



World Cup '24

OFFICIALS BRIEF

To all World Cup Officials,

Firstly, on behalf of Kancho Robert Sullivan, Kyoshi Gavin Samin and the countless number of Zone Directors, Regional Managers and GKR full-time personnel that have been working so hard to put this incredible event together, we would like to express - in advance - our sincere gratitude for making yourself available to officiate at our pinnacle event.

Despite the hours dedicated to its preparation, ultimately this event would not be possible without the hundreds of dedicated instructors and students who have volunteered their time over one, two or even three days. Again, Thank you!

With an event of this magnitude, and considering the international scope of the competitor base, it is imperative that the Officials Team are on the same page as much as possible in relation to the general tournament procedures and key Judging and Refereeing points. As such I have broken it down for you below.

Yours in the spirit of GKR Karate

Anthony Ryan
International Director of Coaching



OFFICIALS MEETINGS AND OFFICIALS COMPETING

- There will be no formal official's meetings on any of the three days. All officials will be advised of their assigned ring on each day and will head directly to this ring to meet with the Head Referee and Ring Director for that ring. Note: Ring Directors will be GKR's most senior instructors and will oversee 3 rings each. They are there to answer any questions that may arise.
 - Friday officials arrival time is 5pm.
 - Saturday officials arrival time is 7:30am
 - Sunday officials arrival time is 8:30am
- We ask all officials to be at the event well ahead of time unless they have already stipulated that they will be arriving late.
- We welcome all officials to take part in the competition and appreciate you all need adequate time to warm-up prior to your event. Please note this does require you to communicate with your Head Referee and Ring Director at the start of the day. This will allow them to best structure their official's timetable based on the schedules that suit each person.
- For any officials who compete, we ask they change back into their official's attire prior to heading back to their ring.
- Saturday's morning and afternoon sessions will start with an Opening Ceremony. Any officials competing in the events straight after either Opening Ceremony may choose to either line up with the competitors (of your state/country) in their competitor gear, or line up with the officials in their official's attire.
- We ask that officials refrain from wearing their World Cup country's team jacket while officiating to maintain an impartial appearance to all spectators.

OFFICIAL'S LANYARDS AND PARKING

- All officials will receive an official's lanyard. We request you wear it whenever you are in your official's attire at the venue. This will show your Judge and Referee qualification.
- Your official's lanyard will grant you FREE ACCESS to the event over the 3 days. If there is a specific day (or two) where you will only be spectating, please remember to bring your lanyard as it will still grant you free entry.
- Officials may collect their official's lanyard at the Netball Central venue. An 'Official's List' will be kept at the main entrance.

- Netball Central does not have its own carpark as all events in Sydney Olympic Park use the various public paid-parking carparks. Parking Station 3 (P3) is directly opposite Netball Central, while P4 is a short walk from the venue. To ensure you get a space in P3, you can prebook parking at sydneyolympicpark.gov.au/parking.
- Sydney Olympic Park also has a train station, which is a 10 minute walk from Netball Central. There are also several buses that service Sydney Olympic Park. Visit transportnsw.info for details.

OFFICIAL'S LUNCH AND BAG STORAGE

- With an event spanning 3 days, it's likely you will be entering the venue with a bag, uniform etc. We have arranged an 'Officials Only' area in the Waratah Room. Officials may leave their items in this room.
- There will also be lunch served on Saturday and Sunday for all officials in this room. It also has tea and coffee. Please note that access to the Waratah Room and the lunch will only be provided for those who are officiating on those particular days. Eg: If you are officiating on Saturday only, then access to the Waratah Room and official's catered lunch will not be available on the Sunday.
- Officials can also take a break in this room while still being able to view the events on the main Show court as the Waratah room has a glass wall that overlooks this.

