

2023 AAU KARATE FLORIDA

Referee Handbook



REFEREE ATTIRE

1. AAU Tie
2. White Shirt
3. Gray Pants
4. Black Belt/Socks/Shoes
5. Blue Blazer (Optional)

TABLE ETIQUETTE

1. No distracting activities at the table, i.e. cell phone, texting, gaming, excessive talking, cheering or coaching
2. Keep the table area neat and free of trash, store all personal items under the table, R/J water bottles in flip card stand
3. Only Referees/Judges/Volunteers are allowed in the table area. No Coaches/Athletes!

Go to www.aaukarate.org for official AAU Rules

RULES

1. Traditional Okinawan Weapons, Long & Short Combined (No AAU Stamp at Florida District/Regional Events):

Any weapon that, in the examiner's opinion, gives an unfair advantage to a competitor may not be used.

Long Weapons: Bo: Hardwood, slightly taller than Athlete (**May be tapered if meets minimum diameter below**)

a) Athletes 4' 10" and shorter/Minimum of 7/8" in diameter

b) Athletes 5' 10" and shorter/Minimum of 1" in diameter

c) Athletes over 5' 10"/Minimum of 1-1/16" in diameter (Athletes 132 lbs and less/Minimum of 1" in diameter)

Ekū: Hardwood, from **eye level** to top of head

Short Weapons: Tonfa: Hardwood, 2 each, even with elbow

Nunchaku: Hardwood, handles at least 12" in length, 1 or 2 each connected with cord (No Chain)

Kama: Hardwood, 2 each, **unsharpened steel** metal blade with no holes or wrist cords

Sai: 2 each **steel, the tip shall at a minimum extend to the competitor's elbow**

2. Athletes are classified in the same Division for Kobudo, Kata & Kumite

3. Athletes with short weapons will be permitted to roll up their sleeves (**Inside of sleeve**)

4. Penalties: a) Loss of Control:

Drop: Disqualification

Momentary: .1 - .3

Weapon touches floor: .1 - .3

b) Theatrical movements, excessive kicks: .4 - .6

c) Dangerous (Safety of Referees/Athletes): Disqualification

d) Note there is no out of bounds penalty

5. If a tie exists (In the top 3 scores for Medal consideration only):

a) Compare the low of the remaining scores

b) If still tied, compare the high of the remaining scores

c) If still tied, re-run Kata: Beginner/Novice/Intermediate: Same Kata

Advanced: Different Kata

Scoring:

Beginner: 5.0 - 7.0

Novice: 5.5 - 7.5

Intermediate: 6.0 - 8.0

Advanced: 6.5 - 8.5

RING PROCEDURES

1. Athletes/Charts arrive to ring

2. Line up Athletes in order on right side of ring (**Or opposite side if Division in progress**)

3. If errors on Chart, do not change! (See Sensei Pinner for final decision on Hand write vs Re-Chart)

4. Inspect Weapons (If rejected, Athlete will have 1 minute to exchange weapon)

5. Pull the first Athlete "Up" and direct to the upper center edge of ring in line with their marker

6. Pull the second Athlete "On Deck" and direct to upper right corner of ring

7. Athlete will be called 3 times, then disqualified

8. The Athletes will perform 1 at a time

9. Referees will score each Athlete by holding up their paddle

10. When score is complete, direct Athlete to back out of Ring, past and around next Athlete up, and follow original path,

behind staged Athletes, to rear of line

RULES

1. Traditional Katas from recognized styles of Karate, all styles combined
2. Athletes must perform appropriate Kata for their experience level (Beginners must do Beginner/Shitei Kata)

From AAU Karate Rulebook:

APPENDIX D: BEGINNER KATA: In the beginner division the competitors will be restricted to performing a kata from the following: • Isshin Ryu Seisan • Heian / Pinan • Gekisai

APPENDIX E: NOVICE KATA: In the novice kata divisions, the competitors will be allowed to perform any kata EXCEPT: • Nipaipo • Suparinpei / Hykuhachiho • Chatanyara Kushanku • Papurin • Sochin • Unsu / Unshu • Anan / Anan-Dai • Ohan / Ohan Dai • Paiho

3. Criteria for decision:
 - a) Breathing
 - b) Control of tension and contraction
 - c) Smooth and even transition
 - d) Kia
 - e) Proper understanding of bunkai
 - f) Stability and balance
 - g) Control of rhythm and speed
 - h) Kata sequence

Scoring:

