



WORLD KARATE FEDERATION

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Committee (IOC)
Member of SportAccord and of
the International World Games Association (IWGA)

Kumite Competition

Examination Paper for Kumite Referees and Judges

Version 7.1 January 2012

This question paper together with the answer paper is to be returned to the examiners. ***Please do not write or make any mark on the question paper.*** All answers are to be entered on the separate answer paper only. You must make sure that your name and number and any other information required are entered on ***each sheet*** of the answer paper.

You may not have any additional papers or books on your desk while undertaking this examination. During the examination to be seen speaking to another candidate or copying another's paper will mean suspension and automatic failure of the examination. If you are not sure of the correct procedures or have any questions about any aspect of the examination you should speak only to an examiner.

The result of the examination both theory and practical will be sent to the candidate's National Federation.

January 2012

KUMITE EXAMINATION

“TRUE OR FALSE”

On the answer paper put an “X” in the appropriate box. The answer to a question is true only if it can be held to be true in all situations; otherwise it is considered to be false. Each correct answer scores one point.

1. The combined size of the competition area and the safety area is eight metres by eight metres.

自由組手比賽場地及安全區組合總面積為8m X 8m。

2. The national flag or emblem of the contestant’s country may be worn on the left breast of the karate-gi jacket provided it does not exceed an overall size of 10cm by 10cm.

選手的國家標誌或國旗可使用於道衣之左胸且面積不得超過

10厘米 X 10 厘米。

3. The karate-gi jacket must be more than three-quarters thigh length.

空手道上衣不得長過大腿的 3/4 長度。

4. The karate-gi trousers must cover at least two-thirds of the shin.

空手道衣褲管至少須覆蓋小腿三份之二的長度。

5. The karate-gi jacket sleeve must be no longer than the bend of the wrist.

道衣袖長不得超過手腕

6. If a contestant’s karate-gi jacket sleeves are too long and a suitable replacement cannot be found in time the Referee can allow him to turn them up on the inside.

如果選手之道衣袖太長，又沒有足夠時間及後備道衣替換，主

審會容許其將衣袖向內卷起。

7. Competitors may wear a discreet rubber band or pony tail retainer in their hair. Ribbons, beads and other decorations are prohibited.
選手可用橡膠圈把頭髮扎成馬尾。彩帶、小珠或其它裝飾物一律禁止使用。
8. Earrings are allowed if they are covered with tape.
如耳環復蓋上膠紙可允許配戴。
9. Metallic teeth (dental) braces may be worn at the contestant's own risk if approved by the Referee and the Official Doctor.
如果主審及大會醫生允許下，選手可以配戴金鑲牙齒矯形器，但選手要承擔一切後果。
10. Contestants must bow properly to each other at the start and end of the bout.
選手必需互相敬禮於該回合賽事開始及完結。
11. The coach may change the team fighting order during a round.
當團體賽事進行中，教練可以轉換選手之排序。
12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Commission first.
如果選手在個人賽受傷，若事先知會賽事籌委會教練可派另一位選手入替。
13. If two teams have the same number of victories, the next consideration in deciding the winner, is to count the points, taking both winning and losing fights into account.
如果兩隊之獲勝者相等，接着要考慮的因素，是將全隊不論勝敗者所得的分數相加來判決。
14. If two teams have the same number of victories and points, a deciding bout will be held.
如果兩隊獲勝者及分數相等，兩隊會進行一場決定勝的附加賽。

15. In the first round of a team match, a participating team will be allowed to compete only if all of the team members are present.
在頭一輪團體賽事中，需全隊人都要出場作賽。
16. Protective equipment supplied by the National Federations must be accepted for WKF competition.
總會所提供之護具必需為WKF競賽認可。
17. The coach shall at all times during the tournament, wear a tracksuit and display official identification.
在比賽期間，教練必須穿著可辨識的運動服並配帶大會所發之證件。
18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.
成年男子組比賽每回合 3 分鐘，而女子組、青年組及少年組每回合賽事為 2 分鐘。
19. Senior individual Male bouts for medals are four minutes and for Female three minutes.
成年過人男子組在爭奪獎牌時每回合為 4 分鐘而女子組則為 3 分鐘。
20. Under 21 years Male bouts are always three minutes and for Female two minutes.
21 歲以下男子組總是每回合為 3 分鐘而女子組則為 2 分鐘。
21. Under 21 years Male bouts for medals are four minutes and for Female three minutes.
21 歲以下男子組在爭奪獎牌時每回合為 4 分鐘而女子組則為 3 分鐘。

