生。
- 15) The Referee does HANTEI/HIKIWAKE, but SENSU has been obtained.  
已經取得 SENSU(先取)的情況下，主審要做 HANTEI / HIKIWAKE(判定/平手)。

- 16) A Judge(s) is holding the flags or electronic device in the wrong hand.  
副審的旗子或電子裝置握錯邊。
- 17) The score board is not showing the right information.  
記分板沒有顯示正確的訊息。
- 18) The technique requested by the Coach was done after YAME or after the time was up.  
教練對在 YAME (停)或時間結束之後完成的技術提出請求(挑戰得分)。
- 19) The Referee did not observe a JOGAI.  
主審沒有注意到場外(JOGAI)。
- 20) For any other unforeseen situation that reasonably requires the bout to be halted.  
對於任何其他不可預見的情況，合理地需要暫停比賽。
- 21) In instances where Kansa is in doubt about a verdict, he/she has the right to check the video review recording.  
如果監察(Kansa)對判決有疑問，他/她有權查看影像檢視紀錄。

15.5.5 In the following situations the Match Supervisor will not get involved with the Referee Panel's decision:

在下列情況時，比賽監督將不參與裁判小組的決定：

- 1) The Judges don't signal for a score.  
副審沒有給予得分的信號。
- 2) KANSA has no vote or authority in matters of judgments such as whether a score was valid or not. unless there has been an error in application of the rules.  
Kansa (監察)在判決分數是否有效之問題上沒有投票權或權力。除非在應用規則上出現錯誤。

## 15.6 Score Supervisors 分數監督

15.6.1 The Score Supervisor will keep a separate record of the scores and warnings awarded by the Referee and at the same time oversee the actions of the appointed score/time-keeper.

分數監督將單獨紀錄主審所判予的得分和警告，同時監督指定記分員/計時員的工作。

15.6.2 In the event that the Referee does not hear the time-up bell, the Score-Supervisor will blow his whistle, not KANSA.

如果主審沒有聽到比賽時間結束的鈴聲，則由分數監督(Score-Supervisor) 將吹響他的哨子，而不是監察(KANSA)。

## ARTICLE 16: ELIGIBILITY TO COMPETE 參賽資格

### 16.1 Age 年齡

- 16.1.1 Allocation of age category is determined by the age of the Competitor on the first day of competition of the event.  
年齡組別的分配是根據比賽第一天參賽選手的年齡決定。
- 16.1.2 In the senior kumite categories Competitors must be 18 years old.  
參加成人組對打的選手必須年滿 18 歲。
- 16.1.3 Participants in Under 21 categories must be 18, 19 or 20 years old, Junior categories they must be 16 or 17 years old, Cadet categories they must be 14 or 15 years old, and Under 14 categories they must be 12 & 13 years old.  
21 歲以下組別的參賽選手必須年滿 18、19 或 20 歲，青少年組別的參賽選手必須年滿 16 或 17 歲，少年組別的參賽選手必須年滿 14 或 15 歲，14 歲以下組別的參賽選手必須年滿 12 和 13 歲。
- 16.2 NF Quota per Event 每場賽事國家聯盟(NF)的分配名額
- 16.2.1 Each National Federation at the Cadet, Junior, & U21 World Championships, Individual World Senior Championships - "Final Phase", and the Team World Senior Championships is limited to 1 Competitor per category.  
每個國家聯盟在世界少年、青少年和 21 歲以下錦標賽、世界成人個人錦標賽 - "決賽階段"，和世界成人團體錦標賽的每個類別僅限 1 位參賽選手。
- 16.2.2 Specific limitations may apply at the Individual Senior World Championships - "Qualification Phase." If an NF already has a qualified athlete in a category of the Individual Senior World Championships - "Final Phase", they may not register another athlete for the same category in the Individual World Championships - "Qualification Phase."  
具體限制世界成人個人錦標賽 - "資格賽階段"。如果國家聯盟(NF)已經有一位選手獲得參加世界成人個人錦標賽 - "決賽階段"某個組別的比赛，則他們不得在世界個人錦標賽 - "資格賽階段"為同一組別註冊另一位運動員。
- 16.2.3 Karate 1 -Events are open competitions where all WKF members are permitted to participate without restriction of 1 Competitor per NF. Notwithstanding, participants must be members of a National Federation which is recognized by the WKF.  
Karate 1 - 為公開賽，所有 WKF 成員皆可參加，不受每個國家聯盟只能有 1 位參賽選手的限制。儘管如此，參賽選手必須是 WKF 承認的國家聯盟之成員。
- 16.2.4 Multi-sport Events like the ANOC- Beach Games, World Games, Olympics may apply other criteria, to be defined in their respective Qualification System.  
如 ANOC(國家奧委會協會) 沙灘運動會、世界運動會、奧運會等綜合運動會可能會採用其他標準，這些標準將在各自的資格系統中定義。

