

**The New Zealand Hapkido Federation and the World Kido
Federation/Hanminjok Hapkido Association present**

The Oceania Cup

Tournament Rules and Regulations

These tournament Rules and Regulations are based on the rules and regulations of the World Kido Federation/Hanminjok Hapkido Association tournament organising committee in South Korea.

The tournament Rules and Regulation concerning sparring has been altered from the official international rules to meet the New Zealand Hapkido environment. In particular with regard to the Adult sparring rules to allow low leg kicks, hand strikes to the head (adults only) and up to 30 seconds grappling on the ground. Because of these changes, a greater level of protective equipment is required for the New Zealand rules.

General Comments

1. Tournament

- All participants will compete under equal and fair rules.
- 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 tournament organisers.

3. Obligations of tournament organisers.

- Organising of competition rings, divisions, and general execution of tournament.
- Overseeing of judging and providing support to judges.
- Overseeing of execution of handing out awards and medals.

4. Competitors/participants

- 4th degree black belt or lower
- Competitors must abide by the rules.
- If competitors do not abide by the rules, they will be disqualified.

5. Medical disallowance of competitors

- Competitors may not participate in the sparring if they have had previous head injuries or other medical conditions that would make it unsafe for the competitor to compete.
- Participating instructors/masters must take all precaution to prevent injury to the participants.

6. Obligations of competitors

- Competitors must come to competition ring in time and when called.
- Competitors must abide by the rules and regulations.
- Competitors must compete fairly and honorably.

7. Instructor/coaches

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

8. Draws

Draws for competition will be conducted by the tournament organisers.

9. Competition

Competition will be divided into sparring, unarmed patterns (Hyungs) and armed patterns (Mookisul) and self-defence (Hosinsul).

Competitors may enter one or more of the categories.

In order to qualify for the Oceania Cup a competitor must compete in sparring, self defence and one of the pattern competitions.

10. Competitor Age Categories

- Junior Oceania Cup Category - 5 to 12 years at the competition date.
- Youth Oceania Cup Category- 13 to 18 years at the competition date.
- Oceania Cup Category – 19 years and above at the competition date.
- Veteran's Oceania Cup Category – 40 years and above the competition date.

We may review these categories depending on the number of competitors who enter, we need a minimum of 3 entries in each category for us to be able to hold it.

Male and Female students will compete together in all events other than the Sparring which will be separate.

A Veteran Competitor may enter either the Oceania Cup or Veteran's Oceania Cup but not both.

11. Weigh ins

Weigh-in's will be conducted by the tournament organisers.

12. Timekeeping

Timekeeping will be conducted by the tournament organisers.

13. Recording

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

14. Competition Ring

Size and material of ring will be determined by the organizing committee (most likely 5m by 5m).

15. Illegal substance

Drugs and performance enhancing substances are prohibited. If found will be immediately disqualified.

16. Etiquette

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

17. Dress

- Judges outfit will be determined by the tournament organisers.
- Members of NZ Hapkido Federation Schools must wear a full NZ Hapkido approved dobok. This can be black, white or any other colour approved used by a member school. Doboks should be fully patched if possible.
- Guest Competitors from non-Member schools must wear whatever clothing they wear for formal events or competitions – full dobok/gi is the minimum standard.
- Shorts and/or Rash guards not permitted).
- Rings or dangerous accessories cannot be worn during competition.
- For sparring, mandatory safety gear for adults will be head protection with clear face guard, MMA style sparring gloves and a mouth guard. Shin and instep protectors are highly recommended. For juniors the same except the head protection does not need a face guard.

Competition Judges

1. Judges

Must be approved by the tournament organisers and must have received referee training.

2. Judge Numbers

- For Sparring: 3 judges per competition ring (2 to judge 1 to oversee).
- For Patterns and Self Defence: 3 - 5 judges per competition ring (3 - 5 to judge and 1 to oversee).
- Tournament Organisers have the right to change the number of judges depending on the size of the event and availability of judges.

Divisions of Age Categories

- Men and women compete in the same divisions apart from sparring.
- Within each of the four Age Categories there will be 4 Divisions – beginner, advanced, black belt and open.
- To compete in the *beginners divisions* the competitor have to hold the grade of 8 – 5 Gup (or lower half of any other grading system).
- To compete in the *advanced divisions* the competitors have to hold the grade of 4 Gup – 1 Gup (or the top half of any other grading system).
- To compete in the *black belt divisions* the competitors have to hold the grade of 1 Dan to 4 Dan.
- The *open division* allows a competitor to compete in either of the other three divisions if the division that he or she wishes to compete in is a higher one than she would otherwise compete in according to his or her grade.

The intent is to have a minimum of 3 competitors in each Division in each Age Category. If this is not achieved we will merge two or more Divisions in the affected Age Category.

Scoring for Performance Competitions

Hyung (Patterns), Mookisul (Weapons Patterns), Hosinsul (self-defence)

1. Scoring will be based on the following criteria: accuracy, posture, technique, speed & power, continuity/flow, interpretation and attitude/etiquette.
2. Grading will start from 7 points to perfect score of 10 points.
 - With a 5 judge system, high and low scores will be eliminated and the remaining 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.
 - Standard for grading criteria will be determined by the judges prior to competition during the referee briefing.

PATTERN (HYUNG)

Definition

The competitor performs either:

- New Zealand Hapkido Hapkido Federation Pattern including Basic 1, or
- Hanminjok Hapkido Association Hyung.

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

For competitors from non-New Zealand Hapkido Federation schools, Basic 1 should be chosen as this is a generic pattern with moves common to most martial arts.