22. A Jodan kick slightly deficient in Zanshin may be given Ippon because it is considered to be a technically difficult technique.
一記上段蹴輕微欠缺殘心是可給與 3 分因為技術上可考慮為高難度之得分技術。
23. A fast combination of Chudan Geri and Tsuki each of which score in their own right will be given Ippon.
一個迅速的組合攻擊技如中段蹴及突技，而每個攻擊動作可構成得分者，會給 3 分。
24. In Senior matches a light “glove touch” to the throat need not result in a warning or penalty provided there is no actual injury.
在高級組成年賽事，輕微接觸到喉部而其對手沒有做成實際的傷害，是不會被警告或處罰。
25. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
如選手不是故意擊中對手襠部是不會受到處罰。
26. Category 1 and Category 2 penalties do not cross-accumulate.
第一類及第二類犯規是不會交叉累積的。
27. Chukoku is a warning given for the first Category 1 or Category 2 offence.
「忠告」是一個口頭警告，是給與第一類及第二類犯規之初犯者。
28. Keikoku is a warning in which Yuko (one point) is added to the opponent's score.
警告是一種處罰，是直接加予對手 1 分。

29. Category 1 Keikoku is normally given when the contestant's potential for winning is slightly diminished by the opponent's foul.
第一類犯規之「警告」，通常用於當選手因此而犯規會輕微降低對手獲勝的機會。
30. Category 1 Hansoku-Chui may be imposed directly, or following a warning, or a Keikoku.
第一類犯規之「犯規注意」，可直接判或在「忠告」及「警告」之後判。
31. Hansoku-Chui is given when the contestant's potential for winning has been seriously reduced by the opponent's foul.
「犯規注意」給與犯規者，當犯規動作會嚴重降低對手獲勝的機會。
32. Chukoku, Keikoku and Hansoku-Chui are penalties.
忠告、警告及犯規注意是罰則。
33. Chukoku, Keikoku and Hansoku-Chui are warnings.
忠告、警告及犯規注意是警告。
34. Hansoku is imposed for serious rules infractions.
犯規是施加於對手嚴重違規。
35. Shikkaku can only be imposed after a warning has been given.
只有在先被警告之情況下才可判處失格。
36. If a contestant acts maliciously, Shikkaku and not Hansoku is the correct penalty.
如果選手之行為懷有敵意，判處失格會比判處犯規更為正確。
37. If a contestant acts maliciously, Hansoku is the correct penalty.
如果選手之行為懷有敵意，「犯規」是最正確的處罰。

38. A competitor can be given Shikkaku if the behaviour of the coach or non-combatant members of the contestant's delegation is considered to harm the prestige and honour of Karate-do.
如果選手的教練或代表隊其他非參賽者之行為，損害到空手道的榮譽及威望，參賽者可被判「失格」。
39. A public announcement of Shikkaku must be made.
判決「失格」時，需公開宣佈。
40. The Referee Panel will decide the limit of Shikkaku.
裁判小組，會決定「失格」的處罰限度。
41. There are five criteria to be met in determining a score.
要符合五個標準才會確定為得分。
42. Ai-uchi means there were two effective techniques occurring simultaneously.
「互擊」是指雙方選手同時作出有效的得分攻擊。
43. If two Judges signal Ippon for Aka, and the other two Ippon for Ao, the Referee will give both scores.
如兩位副審示意給紅方 3 分而另外兩位則示意藍方得 3 分，這樣主審會給雙方同樣得 3 分。
44. If after Yame, three Judges do not signal and the fourth Judge signals Ippon for Ao the Referee will give the score.
如主審喊停後，三位副審沒有任何示意而另一副審示意藍方得3分，這樣主審可判得分。
45. At Hantei the Referee has a casting vote.
在「判定」時，主審有決定性的投票權。
46. In team matches warnings and penalties incurred in the bout proper will be carried forward into the extra bout
在團體賽事該回合所招至之警告或處罰會被帶進附加賽中。

47. If Aka scores just as Ao steps outside of the match area, both the score and a Category 2 warning or penalty can be given.
如果紅方得分同時藍方踏出界外，應判紅方得分及藍方第二類犯規之警告或處罰。
48. If a contestant has been physically propelled from the area, Jogai will be given.
如選手身體部份已被推出界外，這樣應合「場外」Jogai。
49. According to Article 10 when a competitor falls, is thrown or knocked down and does not regain his or her feet immediately the Referee will signal the Timekeeper to start the ten second countdown by blowing his whistle.
根據第10章(10秒例)當選手跌倒、摔倒或打倒時他或她而不能立即站立者，主審會吹哨子示意計時員開始10秒倒數計時。
50. According to the “Ten Second Rule” the Timekeeper will stop the clock when the competitor stands fully upright and the Referee raises his arm.
根據“10秒例”，計時員會停止倒數，當選手能完全站直身體及主審舉手示意。
51. Any competitor who falls, is thrown, or knocked down, and does not regain his or her feet within ten seconds, will be automatically withdrawn from the tournament.
任何選手因跌倒、被摔倒或被擊倒，而在10秒內無法站直身體，即可被確定為不適合作賽，自動地喪失該次大會所有組手比賽的權利。

52. If two contestants injure each other at the same time and are unable to continue, the bout is awarded to the contestant who has amassed the most points.

