

Gestures, Flag Signals and Commands





SHOMEN-NI-REI

bow to the front of the dojo

The referee extends his arms forward with his palms open



OTOGAI-NI-REI

bow to each other

The referee gives the fighters the signal to bow to each other



SHOBU HAJIME

Start of the match or bout

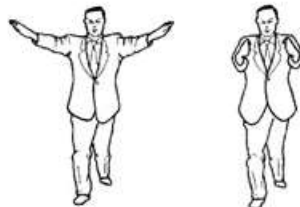
The referee gives the command to begin – then he takes a step back



YAME

Stop

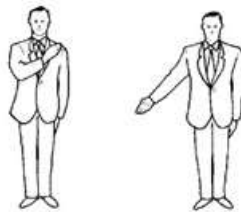
Interruption or termination of the fight. During the command, the referee makes a cutting downward motion with his arm



TSUZUKETE HAJIME

Fight on / Resume fighting

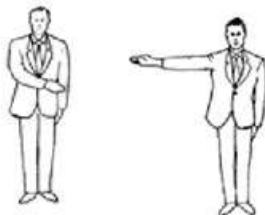
The referee stands in a forward stance. When he calls "Tszukete," he extends his arms to the sides, palms facing outward toward the contestants. When he calls "Hajime," he turns his palms inward and quickly brings them toward each other while taking a step back.



YUKO (1 PUNKT)

Yuko: 1 point

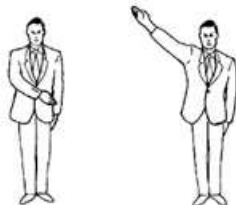
The referee extends his arm downwards at a 45° angle to the side of the scoring competitor.



WAZA-ARI (2 PUNKTE)

Waza ari: 2 points

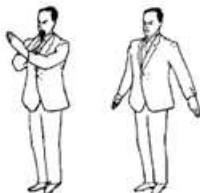
The referee extends his arm at shoulder height to the side of the scoring competitor.



IPPON (3 PUNKTE)

Ippon: 3 points

The referee extends his arm upwards at a 45° angle to the side of the scoring fighter.



Withdrawal of the last decision

If a score or penalty has been awarded in error, the referee turns to the fighter in question, says “AKA” or “AO”, crosses his arms and then makes a cutting motion with his palms turned downwards to indicate that the previous score is being reversed.



Offense category 1 – Warning Chukoku

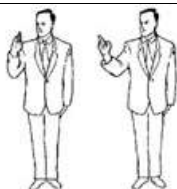
The referee crosses his open hands at chest height so that the wrists touch.

Chukoku (Warning): Issued for minor offenses or for the first minor rule violation. The opponent's foul does not affect the team's chance of winning.

Possible offenses:

1. Techniques with massive contact without regard for the target area / contact with the throat
2. Attacks to the arms, legs, groin, joints, or insteps
3. Attacks to the face with open hand techniques
4. Dangerous or prohibited throwing techniques (throws above waist height, grabs below the waist, self-sacrifice throws; conventional karate throws and sweeps are permitted)

The level of the warning or penalty depends on the degree to which the foul impairs the opponent's chances of winning.



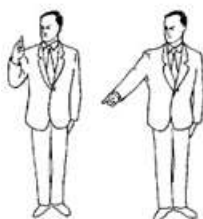
Offense category 1 – Warning Chukoku

The referee points to the face of the contestant in question with his arm bent.

Chukoku (Warning): Issued for minor offenses or for the first minor rule violation. The opponent's foul does not affect the team's chance of winning.

Possible offenses:

1. Feigning or exaggerating an injury (at least direct Hansoku-Chui)
2. Leaving the fighting area (Jogai) (direct Hansoku-Chui in the last 10 seconds)
3. Endangering oneself or failing to take adequate self-defense measures (Mubobi). Penalized only if hit or injured.
4. Avoiding the fight (direct Hansoku-Chui in the last 10 seconds)
5. Grabbing, clinching, pulling, pushing, standing chest-to-chest without attempting to execute a technique or throw within 2 seconds (direct Hansoku-Chui in the last 10 seconds)
6. Uncontrolled attacks (if they miss)
7. Fake attacks with the head, knee, or elbow
8. Talking, disobeying the referee's orders, violations of etiquette
9. Passivity



KEIKOKU warning

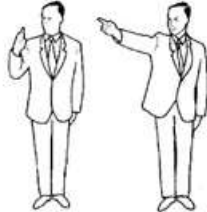
The referee first indicates a Category 1 or Category 2 offence and then points his index finger downwards at a 45° angle towards the competitor in question.



HANSOKU CHUI

warning before disqualification

The referee first indicates a Category 1 or 2 offence and then points horizontally with his index finger in the direction of the competitor in question.



HANSOKU

disqualification

The referee signals a Category 1 or 2 offense and then points upwards with his index finger at a 45° angle toward the athlete in question. He then declares the opponent the winner.



passivity

The referee rotates his fists around each other in front of his chest to indicate a Category 2 offense.



TORIMASEN

no rating, warning or penalty

The referee crosses his arms and then makes a cutting downward motion with his palms facing down.



