

**INTERNATIONAL
HAPKIDO BOXING COMPETITION RULES
(SPORTS AND COMBAT)**

In Hapkido Boxing Competitions Rules the most important issues of officiating, competition organization and the work of officials are dealt with.

The edition is meant for coaches, officials, organizers and broad sections of athletes practicing Hapkido Boxing.

The Rules are intended for obligatory direction in organization and conduct of Hapkido Boxing competitions (sports and combat) starting from January 1, 2012.

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Group A

Article 1.

Definition:

“If you're trying to beat out someone else, it's a competition and the other contestants are called the competition too”.

If you do something impressive in order to win, people will say competition brings out the best in you. If you try to injure your opponent, they'll say it brings out the worst. If you are trying to win or attempting to prove you're the best, you're in a competition. The word also describes your opponent in sports.

Article 2.

Type of competition:

A. Official championship

- National championship
- Continental championship
- Regional championship
- World championship

B. Open championship

Official Championships:

The official championships are National championship, continental Championships, or regional Championships (Asian, European, Oceania, Pan Americans, and African Championships) are promoted every year. The championships can be organized including all disciplines in agreement with promoter.

The venue for a championship:

- shall be a suitable auditorium seating of minimum 2000 spectators
- must have good space for all fighting areas and between all fighting areas

- must have a warming up section to take care of the numbers of participants attending
- must have areas for referees, organizers and HBIO officers
- must have relaxing rooms and dressing rooms for the numbers of participants attending
- headquarter and administration rooms, faxes and copy machines

Note:

HBIO sanctioning fees of Championships and Cups differ and they are dealt directly by HBIO President in accordance with Executive Committee.

World Championship:

A HBIO World Cup is promoted alternatively every second year. Such when it is promoted with normal Championship routines as:

- Tournament for at least 3 days
- Arrival and Weigh-in day before start of fights
- Ring sports 2x2 minutes & 1x2 minutes
- Only HBIO rules shall be used
- Official HBIO referees and judges only
- World Cup only open for HBIO members and their clubs/ teams.

Note:

HBIO are going to work out a ranking system based on points due to results either for competitors or for clubs/ teams including prize system.

HBIO Open tournament:

This tournament can be open to all clubs of different international organizations. When using HBIO name though, it shall be promoted under HBIO rules only.

Article 3.

Selection processors for individual

Selection Priority for individual spots will be given to the Gold / Silver / Bronze medal winners at National Championship and for all international championship.

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Should any individual spots remain, priority will be given to the next highest ranking eligible Athlete per placing at the National Championships.

Selection Process for Pair and Team Divisions

Pair and Team divisions will be determined by assessments conducted by HBIO Who competed at the National Championships and all registrants will be provided With the assessment criteria at the start of the training camp.

Article 4.

Fair play:

Properly conducted conditions for a game, giving all participants an equal chance. Also used more widely to mean fairness and justice in contexts other than games. To play fairly certain skills have to be present. These include attentiveness, honesty, self-confidence, consideration, being a good loser and empathy the task is to develop and promote these skills in a targeted way another aim of teaching fair play should be to reach a situation in which fewer referees are needed rather than more. The aim should be to transplant the referee into each and every one of us. This is expressed in the following quote "every one is preoccupied with making sure that he is not cheated by his neighbor. But eventually the day comes when he begins to make sure that he doesn't cheat on his neighbor".

Article 5.

Systems and Methods to Conduct Competitions:

- A. By its character the competitions are divided into:
 - a. Individual,
 - b. Team
 - B. The character of the competitions is defined by the Competition Regulations set for a certain contest
 - C. In individual contests only individual results and the places of participants in their weight categories shall be defined.
1. At the competitions the contestants compete in one group (system with no subgroups) or by means of a draw they are divided into several groups (system with subdivision into subgroups). In the last case the principle according to which the best contestants proceed to the next stage of competitions and the worst ones

are eliminated should be explained additionally. In this case the competitions shall be divided into preliminary, semi final and finals with contestants' elimination after the number of defeats set by the Regulations.

2. The order of bouts among contestants (teams) shall be defined by the drawing of lots (a draw) and chosen system and method to conduct the competitions.
3. The system and the method to conduct preliminary, semi final and final parts of the competitions shall be stated by the Regulations.
4. Systems with different variations of combination methods to conduct the preliminary part and the finals are described, as well as the methods of conducting team competitions by the results of which the placing in team competitions.

Article 6.

Promoter:

The promoters of all International HBIO events must be the President of the host country or any other but under the responsibility of the President. The President of the host country may if he wishes have a partner, but this in no way relieves him of the overall responsibility of the Tournament. The Promoter shall communicate directly with the HBIO World technical director & council on all matters concerning the event. The Promoter shall send a written report to the HBIO World technical director & council every thirty - (30) days concerning the promotion of the event.

Article 7.

Trophies:

A suitable reward to team must be furnished for the following categories:

Team Trophies to the Representative or country for Full Contact, Light Contact, Semi Contact, demo, yudo. These awards shall be decided in the following manner;

1st place = 3pts, 2nd placed = 2pts, 3rd place = 1 pt.

Medal for contestant:

1st, 2nd and two (2) 3rd places for all Competition Divisions.

Article 8.

Headquarters:

The promoter shall select a hall, office or Hotel which will serve as the Tournament Headquarters.

Article 9.

Team Representatives, Coaches:

1. A Representative (head) of a certain team comes in between the Officiating Board and competitors. In case the team has no special representative its coach shall fulfill his duties.
2. The representative is responsible for the discipline of his team competitors and ensures their presence at the competitions in time.
3. The representative shall participate in the drawing of lots, meetings of the Officiating Board if it is held jointly with them.
4. A representative has the right to submit to the Chief official a verbal and written protest grounded by the reference to the article and paragraph of the Rules.
5. Representatives, coaches are forbidden to interfere in the directions of officials and persons conducting competitions.
6. In the course of competitions a representative shall stay at a special place intended for representatives.
7. A representative (coach) cannot act as an official at the given competitions.
8. For non-compliance with the duties a representative can be discharged from the leadership of the team.

9. In the course of the bout the coach (in a sports uniform) has to second the bout staying at a special place set for that near the mat / Ring, not leaving it during the bout and not interfering in the work of the officials.

Article 10.

Officials in General:

All officials on championships and cups are HBIO officials. They are not officials of their own countries or federations. They must be completely neutral. At all times during championships they represent HBIO. They show an unbiased, positive and honest attitude and fair play to everyone.

Group B

Competition

Article 11.

Equipment for Competitions:

Promoters of competition (championships or cups) must provide necessary equipment for normal proceeding of tournament

- Electronic digital or mechanical scales (minimum two).
- Amplifier with sufficient number of microphones.
- Flags and CD with national anthems of each competing national team.
- Equipment for cleaning and drying floor.
- Timers for all official tables.
- Bell for each Mat (for giving sign that time of round has expired) .
- For each Mat a pointer with two big black numbers (from 0 to 15) to display results and 3 small red numbers from 0 to 3 to display warnings or exits.
- An adequate display of current fight number an adequate time display.

Article 12.

Composition of the Officiating Board:

1. The composition of the Officials Board is recommended by the Hapkido Boxing International Organization.

2. The officials shall consist of Chief Officiating Board –

A. Chief competition director,

B. deputies competition director,

C. Mat chairmen

D. Ring chairman

E. Chief secretary for competition

F. Chief secretary for technical

G. Chief Jury

H. Observer from HBIO

I. Referees

J. Judges

K. Timekeepers

L. Announcers

M. Doctors

N. Officials attached to competitors

O. Serving personnel – commentators, doctors, superintendent and others.

3. The officiating team for each bout (total 13 members) shall consist of

a) 1 mat / Ring chairman

b) 1 referee

c) 4 judge

d) 1 Jury

e) 1 timekeeper

f) 1 technical secretary

g) 1 observer from HBIO

h) 1 Doctor

i) 1 announcers

j) 1 informant

4. The neutral officials 'trio shall evaluate competitors' actions in the course of the bout the mat / Ring chairman, the referee and the judge representing three different teams.

Each of them evaluates the competitors' actions independently and while consider Ring

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protests and questionable moments shall ground his actions by corresponding Regulations of the Rules.

5. An official shall have the official's uniform (costume), the official's card (certificate), the license, Rules of the competitions and the whistle.

6. The official's uniform (costume) socks and sports shoes approved by HBIO. On the left side of the chest there shall be the official's emblem of the corresponding category.

Article 13.

The Chief competition director:

1. The Chief competition directs the competitions and is responsible for their conduct in accordance with the present Rules and Regulations to the organization arranging the competitions and the corresponding Hapkido Boxing organization.

2. The Chief competition director is obliged:

a) to check the readiness of the venue for the competitions, the equipment and inventory outfit, their correspondence to the requirements of the present Rules, draw up a Statement of the venue acceptance and also to be convinced that all the necessary documents are available;

b) To appoint officials for the weigh-in;

c) To hold the drawing of lots;

d) To approve the schedule of the competitions;

e) To distribute officials to the teams for separate mat / Rings;

f) To hold the meetings of the officials and team representatives before the start of the competitions (to announce the Rules and the officials' order of work) and every day after their end (to discuss the course of the competitions and results of the day) and also when it is necessary during the competitions;

g) To take all the measures to avoid or correct when necessary mistakes made by officials;

- h) In proper time to make decisions on applications and protests submitted by team representatives (coaches, captains)
- i) To approve pairing off for the finals and appoint officiating teams to conduct them;
- j) To evaluate the work of every member of the officials (taking in account his/her direct chief opinion) according to 5 point system;
- k) Within 3 days to submit the report to the organization conducting the competitions.

3. The Chief competition director has the right:

- a) To cancel competitions in case the venue or inventory outfit do not correspond to the Rules before their beginning;
- b) To interrupt the bout, to make a break or to stop the competitions in case of unfavorable conditions preventing normal conduction of competitions;
- c) To make changes in the Program and schedule of the competitions in case of the utmost necessity;
- d) To change the officials functions in the course of the competitions;
- e) To withdraw officials for gross errors or those who fail to fulfill their duties, marking it in the report and informing the Board of Officials of the corresponding Organization;
- f) To declare a warning (or withdraw from carrying out their duties) to representatives, coaches and captains for rude behavior or arguments with the officials and those submitting groundless protests,
- g) To delay the declaring of the technical action evaluation or the result of the bout if officials' opinions differ and in case he disagrees with their opinion, for additional discussion and final decision;
- h) To declare the final decision on evaluation of the technical action or the result of the bout in a questionable situation if one of the four officials supports his decision;
- i) To change the sequence of bouts in the finals if it becomes necessary.

j) The Chief competition director has no right to change the competition Regulations and withdraw or change officials in the course of the bout.

k) It is obligatory for contestants, officials, team representatives and coaches to fulfill the Chief official's directions.

l) On the instructions of the HBIO his functions at the competitions can be accomplished by his deputy or one of the mat / Ring chairmen.

Article 14.

Chief Secretary:

1. The Chief s Secretary directs the work of competition secretariat.

2. The Chief Secretary shall:

- a) To be a part of Mandate Commission and officials' team at the weigh-in;
- b) To take part in the drawing of lots;
- c) To make up the Regulations and the schedule of the course of competitions;
- d) To keep the score sheets of the competitions;
- e) To make up the order of bouts in rounds;
- g) To put the directions and decisions of the Chief official in order;
- h) To submit to the Chief official's consideration the results of the competitions for approval and the necessary information for the account total;
- i) To give information for representatives, commentators and correspondents if the Chief official approves;

Joint secretary:

To assist the Chief Secretary a joint-one of the secretaries- is appointed.

Article 15.

The Mat / Ring Chairman:

1. The mat / Ring chairman shall be seated at the table while officiating at the bout and direct the work of the officiating team.
2. The mat / Ring chairman shall:
 - a) To compose the officiating teams for the bout with the Chief competition director's permission;
 - b) To call and introduce the participants of the bout and also announce its result (in case the commentator is absent);
 - c) To evaluate the contestants' actions and situations with the proper gestures and taking into account the opinion of the majority of votes declare the final decision;
 - d) When necessary or in case of a considerable disagreement of opinions among the four officials interrupt the bout and make the final decision after the additional discussion of the questionable situation;
 - e) After declaring the player the second warning invites the Chief Secretary / jury & all judges to the mat / Ring to discuss if the third warning should be declared.