如雙方選手同時使對方受傷無法繼續比賽，該回合賽事則以當時累積點數較高者勝。

53. A contestant who scores and exits the area before the Referee calls Yame will not receive Jogai.

當主審叫“暫停”之前，一方選手攻擊得分及踏出界外，應不作“場外”論。

54. Contestants cannot score or be given penalties after the time-up bell has signalled the end of a bout.

當時間到的鐘聲响起，代表選手不能得分或不能被處罰。

55. In Junior competition any technique to the face, head or neck, which causes injury will be warned or penalised unless it is the recipient's own fault.

在少年組賽事任何技術攻擊到對手面部、頭部或頸部而引置受傷將會被警告或處罰，除非是受傷者自己犯錯。

56. In Cadet and Junior competition Jodan kicks are allowed to make the lightest touch (“skin touch”) provided there is no injury.

在少年賽中，上段蹴技是允許輕微觸擊(Skin Touch)，但需在不使對手受傷的情況下。

57. In Senior competition a light touch is allowed for Jodan punches and a greater tolerance is allowed for Jodan kicks.

在成年組賽事上段蹴突比上段突輕觸臉面部是容許有更大之寬容度。

58. A contestant is not allowed to continue if they are awarded victory by Category 1 Hansoku and this is the second time that they have won a bout in this manner.

當一位選手在回合賽事中以第一類犯規”Hansoku”獲勝，而第二次又以這種方式贏得另一回合的勝利。這名選手是不被允許的。

59. The contestant can protest to the Match Supervisor if an administrative mistake has been made.

如果發現有行政上的失誤，選手可向「賽事監察員」作出抗議。

60. When a contestant is thrown safely and without injury the Referee should allow two to three seconds for the opponent to attempt a score.

當選手安全地摔倒對手而在沒使對手受傷的情況下，主審應給予2~3秒的時間讓選手嘗試得分。

61. When the Judges see a score they will immediately signal with the flags.

當副審看到得分時應立即以旗號示意。

62. The use of bandages is allowed if approved by the Official Doctor.

如果在大會醫生允許下，選手可使用繃帶。

63. The Referee Panel for each match shall consist of one Referee, four Judges and one Match Supervisor.

每回合賽事之裁判小組成員包括一位主審、四位副審及一位賽事監察員。

64. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified.

如果在比賽開始後才發現選手沒有戴護牙套，該選手將會被取消資格。

65. The Referee will give all commands and make all announcements.

主審在其場區內負責指揮一切並宣佈所有事項。

66. When two Judges signal a score for the same competitor, the Referee may decline to stop the bout if he believes them to be mistaken.
當兩位副審示意同一方選手得分時，主審可拒絕喊停賽事如他相信他們是判錯的。
67. If three Judges signal a score for Aka the Referee must stop the bout even if he believes they are mistaken.
如果三位副審同時示意紅方得分主審必須喊停賽事雖然他相信他們是錯誤。
68. If two or more Judges signal a score for the same competitor the Referee must stop the bout.
如兩位或以上副審示意同一方選手得分時主審必需喊停賽事。
69. The timing of a bout starts when the Referee gives the signal to start and stops when the Referee calls “Yame” or when the time is up.
當主審以訊號示意開始，即表示比賽開始。當主審喊「停止」時，亦表示賽事暫停或時限已到。
70. The Referee Panel of a Kumite match shall consist of a Referee, four Judges, a Match Supervisor and a Score Keeper.
自由組手賽事之裁判小組成員包括一位主審、四位副審、一位賽事監察員及一位記分監察員。
71. When a competitor slips and falls and is immediately scored upon the opponent will be awarded Ippon.
當選手滑倒或跌倒時被對手即時取得有效攻擊這樣可得到3分。
72. Unbalancing the opponent and scoring with Jodan Tsuki is given Waza-Ari.
因失平行而被對手以上段突得分這樣可給2分。

73. If the Referee does not hear the time-up signal the Match Supervisor will blow the whistle.
如果主審聽不到時限到的訊號，「賽事監察」會吹响哨子示意。
74. A well controlled elbow strike (Empi-Uchi) which has all six scoring criteria is a valid technique.
一個有節制的肘部攻擊(empi-uchi/hijiate)而且符合6個得分因素，應是有效得分技術。
75. In individual matches a contestant who withdraws voluntarily from the bout is declared Kiken and an extra eight points are awarded to the opponent.
在個人賽事如一方選手自動棄權，其對手會額外獲得8分。
76. Awareness or Zanshin is the state of continued commitment, which endures after the technique has landed.
殘心意指持續地保持警覺，且需忍耐到技術擊中對手之後。
77. Delivering combination hand techniques, the individual components of which both score in their own right should be given Waza-Ari.
以組合突技攻擊而每一個獨立攻擊均可得分者可給予2分。
78. A contestant who stays within the match area may score on a contestant outside the match area.
在場內的選手可對已踏出界外的選手攻擊得分。
79. Atoshi Baraku means “10 seconds of bout time remaining”.
尚餘少量時間是指該回合時間尚餘10秒。
80. Atoshi Baraku means “20 seconds of bout time remaining”.
尚餘少量時間是指該回合時間尚餘20秒。
81. A “skin touch” to the throat is allowed only in Senior competition.
一個”皮膚接觸”到喉部只有在成人賽事中允許。
82. If there are no points at the end of the bout the Referee will call for Hantei.
如在比賽時限到相方選手仍未有得分時主審會喊「判定」。