Beginner:	5.0 - 7.0
Novice:	5.5 - 7.5
Intermediate:	6.0 - 8.0
Advanced:	6.5 - 8.5

4. Penalties:
 - a) Fall, halt: **Disqualification**
 - b) Momentary hesitation: .1
 - c) Discernable pause: .2
 - d) Momentary loss of balance: .1 - .3
 - e) Instability: .2 - .3
5. If a tie exists (In the top 3 scores for Medal consideration only):
 - a) Compare the low of the remaining scores
 - b) If still tied, compare the high of the remaining scores
 - c) If still tied, re-run Kata: Beginner: Same Kata
Novice/Intermediate/Advanced: Different Kata
6. 19-34 Advanced: **Shitei, Sentei, Tokui * Florida: 1 Round Only!**

RING PROCEDURES

1. Athletes/Charts arrive to ring
2. Line up Athletes in order on right side of ring (**Or opposite side if Division in progress**)
3. If errors on Chart, do not change! (See Sensei Pinner for final decision on Hand write vs Re-Chart)
4. Pull the first Athlete "Up" and direct to the upper center edge of ring in line with their marker
5. Pull the second Athlete "On Deck" and direct to upper right corner of ring
6. Athlete will be called 3 times, then disqualified
7. The Athletes will perform 1 at a time
8. Referees will score each Athlete by holding up their paddle
9. When score is complete, direct Athlete to back out of Ring, past and around next Athlete up, and follow original path, **behind staged Athletes**, to rear of line

KATA (Adult 19-34 Beginner-Novice-Intermediate/Youth 5-18 All)

Single Elimination Flag Scoring/Bracket Chart

RULES

1. Traditional Katas from recognized styles of Karate, all styles combined
2. Athletes must perform appropriate Kata for their experience level (Beginners must do Beginner/Shitei Kata)
From AAU Karate Rulebook:
APPENDIX D: BEGINNER KATA: In the beginner division the competitors will be restricted to performing a kata from the following: • Isshin Ryu Seisan • Heian / Pinan • Gekisai
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3. Criteria for decision:
 - a) Breathing
 - b) Control of tension and contraction
 - c) Smooth and even transition
 - d) Kia
 - e) Proper understanding of bunkai
 - f) Stability and balance
 - g) Control of rhythm and speed
 - h) Kata sequence
4. Penalties:
 - a) Fall, halt: Disqualification
 - b) Momentary hesitation: .1
 - c) Discernible pause: .2
 - d) Momentary loss of balance: .1 - .3
 - e) Instability: .2 - .3
5. Athletes will perform 2 at a time
6. At conclusion of Kata, Center Referee blows whistle to indicate raise flag for Winner
7. Center Referee blows whistle to indicate lower flags
8. Center Referee indicates Winner

RING PROCEDURES

1. Athletes/Charts arrive to ring (Or opposite side if Division in progress)
 2. Line up Athletes in order on right side of ring (They should not leave this area unless they are "Up")
 3. If errors on Chart, do not change! (See Sensei Pinner for final decision on Hand write vs Re-Chart)
 4. Pull Athletes "Up" for Match 1) SHIRO & AKA
 5. Call Athletes "On Deck" for Match 2) SHIRO & AKA to start warming up
- Match 1)
6. Verify with Coaches that SHIRO & AKA are ready to go
 7. Direct SHIRO & AKA to go to upper center edge of ring, in line with their marker
 8. When match is complete, direct Learner to go to upper left corner of ring
 9. Direct Winner to Table to verify Name and then to lower right corner of ring (Behind staged matches)
- Match 2)
10. During Match 1), on right side of ring, pull match 2) SHIRO & AKA
 11. Verify with Coaches that SHIRO & AKA are ready to go
 12. Direct SHIRO & AKA to go to upper center edge of ring, in line with their marker
 13. Pull Athletes for Match 3) SHIRO & AKA as "On Deck" etc.
 14. Repeat process until Division is complete

BRIEF RULES

Penalties			
	Contact / Non Contact	Out of bounds	Lack of concern
1. Warning	Chukoku	Jogai 1 / Jogai 2	Mubobi
2. Penalty	Chui	Jogai chui	Mubobi chui
3. Disqualification	Hansoku	Jogai hansoku	Mubobi hansoku

Timer	
Ages 13+ Adv.	2 minutes, stop time
Youth	2 minutes, running time
19-34 Adv.	3 minutes, stop time
Adult / Senior	2 minutes, running time