Article 16.

The Timekeeper:

1. The timekeeper shall sit at the mat / Ring chairman's table. He counts the time of the bout, hold-down and painful holds: after 2 minutes elapse he informs officials and contestants of the time of the bout, with the stop sound gives the signal of the end of the bout.
2. The timekeeper fixes by his stop-watch the contestant's delay to come to the mat / Ring after the first call and announces the time after the expiry of the first and every 30 seconds following.

3. The interruption of the bout the timekeeper use whistle or by the mat / Ring chairman's indication stops his stop-watch by the Bell, starts it again counting actual time of the bout.

4. As soon as the referee during the bout announces "Count Hold-down!" the timekeeper shall start his stop-watch and in every 5 seconds announce in a loud voice "5", "10", "15" and after the expiration of 30 seconds: "Time of hold-down!"

5. As soon as the referee during the bout announces: "Count the painful hold!" the timekeeper shall start his stop-watch and count the time announcing the time of the painful hold in every 10 seconds (besides 55 seconds). After the expiration of 60 seconds the timekeeper announces: "Time of the painful hold!"

Article 17.

Announcer:

The Announcer shall sit at the mat / Ring chairman's table. He announce the contestants name with corner (blue or red) and announcer winner name by jury's permission .

Article 18.

Technical Secretary, Informant, Commentator:

1. The technical secretary shall sit at the mat / Ring chairman's table and in the course of the bout write down in the corresponding column of the score sheet evaluations of technical actions and warnings declared by the mat / Ring chairman. After the end of the bout he writes down the sum of the points and the time of the bout and hands the score sheet to the mat / Ring chairman to define and declare the result of the bout and after that writes down this result in the score sheet.

2. Evaluations of holds in succession of their application by the contestants shall be entered in the score sheet with the figures 1, 2 or 4, activity - with the letter "A".

3. Evaluations for hold-downs shall be outlined by the circle. Recording of evaluations in the bout shall be done in such a way that it would be easy to define which one of the evaluations was the last. For instance, after the evaluation of every technical action, except the last one, the sign + (plus) is added.
4. Cautions are marked with letter "0". If the contestant was given the first (second) warning, 1(2) it is written down to his opponent.
5. Total victory is written down with the sign "X" with the explanation "throw" of "painful hold". Elimination from the bout for the ordinary breaking the Rules pp. 1, 2 is marked in the score sheet with the sign X. When the contestant is eliminated from the competitions in the course of the bout. pp. 3, 4., the sign X is used with the explanation "injury", or "breaking the Rules".
6. A contestant, who does not come to the bout, is eliminated from the competitions. In front of his name depending on the reason it shall be written down "f/a" (failure to appear) or "med" (eliminated by the doctor) and to his opponent the result 5 : 0 with the time 0 min. 00 sec. is written down (0.00 - victory by the opponent's elimination from the bout).
7. If the bout ends ahead of time its actual time is fixed in the score sheet. On the left of the contestant's name the time spent for medical help, if any, shall be written down. While defining the result of the bout in corresponding columns the sum of technical points and the ones for the warnings to the opponent, accumulated by every contestant, and positive points, are written down. The name of the winner is encircled; the name of the loser is crossed out.
It is forbidden to make other records in the score sheet.
8. The informant of the mat / Ring shows the evaluations of the contestants' actions in the bout on the scoreboard or a demonstration panel after the mat / Ring chairman announces them.
9. The commentator announces the Program and the order of conducting the competitions, introduces the participants of the regular bout, gives their sports description, clarifies certain regulations of the competition Rules and announces the result of every bout if the Chief Official permits. If the competitions are held in two premises simultaneously they shall be served by two commentators.
10. Depending on informant / Ring on equipment it is allowed to combine the work of the timekeeper and the informant or the technical secretary and the informant.

11. In case no commentator is available, with the Chief Official permission mat / Ring chairmen may introduce officiating teams of the mat / Ring, call to the mat / Ring and introduce the regular pair of contestants, announce the evaluations of the holds in the course of the bout and after its end - the result.

Article 19.

Tournament committee /Computer Man

THE COMMITTEE:

The HBIO Executive Committee shall select the Tournament Committee. The Committee shall consist of at least three (3) members. The leader of the Committee shall be known as competition Director. It is of importance that the members of the group speak English.

The Committee meets in front of World Cups and World Championships. If necessary, they initiative other meetings, but are requested to meet during events/tournaments. Otherwise they communicate by mail and by telephone. The Administrator is responsible for collecting all registration material and loads data into a computer to prepare draw lists. With the Tournament Committee he makes draw lists and distributes them to the official tables. He collects completed draw lists after matches are finished and transfers the results to the computer. He will make an official report of the Championship or Cup and distribute the official report to all representatives of national teams. If the promoter of a championship can not appoint a responsible person for administration, the HBIO board or HBIO President will nominate an adequate person.

RESPONSIBILITIES:

- I. They are responsible for the disciplines.
- II. They will be responsible to appoint all the Chiefs referees, judges and their staff in the arena throughout the event
- III. They will have the responsibility of being in complete charge of all paperwork regarding results and complaints.

- IV. They will act as Chief Referees of the tournament or will represent responsible persons in their place and to ensure that all Referee's and Judges within HBIO are of the very highest standard possible.
- V. They will have a close co-operation to the Referee Committee and will make sure that all referee seminars are being held.
- VI. They will together with the promoter take care of the event/promotion/tournament and make sure everything are arranged according to the HBIO rules. Any deviation to the rules has to be cleared in the committee or through the Executive Committee.
- VII. The Technical Committee will be responsible for approving all fighting safety equipment supplied by Promoters.
- VIII. The Committee will also be responsible for inspecting all Fighting Areas.
- IX. They will take care of all official Weigh-ins or point out referees/officials who take care of it.
- X. They will report to the Executive Committee and the technical director of HBIO.
- XI. They will take care of protests or give them further on to the Executive Committee. Their or the Executive Committee's decision will be final.

Article 20.

Superintendent of the Competitions:

1. The superintendent of the competitions is responsible for the timely preparation and decorative design of the competition area, security, placing and service of participants and spectators, radio installation of the venue, maintenance of the order during the competitions and provide with all the necessary arrangements by the Chief referee's (chief judge) instructions.
2. The superintendent is responsible for the preparation and functioning of the special equipment and stock to conduct the competitions.

Article 21.

Representative HBIO:

A HBIO representative must be present in all HBIO World and continental championships and/or World, continental and regional cups. The representative at a tournament can be the HBIO President & technical director or a member of the HBIO Executive Board. He is responsible for seeing that all championships or cups are under HBIO rules and that all results will be HBIO official results. For each championship or cup the HBIO Board or HBIO President will nominate a HBIO Representative.

Article 22.

The Official Attached to Contestants:

The official **attached to** the contestants is obliged to:

1. Before the start of the competitions check the presence of participants on the given day of the competitions and the correspondence of their dress to the requirements of the present Rules.
2. To acquaint the contestants with the Program and the schedule of the competitions' course;
3. To inform the players of the order of their coming forward to the mat / Ring;
4. To inform the Chief referee or the mat / Ring chairman if a contestant fails to step up to the mat / Ring or is eliminated from the competitions.

Article 23.

The Doctor of the Competitions:

1. The doctor of the competitions shall be a member of the Officials' Board as the Chief official's deputy in the medical service and take part in its work.
2. The doctor of the competitions shall:
 - a. be a member of the commission that accepts the venue of the competitions;
 - b. check the entries and doctor's visa concerning the contestants' admission to the competitions;

- c. be present at the weigh-in and carry out the medical control (external examination and the like) of the contestants;
- d. check the observance of medical-hygienic requirements at the competitions venue;
- e. carry out medical examination and observation of the participants in the course of the competitions;
- f. provide the fighters with the medical service directly on the mat / Ring, make the decision whether or not a contestant is in the condition to continue the contest, inform the Chief official immediately and submit the corresponding information for the Secretariat;
- g. after the end of the competitions submit the report of the medical provision of the competitions stating the cases of injuries and diseases if any
- h. Doctor must be ready for immediate intervention on referee call. Before referee call he cannot enter on mat or ring. Medical team must have enough equipment and enough number of doctors and technicians for safe and quick intervention at all fighting's areas. Doctor must have experience in treating player specific injures. Promoter is responsible to provide adequate medical team, with ambulance car.

Article 24.

The International Referee Seminar:

In preparation of World Championships, international championship and Cups the Committee organize seminars so to make sure that the judging and behavior of referees are at their best.

When sending out letters of invitation to championships, HBIO will write an extra note concerning referees and judges including all demands for their preparations.

The organizing of the seminars is done as follows:

- All referees and judges must receive a copy of the updated rules which will be used during the seminar.
- By tests, make sure that all judges and referees talk a minimum of English. By the English also rate the referees and judges into categories (both in language and experience)
- The seminars will deal with each player style and the rules to be used during the tournaments.

- Make sure that all referees and judges wear the same uniforms which are important for the HBIO image.

The main content of the seminars are:

Semi contact:

Focus on the fighting rules, illegal targets and actions, scoring, gestures (how to call points, no score, could not see etc)

Light/Full contact:

Central referee role, judge's role, criteria of scoring, How to fill up the scorecards, targets, defining hits and kicks, remarks and importance of judge in close fights, protests, procedures of the referees.

Details of content of the seminars are written down by the member of the Referee Committee

Article 25.

Chief Referee Committees:

The Committee has four (4) members representing all the disciplines. The leader takes the initiative to organize the work inside the Committee or on behalf of the Tournament Committee. It is of importance that the members of the group speak English.

The Committee meets in front of World Cups and World Championships. If necessary, they Initiative other meetings, but are requested to meet during events/tournaments. Otherwise they communicate by mail and by telephone. All changing of rules are to be recommended of the Committee to the Executive Committee

In HBIO we have created two Referee Committees:

1. Mat sports
2. Ring sports.

The Chairman of each Committee is responsible to name chief referees for Mats or rings and with chief referees deploy referees and judges for Mats and rings. With each chief referee he checks Mats, rings, official table equipment, referee and judge

uniforms and he will permit the start of competition. He will divide draw papers to the official tables and collect them after finished matches. He is the supervisor of the weigh-in. He will be the supreme referee in protests. His decision about protests will be binding.

RESPONSIBILITY:

The responsibility of the referee Committee are to make sure that all rules are followed, make sure of upgrading the rules/nominating changes in the rules to the Executive Committee and make sure of quality of referees and judges during the World Cups and World Championships. They are also responsible to organize referees and judges on all fighting areas in a tournament. They are responsible that all referees and judges are dressed in the same code.

They must also rate the referees after the tournament.

Note :

Changing of rules cannot be done for the championships or tournament they are participating in, but the changes has to be nominated to the Executive Committee who are responsible of voting and informing the HBIO members for the next championship/tournament for the next season.

Articles 26.

Referee Qualification

- I. Officiating is considered a prestigious position and therefore all Referees, Judges and Officials must hold the rank of Black Belt or above as issued by a recognized Hapkido Boxing International Organization. This rule does not apply where an Honorary Official is named or for special services.
- II. They must know all commands in ENGLISH.
- III. Age should be more than 18 year old and less than 60 years old.

- IV. All Referees, Judges and Officials must have completed the HBIO Certification Course.
- V. Officials must be thoroughly knowledgeable in understanding, interpreting and administrating all aspects of the rules. This can only be accomplished through diligent study of the rulebook and training under actual competition conditions. A certification course and examination will be held the day prior to the Games. This rule does not apply where an Honorary Official is named or for special services.
- VI. A "Conflict of Interest" is considered when the duty or responsibility of a Referee, Judge or Official is compromised. All Referees, Judges and Officials must ensure that no "Conflict of Interest" will exist in their
- VII. Participation in a particular event. Where a Player, Coach, Referee, Judge or Official, believes there may be a "Conflict of Interest" situation, the person with whom the conflict exists must either withdraw from the event or seek the ruling and decision of the Chief Referee. If the decision of the Chief Referee is requested, the Chief Referee will ensure that the incident and resolution is recorded on the event scorecard.
- VIII. The Chief Referee will be voted in at the officials meeting prior to the world championships. One nomination will be accepted from each country. At any time during the tournament the Chief Referee, in his or her wisdom may reject officials who do not meet these criteria without recourse for protest or debate
- IX. Official dress for all referees, judges and most other officials will be chosen by the tournament director and approved by the HBIO prior to the event.
- X. The number of Referees, Judges required for an event, will be addressed in the Article covering the individual event.