83. Excessive contact after repeated failure to block is a consideration for Mubobi.
過多的接觸後沒有防守應考慮給與一個”無防備”(Mubobi)。
84. A contestant may be penalised for exaggeration even if there is an actual injury.
即使有實際的受傷，選手也可能得到”誇大傷勢”的處罰。
85. Over the shoulder throws such as Seio Nage, Kata Garuma etc., are permitted only if the contestant holds onto the opponent to permit a safe landing.
過肩摔技如背負投、肩車等摔技，只容許在對手能安全着地的情況下使用。
86. In Category 2 a Keikoku cannot be given unless a Chukoku has been given first.
不能直接判第二類犯規「警告」，除非先判「忠告」在先。
87. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor will immediately blow his whistle.
當裁判小組之判決不按照比賽規章時，「賽事監察」會立即吹響哨子示意。
88. A bout may continue briefly when both contestants are on the floor.
當雙方選手都倒在地時，比賽仍可短暫持續。
89. In team matches there is no extra bout.
團體賽中是沒有附加賽。
90. When the Referee wants to consult the Judges about a penalty for contact he can speak to them briefly as the Doctor is tending to the injured competitor.
當大會醫生替受傷選手作短暫治療時，主審可對副審講述該技術過份觸擊及應予處罰。

91. In Cadet competition only a very light touch to the face mask can be scored.
在少年組賽事，只許有些微接觸到臉罩，是可得分的。
92. Grabbing below the waist and throwing is only allowed if the thrower holds on to the opponent so that a safe landing can be made.
抱着腰部以下將對手摔出去只允許在對手安全着地的情況下。
93. Cadets may decline to wear the WKF face mask on medical grounds.
少年賽選手以健康為理由可以拒絕配戴WKF面罩。
94. A competitor who has a Category 2 Hansoku Chui and then exaggerates the effect of a slight contact will be given Hansoku.
一方選手已接獲第二類犯規之「犯規注意」，及後扔將一個輕微接觸的效果誇大應給予一個「犯規」(Hansoku)的處罰。
95. Hansoku Chui will be given for feigning of injury.
假裝受傷應給與「犯規注意」。
96. Hansoku Chui will be given for the first instance of exaggerating an injury.
誇大傷勢應給「犯規注意」。
97. If after Yame two Judges signal Yuko for Ao, and one Judge Yuko for Aka, the Referee can give a score to Aka.
如喊「停止」之後，兩位副審示意藍方得1分，一位副審則示意紅方得1分，而主審可直接判紅方得分。
98. A competitor can be given Hansoku directly for exaggerating the effects of injury.
一方選手「誇大傷勢」可直接被判「犯規」(Hansoku)。

99. A technique even if effective, delivered after an order to suspend or halt the bout shall not be scored and may result in a penalty being imposed on the offender.
一個攻擊技術即使有效，但在發出暫停或停止比賽的命令後，是不能得分更可能被處罰。
100. In Cadet Kumite Jordan kicks are allowed to make a “skin touch” provided there is no injury.
在少年組賽事，上段蹴是容許輕微接觸到臉部，假若在對手沒有受傷的情況下。
101. Before the start of a match or bout the Tatami Manager should examine the competitor’s medical card.
在開始比賽之前，「競賽場地經理」需檢查參賽者之受傷記錄咁。
102. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.
如果在出線表上有錯誤並由不適合的選手完成賽事，這樣的賽果判決之後是不能再改變。
103. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.
選手作出一個有效的攻擊技術同時完場鐘聲响起，攻擊仍算有效。
104. If a contestant is injured and it is considered to be their own fault (Mubobi), the Referee Panel will decline to give a penalty to the opponent.
如果一方選手受傷同時應考慮到若受傷者因自身疏忽而受傷，裁判小組應拒絕處罰其對手。

105. Coaches must present their accreditation to the official table before the start of a bout or match.
在第一回合或比賽開始前，教練必須出示其證件並交予工作枱之人員以便核對身分。
106. Yuko is awarded for punches on the back.
以突技攻擊背部可以得1分。
107. The Match Supervisor may request the Referee to stop a bout if he has observed a Jogai which the Judges has overlooked.
「賽事監察員」可要求主審暫停賽事進行，如果他發現副審忽略了一個「場外」。
108. A contestant who does not obey the Referee's orders will be given Hansoku.
選手不服從主審的命令，將會被判「犯規」。
109. A contestant who does not obey the Referee's orders will be given Shikkaku.
選手不服從主審的命令，將會被判「失格」。
110. The Tatami Manager will order the Referee to halt the match when he sees a contravention of the Rules of Competition.
當競賽場地經理(Tatami Manager)看到有違規判決時，便會命令主審暫停比賽。
111. If in a combination, the first technique merits a Yuko and the second merits a penalty, both shall be given.
如在一個組合攻擊技，第一個攻擊動作有效得1分而場二個動作卻得到處罰，則兩者皆要執行。

