

# **Tournament Regulations**

Introduction: This Federation's Tournament Regulations are necessary for the smooth running of tournaments and the tournament directors must prepare and provide for all necessary accommodations as per these regulations. These regulations define the requirements for the tournament facility and equipment, tournament scoring board, weight scales, administration, security and information overall.

## **Regulation 1 Tournament Space**

- 1) Ring Dimensions: The fighting area, ring, including the boundaries must be a square area at least 8 meters wide but no more than 10 meters.
- 2) Color of Ring: The fighting area and the safety boundary area must be clearly defined by contrasting different colors. If different color mats are not available, the fighting area must be clearly defined using blue duct tape or similar tapes that will clearly define the ring boundaries.
- 3) Competitor Starting Position Lines: Colors for ready positions are red and blue. The red is on the right facing the center judging seat and the blue is on the left. The lines are placed about 2 meters from the center of the ring using tape or other easily visible materials.
- 4) Mat Material: Tournament mats must be strong enough to absorb the impact from throwing and falling. Mats should be tatami or gymnastic mats that are from 2cm to 5cm thick and 1 meter by 1 meter wide, or, 1 meter by 2 meters wide. The mats must be firmly in place so that they do not separate or peel off during competition, do not become slippery, or cause tripping.

## **Regulation 2 Tournament Facilities and Supplies**

Tournament facilities refer to those facilities, equipment and supplies to be used in the tournament other than the main facility.

- 1) The tournament facility should have at least one to five rings based on specifications in accordance with Regulation 1.
- 2) The main tournament seating area is in the front of the tournament facility consisting of the tournament director, tournament administration, judging committee in an area that has clear view of the tournament area.
- 3) The medical area shall be next to the main area. The medical area shall have a desk and three chairs for use by the doctor, nurse, and patient.
- 4) The judging table shall be within 1 meter to 3 meters of the ring with clear view of the ring and with the audience behind.
- 5) The corner judging seats shall be just outside the ring on the left and opposite right corners of the ring. The corner judge's seats should be strong, light and easy to move.
- 6) Tournament equipment should be made ready in sets of twos for red and blue chest protectors, headgear, groin cup, 2 stop watches, and three scoring pads. Scoring equipment

consists of a set of one blue pen and paper pad for center referee, 2 sets of one blue pen and paper pad for corner referees, one stopwatch for use during the matches and another as backup.

### **Regulation 3 Tournament**

The tournament participants should be equally matched in in good physical condition. The center referee shall verify that the corner judges and judge, and time keeper are in place before starting a match.

### **Regulation 4 Tournament Officials**

Tournament officials consist of the 1) tournament administrator, 2) time keeper, and 3) security officials that consist of black belts of the Federation who have participated in at least one tournament related seminar. Tournament officials may not leave the tournament from their seating areas or tournament administration areas until the end of the tournament without permission.

1. Tournament Administrator: The tournament administrator shall assist with putting on protective gear, head guard, groin cup, and ensure that the tournament is run smoothly.
2. Time Keeper: The time keeper will sit next to the judging table and record the time based on the announcement by the center referee's calls for start, stop, separate, continue, and other commands. The time keeper will also record the cautions, deductions, warnings, fouls, and record the names of the main techniques in the record book.
3. Tournament Security: Tournament security will follow the commands of the tournament administration to maintain order in the tournament. They are responsible for entry and exit into the tournament, security and safety.

### **Regulation 5 Tournament Sections**

1. Tournaments sections are segregated into team and individual sections
2. Team sections are further divided into open divisions and divisions by weight class
3. Individual sections are further divided into open divisions and divisions by weight class
4. Tournament divisions are defined by sex, age, weight class, and open division. Age classifications are elementary (early elementary, middle elementary, high elementary, and kindergarten), middle school, high school, college, and adult divisions.
5. Tournament divisions are segregated by weight and age divisions. Divisions may be further adjusted by the tournament committee depending on tournament conditions.
6. All weight divisions are defined in Regulation #9

### **Regulation 6 Tournament Time**

Tournament time is segregated into age and open divisions

1. Elementary School Division: 1 minute round, 2 rounds with 30 second rest period
2. Middle School Division: 1 minute and 30 second round, 2 rounds with 30 second rest period

3. High School Division: 2 minute round, 2 rounds with 1 minute rest period
4. College/Adult Division: 2 minute round, 2 rounds with 1 minute rest period
5. Open Division: 1 minute 30 second to 2 minute round, 2 rounds with 1 minute rest period
6. The tournament time can be adjusted as needed, but the Chief Judge, Tournament Director, and Tournament Administrator must agree upon the change which then must be approved by the Chief Tournament Director.

