

KUMITE - Vprašanja in trditve

1. If the competition area is elevated another meter to a total of 3 meters is required on all sides.

V kolikor je tekmovalna površina privzdignjena, potem je potrebno dodati en meter do skupno 3 metrov na vsaki strani.

2. Any Voluntary religious headwear can be worn.

Katerakoli verska pokrivala so dovoljena.

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

Karate-Gi jopič mora biti daljši od treh četrtin stegen.

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

Karate-Gi hlače morajo pokrivati vsaj dve tretjini golenice.

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

Rokav karate-gi jakne ne sme biti daljši od pregiba zapestja.

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.

6. Če so tekmovalčevi rokavi karate-Gi jakne predolgi in ustrezne zamenjave ni mogoče najti pravočasno, mu lahko sodnik dovoli, da jih obrne navznoter.

7. Competitors may wear 1 or 2 discreet rubber band or ponytail retainer in their hair. Ribbons, beads, and other decorations are prohibited.

7. Tekmovalci lahko nosijo 1 ali 2 diskretni elastiki ali imajo lase spete v čop. Lasne sponke, trakovi in drugi okraski so prepovedani.

8. Earrings are allowed if they are covered with tape.

8. Uhani so dovoljeni, če so prekriti s trakom.

9. Metallic teeth (dental) braces may be worn at the contestant's own risk if approved by the Referee and the Official Doctor.

9. Kovinski zobni (zvezdice) aparat lahko nosi tekmovalec na lastno odgovornost, če to odobrita glavni sodnik in uradni zdravnik.

10. Contestants must bow properly to each other at the start and end of the bout.

Tekmovalca se morata pravilno prikloniti drug drugemu na začetku in koncu dvoboja.

11. The coach may change the team fighting order during a round.

Trener lahko v istem krogu ekipnega tekmovalja zamenja vrstni red tekmovalcev.

12. If a contestant is injured in an individual match the coach can enter a replacement if he notifies the Organising Commission first.

Če se tekmovalec v posamični tekmi poškoduje, lahko trener prijavi zamenjavo, če o tem predhodno obvesti organizacijski odbor.

13. Each Judge must be equipped with a red and a blue flag or electronic signal device.

Vsak stranski sodnik mora biti opremljen z rdečo in modro zastavo ali elektronsko signalno napravo.

14. If two teams have the same number of victories and points, a deciding bout will be held.

Če imata obe ekipi enako število zmag in točk, bo izveden odločilni dvoboj.

15. The Match Supervisor (KANSA) will be seated just outside the safety area, will be equipped with only a whistle.

Nadzornik borbe (KANSA) bo sedel tik pred varnostnim območjem in bo opremljen samo s piščalko.

16. Disqualification by KIKEN means that the contestants are disqualified from that category.

16. Diskvalifikacija na podlagi KIKEN pomeni, da je tekmovalec diskvalificiran iz te kategorije.

17. Heels of more than 4 cm may not be worn with the uniform.

17. Z uradno obleko se ne sme nositi pet, višjih od 4 cm.

18. Senior Male bouts are three minutes, and Women, Cadets, and Juniors, two minutes.
<i>18. Borba pri članih traja tri minute, borbe članic, kadetov in mladincev pa dve minuti.</i>
19. Kumite team members may wear any type of Karate Gi.
<i>19. Člani ekipe v borbah lahko nosijo katero koli znamko Karate Gi.</i>
20. Different type of stripes may be used for team members.
<i>20. Za člane ekipe se lahko uporabljajo različne vrste trakov/linij.</i>
21. A competitor does not need to change the jacket if ties are torn off during the match.
<i>Tekmovalcu ni treba zamenjati zgornjega dela kimone, če se med borbo strgajo vezice.</i>
22. Competitors may wear any white Karate Gi.
<i>Tekmovalci lahko nosijo katero koli belo Karate Gi.</i>
23. A fast combination of CHUDAN Geri and TSUKI each of which score in their own right will be given IPPON.
<i>Hitra kombinacija CHUDAN Gerija in TSUKI-ja, od katerih je vsaka tehnika primerna za točkovanje, bo dosojen IPPON.</i>
24. In Senior matches a light "glove touch" to the throat need no result in a warning or penalty provided there is no actual injury.
<i>Pri borbah članov, rahel "dotik z rokavico" v grlo ne zahteva opozorila ali kazni, če ni dejanske poškodbe.</i>
25. A kick in the groin will not result in a penalty provided the offender did not do it intentionally.
<i>Brca v mednožje ne bo kaznovana, če storilec tega ni storil namerno.</i>
26. Starting 2023, for Competitors under 14 years of age, the WKF approved protective helmet is allowed and compulsory from 1.1.2024.
<i>26. Od 2023 je za tekmovalce mlajše 14 let, dovoljena zaščitna čelada odobrena s strani WKF, od 01.01.2024 pa obvezna.</i>
27. If SENSU is withdrawn when it is less than 15 seconds left of the bout, no further SENSU can be awarded to either competitor.
<i>27. Če je SENSU odvzet, ko je do konca borbe manj kot 15 sekund, nobenemu tekmovalcu ni več mogoče dodeliti SENSU.</i>
28. Should a competitor that has been awarded SENSU receives a Category 2 warning for avoiding combat when there is less than 15 seconds left of the bout – the competitor will automatically forfeit this advantage.
<i>28. Če tekmovalec, ki mu je bil dosojen SENSU, prejme opozorilo kategorije 2 zaradi izogibanja borbi, ko je do konca borbe ostalo manj kot 15 sekund – bo tekmovalec avtomatsko izgubil to prednost.</i>
29. Voluntary religiously headwear must be approved by the WKF.
<i>29. Prostovoljno versko pokrivalo mora odobriti WKF.</i>
30. The WKF Competition Supervisor, or the Organizing Commission, can allow Coaches to instead of the track suit top to use any t-shirt.
<i>30. Nadzornik tekmovanja WKF ali organizacijska komisija lahko dovoli trenerjem, da namesto zgornjega dela trenirke uporabljajo katero koli majico.</i>
31. HANSOKU-CHUI is given when the contestant's potential for winning has been seriously reduced by the opponent's foul.
<i>HANSOKU-CHUI se dosodi, ko je bil tekmovalčev potencial za zmago resno zmanjšan zaradi nasprotnikove napake.</i>
32. An "exchange" is the period preceding when the bout is halted, and the clock stopped.
<i>"Izmenjava napadov" je obdobje pred prekinitvijo dvoboja in ustavitvijo ure.</i>
33. The weight tolerance admitted for male and female 0.5 kg.
<i>Dovoljeno odstopanje teže za moške kategorije in ženske kategorije je 0,5 kg.</i>