112. When a contestant slips, falls, or is otherwise off their feet with the torso touching the floor and is scored upon, the opponent will be awarded Ippon.
當一方選手滑倒、跌倒或自己失足因而使到主軀幹著地對手同時有效攻擊得分，這樣應予得3分。
113. It is not possible to score while lying on the floor.
當選手躺在地上的時候，是不可能得分。
114. A competitor not wearing the WKF approved equipment will be given one minute to change for the approved type.
如選手沒有配戴WKF核准的護具，應予一分鐘時間替換適當之類型。
115. A contestant injured in Kumite and withdrawn under the ten-second rule may not compete in the Kata competition.
選手在組手賽事受傷及在10秒例下棄權，但這樣不影響該選手出賽形之賽事。
116. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.
如果受傷選手被大會醫生確定為“不適合比賽”者，該選手便不能再競逐是次之錦標。
117. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give Shikkaku.
如果一方選手比賽時限過後仍在場地之內態度惡劣，主審仍能判其「失格」。
118. The Match Supervisor has a vote in cases of Shikkaku.
「賽事監察」於判決“失格”(Shikaku)情況下可參與投票。

119. In Male team matches if a team wins three bouts then the match is over at that point.
在男子團體賽中，那一隊先勝三回合者便取得該局的勝利。
120. In Female team matches if a team wins two bouts then the match is over at that point.
在女子團體賽中，那一隊先勝兩回合者便取得該局的勝利。
121. When a contestant seizes the opponent and does not perform an immediate technique or throw within two seconds the Referee will call “Yame”.
當一方選手抓住對手後，在2~3秒內並沒有即時作出技術攻擊或摔倒對方的企圖，主審應立即「停止」比賽。
122. When a Judge is not sure that a technique actually reached a scoring area he should not give any signal.
當一位副審不確定該技術是否擊中得分位置時，他不會以任何的旗號示意。
123. A contestant who commits an act which harms the prestige and honour of Karate-do will be given Hansoku.
當選手做出損害空手道的威望及信譽之舉動時，應判予「犯規」。
124. When an action of a contestant is considered to be dangerous and deliberately violates the rules concerning prohibited behaviour, the contestant will be given Shikkaku.
當選手的動作帶有危險性及故意觸犯“禁止行為”條例時，應判予「失格」。
125. When the Referee stops the bout because he has seen a score and the four Judges do not give any signal the Referee can give the score.
當主審暫停賽事，因看見選手得分而四位副審並沒有任何示意，這樣主審可判得分。

126. When there is a clear contravention of the rules the Match Supervisor will halt the match and instruct the Referee to correct the problem.

當賽事有明顯違規時「賽事監察」會即時停止賽事進行並指示主審糾正問題。

127. If two Judges signal Yuko for Aka and one Judge Waza-Ari for Ao and the Referee wants to give Waza-Ari for Ao he should ask the fourth Judge for his opinion.

如兩位副審示意紅方得1分另一位副審示意藍方得2分而主審也認為藍方得2分時，他會講給四位副審知他的意思。

128. At Hantei if three Judges signal victory for Aka and the fourth Judge together with the Referee signal victory for Ao he must give victory for Aka.

當「判定」時如三位副審示意紅方勝而第四位副審及主審則示意藍方勝，這樣主審必需判紅方勝。

129. If a Judge sees a Jogai he should tap the floor with the appropriate flag and signal a Category 2 offence.

如一位副審看到一個“場外”便以旗子輕敲地板並作出第二類犯規的旗號。

130. If one Judge signals score for Ao the Referee must stop the match.

如一位副審示意藍方得分時主審必需暫停賽事。

131. If a contestant does not regain his or her feet within ten seconds, the Referee will announce “Kiken” and “Kachi” to the opponent.

如選手無法在10秒內站直身體，主審會宣佈該選手“棄權”及其對手“得勝”。

132. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call “Yame”.
- 若選手將其對手摔倒，但着地後身體某部份接觸到界外，主審會立即叫「停止」。
133. In all cases where the ten second clock has been started the Doctor will be asked to examine the contestant.
- 在所有情況下當10秒計時開始，醫生會被要求先檢查選手傷勢。
134. The contestants should be examined outside the tatami.
- 選手應在比賽場地外檢查傷勢。
135. The Executive Committee can authorise the wearing of advertising for approved sponsors on the karate-gi.
- 執委會可授權在空手道道服上有贊助商的廣告。
136. Gum-shields (mouth guards) are obligatory for all Kumite contestants.
- 護牙套是組手選手強制性配戴的。
137. After a throw the Referee will allow a maximum of two seconds for a score to be made.
- 在一個摔投技術後主審會允許最多2秒之得分時間。
138. If a competitor scores with a strong side kick and propels the opponent out of the area, the Referee should award Waza-Ari and give the opponent a Category 2 warning or penalty for Jogai.
- 若選手以強力的則踢擊中對手並將其推出場外，主審可判攻擊者得2分及對方第二類犯規的警告或處罰。
139. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.
- 當在比賽期間有抗議事件出現，該場賽事必須延遲到抗議事件有結果為止。

