

Referee and judge Rules and protocols

Hello everyone, thank you for helping us with Yoons Martial Arts school 36th annual Hapkido championship. Following, are some guidelines to follow

Duration of match:

2x 1.5 min round Junior belts

2x 2 min round for senior belts

2x 2.5 min for champion categories and adults

Equipment:

Head protection – All competitors

Chest protection – All competitors 16 years old and under

Gloves- Competitors 12 years old plus.

Groin protection- All competitors, female optional.

Shin and foot protection- Competitors 12 years plus

Mouth guard- recommended for all competitors, but mandatory for competitors 12 years plus.

Beginning the match

Turn competitors around

Check equipment and ask for first competitor's name. Repeat the name twice to the head judge.

Repeat this process for the next competitor

Competitors face each other

Command Shuit, charyut, kyungye

Shout sparring motion ready

Go!

Finnish the first round

Bring competitors back to the center

Turn the competitors around

Judge will give you a nod to have competitors face each other

Yell sparring motion ready, go!

Finish the match

Bring competitor back to center

Command Shuit, charyut, kyungye

Command to face forward

Command Shuit, charyut, kyungye to judge

Command kneel down

Approach the judge with your score

Go back to competitors and hold the wrist of both competitors

When the score is announced, raise the victors hand. Encourage sportsmanship and manners

Rules Junior belts:

Strikes

Two unanswered punches that land clean to the body = 1point

Clean kick to the chest = 1 point.

Clean kick with the foot to any padded part of the head, = 2points.

Any spinning kick that makes contact will be scored with 1 extra point

Any kick the results in a knockdown will be scored with 1 extra point

Takedowns

Take down with 1 foot leave the floor = 1point

Take down with both feet leaving the floor = 2 points

High altitude throw, where both opponents legs go over the throwers head = 3 points

Take down with any joint manipulation with at least one of the opponents knees touching the floor = 2 points

Grappling and ground techniques

Being passed your opponents legs, or guard, and striking with no contact to a vital spot = 1 point

Any submission that makes the opponent tap = 5 points.

Warnings and disqualification

Three warnings in the same round the judge will take off one point, each subsequent warning in the same round the judge will continue to take off one point. Warnings are reset in second round.

- Any form of pulling hair, butting with the head, fish hooking the mouth, or eye gouging
- All forms of biting
- Strikes of any kind to the groin
- Intentional strike to the back and to the back of the head
- All types of strikes with the elbow
- All attacks targeting the knees
- Any knee strikes
- Chokes

- Finger manipulations
- Heel hook
- Any form of holding the opponent to stall the action
- Any abuse or un sportsman like conduct to the opponent, judge or referee.
- Spitting out one's tooth protector (gum-shield) or otherwise intentionally delaying the contest through improper equipment. If helmets fall off when the competitors are engaged on the ground, helmets are put on upon standing.
- Intentionally stalling or avoiding contact
- Attacking on the break after both fighters have been instructed to stop action by the referee and before the referee has directed the fighters to resume the match 19.20 Attacking after the belt is thrown in to end the round

Match pause A match will be paused when:

- (1) When a competitor moves out of bounds. (Back to center)
- (2) When a competitor is being issued a penalty. (Back to center)
- (3) When a competitor is injured. (Back to center ask the opponent to turn around and wait)
- (4) Competitors who are holding / clinching without successfully executing a throwing technique for 5 seconds. (quick separation and continue)
- (5) When a competitor deliberately falls down and remains downed for more than three (3) seconds. (Back to center)
- (6) To issue a warning (Back to center, issue a warning)
- (7) When a competitor raises his hand to request a time-out. (Back to center)
- (8) When the head judge corrects a misjudgment or omission. (Back to center)
- (9) When a problem arises or there is a dangerous situation on the mat. (Back to center)
- (10) any technical problems with the scoring system etc. and related issues effecting the competition (Back to center)

Senior belt and Adult rules

All the above points apply, and warnings are almost the same. Below are some extra things that senior belts, and teens, adult divisions can do.

Senior belts can:

Kick below the waist with a sitting point kick or a sitting spin kick, knocking your opponent onto one knee with a sitting spin kick or sitting point kick, =1 point knocking them flat down, = two points.

Light contact below the waist with any kick as long as it's controlled to set up another kick. No points for low kicks. Low kicks cannot directly hit the knee.

Kicking with the knee is permitted to the body only

Senior belts can go to the ground, pin and set up submissions.

Chokes are allowed, but head locks and crank in the spine or not.

Body punches on the ground are allowed to set up a better position or submission, but they do not count for points.

Immobilization on the ground: When the opponent has their guard passed and is immobilized (pinned). The competitor must strike a vital point with no contact if that strike is not blocked in three seconds, the competitor receives 3 points and the match is stood up. If the strike is blocked one point is awarded and the match stands up

Keeping the competitors engaged

If competitors are tied up too long, separate them, and right from that spot yell out go to resume the match.

5 second rule, if there is no action on the ground, or if the competitors are not in a position to score points, ie. Passed the guard, the referee will call a 5 second count, if the competitors improve position, you can continue on the ground. The majority of the match should be standing.

REFEREE ATTIRE

Referees shall wear a white shirt, black trousers, and athletic shoes.

Shirts will be tucked into trousers at all times.

To minimize injuries, referees may not wear any jewelry, watches, pens, large belt buckles.

Judges responsibilities,

Be a second set of eyes for the referee

Use the referees score, unless it looks off, in that case discuss the score with the referee. If there is a tie, use your scoring criteria to break the ties. If judges scoring criteria is also tied, there will be a sudden death overtime. First 2 points wins.

Keep time, each category has different timed rounds, this will be on your table. Throw in the belt when time elapses

Breaking a tie in the round robin bracket. Please see next page. Here I will show a 3 way tie. A 2 way tie is straight forward.

Round 1

	1
Hawk 11 points win	
	3
Robby 5 points	
	2
Sam 10 points	
	4
Dimitri 12 points win	

Round 2

	1
Hawk 30 points Win	
	2
Sam 8 points	
	4
Dimitri 22 points	
	3
Robby 33 points Win	

Round 3

	1
Hawk 9 points	
	4
Dimitri 15 points win	
	3
Robby 20 points win	
	2
Sam 19 points	

3 way tie. Count the points

4th place goes to Miguel, because no wins

3 way tie

Hawk total points – 50

Robby total points – 58

Dimitri total points – 49

So in this case Robby gets a buy then Hawk and Dimitri fight to see who fights Robby for first place

Semi final			
Hawk 12 points win			
Dimitri 10 points			
Hawk 3 points			
	final		
Robby 5 points win			
1 st place Robby	2 nd place Hawk	3 rd place Dimitri	4 th place miguel