

KYOKUSHIN KATA
COMPETITION
RULES
FOR
LITTLE LIONS CUP 2019

(CHILDREN 6-11 YEARS)





RULES OF KYOKUSHIN KATA COMPETITION

1. ORGANIZING A COMPETITION.

- 1.1 Kata competition can be organized for both men and women.
- 1.2 Individual and Team competition can be organized.
- 1.3 A team competition is held with the participation of teams consisting of 3 persons.
- 1.4 The competitors must perform free (tokui) katas during the competition.
According to the list on point 7 of these rules.
- 1.5 A Kata competition will consist of two rounds. Competitors obtaining the first (4 places) proceed to Final.
- 1.6 A draw must be held before each round in order to achieve the sequence of the participants.
- 1.7 The final result is determined by summation of points accumulated by contestants during the final round of the match.

2. COMPOSITION OF THE TOURNAMENT COMMITTEE.

- 1 Supreme Judge
- 1 Main Judge
- 4 Judges.

2.1 The responsibilities of the Supreme Judge.

- a) Ensures the rules of the competition are obeyed
- b) Designates the main judge and judges keeping in mind the involved persons to be of different nationalities
- c) Directs the draw before the rounds
- d) In the case of necessity of replacement of a main judge or judges, designates an alternate
- e) Checks up the demonstration area and the equipment necessary to run the competition
- f) His place is in the front of the presentation area, from where he has the best view to the competition
- g) Has no direct role in scoring

2.3 RESPONSABILITIES OF THE MAIN JUDGE

- a) Supervises the flow of the competition and announces the decision according to the accepted rules



- b) Takes part in the draw before the rounds.
- c) Consults the Supreme Judge in any case of problem concerning his decision.
- d) His place is in the front middle of the demonstration area.

2.4 RESPONSABILITIES OF THE JUDGES.

- a) To follow with attention and skill the demonstration.
- b) To assess correctly the kata presented by the competitor.
- c) On the command or whistle of the main judge to present his decision by lifting up the scoring table.
- d) His place is on the the side of the demonstration area.

3. ADDITIONAL COMPETITION STAFF

3.1 ANNOUNCER

- a) Calls up the competitors in the order of the demonstration.
- b) Reads aloud the points given by the main judge and the judges.
- c) Announces the valid score calculated by the recorder.
- d) Announces the final score of the competition.

3.2 RECORDER

- a) Register the scores given by the main judge and judges into the minutes.
- b) Calculates the valid score.
- c) Calculates the total points and final place of the competitors.
- d) Participates in the draw.

4. COMPETITION AREA REQUIREMENTS

4.1 THE DEMONSTRATION AREA

- a) Must be large enough for performance any of the katas.
- b) Has no determined dimensions.
- d) The starting position must be marked by a 50 cm long and 5 cm thick line.
- e) Must be flat and smooth, it can be parquet or tatami.

4.2 OTHER NECESSARY EQUIPMENT

- a) Table for the reporter and announcer
- b) Chairs for the main judge and judges
- c) Whistle for the main judge
- d) 5 set of score tables
- e) Minute book
- f) Entry numbers for the competitors
- g) Podium for the announcement of the final result

5. THE FLOW OF THE COMPETITION IS AS FOLLOWS:

A. START

KATA PERFORMANCE



On the call of the announcer (which contains the entry-number, the name and country of the person) the competitor steps to the rim of the demonstration area and makes a bow.

On the command of the main judge steps to the starting line and makes a bow to the judge.

The competitor must **announce** the name of the kata loudly.

The main Judge will repeat the name of the kata of the competitor .On the command of the main judge the competitor starts the demonstration (e.g. Mokuso, Tsuki no kata, Yoi, hajime).

Having completed the kata, on the main judge's command: Naore, Yasume" the competitor steps back to the starting line and waits for the decision.

B. DECISION

After the completion of the kata the main judge allows the judges a period of about 10 seconds to make their decision and adjust the score tables.

After it, with the command "Hantei-o-onegai-shimasu" and a short whistle sign asks them to lift the score tables.

The judges lift the tables without delay with their right hand, simultaneously.

The announcer reads up for the reporter the scores presented by the main judge and judges.

On the short sharp whistle sign of the main judge the judges lay down the score tables.

The reporter registers the scores into the minute-book and calculates the valid score with the following method:

From the 5 scores given by the main judge and judges the lowest and the highest are not taken into consideration. The remaining 3 are added up-

The announcer announces the valid score.

C. CLOSING

As the score was announced, the competitor makes a bow to the main judge, backs out of the area, at the rim stops and makes another bow and leaves the demonstration area.