34. HANSOKU is imposed for serious rules infractions.
<i>HANSOKU se dosodi za resne kršitve pravil.</i>
35. SHIKKAKU can only be imposed after a warning has been given.
<i>SHIKKAKU se lahko dosodi šele po danem opozorilu.</i>
36. If a contestant acts maliciously, SHIKKAKU and not HANSOKU is the correct penalty.
<i>36. Če tekmovalec deluje zlonamerno, je pravilna kazen SHIKKAKU in ne HANSOKU.</i>
37. If a contestant acts maliciously, HANSOKU is the correct penalty.
<i>37. Če tekmovalec deluje zlonamerno, je pravilna kazen HANSOKU.</i>
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.
<i>38. Tekmovalcu se lahko dosodi SHIKKAKU, če se oceni, da vedenje trenerja ali neborbenih članov tekmovalčeve delegacije škoduje ugledu in časti karate-doja.</i>
39. The same tolerance applies to both the upper and lower limits of a weight class.
<i>39. Enaka toleranca velja za zgornjo in spodnjo mejo težnostnega razreda.</i>
40. For individual competition, the Round-robin system followed by quarterfinals, semi-finals and final is applied.
<i>40. Za posamično tekmovanje se uporablja sistem Round-robin, ki mu sledi četrtfinale, polfinale in finale.</i>
41. There are five criteria to be met in determining a score.
<i>Za točkovanje je potrebno izpolniti pet kriterijev.</i>
42. A male team must present minimum five competitors for the initial round.
<i>Moška ekipa mora za začetni krog predstaviti najmanj pet tekmovalcev.</i>
43. Male teams comprise five to seven members with five competing in a round.
<i>43. Moške ekipe sestavljajo pet do sedem članov, pet jih tekmuje v krogu.</i>
44. A female team must present minimum two competitors for the initial round.
<i>Ženska ekipa mora za začetni krog predstaviti vsaj dve tekmovalki.</i>
45. The maximum 32 Competitors per category are divided in 8 groups of 4 Competitors in the Round-robin system.
<i>Največ 32 tekmovalcev na kategorijo je razdeljenih v 8 skupin po 4 tekmovalce v sistemu Round-robin.</i>
46. If the coach continues to interfere after first warning, the Referee will stop the bout, approach the coach again and ask him/her to leave the tatami.
<i>Če se trener po prvem opozorilu še naprej moti potek borbe, bo sodnik prekinil borbo, se znova približal trenerju in ga prosil, naj zapusti tatami.</i>
47. If AKA scores just as AO steps outside of the match area, both the score and warning or penalty can be given.
<i>47. Če AKA točkuje ravno takrat, ko AO stopi izven borišča, se lahko podeli tako točka kot opozorilo ali kazen.</i>
48. If a contestant has been physically propelled from the area, Jogai will be given.
<i>48. Če je bil tekmovalec fizično odrinjen iz borišča, bo dodeljen Jogai.</i>
49. In Premier League competition the losers to the finalists in the quarter- and semi-finals compete for the bronze medals.
<i>49. V tekmovanju Premier League se poraženci od finalistov, v četrtfinalu in polfinalu potegujejo za bronaste medalje.</i>
50. In cases where there is a tie between two or more Competitors in a group, having the same number of total points, the first criteria to consider is the highest World Ranking at the date of the competition.
<i>50. V primerih, ko sta dva ali več tekmovalcev v skupini, ki imata enako skupno število točk, izenačena, je prvi kriterij, ki ga je treba upoštevati, najvišja svetovna uvrstitev na datum tekmovanja.</i>
51. It is possible for a Competitor to be disqualified from a bout (HANSOKU) and continue the competition.

<i>Možno je, da je tekmovalec diskvalificiran iz dvoboja (HANSOKU) in nadaljuje tekmovalje.</i>
52. A contestant who scores and exits the area before the Referee calls YAME will not receive JOGAI. <i>Tekmovalec, ki doseže točko in zapusti območje, preden sodnik zakliče YAME, ne bo prejel JOGAI.</i>
53. Contestants cannot be given penalties after the time-up bell has signalled the end of a bout. <i>Tekmovalci ne morejo dobiti kazni po tem, ko se je izekel čas za borbo.</i>
54. 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. <i>V mladinski kategoriji bo za vsako tehniko v obraz, glavo ali vrat, ki povzroči poškodbo, dosojeno opozorilo ali kazen, razen če je zanjo kriv nasprotnik sam.</i>
55. In Cadet and Junior competition Jodan kicks are allowed to make the lightest touch ("skin touch") provided there is no injury. <i>Na tekmovalju kadetov in mladincev so dovoljeni udarci z ного Jodan, ki naredijo dotik kože, pod pogojem, da ni poškodb.</i>
56. In Senior competition a light touch is allowed for JODAN punches, and a greater tolerance is allowed for JODAN kicks. <i>56. V konkurenci članov je dovoljen rahel dotik pri JODAN udarcih z roko, večja toleranca pa je dovoljena pri JODAN udarcih z ного.</i>
57. An already qualified Competitor cannot be disqualified for misconduct (SHIKKAKU) at the end of the Round-robin. <i>57. Že kvalificiranega tekmovalca ni mogoče diskvalificirati zaradi neprimernega vedenja (SHIKKAKU) na koncu kroga Round-robin.</i>
58. If a variation of the competition format other than described in these rules is to be applied for a particular tournament, this has to be clearly announced in the tournament bulletin. <i>58. Če je treba za določen turnir uporabiti različico tekmovalnega formata, ki ni opisana v pravilih, mora biti to jasno objavljeno v turnirskem biltenu.</i>
59. A bad behaviour from a coach does not cause a SHIKKAKU to his/her competitor and the competitor does not need to be expelled from the match/bout. <i>59. Neprimerno obnašanje trenerja ne povzroči SHIKKAKU njegovemu/njenemu tekmovalcu in tekmovalca ni treba izključiti iz tekmovalja/borbe.</i>
60. When the Judges see a score, they will immediately signal with joy sticks. <i>60. Ko stranski sodniki vidijo rezultat, takoj signalizirajo z elektronskim mehanizmom.</i>
61. The referee panel is composed of 1 Tatami Manager, 3 Tatami Manager Assistants. <i>61. Sodniški zbor sestavlja: 1 vodja borišča, 3 pomočniki vodje borišča.</i>
62. The Referee Panel for each match shall consist of one Referee, four Judges and one Match Supervisor. <i>62. Sodniški zbor za vsako borbo sestavlja en glavni sodnik, štiri stranski sodniki in en nadzornik tekme.</i>
63. If after the bout has started a contestant is found not to be wearing a gum-shield the contestant will be disqualified. <i>63. Če se po začetku borbe ugotovi, da tekmovalec ne nosi ščitnika za zobe, bo tekmovalec diskvalificiran.</i>
64. The Referee will give all commands and make all announcements. <i>64. Glavni sodnik bo dajal vse ukaze in vse napovedi.</i>
65. Duration of the Kumite bout is: 1.5 minutes for under14 years and younger. <i>65. Trajanje borbe je 1,5 minute za mlajše od 14 let.</i>
66. If three Judges signal a score for AKA, the Referee must stop the bout even if he believes they are mistaken.

66. Če trije stranski sodniki signalizirajo točko za AKA, mora glavni sodnik ustaviti borbo, tudi če meni, da se motijo.
67. If two or more Judges signal a score for the same competitor, the Referee must stop the bout.
67. Če dva ali več stranskih sodnikov signalizirajo točko za istega tekmovalca, mora glavni sodnik ustaviti borbo.
68. 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.
68. Merjenje časa borbe se začne, ko glavni sodnik da znak za začetek in se ustavi, ko sodnik zakliče "YAME" ali ko se čas izteče.
69. The Referee Panel of a Kumite match shall consist of a Referee, four Judges, a Match Supervisor and a Score Keeper.
69. Sodniški zbor za borbe sestavljajo glavni sodnik, štiri stranski sodniki, nadzornik tekme in zapisnikar.
70. When a competitor slips and falls with the torso not touching the Tatami and is immediately scored upon the opponent will be awarded Ippon.
70. Ko tekmovalcu spodrsne in pade s trupom, ki se ne dotika tatamija, in se takoj točkuje na nasprotniku, se mu dodeli Ippon.
71. The competitor's coach or its official representative are the only ones allowed to make a protest.
71. Tekmovalčev trener ali njegov uradni predstavnik imata pravico vložiti protest.
72. If the Referee does not hear the time-up signal the Match Supervisor will blow the whistle.
72. Če glavni sodnik ne sliši signala za iztek časa, bo nadzornik tekme zapiskal.
73. The Competitors only must bow properly to each other at the start of the bout.
73. Tekmovalca se morata pravilno prikloniti drug drugemu na začetku borbe.
74. In individual matches a contestant who withdraws voluntarily from the bout is declared KIKEN and an extra eight points are awarded to the opponent.
74. V borbah posamezno tekmovalec, ki se prostovoljno umakne iz dvoboja, razglasi za KIKEN in se dodeli dodatnih osem točk nasprotniku.
75. Awareness is the state of continued commitment, which endures after the technique has landed.
75. Zavedanje je stanje stalne zavezanosti, ki traja potem, ko je tehnika zaključena.
76. If the organizer has a check-up of equipment before line-up, it is still KANSA'S responsibility to ensure that the equipment is in accordance with the rules.
76. Če ima organizator pregled opreme pred postavitvijo tekmovalcev, je še vedno odgovornost sodnika nadzornika tekme zagotoviti, da je oprema v skladu s pravili.
77. A contestant who stays within the match area may score on a contestant outside the match area.
77. Tekmovalec, ki ostane znotraj borišča, lahko doseže točko na tekmovalca zunaj borišča.
78. ATOSHI BARAKU means "15 seconds of bout time remaining".
78. ATOSHI BARAKU pomeni "15 sekund preostalega časa borbe".
79. ATOSHI BARAKU means "10 seconds of bout time remaining".
78. ATOSHI BARAKU pomeni "10 sekund preostalega časa borbe".
80. A "skin touch" to the throat is allowed only in Senior competition.
80. Dotik grla je dovoljen samo v konkurenci članov in članic.
81. If there are no points at the end of a bout in team matches the Referee will call for HANTEI.
81. Če na koncu borbe v ekipnih dvobojih ni točk, bo sodnik poklical HANTEI.
82. Excessive contact after repeated failure to block is a consideration for MUBOBI.
82. Prekomerni kontakt po večkratnem neuspešnem blokiranju je kriterij za MUBOBI.