### 16.3 Nationality 國籍

16.3.2 With the following exceptions, only Nationals of a country may take part in the World Championships and WKF official events representing their country.

除以下例外情況外，只有一個國家的國民可以代表其國家參加世界錦標賽和 WKF 官方賽事。

16.3.3 As a general rule, a Competitor who has represented one country in a WKF official event or World Championships cannot represent another country at an official WKF event or at a World Championships.

作為一般規則，代表一個國家參加 WKF 官方賽事或世界錦標賽的參賽選手不能代表另一個國家參加 WKF 官方賽事或世界錦標賽。

16.3.4 Nevertheless, if a Competitor who has taken part in one of those events obtains by marriage the nationality of the spouse, he or she may represent the spouse's country.

儘管如此，如果參加其中一項賽事的參賽選手因結婚而獲得配偶的國籍，則他或她可以代表配偶的國家。

16.3.5 A Competitor who possesses dual nationality (i.e. one by virtue of the law of one country, the other by virtue of the law of another country) may only represent one or another country as the Competitor in question selects. Once having represented both countries, WKF EC approval will be necessary for a further change, following a reasoned written demand by the relevant NF to the WKF President.

擁有雙重國籍的參賽選手(即，一個根據一個國家的法律，另一個根據另一個國家的法律)，該參賽選手只能選擇代表一個或另一個國家。一旦代表兩國，依據相關國家聯盟(NF)向WKF會長提出合理的書面要求後，進一步的變更需要 WKF 執行委員會(EC) 的批准。

16.3.6 A Competitor may represent the country of his/her birth and of which the Competitor is a National unless he/she opts to take the nationality of his father or mother.

參賽選手可以代表他/她出生國，且參賽選手是該國的國民。除非他/她選擇採用父親或母親的國籍。

16.3.7 A naturalized Competitor (or one who has changed his nationality by naturalization) may not participate in the World Championships representing his new country until three years after his/her naturalization. The period following naturalization may be reduced or even cancelled with the agreement of the two NFs concerned and the final approval of the WKF EC.

入籍選手(或因入籍而改變國籍的選手)，在入籍三年後才能代表新國家參加世界錦標賽。經相關兩個國家聯盟(NFs)同意並經WKF EC最終批准後，入籍後的期限可以縮短甚至取消。

16.3.8 If an associated State, Province or Overseas Department, a Country or former Colony acquires independence, or a country incorporated within another country by reason of a change of border, or if a new NF is recognized by WKF, a Competitor may continue to represent the country to which he or she belongs or belonged. However, he/she may choose to represent his new country or his new NF in the World Championships.

如果相關州、省或海外部門、國家或前殖民地獲得獨立，或國家因邊界變更而合併到另一個國家，或者如果新的國家聯盟(NF)得到 WKF 認可，則參賽選手可以繼續代表他或她所屬的國家。然而，他可以選擇代表新的國家或新的國家聯盟參加世界錦標賽。



16.3.9 In instances where the WKF has recognized more than 1 (one) NF for which members hold the same national passport (i.e., for a country and its protectorates with separate governing national sporting bodies), the Competitor may only compete for the NF of residence, provided that has not yet competed for the other (s) NF(s) in WKF official events.