Article 27.

Medical check -up of Referee

Before officiating in an international tournament regulated according to the above-mentioned rules, a referee must submit to a medical check-up in order to prove his physical fitness to fulfill his role on the Mat. His sight must be at least 6 dioptrics per eye. A referee is not allowed to wear glasses, but he may wear contact lenses. The referee is

obliged to attend the meeting organized by the Medical Committee, before each Championship.

Article 28.

Referees Powers:

A referee may;

1. Stop a fight at any moment if he finds it to be too one-sided and in the interest of health and safety...
2. Stop a fight at any moment if one of the player has received an unauthorized blow or is wounded, or if he considers a fighter unable to continue.
3. Stop a fight at any moment if he finds the fighters behaving in an "unsportsman-like" manner. In such a case, he must disqualify one or both Player's.
4. Warn a player or stop the bout and give a minus point or warning to a player for an offence.
5. Disqualify a coach or a second who has broken the regulations or the player himself if his coach or the second fails to obey to his orders.
6. Disqualify, with or without a warning, a fighter who has committed an offence.
7. Interpret the rules as long as they are applicable or compatible with the fight that is taking place, or at a special moment, decide on a move which does not appear in the rules.
8. If a player breaks the rules but does not necessarily deserve a disqualification, the Referee must stop the fight and give a warning to the player of a foul. Before the warning, the Referee must order the player to stop fighting. The warning must be given clearly, so that the player understands the reason and cause of the penalty
9. The referee must hand signal to each judge that a particular warning has been given and clearly show which Hapkido-boxer has been punished.

10. After having given the warning, the referee orders the player to fight again.
11. If a fighter has been given 3 official warnings within the same bout, he is disqualified.
12. A referee may give a caution to a player. A caution means a warning given by a referee to a player for breaking a rule.
13. In order to do this he doesn't need to stop the fight, and may reprimand the player during the fight.
14. The Referee is charged with the supervision of the match and his or her prime goal is the safety of the players. The Referee administers and controls the tempo of the contest, enforces the rules and insures fair play.
15. The Referee starts and stops the match, counts the time when a hold is taken, calls penalty decisions, administers the voting of the judges, communicates clearly with the scorekeeper and timekeeper and announces the winner of each match. The Referee shall announce in a loud clear voice, all official decisions, and shall indicate with voice and gestures, the player affected by his or her decisions.
16. The Referee must not announce the winner by raising the Player's arms or in any other way announce decisions. If a Referee (after having so decided by majority decision with the four Judges) disqualifies a Player or stops the fight, he must first indicate to the Observer/Organizer of the Ring the Player who has been disqualified and give the reasons for stopping the fight, so that the Observer/Organizer of the Ring can inform the announcer, who will then, make a public announcement.
17. In order not to disturb a close fight, the Referee should not stand in the way or break in too early. He must indicate to the Player by appropriate signs or gestures, any violation of the Regulations.
18. Only the Referee may call a time out, which maybe for any of the following reasons
 - a. To allow equipment adjustment
 - b. To administer voting among the judges
 - c. To award points, assess penalties and administer warnings

- d. To return contestants to the centre, neutral area of the ring
- e. To attend an injured player

Stopping the match:

TIME-OUT:

Only the Referee has the power to stop the match. A Fighter may request a time-out raising his arm to check an injury or correct/fix his safety equipment. The Referee does not have to grant time-out if he feels it would be an unfair advantage or that it may in any way take away the advantage from the other Fighter, unless the request is related to a health and safety issue.

Time-Outs shall be kept to a minimum. If the Referee feels that a Fighter is using Time-Outs to rest or to prevent the other Fighter from scoring, a warning shall be given for delaying the Match. Only the Chief jury or the Technical Committee or their appointed representatives may interrupt the Match from outside the Ring. They shall attract the attention of the Referee who shall call Time-Out.

If a Coach wishes to file a complaint or protest, he shall notify the Chief Referee. He may, if possible, handle the protest without stopping the match.

REASONS FOR TIME-OUT:

1. Injury (See Rule on injuries and treatment)
2. For the Referee to confer with Officials
3. For the Referee to converse with a Fighter or his Coach
4. To ensure safety and fair play
5. Time-Out is not called to issue points. The Referee should do this quickly to ensure that each
6. Fighter has the benefit of the complete Fighting time allowed for the Match.
7. Referees who are not proficient in administering the Match quickly and fairly, may be replaced by the HBIO Tournament chief referee.

INJURIES:

In the case of an injury to one of the Competitors, the Match shall be stopped only long enough for the Medic/Doctor to decide whether or not the injured Fighter can continue.

Once the Medic/Doctor arrives in the Ring, he shall have only two minutes to decide if the injury requires treatment. All treatment must be completed within two minutes.

If the injury is serious, it must be treated by the Medics/Doctor on duty who are the only ones who can say if the Match must be terminated.

If the Match must be stopped because of injury, the Officials must decide:

1. Who caused the injury
2. Whether or not it was an intentional injury
3. Whether or not it was the fault of the injured Fighter
4. Whether or not the injury was caused by an illegal technique
5. If there were no Rules violations by the uninjured Fighter, that Fighter shall win by forfeiture.
6. If there was a Rules violation by the uninjured Fighter, the injured Fighter wins by disqualification.
7. If the injured Fighter is declared fit to continue by the Medic/Doctor, then the Fight shall resume.



Article 29.

Referee duties:

1. Check the safety equipment and clothes of the fighters (unless differently decided by Tournament Committee).
2. Make sure that a weakened Player does not suffer unjust and unnecessary blows.
3. Make sure that the rules of fair play are strictly observed.
4. Supervise the whole of the bout.
5. At the end of a bout, gather and check the score sheets of the four Judges (If applicable).
6. After verification, he must hand them to the Observer/Organizer of the Ring, or, if he is absent, to the announcer. He may also announce the winner by electronic scoring.
7. At the end of a bout, gather and check the score sheets of the four judges. After verification, he must hand them over to the Observer of the Area or, if he is absent, to the announcer.
8. When the winner is announced, the referee must raise the winning Player's arm. He must indicate to the Hapkido-boxer's, by appropriate signs or gestures, any violation of the Regulations.

Article 30.

The referee disqualification:

1. Conflict of Interest – Because of the nature of this duty, all referees must ensure that no conflict of interest exists.
2. Referee's attention in bout, if referee's attention is not in bout or regarding player safety.

3. Chief jury or chief referee can disqualify, with or without a warning, a Referee who has broken regulation.
4. It is not allowed to enter a fight with any kind of jewelry or other adornment. if found any jewelry during the bout , player and referee both can disqualify, with or without a warning.

Article 31.

Referee Commands:

Time = forming the letter T with hands, to give order for time keeper to stop the clock until referee says command Fight

Referee will give the order Time on these occasions:

When he gives a warning to a fighter (opponent must immediately go to the neutral corner)

When a fighter asks for stoppage of time by rising right hand (opponent must immediately go to the neutral corner)

When referee sees it's necessary to correct a fighter's equipment or uniform

When referee sees that a fighter is injured (maximum time for doctor's intervention is 2 minutes for seniors and juniors and 1.5 minutes for boys/ girls)

1. Shake hands = shake hands at the beginning of the fight.
2. Fight = to begin contest/fight or after an interruption of the fight.
3. Stop = the fight is interrupted immediately and may only be resumed after the referee gives a new command. When points are being made given, the fighters must go back to their starting positions immediately.
4. TIME = when the central referee says TIME he must say the reason why he stopped the clock.
5. BREAK =to break up a body-to-body position, after which each boxer must draw back before continuing the fight.
6. START= to begin the fight

Article 32.

Procedure for equipment and uniform check:

1. Competitor's safety equipments, uniform and other checks will be done by the central.
2. Referee charged by the Chief referee of the area named by International Referee Committee.
3. Competitors must be suitably conditioned to participate in their chosen discipline, they must have no injuries or illness which may harm themselves or other competitors. His/her face must be dry and without any grease.
4. It is not allowed to enter a match while bleeding. Also, it is not allowed to enter a match with any sticking plaster casts or with tampons in nostrils or with any cuts or scratches. In that case, Referee will consult the doctor.
5. The body must be dry and without any oil.
6. The Referee will ask the coach to wipe clean the competitor's face and body.
7. It is no allowed to enter a fight with any kind of jewelry or other adornment. Referee will run their fingers under the top of the shirt to check that competitors have no jewelry or other adornment around the neck Also, Referee will push index fingers under head guard to insure that competitors have no earrings, studs or other jewelry.
8. No tongue piercing and belly button piercing allowed either. Binding hair with any kind of metal, plastic or hard buckle is not allowed. Only elastic or cotton strips are allowed for this purpose.
9. It is not allowed to fasten safety equipment with self-adhesive tape, over the original strips.
10. Before allowing a fighter to enter the Mat or Ring, the Referee must be completely sure that the fighter's safety equipment and uniform are fully functional for the competitor's safety and are according the HBIO rules.
11. The Referee will check uniforms which must be dry, clean, without any blood or other substances and in good repair.

12. Referee will check head guard and must pay attention to the following: head guard must be firmly fastened by self-adhesive strips under the chin and at back of head (no type of buckle is allowed). Top of head must be completely covered. Face, chin and eyebrows must be open.
13. For sub-junior (optional):- the plastic face cover must be in good repair, without any cracks, transparent and firmly fixed to the head guard.
14. Gloves for semi-contact must be without any cracks. The competitor must be able to open his hand, and first half of fingers must not be covered. The palm must not be covered. The fastening strip must be self-adhesive and gloves must be fastened at the wrist. It is allowed to use hand wraps under the gloves.
15. Before checking gloves for light contact, the competitor must show his hands with hand wraps. Hand wraps are mandatory. Hand wraps must be wrapped around base of fingers, palm and back of the hand. Wraps must be fixed on wrist with self-adhesive small strips or with self-adhesive cotton-based tape. Referee must touch and feel that hand wraps are soft and without any hard parts. After checking hand wraps, the judge will allow the competitor to put on gloves.

Articles 33.

Violations of rules are:

1. Using illegal techniques
2. avoiding fight
3. turning around
4. unnecessary dropping down to waste time
5. commenting on referee's decisions
6. behaving in an unsportsman-like manner
7. loud commands of coach
8. Coach entering Mat / Ring in case of injury for any violation of rules by a coach, the referee will give penalties to his fighter.
9. Gross and serious rules violations may be handled immediately with a penalty point or even disqualification in extreme cases. Anytime a Referee thinks that a disqualification is

10. Necessary, he shall confer with all the Judges and the Chief Referee of the area at the event to ensure that the proper procedures are being applied.
11. A Fighter cannot receive a Point and a warning at the same time.

Article 34.

Cautions and Warnings:

1. Violations of the Rules for which the contestant at fault can be declared a caution, a warning or can be eliminated from a bout or competitions are considered to be:
 - appearing late to the mat / Ring;
 - application of the illegal hold;
 - rough fighting;
 - violation of discipline;
 - talking during the bout;
 - stalling and other prohibited actions;
 - leaving the mat / Ring without the referee's permission including the intervention of medical service;
 - Representative's, coach's or other team mat / Ring's prompting alongside with unethical behavior near the mat / Ring.
2. The contestant can be declared only one caution in the course of the bout. The referee has the right to give the contestant a caution without the agreement with other members of the officiating team.
3. For coming to the mat / Ring over 30 sec later after the first call the contestant is declared a caution, for being late for over 1 min – the first warning.
4. With the violations of the Rules stated above caution is declared first, then a warning for the repeated breaking. In the bout the first and second warnings are declared to the contestant (contestants) by the majority of the officiating team.
5. If a contestant, taken under a painful hold or the hold-down, has crawled off the mat / Ring, he is immediately declared the next penalty for the intentional fleeing the mat / Ring: the first, the second warning or elimination from the bout.