<p>83. A contestant may be penalised for exaggeration even when there is an actual injury.</p> <p><i>83. Tekmovalec je lahko kaznovan za pretiravanje, tudi če gre za dejansko poškodbo.</i></p>
<p>84. The Referee declare the winner; "AO (AKA) NO KACHI", and if necessary, break the tie in case of HANTEI.</p> <p><i>84. Glavni sodnik razglasi zmagovalca; "AO (AKA) NO KACHI", in po potrebi prekine izenačenje v primeru HANTEI.</i></p>
<p>85. In the event of a tied score at the end of an inconclusive bout the Referee Panel (the Referee and the four Judges) will decide the bout by HANTEI.</p> <p><i>85. V primeru izenačenega rezultata na koncu dvoboja, ki ni dokončen, bo sodniški zbor (glavni sodnik in štiri stranski sodniki) o borbi odločil s HANTEI.</i></p>
<p>86. When the Referee Panel has made a decision not in accordance with the Rules of Competition, the Match Supervisor (KANSA) will immediately blow his whistle.</p> <p><i>86. Ko sodniški zbor sprejme odločitev, ki ni v skladu s pravili tekmovanja, bo nadzornik tekme (KANSA) takoj zapiskal.</i></p>
<p>87. A competitor should not be penalized for being winded (loss of breath as a consequence of a technique) or simply reacting to an impact even if the technique merited a point by the opponent.</p> <p><i>87. Tekmovalec ne sme biti kaznovan zaradi globokega dihanja (izguba sape kot posledica prejete tehnike) ali preprosto reakcije na udarec, tudi če je tehnika zaslužila nasprotnikovo točko.</i></p>
<p>88. In team matches there is no extra bout.</p> <p><i>88. V ekipnih borbah ni dodatnega dvoboja.</i></p>
<p>89. Only the first correctly executed technique of a combination will score.</p> <p><i>89. Samo prva pravilno izvedena tehnika kombinacije bo točkovana.</i></p>
<p>90. Competitors that appear at the competition area with unauthorized equipment or irregular Karate-Gi will be given one minute to correct the attire, and the Coach will automatically lose the right to coach that bout.</p> <p><i>90. Tekmovalci, ki se pojavijo na borišču z opremo, ki ni predpisana ali nepravilno kimono, bodo imeli na voljo eno minuto, da popravijo opremo, trener pa samodejno izgubi pravico do vodenja te borbe.</i></p>
<p>91. Competitors that are winded as a result of an impact should be allowed time to catch their breath before the bout is resumed.</p> <p><i>91. Tekmovalcu, ki je zaradi prejetega udarca izgubil sapo, je treba pustiti čas, da zaduha, preden se borba nadaljuje.</i></p>
<p>92. JODAN is described as the shoulders and the area above the collar bone.</p> <p><i>92. JODAN je definiran kot ramena in območje nad ključnico.</i></p>
<p>93. IPPON is awarded for JODAN kicks or any techniques against an opponent whose any part of the body other than the feet is in contact with the TATAMI.</p> <p><i>93. IPPON se dosodi za udarce z nogo v območje JODAN ali katero koli tehniko proti nasprotniku, katerega katerikoli del telesa razen stopal je v stiku s TATAMI-jem.</i></p>
<p>94. HANSOKU CHUI will be given for feigning of injury.</p> <p><i>94. HANSOKU CHUI bo dodeljen zaradi simuliranja poškodbe.</i></p>
<p>95. HANSOKU will be given for the first instance of exaggerating an injury.</p> <p><i>95. HANSOKU bo dodeljen za prvi primer pretiravanja poškodbe.</i></p>
<p>96. A loss of breath by the recipient of a blow after receiving a CHUDAN technique does indicate lack of control.</p> <p><i>96. Izguba sape pri prejemniku udarca po prejemu tehnike CHUDAN kaže na pomanjkanje kontrole.</i></p>
<p>97. A competitor can be given Hansoku directly for exaggerating the effects of injury.</p> <p><i>97. Tekmovalec lahko prejme Hansoku neposredno zaradi pretiravanja učinkov poškodbe.</i></p>
<p>98. 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.</p>

<p>98. Tehnika, tudi če je učinkovita, izvedena po ukazu za prekinitve ali ustavitve borbe, se ne točkuje, lahko pa se kaznuje.</p>
<p>99. In Cadet Kumite JODAN kicks are allowed to make a "skin touch" provided there is no injury.</p>
<p>99. V borbah pri kadetih so dovoljeni JODAN udarci z nogo, do "dotika kože", pod pogojem, da ni poškodb.</p>
<p>100. Before the start of a match or bout the Tatami Manager should examine the competitor's medical card.</p>
<p>100. Pred začetkom tekme ali borbe mora vodja tatamija pregledati tekmovalčev zdravstveni karton.</p>
<p>101. If there is an error in charting and the wrong contestants compete this cannot be changed afterwards.</p>
<p>101. Če pride do napake pri evidentiranju in tekmujejo napačni tekmovalci, tega pozneje ni več mogoče spremeniti.</p>
<p>102. An effective technique delivered at the same time as the end of the bout is signalled by the buzzer is valid.</p>
<p>102. Učinkovita tehnika, izvedena istočasno, ko je konec dvoboja označen z zvočnim signalom, je veljavna.</p>
<p>103. If a contestant is injured and it is considered to be their own fault (MUBOBI), the Referee will decline to give a warning or penalty to the opponent.</p>
<p>103. Če je tekmovalec poškodovan in se šteje, da je to njegova lastna krivda (MUBOBI), bo glavni sodnik zavrnil dosojanje opozorila ali kazni nasprotniku.</p>
<p>104. KANSA has no vote or authority in matters of judgments such as whether a score was valid or not.</p>
<p>104. KANSA nima glasu ali avtoritete pri presojah, kot je na primer, ali je bil rezultat veljaven ali ne.</p>
<p>105. YUKO is always awarded for punches on the back.</p>
<p>105. YUKO se vedno dosodi za udarce v hrbet.</p>
<p>106. "Skin touch" is allowed in categories for Competitors 16 years or older.</p>
<p>106. "Skin touch" je dovoljen v kategorijah za tekmovalce, stare 16 let ali več.</p>
<p>107. A contestant who does not obey the Referee's orders will be given SHIKKAKU.</p>
<p>107. Tekmovalec, ki ne upošteva sodnikovih ukazov, bo dobil SHIKKAKU.</p>
<p>108. The Score Supervisor will order the Referee to halt the match when he sees a contravention of the Rules of Competition.</p>
<p>108. Nadzornik točkovanja bo glavnemu sodniku ukazal, naj prekine borbo, ko opazi kršitev tekmovalnih pravil.</p>
<p>109. If in a combination, the first technique merits a YUKO and the second merits a penalty, both shall be given.</p>
<p>109. Če v kombinaciji prva tehnika zasluži YUKO, druga pa kazen, se dosodita obe.</p>
<p>110. Skin touch is defined as touching the target without transferring energy into the head or body.</p>
<p>110. Dotik kože je definiran kot dotik tarče brez prenosa energije v glavo ali telo.</p>
<p>111. It is not possible to score while lying on the floor.</p>
<p>111. Točkovanje ni mogoče, ko tekmovalec leži na tleh.</p>
<p>112. A competitor not wearing the WKF approved equipment will be given two minutes to change for the approved type.</p>
<p>112. Tekmovalec, ki ne nosi odobrene opreme WKF, bo imel dve minuti časa, da zamenja za odobreno opremo.</p>
<p>113. A contestant injured in Kumite and withdrawn under the ten-second rule may not compete in the Kata competition.</p>
<p>113. Tekmovalec, poškodovan v borbah in odstranjen po pravilu desetih sekund, ne sme nastopiti v tekmovalstvu v katah.</p>

