

# Tournament Rules and Regulations

This tournament Rules and Regulation is based on the rules and regulations made and declared by the World Kido Federation/Hanminjok Hapkido Association tournament organizing committee and all participants and related persons must strictly abide by the rules and regulations.

The tournament Rules and Regulation concerning sparring has been slightly altered from the official international rules to meet the amends of Swedish conditions, changes has been made when it comes to weight divisions, legal techniques and requirements of protection gear.

## Competition General

### 1. Tournament:

- a. All participants will compete under equal and fair rules
- b. All participants must abide by the rules and follow the code of etiquette of martial arts

### 2. Registration of participants:

All registering of participants and methods of registration will be determined by the organizing committee

### 3. Obligations of execution committee

- a. Organizing of competition rings, divisions, and general execution of tournament
- b. Overseeing of judging and providing support to judges
- c. Overseeing of execution of handing out awards and medal

### 4. Competitors/participants

- a. Under black belt level to 4th degree black belt
- b. Competitors must abide by the rules and come to the location and time outlined by the committee
- c. If competitors do not abide by the rules, they may be disqualified.

### 5. Medical disallow of competitors

- a. Competitors may not participate if had previous head injury or other medical conditions deemed serious
- b. Participating instructors/masters must take all precaution to prevent injury to participants

### 6. Obligations of competitors

- a. Competitors must check competition ring and time to come to it when called
- b. Competitors must abide by the rules and regulations
- c. Competitors must compete fairly and honorably

**7. Instructor/coaches**

- a. Must know the competitor and must guide and advise the competitor
- b. Can accompany the competitor to the competition ring
- c. Must abide by the rules and regulations and make sure the competitor follows it

**8. Draws:**

Draws for competition will be conducted by the organizing committee

**9. Competition:**

Competition will be divided into sparring, forms, weapons, self-defense, falling divisions. The category division will be determined by the organizing committee.

**10. Competitor Age requirements:**

- a. For miniors the age requirement is 7 - 11 years, turns 7 years during the year of the competition.
- b. For cadets the age requirement is 12 - 14 years, turns 12 years during the year of the competition.
- c. For juniors the age requirement is 14 - 17 years, turns 14 years during the year of the competition.
- d. For seniors the age requirement is 16 years, turns 16 years during the year of the competition.
- e. Old Boys/Girls, from 35 years and older.

**11. Weigh ins:** Weigh-in's will be conducted by the organizing committee.

**13. Timekeeping:** Timekeeping will be conducted by the organizing committee

**14. Recording:** Recording of competition scores will be conducted by the organizing committee

**15. Competition Ring:** Size and material of ring will be determined by the organizing committee

**16. Illegal substance:** Drugs and performance enhancing substances are prohibited. If found will be immediately disqualified.

**17. Etiquette:** Participants must always be aware of martial arts etiquette and also apply it to competition

**18. Dress:**

- a. Judges outfit will be outlined by the organizing committee
- b. Participants must wear dobok
- c. Rings or dangerous accessories cannot be worn during competition
- d. For sparring, necessary gear will be head, foot, groin guard, mouthpiece, or otherwise declared by the organizing committee

## Competition Judges

**1. Judges:** Must be approved by the Association and must have received referee training and Referee certification

**2. Judge construction:**

- a. For sparring, 4 judges per competition ring (3 to judge 1 to oversee).
- b. For forms, weapons, Hosinsul: 6 judges per competition ring (5 to judge 1 to oversee)
- c. For Nakbub, 3 judges (2 to judge 1 to oversee)
- d. Organizing committee has the right to change the number of judges depending on the size of the event

## Divisions of Performance competition

- 1. Age divisions as specified above.
- 2. Men and women compete in the same divisions.
- 3. To compete in the *beginners divisions* the competitor have to hold the grade of 9 – 5 Gup
- 4. To compete in the *advance divisions* the competitors have to hold the grade of 4 Gup – 1 Gup
- 5. To compete in the *elite divisions* the competitors have to hold the grade of 1 Dan – 4 Dan

## Scoring for Performance competitions

Hyung (forms), Mooki (weapons), Hosinsul (self-defense), Nakbub (falling)

- 1. Scoring will be made on the following criteria: stance, movement, breathing, power, esthetics, difficulty, kihap, understanding, etiquette, unity
- 2. Grading will start from 6 points to perfect score of 10pts.
  - a. With a 5 judge system, high and low scores will be eliminated and the re-maining judges' score will be counted. In the case of less than 5 judge system, the scores of all judges will be counted to determine the winners.
  - b. Standard for grading criteria will be determined by the judges prior to compe-tition during referee training.
- 3. Nakbub category will be determined by the organizing committee

## HYUNG

### Definition

Hyung means that the competitor performs any Hapkido Hyung of his/her choice. Scoring will be made following criteria specified for performance competition above.