140. Each Judge will be seated in the corners of the tatami in the safety area.
每位副審會座在比賽場地四角之安全地帶。
141. If the Referee ignores two or more Judges signalling a score for a contestant, the Match Supervisor must blow his whistle.
如果主審莫視兩位或以上副審示意同一方選手得分時，「賽事監察」會吹响哨子提示主審。
142. When the Referee awards a point for a technique which has caused injury the Match Supervisor should signal for the match to be stopped.
當主審給分予使對方受傷的技術時，「賽事監察」會示意停止比賽。
143. When the Referee fails to hear the “time-up” bell the Scorekeeper should blow his whistle.
當主審聽不到“時間到”之鐘聲响，計分員會吹响哨子提示。
144. When a contestant is thrown according to the rules, slips, falls, or is otherwise off their feet and is scored upon by the opponent the score will be Ippon.
根據規則當一方選手被摔倒、滑倒、跌倒或失足而被對手有效攻擊得分，應是得3分。
145. When the Referee wants to give Shikkaku he will call the Judges for a brief consultation.
當主審需判「失格」時，他會召喚副審解釋及諮詢副審意見。

146. When a competitor is injured during a bout in progress and needs medical treatment three minutes will be given in which to receive it, after that the Referee will decide whether the competitor will be declared unfit to fight or whether more time will be given.
當選手受傷時，只有3分鐘的時間接受治療，如果無法完成，則主審須決定是否判此選手不適合作賽或者須要延長一點治療時間。
147. A contestant who exits the area (Jogai) with less than ten seconds of bout time remaining will be given a minimum of Keikoku.
當一方選手在一局比賽時間少於10秒犯”場外”(Jogai)將最少給予一個”警告”(Keikoku)。
148. To correct a score given to the wrong contestant the Referee should turn towards the contestant given the score in error, make the sign of Torimasen, and then give the score to the opponent.
糾正錯誤給分予選手，主審會面向該選手做出”無效”的手勢，然後再給分予對手。
149. If a competitor scores with a well controlled Chudan Geri, then accidentally punches his opponent in the face causing a slight injury, Waza-Ari and a warning should be given.
如果選手以一個有節制的中段蹴技得分，但同時意外地另一個上段突技卻觸擊到對方的臉部，做成輕微損害，這樣，主審可判該選手得2分及一個觸擊臉部的警告。
150. When an injured contestant has been given medical treatment and the Official Doctor says that the contestant can continue fighting the Referee cannot over-rule the Doctor's decision.
當選手受傷需要接受治療及大會醫生斷定該選手能繼續比賽時，主審是不能否定醫生的決定。

151. The Referee can stop the bout even if the Judges do not signal.
主審能暫停賽事即使副審們沒有任何示意。
152. When the bout has been halted and the four Judges have different signals the Referee will give Torimasen and restart the bout.
當比賽暫停時四位副審各自有不同的旗號示意這樣主審會給予「無效」及再開始該回合賽事。
153. “Avoiding Combat” refers to a situation where a contestant attempts to prevent the opponent from having the opportunity to score by using time wasting behaviour.
“逃避戰鬥”是指選手以浪費時間的方式試圖阻止對手有得分機會之行為。
154. During the extra bout in team matches if two contestants injure each other and cannot continue and the points score is equal the winner will be decided by Hantei.
在團體賽之附加賽事中如雙方選手同時使對手受傷倒地不能再賽而雙方得分相同，這樣可通過「判定」來分勝負。
155. In team matches if two contestants injure each other and cannot continue and the points score is equal the Referee will announce Hikiwake.
在團體賽事中如相方選手同時受傷倒地不能再賽而相方得分相同主審會宣佈「平手」。
156. When there are less than ten seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (Jogai) they will be given a minimum of Category 2 Hansoku-Chui.
當一局比賽持續時間小於10秒，得分落後一方選手拼命扳平時犯“場外”(Jagai)應最少判予第二類犯規「犯規注意」(Hansoku-Chui)之警告。

157. Techniques which land below the belt cannot score.
攻擊技術擊中腰帶以下是不能得分的。
158. Techniques, which land on the shoulder blade, can score.
以技術攻擊肩胛骨部位是可得分的。
159. If Aka accidentally kicks Ao on the hip and Ao cannot continue the bout then Ao will be given Kiken.
如果紅方選手意外地踢中藍方選手的臀部，使藍方選手不能再賽，這樣應判藍方選手”棄權”。
160. If a contestant is obviously out of breath the Referee should stop the match to give him time to recover.
如果選手明顯的氣量不足，主審會暫停比賽讓他有足夠時間回氣。
161. A contestant who establishes a clear lead of eight points is declared the winner.
一方選手若確認明顯地領先對手8分者為勝方。
162. When time is up; the contestant who has scored the most points is declared the winner.
當比賽時間到，那一方選手得分高者為勝。
163. A contestant who grabs their opponent without attempting a technique within two seconds and with less than ten seconds of bout time remaining will receive a minimum of Hansoku Chui.
一方選手抓住對手在2秒時間內沒有嘗試以技術得分並且在一局比賽持續時間少於10秒內發生，應最少判予”犯規注意”(Hansoku Chui)。