6. BASICS OF JUDGEMENT

- a) The demonstration of the kata must not be qualified unambiguously “good” or “bad”. The decision must be made taking in consideration all the important elements in each case.
- b) The following criteria must be kept in mind:
- The kata must be performed with the necessary expertise; demonstration must show the perfect understanding of the kata.
 - The competitor must show good concentration, application of his/her power, balance and correct breathing.
 - The competitor must perform correct stances and techniques.
 - In the evaluation of the performance of the competitor other elements serving to his/her benefit can be taken in consideration (0.5 points bonus)

7. PRINCIPLES OF JUDGEING

The katas must be presented according to the traditional prescriptions. On the base of their difficulty are divided in two groups.

LIST OF KATAS ACCORDING TO DIFERENT AGES.

KATAS CAN BE CHOSEN BY COMPETITORS FROM THE LIST BELOW.

It is not possible to perform the same kata in the two rounds.

CHILDREN CATEGORIES (FROM 6-7 YEARS OF AGE):

FIRST ROUND

TAIKYOKU 1,2,3

FINAL

**TAIKYOKU 3
PINAN 1**

CHILDREN CATEGORIES (FROM 8-11 YEARS OLD):

FIRST ROUND

**TAIKYOKU 1,2,3
PINAN 1**

FINAL

**PINAN 1,2,3
TSUKI NO KATA**

Starting score for the perfect demonstration from: 0.00 points

Bonus : 0.5 decimal points

Maximum 9.0 points



7.2 SCORING

The starting scoring must be reduced for every mistake.

7.3 MISTAKES

Technical mistakes:

- a) The demonstration of the technique does not meet the requirements
- b) Incorrect stances/positions:
The relation of extremities, trunk, head to each other does not correspond to the standard or to the optimal form
- c) Mistakes of the style:
 - expression
 - direction of sight
 - understanding of the kata

8. DISQUALIFICATION

The competitor must be disqualified in the following cases:

- alters the kata
- presents a kata different from the previously announced
- makes change in the sequence or direction of techniques
- falls down
- stops kata performance prematurely

9. DEDUCTION FROM THE STARTING SCORE.

The deduction must be done according to the severity of the mistakes, divided into the following three categories:

9.1 Minor mistakes (-0.1)

Performance nearly perfect but some small deviation can be observed from the correct execution.

Examples:

a) technical

- position of arms is correct but fists are not closed properly
- there is some variation in performing the same technique: the chudan level is not always the same etc.

b) stances and positions:

The stances and positions are correct according to Kyokushin Karate standards, however:

- The same stance is presented in different sizes



- There are position height variations within same stances
- The kata is completed at a point different from the standard

9.2 Moderate mistake (-0.2 /-0.3)

Significant deviation from the perfect demonstration. If the mistake is closer to the “minor” categories, 0.2, if to the “major” category, 0.3 points are to be deducted.

Examples:

a) technical

- Incorrect start and end –position of the arm or leg: improper hikite-too low
- punches, blocks, strikes starting from a position in front from that required
- overstretched arms ending a punch
- visibly loose fist in hikite
- improper speed of the technics (too slow or to fast)
- in case of a kick the heel of the supporting leg is lifted.

b) stances and positions

- visible fault in the in the execution of a stance: the difference is more than that allowed
- visible difference of the level of similar stances (Zenkutsu-dachi, Kiba-dachi, Kokutsu-dachi) what results in the “waving” of the kata
- kata is completed in a place different from the standard and the difference exceeds 1 foot

c) style

- directing of the sight does not precede the technique.
- the tempo of the kata is not correct: either too slow or too fast
- the stretched and relaxed phase of the technical is not evident

9.3 Major mistake (- 0.5)

Major deviation from the standard kata execution.

Examples:

a) technical

- altered level of a technique: jodan kick instead of chudan
- keage- like kick instead of the standard (e.g. yoko-geri)
- absence of kiai
- excessive body rotation in the end position (more than 45 degrees in case of a punch or a strike)



- absolute absence of the turn in the case of a block

b) stances and positions

- too high stances
- large variations in lengths and heights of same stances

10. CALCULATING THE RESULT OF A KATA COMPETITION

10.1 Results in a round.

In the case of a draw, the lowest score accorded must be also involved in the calculation. If there is further a draw, the highest score is also calculated.

If there is still a draw, a new kata must be presented (according to the list of katas of each category included on point 7).

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10.2 CALCULATING THE FINAL RESULT AND PLACING.

The result of a kata competition is determined by summation of points accumulated by contestants during the final round of the competition

Each competitor starts off with maximum points pre-determined by the judging panel of each category.

Points are then deducted for faults by each judge.

The competitor who gained a higher score must obtain a higher place.

In the event of a tie in any round, the minimum score is then incorporated into the total for that round. If the tie persists, then the maximum score for that round is incorporated. In the event of a continuing tie, the contestants must perform a further Kata of their choice (according to the list of katas of each category included on point 7) which was not performed in the previous rounds.

Checked by:

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