<p>114. An injured contestant who has been declared unfit to fight by the Tournament Doctor cannot fight again in that competition.</p> <p>114. Poškodovani tekmovalca, ki ga je zdravnik turnirja razglasil za nesposobnega za borbo, se ne more ponovno boriti na tem tekmovanju.</p>
<p>115. If a competitor behaves badly on the competition area after the end of the match or bout, the Referee can still give SHIKKAKU.</p> <p>115. Če se tekmovalca slabo obnaša na tekmovališču po koncu tekme ali borbe, lahko glavni sodnik še vedno dosodi SHIKKAKU.</p>
<p>116. The Match Supervisor has a vote in cases of SHIKKAKU.</p> <p>116. Nadzornik tekme glasuje v primerih SHIKKAKU.</p>
<p>117. In Male team matches if a team wins three bouts, then the match is over at that point.</p> <p>117. V borbah moških ekip, če ekipa zmaga tri dvoboje, je tekma na tej točki končana.</p>
<p>118. In Female team matches if a team wins two bouts, then the match is over at that point.</p> <p>118. V borbah ženskih ekip, če ekipa zmaga v dveh dvobojih, je tekma na tej točki končana."</p>
<p>119. When a contestant seizes the opponent and does not perform an immediate technique or throw the Referee will call "YAME".</p> <p>119. Ko tekmovalca zgrabi nasprotnika in ne izvede takojšnje tehnike ali meta, bo glavni sodnik zaklical "YAME".</p>
<p>120. When a Judge is not sure that a technique actually reached a scoring area s/he may signal for the score.</p> <p>120. Ko stranski sodnik ni prepričan, da je tehnika dejansko dosegla točkavalno območje, lahko da signal za točkovanje.</p>
<p>121. A contestant who commits an act which harms the prestige and honour of Karate-Do will be given HANSOKU.</p> <p>121. Tekmovalca, ki stori dejanje, ki škodi ugledu in časti karate-doja, bo dobil HANSOKU.</p>
<p>122. 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.</p> <p>122. Če je dejanje tekmovalca ocenjeno kot nevarno in namerno krši pravila glede prepovedanega vedenja, bo tekmovalca dobil Shikkaku.</p>
<p>123. Correctly executed techniques executed after the time-up signal are valid.</p> <p>123. Pravilno izvedene tehnike, izvedene po signalu za potek časa, so veljavne.</p>
<p>124. Correctly executed techniques executed upon or after "WAKARETE" are valid.</p> <p>124. Pravilno izvedene tehnike, izvedene ob ali po "WAKARETE", so veljavne.</p>
<p>125. A point may be signaled even if the Judge cannot see the actual point of impact.</p> <p>125. Točka se lahko signalizira, tudi če stranski sodnik ne vidi dejanske površine udarca.</p>
<p>126. At HANTEI if three Judges signal victory for AKA and the fourth Judge signals victory for AO, the Referee must give victory for AKA.</p> <p>126. Na HANTEI, če trije stranski sodniki pokažejo zmago za AKA in četrti stranski sodnik zmago za AO, mora glavni sodnik podeliti zmago za AKA.</p>
<p>127. Passivity cannot be given to someone having a lead by point or SENSHU.</p> <p>127. Pasivnosti ni mogoče dosoditi tekmovalcu, ki ima prednost po točkah ali SENSHU.</p>
<p>128. Only the Coach designated for the specific bout is allowed to coach and guide the competitor from the place allocated to the coach close to the competition area.</p> <p>128. Samo trener, ki je določen za konkretni dvoboj, lahko usmerja in vodi tekmovalca z mesta, ki je dodeljeno trenerju blizu tekmovališča.</p>
<p>129. If a contestant does not regain his or her feet within ten seconds, the Referee will announce "KIKEN" and "KACHI" to the opponent.</p>

<p>129. Če se tekmovalec v desetih sekundah ne postavi na svoje noge, bo glavni sodnik naznanil "KIKEN" in nasprotniku "KACHI".</p>
<p>130. If a competitor is thrown and lands partly outside the match area, the Referee will immediately call "YAME".</p>
<p>130. Če je tekmovalec vržen in delno pristane izven tekmovališča, bo glavni sodnik takoj zaklical "YAME".</p>
<p>131. The Competitor may not signal to the Coach the wish for him/her to request a video review.</p>
<p>131. Tekmovalec ne sme sporočiti trenerju želje, da zahteva video pregled.</p>
<p>132. The contestants should be examined outside the tatami.</p>
<p>132. Tekmovalce je treba pregledati zunaj tatamija.</p>
<p>133. KANSA has to blow the whistle if the Judges are holding the joy sticks in the wrong hands.</p>
<p>133. KANSA mora zažvižgati, če stranski sodniki držijo elektronsko napravo v napačnih rokah.</p>
<p>134. Gum-shields (mouth guards) are obligatory for all Kumite contestants.</p>
<p>134. Ščitniki za zobe so obvezni za vse tekmovalce v kumiteju.</p>
<p>135. After a throw the Referee will allow a maximum of two seconds for a score to be made.</p>
<p>135. Po metu bo glavni sodnik dovoil največ dve sekundi, da se doseže točka.</p>
<p>136. 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 warning or penalty for Jogai.</p>
<p>136. Če tekmovalec doseže zadetek z močnim stranskim nožnim udarcem in odbije nasprotnika iz borišča, mora glavni sodnik dosoditi WAZA-ARI in dati nasprotniku opozorilo ali kazen za Jogai.</p>
<p>137. When an official protest is lodged the ensuing matches must be delayed until the result of the protest is given.</p>
<p>137. Ko je vložen uradni protest, je treba naslednje borbe odložiti, dokler ni objavljen rezultat protesta.</p>
<p>138. Each Judge will be seated in the corners of the TATAMI.</p>
<p>138. Vsak stranski sodnik bo sedel v kotih TATAMI-ja.</p>
<p>139. When the Referee awards a point for a technique which has caused injury the Match Supervisor should signal for the match to be stopped.</p>
<p>139. Ko glavni sodnik dosodi točko za tehniko, ki je povzročila poškodbo, mora nadzornik tekme signalizirati, naj se borba prekine.</p>
<p>140. When the Referee fails to hear the "time-up" bell the Scorekeeper should blow his whistle.</p>
<p>140. Če glavni sodnik ne sliši signala za iztek časa, mora zapisnikar zapiskati.</p>
<p>141. WAKARETE for breaking up a clinch can be given at any time of the bout.</p>
<p>141. WAKARETE za prekinitev klinča se lahko dosodi kadar koli v dvoboju.</p>
<p>142. When the Referee wants to give SHIKKAKU she/he may call the Judges for a brief consultation.</p>
<p>142. Ko želi glavni sodnik dosoditi SHIKKAKU, lahko pokliče stranske sodnike na kratek posvet.</p>
<p>143. 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.</p>
<p>143. Ko se tekmovalec poškoduje med borbo, ki je v teku, in potrebuje zdravniško pomoč, mu bodo dane tri minute, da prejme pomoč, nato pa bo glavni sodnik odločil, ali bo tekmovalec razglašen za nesposobnega za borbo ali bo dal več časa za oskrbo.</p>
<p>144. A contestant who exits the area (JOGAI) with less than 15 seconds of bout time remaining will be given a minimum of CHUI.</p>
<p>144. Tekmovalec, ki zapusti borišče (JOGAI) v manj kot 15 sekund preostalega časa borbe, bo prejel najmanj CHUI.</p>