164. In team matches should a competitor receive Hansoku their score if any will be zeroed and the opponent's score will be set at eight points.
在團體賽事若一方選手被判"犯規" 其得分會是0分而對手得分是8分。
165. In team matches should a competitor receive Kiken their score if any, will be zeroed and the opponent's score will be set at eight points.
在團體賽事若一方選手被判"棄權" 其得分會是0分而對手得分是8分。
166. In team matches should a competitor receive Shikkaku their score if any, will be zeroed and the opponent's score will be set at eight points.
在團體賽事若一方選手被判"失格" 其得分會是0分而對手得分是8分。
167. A warning or penalty for Mubobi is only given when a competitor is hit or injured through his own fault or negligence.
一個"無防備"之警告或處罰的判決，是因為當選手不顧自身安全或自己之疏忽而引至被擊中或受傷。
168. A competitor who is hit through their own fault and exaggerates the effect should receive a warning or penalty for Mubobi or exaggeration but not both.
選手被擊中，是因他疏忽而引至，但他卻故意誇大傷勢，這樣，應判予"無防備"的警告或處罰或"誇大傷勢"而不是兩者皆判。
169. If a competitor makes a good Chudan kick and the opponent catches the leg a score cannot be given.
當選手以一個良好的中段蹴踢中對方，但卻被對手抓住了腳，這樣是不能給分的。

170. A competitor makes a Jodan kick with all six scoring criteria. The opponent puts their hand up to intercept the kick and their hand then lightly hits their own face; the Referee can give Ippon since the kick was not effectively blocked.
當選手踢出一記上段蹴並且符合6項得分要素，對方舉起手以手掌擋格，但其手掌因擋格而輕微擊中臉部。主審可判予3分，因為對手不能有效地擋格攻擊。
171. When a competitor grabs and throws their opponent and the opponent pulls him down to the mat and is injured both should receive a warning or penalty.
當選手抓住對手及嘗試摔倒對方，但對方卻將他推倒地上及使到雙方都受傷。這樣，雙方應判予警告或處罰。
172. Authorised advertising for WKF is displayed on the left sleeve of the karate-gi.
WKF受權之廣告宣傳可展示於道衣之左袖之上。
173. National Federations are not allowed to put advertising on the competitor's karate-gi.
國家總會是不允許在選手的道衣上加廣告。
174. A Kumite competitor who receives Kiken cannot compete again in that tournament.
自由組手之選手若被判「棄權」，他再不能參與是次錦標賽其它賽事。
175. An extra bout is used only for team matches.
附加賽只適用於團體賽事。

176. When the Referee gives a competitor a Category 2 warning or penalty for Mubobi the opponent will receive a lighter Category 1 penalty than usual.
當主審給予一方選手一個第二類犯規”無防備”(Mubobi)的警告或處罰時，其對手將同時得到一個比平常較輕一點第一類犯規的警告或處罰。
177. A Female team can compete with only two competitors.
女子組團體賽，最少需2名隊員出賽。
178. The Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.
主審必須與參賽選手不同國籍，即使有一位副審與選手的國籍相同，且是雙方教練同意。
179. The Match Supervisor will line up together with the Referee and the Judges.
“賽事監察”會與主審及副審排成一線。
180. The coaches will be seated outside the safety area, on their respective sides facing towards the official table.
雙方教練座在安全範圍以外且面對工作枱。
181. The Match Supervisor will be seated on the left of the official table.
“賽事監察”座在工作枱之左則。
182. In team matches the Panel will rotate for each bout - provided that all hold the required license.
團體賽中事裁判小組於每回合會輪流執法-倘若他們持有相關之執照。
183. In team matches the Panel will rotate for each bout only in bouts for medals.
團體賽事中只有在爭奪獎牌的賽事裁判小組會輪流執法。

184. The Referee can move about the entire tatami including the safety zones.
主審可在比賽場地上移動包括安全地帶以內。
185. Female competitors must have chest protector.
女運動員必需穿著護胸。
186. Female competitors don't have to have chest protector if they have body protector.
女運動員不用穿著護胸如已穿上身體護甲。
187. The red and blue belts must be without any personal embroideries or markings.
紅帶及藍帶之上必需沒有任何刺繡或記號。
188. Personal embroideries or markings in the red and blue belts are allowed only in Kata competition.
刺繡或印記在紅帶及藍帶之上只允許用於形賽事。
189. Contestants must wear a white karate-gi without stripes, piping or personal embroidery.
運動員必需穿著白色道服且沒有條紋或人名刺繡。
190. Personal embroider in the karate-gi are allowed only in bouts for medals.
有人名刺繡之道服只允許在爭奪獎牌的回合賽事穿著。
191. In order to give points, warnings or/and penalties the Referee must have a minimum of two Judges showing the same signal.
在給分、警告或處罰主審必需最小要有兩位副審示意同樣的旗號。
192. If two Judges hold an opposing opinion to the two other Judges for the same competitor the Referee will decide the outcome.
如有兩位副審持相反的意見而另外兩位則有相同意見給同一位選手，這樣主審可決定結果。