### **Regulation 7 Match Assignment**

1. To prevent one competitor from advancing a match without competition, higher and lower weight divisions should be adjusted to facilitate competition.
2. The tournament representative (supervisor) will assign competitors in groups of multiples of 2 (2, 4, 6, 8, etc.) through a lottery system. Those competitors that are not included in the selection group may advance without competition only two times. Changing of match assignments is strictly prohibited once the match assignments have been made and posted on the tournament scoring board.
3. The lottery may be adjusted to prevent competitors from same gymnasium competing against each other in the first round or seed.
4. The tournament scoring board will list the game number and score count. The game number should reflect the next match during the 2<sup>nd</sup> round of the current match to allow for the competitors to be ready for the match.

### **Regulation 8 Competitor's Uniform**

The competitor's uniforms will be specified by the tournament committee but they must meet the following minimum requirements.

1. The uniform must be made of cotton or similar fabric. The uniform must be sturdy and not ripped or torn.
2. The top and bottom must have ample room. The sleeves must have at least 8cm of free space and the bottom must have at least 10cm of free space.
3. The uniform top must be long enough to cover below the hips and not allow the uniform to slip out when the belt is tied around it. The bottom of the pant should not cover the top of the foot and must be secured so that it does not slip off or get pulled off during the match.
4. Female competitors must wear a short sleeve t-shirt. The t-shirt must be securely tucked inside the pants to prevent the t-shirt from coming loose during a match.
5. Bandage wrapping, band aids, and supports may be used but may be disallowed if they continue to come off, come loose, or otherwise interfere with the match.
6. Items that may be harmful to either competitor (watches, rings, bracelets, necklaces, ear rings, glasses, contact lenses) are strictly forbidden from being worn.

## Regulation 9 Weight Divisions

### 1) All Weight Divisions (Men)

Junior Fin	20kg ~ 26kg	Less than 26kg Class
Fin	26.1kg ~ 34kg	Less than 34kg Class
Fly	34.1kg ~ 40kg	Less than 40kg Class
Bantam	40.1kg ~ 46kg	Less than 46kg Class
Feather	46.1kg ~ 52kg	Less than 52kg Class
Light	52.1kg ~ 58kg	Less than 58kg Class
Welter	58.1kg ~ 63kg	Less than 63kg Class
Middle	63.1kg ~ 68kg	Less than 68kg Class
Heavy	68.1kg ~ 73kg	Less than 73kg Class
Super Heavy	73.1kg ~ 85kg	Less than 85kg Class
Open	No weight restrictions	

\* Below bantam class is allowed for elementary division, and below Welter class is allowed for middle school division

### 2) Weight Divisions by Age

#### ① Elementary Division

Junior Fin	Below 25kg	Less than - 25kg Class
Fin	25.1kg ~ 28kg	Less than - 28kg Class
Fly	28.1kg ~ 31kg	Less than - 31kg Class
Bantam	31.1kg ~ 34kg	Less than - 34kg Class
Feather	34.1kg ~ 37kg	Less than - 37kg Class
Light	37.1kg ~ 40kg	Less than - 40kg Class
Welter	40.1kg ~ 43kg	Less than - 43kg Class
Middle	43.1kg ~ 47kg	Less than - 47kg Class
Heavy	47.1kg ~ 51kg	Less than - 51kg Class
Super Heavy	Greater than 51.1kg	Greater than 51.1kg Class

② Middle School Division

Fin	Below 35kg	Less than - 35kg Class
Fly	35.1kg ~ 40kg	Less than - 40kg Class
Bantam	40.1kg ~ 44kg	Less than - 44kg Class
Feather	44.1kg ~ 48kg	Less than - 48kg Class
Light	48.1kg ~ 52kg	Less than - 52kg Class
Welter	52.1kg ~ 57kg	Less than - 57kg Class
Middle	57.1kg ~ 62kg	Less than - 62kg Class
Heavy	62.1kg ~ 70kg	Less than - 70kg Class
Super Heavy	Greater than 70.1kg	Greater than 70.1kg Class