<p>145. 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.</p> <p><i>145. Da bi popravil napačno dodeljeno točko, se mora glavni sodnik obrniti proti tekmovalcu, ki je dobil napačen rezultat, pokazati znak TORIMASEN in nato dosoditi točko nasprotniku.</i></p>
<p>146. 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.</p> <p><i>146. Če tekmovalec doseže točko z dobro kontroliranim udarcem CHUDAN Geri, nato pa nenamerno udari nasprotnika v obraz in povzroči lažjo poškodbo, je treba dosoditi WAZA-ARI in opozorilo.</i></p>
<p>147. 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.</p> <p><i>147. Ko je bila poškodovanemu tekmovalcu nudena medicinska oskrba in uradni zdravnik reče, da lahko tekmovalec nadaljuje z borbo, glavni sodnik ne more razveljaviti zdravnikove odločitve."</i></p>
<p>148. The Referee can stop the bout even if the Judges do not signal.</p> <p><i>148. Glavni sodnik lahko ustavi borbo, tudi če stranski sodniki ne signalizirajo.</i></p>
<p>149. Once WAKARETE is called by the Referee the Coaches do not have the opportunity to make a video request.</p> <p><i>149. Ko glavni sodnik izreče WAKARETE, trenerji nimajo možnosti zahtevati video pregled.</i></p>
<p>150. "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.</p> <p><i>150. "Izmikanje borbi" se nanaša na situacijo, ko se tekmovalec vede tako, da zapravlja čas in s tem onemogoča nasprotniku, da bi dosegel točko.</i></p>
<p>151. TSUZUKTETE, unless preceded by WAKARETE, is not used if there is less than 15 seconds left of the bout.</p> <p><i>151. TSUZUKTETE, razen če je pred njim WAKARETE, se ne uporabi, če je do dvoboja ostalo manj kot 15 sekund.</i></p>
<p>152. In team matches if two contestants injure each other and cannot continue and the points score is equal the Referee will announce HIKIWAKE.</p> <p><i>152. Če se v ekipnih borbah oba tekmovalca poškodujeta in ne moreta nadaljevati in je rezultat enak, bo sodnik razglasil HIKIWAKE.</i></p>
<p>153. When there are less than 15 seconds of bout time remaining and a losing competitor, desperately trying to equalise, exits the area (JOGAI) they will be given a minimum of HANSOKU-CHUI.</p> <p><i>153. Ko je do konca borbe manj kot 15 sekund in tekmovalec, ki izgublja, obupno poskuša izenačiti, zapusti območje (JOGAI), bo prejel najmanj HANSOKU-CHUI.</i></p>
<p>154. Techniques which land below the belt cannot score.</p> <p><i>154. Tehnike, ki pristanejo pod pasom, ne morejo doseči točk.</i></p>
<p>155. Techniques, which land on the shoulder blade, can score.</p> <p><i>155. Tehnike, ki pristanejo na lopatici, so točkovane.</i></p>
<p>156. If AKA accidentally kicks AO on the hip and AO cannot continue the bout, then AO will be given KIKEN.</p> <p><i>156. Če AKA nenamerno brčne AO v bok in AO ne more nadaljevati borbe, bo AO dobil KIKEN.</i></p>
<p>157. If a contestant is obviously out of breath due to lack of endurance, he Referee should stop the match to give him time to recover.</p> <p><i>157. Če je tekmovalec očitno zasopel zaradi pomanjkanja kondicije, mora sodnik prekiniti borbo in mu nuditi čas, da si opomore.</i></p>
<p>158. A contestant who establishes a clear lead of eight points is declared the winner.</p>

<i>158. Tekmovalec, ki doseže prednost osmih točk, je razglašen za zmagovalca.</i>
159. When time is up; the contestant who has scored the most points is declared the winner.
<i>159. Ko se čas izteče; tekmovalec, ki je dosegel največ točk, je razglašen za zmagovalca.</i>
160. An otherwise correctly executed technique will be penalized if executed at the same time as WAKARETE has been called.
<i>160. Sicer pravilno izvedena tehnika bo kaznovana, če bo izvedena istočasno, s klicem WAKARETE.</i>
161. There are two degrees of official warnings.
<i>161. Obstajata dve stopnji uradnih opozoril.</i>
162. CHUI is given, up to three times, for smaller infractions.
<i>162. CHUI se dosodi do trikrat za manjše kršitve.</i>
163. HANSOKU CHUI cannot be given if three CHUI has not already been given.
<i>163. HANSOKU CHUI ni mogoče dosoditi, če še niso bili dosojeni trije CHUI.</i>
164. A warning or penalty for MUBOBI is only given when a competitor is hit or injured through his own fault or negligence.
<i>164. Opozorilo ali kazen za MUBOBI se dosodi le, če je tekmovalec udarjen ali poškodovan po lastni krivdi ali malomarnosti.</i>
165. 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.
<i>165. Tekmovalec, ki je bil udarjen po lastni krivdi in pretirava z učinkom udarca, mora prejeti opozorilo ali kazen za MUBOBI ali pretiravanje, vendar ne obojega.</i>
166. If a competitor makes a good CHUDAN kick and the opponent catches the leg a score cannot be given.
<i>166. Če tekmovalec izvede dober nožni udarec CHUDAN in nasprotnik ujame nogo, se točkovanje ne dosodi.</i>
167. A competitor makes a JODAN kick with all six scoring criteria. The opponent puts his hand up to intercept the kick and the hand then lightly hits his own face; the Referee can give IPPON since the kick was not effectively blocked.
<i>167. Tekmovalec izvede udarec z nogo JODAN z vsemi šestimi kriteriji točkovanja. Nasprotnik dvigne roko, da prestreže udarec, in roka nato rahlo udari po lastnem obrazu; glavni sodnik lahko dosodi IPPON, ker udarec ni bil učinkovito blokiran.</i>
168. A male team can compete with only two competitors.
<i>168. Moška ekipa lahko tekmuje samo z dvema tekmovalcema.</i>
169. Authorised advertising for WKF is displayed on the left sleeve of the Karate-Gi.
<i>169. Pooblaščen oglasavanje za WKF je prikazano na levem rokavu Karate-Gija.</i>
170. National Federations are not allowed to put advertising on the competitor's Karate-Gi.
<i>170. Nacionalne federacije ne smejo oglaševati na tekmovalčevem Karate-Giju.</i>
171. A Kumite competitor who receives KIKEN cannot compete again in that tournament.
<i>171. Tekmovalec v borbah, ki prejme KIKEN, ne more več tekmovati na tem turnirju.</i>
172. An extra bout is used only for team matches.
<i>172. Dodatna borba se uporablja samo na ekipnih tekmah.</i>
173. KANSA needs to blow the whistle if the Referee gives a score to a competitor and MUBOBI to the other.
<i>173. KANSA mora zapiskati, če glavni sodnik točkuje tekmovalca in dosodi MUBOBI nasprotniku.</i>
174. Serious violation of conduct, discipline, or malicious behavior merits a HANSOKU CHUI.
<i>174. Resna kršitev vedenja, discipline ali zlonamerno vedenje si zasluži HANSOKU CHUI.</i>