6. With the violations of the rules stated in article the warning is declared without the preliminary caution.
7. In one bout the contestant cannot be declared more than one warning for the application of an illegal hold. Every contestant can be declared only two warnings in one bout.

Articles 35

Criteria for Minus Points:

- unclean fighting style
- constant clinching
- constant and continuous ducking, turning of the back
- one & two warnings
- any violation of the rules



Article 36.

The Judge:

1. The judge is positioned near the mat / Ring table. If it is necessary, he may stand up from his seat and moving along the edge of the mat / Ring came closer to the contestants to see the situation better.
2. The judge evaluates contestants' actions independently.
3. In all the cases when to his opinion the bout shall be interrupted, the judge makes a proper gesture thus attracting the referee's attention and points out certain moments of the contest.
4. Each judge must independently consider the merits of the two fighters and chose the winner according to the regulations.

5. During the match, he will not talk to fighter, other judges, or anybody else, with the exception of the referee. He may, if necessary at the end of a round, notify the referee about any incident that he has missed, for example telling him about the misbehavior of a second, etc.
6. A judge will mark the number of points granted to each fighter on his score.
7. During a round the judge will use the scorecard to record the number of hits he sees, either by a number or by numbers of lines. The red corner fighter is on the left side and the blue corner fighter always on the right on both sides of the score sheet. The points/recorded hits must be listed separately for each round.
8. He will not leave his place until the decision has been announced. While on duty, a judge must use clickers.

Article 37.

General Duties of the Judges:

Certification - All judges are required to be certified in the event that they are judging.

Restrictive Movements - Judges are required to limit their motions to their respective areas of the ring.

Conflict of Interest - Because of the nature of this duty, all Judges must ensure that no conflict of interest exists. In these instances all Judges must follow the procedure. Failure to do so may result in future disqualification.

Article 38.

Points Awarded By Judges:

In awarding points, the following rules must be respected:

Directive 1 - concerning blows

During each round a judge will mark respective score for each player, according to the number of technically controlled blows that each one has received. To count a fist or a kick blow must not be blocked, even partially deviated or stopped. The value of recorded blows in a fight will be counted at the end of each round and granted to the better player, according to his degree of superiority. Blows given by a player will not be taken into account:

- if they are contrary to the regulations
- if they land on the arms
- If they are weak and do not come from legs, body or shoulders.

Directive 2 - concerning offenses

During each round a judge can not penalize each offence he sees, regardless of whether the referee has noticed it or not. He has to call the referee's attention to that offense. If the referee gives an official warning to one of the fighters, the judges must note it, writing W on the FOULS column on the scoring sheet, but that does not mean a direct minus point to the other fighter. When a judge decides to give a minus point to a fighter, the judge will put a "-1" in the appropriate column next to the points of the fighters who has received the warning, certifying thus, that he has to take it away from his final score .

Directive 3 - awarding points

Each Judge is to award points based on their own observations and should not be swayed by the actions or voices of others. The only exception is following an instruction from a Referee. Points must award in accordance with the criteria for each event.

Article 39.

Referee and Judges Duties:

1. During World or other international championships, each bout in a ring must be supervised by a HBIO international acknowledged Observer/Organizer of the Ring, especially appointed by International Referee Committee, who can officiate in the centre, but will not fill out score sheets.
2. Each bout is graded by four International Judges. The four HBIO Judges will be seated away from the spectators and close to the ring. Each of the four Judges must be seated in the middle of four respective sides of the ring.
3. HBIO judges/referees must attend the pre agreed HBIO referee international seminars before they will be allowed to officiate in a HBIO World or Continental Championships that year. Their referees license/card must be renewed every two years.
4. To ensure neutrality, the Referees and the four Judges for each bout will be chosen by the Observer/Organizer of the Ring on duty in that ring.
5. Each official will come from a country and Federation different from that of the others and from that of the fighters.
6. In no way may two of the Officials of the same bout come from the same country, unless it is due to an uncontrollable event.
7. In the case of an official having changed nationality, he will not officiate in a bout where one of the fighters or other officiating Judges comes from his native country.
8. In the case of the Observer/Organizer of the Ring not being able to apply the above mentioned directives due to special circumstances, it will find a solution which will ensure neutrality and impartiality of appointed officials, followed by a prompt report to the International Referee Committee.
9. In the case of the Observer/Organizer of the Ring not being able, for any reason, to apply the preceding directives, the name or names of the Official or Officials will be chosen by drawing lots, by the Chairman of the International Referee Committee, or any other person on his behalf, for the bout in question.
10. In the case of international matches between the Teams of two or more National Associations, a bout could be supervised according to an agreement between the

official representatives of the Federations in question, provided that the agreement does not go beyond basic Refereeing principles set forth in the in the HBIO regulations.

11. Persons in charge of Refereeing or judging of a bout, or a series of bouts, will not at any moment of the bout or bouts be allowed to act as a manager, trainer, coach or second of a Player or team of Player taking part in a bout; or to act as an official in a match in which a fighter from his country participates.
12. The International Referee Committee or its official representatives, to comply with the request of the jury, temporarily or permanently can suspend from his functions any Referee who, in their opinion, does not respect HBIO regulations; or any Judge whose marks are not considered satisfactory.
 1. Should the Referee be inadequate in the course of a bout, the Observer/Organizer of the Ring will hold him back and stop the match. The Referee next on the HBIO international list of neutral Referees will receive the necessary instructions to direct and officiate the rest of the bout. A Referee will officiate in the ring. He will wear a HBIO uniform.
 2. The HBIO International Referee Committee of Ring Sports will select 1 chief referees per fighting ring. Their main responsibility is to organize the central referees and judges according to the nationalities of fighters and to observe every single match in order to be ready to educate referees and judges in case of mistakes or to be able to handle pro-tests. They can alternate their role. Also, they
 - a. May interrupt the Fight to answer or deal with protests.
 - b. May interrupt the Fight if the Rules are not being applied correctly.
 - c. Shall act as Chief Arbitrator for the Ring Areas.
 - d. May remove Referee and Judges who are not performing at an acceptable standard.
 - e. May appoint an assistant to substitute a member when necessary.

Articles 40.

Selection of Referees, Judges And Officials:

1. Officiating is considered a prestigious position and therefore all Referees, Judges and Officials must hold the rank of Black Belt or above as issued by Hapkido Boxing International Organization. This rule does not apply where an Honorary Official is named or for special services.
2. All Referees, Judges and Officials must have completed the HBIO Certification Course. Officials must be thoroughly knowledgeable in understanding, interpreting and administrating all aspects of the rules. This can only be accomplished through diligent study of the rulebook and training under actual competition conditions. A certification course and examination will be held the day prior to the Games. This rule does not apply where an Honorary Official is named or for special services.
3. Officials shall not be chosen for the Hapkido Boxing International Organization based solely on wishes or country equalization.
4. A "Conflict of Interest" is considered when the duty or responsibility of a Referee, Judge or Official is compromised. All Referees, Judges and Officials must ensure that no "Conflict of Interest" will exist in their.
5. Participation in a particular event. Where a Player, Coach, Referee, Judge or Official, believes there may be a "Conflict of Interest" situation, the person with whom the conflict exists must either withdraw from the event or seek the ruling and decision of the Chief Referee. If the decision of the Chief Referee is requested, the Chief Referee will ensure that the incident and resolution is recorded on the event scorecard.
6. The Chief Referee will be voted in at the officials meeting prior to the world championships. One nomination will be accepted from each country. At any time

during the tournament the Chief Referee, in his or her wisdom may reject officials who do not meet these criteria without recourse for protest or debate.

7. HBIO National Directors are to seat at the head table as much as possible for the administering of decisions and policy. They can also be considered for positions as Referees or Judges.
8. Medical personnel shall be available at all times, easily recognizable and attainable in one location only.
 - a. Official dress for all referees, judges and most other officials will be chosen by the tournament director and approved by the HBIO prior to the event.
 - b. The number of Referees, Judges required for an event, will be addressed in the Article covering the individual event.

Article 41.

Disqualification /Offenses

If disqualification is called for, the Referee shall confer with the Chief referee to ensure all the proper procedures are being used.

1. A fighter who does not obey the referee's orders, who violates regulations, who demonstrates unsportsman-like behavior or who commits offenses can receive a caution, warning or be disqualified by a referee without an official warning. Only 3 official warnings can be given to a fighter in the course of an entire bout. The third warning will automatically mean DISQUALIFICATION (the procedure starts from warning, 1st official warning, 2nd official warning and third official warning and consequent disqualification of the fighter).
2. Warnings given to a fighter's corner count against the player.
3. A referee may, without stopping the fight, give a caution to a player at any moment. If he wants to give a warning to a player, he will stop the fight and announce the offense. He will show it to the four judges, pointing with his finger to the player at fault.

The following actions are considered fouls:

1. Punching below the belt and hitting with knees or elbows.
2. Butting with the head, shoulders, forearms and elbows, strangling the opponent, crushing his face with arm or elbow, pushing back the opponent;
3. Hitting with open gloves, with the inside of the gloves, with a wrist.
4. Hitting the opponent's back, particularly on the nape of his neck, head and kidneys.
5. Punch & kick Attacking an opponent who is on the floor, Lying down, wrestling.

Using insulting and aggressive language during a round.

1. Refusing to withdraw after the order "BREAK".
2. Trying to land a blow on the opponent immediately after a "BREAK" order and before withdrawing.

Assailing or insulting the referee at any time

1. When a warning for a particular foul has been administered for example a clinch.
2. The referee will not caution the player again for the same offense. An official warning will follow a third caution for the same foul. If a referee thinks that an offense has been committed without his knowledge, he will have to consult the judges.

Article 42.

Changing a decision

All public decisions are definitive and cannot be changed unless:

- Mistakes which occurred in calculating the points are discovered;
- One of the judges declares he has made a mistake and switched the scores of the fighters.

There are evident violations of HBIO rules.

The chief referee of the ring, with the help of the HBIO Appeal Board, will immediately handle all protests. After discussions, the representative of the HBIO Appeal Board will announce the official result.

Article 43.

During Match/ coach duties:

A coach and a second who must obey the following rules may assist each fighter:

1. Only the coach and the second may get into the ring and only one of them at a time may be inside the ropes.
2. No advice, help or encouragement can be given to the fighter during the round.
3. A second can give up the fight on behalf of his fighter, and can also, if the fighter is in great difficulty, toss the sponge or the towel into the ring, except while the referee is counting.
4. During the match, neither the coach nor the second can be on the ring platform. They must, before each round remove, towels, water, make clean face etc.
5. Any coach, second or official, encouraging or prompting the spectators to give signs of advice or encouragement to a boxer during a round, can be suspended from his function in the competition in course.
6. A coach or a second who violates the rules may receive a warning or be disqualified by the referee for bad behavior.

Article 44.

Video Evidence:

Video footage is not applicable to HBIO events. Video footage may not be used to resolve any queries, protest, complaints or points of clarification.

Article 45.

Protests

1. The protest may be submitted because of the rough violation of the Rules during the officiating of the bout or when unordinary situation occurs.
2. The procedure to submit a protest is as follows:
 - a. verbal protest is submitted to the Chief official by the team representative directly in the course of the bout stating the article and point of the Rules that was violated;
 - b. after the end of the bout the written protest shall be submitted;
 - c. the protest concerning some unordinary situation (breaking of Regulations, order of weigh-in and pairing, misinformation / Ringing on the part of the official persons, and so on) shall be submitted immediately after it happens in the written form, so that the Board of Officials will be able to make the decision with the minimum harm for the course and results of the competitions;
 - d. The protest shall be accompanied by the sum of money set by HBIO (for national competitions - set by the National Hapkido Boxing Organization).
3. Consideration of Protests
 - a. in case the protest deals with the breaking of the Rules while officiating the bout it is considered by the Chief official and the four officials of the bout in question and also the representatives of the concerned parties (with no right to discuss the protest);
 - b. Considering the protest dealing with an unordinary situation, the persons involved in the violation of the Rules shall be present.
4. The decisions on the protest are taken:

- a. concerning the bout – immediately after the discussion by the Chief official, the bout is resumed after that;
- b. concerning other reasons – during the time that makes it possible to correct the mistakes with the minimum damage for the course and results of the competitions;
- c. the Chief Official makes the final decision and the persons involved shall be informed about it;
- d. In case the protest is upheld the accompanied sum of money shall be returned to the person submitted the protest.