③ High School, College, and Adults

Fin	Below 45kg	Less than - 45kg Class
Fly	45.1kg ~ 49kg	Less than - 49kg Class
Bantam	49.1kg ~ 53kg	Less than - 53kg Class
Feather	53.1kg ~ 57kg	Less than - 57kg Class
Light	57.1kg ~ 62kg	Less than - 62kg Class
Welter	62.1kg ~ 67kg	Less than - 67kg Class
Middle	67.1kg ~ 72kg	Less than - 72kg Class
Heavy	72.1kg ~ 80kg	Less than - 80kg Class
Super Heavy	Greater than 80.1kg	Greater than 80.1kg Class

④ Women's Divisions (All)

Super Light Weight	Below 43kg	Less than - 43kg Class
Light Weight	43.1kg ~ 48kg	Less than - 48kg Class
Middle Weight	48.1kg ~ 54kg	Less than - 54kg Class
Heavy Middle Weight	54.1kg ~ 60kg	Less than - 60kg Class
Heavy Weight	60.1kg ~ 66kg	Less than - 66kg Class

Open	Greater than 66.1kg	Greater than 66kg Class
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## **Regulation 10 Health Status**

Competitors must be in top condition in order to participate in tournaments.

1. The center referee will assess the competitor's health status before the start of the match.
2. Competitors must maintain good hygiene including neatly trimmed fingernails, toenails, etc. before the match.
3. Competitors with loss of vision in one eye, hard of hearing or deaf, epilepsy, wear contact lens or eyeglasses cannot participate in tournaments.
4. The center referee may stop a match and refer to a doctor to assess a competitor's medical condition if an competitor is knocked down out or groggy during the match.
5. A tournament official will guide any competitor suffering a knock out during a match to a doctor for medical examination.
6. In the event of an accident, a tournament official shall accompany the competitor to the hospital or resting quarters.
7. A competitor traveling abroad must carry a doctor's note and a certification of health to submit to an overseas person in charge if requested..

## **Regulation 11 Prohibition Against Possession or Use of Drugs**

1. Competitors are strictly prohibited from possession or use of any drugs or chemicals other than those that generally accepted or medically approved.
2. Any competitor that violates Regulation 11.1 by possession or use of prohibited drugs or chemicals will be immediately barred from further competition and forfeit all previous matches.

## **Regulation 12 Persons Prohibited from Competition**

1. Persons with bad character or who have been notified by a doctor against participating in a tournament are prohibited from competition.
2. Competitors with a loss of vision in one eye, hard of hearing or deaf, epilepsy, use contact lens or eyeglasses cannot participate in tournaments.
3. If the age divisions are not set with only open divisions, elementary divisions may only compete in the under Bantam weight class and middle school divisions may only compete in the under Welter weight class. They are not allowed to compete in any other weight divisions.

## **Regulation 13 Injury, Illness, and Accident Protocol**

1. If one or both competitors receive 3 doctor's examinations
2. If an injury is self-afflicted and the competitor cannot continue a match, the match is awarded to the opponent. If the injury was caused by excessive force by the opponent, the match is awarded to the injured competitor.
3. If both competitors are unable to continue competition due to injury, the match will be determined by the points scored up to the stopping of the match. If neither competitor has

scored any points, the center and corner referees will confer and report the consensus to the judge and the winner of the match will be announced. In addition, the match may be awarded to the competitor who is able to continue the match.

### **Regulation 14 Techniques Executed At Expiration of Time**

A technique executed at the moment expiration of timed match will be allowed. If the center and corner referees determine that the competitor's technique was good, the point will be reflected in the scoring.

### **Regulation 15 End of Match**

1. The match will end upon the signal of end of match
2. The match will end if one or both competitors are knocked down and cannot continue
3. The match will end due to foul, inability to compete due to injury, or withdrawal
4. If either or both competitors are disqualified
5. If either or both competitors are injured and cannot continue the match

### **Regulation 16 Protocol for Any Issues Not Covered by Tournament**

#### **Regulations**

Any issues which are not covered by the tournament regulations will be conferred and agreed upon by the center and corner referees and reported to the judge who will sanction the outcome of the issue. Depending on the severity of the issue, resolution may be deferred to the Tournament Head of Judging and Tournament Director.

**The effective date of these regulations is May 1, 2014.**

**By the Dae Jon Kwang Yuk City Regional President KIM Sung Koo (Supervisor)  
Korea Sin Moo Hapkido Federation**



## **Judging Regulations**

Introduction: Referees and judges assess and determine the results and performance of competitor's competition. Referees and judges will not be affected by their schooling, territorial and blood ties, and must remain unbiased, impartial, and well experienced in the judging and smooth running of matches. They must maintain the highest standards in administering the tournament regulations. Judges must have a high level of self-esteem, pride, character and authority. They must also maintain a sound mind and body in order to participate in tournaments.