<p>175. In international competitions the Referee must not have the same nationality as either of the competitors although one of the Judges can if both coaches agree.</p> <p><i>175. Na mednarodnih tekmovanjih glavni sodnik ne sme imeti istega državljanstva kot kateri koli od tekmovalcev, čeprav ima lahko eden od stranskih sodnikov, če se oba trenerja strinjata.</i></p>
<p>176. The Match Supervisor (KANSA) will line up together with the Referee and the Judges.</p> <p><i>176. Nadzornik tekme (KANSA) se bo postavil v vrsto skupaj s glavnim sodnikom in stranskimi sodniki.</i></p>
<p>177. The coaches will be seated outside the safety area, on their respective sides facing towards the official table.</p> <p><i>177. Trenerja bosta sedela izven varnostnega območja, vsak na svoji strani obrnjena proti uradni mizi.</i></p>
<p>178. KANSA does not need to interfere if the Referee gives a score to a competitor and exaggeration to the other.</p> <p><i>178. KANSA ne posreduje, če glavni sodnik dosodi točko tekmovalcu in pretiravanje nastrotniku.</i></p>
<p>179. In team matches the Panel will rotate for each bout - provided that all hold the required license.</p> <p><i>179. Na ekipnih borbah se bo sodniški panel rotiral za vsak dvboj - pod pogojem, da imajo vsi sodniki zahtevano licenco.</i></p>
<p>180. In team matches the Panel will rotate for each bout only in bouts for medals.</p> <p><i>180. Na ekipnih borbah se sodniški panel rotira za vsako borbo, samo v borbah za medalje.</i></p>
<p>181. The Referee can move about the entire tatami including the safety zones.</p> <p><i>181. Glavni sodnik se lahko premika po celotnem tatamiju, vključno z varnostnimi conami.</i></p>
<p>182. Female competitors must have chest protector.</p> <p><i>182. Tekmovalke morajo imeti ščitnik za prsi.</i></p>
<p>183. Female competitors don't have to have chest protector if they have body protector.</p> <p><i>183. Tekmovalkam ni treba imeti ščitnika za prsi, če imajo ščitnik za telo.</i></p>
<p>184. The red and blue belts must be without any personal embroideries or markings.</p> <p><i>184. Rdeči in modri pasovi morajo biti brez osebnih vezenin ali oznak.</i></p>
<p>185. When a situation appears to possibly warrant a disqualification the Referee can call one or more of judges for a brief consultation (FUKUSHIN SHUGO) before announcing any decision.</p> <p><i>185. Ko se zgodi situacija, da upravičuje diskvalifikacijo tekmovalca, lahko glavni sodnik pokliče enega ali več stranskih sodnikov na kratek posvet (FUKUSHIN SHUGO), preden dosodi kakršno koli odločitev.</i></p>
<p>186. Contestants must wear a white Karate-Gi without personal embroidery.</p> <p><i>186. Tekmovalci morajo nositi bel Karate-Gi brez osebnih vezenin.</i></p>
<p>187. Personal embroidery in the Karate-Gi is allowed only in bouts for medals.</p> <p><i>187. Osebno vezenje na karate-giju je dovoljeno samo v bojih za medalje.</i></p>
<p>188. Where contact is considered by the Referee to be too strong, but does not diminish the Competitor's chances of winning, a warning (CHUI) can be given.</p> <p><i>188. Kadar glavni sodnik oceni, da je kontakt premočan, vendar ne zmanjša tekmovalčevih možnosti za zmago, lahko dosodi opozorilo (CHUI).</i></p>
<p>189. Any technique, which results in injury, unless caused by the recipient cause a warning or penalty.</p> <p><i>189. Vsaka tehnika, ki povzroči poškodbo, razen če jo kriv prejemnik sam, ima za posledico opozorilo ali kazen.</i></p>
<p>190. An obvious overreaction to a contact will receive a CHUI.</p> <p><i>190. Za očitno pretirano reakcijo ob kontaktu bo dosojen CHUI.</i></p>
<p>191. Judges cannot indicate a score or warning before the Referee stops the bout.</p> <p><i>Stranski sodniki ne morejo signalizirati točke ali opozorila, dokler glavni sodnik ne ustavi borbe.</i></p>
<p>192. An obvious display of exaggeration will receive a HANSOKU.</p> <p><i>Ob očitnem pretiravanju s težo poškodbe se izreče HANSOKU.</i></p>

<p>193. Any instance of feigning an injury, whoever slight, will receive a minimum warning of CHUI.</p> <p><i>Vsak primer simuliranja poškodbe, ne glede na to da gre ta lažjo poškodbo, bo tekmovalec prejel minimalno opozorilo CHUI.</i></p>
<p>194. An obvious display of any feigning such as staggering around, falling on the floor, standing up and falling down again, and so on, will receive SHIKKAKU directly.</p> <p><i>Za hujše oblike hlinjenja poškodbe, kot je opotekanje, padanje na tla, vstajanje in ponovno padanje itd., se izreče neposredno SHIKKAKU.</i></p>
<p>195. Any feigning of an injury from a technique that in fact have been determined by the judges as a point will as a minimum result in HANSOKU CHUI.</p> <p><i>Vsako pretvarjanje poškodbe pri udarcu, ki so ga sodniki ocenili kot točko, se kaznuje najmanj s HANSOKU CHUI.</i></p>
<p>196. 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.</p> <p><i>196. Če tekmovalec doseže točkovanje z več kot eno zaporedno tehniko pred YAME, morajo stranski sodniki upoštevati udarec z najvišjo vrednostjo točk, ne glede na zaporedje udarcev v kombinaciji.</i></p>
<p>197. In team matches, if after the extra bout there are no scores, or it is equal scores with no SENSU, the match will be decided by HANTEI.</p> <p><i>197. Na ekipnih borbah, če po dodatnem dvoboju ni točk ali je rezultat enak brez SENSU, bo zmagovalca odločil HANTEI.</i></p>
<p>198. JOGAI occurs when a contestant exits from the competition area, and it is not caused by the opponent.</p> <p><i>198. JOGAI je situacija, ko tekmovalec zapusti borišče in izhod ne povzroči nasprotnik.</i></p>
<p>199. The minimum warning for running away, avoiding combat or/and wasting time during ATOSHI BARAKU is HANSOKU CHUI.</p> <p><i>199. Minimalno opozorilo za bežanje, izogibanje borbi ali/in zapravljanje časa med ATOSHI BARAKU je HANSOKU CHUI.</i></p>
<p>200. The pivotal point of the throw must not be above the thrower's hip level and the opponent must be held onto throughout, so that a safe landing can be made.</p> <p><i>"200. Osrednja točka vrtilišča meta ne sme biti nad pasom izvajalca meta. Slednji mora ves čas izvajanja meta držati nasprotnika, da ta varno pristane na borišču.</i></p>
<p>201. Holding on to the opponent's Karate Gi is not permitted to break a fall.</p> <p><i>Za prekinitev padca ni dovoljeno držati nasprotnikovo kimono.</i></p>
<p>202. KANSA does not need to interfere if the Referee gives a score for a technique done after the time is up.</p> <p><i>KANSA ne posreduje, če glavni sodnik točkuje tehniko, izvedeno po izteku časa.</i></p>
<p>203. YUKO is worth one point.</p> <p><i>YUKO se točkuje kot ena točka.</i></p>
<p>204. WAZA-ARI is worth two points.</p> <p><i>WAZA-ARI se točkuje kot dve točki.</i></p>
<p>205. IPPON is worth three points.</p> <p><i>IPPON se točkuje kot tri točke.</i></p>
<p>206. It is the duty of the Match Supervisor to ensure before each match or bout that the competitors are wearing the approved equipment.</p> <p><i>206. Dolžnost nadzornika tekme je, da pred vsako borbo zagotovi, da tekmovalci nosijo odobreno opremo.</i></p>
<p>207. It is the duty of the Tatami Manager to ensure before each match or bout that the competitors are wearing the approved equipment.</p> <p><i>207. Dolžnost vodje borišča je, da pred vsako borbo zagotovi, da tekmovalci nosijo odobreno opremo.</i></p>