如果 WKF 已認可承認 1 (一個) 個以上的國家聯盟(NF)，且其成員持有相同的國家護照(即.,對於擁有獨立的國家體育管理機構的國家及其保護國)，則參賽選手只能代表其居住地的國家聯盟(NF)參賽，前提是該選手尚未代表其他(一個或多個)國家聯盟(NF)參加 WKF 官方賽事。

16.3.10 In order to get the transfer to another NF of which the nationals hold the same passport, it will be enough with the agreement between the 2 (two) NFs involved to confirm any change to the WKF concerning the status of a Competitor. In case of disagreement between the NF's, any change will have to be approved by the WKF EC. In this case, the Competitor through the NF concerned will have to prove to the WKF's satisfaction the residency in the territory governed by the other NF, or failing this, the relationship with the other NF that makes the change justifiable.

為了將國民轉移到持有相同護照的另一個國家聯盟(NF)，只需 2 (兩個) 相關國家聯盟(NF)達成協議即可向 WKF 確認有關參賽選手身份的任何變更。如果兩個國家聯盟(NF)之間意見不一致，則任何變更都必須經 WKF 執委會(EC)批准。在這種情況下，參賽選手必須透過相關國家聯盟(NF)向 WKF 證明其在另一國家聯盟(NF)管轄地區的居住權，或證明其與另一國家聯盟(NF)之間的關係，使其有理由進行變更。

16.3.11 Once the Competitor has represented all the NFs involved, the WKF EC approval will be necessary for any further change.

一旦參賽選手代表了所有相關的國家聯盟(NFs)，任何進一步的更改都必須得到 WKF 執委會(EC)的批准。

## ARTICLE 17: ADOPTION OF THESE RULES TO EVENTS OUTSIDE THE WKF OFFICIAL EVENT PROGRAMME

### 在 WKF 官方以外的活動採用這些規則

National Federations may modify these rules for purpose of national competitions or other competitions not on the official WKF programme as long as no alterations are done to rules pertaining to the safety of the Competitors, scoring, prohibited behaviour, warning and penalties, injuries and accidents in competition, or criteria for decision.

國家協會可以為全國比賽或其他不在 WKF 官方計畫中的比賽修改這些規則，只要不對有關選手安全、得分、禁止行為、警告和處罰、比賽中的傷害和事故或判決的標準規則進行修改。

## ARTICLE 18: ISSUES NOT SPECIFICALLY COVERED BY THE RULES

### 規則未特別涵蓋的問題

From time-to-time situations may occur where the rules fall short of giving specific instructions to resolve an issue. In such instances, when this occurs in-competition / during an event, the Chief Referee for the competition has the authority to resolve the issue by applying analogue solutions to similar cases found in the rules and/or her/his best judgement. In those cases where an issue needs to be resolved out-of-competition the issue shall be addressed to the Sports Commissioner for consultation before taking a decision.










有時可能會出現規則無法給出解決問題的具體指示的情況。在這種情況下，當這種情況發生在比賽中/比賽期間時，賽事裁判長有權透過對規則中發現的類似案例和/或她/他的最佳判斷應用類似的解決方案來解決問題。如果需要在賽外解決問題，應將問題提交給運動專員協商後再做出決定。
