### **\* Etiquette for the Entrance and Changing of Judges**

The center referee will stand between the 2 corner referees facing the judge. They will stand on the back of the mat. The judge will then come out in front of the judging table and exchange bows with the 3 referees and return to their seat. The center referee will turn around and bow towards the main tournament table. The center referee will then take one step back and face the corner referees forming a triangle and exchange bows. After the exchange of bows, the corner referees will step around the edge of the mat to their assigned corner chairs to be seated. At this time, the closer corner judge shall remain standing and wait until the other corner judge is ready to be seated. The corner judges will face each other and sit down at the same time. After the corner judges have seated, the center referee will go to the center of the match area and call in both competitors. During the changing of judges or end of match, the 3 referees will form the triangle formation and exchange bows, the center referee will bow to the main tournament table, and exchange bows with the judge in reverse order.

\* The judge will stand up in front of the judging table and bow on their own to the main tournament table and tournament official's seats. At the end of the match, the judge will bow to the same after the referees have exited.

\* The competitors will bow before they enter the mat and then walk to their respective starting positions. They will then bow to each other following the center referee's command. At the end of the match and announcement of the winner, the competitors will shake hands and walk back towards the entrance, face each other, and bow.

### **Regulation 1 Formation of the Judges**

The number of judges may change depending on the size of the tournament but each match must have one judge, one center referee, and 2 corner referees. The Director of Judging must ensure that judges and referees are sufficiently deployed to ensure a smooth and successful tournament.

### **Regulation 2 Requirement for Judge**

1. Judges must participate in the judging and instructor courses of the Federation and pass the judging certificate examination.
2. Judge divisions are defined as first, second, and third gup as well as executive level judge.
3. Fourth to fifth dan holders are third gup judges, fifth to sixth dan holders are second gup judges, sixth dan holders are first gup judges, and dan holders above sixth dan may become executive judges.
4. The testing for judges consists of theoretical and practical application testing. The judge gup may be advanced through dan promotion but the minimum time in grade requirement for judge gup ranking is 2 years from 3<sup>rd</sup> gup to 2<sup>nd</sup> gup, and 3 years from 2<sup>nd</sup> gup to 1<sup>st</sup> gup. The executive level judge may be awarded after at least 5 years of obtaining the 1<sup>st</sup> gup judge.
5. Judges must progress through 3<sup>rd</sup> gup level as corner referee or time keeper, 2<sup>nd</sup> gup level as center or corner referee, 1<sup>st</sup> gup level as center referee, corner referee, or judge, and executive level judge as center or corner referee, judge, and head of judging committee.
6. 3<sup>rd</sup> gup judges may not act as center referee and at matches starting from semi-finals, a 1<sup>st</sup> gup judge must perform duties as center referee.

### **Regulation 3 Judges Duties and Responsibilities**

1. The judge area is 1-3m outside of the match area surrounded on the sides by the time keeper and record keeper.
2. The judge will oversee and direct the center and corner referees, record keeper, and time keeper.
3. The judge may replace the center and corner referees, record keeper, and time keeper.
4. If the judge determines that the scoring of the corner referees is biased or not justified, the judge may call the center referee to discuss the validity of the scoring and suggest replacements.
5. The judge may determine the winner of scoreless or tied matches upon conferring with the center referee.
6. Judges do not have scoring privileges.

### **Regulation 4 Center Referee Duties and Responsibilities**

1. The center referee has main responsibility over the competition and receives assistance from the corner referees and time keeper.
2. The center referee will score the competitor's points and losses. If a competitor commits a foul, the center referee may award a penalty. If a penalty is given, the corner referees must clearly record the nature of the penalty.
3. The center referee will examine the uniform and each competitor's physical condition before the start of a match.
4. If the center referee has a concern for risk of injury to competitor due to a large discrepancy in skill level, the center referee can ask for the competitor's opinion, confer with the corner referees, and with the approval of the judge, render verdict on the match.

5. If one or both competitors are injured and the match is stopped by a doctor, the center referee must stop the match upon the doctor's order. The outcome of the match is then determined by points and penalties scored until the match was stopped.
6. The center referee's judgment and announcement are final and may not be contested.
7. The center referee will not automatically announce to separate even after 3 seconds have passed if one or both competitors are engaged in self-defense or grabbing techniques but will assess progress of the technique and may announce to separate afterwards.
8. The center referee will issue a warning to a competitor who consistently avoids attacks and backs up.
9. The center referee shall not leave the match area even during rest periods other than for urgent matters.