<p>208. Coaches must present their accreditation together with that of their competitor or team to the official table.</p> <p><i>208. Trenerji morajo pri uradni mizi predložiti lastno akreditacijo skupaj z akreditacijo svojega tekmovalca ali ekipe.</i></p>
<p>209. WAZA-ARI is awarded for CHUDAN Kicks.</p> <p><i>209. WAZA-ARI se dosodi za nožne udarce v CHUDAN regijo.</i></p>
<p>210. YUKO is awarded for any TSUKI or UCHI delivered to any of the seven scoring areas against a competitor that is standing up or off his/her feet and the torso is not on the mat.</p> <p><i>210. YUKO se dosodi za TSUKI ali UCHI, izveden na katerem koli od sedmih točkvalnih območij proti tekmovalcu, ki stoji ali leži in trup se ne dotika borišča.</i></p>
<p>211. 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.</p> <p><i>IPPON se dosodi za JODAN GERI regijo in tehnike, ki se izvedejo na nasprotniku, ki je bil vržen, je padel sam od sebe ali kako drugače ni na nogah.</i></p>
<p>212. Individual bouts cannot be declared a tie.</p> <p><i>Posamične borbe se ne morejo razglasiti za neodločene.</i></p>
<p>213. Passivity can be given to any Competitor at any time.</p> <p><i>Pasivnost se lahko dosodi kadar koli, kateremu koli tekmovalcu.</i></p>
<p>214. Passivity cannot be given during the first 15 seconds of a bout.</p> <p><i>Pasivnosti ni mogoče dosoditi v prvih 15 sekundah borbe.</i></p>
<p>215. Simulated attacks with the head, knees, or elbows are offenses.</p> <p><i>Simulirani napadi z glavo, kolenom ali komolcem so prekrški.</i></p>
<p>216. Avoiding combat during the last 15 seconds of the bout (ATO SHIBARAKU) will as a minimum result in HANSOKU CHUI and loss of SENSHU.</p> <p><i>Izogibanje borbi v zadnjih 15 sekundah borbe (ATO SHIBARAKU) se kaznuje najmanj s HANSOKU CHUI in izgubo SENSHU.</i></p>
<p>217. The Head Coach of a delegation can protest about a judgment to the members of the Refereeing Panel.</p> <p><i>Glavni trener lahko vloži pritožbo zoper kršitev sodniških pravil pri članih sodniškega zbora.</i></p>
<p>218. In a Kumite Tatami two mats are inverted with the red side turned up in a one meter distance from the mat centre to form a boundary between the contestants.</p> <p><i>218. V borbah sta dve blazini obrnjeni z rdečo stranjo navzgor in postavljeni 1 m od središča borišča, z namenom razmejitev tekmovalcev.</i></p>
<p>219. Jacket ties must be tied.</p> <p><i>219. Vezice na kimonu morajo biti zavezane.</i></p>
<p>220. At the beginning of a bout Jackets without ties can be used.</p> <p><i>220. Na začetku borbe se lahko uporablja kimono brez vezic.</i></p>
<p>221. In individual competition a contestant may be replaced by another after the drawing has taking place.</p> <p><i>Na posazmičnem tekmovanju lahko tekmovalca po opravljenem žrebanju zamenja drugi tekmovalec.</i></p>
<p>222. At medal bouts male coaches are required to wear a dark suit, shirt and tie.</p> <p><i>V borbah za medalje morajo moški trenerji nositi temno obleko, srajco in kravato.</i></p>
<p>223. At medal bouts female coaches may choose to wear a dress, pantsuit or a combination of jacket and skirt in dark colours.</p> <p><i>V borbah za medalje se lahko trenerke odločijo za obleko, hlačni kostim ali kombinacijo suknjiča in krila v temnih barvah.</i></p>
<p>224. At medal bouts female coaches cannot wear religious headwear.</p> <p><i>V bojih za medalje trenerke ne smejo nositi verskih pokrival.</i></p>

<p>225. A Competitor that refuses following the instructions of the Referee or display a loss of temper will automatically receive HANSOKU.</p> <p><i>Tekmovalec, ki noče upoštevati navodil glavnega sodnika ali se ne zna obvladati, prejme neposredno HANSOKU.</i></p>
<p>226. Competitors are not entitled to a period of time between matches, equal to the standard duration time of the match, for purpose of rest.</p> <p><i>226. Tekmovalci nimajo pravice do premora med borbami z namenom počitka. Ta premor je enak času trajanja borbe.</i></p>
<p>227. Passivity cannot be given after less than the last 15 seconds of the match.</p> <p><i>227. Pasivnosti ni mogoče dosoditi v zadnjih 15 sekundah borbe.</i></p>
<p>228. Any excessive celebration, such as falling on one's knees etc., political, or religious expressions, during or immediately after the bout or match, are prohibited and may be subject to a fine equal to the protest fee determined by EC.</p> <p><i>228. Vsako pretirano praznovanje, kot je padanje na kolena itd. ter politični ali verski izrazi med borbo ali tekmo ali takoj po njej so prepovedani in se lahko kaznujejo z denarno kaznijo v višini zneska, ki ga določi izvršni odbor WKF in je identična pritožbeni taksi.</i></p>
<p>229. If a Competitor receives KIKEN, or SHIKKAKU, in Round-robin competition all previous bouts are voided from the result.</p> <p><i>229. Če tekmovalec prejme KIKEN ali SHIKKAKU v tekmovanju Round-robin, se rezultati opravljenih dvobojev razglasijo za nične.</i></p>
<p>230. Grabbing the opponent's arm or Karate-GI with one hand is only allowed for attempting an immediately scoring technique or takedown.</p> <p><i>230. Prijemanje nasprotnikove roke ali Karate-GI, z eno roko je dovoljeno samo za izvedbo takojšnje tehnike točkovanja ali meta.</i></p>
<p>231. Grabbing the opponent with both hands is never allowed during the match.</p> <p><i>Med borbo nikoli ni dovoljeno prijeti nasprotnika z obema rokama.</i></p>
<p>232. It is the Tatami Manager's duty to appoint the video review supervisor.</p> <p><i>Dolžnost vodje borišča je, da imenuje nadzornika za video pregled.</i></p>
<p>233. Should the number of IPPON and WAZA ARI be equal, the decision will be by HANTEI.</p> <p><i>Če je število IPPON in WAZA ARI enako, bo odločitev sprejeta s HANTEI.</i></p>
<p>234. In any individual bout, with equal score, and no SENSU by either Competitor, the first criteria of the decision will be made based on the higher number of IPPON scored in the bout.</p> <p><i>V vseh posameznih borbah, ki se končajo brez rezultata ali z enakim številom točk, brez SENSU-ja, se najprej zmagovalca določi po kriteriju večjega števila IPPON-ov v borbi.</i></p>
<p>235. If one Competitor has a score indicated by more than one Judge and the score is different between the Judges, the higher will be applied.</p> <p><i>235. V kolikor tekmovalec po mnenju stranskih sodnikov doseže točko, a je to s stranskih sodnikov različno vrednoteno, se upošteva višji nivo točkovanja.</i></p>
<p>236. The Tatami Manager must notify the central table when a Competitor has been stopped from further competition based on the 10-second rule.</p> <p><i>Vodja borišča mora obvestiti glavno zapisnikarsko mizo, ko je bil tekmovalec izključen iz nadaljnega tekmovanja na podlagi pravila 10 sekund.</i></p>
<p>237. The timekeeper is responsible of starting the 3-minute count for a Competitor who is injured during a bout in progress and requires medical treatment.</p> <p><i>237. Časomerilec je odgovoren za začetek 3-minutnega štetja za tekmovalca, ki se poškoduje med dvobojem v teku in potrebuje zdravniško pomoč.</i></p>
<p>238. The Referee will call YAME when a contestant seizes the opponent and does not perform an immediate technique or throw.</p>

"238. Glavni sodnik bo poklical YAME, ko tekmovalec zgrabi nasprotnika in ne izvede takojšnje tehnike ali meta."

239. The Referee indicates the winner by hand signal and the order (AKA/AO NO KACHI), and by this action also resolve any tie.

239. Glavni sodnik nakaže zmagovalca z roko in vrstnim redom (AKA/AO NOKACHI), s to gesto tudi razreši morebitno izenačenje.

240. When a contestant seizes the opponent, the Referee will give several seconds for the contestant to perform a throw or technique.

240. Ko tekmovalec prime nasprotnika, bo glavni sodnik dovolil nekaj sekund, da tekmovalec izvede met ali tehniko.

241. The Coach / NF representative will request the official protest from the Tatami Manager.

Trener / predstavnik nacionalne zveze bo zahteval uradni protest pri vodji borišča.

242. The Referee can stop the match and give a point without the Judges opinion.

Glavni sodnik lahko prekine borbo in dosodi točko brez mnenja stranskega sodnika.

243. If the referee does not call the doctor in a 10 second rule situation, Kansa must blow the whistle.

Če glavni sodnik ne pokliče zdravnika v situaciji pravila 10 sekund, mora Kansa zapiskati.