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

- 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.
- The performance then starts with the competitor bowing to the judges and then performing chosen Pattern / Hyung.
- After finishing the performance the competitor returns to the starting point to wait for the scoring.
- After the judges have presented the scores the competitor bows to the judges. The competitor leaves the ring at assigned point.

WEAPON PATTERN (MOOKISUL)

Definition

Mookisul means that the competitor performs any Hanminjok Hapkido weapon Hyung (pattern) (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 to 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

- 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.
- The performance then starts with the competitor bowing to the judges and then performing chosen Mookisul Hyung.
- After finishing the performance, the competitor returns to the starting point to wait the scoring.
- After the judges have presented the scores the competitor bows to the judges
- The competitor leaves the ring at assigned point.

SELF DEFENCE (HOSINSUL)

Definition

Self Defence/(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 or other self-defence 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:

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

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

- 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.
- 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.
- 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.
- After the judges have presented the scores the competitor bows to the judges on competitors command.
- The competitor leaves the ring at assigned point.

SPARRING (DAE RYAN)

Sparring Divisions

1. To compete in the *beginners* divisions the competitor has to hold the grade of 8 – 5 Gup
2. To compete in the *advanced* divisions the competitor has to hold the grade of 4 Gup – 1st Gup
3. To compete in the *black belt divisions* the competitors has to hold the grade of 1st Dan to 4th Dan.
4. To compete in the *open* division the competitor can be any grade.

Weight divisions for adults: (all weights in kg)

Male	Female
Up to 75 kg	Up to 65 kg
76 kg to 85 kg	66 kg to 75 kg
86 kg plus	76 kg plus

Weight divisions for juniors: (all weights in kg)

Male	Female
Up to 55 kg	Up to 45 kg
56 to 65 kg	46 kg to 55 kg
66 kg plus	56 kg plus

These are simplified weight classes and we may expand them depending on the numbers entering.

Competitors Equipment

For sparring, mandatory protection will be head, groin guard, gloves and a mouth piece. Optional protection is lower arm and lower leg/instep.

- Groin guard, arm and leg protection have to be worn under the dobok.
- Mouth Piece must be transparent or of a single colour.
- Head protection for Adult sparring to have a face guard.
- Competitors are to provide their own Mouth Piece, Gloves, Groin Guard and any Optional Protection.
- The Organisers will provide the Head Protectors. Competitors may provide their own Head Protector if it is approved by the Organisers.

Matches

All Matches: 2 rounds of 1.5 minutes (90 seconds).

If the match is drawn at the end of the second round then a third 2 minute round will be fought. The first competitor to score in the third round will win the match. If no points are scored before the third round finishes, then the match will be awarded to the competitor who showed the most dominance.

Scoring Techniques

1. Using Hands (palm, fist, back-fist, knife-hand) and feet to execute a striking scoring technique
2. Scoring Area for striking:
 - Hand strikes: Above the waist to head; front and back
 - Kicks: Above the waist to head; front and back
 - Kicks: to the legs excluding the knees do not score points but may be used to check checks or unbalance an opponent for a follow-up scoring technique
2. Self Defence against kicks (Jokbangahsool): grabbing the kick and throwing the opponent
3. Throws (Tooki), Leg Sweeps (up-a-chiki) and Lifting Techniques (maechiki) to throw the opponent.
4. Kwanjulki, yoosool: Joint locking techniques
5. Clinch position. In a clinch position 10 seconds will be given to execute a technique to score before being separated
6. Ground position. In a ground position 30 seconds will be given to execute a technique to score before being separated.

Scoring

- Scoring techniques will be 1 point, 2 point, 3 point techniques.
- Scoring striking techniques (hands) to the body or head will be 1 point to body or head.
- Scoring striking techniques (feet) to the body will be 2 points.
- Scoring striking techniques (feet) to the head will be 3 points.

Juniors are not allowed to strike to the head with hand techniques at all.

- Throws, Leg Sweeps and Lifting 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.
- Effective joint lock techniques standing or from the ground will be 3 points and when sustained will be **knock out**.
- Any strike to the head or body that results in the opponent not being able to continue the fight will be a **knock out**.
- **New Rule:** Attaining Full Mount position on the ground where downwards blows can be delivered without an effective defence from the opponent will result in a **knock out**.

Scoring striking techniques

Criteria for scoring striking techniques must be based on precision and forcing a visible reaction on the opponent's balance and structure. Any strikes that do not visibly disrupt or unsettle the opponent will not be scored.

Illegal Techniques

- Turning the back and running away
- Deliberately moving off the ring.
- Faking injury or delaying the match
- Striking the knees or groin
- Striking using the head, elbow, knee, shoulder
- Attacking a fallen opponent
- Striking or kicking while grabbing
- Profanity or foul language
- Attacking outside the ring
- Falling down intentionally
- Not separating when ordered by judge
- **Junior** hitting his/her opponent with hand strike to the head
- 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

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

Sparring Disqualification

- Not following the orders of judges or acting in a rude and uncooperative manner. This applies both to competitor and coach/instructor.
- If an injury is inflicted to the opponent through an illegal technique and that opponent cannot continue.
- Three warnings (with deductions) competitor will be disqualified.
- Intentionally slamming down the opponent's head first.

Decision

- Recording judge will total the score to find the winner. The results will be reported to the organizing committee
- 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.
- The decision of the judges will be final. Any complaints or grievances must be made in writing and presented to the tournament organisers.

Miscellaneous

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

Any ambiguity in the above rules and regulations that causes confusion will be resolved by the tournament organiser in consultation with senior judges and their decision is final.