

Official WKSA Tournament Rules

(Abbreviated Version for Competitors)

1.1 SPORTSMANSHIP

Good sportsmanship and good attitude must be displayed by all competitors and judges at all times. All competitors and judges should always show proper respect and courtesy to everyone involved in the tournament. Your demeanor reflects on your school, your teacher, and Kuk Sool Won as whole.

1.2 SAFETY EQUIPMENT

Safety equipment is **MANDATORY** in all sparring divisions. Therefore, competitors shall NOT compete without it. The required equipments are as follows:

- Foam-type hand and foot pads must be worn. **No tape** on pads and **No** open-finger gloves are allowed.
- Foam-type head gear only. Also, the Foam-type head gear that comes complete with a clear plastic face shield covering the entire face. **No Cage-type** headgear is allowed.
- The competitor shall **NOT** wear eyeglasses, unless the competitor has the foam type head gear that comes complete with a clear plastic face shield covering the entire face.
- A mouth piece must be worn by all competitors.
- All male competitors must wear a groin cup.

1.3 UNIFORM STANDARDS

All competitors must wear a standard Kuk Sool Won uniform (with complete set of patches) at all times during their competition. Uniforms must be neat, clean and odor-free. Jacket sleeves are not to be rolled up above the elbows, except if necessary for weapons competition. Uniforms must only bear authorized Kuk Sool Won patches. General's uniform is required for Weapons competition for adults (ages 18 and up). Competitors ages 17 and under are recommended to wear General's uniform, but the attire is not required.

With the recent implementation of DBN Belt (previously known as Black Brown Belt or Brown Belt with 2 stripes), we want to provide more clarification to minimize the confusion:

	Brown Belt Division	DBN (3 & less) Division	DBN (4 & more) Division
Old System	Brown Belt AND with 1 stripe	Black Brown 2-5 stripes	Black Brown 6+ stripes
New System	Same	DBN Belt AND 1-3 stripes	DBN Belt with 4+ stripes

1.4 GENERAL INFO

- All competitors **MUST** perform "right-sided" (regular side) forms/techniques, even if the competitor is left-handed or has any physical condition that prevents him/her from performing on the "right" side.
- The following weapons are permitted at the tournament:
 - For Sword competition, only single-sided sword blade (**no live blade**) allowed -- Korean style swords manufactured in either aluminum or stainless steel is acceptable. It is strongly recommended to use the swords sold by Gaya Won. If in doubt, consult with the WKSA HQ prior to the tournament day. This holds for double short swords.
 - For Staff competition, all competitors **MUST** use a plain rattan or other wooden staff. Rattan staffs with burned in markings are also acceptable. No decorations, other than the competitor's name, on the staff are permitted. For example, no silver metallic staffs, no staffs with tape(s), no glow in the dark staffs, etc.

- As a general rule, there **MUST** be at least three (3) competitors in a division to award 1st, 2nd, and 3rd places. If there are two or less competitors in a division, the following rule will be enforced:
 - These rules are not options for competitors to choose, but rather the decision of which rule to apply will be determined by the Arbitrator.
 - Those competitors will be combined to the next closest division in gender and/or age of the rank. They are guaranteed 3rd and/or 4th place(s) regardless, and at the same time, they do not negatively impact the competitors in the combined division.
 - For example, Joe and John were combined to a division where Pete, Bob, and Charlie were. After the competition, the placement was that Pete 1st, Joe 2nd, Charlie 3rd, and John 4th. In this case, Pete will remain 1st, Charlie will be 2nd, and Bob will be 3rd for their division; and Joe will be 2nd and John will be 4th for their initial division.
 - If combining is not possible, these two competitors will compete for either 3rd or 4th place.
 - If no option is available, the following scoring system may be used to determine the medals:
 - An average of 9.70 or higher out of 10 – Gold medal or 1st Place
 - An average of 9.50-9.69 out of 10 – Silver medal or 2nd Place
 - An average of 9.30-9.49 out of 10 – Bronze medal or 3rd Place
 - An average lower than 9.30 out of 10 – 4th Place medal