5. Irregular protests

- a. Irregular protests regarding disagreements of decisions, where fighters protests by delaying further program in the ring, such as sitting down in the ring, decided by himself or stimulated by his coach to do so, will be reacted on by the Referee Committee or by the Executive Committee directly. The consequence can be that the total team of the discipline can be excluded. If security staff has to intervene and in case of conflict due to this action, can lead to immediately disqualification of the whole national team.
- b. A protest will only be handled in a written letter and a protest will not be handled if actions mentioned above are in place.

6. Regular Protest

- a. If a team wants to protest of a result, the Chief Referee must receive this in written form within 15 minutes after the fight. The written protest must describe clearly the problem. The Chief Referee must deliver the protest to the Appeal Board/Referee Committee who will also consider the problem. The protest will be handled immediately.
- b. A protest cost of 100 dollar and must be paid up-front. If the protest is successful the money will be refunded.

Article 46.

Procedure after KO, RSC, RSC-H, Injury:

If a fighter gets injured in a fight the doctor are the only person that can evaluate the circumstances. If a player remains unconscious, only the referee and the doctor in charge will be allowed to stay in the ring, unless the doctor needs extra help.

Procedure if KO, RSC, RSC-H, RSC-I, RSC-OS, RSC-O

- Bouts which end this way may be noted as "RSC" (referee stopped contest) with notations for an outclassed opponent (RSCO), outscored opponent (RSCOS), injury (RSCI) or head injury (RSCH).
- A player who has been knocked out (KO) due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing, will be examined by a doctor immediately afterwards, and accompanied to hospital by the ambulance on duty or to any other adequate place.
- A player who has been knocked out due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing, will not be allowed to take part in another competition or bout for a period of at least 4 weeks after the KO.
- A player who has been knocked out due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing, two times in a period of 3 months, will not be allowed to take part in another competition or bout for a period of at least 3 months after the second KO or RSC-H.
- A player who has been knocked out due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing three consecutive times in a period of 12 months, will not be allowed to take part in a competition or a bout for a period of one year after the third KO or RSC-H.
- To above mentioned quarantine periods the doctor at place can extend the quarantine period if necessary. Also doctors at hospital due to tests/scan of head can further on extend the quarantine period.

- A quarantine period means that a player cannot take part in no competition in player no matter what the discipline are. The quarantine periods are "minimum period" and cannot be overruled even though a head scan shows no visible injuries.
- The referee will tell the Jury and Judges to mark KO or RSC-H or RSC on their score sheets, when he or referee has stopped the bout due to the player's inability to resume the fight because of head blows. The same has to be reported by the Chief referee on duty in that ring on the fighter's HBIO SPORT PASS. This is also the official result of the fight and it cannot be overruled.
- Before resuming player after a ban, as described in the above paragraphs, a player will, after a special medical examination, have to be declared fit to take part in competition by a sports doctor.
- When registered a KO or RSC-H a player must get a CT scan of the head.

Procedure if injuries in general

- In case of injuries besides KO or RSC-H the doctor can give a minimum of quarantine period and recommend treatment at hospital.
- A doctor can require immediately treatment at hospital
- If a player or delegates from players nation denies doctors medical advice, the doctor report in written form immediately to chief referee or to a HBIO delegate that all medical responsibility are denied and are in the hands of the player and his team. However the official result and a quarantine given are valid.

Article 47.

Refreshments:

A refreshment area shall be provided for the use of the Referee's Judges and Table Officials. It should have a minimum of tea, coffee and soft drinks. The promoter will be responsible for sending the national Presidents all relevant information concerning the locations, dates, lists of Hotels and prices, airport transportation and a complete schedule of events. The Promoter shall have Transportation.Coordinator assigned at the Airport of the Tournament city to assist the Competitors upon their arrival.

Group C

Player

Article 48.

Admission to the Competitions:

1. The conditions of the contestants' admission to the competition, their sports membership, qualification and age, as well as the list of documents to be submitted to the Mandate Commission, shall be stipulated by the competition Regulations. Participants of International Competitions included into the Calendar of the Hapkido Boxing international Organization (HBIO) must possess the International competitor's license.
2. Entry lists from an organization for its members' participation shall be made in the prescribed form with the compulsory, certified by stamps, signatures of the head of the organization, the coach and the doctor verifying the competitors' corresponding readiness. The date to submit preliminary entries is stated by the competition Regulations. The final entry to participate in competitions shall be submitted to the Mandate Commission by the team representative not later than 2 hours before the weigh-in starts.
3. Admission of competitors is accomplished by the Mandate Commission including a representative of the organization conducting the competitions, Chief official or his deputy, Chief Secretary, Chief Doctor and members of the commission who check entries and competitors' documents and their correspondence to the Regulation requirements. The representative of the host organization is responsible for competitors' admission in questionable situations.
4. Competitors' admission is accomplished in accordance with the given Regulations but it is permitted to admit to a certain age group the players who were born a year earlier.
5. Athletes who are of 17 years of age have the right to compete in senior groups.

Article 49.

Age groups:

All the contestants shall be divided into the following age groups:

Groups	Men	Women
Sub-junior	10 - 14 years olds	10 - 14 years olds
Juniors	14 - 18 years old	14 - 18 years old
Seniors	19 and older	19 years older

Article 50.

Age Limit of Players:

Players younger than 14 and older than 45 will not be allowed to take part in Junior /Senior World or Continental Championships, For the women allowable ages are from 14 to 40 in Junior /Senior International competitions.

Article 51.

Weight Categories:

Participants of competitions are distributed into the following weight categories:

Weight Categories semi & light contact

NO	Age Group under 10 Year Mini Junior	Age Group under 14 Years Boy's	Age Group under 14 Years Girl's	Age Group under 17 Year Boy's	Age Group under 17 Year Girl's	Age Group Above 19 Year Boy's	Age Group Above 19 Year Girl's
		Weight	Weight	Weight	Weight	Weight	Weight
1	Large Group Boy's/ Girl's	Under 21 Kg	Under 21 Kg	Under 30 kg	Under 30 kg	Under 40 Kg	Under 30 kg
2	Small Group Boy's/ Girl's	Under 24 Kg	Under 24 Kg	Under 33 kg	Under 33 kg	Under 43 Kg	Under 33 kg
3		Under 27 Kg	Under 27 Kg	Under 36 kg	Under 36 kg	Under 46 Kg	Under 36 kg
4		Under 30 Kg	Under 30 Kg	Under 39 kg	Under 39 kg	Under 49 Kg	Under 39 kg
5		Under 33 Kg	Under 33 Kg	Under 42 kg	Under 42 kg	Under 52 Kg	Under 42 kg
6		Under 36 Kg	Under 36 Kg	Under 45 kg	Under 45 kg	Under 55 Kg	Under 45 kg
7		Under 39 Kg	Under 39 Kg	Under 48 kg	Under 48 kg	Under 58 Kg	Under 48 kg
8		Under 42 Kg	Under 42 Kg	Under 51 kg	Under 51 kg	Under 61 Kg	Under 51 kg
9		Under 45 Kg	Under 45 Kg	Under 54 kg	Under 54 kg	Under 64 Kg	Under 54 kg
10		Under 48 Kg	Under 48 Kg	Under 57 kg	Under 57 kg	Under 67 Kg	Under 57 kg

11		Under 51 Kg	Under 51 Kg	Under 60 kg	Under 60 kg	Under 70 Kg	Under 60 kg
12		Above 51 Kg	Above 51 Kg	Above 60 kg	Above 60 kg	Above 70 Kg	Above 60 kg

Full contact weight categories (senior only)

No.	Full Contact Weight Categories	Weight Categories
Male	Male Weight Categories:	
1	Bantam Weight	-50 Kg
2	Light Bantam Weight	-55 Kg
3	Feather Weight	-60 Kg
4	Light Weight	-65 Kg
5	Welter weight	-70 Kg
6	Middle Weight	-75 Kg
7	Super middle weight	-80 Kg
8	Light Heavy Weight	-85 Kg
9	Cruiser Weight	-90 Kg
10	Open Heavy Weight	-95 Kg
11	Open Cruiser Weight	-95 Kg
12	Super Heavy Weight	+100 kg
Female	Female Weight Categories:	Weight Categories
1	Bantam Weight	-44 Kg
2	Light Bantam Weight	- 48 Kg
3	Feather Weight	- 52 Kg
4	Light Weight	- 56 Kg
5	Welter weight	- 60 Kg
6	Middle Weight	- 65 Kg

7	Super middle weight	- 70 Kg
8	Light Heavy Weight	- 75 Kg
9	Cruiser Weight	-80 Kg
10	Open Heavy Weight	-85 kg
11	Open Cruiser Weight	- 90 kg
12	Super Heavy Weight	+ 95 kg

Note :

In the junior and senior groups (men and women) the competitions for the Absolute Champion may be held without competitors' distribution into weight categories. Minimum weight in such competitions shall be stated in the Regulations.

Article 52.

Weigh-in:

1. The object of the weigh-in is to state the correspondence of competitors' weight to the limits of one of the weight categories. A competitor has the right to compete at the given competition only in the weight category stated for him at the weigh-in.
2. The order and time of the weigh-in shall be stated in the regulations. A competitor who is late to the weigh-in or misses it is not admitted to the competitions. The weigh-in shall be held one time on the first day of competitions or a day before. If the weigh-in is held on the day of the competitions it shall begin not less than 2 hours before the beginning of the competitions. It is allowed to use several scales but competitors of a certain weight category shall be weighed on the same scales.
3. The weigh-in shall be held by officials' team appointed by the Chief official including a Chief official deputy (Ring chairmen), a representative of the competition secretariat, a doctor and two or three officials.
4. Before the weigh-in all the competitors shall undergo appearance medical control held by the competition doctor. Competitors shall be weighed in a special room or behind the screen, half-naked: men wearing athletic supporters, women-low-necked swimsuits.

5. At the weigh-in a competitor shall submit the document with a photo certifying his or her identity, competitor's license, medical control card and the filled in form.
6. Results of the weigh-in are entered in the score sheet that shall be signed by all the members of the officials' team.
7. The HBIO authorized delegates will perform the weigh-in. HBIO representatives of any National Association may be present, but are not allowed to intervene on any occasion.
8. Each fighter will be officially weighed only once. The weight registered on that occasion is final. It is allowed, nevertheless, for the representative of a country whose fighter has not reached the right weight during the official weigh-in, to put him into another, suitable weight category, provided that the country in question has got a vacancy in that category and the weigh-in has not yet closed. It is also allowed for all countries to substitute one player with another, before the end of the first weigh-in and the medical check-up, on condition that, within each competition where substitutes are allowed, the player in question has been registered as a reserve for that, or in any other weight category.

Important:

1. Seniors: From the day he/she fill 18 until the day he/she fill 45
2. Juniors: From the day he/she fill 16 until the day he/she fill 17.
3. That means that the year he/she are 18, they can decide to be either junior or senior.

However if the fighter has competed as senior at the age of 18 he/she cannot go back to junior again.

Article 53.

Competitor's Duties and Rights:

1. A competitor is obliged:

A. to observe strictly the Rules, Program and competition Regulations;

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- B. to obey officials' demands;
- C. to come forward to the mat / Ring/ Ring immediately when called by the Board of Officials;
- D. to inform immediately the Board of Officials in case it is impossible because of any reason to continue the competition;
- E. The Fighter must present himself to the side Judge nearest his corner to have his safety equipment inspected.
- F. Fighters may have one Coach and one Second in their corner during the match. Both must remain in the Coaches Box throughout the match. No coaches will be allowed to enter the fighting area while a match is in progress.
- G. to shake hands with the opponent before and after the bout;
- H. to be correct in relation to all competitors, officials, people who conduct and serve the competitions and spectators;
- I. To compete shaved or with a short beard of several month growths, nails closely cut, wearing a neat sports dress licensed by HBIO.

2. A participant has the right:

- A. to appeal to officials through the representative of his/her team; in the course of individual competitions (in case the representative is absent) to address the Chief official directly;
- B. 2 hour prior to the start of the weigh-in check the body weight on the official scales;
- C. in proper time to get the necessary information of the course of the competitions: the Program, changes in the Program if any, pairing for the next round, the results of the bouts, etc.;
- D. To use 2 minutes in the course of the bout to get medical aid.