### **Regulation 5 Corner Referee Duties and Responsibilities**

1. The corner referees positions are at the opposite corners of the mat. One corner referee will be in the upper left corner of center referee and the other corner referee will be at the lower right corner of the center referee in a diagonal line.
2. The corner referees must follow the orders of the center referee and judge and record the scores of the competitors.
3. The corner referees will refrain from engaging in unnecessary discussions with others or similar behavior. They must stay in the tournament area even during rest periods and may only leave the tournament area for urgent matters.
4. The corner referee must not correct or adjust the recorded scores under any circumstances.

### **Regulation 6 Maintenance and Supervision of Judge**

1. Judges (judge, center referee, corner referee) are supervised by the Head of Judging Committee.
2. Judges' levels are grouped into first, second, third gup and also executive judge.
3. Judging assignments must be made prior to opening of the tournament for judge, center referee, corner referee, and on call judge.
4. The supervisor of judges will determined by the head of the Judging Committee based on each tournament's report of judges.

### **Regulation 7 Judges Attire**

The dress code for judges must reflect the level of responsibility and respect of judges and must be uniform for all judges.

1. Fall and winter dress code is a formal suit and pant that is either black or dark navy in color. A white dress shirt, the Federation's judge necktie, and judge's mark shall be worn.
2. Summer dress code is a black or dark navy pant with a short sleeve white shirt. The Federation's judge necktie and judge's mark shall be worn.
3. Judges and tournament officials must dress according to regulations 1 and 2 above.

4. Fall and winter dress code are in effect from November through April. Summer dress code is in effect from May through October.

### **Regulation 8 Weighing**

Weighing will be conducted together by a judge approved by the Judging Committee and tournament director approved by the Tournament Committee. The weighing official does not follow anyone else's direction or influence other than the Tournament Director and Judging Director. The weighing official will stamp a seal for passing weighing session on the competitor's right inner forearm.

1. Weighing is ideally done without any clothing. Allowances are made as follows: 500g for t-shirt and underwear for males, up to 1kg for females.
2. Only a certified weighing scale may be used.
3. Weighing is divided into preliminary and main. Competitors who have successfully passed the preliminary weighing will be deemed to have passed the weighing. Those competitors who are either over or under weight limits will be weighed again using the main weighing scale. Those competitors who are determined to be under or over weight qualifications in the main weighing will be disqualified.
4. The weigh in should be conducted one to three hours before the start of the tournament but may be adjusted according to circumstance. In the event of change in weigh in time, the Head of Judging and Tournament Director must give notice to both competitors' supervisor or coaches at least one day in advance.
5. Competitors who have successfully completed weigh in must obtain a weigh in approval stamp on their right inner forearm.
6. Competitors must have a doctor's certificate of fitness prior to the weigh in. Competitors who have received a doctor's certificate for nonparticipation in the tournament are forbidden from weigh in and tournament competition.
7. Weigh in will be conducted daily for competition lasting more than one day. However, those competitors who do not have matches do not have to be weighed in.
8. Match winners that advance without competition will also be weighed (by age – weight divisions, under 3 individuals). Competitors that do not pass weigh in cannot receive any awards.
9. The weigh in judge and weigh in tournament official will process weigh in confirming the competitor's picture on the tournament application.
10. The weigh in officials (judging and tournament official) will record the approved and disapproved competitor weigh ins. Upon completion of the weigh in, the weigh in judge and weigh in tournament official shall sign the weigh in book, obtain review from the Head of Judging and report the weigh in results to the Tournament Director.