OFFICIAL'S BEHAVIOUR

- As much as the students make the day for us, we also play a huge role in making up their overall experience. This means, beyond our duties, all officials are ambassadors for the ethos of karate-do as well as GKR Karate, the club. Examples of displaying both of these include:
 - Conducting ourselves in a respectful, patient, encouraging and friendly manner at all times. Every communication with competitors and spectators (whether addressing them individually or as a group) plays a huge role in their experience of the day.
 - This also applies to how they observe us from afar. Such as the way we dress (eg shirts tucked in vs hanging out), the way we sit while Judging (eg good posture vs slumped) and our physicality whilst Refereeing (eg confident vs uncertain).
- Officials should also be mindful that they are not only the authority inside the ring, but equally outside the ring. If any competitor or spectator outside the ring is behaving poorly, you have the authority to speak with them (respectfully) about their conduct. You also have a Head Judge and Ring Director to assist you.

- Officials also help to create a Ring's atmosphere. While it is a competition, ultimately we are all one club and we can convey this to the competitors. This can involve:
 - KATA: Encouraging all competitors, spectators and table officials to clap after every bout and after every decision for a winner.
 - KUMITE: Encouraging all competitors and spectators to clap at the end of every bout.
 - While we can encourage table officials and outside competitors and spectators to clap after each kata or kumite bout, Judges and Referees should not clap as it can appear biased.
- No person in Officials attire outside of a ring should be coaching a competitor while they are engaged in kumite. This can be seen by competitors or spectators as trying to influence the Referee and Judge inside the ring:
- Officials are not permitted to Judge or Referee a division where their child, spouse or family member is entered. This is to prevent any possible claims of bias by fellow competitors.
- If spectators claim they have 'video evidence' of an admin/scoring error that played a determining role in a bout, such as a score was awarded but the flip card was not moved, or they accidentally flipped two score over instead of one, then we will look at the video footage. However, if a spectator wishes to show video footage of a point they feel the Referee scored incorrectly, kindly let them know we do not look at video footage of this nature.

FRIDAY 9th AUGUST

- Friday evening is exclusively for team events, starting with team kata and then proceeding to team kumite.
- The only medals that will be awarded on Friday night will team kata, 5-12yrs of age (all grade divisions). All other team events will stop once they reach the top 4 (semi-finals) or top 3 (ABC).
- There will NOT be an Opening Ceremony on the Friday evening. Marshalling for the team kata events will begin at 5pm with an expected start time of 6pm. All competition is expected to wrap up by 9pm.
- We ask all officials who will be assisting for our team events on Friday evening to arrive by 5pm.
- 8th – 4th Kyu Team Kata: Team in these categories may stop midway and restart their kata if a significant mistake is made. Judges will not penalize this.
- 3rd kyu and above Team Kata: Teams in these categories are not permitted to restart their kata.

SATURDAY 10th AUGUST

- We ask all officials to arrive on Saturday morning by 7.30am. If you cannot arrive by this time, please let us know ahead of time so we can make a note of this. You may go straight to your assigned ring and meet with your Head Referee and Ring Director.
- Saturday will start with an Opening Ceremony at 8.30am on the main Showcourt. Competitors will not be assembling outside and marching into the venue as per previous World Cups. Instead, we shall have signs on the main Show court stipulating countries, states and officials. This way everyone can immediately assemble in their designated area.
- The first events are to be marshalled at 9.30am and many will be spread over 2 or more rings.
- All 8th - 7th Kyu events will go right through to the Gold Medal. As will 6th - 4th kyu events for students 11yrs and under. There will be some other divisions that run through to the Gold medal because of their small size. Where possible, the Ring Director and or Head Referee should be involved in the Medal presentations.
- It is vital that after every bout, the winner goes to the ring's admin table to confirm their name (first and last) for the next round. Putting the wrong name into the next round can result in having to redo a large part of a draw.
- If possible, when a winner comes up to the admin table, let them know when their next bout will take place and whether they will be *aka* or *shiro* (if it can be determined at this point).
- When calling out each bout, if possible, also call out the following bout's competitors. This will ensure competitors are ready to step in the ring as each bout concludes.
- For divisions that are scheduled for Sunday finals, the draw sheets will indicate at which point bouts should stop to save the finalists for the Sunday. As a general guide however, please see the following:
 - If the event is on a single ring: Stop upon reaching the top 4 or top 3 for kata and kumite.
 - If the event is over 2 rings: Stop upon reaching the top 2 on each ring unless otherwise stated. The top 2 on each ring will commence their semi-finals on Sunday.
 - If the event is over 3 rings. You may reach an individual winner for each ring in kata and kumite unless otherwise stated. The 3 winners conduct ABC finals on Sunday.
 - If an event is over 4 rings. You may reach an individual winner for each ring in kata and kumite. The 4 winners will move to the finals on Sunday for semi-finals.
- The expected finish time for Saturday will be 6.30pm.