Article 54.

Dress:

1. Competitor's Full Contact dress consists of: the upper/ top Hapkido Boxing and shorts. Besides, the male participants may wear a protective athletic supporter or non-metallic groin-guards and females - the bra and high-necked swimsuit.
2. Competitor's semi & light Contact dress consists of: the upper/ top Hapkido Boxing and white plain pant (no color). Besides, the male participants may wear a protective athletic supporter or non-metallic groin-guards and females - the bra and high-necked swimsuit.

3. The Hapkido Boxing upper/top shall be of white and short red or blue color of special cut and the belt made of some cotton.
4. The sleeve shall cover the arm up to the hand; the width of the sleeve shall make the clear space not less than 10 cm in between the arm and the sleeve along its length. On the line of the waist.
5. The belt shall be put through these holes twice and tightly embrace the body and tied in front by the knot, fastening together its both ends.
6. The ends of the tied belt shall not exceed 15 cm. The laps of the upper/top shall be 20-25 cm lower than the waist line.
7. At all the official competitions only uppers/top with HBIO emblem are allowed to use.
8. Ankles and feet at the big toe joint shall be protected by small felt pads covered with leather.
9. Hapkido Boxing shorts shall be made of cotton, half cotton or synthetic jersey of red or blue color.
10. Their upper part shall reach the waist line and the lowest one shall cover one third of a hip.
 - A. Competitors shall appear for the Opening and Awarding ceremonies wearing the sports uniform of their team.
 - B. It is forbidden to wear during the bout Rings, bracelets, ear Rings, chains and other objects that might cause injury to the opponent.

Article 55.

Agreements:

It is desirable that all HBIO affiliated Associations ensure that their rules agree with those of HBIO, as far as possible, in order to ensure the uniformity of Player regulations around the world.

Article 56.

Use of Drugs:

- Any drug or chemical substance ingested by a player, which is not included in the player's normal diet, is forbidden. Any player or official violating this code may be disqualified or suspended by the HBIO.
- Any player refusing to submit to a medical examination test after a fight, in order to verify that he has not broken this rule, may be disqualified or suspended.
- The same will occur in the case of an official encouraging such a refusal. The use of local anesthetics is allowed, if agreed upon by a doctor from the Medical Committee.



Group D

Technical part

Article 57.

Type of Fight & Definition:

HBIO LIGHT CONTACT - Definition

Competition in Light Contact player should be executed as its name implies, with well- controlled techniques. In light contact competitors fight continuously until central referee command STOP. They use techniques from full contact, but these techniques must be well controlled when they land on legal targets and (throws are not allowed). Scoring system is almost the same as semi- contact. Light contact has been created as an intermediate stage between semi and full contact player.

HBIO SEMI-CONTACT - Definition

Semi-contact is a fighting discipline where two fighters fight with the goal of scoring more points using legal Technique and speed. In this discipline efficiency is not important. The main characteristics of semi-contact are technique and speed. The competition in semi-contact should be executed in its true sense with light and well-controlled contact. Equal emphasis must be placed on lacking techniques, submission, punching, kicking techniques. It is a technical discipline with equal emphasis put on hand and foot techniques, from an athletic viewpoint. Techniques are strictly controlled. At each valid point (point that is given with legal part of hand or foot to legal targets and with legal techniques)

HBIO FULL CONTACT - Definition

Full contact is a discipline of player where the intention of a fighter is to beat his opponent with full power and strength. Punches and kicks must be delivered to legal targets with focus, speed and determination, creating solid contact. Advance techniques, submission, Punches and kicks are allowed.

Article 58.

Weapons:

For demo and other techniques with weapon: nanchaku, sword, chain, long stick, double sword, broadsword, knife, short stick, double nanchaku, rope, Gun...etc.

Article 59.

Safety Equipment:

The HBIO Board, together with the Technical Committee must approve all safety equipment. Producers of safety equipment must get their products approved by HBIO. Safeties to be used in World and Continental Championships must be approved at least 3 months before the tournaments and all members must be duly informed.

All uniforms and safety equipment must be clean, correct and in good and safe condition. Special care must be taken for weapons which must not be sharp or with unprotected points.

Head protection:

Head protection is mandatory in all Hapkido boxing fights in all disciplines except in musical forms. Head protection must be made from foam rubber or soft plastics or from compact sponge covered by leather. In fights, head protection which covers the face and head protection which reduces the field of vision is not allowed.

Head protection must cover the top of forehead, top of head, temples, the upper part of jawbone, ears and back of head. Head protection must not obstruct the athletes hearing. Parts for fixing the head protection cannot be metal or plastic buckle. In the case of sub junior face protection is Mandatory at all continental and World Championships.

Gloves:

Gloves for fight and gloves for ring disciplines (light contact, full contact,) in every fighting discipline, gloves are mandatory. Gloves cover half part of palm, fingers must be.

Hand wraps (Bandage)

Hand wraps are used for wrapping the fist to avoid injuries. Using hand wraps are optional in Light Contact and semi - light contact and full contact. Hand wraps are 250 cm long and 5 cm wide cotton strips without sharp edges. Hand wraps will be fastened on the upper part of fighter's wrists with self-adhesive cotton-base strips; maximum length 15 cm and width 2 cm.

Tooth protection (Mouth-guard)

Mouth-guards must be made from soft and pliable rubber-plastic material. Protection on only the upper teeth or on both upper and lower teeth is allowed. Mouth-guard must enable free breathing and must be adapted to the competitor's mouth configuration. It is not allowed to use a mouth-guard over tooth correction apparatus (braces, retainers). Using tooth protection is mandatory for all fighting disciplines, in all age categories. In the case of orthodontics, a fighter may fight with mouth protection if he is has a valid letter from his doctor permitting this.

Breast protection

Breast protection is mandatory for all female competitors in older cadets, junior and senior categories and is mandatory in all fighting disciplines (semi, light, full contact). Breast protection is made from hard plastic and can be covered with cotton material. Breast protection can be made in one piece and cover all the chest or in two pieces for insertion into bra to cover each breast individually. It is worn under the T-shirt or under the top (bodice).

Groin protection

Groin protector is mandatory for all male competitors. Groin protector is made of hard plastic material and fully covers genital organs to protect this part of competitor's body from any injury. The groin protector can be made as a cup for covering genitals, or for covering the entire abdomen. Competitors must wear the groin protection under their

pants. Groin protection for women is recommended.

Shin guard

Shin guards are made from hard foam-rubber material. A shin guard must cover the shinbone from under the knee to the top of the feet. Shin guards can be fastened to the leg by a minimum of two self-adhesive elastic strips. No other kind of plastic tape is allowed for fixing the guard to the shin. Shin guards with metal, wooden or hard plastic elements are not allowed.

Elbow Pads

Elbow guards are made from soft foam-rubber material. An elbow guard must partly cover the forearm and upper arm with a protective non abrasive material. Elbow pads are optional in all Semi and Light Contact disciplines.

Article 60.

Competition mandatory

Head protection, mouth-guard, breast protection (for female competitors) Hapkido boxing gloves, hand wraps, groin protection, shin guards and foot protection.

Male competitors wear long pants (bare torso) and female competitors wear a bodice (upper, top) and long pants.

Professional bouts

Mouth-guard, breast protection (for female competitors), Hapkido Boxing gloves, hand wraps, groin protection, shin guards, and foot protection

Article 61.

The Mat / Ring:

1. The size of the mat / Ring for Hapkido Boxing competitions shall be 16'x16' fits. The central surface ("working area") of the mat / Ring.

2. The mat / Ring, made of synthetic fabric, shall be smooth and not less than 6 centimeters thick.
 - A. The whole surface of the mat / Ring shall be covered with the coverlet made of firm soft fabric or some synthetic mat / without rough seams. The covering shall be tightly stretched and fastened.
 - B. Two opposite corners of the mat / Ring are marked with red and blue colors (red – to the left of the officials’ table, blue – to the right).
 - C. To prevent injuries the floor near the mat / Ring shall be covered with a soft mat/ Ring carefully fixed in place (or gymnastics mat / Rings) with the width not less than 1 meter, not less than 6 centimeters thick and not thicker than the mat / Ring itself.
 - D. To avoid any injuries at the distance of 5 meters around the mat / Ring there should be no strange objects. Spectators shall be seated at the distance of 3 meters from the mat / Ring.
 - E. The suitability of the mat / Ring and equipment for the competitions is defined by the Chief official, the doctor and representatives of the organization conducting the competition. The mat / Ring suitability is recorded in a special reception statement.

Article 62.

Legal (Allowed) Technical Actions:

1. BLOW TECHNIQUES.

1. The blow is an impulsive technical action with the rectilinear or curvilinear trajectory executed by the arms, legs or the head to the parts of the body permitted by the Rules with the definite speed and strength.
2. The blows are evaluated if after applying the technical action the opponent completely lost his balance and fell down on a certain part of the body and is evaluated according to the Rules
3. Apart from being a general martial arts, submission grappling is also a reference to the ground fighting tactic consisting of taking an opponent to the ground using a

takedown or throw and then applying a submission hold, forcing the opponent to submit. While grapplers will often work to attain dominant position, some may be more comfortable fighting from other positions. If a grappler finds themselves unable to force a takedown, they may resort to pulling guard, whereby they physically pull their opponent into a dominant position on the ground.

4. Blows with the hands, legs and head in the ground position (except punch on face & the back of the head, the neck and the rear part of the back, the loins, the coccyx and anus) are allowed if the attacker is also on the ground.

Ground-and-pound:

Ground-and-pound is a strategy consisting of taking an opponent to the ground using a takedown or throw, obtaining a top or dominant position, and then striking the opponent, primarily with fists. Ground-and-pound is also used as a precursor to attempting submission holds.

This style is used by wrestlers or other fighters well-versed in submission defense and skilled at takedowns. They take the fight to the ground, maintain a grappling position, and strike until their opponent submits or is knocked out.

Clinch fighting:

Clinch fighting is tactics consisting of using a clinch hold to prevent the opponent from moving away into more distant striking range, while also attempting takedowns and striking the opponent using kick and punches. Use clinch fighting as a way to neutralize the superior striking skills of a stand-up fighter or to prevent takedowns by a superior ground fighter.

The ground position is defined according to the Hapkido Boxing Rules.

2. THROWING TECHNIQUES

- 2.1. All kinds of throws applied in Sports Hapkido Boxing are allowed according to Hapkido boxing rules.

3. GROUND TECHNIQUES

- 3.1. Painful holds in the ground position that are allowed in Hapkido Boxing and also painful holds in standing (Arm locks) including Arm Bar ("Police hold") are allowed

3.2. STRANGLES:

1. Strangles may be executed with the arms, legs and clothing.
2. Strangles with the arms are allowed only on the forearm of the attacked arm, **not lead to the twisting of the neck part of the spine.**
3. Strangles by the clothing are allowed only by the lapels of the Hapkido Boxing upper.
4. Strangles with the legs are allowed only if the impact on the legs & hands are made with the gripped arm of the defender. (Except the neck).

3.3. HOLD-DOWNS - all that are permitted by the Rules

In the course of a Hapkido Boxing contest it is permitted to apply throws, hold-downs, painful holds (Arm locks and Leg locks) and other attacking and defensive actions in definite positions of the contestants.

I. Contestants' Positions

1. Standing - such a position when the contestant touches the mat / Ring with his both feet only (is standing on his feet).
2. Ground - such a position when the contestant touches the mat / Ring with any part of the body except his feet. In Ground position as well as while falling down after the throws or switching to Ground contest, the player can find himself:
 3. on his back - in such a position when he touches the mat / Ring with his shoulder blades or rapidly (without stopping) rolls over on his back; "bridge" position when the contestant with his back to the mat / Ring touches it with his feet and the head only, is equal to the position "on the back";
 4. on a side - in such a position when the contestant touching the mat / Ring with one shoulder blade and his back at the shoulder level makes an angle up to 90° to the mat / Ring; a "half bridge" position when the contestant finds himself with his back to the mat / Ring and touches it with his feet, the head and a shoulder is equal to the "on a side" position; on the chest or the stomach - in such a position

when the contestant touches the mat / Ring with his chest or stomach and his back at the shoulder blades level makes an obtuse angle to the mat / Ring;

5. on the buttocks or the waist – in such a position when the contestant touches the mat / Ring with one (or two) buttock or with his small of the back (waist);
6. on the shoulder – in such a position when the contestant touches the mat / Ring with his shoulder joint or a shoulder pressed to his body;
7. on his knees (a knee) – in such a position when the contestant touches the mat / Ring with his knees (or a knee) and may sit on his calves without touching the surface of the mat / Ring with his buttocks;
8. On the hands (a hand) – in such a position when the contestant touches the surface of the mat / Ring with his hands or the forearms (a forearm).