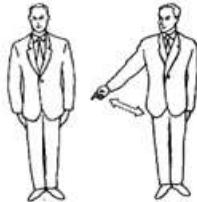
excessive contact

The referee signals excessive contact or another Category 1 offense.



feigning or exaggerating an injury

The referee holds his face with both hands to indicate the Category 2 offense.



JOGAI

leaving the combat area

The referee indicates a leaving of the contest area by pointing with his index finger to the edge of the competitor's fighting area.



MUBOBI

self-endangerment

The referee touches his face with his hand, then turns the edge of his hand forward and moves the hand back and forth to signal that the contestant has endangered himself.



combat avoidance

The referee makes a circular motion with his index finger pointing downwards to indicate a Category 2 offence.



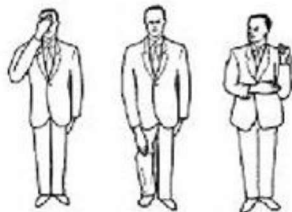
Push, grab or stand chest to chest without attempt to apply a technique within 2 seconds

The referee holds his fists at shoulder height or makes a pushing motion with his open hands to indicate a Category 2 offense.



Dangerous and uncontrolled attacks

The referee moves his fist past the side of his face to indicate a Category 2 offense.



Fake attacks with the head, knees or elbow

The referee touches his forehead, knee or elbow with his open hand to indicate a Category 2 offence to the judges.



Talking to or inciting the opponent and rude behavior

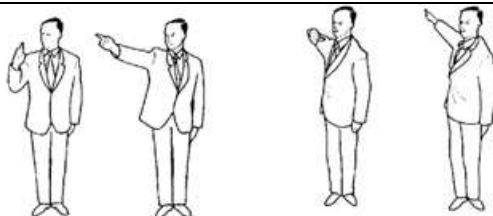
The referee places his index finger over his mouth to indicate to the judges a Category 2 offense.



SHUGO

calling the judges together

The Referee calls the Judges together after the end of the fight/round or to propose a SHIKKAKU.



SHIKKAKU

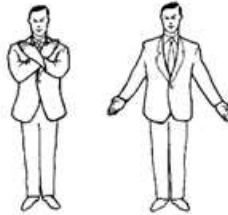
disqualification from the tournament

The referee first points upwards at a 45° angle in the direction of the contestant in question and then points outwards and backwards with the command "AKA (AO) SHIKKAKU!" Then he announces the victory for the opponent.



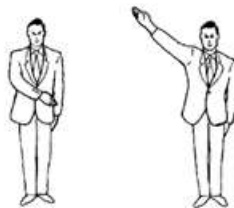
KIKEN
giving up

D The referee points with his index finger to the starting line of the contestant who is giving up and then announces the victory for the opponent.



HIKIWAKE
draw

If the score is tied at the end of the fight, the referee crosses his arms and then spreads them with his palms facing forward.

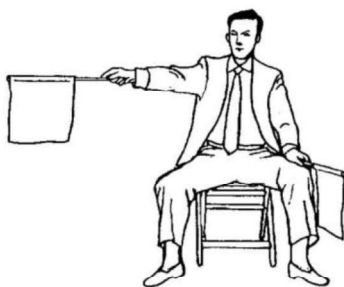


NO KACHI
victory

After the end of the fight, the referee announces “AKA (or AO) No Kachi” and raises his arm at a 45° angle to the winner’s side.



YUKO
Yuko: 1 point



WAZA-ARI
Waza ari: 2 points

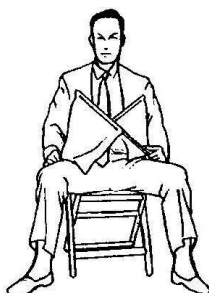


IPPON
Ippon: 3 points

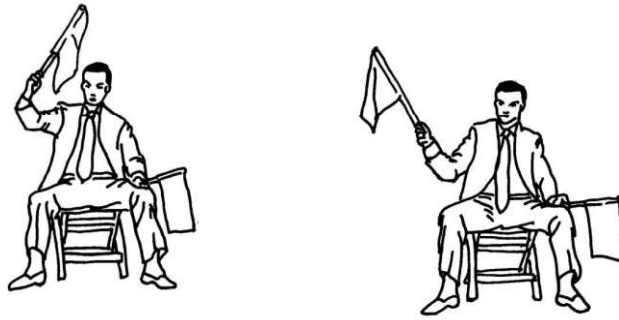


FOUL
Warning for a foul.

The corresponding flag is rolled up and circled, followed by the corresponding signal for Category 1 or 2



Offense category 1
The flags are crossed with outstretched arms.



Offense category 2

The referee holds the rolled-up flag with a bent arm.



JOGAI

leaving the combat area
Tap the flag on the ground.



KEIKOKU
Warning



HANSOKU CHUI
warning before disqualification



HANSOKU
Disqualification



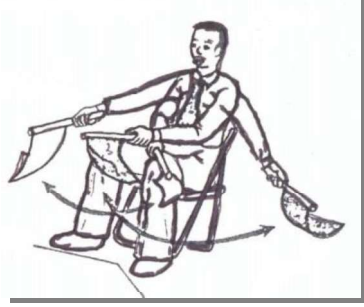
passivity
The flags are circled around each other in front of the chest.



MIENAI
didn't see anything



AIUCHI
draw – no points awarded



FUNJUBUN
not a valuable technique