SUNDAY 11th AUGUST

- Sunday is dedicated to our finals and afterparty. All finals will take place on the main Show court and there will be 6 rings in operation.

- There will be no Opening Ceremony on Sunday.
- Sunday's finals timetable will be:
 - Team kata finals
 - Team kumite finals
 - 6th - 4th kyu finals: Kata then kumite
 - 3rd - 1st Kyu and 3rd Kyu and above finals: Kata then kumite
 - Black Belt senior finals (various age groups 35-44yrs, 45-54yrs etc). Kata then kumite
 - Junior Open finals: Kata then Kumite
 - Senior Open finals: Kata then kumite
- For those who are not staying in a nearby hotel or do not live close by, the venue has showers and change rooms if you are attending the WC After Party. You are of course welcome to stay in your official's attire for this also.

RINGSIDE ADMINISTRATION

- At the conclusion of each event, the paperwork must be completed, placed back into its folder and returned to the Administration Room before the next event's folder can be collected.
- WC11 will mark the first time we upload all results to our webpage in real time. Therefore, it's vital that gold, silver and bronze medal-winners are printed clearly on the paperwork. To avoid spelling errors, be sure to copy their name where it is printed (found on the first round of their draw), not from any handwriting that followed through the rounds.
- If an event's rollcall has concluded and a competitor feels they are entered but did not hear their name.
 - A) Confirm their name, grade and age. Are they at the correct event? If not, assist them via the timetable to their correct event.
 - B) If you have completed the rollcall for kata, have they possibly only entered into kumite?
 - C) Is the event spread over multiple rings? If so, speak with the other rings immediately to find their name before they are marked absent
 - D) If their grade and age does match the event and they are not on any paperwork, seek out your Ring Director ASAP who can best resolve this.

JAPANESE TERMINOLOGY FOR KIDS AND PRE-BROWN BELT DIVISIONS

- When refereeing ALL 8th - 7th kyu divisions, and also for 6th - 4th kyu divisions where students are 11 years and under, use English terminology. While some competitors may be familiar with Japanese terms, its likely their friends and family will not. Examples are:
 - - For entering the ring, you may say “Competitors enter” instead of/or in addition to *Otogai-ni Moto-no Ichi*.
 - For starting kumite, you may say “Competitors ready, *Hajime*” or even “Competitors ready, start!” instead of *Shobu-sanbon Hajime* or *Tsuzikite Hajime*.
 - You could use “Half-point”, but you may use *Waza-ari* for older students. For a full point, you can use “One full point!” instead of *Ippon*.
 - Likewise, use “No score” instead of *Torimasen* and “red side” or “white side” instead of *Aka* or *Shiro*.
 - Denote all scoring areas in English, i.e. Head or body instead of *Jodan* or *Chudan*.
 - It’s OK to say ‘punch or kick’ instead of *Tsuki* or *Geru*. For example, “Red side, head-level punch, half a point! Competitors ready, start!”
 - Simply use “Red/white side, first warning”, “... second warning” etc instead of *Chukoku* or *Keikoku*. Also note that you do not need to use an aggressive point with your index finger toward the competitor when delivering warnings.
 - Simply use, “you stepped out of the ring, first warning”, Instead of *Aka! Jogai! Chukoku!*
 - Simply use “Red/white side, Winner!” instead of *Aka/shiro No Kachi*
- When refereeing students 12-13 yrs and over who are in the 6th - 4th kyu divisions, you may choose to use English or Japanese, but if you choose to use Japanese terminology, use it for the more commonly understood terms such as the side the competitor is on (*aka, shiro*), pointing out targets and scoring techniques (eg *aka, chudan tsuki*), awarding points (*Waza-ari, Ippon*) and awarding winners (*No-kachi*). It is better to use English for the rest to ensure the competitors are understanding everything that is happening during the bout.