3. Standing fight – both contestants are in “Standing” position.

4. Ground fight – one or both contestants are in “Ground position”.

II. Throws

1. A throw is such a contestant’s action with the grip that makes his opponent lose the balance and fall down on the mat / Ring touching it with any part of the body except his feet, that is finds himself in one of the “Ground” positions. Counter throw is a throw when a defensive player responding to the opponent’s attack seizes the initiative and applies the throw himself changing the character or the direction of the attacker’s falling down.
2. Only the throws that are applied by the contestant from standing (before the opponent’s falling down) shall be scored. It is considered that the throw is applied by the attacker from standing position without falling down if during the throw (from its start to the very end) he keeps his “Standing” position. The throw is considered to be applied with the attacker’s falling down when applying the throw he switches to one of the “Ground” positions or leans on his lying opponent to keep his balance. Any turns over as well as the throws applied by the contestant who is in “Ground” position are not evaluated.
3. throws of the opponent who is in standing position; of the same value are the throws when the attacker in the course of the throw shifts the opponent who is in

one of "Ground" positions to Standing one or completely lifts him off the mat / Ring above his own waist and turns him over horizontal axis while throwing;

4. throws of the opponent who is on his knees or hands with his turning over horizontal axis; of the same value are the throws of the opponent who is in one of the "Ground" positions with his complete lift off the mat / Ring but lower than waist line and turning him over horizontal axis. The opponent's lift off and dropping him to the same position without turning him over is not scored. In any case the throws ending with the opponent's falling down on his hands are not evaluated.

III. Painful Holds (Arm locks and Leg locks)

1. A painful hold is considered when the opponent's arm or leg is locked in Ground position, standing position and it makes possible to apply the following actions: bend over (Lever), twisting a joint (Knot), pinching the tendons or the muscles (pinch) thus forcing the opponent to give up. The start of the painful hold is considered after the attacker grips the opponent's extremities at a certain place to make him feel the pain or overcome his defensive hold 60 sec. is given for these actions.
2. It is allowed to start the application of the painful hold when the defensive contestant is in "Ground" position; the attacker may stay in standing position.
3. The application of a painful hold shall be stopped if the defensive player assumes the "Standing" position and lifts the attacker's body (shoulders) off the mat / Ring.
4. The application of the painful hold on the leg shall be stopped as soon as the defensive fighter assumes the "Standing" position.

IV. Hold-down

1. A hold-down is a hold by means of which the attacker during a certain period of time forces his opponent to lie down or standing on the mat / Ring on his back and presses his body with his own body weight (or presses the opponent's arms clasped to his body).
2. Counting out the time starts with the moment when the attacker presses his body (chest, side, back) to the opponent's body and fixes it in the position "on shoulder blades".
3. The hold-down ends when the player who was under the hold-down switches to positions "on the chest", "on the stomach" or "on the buttocks" (but not "on the waist") when the angle between his shoulder blades and the mat / Ring is over 90°, when he pushes the attacker up off his body or when the attacker switches to the painful hold.

Article 63.

On The Floor

A player is considered "on the floor" if:

1. If he touches the floor with a part of his body other than his feet following a blow or series of blows.
2. If he hopelessly hangs on the ropes after a blow or a series of blows.
3. If he finds himself outside the ropes, partly or completely, after a blow or a series of blows.
4. If, after a violent blow, he has not fallen to the floor or into the ropes, but is in a state of semi-consciousness and, in the referee's opinion, not able to continue fighting.
5. In the case of a KO, the referee must immediately start counting out the seconds. When a player is on the floor, his opponent must instantly go the neutral corner, shown by the referee. He will only continue the fight with his fallen opponent when the latter has risen, and when the referee has ordered the continuation of fighting. If the opponent does not go to the neutral corner following the referee's order, the

referee will stop the count until that order is executed. The count will then be continued where it was left.

6. When a player is on the floor, the referee will count from 1 to 10 with a second interval between each number, and will indicate each second with his fingers so that the fallen player knows how many seconds have already been counted. One second must pass from the moment the player falls down to the start of the count.
7. When a player is on the floor due to a blow, the fight will not continue before the referee has counted to 8, even if the player is ready to continue the fight before that time. If the player doesn't raise his hands the referee will continue to count until "10", the round will be finished and a KO declared.
8. If a player is on the floor at the end of a round, the referee will continue the count even if the bell rings. If the referee counts to 10, the player will be declared loser via KO.
9. If a player is on the floor after having received a blow and the fight continues after the count out of 8 seconds, but the player falls back on the floor without receiving a new blow, the referee will resume the count, starting at 8.
10. If both players fall at the same time, the count will continue on as long as one of them is still on the floor. If they both remain on the floor after 10 seconds, the bout will be stopped and decision given, considering the points granted before the KO. This will not be applied in HBIO-PRO bouts unless the third round is over. Otherwise a NO CONTEST will be declared between the two fighters. A player who does not resume the fight after the break or after a KO loses the fight.

Stepping out (exit) means:

Stepping outside the line, even with only one leg. Stepping on the line should not be considered as stepping out.

Not stepping out: if the fighter is pushed out by the other fighter, or he got outside the line as a result of a hit or kick.

The fact of stepping out is stated by the judge every time or decide about is on the basis of majority decision.

SPECIAL NOTE

- a. Warnings for leaving the area will be kept as a separate issue from Warnings for other offenses.
- b. When referee is giving warnings or a penalty (minus) point, he must stop the clock.

Article 64.

Fight at the Edge of the Mat / Ring:

1. "Off mat / Ring" position (beyond the edge of the mat / Ring) is considered to be if:
 - a) In Standing fight one of the contestant's steps off the mat / Ring with his foot;
 - b) In Ground position one of the fighters is off the edge of the mat / Ring with the half of his body up to the waist line or shoulder blades and buttocks.
2. In the bout the "off mat / Ring" position is defined by the referee and in case of a dispute – by the majority of the four officials.
3. If the contestants find themselves in the "off mat / Ring" position, by the referee's whistle they shall return to the middle of the mat / Ring and resume the bout in Standing position. Without the referee's whistle a contestant shall not stop fighting at the edge of the mat / Ring and invite his opponent to the middle. The opponent has the right to apply a hold if there was no whistle.
4. The throw (counter-throw) started on the mat / Ring is also evaluated if it ends off the mat / Ring in protection zone. The throw started in the "off mat / Ring" position is not scored.
5. It is permitted to apply a hold-down or a painful hold started on the mat / Ring while one of the contestants contacts the central fighting zone of the mat / Ring.

Article 65.

Prohibitions and illegal Holds:

1. In Hapkido boxing competitions it is prohibited:

- To throw the opponent on the head, throw with the painful grip (“Knot”, “Lever”) and throw the opponent while falling down on him heavily with the whole body.
- To apply strangle holds, squeeze the opponent’s mouth and nose thus preventing his breathing.
- Technical actions when the opponent’s neck is squeezed preventing his normal breath or making him faint. They are held both in standing and ground positions.
- To strike blows, scratch and bite.
- To apply any painful holds on the spine, twist the neck, squeeze the opponent’s head with the arms or legs or press it to the mat / Ring, cross the legs on the opponent’s body.
- To rest the hands (arms), legs or the head against opponent’s face.
- To press any part of opponent’s body from above by the elbow or the knee.
- To apply holds on opponent’s fingers and toes.
- To apply Arm Bar (bringing the opponent’s arm behind his back); painful holds on hands.
- To twist the opponent’s foot by the heel and apply “knots” on the foot.
- To apply “Lever” of the knee, over bending the leg contrary its natural bend.

2. If officials do not notice the application of the illegal hold, the victim is allowed to give the signal in a voice or by the gesture.

The false signal is considered and penalized as an illegal hold.

Article 66.

illegal Technical Actions

1. strike blows with the fingers and toes, open glove and the base of the palm
2. Apply painful holds on the neck, spine.
3. Strike blows with the arms and legs from standing to the opponent in who is in ground position.

4. Strike blows on the neck, arm and leg joints (knee and foot arch) when fixing the attacked extremity in the direction against the natural flexion, the back of the head and spine, the loin, coccyx and annul hole, on the eyes with the fingers.
5. Strike blows on the head if one of the fighters has no helmet.
6. Throws forbidden in Hapkido Boxing and also throws with the hold of the neck;
7. Painful holds on muscles or joints forbidden in Hapkido Boxing with the exception of painful holds by arm bar and the situation of its application (that is the ones allowed in standing position);
8. Violation of discipline, rude unethical conduct toward the opponent, participants, officials or spectators.

Article 67.

Evaluation of Holds:

A. The holds of the attacker the application of which has brought him the Total victory, are evaluated by points. The quality and, respectively, the evaluation of the hold, depend on.

- In what starting position the attacker was before the throw.
- Whether he applied the throw with or without falling down.
- In what starting position the defensive fighter was before the throw.
- On what part of the body he fell as a result of the opponent's throw.

B. Points Are Awarded:

- For the throw from Standing position with the attacker's falling down when his opponent falls on the back.
- For the throw from Standing position without the attacker's falling down when the opponent falls on his side.
- For 30 second hold-down.

C. Points Are Awarded:

- For the throw from Standing position with the attacker's falling down when the opponent falls on his side.

- For the throw from Standing position without the attacker's falling down when his opponent falls on the chest, stomach, buttocks, waist or shoulder.
- For the throw without falling down when the opponent, who was on his knees or hands before the throw, falls on the back.
- For over 10 second incomplete hold-down.
- For the second warning declared to his opponent.
- Kicks at face , stomach ,chest
- Punch at face, stomach, etc.

D. Point Is Awarded:

- For the throw with falling down from Standing position when the opponent falls on his chest, stomach, buttocks, waist or shoulder.
- For the throw with falling down when the opponent, who was on his knees or hands before the throw, falls on his back.
- For the throw without falling down when the opponent, who was on his knees or hands before the throw, falls on his side.
- For the first warning declared to his opponent.

E. 'Activity' ('A') is awarded:

- For the throw from Standing position without falling down when the opponent falls on his knee (knees);
- For less than 30 second incomplete hold-down evaluated once in a bout.