1.5 JUDGING GUIDELINES

- Judges must always strive to be **fair and consistent** with their judging and never show bias or favoritism for or against any competitor or fellow judge. To maximize and ensure the fairness and consistency in scoring, the following guideline must be implemented:
 - **Textbook Standard** – follow the basic guidelines, rather than the smallest and most insignificant details.
 - **Five By-Laws of Hyung** – score according to the five principals of Form.
 - **The Three Principles of Soo (You-Won-Hwa)** are used for judging Techniques.
 - Basic elements of **Balance, Coordination, and Control** are always used.
 - **Execution of movements, Ki-hap's, speed and power** are important.
 - **Etiquette, attitude, and overall demeanor** are also critical in judging outcome.
- The overall score of a competitor is decided by several factors including but not limited to the following:
 - Judging begins when a competitor bows to enter the ring.
 - The proper "introduction" as recommended for that tournament.
 - General guidelines of scoring will be reflected on the competitor's performance skills, etiquette, and overall demeanor/attitude once they bow into the ring.
 - **All competitors are required to present with a formal (kneeling) bow. There will be a deduction (one-tenths of point by the center judge) if a competitor does not properly bow in prior to the introduction. Exception:** Anyone who provides a written statement that describes a physical disability to kneel by a physician may be waived from this deduction. When deciding a tie, however, no formal bow and introduction is required; thus, there will be no deduction.
 - Inspection of weapons (i.e., sword) is required by a panel of judges, but it should be performed by a judge or judges prior to the beginning of the division. Judges should not "waste" time by examining each weapon in the ring.

- If a tie occurs during any competition, then the Center Judge's score "breaks" the tie. If a tie occurs for the second time, competitors who are tied must repeat the same form, and the judges will deliver the decision by "show of hands" while competitors are faced away from judges.
- If a competitor drops his/her weapon, the competitor is automatically disqualified from that competition and may not start over, thus receiving no score. This "**No score**" standard applies to Under Black Belt as well as Black Belt.
- If a competitor strikes the floor or his/her weapon, the Center Judge will deduct one-tenth of point per occurrence up to maximum of three-tenths of a point deduction providing the strike **disrupts the form**. If the form is **not affected by the strike in any way**, **no deduction** should be assessed.
- If a weapon breaks during a competition, that competitor may start over (same form) with a new weapon and no penalty.

1.6 SPARRING JUDGING

- **Competition sparring is a touch-contact match between two opponents.** It should always remain friendly. The referees must ensure that any unsportsmanlike-like conduct is stopped immediately and both contestants reminded that this is a friendly competition, not a full-contact fight.
- Elimination matches will consist of **one round with a two-minute time limit**. The round will end either when the time expires or when there is a five point spread. The competitor with the higher score at the end of the round will win. If the score is tied at the end of the round, the first competitor to score a point in "sudden death" overtime will win.
- Elimination matches require three referees. The center referee will control the ring and move all around the ring as need. The other referees will take positions in opposite corners of the ring and must stay within that corner area.
- **Only the center referee may stop the clock.**
- Elimination matches require at least two referees to verify a point. Verifying referees must call the same scoring technique. The center judge will call for points and judges must score the points at the same time. If the referees call different techniques, the point cannot be verified and no point will be awarded.
- The following is the standard signals for Sparring matches: Note that all confirmed techniques are worth one point, except a kick to the head which is worth 2 points.
- Scoring flags should be held by corner judges. The red flag should be held in the judges' right hand and the white flag should be held in the judges' left hand in order to avoid confusion.
 - Flag straight up in air – point by a kick to the body or hand strike to any legal target area.
 - Flag straight up in air with 2 fingers – kick to the head worth 2 points.
 - Flags crossing in the front – no confirmation of point or did not see.
 - Flag pointing down in circular motion – warning or penalty, and requires immediate action by the judges.
- When a potential point is scored or a possible penalty is observed, any judge may yell out "POINT!", and wait for the center judge to stop the match. The clock is not stopped unless the center judge thinks the conference is necessary.
- **Only "Touch contact" or "no contact" sparring is permitted.** "Touch contact" is described as touching the point area not hitting the point area. "No contact" techniques may score a point if the judges consider the technique to be close enough and proficient enough to warrant awarding a point. Also "touch contact" may score a point if the judges agree that it is NOT excess contact and that the technique is proficient enough to warrant