Hantei (Call for decision)

1. Referee checks score and announces score to judges
2. Referee steps back calls "Hantei" blows whistle **and signals decision**
3. Judges signal Aka, Shiro, or tie
4. Hikiwake (Tie) – Referee signals tie to competitors
5. **Encho-Sen** (Overtime) – Referee call for extension of match
6. Penalties remain
7. 1 minute overtime
8. Winner determined by first to score or loss by penalty
9. If tied Referee calls for Hantei again **Referee / Judges** signal for Aka or Shiro

Misc Rules

1. 10-second rule – A competitor must get back to their feet within 10 seconds of yame or they forfeit the match
2. Non-contact penalty for holding longer than 2 seconds
3. A competitor has 2 seconds to follow up when the opponent is on the ground

RING PROCEDURES

1. Athletes/Charts arrive to ring
2. Line up Athletes in order on right side of ring (**Or opposite side if Division in progress**)
3. Ensure that competitors are not lined up next to another from the same dojo in first round
4. If errors on Chart, do not change! (See Sensei Pinner for final decision on hand write vs re-chart)
5. Check for proper gear: Naugahyde gloves, mouthpiece, headgear (Youth), cup (Males)
6. Athlete will be called 3 times, then disqualified
7. Call Athletes "Up" for Match 1) SHIRO & AKA
8. Call Athletes "On Deck" for Match 2) SHIRO & AKA to start warming up

Match 1)

9. Verify with Coaches that **SHIRO & AKA** are ready to go
10. Direct **SHIRO & AKA** to line with their marker
11. When match is over direct Winner to go Table to verify Name

Match 2)

12. During Match 1), pull match 2) **SHIRO & AKA**
13. Verify with Coaches that **SHIRO & AKA** are ready to go
14. Direct **SHIRO & AKA** to line with their marker
15. Pull Athletes for Match 3) **SHIRO & AKA** as "On Deck" etc.
16. Repeat process until Division is complete

OTHER

Target Areas

1. Head
2. Face (Open hand techniques prohibited)
3. Neck (Advanced 19-34) **No throat contact**
4. Abdomen (Bladder, watch for belts high)
5. Chest
6. Back (except top of shoulders)

Criteria for Decision

1. Good Form
2. Correct attitude
3. Vigorous application
4. Zanchin
5. Proper timing
6. Correct Distance

Ippon Techniques

1. Jodan Geri — (Ippon or nothing, skin touch contact) **Intermediate / Advanced only**
2. Sweep/throw and score — (not above hips, only need to disrupt balance)

Waza - Ari Techniques

All punches
All body kicks

Head Contact

Beginner / White Belt & Novice / Green Belt

No Contact

Warning / Penalty / Disqualification

Intermediate / Brown Belt & Advanced / Black Belt

Contact can be skin touch / Light contact

No transfer of power

Warning / Penalty / Disqualification

Safety Equipment

Mandatory: AAU approved White naugahyde mitts
Gum shield (**White or Clear**)
Groin cup (Males)
AAU approved White headgear with face-shield (Youth)

Optional: AAU approved Red & Blue mitts & boot/instep pads
Aka can wear White or Red and Shiro can wear White or Blue
(The boot /instep pad color must match the mitt color worn during the match)

White cloth shin / instep pads (Youth / Adult / Senior)

Chest protector (Females)

AAU approved White headgear with face-shield (Adult / Senior)

MEDAL PRESENTATION

1. Receive Division Charts for Kobudo, Kata and Kumite (If combined Divisions, award separately)
2. Instruct all Athletes in the Division **to move to the right edge of the Ring**
3. Starting with Kobudo, call Division information (Age/Gender/Experience) and "Kobudo Results"
4. Call results in descending order as follows:
 1. BRONZE/3 Place: Athlete First Name, Last Name motion Medalist forward
 2. SILVER/2 Place: Athlete First Name, Last Name motion Medalist forward
 3. GOLD/1 Place: Athlete First Name, Last Name motion Medalist forward
5. When Kobudo medal presentation is complete, direct Kobudo Medalists to stay in line
Call Kata Medallists to step forward, lining up in front of Kobudo Medalists
Call Kumite Medallists to step forward, lining up in front of Kata Medalists
(If Athlete is receiving multiple medals, step forward until done)
7. Distribute Participation medals to all remaining Athletes
8. Center Referee will formally dismiss entire Division
9. The Athletes should immediately gather all equipment and be escorted from secured competition area

RING CONFIGURATION