## APPENDIX1: THE TERMINOLOGY 術語

SHOBU HAJIME 勝負開始	Start the Match or Bout 回合賽開始	After the announcement, the Referee takes a step back. 喊出術語後，主審後退一步。
ATO SHIBARAKU 剩下一點時間 (15秒)	A little more time left 還剩下一點時間	An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce “Ato shi baraku”. 計時員在回合賽結束前15秒以可聽見的訊號通知，主審同時喊“Ato shi Baraku”
YAME 停	Stop 停止	Interruption, or end of the bout. As he/she makes the announcement, the Referee makes a downward chopping motion with his hand. 中止，或是回合賽結束。主審喊停的同時以他的手做出往下砍。
MOTO NO ICHI 回原位	Original position 原來位置	Contestants and Referee return to their starting positions. 選手和主審各自回起始位置。
TSUZUKETE 繼續	Fight on 繼續對打	Resumption of fighting ordered after WAKARETE, when an unauthorised interruption occurs – or when the Referee gives an informal order to commence fighting due to lack of activity 在 WAKARETE 之後下令恢復戰鬥，在未經許可而中斷比賽的情況時，命令繼續對打的口令。或者當主審因選手不攻擊時，催促選手繼續活動的非正式命令。
TSUZUKETE HAJIME 繼續開始	Resume fighting – Begin 再繼續對打 – 開始	The Referee stands in a forward stance. As he says “Tsuzukete” he/she extends his/her arms, palms outwards towards the Competitors. As he/she says “Hajime” he/she turns the palms and brings them rapidly towards one another, at the same time stepping back. 主審站前屈立喊“Tsuzukete”時，舉起手臂雙手掌向著選手雙方，喊“Hajime”時，快速轉手掌使其相對，同時退後步伐。
FUKUSHIN SHUGO 召集	Judges called 召集副審	The Referee calls the Judges to assemble. 主審召集副審集合。
HANTEI 判定	Decision 判決	Referee calls for a decision at the end of an inconclusive bout. After a two-tone short blast of the whistle, the Judges signal their votes, and the Referee indicates the winner by raising his/her arm. 在一場未分出勝負的比賽後，主審要求副審對勝負進行判定。在兩聲短促聲之後，副審以表示他們的投票，主審則舉起他/她的手臂表示獲勝者。
HIKIWAKE 平手	Draw 平手	In case of a tied bout, the Referee crosses his arms, then extends them with the palms showing to the front. 在平手的回合時，主審將手臂交叉，然後伸展開，手掌向前。
AKA (AO) NO KACHI 紅(藍)勝	Red (Blue) wins 紅(藍)勝	The Referee raises his/her arm on the side of the winner. 主審將他/她的手臂舉在獲勝者的那一側。
AKA (AO) IPPON 紅(藍)一本	Red (Blue) scores three points 紅(藍)方獲得三分	The Referee raises his/her arm up at 45 degrees on the side of the scorer. 主審將他/她的手臂向上45度，伸向得分之一方。
AKA (AO) WAZA-ARI 紅(藍)技有	Red (Blue) scores two points 紅(藍)方獲得二分	The Referee extends his/her arm at shoulder level on the side of the scorer. 主審將他/她的手臂以肩膀高度伸出，伸向得分之一方。
AKA (AO) YUKO 紅(藍)有效	Red (Blue) scores one point 紅(藍)方獲得一分	The Referee extends his/her arm downward at 45 degrees on the side of the scorer. 主審將他/她的手臂向下45度，伸向得分之一方。

CHUI 注意	Warning 警告	The Referee shows the signal for the type of offense towards the offender followed by showing 1 to 3 fingers depending on if this is the 1 <sup>st</sup> , 2 <sup>nd</sup> or 3 <sup>rd</sup> warning. 主審向犯規選手顯示犯規類型的信號，然後根據這是第一次、第二次或第三次警告，顯示1至3個手指。
HANSOKU-CHUI 犯規注意	Warning of disqualification 取消資格的警告	The Referee shows the signal for the type of offense towards the offender followed by pointing with one finger towards the offender's belt. 主審向犯規選手顯示犯規類型的信號，然後用一根手指指向違規選手的腰帶。
HANSOKU 犯規	Disqualification 取消資格	The Referee points to the face of the offender and announces a win for the opponent. 主審指向犯規選手的臉，並宣布對手獲勝。
JOGAI 場外	Exit from the competition area not caused by the opponent 非因對手之原因離開比賽場地	The Referee points his/her index finger to the side of the offender to indicate that the Competitor has moved out of the area followed by the applicable warning or penalty. 主審以食指指向違規選手方的邊線，表示該選手已離開比賽場地，然後是相應的警告或處罰。
SENSHU 先取	First unopposed point advantage 優先對手得分的優勢	After awarding the point in the regular fashion, the Referee calls "AKA (AO) SENSHU" while holding lifting his/her bent arm with the palm facing the Referee's own face. 主審宣佈得分後，主審用手掌面向自己的臉部，舉起彎曲的手臂，宣布"Aka (Ao) Senshu"。
SHIKKAKU 失格	Disqualification from the tournament 失去參與錦標賽資格	The Referee points to the face of the offender, then away from the competition area, and announces a win for the opponent. 主審指著犯規選手的臉，然後指離比賽場地，並宣布對方獲勝。
TORIMASEN 不算	Cancellation 取消	A decision is annulled. The Referee crosses his/her hands in a downward movement. 將判決取消。主審將他/她的雙手交叉向下移動。
KIKEN 棄權	Renunciation 放棄	The Referee points downwards at 45 degrees in the direction of the Competitor's or team's side of the Tatami. 主審向下以45度指向參賽者或團隊的墊子方向。
MUBOBI 無防備	Self-Endangerment 使自己陷入危險	The Referee touches his/her face then turning his/her hand edge forward, moves it back and forth to indicate that the Competitor endangered himself. 主審先以手觸摸自己的臉，然後將手緣朝前，左右移動，示意選手使自己陷入危險中。
WAKARETE 分開	"Separate" 分離	The Referee motions for the Competitors to separate from a clinch, or standing chest to chest, by separating his hands with a motion with the palms outward while giving the verbal order. The Competitors halts action and separate until receiving the order "Tsuzukete". 主審裁判員在發出口頭命令時，通過手掌向外的動作分開雙手，示意要求選手從互相扭抓或站立著用胸部互推的姿勢分開。選手停止行動並分開，直到收到"Tsuzukete"命令。