REFEREEING COMPETITORS 8th - 7th KYU UNDER 10 YEARS OF AGE

- When Refereeing students under 10 years of age who are in the 8th - 7th kyu divisions, you also provide some brief running encouragement where needed – as long as it’s seen to be offered evenly to both competitors. The younger the student is the more this becomes applicable.
- Examples include
 - Once both competitors have completed their kata, you may give a small clap and a smile to them both. You may even provide some verbal encouragement, eg “Fantastic kata to you both!”
 - If a competitor forgets their kata and stops, you may kindly encourage them to start again. Eg: “Don’t worry – we all forget sometimes. Just return to your spot again start again?”

- If a competitor is throwing techniques with no *Kiai*, you can remind them to *Kiai* without stopping the bout.
- If both competitors are failing to score for a similar reason, you can remind them both without stopping the bout, eg: "You're falling a bit short with your punches".

SUMMARY NOTES ON KATA

- The designated 'Head Referee' of each ring should be the centre (head) judge for each kata division held in their ring. They can rotate roles and be relieved of ring-time during the kumite bouts.
- If an event on your ring is spread over another 1 or two rings, please liaise with your Head Referee or Ring Director to ensure the bouts on each ring stop when they are supposed to. The draw paperwork will also likely indicate which of the rings the finals will be held in.
- When the finals for a multiple ring division are being held, try not to have the same 3 Judges that oversaw the rounds on that 'finals' ring. Instead, use a mixture of Head Judges from the various rings where possible.
- The kata final will be held straight after the kata heats. No competitor who qualified for a kata final will begin a kumite bout until their kata final has finished.
- When a kata division is spread over 2 or more rings, kata finalists are permitted to repeat the same kata they performed in the rounds.
- If a competitor announces a kata they are not permitted to perform in that particular round or that particular division, the Head Referee must stop the bout immediately.
 - Approach the competitor to notify them as to which kata are permissible.
 - Have both competitors exit the ring, recompose themselves and start the bout again.
- When comparing the technique of two competitors in a bout, focus mostly on the universal kihon within the kata (such as kihon strikes, blocks, kicks, stances, hip position, posture etc) and focus less on the abstract movements in the kata where there can be some differences Region to Region.
- The technique of the kata is more important than the timing of the kata. While stringing moves together in the kata can be more aesthetically pleasing, if it leads to technical errors, it should be judged accordingly. Only where you cannot split the competitors should timing enter your decision-making process.
- Each kata should be judged on its merit rather than its place in the grading curriculum. Two examples; a great Saifa should beat a less-than great Bassai-dai. A great Sepai should beat a less than great Kanku-sho.

- Avoid allowing one single, **memorable**, movement within a kata to have too much impact on your decision. This applies for both the positive and negative. For example:
 - A brilliant jump in *Empi* means they won *that move* in the kata, but perhaps the other moves were not as impressive as their opponent. In which case they should lose.
 - A stumble or wobble on one move means they lost that one move, but perhaps the other movements in the kata were more impressive than their opponent. In which case they should win.
 - Only where you cannot split the two competitors should that one memorable positive or negative move be the deciding factor.

- Sometimes after one or two rounds, a competitor will stand out from the rest of the draw. Judges however, must always assess the kata being performed in the present and ignore how well they performed in previous rounds. The concept of having multiple kata rounds transcends kata beyond a technical competition and introduces a test of the competitor's mental and physical endurance.

SUMMARY NOTES ON KUMITE

Meeting the scoring Criteria

- The expectation for competitors to fulfill the scoring criteria lowers and raises alongside their grade division.

- As the expectation of the scoring criteria can change through various divisions, it is vital that there is a consistency within each division. For example, wherever your expectation is for showing excellent *Kime* (vigorous application), you cannot refrain from scoring one competitor for falling short of this expectation, but then score another competitor who also falls short of this.

- With lower grades, you can be more lenient with ALL parts of the scoring criteria. Examples include:- slightly lesser technique (in and out of the target area), *Kime*, *Zanshin* and a softer *Kiai*. So too, to minimise contact, slightly more distance for scoring.