### **Regulation 9 Points, Order of Awarding Points, and Scoring**

- 1) Points

1. Accurate self-defense technique that controls the opponent
  2. An undefended punch to the opponent's abdomen, ribs, or chest
  3. An undefended kick to the opponent's face, chest, ribs, or abdomen
  4. An undefended low spin heel kick to the opponent
  5. A throwing technique or defensive kick throwing technique that throws an opponent down from the air
  6. A counter kick to the opponent when they are attempting a low spin heel kick
- 2) Order of Awarding Points: Points are awarded based on large and small techniques
1. Accurate self-defense technique that controls the opponent
  2. A throwing technique or defensive kick throwing technique that throws an opponent down from the air. Also, a low spin heel kick that brings an opponent down
  3. Successfully executing a kick to the opponent's face
  4. Successfully executing a kick to the opponent's abdomen, chest, or ribs
  5. Successfully executing a punch to the opponent's abdomen, chest, or ribs
  6. When there are no clear points, points may be given to the competitor showing initiative and attacking spirit during the tournament
- 3) Scoring: Scoring affects the win or loss of competitors and must be taken with great care. When neither of the competitors do have any point leads, cautions, warnings, penalties, and dominance in the match will determine the winner of the match. The scoring card will reflect points with a "+" for scores, "-" for deductions by round. The center referee will announce the outcome of the match based on scoring sheets.
1. Scoring for KO 10:0
  2. Groggy: Scoring for groggy and downed competitor that is overwhelmed 10:7
  3. Groggy: Scoring for groggy and close to being downed by significantly superior competitor 10:8
  4. Scoring for dominating and leading the match 10:9

### **Regulation 10 Voided Scoring**

1. Self-defense techniques that do not control the opponent
2. Falling during execution of an attack
3. When a punching attack is not the only technique (i.e., it is part of combination attack)
4. A kicking technique that does not stun the opponent
5. Falling during the execution of throwing technique or defensive kicking throwing technique

### **Regulation 11 Downed Opponent**

1. When locked up from a self-defense technique and unable to free themselves
2. When unable to get back up right away after being thrown from a justified throw or defensive kicking throw

3. Falling down from a punch or kick attack
4. Standing but groggy from a punch or kick attack
5. Receiving an attack from opponent that is called as a foul

In the event any of the 5 situations noted above, the center referee will call for competitors to separate and direct the attacking competitor to their corner and begin the count. The down count is started even if it is due to an event noted above in Regulation 11.5. If the count goes to a K.O., the center referee will announce the foul, disqualify the competitor that committed the foul, and end the match.

### **Regulation 12 Count**

In the case of Regulation 11 Downed Opponent and Regulation 13 for K.O., the center referee will start the count without delay. The count will be in one second intervals and announced in Korean.

1. The count will be announced in Korean in one second intervals.
2. The count will be continued until 9 and a K.O. (knockout) will be announced at 10 seconds.
3. The count will be announced and shown by hand so that the downed competitor may see it.
4. The count will be continued to 8 even if the downed competitor gets up. The center referee may announce a K.O. if a downed competitor does not show the ability to continue the match after a count of 8.
5. The center referee will direct the standing opponent to their corner before starting the count. The competitor shall immediately go to their corner and await further instructions from the center referee.

### **Regulation 13 K.O. (Knockout)**

1. When a competitor is restrained by a self-defense technique for a count of 9, or if the competitor taps the opponent or mat for a tap out
2. When struck by a punch or kick and the competitor is unable to get up or continue with the match after a count of 9
3. When a competitor who has received a count of 8 for a knock down restarts the match and collapses again without attack from the opponent
4. When a competitor gets up from a down count of 8 and does not show ability to continue with the match

### **Regulation 14 R.S.C. (Referee Stop Competition) Winner (K.O.)**

If the center referee determines that an accident or injury may occur due to vast disparities in physical or technical abilities of the competitors, the center referee will call the corner referees and confer to reach a consensus. The consensus will be reported to the judge. The competitors will be called to their starting positions and be notified of the consensus. The match may be continued if both competitors decide to continue the match; however, the match will be stopped

if a competitor decides to discontinue the match or if a large disparity of ability is shown. In this case, the R.S.C. will be announced and a winner will be determined.

### **Regulation 15 Match Outcome**

1. At the end of the match, the center referee will collect the score cards of the center and corner referees and give them to the judge. They will follow the decision of the judge.
2. If the match cannot be continued due to accident or injury of one or both of the competitors, the match will be determined by scoring until the match has been stopped. However, if the cause of the accident or injury is due to a foul, the competitor who committed the foul will lose the match. If the injury was caused by an allowed technique, the injured competitor will lose the match.
3. A competitor that commits an intentional foul will be barred from receiving any awards.
4. If a match cannot be continued due to natural disaster, condition of the tournament facility, or unruly spectators, the match may be declared void.

### **Regulation 16 Disqualification**

1. When a competitor does not obey the commands of the center referee, or, if the coach or supervisor does not follow the instructions of the center referee
2. If a competitor receives two warnings in any one round
3. If the competitor does not enter the match within 2 minutes after the announcer has called for the competitor three times in one minute intervals
4. If any other similar events occur, the center and corner referees will confer and may issue a disqualification after approval from the judge.