APPENDIX 2: GESTURES AND FLAG SIGNALS 手勢與旗號






STARTING AND STOPPING THE BOUT 回合賽的開始與暫停/停止			
			
SHOMEN NI REI (1/3) 向正面 敬禮	SHOMEN NI REI (2/3) 向正面 敬禮	SHOMEN NI REI (3/3) 向正面 敬禮	
			
OTAGAI NI REI (1/3) 面對面 敬禮	OTAGAI NI REI (2/3) 面對面 敬禮	OTAGAI NI REI (3/3) 面對面 敬禮	
			
SHOBU HAJIME 勝負開始	MOTO NO ICHI 回原位	YAME (1/2) 停	YAME (2/2) 停
POINTS AND CANCELLATIONS 給分與取消			
			
YUKO (1/2) 一分	YUKO (2/2) 一分	WAZA ARI (1/2) 兩分	WAZA ARI (2/2) 兩分

				
IPPON (1/2) 三分	IPPON (2/2) 三分	SENSHU 先取	TORIMASEN (1//2) CANCELLATION 取消不算	TORIMASEN (2/2) CANCELLATION 取消不算
WARNINGS 警告				
				
TSUZUKETE (1/2) 繼續	TSUZUKETE (2/2) 繼續	WAKARETE (1/2) 分開	WAKARETE (2/2) 分開	
				
PASSIVITY (1/2) 消極	PASSIVITY (2/2) 消極			
				
HARD CONTACTOR DANGEROUS THROWS 過度接觸 危險的摔	EXERATING INJURY 誇大受傷	FEIGNING INJURY 假裝受傷	JOGAI 場外	

			
MUBOBI 無防備	AVOIDING COMBAT 迴避戰鬥	PUSHING 推	GRABBING 抱、抓
			
UNCONTROLLED ATTACK 沒有控制的技術	SIMULATED ATTACK (ELBOW) 以肘攻擊	SIMULATED ATTACK (HEAD) 以頭攻擊	SIMULATED ATTACK (KNEE) 以膝蓋攻擊
			
GOADING OR TALKING 刺激或交談	CHUI #1 第一次警告	CHUI #2 第二次警告	CHUI #3 第三次警告
			
HANSOKU CHUI (1/2) 犯規注意		HANSOKU CHUI (2/2) 犯規注意	

DECISION 判決				
FUKUSHIN SHUGO (1/2) 召集副審	FUKUSHIN SHUGO (2/2) 召集副審	AKA (AO) KIKEN 紅(藍)棄權	HANTEI 判定	
HANSOKU (1/2) 犯規	HANSOKU (2/2) 犯規	SHIKKAKU (1/3) 失格	SHIKKAKU (2/3) 失格	SHIKKAKU (3/3) 失格
HIKIWAKE (1/2) 平手	HIKIWAKE(2/2) 平手	AKA (AO) NO KACHI (1/2) 紅(藍)獲勝	AKA (AO) NO KACHI (2/2) 紅(藍)獲勝	



VIDEO REVIEW SIGNALS 影像檢視信號			
			
VIDEO REVIEW (1/4) 影像檢視	VIDEO REVIEW (2/4) 影像檢視	VIDEO REVIEW (3/4) 影像檢視	VIDEO REVIEW (4/4) 影像檢視
			