### Procedure of Hyung competition

**1. Calling the competitor** All competitors in the division will be called five minutes before starting time. Competitor not showing up within one minute after specified starting time will be disqualified.

**2. Entering the ring** When being called, the competitor together with coach have to go to the waiting area.

### 3. Procedure

- a. The competitor waits until the previous competitor leaves the ring. On the command of the coordinator the competitor makes a bow when entering the ring, walks to the marked starting point and awaits the judges sign to start.
- b. The performance then starts with the competitor bowing to the judges and then performing chosen Hyung.
- c. After finishing the performance the competitor returns to the starting point to wait for the scoring.
- d. After the judges have presented the scores the competitor bows to the judges.
- e. The competitor leaves the ring at assigned point.

## MOOKISUL

### Definition

Mookisul means that the competitor performs any Hapkido weapon Hyung (form) (staff, sword, fan, cane or similar).

Scoring will be made following criteria specified for performance competition above.

### Safety aspects

No sharp weapons are allowed. No weapons can have flaws, i.e. loose parts, cracks or similar that may cause the weapon to break, or cause injury to the competitor or other persons. The competitor must at all time show good and correct weapons etiquette.

### Procedure of Mookisul competition

**1. Calling the competitor** All competitors in the division will be called five minutes before starting time. Competitor not showing up within one minute after specified starting time will be disqualified.

### 2. Inspection

After being called the competitor have to present his/her weapon at the "inspection table" for inspection. Each contestant has to have a weapon fulfilling the safety criteria and have to cooperate with the judges at the inspection table.

**3. Entering the ring** After inspection, the competitor together with coach have to go to the waiting area.

#### **4. Procedure**

- a. The competitor waits until the previous competitor leaves the ring. On the command of the coordinator the competitor makes a bow when entering the ring, walks to the marked starting point and awaits the judges sign to start.
- b. The performance then starts with the competitor bowing to the judges and then performing chosen Mookisul Hyung.
- c. After finishing the performance the competitor returns to the starting point to wait the scoring.
- d. after the judges have presented the scores the competitor bows to the judges.
- e. The competitor leaves the ring at assigned point.

## **HOSINSUL**

### **Definition**

Hosinsul means that the competitor together with one or several partners performs a number of self-defense techniques. The competitor competes and the performance is judged individually, partners performance will not be judged and effect the scoring. This means it is an individual competition, not a team.

The competitor can show and combine any Hapkido techniques of his/her choice. Focus should be on showing accurately performed techniques. Partner may use weapons made of wood or rubber when attacking.

The time needed to execute the Hosinsul performance should not exceed 1 minute 30 seconds

Scoring will be made following criteria specified for performance competition above.

Points will be deducted as following:

- a) 0,5 points will be deducted from the total score if the Hosinsul performance exceeds the time limit, i.e. 1 minute 30 seconds.
- b) 0,5 points will be deducted from the total score if the competitor moves outside of the ring during performing his/her Hosinsul.
- c) 0,5 points will be deducted from the total score if a competitor in the beginners division has a partner classified as advanced or elite as defined above. The same applies if a competitor in the advanced division has a partner classified as elite.

### **Procedure of Hosinsul competition**

**1. Calling the competitor** All competitors in the division will be called five minutes before starting time. Competitor not showing up within one minute after specified starting time will be disqualified.

### **2. Inspection**

After being called the competitor together with partner(s) have to present themselves at the "inspection table". Each contestant has to cooperate with the judges at the inspection table.

The competitor and partner(s) are prohibited to wear any Jewelry or equipment that may cause injury to the Otter. Weapons, if used, also have to be presented for inspection. No weapons that can seriously cause harm may be used.

**3. Entering the ring** After inspection, the competitor and partner(s) together with coach have to go to the waiting area.

#### **4. Procedure**

- a. The competitor and partner(s) wait until the previous competitor leaves the ring. On the command of the coordinator the competitor together with partner makes a bow when entering the ring, walks to the marked starting point and awaits the judges sign to start.
- b. The performance then starts with the competitor and partner bowing to each other on competitors command "Cha-ryeot" (attention), "Kyeong-rye" (bow), "Baro" (return). Time keeping is started directly after the commando of "baro". The Hosinsul is then performed.
- c. After finishing the performance the competitor returns to the starting point, bows to each other and the turns towards the judges to wait the scoring.
- d. after the judges have presented the scores the competitor bows to the judges on competitors command.
- e. The competitor leaves the ring at assigned point.