### **Regulation 17 Caution, Deduction, Warning (Prohibited Actions)**

Prohibited actions (cautions, deductions, warnings) can greatly impact the morale and performance of competitors. Therefore, the center referee must exercise extreme care and accurate judgment. A penalty will be issued only after the center referee has clearly determined that a prohibited action has occurred and must be clearly and quickly acted on. If the judge is personally biased, this may affect both the progress and outcome of the match.

#### 1) Caution

1. Competitor adjusts their belt or uniform without permission
2. Competitor incurs time by running around the mat
3. Intentionally avoiding contact by crossing or leaving the mat boundaries
4. Turning their back and retreating or pushing the other competitor out of bounds
5. Not standing up immediately or otherwise not continuing the match after executing a low spin heel kick
6. Attacking a competitor who has been downed or fallen down
7. Attacking with the head, elbow, or knees
8. Attacking with the hands above the neck area

9. Kicking or hitting above the knee when the opponent has been grabbed
10. Intentionally avoiding attacks by falling or lowering the body below waist level
11. Kicking above the knee with a low heel spin kick
12. Not immediately obeying the command of the center referee

2) Deduction

1. Receiving two cautions during one match
2. Receiving a warning during one match (automatic deduction)

3) Warning: A warning may severely impact the competitor. The center referee must not issue a warning without a high level of judgment.

1. Intentional attack to the groin
2. Striking the opponent with a fist, head, elbow or knee
3. Striking or kicking a downed opponent
4. Not following the center referee's commands during a match and speaking disrespectfully
5. When a coach or supervisor enters the match area without the permission of the center referee, a warning or disqualification may be issued.

### **Regulation 18 Loss due to Foul**

When a competitor who has received a deduction receives another caution by committing a foul from prohibited actions, or if a competitor receives a second warning during one match, the center referee will call the corner referees to the center referee's line. Upon conferring and obtaining agreement with them, the center referee will report to the judge and upon receiving the judge's approval, a loss due to foul will be declared and the competitor will be directed to leave due to disqualification. The action that caused the foul will be gestured by the center referee and the competitor committing the foul will be pointed to. After announcing the loss by foul, the center referee will point to the entrance and direct the competitor that committed the foul to leave the match area. In accordance with Judging Regulation 15.3, a competitor who commits an intentional foul will be barred from receiving any awards. Only those competitors who have not lost due to foul resulting cautions, deductions, and warnings may receive awards.

### **Regulation 19 Use of Center Referee Commands and Motions**

Attention, bow, ready, start, separate, continue, stop, caution, deduction, warning, loss due to foul, disqualification.

- 1) Attention: Attention command is required at the beginning and end of matches to show respect between the competitors.
- 2) Bow: The bow command is required at the beginning and end of matches to show respect between the competitors.
- 3) Ready: The ready command is used only at the start of matches.



- 4) Start: The start command is used at the beginning of the match and also after the separate command in accordance with Regulation 19 5.6 and 5.7
- 5) Separate
  1. When one or both competitors have gone out of bounds
  2. When one or both competitors are injured
  3. When one or both competitors cease to fight and stop attacks and stare at one another or continue to avoid each other by running around the ring
  4. When competitors have grabbed each other for a throw or joint locking technique and no change has occurred for 3 seconds
  5. When both competitor's hands or feet have become entangled regardless of scoring
  6. When prohibited action per Regulation 17 occurs, the center referee will announce separate and instruct the time keeper to stop the time. The competitors will be instructed to stand in their starting positions. A gesture to demonstrate the action resulting in a penalty will be made and a penalty will be issued.
  7. The center referee will also announce command to separate for other matters that warrant a separation. The match will be continued after the appropriate amount of time for separation as determined by the center referee. The separate command that results in stopping of match time can greatly impact the flow and progress of a match. Therefore, the center referee must exercise great care and judgment in announcing the separate command.
- 6) Continue: The continue command will be used in accordance with Regulation 19 5.1 through 5.5
- 7) Stop: The stop command will be used only at the end of rounds and the end of the match.
- 8) Caution: A caution will be issued in accordance with Regulation 17 (Prohibited Actions). If an action requiring a caution occurs, the center referee will announce command to separate and direct the time keeper to stop the time. The center referee will then make a gesture of the action resulting in a caution, point to the competitor receiving the caution with the index finger, announce the caution and issue command to continue the match.
- 9) Deduction: A deduction will be issued in accordance with Regulation 17.2. If two cautions are given in any one round in a match, a deduction will be issued. A deduction will be issued without exception for a warning and will be considered an automatic deduction.
- 10) Warning: A warning will be issued in accordance with Regulation 17.3. When a warning is issued, the center referee will announce separate and simultaneously call for stop time to the time keeper and direct both competitors to their starting positions. The center referee will gesture the action resulting in the warning and announce the warning.
- 11) Loss due to Foul: Loss due to foul will be issued in accordance with Regulation 18. When a loss due to foul occurs, or if a competitor that has received a deduction due to caution commits another foul, a loss due to foul will be issued. A competitor that is issued a loss due to intentional foul in accordance with Regulation 15.3 will be ineligible to

