

Official WKSA Tournament Rules

(Abbreviated Version for Competitors)

1.1 SPORTSMANSHIP

Good sportsmanship, attitude, and etiquette 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 a whole.

1.2 SAFETY EQUIPMENT

Safety equipment is **MANDATORY** in all sparring divisions. Therefore, NO competitor is permitted to compete without them. 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. Also, 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 AND standard WKSA approved belt ONLY** at all times. Those who do not have the proper uniform standards will forfeit the competition **WITHOUT** a refund. Uniforms must be neat, clean and odor-free. Jacket sleeves are not to be rolled up above the elbows. 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.

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.
- For Sword competition, only single-sided blade sword (**no live blade**) is allowed -- Only WKSA approved Korean style sword is permitted in the competition. This holds for double short swords. Check with HQ.
- 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. NB. This rule may be different for Black Belts.
 - 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:
 - **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; thus, scoring will be reflected on the competitor's performance skills, etiquette, and overall demeanor/attitude once they bow into the ring.
 - The proper "introduction" is required, and 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.
 - 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.
 - 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 ALL ranks.
 - If a competitor strikes the floor or his/her body, **ONLY** the Center Judge will deduct one-tenth of point per occurrence up to maximum of three-tenths of a point deduction. This does NOT include "striking" the parts of the uniform and/or belt.

1.6 SPARRING JUDGING

- The WKSA Tournament sparring is a **No Contact to Touch-Contact match** between two opponents. It should always remain friendly. The judges 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**.
- **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.
- Elimination matches will consist of **one round with a 2-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 judges. The center judge will control the ring and move all around the ring as need. The corner judges will take positions in opposite corners of the ring and must stay within their corner area.
- **Only the Center Judge may stop the clock.**
- Elimination matches require at least two judges to verify a point. Verifying judges 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 judges call different techniques, the point cannot be verified and no point will be awarded.
- Scoring flags are held by corner judges.
 - 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.
- Scoring and Penalties
 - A competitor with one foot in the ring can score on a competitor who 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.
 - Judges should NOT score points for sloppy, uncontrolled, blind or unbalanced techniques.
 - 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
- **Legal target areas are as follows:**
 - **Side of the head and front helmet (forehead) area only.**
 - **Front and side of the body only, and must be including and above the belt (waist area).**
- 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 (if this "excessive" contact is severe, it can be disqualifying)
 - 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 judges.
 - For the first warning, no point will be given or taken away.
 - For the second warning, one point will be given to the competitor who was hit.
 - For the third warning, the competitor will be disqualified.
- **Disqualifying contact is NOT permitted,** and this warrants immediate attention by the judges. All judges meet for a short moment to make a decision regarding the contact when it occurs. 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**
 - **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.**
 - **Immediate Disqualification** will be announced by the center judge and must be agreed upon by a majority of the judges. Judges will disqualify a competitor without warning that includes but not limited to:
 - For BAD MANNERS or DISORDERLY CONDUCT at any time during a WKSA tournament.
 - For any irresponsible or malicious language (verbal abuse or use of profanity) and/or act.
 - For the disqualifying contact as described above.

1.7 **BREAKING JUDGING**

- Only Age 18 & above AND only for Brown Belt or higher are qualified to participate.
- Competitors have ONLY ONE attempt (this includes a mistake or not hitting the board, etc)
- Maximum allotted time to set up and **begin breaking is 45 seconds** -- a deduction of one-tenths of point by each judge per every 5 second delays.
- Judges give the boards or assign boards from the top of the stack (competitors do not pick and choose)
- For Spin kicks, boards must be held with two fingers. The height of the boards are: above the head, stomach, above ankle for high/middle/low spin kicks. For all others, ask the Arbitrators.
- Jump spin kick may be substituted for high spin kick (jump spin kick does not score higher than high spin kick)
- Medal criteria: Priority is set by the number of boards broken, and highest average score when there is a tie. If a tie occurs in scores, the Center Judge's score "breaks" a tie. If same CJ score, then repeat the same break and "show of hands" decides. There may be only one person on the medal stand with 1st place, if he/she is only one who broke.
- Score criteria: precision of technique, execution, balance, power, speed, smoothness, etiquette, and attitude.
- Judges must score every time a board is broken. If no board is broken, no placement will be awarded.