## DAE RYAN - SPARRING

### Sparring Divisions

1. To compete in the beginners divisions the competitor have to hold the grade of 9 – 5 Gup
2. To compete in the advance divisions the competitors have to hold the grade of 4 Gup – 4 Dan

### Weight divisions for seniors: (all weights in kg)

#### Men's Senior Division

-58  
-68  
-80  
+80

#### Women's Senior Division

-49  
-57  
-67  
+67

### Weight divisions for juniors: (all weights in kg)

#### Men's Junior Division

-48  
-55  
-63  
-73  
-78  
+78

#### Women's Junior Division

-44  
-49  
-55  
-63  
+63

### Weight divisions for cadets: (all weights in kg)

#### Men's Cadet Division

-33  
-37  
-41  
-45  
-49  
-53  
-57  
-61  
-65  
+65

#### Women's Cadet Division

-29  
-33  
-37  
-41  
-44  
-47  
-51  
-55

-59  
+59

### **Weight divisions for minors: (all weights in kg)**

Weight divisions are the same for boys and girls.

-26  
-28  
-30  
-32  
-34  
-38  
-42  
-46  
-50  
-54  
-57  
+57

Alternatively divisions by length in cm

-125  
-140  
-145  
-150  
-155  
+160

### **Competitors equipment**

For sparring, necessary protection gear will be head, foot/leg, arm, body, groin guard, mouthpiece.

- a. Groin guard, arm and leg protection have to be worn under the dobok.
- b. Mouth Piece must be used. The mouth piece has to be white or transparent.



- c. Head protection should be white colored. Alternatively red or blue according to color assigned for each round
- d. Hogo - body protection

## Rounds

Preliminary round: 2 rounds of 1 minute 30seconds

Final round: 2 rounds of 1 minute 30seconds

## Scoring Techniques

1. Using Hands (Palm, fist, backfist, knifehand) and feet to execute a striking scoring technique
2. Scoring Area for striking:
  - a. Hand strikes: Below the neck to above the waist; front and back
  - b. Feet strikes: Above the waist to head; front and back
3. Jokbangahsool (Hosinsul against kicks): grabbing the kick and throwing the opponent
4. Tooki, up-a-chiki, maechiki: throws, sweeps, lifting techniques to throw the opponent
5. Kwanjulki, yoosool: Joint locking techniques
6. Clinch position. In a clinch position 3 seconds will be given to execute a technique to score before being separated

## Scoring

1. Scoring techniques will be 1point, 2point, 3point techniques
2. Scoring striking techniques (feet and hand) to the body will be 1 point
3. Scoring feet striking techniques to the head will be 2points

**Observe that minors and cadets are not allowed to strike to the head at all.**

4. Tooki, up-a-chiki, maechiki techniques will be 2 points; when technique is executed powerfully so that both of the opponent's feet are off the ground, the technique will be 3 points.
5. Effective joint lock techniques will be 3points and when sustained will be knock out.
6. Feet strike, kick, to the head that results in the opponent not being able to continue the fight (K.O) will lead to disqualification for the one inflicting the hit.

## Feet striking techniques to the head

Criteria for attack to the head must be based on precision. Point will be given as soon as any part of the foot touches the head including the head protection.

Hard feet technique to the head (knock out) is regarded as illegal technique and will result in disqualification for the competitor executing the strike.

**Observe that minors and cadets are not allowed to strike to the head at all.**

## Illegal techniques

1. Turning the back and running away
2. Faking injury or delaying the game
3. Striking to the face and neck with the hands
4. Striking the groin
5. Striking using the head, elbow, knee, shoulder
6. Attacking a fallen opponent
7. Striking or kicking while grabbing

8. Profanity or foul language
9. Attacking outside the ring
10. Falling down intentionally
11. Not separating when ordered by judge
12. Lifting the knee (Blocking with your leg)
13. Minor/cadet hitting his/her opponent with kick in the head
14. Judge may give a warning and deduct points if there is an infraction. (For inadvertent infraction, two warnings will be given before taking a point. For intentional infraction immediate point deduction will be made. The head judge will use discretion to determine this.)

### **Judges' Terminology**

1. Shi jak- begin
2. Joong ji- stop (during the sparring)
3. Gye sok- continue
4. Gal yeo- separate
5. Geo man- stop (end of game)
6. Joo eeu- warning (2 warnings for same infraction a deduction will be made)
7. Gyeong go- warning (take deduction)
8. Tae-Jang- exit the ring after competition

### **Sparring disqualification**

1. Not following the orders of judges or acting in a rude and uncooperative manner. This applies both to competitor and coach/instructor
2. If an injury is inflicted to the opponent through illegal technique and that opponent cannot continue
3. Three warnings (with deductions) competitor will be disqualified
4. Intentionally slamming down the opponent's head first.
5. Feet strike, kick, to the head that results in the opponent not being able to continue the fight (K.O) will lead to disqualification for the competitor inflicting the hit.

### **Decision**

1. Recording judge will total the score to find the winner. The results will be reported to the organizing committee
2. In case of a tie, extra round. Person to score first will win. In case of illegal techniques and in the reception of deduction point, person deducted the point will lose.
3. The decision of the judges will be final. Any complaints or grievances must be made in writing and presented to the organizing committee.

### **Miscellaneous:**

Those matters that are not described in the rules and regulation will be determined by the organizing committee.