receive any awards and disqualified from further competition. The center referee will direct the competitors to their starting positions and demonstrate the action resulting in foul, announce the foul and disqualification. The competitor receiving the command will exchange bows with the other competitor and exit the match area.

- 12) Disqualification: Disqualification will result only to competitors who lose the match due to committing fouls as defined in Regulation 17. The remaining competitor will become automatic winner and the win will be recorded as winner as result of foul.

**The effective date of these regulations is May 1, 2014.**

**By the Dae Jon Kwang Yuk City Regional President KIM Sung Koo (Supervisor)**

**Korea Sin Moo Hapkido Federation**

# **Hapkido Competition Judging Regulations**

## **Regulation 1**

1. Competition will be segregated into Hapkido Self-Defense techniques, weapons, kicking, and falling techniques.
2. Competition will be segregated into individual and group competition.
3. Individual competition will be segregated into 1 on 1, 1 on 2, and 1 on 3, and 1 against multiple competitors.
4. Individual competition will be up to 2 minutes.
5. Group competition will be limited to 10 or more competitors.
6. Group competition will be at least 7 minutes but no longer than 10 minutes. One deduction will be issued for each minute exceeding 10 minutes.
7. Individual and group competition can encompass all the techniques of Hapkido competition in accordance with Regulation 1.1.
8. Weapons competition will consist of short, middle, and long staff, short, middle, and long sword techniques, and 2nd/3rd dan staff, spear, and sword techniques.
9. Kicking competition will consist of high, middle, and low spin kicks, two feet together flying front kicks, two feet spread flying front kicks, scissor kicks, flying spin kicks, and other special demonstration kicks.
10. Falling competition will consist of falling over obstacles, aerial falling, and other demonstration falling techniques.

## **Regulation 2 Grading Standards**

- 1) Individual Competition (30 Points)
  1. Accuracy of techniques (10 points): Accurate application of Hapkido technique to control opponent
  2. Fluidity and demonstration of technique (10 points): Creative application of Hapkido technique
  3. Balance of speed and power (10 points): Accurate and quick movements that generate explosive power while properly maintaining balance during demonstration
- 2) Group Competition (100 Points)
  1. Group organization and uniformity in technical execution (20 points)
  2. Accuracy of group techniques (20 points)
  3. Integrity of techniques (20 points)
  4. Power of group techniques (20 points)
  5. Creativity and artistry (20 points)

- 3) Weapons Competition: One Hapkido weapon is selected for competition. Scoring will be based on Regulation 2.1.
- 4) Falling Competition
  1. Falling over obstacles: Based on a.) length and b.) height of obstacles
  2. Individual falling: Based on a.) difficulty/flamboyance and b.) height
- 5) Kicking and Breaking
  - a. Spinning Kicks: Accuracy in breaking target, power, and speed.
  - b. Aerial Kicks: Speed and power in breaking, successfully landing.
- 6) Self-Defense: Self-defense techniques are scored in accordance with individual competition scoring in accordance with Regulation 2.1. Competition may range from 1 to 4 competitors. A single technique may be continued into a second round of techniques.
  - a. Wrist Grabs, Clothing Grabs
  - b. Defensive punching, defensive kicking, and throwing
  - c. Attack techniques, restraining techniques, rope techniques
  - d. Sword techniques, staff techniques, cane techniques
  - e. Special kicking, falling, sword techniques

**The effective date of these regulations is May 1, 2014.**

**By the Dae Jon Kwang Yuk City Regional President KIM Sung Koo (Supervisor)**

**Korea Sin Moo Hapkido Federation**