awarding a point. It is the responsibility of the judges to insure that only "touch contact" and "no contact" techniques are used. This rule is critical to the safety of the competitors. The consistent enforcing of this rule is of paramount importance for everyone's safety and smooth operation of all sparring matches. Excessive contact is defined as contact that is not hard enough to be disqualifying but more than touch contact and therefore judges must issue a warning to prevent further contact.

- Scoring and Penalties
 - A competitor with one foot in the ring can score on a competitor that is out of the ring.
 - Stepping out of bounds with both feet constitutes a foul. After three fouls, one point will be awarded to the opponent. For each additional foul, one additional point will be awarded to the opponent. If the competitor is pushed or knocked out of bounds, this does not constitute a foul.
 - Two points will be scored for verified kicks to the head and face (technique must be controlled). One point will be scored for all other verified techniques.
 - **Referees should not score points for sloppy, uncontrolled, blind or unbalanced techniques.**
 - **Legal target areas are as follows:**
 - Side of the head and front helmet (forehead) area only.
 - Front and side of the body only.
 - The following techniques are NOT permitted in WKSA tournaments
 - groin techniques or any kicking or punching techniques below the waist level
 - sweeps or takedowns
 - contact to the back, or the top or back of the head
 - throws and joint locks
 - any techniques intended to cause injury (such as eye gouges, throat strikes, etc.)
 - The front face, i.e.: eyes, nose, cheeks, mouth or jaws
- Warnings will be given by the center judge and must be agreed upon by a majority of the judges. Warnings do not carry over from match to match. The count on the number of warnings issued for a competitor starts over at the beginning of a new match. Also, a competitor who has been disqualified is only disqualified from that particular match, not completely banned from the competition or the next sparring matches.
 - Warnings are given for the following:
 - when excessive contact is made
 - disregarding the judge's instructions
 - unsportsmanlike-like conduct
 - intentional take-down or throw
 - running away or turning one's back on the opponent to escape
 - stalling the match
 - initiating an attack outside the ring
 - striking any part of the body that is not a designated target area
 - uncontrolled techniques
- Warnings for excessive contact must be agreed upon by a majority of the referees. For excessive contact where a red spot appears or where the competitors head is knocked back slightly:
 - For the first warning, no point will be given or taken away.
 - For the second warning, one point will be given to the competitor that was hit.
 - For the third warning, the competitor will be disqualified.

- Disqualifying or Excessive contact is not permitted, and this warrants immediate attention by the judges. It is recommended that all judges should meet for a short moment to make a decision regarding the contact. The competitors must be notified of the decision without further explanation. **Any disagreement or complain to this decision must be handled by the arbitrator, NOT by the center judge in the active ring to avoid any delays.**
 - **Disqualifying contact** occurs when:
 - blood is drawn
 - a competitor's wind is knocked out and he/she cannot breathe
 - a bright red spot appears following the contact
 - a competitor's head rocks back sharply after being hit
 - vicious or malicious contact
 - verbal abuse or use of profanity
 - Remember, accidents do count, because the result is the same. Our goal is to remain focused on safety rather than to determine the “best” contact fighter.
- **Disqualification** will be given by the center referee and must be agreed upon by a majority of the judges. Rules for disqualifications are as follows:
 - Judges may, by a unanimous decision, disqualify a competitor without warning that includes but not limited to: BAD MANNERS or DISORDERLY CONDUCT at any time during a WKSA tournament.
 - A competitor may be disqualified for any irresponsible or malicious language and/or act.
 - A competitor may be disqualified without warning for excessive contact if blood is drawn or if the opponent's wind is knocked out of him/her.