MINAI 看不見			
FLAG SIGNALS 旗號			
			
SITTING POSITION 坐姿	YUKO 一分	WAZA ARI 二分	IPPON 三分

### APPENDIX 3: CATEGORIES, AGE & WEIGHT DIVISIONS 組別、分齡與體重分級

Male Seniors (18+ years) 男子成年	- 60 kg	Female Seniors(18+ years) 女子成年	- 50 kg
Male Seniors (18+ years) 男子成年	- 67 kg	Female Seniors(18+ years) 女子成年	- 55 kg
Male Seniors (18+ years) 男子成年	- 75 kg	Female Seniors(18+ years) 女子成年	- 61 kg
Male Seniors (18+ years) 男子成年	- 84 kg	Female Seniors(18+ years) 女子成年	- 68 kg
Male Seniors (18+ years) 男子成年	+ 84 kg	Female Seniors(18+ years) 女子成年	+ 68 kg
Male under 21 years 男子 21 歲以下	- 60 kg	Female under 21 years 女子 21 歲以下	- 50 kg
Male under 21 years 男子 21 歲以下	- 67 kg	Female under 21 years 女子 21 歲以下	- 55 kg
Male under 21 years 男子 21 歲以下	- 75 kg	Female under 21 years 女子 21 歲以下	- 61 kg
Male under 21 years 男子 21 歲以下	- 84 kg	Female under 21 years 女子 21 歲以下	- 68 kg
Male under 21 years 男子 21 歲以下	+ 84 kg	Female under 21 years 女子 21 歲以下	+ 68 kg
Male Juniors (16 to <18 years) 男子青少年	- 55 kg	Female Juniors (16 to <18 years) 女子青少年	- 48 kg
Male Juniors (16 to <18 years) 男子青少年	- 61 kg	Female Juniors (16 to <18 years) 女子青少年	- 53 kg
Male Juniors (16 to <18 years) 男子青少年	- 68 kg	Female Juniors (16 to <18 years) 女子青少年	- 59 kg
Male Juniors (16 to <18 years) 男子青少年	- 76 kg	Female Juniors (16 to <18 years) 女子青少年	- 66 kg
Male Juniors (16 to <18 years) 男子青少年	+ 76 kg	Female Juniors (16 to <18 years) 女子青少年	+ 66 kg
Male Cadets (14 to<16 years) 男子少年	- 52 kg	Female Cadets (14 to<16 years) 女子少年	- 47 kg
Male Cadets (14 to<16 years) 男子少年	- 57 kg	Female Cadets (14 to<16 years) 女子少年	- 54 kg
Male Cadets (14 to<16 years) 男子少年	- 63 kg	Female Cadets (14 to<16 years) 女子少年	- 61 kg
Male Cadets (14 to<16 years) 男子少年	- 70 kg	Female Cadets (14 to<16 years) 女子少年	+ 61 kg
Male Cadets (14 to<16 years) 男子少年	+ 70 kg		
Male U14 (12 to <14 years) 男子 14 歲以下	- 40 kg	Female U14 (12 to <14 years) 女子 14 歲以下	- 42 kg
Male U14 (12 to <14 years) 男子 14 歲以下	- 45 kg	Female U14 (12 to <14 years) 女子 14 歲以下	- 47 kg
Male U14 (12 to <14 years) 男子 14 歲以下	- 50 kg	Female U14 (12 to <14 years) 女子 14 歲以下	- 52 kg
Male U14 (12 to <14 years) 男子 14 歲以下	- 55 kg	Female U14 (12 to <14 years) 女子 14 歲以下	+ 52 kg
Male U14 (12 to <14 years) 男子 14 歲以下	+55 kg		