- With higher grades, you must be stricter with ALL parts of the scoring criteria. For example, you cannot hold a high expectation for *Waza* (technique), such as demanding clean, crisp punches that shoot out and snap back while simultaneously having a low expectation on *Zanshin* (continued state of awareness) such as turning the head or body away or dropping the guard after throwing a high-level technique. All parts of the scoring criteria are equally important.

Contact during bouts

- All penalties imposed for excessive contact should be proportional to how it potentially diminishes the victim's ability to continue fighting. This means that a first contact offence may start with an immediate point penalty rather than just a *Chukoku* (warning without point penalty).
- Any obvious contact to the face that does NOT result in bleeding or swelling, should – in 99% of cases – be given a half-point penalty (*keikoku*) without warning. The small percentage of cases where maybe only a warning would result, covers instances where the face may have been 'touched' or lightly slapped without any force.
- Any blood that is drawn from either the mouth or the nose should attract a minimum of one full point penalty (*Hansoku-chui*). However, ensure that the competitor had not already received a bleeding injury from a previous bout. Where facial contact may split the skin open from impact, then the more likely scenario is to bypass the one-point penalty and award the injured competitor the winner via *Hansoku*. In instances like this, it is wise to consult your Head Referee or Ring Director prior to making this determination.
- It is not automatically *Mubobi* (recklessness) if a competitor is contacted while rushing forward to attack. Considering coming forward is the only way one can attack, the onus is still on the striker to pull their technique short of contact.
- The most likely occasion where a competitor moving forward is at fault for being contacted is where they break posture (eg rapidly ducking), thus bringing their head into a strike or kick that was intended to target the body.

Exiting the ring (*Jogai*)

- When an opponent steps a foot out of the ring (*Jogai*), don't rush to call *Yame*, especially if they are retreating from their opponent. Wait 2 seconds as it allows their opponent time to finish their attack. The rules indicate that the competitor inside the ring may still score on an opponent who is out of the ring.
- Where the above happens, the attacker will have their point scored, PLUS the offender receives the appropriate warning for *Jogai*.
- The competitor who has stepped out of the ring cannot score on the attacker who is inside the ring during these 2 seconds.

Simultaneous scoring (*Aiuchi*)

- *Aiuchi* is where both competitors score simultaneously, or even just a milli-second apart. A Referee should always try to **avoid** calling *Yame* for *Aiuchi* as our goal is to only call *Yame* when awarding points or issuing warnings. Simply let the bout continue.

- If both competitors prematurely stop, inform them, “same time, continue fighting”. In higher-grade divisions you may use Japanese terminology, *Aiuchi*, *Tsuzukete!*
- If one competitor prematurely stops and their opponent continues and scores, call *Yame* and award this point. Also quickly remind the other competitor NOT to stop unless they hear *Yame*. This trains competitors to stay focused.
- When considering *Aiuchi*, both techniques MUST meet the scoring criteria’s expectation for that division. If one of the techniques fails to meet this, it is ignored and the technique that fulfilled the scoring criteria is awarded. In this case, *Yame* is called and the point awarded.
- A referee’s goal is to always look for clear and obvious points and avoid any possible guesswork. This often occurs on *Aiuchi* where a Referee or Judge may think one technique landed fractionally prior to their opponent’s and rewards it. In these cases, regard this as *Aiuchi* and avoid calling *Yame*.
 - The above point makes a Referee’s role much easier and reduces stress. Referees need not concern themselves with millisecond interactions and it removes all subjective observation (some think *Aka* was first while others felt *Shiro* was first). As a judge you just wait for a strike that is very clearly landing in first.

Holding, Clinching and Grabbing

- Holding is illegal in tournament kumite. Holding is where competitors are very close (often chest-to-chest) and one or two illegal behaviours may be occurring.
 1. The hands are holding/gripping onto any part of their opponent’s body or uniform for a 2 second time period. An example is holding the opponent’s shoulders or lapels.
 2. The forearms are being used to pin the opponent for a 2 second time period. An example is a bear hug.
 - Holding is illegal because it is used to waste time and prevent an opponent from creating a scoring opportunity.
 - If one or both competitors are holding for 2 seconds, call *Yame* and issue a warning for an illegal technique. Like all illegal techniques, they escalate with each infraction (*Chukoku*, *Keikoku*, *Hansoku-Chui*, *Hansoku*). This may be one or sometimes both competitors.
 - If a competitor holds their opponent but lets go within 2 seconds, ignore this and allow the bout to progress as though it never took place.