244. The winning team is the one with the most bout victories excluding those won by SENSHU.

Zmagovalna ekipa je tista z največ zmagami v dvobojih, razen zmag dobljenih na SENSHU.

245. The red and blue belts must be no longer than three-quarters thigh length.

245. Rdeči in modri pas ne smeta biti daljša od treh četrtin stegen.

246. Failure of a Coach / NF representative to deliver a protest in a timely manner can lead to its rejection.

246. Če trener / predstavnik NF ne vloži protesta pravočasno, bo posledično protest zavrnjen.

247. The correct penalty for feigning an injury when the judges have determined that the technique in fact was a score is HANSOKU.

247. Pravilna kazen za simuliranje poškodbe, ko so sodniki ugotovili, da je bila tehnika točkovana, je HANSOKU.

248. The information of officials implicated in the protest is completed by the Tatami Manager.

248. Podatke o vpletenih sodnikih v protest bo izpolnil vodja borišča.

249. Disqualification by KIKEN means that the contestants are disqualified from that category, although it does not affect participation in another category.

249. Diskvalifikacija na podlagi KIKEN pomeni, da je tekmovalec diskvalificirani iz te kategorije, čeprav to ne vpliva na udeležbo v drugi kategoriji.

250. Competitors are entitled to a rest period of time between matches, equal to the standard duration time of the match. The exception is in the case of change of equipment color, where this time is extended to five minutes.

250. Tekmovalci imajo med dvoboji pravico do odmora, ki je enak standardnemu trajanju dvoboja. Izjema je v primeru menjave barve opreme, kjer se ta čas podaljša na pet minut.

251. In any bout, if after full time the scores are equal, but one contestant has obtained "first unopposed score advantage" (SENSHU), that contestant will be declared the winner.

V kateri koli borbi, če je rezultat po izteku časa izenačen, vendar je en tekmovalec zabeležil "prvo neovirano doseženo točko" (SENSHU), bo ta tekmovalec razglašen za zmagovalca.

252. By "first unopposed score advantage" (SENSHU) is understood that one contestant has achieved the first instance of scoring on the opponent without having the opponent also score before the signal.

S "prednostjo neovirano dosežene točke " (SENSHU) se razume, da je en tekmovalec dosegel prvi točko/točke proti nasprotniku, ne da bi nasprotnik dosegel prav tako točko/točke pred signalom za prekinitev borbe.

253. Where both contestants score before the signal, no "first unopposed score advantage" is awarded and both contestants retain the possibility of SENSHU later in the bout.

Če oba tekmovalca točkujeta pred signalom, se ne dodeli "prednost neovirano dosežene točke" in oba tekmovalca obdržita možnost SENSHU pozneje v borbi.

254. In the event that a competitor falls, is thrown, or knocked down and does not regain his or her feet immediately, the Referee will call the doctor, and at the same time start a count to ten indicating his count showing a finger for each second.

V primeru, da tekmovalec pade, je vržen ali nokavtiran in se takoj ne postavi na noge, bo glavni sodnik poklical zdravnika in hkrati začel šteti do deset ter štetje pokazal s prsti za vsako sekundo.

255. An audible signal will be given by the timekeeper 15 seconds before the actual end of the bout and the Referee will announce "ATOSHI BARAKU".

Časomerilec bo dal zvočni signal 15 sekund pred dejanskim koncem borbe in glavni sodnik bo objavil "ATOSHI BARAKU".

256. Kansa must remain silent if the referee gives a warning or penalty for passivity during ATOSHI BARAKU.

256. Kansa mora ostati tiho, če glavni sodnik dosodi opozorilo ali kazen zaradi pasivnosti med ATOSHI BARAKU.

257. In individual categories a bout can be declared a tie.

257. V posameznih kategorijah se lahko borba razglasi za neodločeno.

258. For all competition system the Coach will be allowed one video review card for the athlete.

258. Za vse tekmovalne sisteme bo trenerju dovoljena ena kartica za video pregled na tekmovalca.

259. For Round-robin in groups of four the Coach will be allowed one VR card for each participant in the round-robin phase.

259. V sistemu Round-robin v skupinah s štirimi tekmovalci, bo trenerju na razpolago po ena kartica VR za vsakega udeleženca v krogu.

260. The Competitor may ask the Coach to request a video review discretely.

Tekmovalec lahko trenerju diskretno nakaže, da zahteva video pregled.

261. The video review can be requested by the Coach in instances where the Judges awarded a lower score than, in the opinion of the Coach, should be for a higher scoring technique.

Trenerji lahko na video pregledu zahtevajo višjo točko od tiste, ki so jo dosdili stranski sodniki (npr. pri vezani akciji z ročnim in nožnim udarcem, oba za točkovanje).

262. The Video Review Supervisor may only award points if scoring before or simultaneously with the other Competitor.

262. Nadzornik video pregleda lahko podeli točke le, če se strinja, da je tekmovalec veljavno in pravočasno točkoval.

263. The last 6 seconds before the bout was stopped for the request will always be evaluated for Video Review.

Nadzornik video pregleda bo zmeraj pregledal zadnjih 6 sekund borbe pred njeno ustavitvijo.

264. If both Coaches requests video review at the same time, the Video Supervisor may only award the point to whoever is deemed to score first.

264. Če oba trenerja zahtevata video pregled hkrati, nadzornik video pregleda dodeli točko le tistemu tekmovalcu, ki je prvi dosegel točko.

265. Simultaneous scoring techniques can be awarded to both Competitors in Video Review.

265. Sočasno točkovanje, se lahko dosodi pri video pregledu in v tem primeru se točke dodelijo obema tekmovalcema.

266. The Video Review Supervisor may not overrule any decision by the corner judges with the exception of SENSHU.

266. Nadzornik video pregledov ne sme razveljaviti nobene odločitve stranskih sodnikov, razen odločitve SENSHU.

267. Tatami manager must supervise that KANSA stops the bout to instruct the Referee regarding a contravention of the Rules of Competition.

Vodja borišča nadzira, da KANSA prekine borbo in da glavnega sodnika pouči o njegovi kršitvi tekmovalnih pravil.

268. Referee indicates fouls observed, and impose warning and penalties as required by the rules.

Glavni sodnik dosodi opažene prekrške ter izreka opozorila in kazni v skladu s pravili.

269. Referee breaks the tie in case of HANTEI.

269. Glavni sodnik razreši neodločen izid glasovanja v HANTEI.

270. It is always KANSA'S responsibility to ensure that the equipment is in accordance with the rules before each bout.

270. KANSA je vedno odgovoren zagotoviti, da je oprema v skladu s pravili pred vsakim borbo.

271. In the event that the Referee does not hear the time-up bell, KANSA will blow his whistle.

271. V primeru, da glavni sodnik ne sliši signala za iztek časa, bo KANSA zapiskal.

272. In two judging system, the Corner Judges will assist the Referee by giving signals for JOGAI, excessive contact, and skin touch for categories where this contravenes the rules.

272. Pri sojenju z dvema stranskima sodnikoma, bosta stranska sodnika pomagala glavnemu sodniku z dajanjem znakov za jogai, premočan kontakt in dotik kože v kategorijah, kjer je to v nasprotju s pravili.

273. In two judging system, the Referee remain autonomous in applying warnings and penalties.

273. Pri sojenju z dvema stranskima sodnikoma, bo glavni sodnik pri izrekanju opozoril in kazni, ostal samostojen.

274. In two judging system, if the two Judges, or one Judge and the Referee, show different points for the same competitors, the higher will be given.

274. Pri sojenju z dvema stranskima sodnikoma, če dva stranska sodnika ali glavni sodnik in en stranski pokažeta različni nivo točk za istega tekmovalca, se upošteva višje nivo točk.

275. In two judging system, if the two Judges, or one Judge and the Referee show different warnings for the same competitor, the lower will be given.

275. Pri sojenju z dvema stranskima sodnikoma, če dva stranska sodnika ali glavni sodnik in en stranski pokažeta različni nivo točk za istega tekmovalca, se upošteva nižji nivo točk.