193. If two Judges signal for score and the other two signal for warning for the same competitor the Referee will ask the Tatami Manager.
如兩位副審示意得分而另外兩位副審則示意警告給予同一方選手，這樣主審可詢問「競賽場地經理」。
194. Judges cannot indicate a score or warning before the Referee stops the bout.
在主審喊停賽事前副審不能示意得分或警告。
195. The Referee will always await the opinion of the Judges before giving a score, warning or penalty.
在給分、警告或處罰前主審應隨時等待副審們的意見。
196. If 2 flags for the same contestant show a different score the lower score will be applied.
如有兩支旗號給同一方選手但顯示不同的得分，這樣應採用較低分者。
197. If 2 flags for the same contestant show a different score the highest score will be applied.
如有兩支旗號給同一方選手但顯示不同的得分，這樣應採用較高分者。
198. If 2 flags for the same contestant show a different score the Referee will give Torimasen.
如有兩支旗號給同一方選手但顯示不同的得分，這樣主審應判「無效」。
199. If a contestant scores with more than one consecutive technique before Yame, the Judges must show the higher point regardless of which sequence the techniques scored.
如選手以多過一個連續技得分在喊停賽事前，副審們必需示意最高得分不管該得分技術的先後次序。

200. In team matches, if after the extra bout there are no scores, or it is equal scores, the match will be decided by Hantei.
團體賽事如在附加賽後雙方仍未有得分或同分者則該場賽事會以「判定」來定勝負。
201. Jogai occurs when a contestant exits from the competition area and it is not caused by the opponent.
「場外」是指當選手已超出比賽場地範圍外而不是因對手而做成的。
202. The minimum warning for running away, avoiding combat or/and wasting time during Atoshi Baraku is Hansoku Chui.
逃走、逃避戰鬥或拖延時間於賽事最後10秒最少應給予之警告是「犯規注意」。
203. Passivity is a Category 2 prohibited behavior.
“Passivity” 是第二類犯規之禁止行為。
204. Passivity is a Category 1 prohibited behavior.
“Passivity” 是第一類犯規之禁止行為。
205. If the contestants do not fight for more than 25 seconds the Referee will stop the bout and give category 2 for passivity.
如雙方選手超過25秒沒有動作主審應喊停賽事及給予雙方“Passivity” 第二類犯規之警告。
206. Yuko means one point.
“Yuko” 是指1分。
207. Waza-Ari means two points.
“Waza-Ari” 是指2分。
208. Ippon means three points.
“Ippon” 是指3分。

209. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment.
「賽事監察」之職責是確保每場賽是開賽前運動員所穿著的裝備是被認可。
210. It is the duty of the Tatami Manager to ensure before each match or bout that the competitors are wearing the approved equipment.
「競賽場地經理」之職責是確保每場賽是開賽前運動員所穿著的裝備是被認可。
211. Coaches must present their accreditation together with that of their competitor or team to the official table.
教練必需連同其運動員或團隊向工作枱人員報到。
212. Waza-Ari is awarded for Chudan Kicks.
中段蹴應給予2分。
213. Yuko is awarded for any Tsuki or Uchi delivered to any of the seven scoring areas.
任何突技或裡拳有效攻擊在7個得分區域應給予1分。
214. Ippon is awarded for Jodan Geri and scoring techniques which are delivered on an opponent who has been thrown, has fallen of their own accord, or is otherwise off their feet.
上段蹴、摔倒、跌倒或失足被對方有效攻擊應給予3分。
215. Individual bouts can be declared a tie.
過人賽事能夠公告和局。
216. One of the criteria for decision is the superiority of tactics and techniques displayed by the contestants.
其中一個考慮勝負因素是運動員所展現的戰略及技術之運用。
217. There are four prohibited behaviours in Category 1 and eight in Category 2.
第1類犯規有4種禁止行為而第2類犯規則有8種。

218. Simulated attacks with the head, knees, or elbows are Category 1 offense.

模擬以頭部、膝部或肘部攻擊是第1類犯規之罪行。

219. Keikoku is normally imposed where the contestant's potential for winning is seriously diminished by the opponent's foul.

「警告」，通常用於當選手因此而犯規會嚴重降低對手獲勝的機會。

220. The Head Coach of a delegation can protest about a judgment to the members of the Refereeing Panel.

一個團隊的總教練能向裁判小組的判決提出抗議。