## APPENDIX 5: TWO JUDGE SYSTEM (APPLICABLE TO YOUTH LEAGUE ONLY)



### 兩位副審系統(僅適用於青年聯賽)

#### Procedure for refereeing Kumite with only two corner Judges

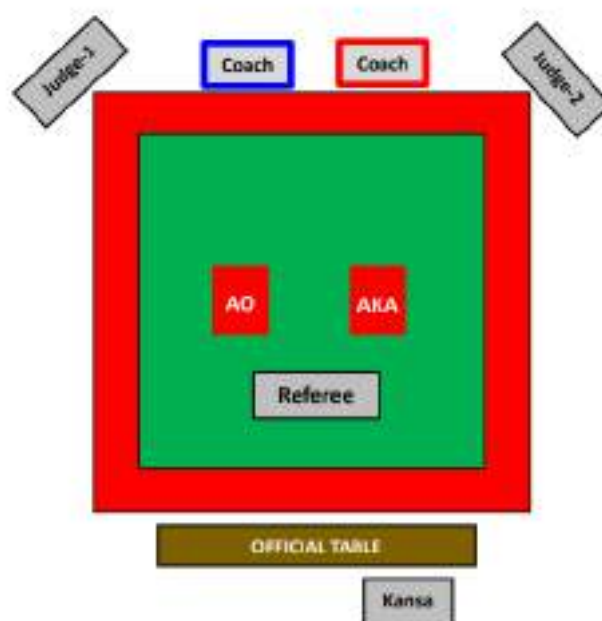
#### 只有兩名角落副審的對打程序

1. When using the two-corner judge system the corner Judges and the Referee all have mutual responsibility for points. Flags are used by the Corner Judges for signaling.  
使用雙角落副審系統時，角落副審和主審都對分數負有共同責任。角落副審使用旗子發出信號。
2. In addition to showing points, the Corner Judges will assist the Referee by giving signals for Jogai, excessive contact, and skin touch for categories where this contravenes the rules, but the Referee remain autonomous in applying warnings and penalties.  
除了表示得分外，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，但主審仍可自主地實施警告和處罰。
3. Points are awarded if two Judges, or one Judge plus the Referee, agrees on the score.  
如果兩位副審或一位副審加主審同意得分，則可以給予分數。
4. In order to be able to cover all three angles of view, the referee should never position him/herself in the same side as the two Judges  
為了能夠涵蓋所有三個視角的視線，主審不應將自己與兩名副審在同一側
5. The Coaches should be placed in front of the Referee and not behind.  
教練位置應該在主審的前方，而不是後方。
6. The Referee can show and ask support for points that are made in his/her field of play. In this case the Referee's signals for Yuko, Waza-ari and Ippon are the same as in the regular kumite rules, with the exception that the Referee's elbow is touching his/her torso while indicating the respective signal. After the Referee has received support, the signals when giving points are the same as for bouts under regular rules.  
主審可以在他/她比賽場地中，表示得分和尋求副審支持。在這種情況下，主審給 Yuko、Waza-ari 和 Ippon 的信號與常規對打規則相同，除了主審在尋求副審支持時，要做出手肘接觸他/她的軀幹，表示哪一方選手得分的信號。在主審得到支持後，判給得分時的信號，與回合賽常規規則相同。
7. If one Judge signals for point and the other for a warning or penalty, the Referee will take the final decision by supporting one of the Judges.  
如果一位副審表示得分，另一位副審表示警告或處罰，主審將支持其中一位副審做出最終決定。
8. If the two Judges, or one Judge and the Referee, show different points for the same competitors, the higher will be given.  
如果兩位副審，或一位副審和主審對同一選手的得分不同，則將給予較高的分數。

9. If both Judges signal point, but for different Competitor, the Referee will award both points.  
 如果兩位副審同時表示不同選手得分，主審將給予雙方分數。
12. For categories 14 to 16 years of age skin touch is allowed for kicks only. Skin touch is defined as touching the target without transferring energy into the head or body. For Competitors under 14 years no skin touch is allowed with Jodan techniques.  
 對於 14 至 16 歲的類別，僅允許踢的技術可以皮膚接觸。皮膚接觸被定義為接觸到目標，並且沒有將能量轉移至頭部或身體。對於 14 歲以下的選手，不允許任何上段技術有皮膚接觸。

ADDITIONAL FLAG SIGNALS FOR TWO JUDGE SYSTEM 雙副審系統的額外旗號	
	
<p>JOGAI 場外 Tapping floor to the side 輕敲側面的地板</p>	<p>CONTACT 接觸 Crossing the flags to the side of the face 將旗子交叉到臉部一側</p>