- Clinching is legal in tournament kumite. Clinching is where competitors are very close (often chest-to-chest) yet the hands are empty (not holding) and the forearms are not pinning (holding) their opponent. This means competitors are still able to break away to distance or create a scoring opportunity.
 - Where both competitors are clinching, allow them time to break away. If 2 seconds passes without this, call *Yame* and *Torimassen* (no score).
- Grabbing is also legal in tournament kumite. Grabbing has similarities to holding. It is where a competitor intentionally grabs/holds/seizes their opponent for less than 2 seconds with the intent to create an immediate scoring opportunity. Examples include.
 - Grabbing the opponents guard to pull it down (or to the side) to create an opening to score.
 - Catching an opponent's front kick, to then turn them around and create an opening to score.
 - From a clinching position, grabbing the opponent's shoulder to create an opening to score.
 - It is ILLEGAL to grab the opponent's head or neck to move them.

Sweeping and Takedowns

- It is only legal for 3rd kyu + competitors to use foot sweeps (*Ashi barai*) in tournament kumite.
- Sweeping simply defined: A sweep causes an opponent to temporarily lose balance after one leg is disrupted, shifted or dragged. This leg must not be a supporting leg (ie: the only leg on the ground at that time). The competitor performing the sweep can assist his/her intentions by grabbing their opponent's arm or body with one hand as the sweep is being attempted.
- Competitors need NOT throw a follow up technique after a sweep. They need only do this if they wish to score. If no technique follows a sweep, then the bout is allowed to continue.
- Take-Downs/throw are illegal in tournaments and defined by one or more of the following factors: (a) if the competitor attempting the sweep seizes their opponent's body with 2 hands (b) if the competitor attempting the sweep uses their knee, hip or shoulder as a leverage point for breaking their opponents balance or taking them to the ground (c) if both of the opponent's legs are lifted from the ground simultaneously.

SUMMARY NOTES FOR KUMITE REFEREES

- As a Referee, you are not only the authority in the ring, but also the surrounding areas. Parents, spectators, and ringside competitors all have a code of conduct that you can enforce. You also have your Head Referee and Ring Director should you need assistance.

- Competitors should not be making any verbal criticisms towards officials in or out of the ring. Remind them this is not OK and issue warnings if you need to. As this often comes from the frustration of not scoring, some quick tips prior to awarding points can help. For example, “Aka, you keep your dropping your punching hand straight down instead of pulling it back, so I can’t score them. Shiro, Chudan tsuki, Waza-ari”. This can also be done during the bout.
- An official behind the ring’s administration table should be calling the bouts, not the Referee. This is the Referee’s moment to relax their voice and if necessary, speak with the Judge about things they are noticing in the division.
- If you need to explain something to a competitor or consult your Judge (*Shugo*), notify the timekeeper to stop the clock.
- Stand back during kumite to give yourself a better vision of the whole picture.
- Don’t be too quick to call *Yame*. Waiting a second or two gives you time to decide if you really need to call it or let the bout continue. This leads to the following point.
- Referees should avoid calling *Yame* unless it is to score a point or warn an opponent. Calls that result in no score (*Torimassen*) such as “Same time” (*Aiuchi*), “Technique blocked”, “Technique missed”, “No *Kiai*”, “No *Zanshin*” etc can be called out during the bout to notify the competitors and allow the bout to keep flowing.
- Where the Referee and Judge see two different things (eg one sees *Aka* while the other sees *Shiro*), if both feel the technique they saw met the scoring criteria, call no score (*Torimassen*) rather the overriding the Judge. Remember having two angles (viewpoints) is there for a reason.
- Competitors circling in the ring can sometimes prevent a Judge or Referee from having a good angle to properly observe a potential score. Remember you can check with your ring’s Arbitrator (3rd Judge) if they had a clear angle.
- If an opponent is contacted, make sure they are physically and emotionally calm before restarting the bout. Often children are crying during a bout after a previous contact.
- Enjoy yourself. Refereeing kumite is not only a great workout, but you also have the best view in the house.