### COMPETITION AREA LAYOUT 比賽場地配置圖



## APPENDIX 6: SUMMARY TABLE OF WINNING CRITERIA AND TIE RESOLUTION

### 獲勝標準及平手解決方案總表

KUMITE			
Individual 個人		Teams 團體	
Round-robin 循環賽	Elimination 淘汰賽	Round-robin 循環賽	Elimination 淘汰賽
<b>Criteria for winning a bout between two individuals 兩人之間的比賽獲勝標準</b>			
1. Most scored points 得分最多	1. Most scored points 得分最多	1. Most scored points 得分最多	1. Most scored points 得分最多
2. Senshu 先取	2. Senshu 先取	2. Senshu 先取	2. Senshu 先取
3. Most Ippon scored 最多 Ippon 得分	3. Most Ippon scored 最多 Ippon 得分	3. Most Ippon scored 最多 Ippon 得分	3. Most Ippon scored 最多 Ippon 得分
4. Most Waza-Ari scored 最多 Waza-Ari 得分	4. Most Waza-Ari scored 最多 Waza-Ari 得分	4. Most Waza-Ari scored 最多 Waza-Ari 得分	4. Most Waza-Ari scored 最多 Waza-Ari 得分
5. Draw (Hikiwake) 平手	5. Vote by judges (Hantei) 由副審投票(判定)	5. Draw (Hikiwake) 平手	5. Draw (Hikiwake) 平手
<b>Criteria for winning a team match 團體賽獲勝標準</b>			
		1. Most bouts won 最多獲勝回合賽	1. Most bouts won 最多獲勝回合賽
		2. Most scored point for team 總得分最高的隊伍	2. Most scored point for team 總得分最高的隊伍
		3. Most Ippon scored by team 最多 Ippon 得分的隊伍	3. Most Ippon scored by team 最多 Ippon 得分的隊伍
		4. Most Waza-Ari scored by team 最多 Waza-Ari 得分的隊伍	4. Most Waza-Ari scored by team 最多 Waza-Ari 得分的隊伍
		5. Draw (Hikiwake) 平手	5. Extra bout allowing Hantei 額外回合賽允許 Hantei
<b>Criteria for winning Round-robin Group and resolving ties 循環賽小組獲勝和解決平手</b>			
1. Most total victory points 最多的獲勝積分		1. Most total victory points 最多的獲勝積分	*) Each team may elect any competitor for the extra bout 每隊可以選擇任何一位選手參加額外賽  **) Total means for all bouts in the group for both individuals and team 總數"是指個人和團隊在該組所有比賽中的總和
2. Winner of bout between the two 兩人之間回合賽的獲勝者		2. Winner of match between the two 兩隊之間比賽的獲勝者	
3. Most total scored points 得分總數最多		3. Most total bout won 獲勝回合賽最多	
4. Least points scored against 失分最少		4. Most total scored points 得分總數最多	
5. Most total Ippon scored 總數有最多的 Ippon 得分		5. Least total scored against 失分總數最少	
6. Least total Ippon against 總數有最少的 Ippon 失分		6. Most total Ippon scored 總數有最多的 Ippon 得分	
7. Most total Waza-Ari scored 總數有最多 Waza-Ari 得分		7. Least total Ippon against 總數有最少的 Ippon 失分	
8. Least total Waza-Ari against 總數有最少 Waza-Ari 失分		8. Most total Waza-Ari scored 總數有最多 Waza-Ari 得分	
9. Highest World Ranking 最高的世界排名		9. Least total Waza-Ari against 總數有最少 Waza-Ari 失分	
10. Extra bout allowing Hantei 允許 Hantei 的額外回合賽		10. Extra bout allowing Hantei *) 允許 Hantei 的額外回合賽	
For each pair compared the criteria must be considered from the beginning of the list 對於比較平手的每一項標準，皆必須從列表的開頭開始考慮。		For each pair compared the criteria must be considered from the beginning of the list 對於比較平手的每一項標準，皆必須從列表的開頭開始考慮。	
All winning criteria are listed numerically in order of precedence from the top down 所有獲勝標準，均依照優先順序從上到下依數字列出			