Legal Score Point;

Type of point:

- A. Kick point**
- B. Punch point**
- C. Hold point**
- D. Painful hold point**
- E. Throw point**
- F. Caution point**
- G. Warning point**
- H. Technical score**

1. Kick point

Base \point	Face kick Inside & outside	Stomach kick	Round/ back kick	Side kick	Below belt Calves & hamstrings
Balance with power	2	1	2	1	1
Unbalance with power	1.5	0.5	1.5	0.5	0.5
Unbalance With Low power	1	0	1	0	0



2. Punch point

Base \point	Face punch	Cross punch	Hook punch
Balance with power	1	1	1
Unbalance with power	0.5	0.5	0.5
Unbalance With Low power	0	0	0

3. Hold/ Grappling point

Base \point	Hand Hold	Chest hold front & back	Leg/kick hold	Hold on uniform
Balance with power	2	2	2	2
Unbalance with power	1.5	1.5	1.5	1.5
Unbalance With Low power	1	1	1	1

4. Painful Hold point

Base \point	Hand Hold	Painful hold on uniform	Leg/kick hold
Balance with power	3	3	3
Unbalance with power	2	2	2
Unbalance With Low power	1	1	1

5. Throw point

Base \point	Standing throw	Side throw	Over head
Balance with power	4	4	4
Unbalance with power	2	2	2
Unbalance With Low power	1	1	1

6. Caution point (minus)

Point\ base	Rule & Regulation	Behavior	Other
1 st	"O"	"O"	"O"
2 nd	0.5	0.5	0.5
3 rd	1	1	1

7. Warning (minus)

Point\ base	Rule & Regulation	Behavior	Other
1 st	1	1	1
2 nd	2	2	2
3 rd	Disqualified	Disqualified	Disqualified



8. Technical action/ sec.

Point\ base	Sign	Sign	Sign
"X"	"Throw"	"Painful hold"	---
F/A	"Med"	"Injury"	---
"A"	1	2	4

X	Rules pp. 1, 2	pp. 3, 4.	---
eliminated	"med"	pp. 3, 4.	---
"O"	Caution	1 & 2 warning	3 rd warning (eliminated)
Medical time help (name of the winner is encircled; the name of the loser is crossed out)	sum of technical points 	warnings to the opponent	positive points

- For the attacker's unsuccessful throw with his falling down on his buttocks, chest, stomach, waist, side or back, his opponent is not scored any points unless he counter-attacks.
If the defensive fighter in his counter-attack could not change the character and direction of the attacker's falling down and fell himself in the direction of his throw, the attacker's throw is considered applied.
- Hold-down applied by the contestant in the course of one bout can't be evaluated over 4 points in the sum. That is why if a complete hold-down is applied all the points scored prior to that or "activity" for the incomplete hold-down is annulled. Besides, "activity" for the incomplete hold-down is annulled in case the evaluated as 2 points incomplete "hold-down" is applied.
- When the bout is interrupted by the request of the contestant who is under the hold-down, his opponent in case he didn't break the Rules is scored as follows:
 - a. 4 points - if 30 seconds and over are left from the start of the hold-down to the end of the bout;
 - b. 2 points - if it is less than 30 seconds but over 10 sec left to the end of the bout;
 - c. Total Victory - if the player taken under the hold-down gives the submission signal.

Article 68.

The Number of the Bouts:

1. In case the competitions last one day the number of bouts for seniors shall not exceed 9. If the competitions last over one day, the number of bouts per day shall not exceed 5. For juniors, sub junior corresponding standards shall not exceed 7 bouts in one day competitions and 4 for those of many days.
2. The rest period in between the bouts shall not be less than 10 minutes for seniors and juniors and not less than 15 minutes for sub junior.

Article 69.

Start and End of the Bout:

Competitors are called to step up to the mat / Ring to conduct the bout.

1. Before the start of the bout the contestant who was called first (red dress) shall take his place in the red corner of the mat / Ring and his opponent (blue dress) - in the blue corner. After the introduction, by the referee's gesture they come to the middle of the mat / Ring and shake hands. Then they make a step back and by the referee's whistle start the bout.
2. Hand Shaking/ Touching of Gloves Before and after a bout, the players will shake hands/Touch Gloves as a sign of a purely sporting and friendly rivalry, according to HBIO regulations. Hand shaking takes place before starting the first round and after the decision. No hand shaking is allowed between the rounds.
3. The bout ends by the sound of the stop (sound signal) but not by the referee's whistle.
4. After the end of the bout the competitors return to their respective corners they occupied before the start of the bout. To declare the results the referee calls the players to the middle of the mat / Ring, takes both contestants' wrists, then lifts the winner's hand up after that the contestants shake hands and leave the mat / Ring.

Article 70.

Course and Duration of the Bout:

1. The duration of the bout shall be as follows:

For seniors and juniors (men) - 5 minutes;

3 round fights - 1st round 2 minute

2nd round 2 minute

3rd round 1 minute

For seniors and juniors (women/girls) - 5 minutes;

3 round fight 1st round 2 minute

2nd round 2 minute

3rd round 1 minute

2. Counting out the time of the bout begins at the first sound of the referee's whistle. The time of breaks is not included in the actual time of the bout. In extreme situations it is allowed to include the time of breaks, not accompanied by the referee's gesture "Stop the time!", in the actual time of the bout (except semi-finals and finals) if it is stipulated in the Regulations of the competitions.

3. In the course of the bout the contestants shall not leave the mat / Ring without the referee's permission. If it is necessary, the contestant may leave the mat / Ring with the referee's permission to put his dress in order.

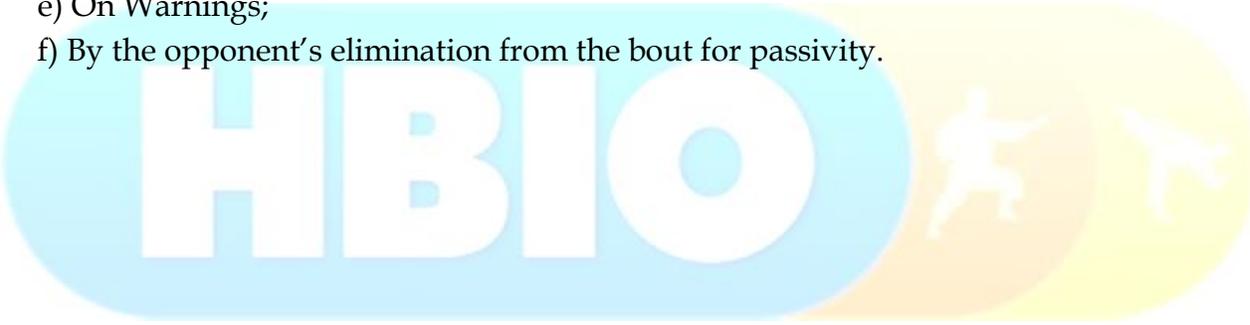
4. In case of an injury the contestant is given not more than 1 minute in the course of bout. The medical assistance is rendered directly on the mat / Ring (edge of the mat / Ring)

Article 71.

The Outcome and Evaluation of the Bout:

1. The bout can result in the victory of one of the fighters and the defeat of the other or in the defeat of both contestants.

2. The victory can be
 - a) Total;
 - b) By Superiority;
 - c) On Points;
 - d) Technical;
 - e) On Warnings;
 - f) By the opponent's elimination from the bout for passivity.



No.	Results of the bout	Classification points	
		Winner	Looser
1.	<u>TOTAL VICTORY</u> (ahead of time!)		
	a) Total throw	4	0
	b) painful hold;	4	0
	c) by kicks & punch	4	0
	d) the bout can't be continued (refusal, injury, time limit for medical help exceeded);	4	0
2.	<u>VICTORY BY SUPERIORITY</u>		
	(2 throw or 3 painful hold during bout)		

	- Great Superiority (15 points and over difference)	3,5	
	- the loser has got technical points;	3,5	0,5
	- the loser has no technical points	3,5	0
3.	VICTORY ON POINTS		
	(1-8 points advantage by kicks & punches point only)		
	- the loser has got technical points;	3	1
	- the loser has no technical points;	3	0
4.	<u>TECHNICAL VICTORY</u>		
	a) under the equal number of points and the absence of "A" evaluations:		
	- by the number of technical points;		
	- the loser has got technical points;	3	1
	- the loser has no technical points;	3	0
	b) under the equal number of points and "A" evaluations:		
	- by the number of "A"	3	1 or 0
	- by the quality of technical points;	3	1
	- by the last technical evaluation;	3	1 or 0
	c) under only "A" evaluations:		
	- by the number of "A"	2	0
	- By the last "A".	2	0
5.	<u>VICTORY ON WARNINGS</u>		
	(with the absence of technical points and "A" evaluations and equal number of warnings):		
	- by the last evaluation declared to the opponent.	2	0
6.	ELIMINATION OF THE OPPONENT FOR PASSIVITY		
	(Ahead of time!):	4	0

7.	-ELIMINATION OF BOTH CONTESTANTS for passivity or DISQUALIFICATION OF BOTH CONTESTANTS for breaking the Rules (ahead of time!)	0	0
	-Opponent's disqualification for breaking the Rules	4	0

3. In case of contestant's elimination from the competitions by the doctor's decision directly before the bout or for being over 1,5 minute late for the bout, his opponent is scored 4:0 with the time 0,00 (victory by the opponent's elimination before the bout).

Article 72.

Total Victory:

1. Total victory is awarded:
 - a) for the Total throw;
 - b) for the painful hold;
 - c) for the kicks & punches ;
2. Total throw is considered such a throw without the attacker's falling down as a result of which the defensive player from "Standing" position falls down on his back or rolls over his back rapidly (without stopping).
3. The painful hold is scored if one of the contestants gives a submission signal. The submission signal is given by clapping twice the mat / Ring or the opponent's body with the hand or foot. Any exclamation / Ring ion from the contestant taken under the painful hold is considered to be a "give up" signal.

4. With the Total victory the winner is scored 4 classification (positive) points, the loser gets 0.

Article 73.

Victory by Superiority:

1. If after the end of the bout one of the contestants has got 8 to 11 points of advantage this contestant is awarded the victory by Superiority. The winner gets 3,5 positive (classification) points. The loser gets, or doesn't, 0,5 positive points depending on whether he has got or hasn't any technical points by the end of the bout.
2. For Great superiority of one of the contestants; if in the course of the bout one of the contestant's scores 15 (and over) points, the bout is stopped and the contestant is awarded the victory by Great Superiority.



Article 74.

Victory on points:

If after the end of the bout one of the contestants has got 1 to 8 advantage points by kicks & punches point only, he is awarded the victory on Points. In this case the winners not have any technical points. The winner gets 3 positive points, the loser gets 0 positive point if by the end of the .

Article 75.

Technical Victory:

1. With no "A" evaluations in the bout and in case of the equal number of points (the tie) after its end, the victory goes to the contestant who has got more points for technical actions. The winner gets 3 positive points, the loser - 1 point if he has got any technical points by the end of the bout or 0 if no technical points.
2. With "A" evaluations in the bout in case of the tie after its end, the victory goes to the contestant who has got more "activities".

If the contestants have got the equal number of activities, the victory is awarded to the one who has accumulated more points for technical actions, and in case of technical points tie - goes to the one who applied the holds of better quality (more holds evaluated as 4 and 2 points).

In case all the evaluations of both contestants are equal, the victory is awarded to the one who was the last to apply the evaluated hold in the course of the bout (1, 2, 4 points or "A"). With the technical points the winner gets 3 and the loser 1 positive point if he has scored technical points by the end of the bout or 0 if he has not.

3. With evaluations "A" only and no points after the end of the bout the Technical victory goes to the contestant who has got more "activities" and in case of the tie - to the one who got the "A" evaluation last. In this case the winner gets 2 and the loser 0 positive points.

Article 76.

Victory on Warnings:

If by the end of the bout both contestants have not scored any technical points or "A" evaluation and have the equal number of warnings, the victory goes to the one who got the last evaluation for the warning declared to his opponent. In this case the winner gets 2 positive points, the loser - 0.

Article 77.

Elimination and Disqualification:

1. The contestant is eliminated from the bout by the decision of the Chief official and his opponent is awarded the Total victory.
 - a. At the second attempt to apply the prohibited hold.
 - b. In case the contestant exceeds 2 minutes allowed for medical service intervention.

In this case the winner gets 4 positive points, the loser – 0. The bout is considered ended ahead of time and its time is stated in the score sheet.

2. The contestant is eliminated from the bout by the Chief official decision after two warnings when it is necessary to declare him the third warning for stalling if the four officials of the bout are of the united opinion or if the opinion of the officials' majority is supported by the Chief official. In this case his opponent is awarded the victory ahead of time.
3. The contestant is eliminated from the competitions by the Chief Official if he cannot continue the competition by the doctor's decision because of some disease or an injury he got in the course of the bout. His opponent in this case gets 4 positive points and the eliminated one – 0 (in classification he takes the place in accordance with his result by the time he was eliminated).
4. The contestant is eliminated from the competitions by the Chief official (is disqualified):
 - a. when he does not step up on the mat / Ring during 1,5 minute after the first call;
 - b. for the rude and unethical behavior concerning his opponent, participants, officials and spectators, for the refusal to shake hands with the opponent or doing it tactlessly (incorrectly);
 - c. for the application of a prohibited hold as a result of which his opponent gets an injury and by the doctor's decision can not continue to compete;
 - d. For the deception of officials.
 - e. For the opponent's elimination from the bout.

f. For the opponent's elimination from the competitions in the course of the bout.

In this case the eliminated contestant gets 0 positive points (in classification he gets neither individual, nor team placing). His opponent is scored 4 positive points.

Article 78.

Definition and Declaration of the Results of the Bout:

1. Total victory is awarded:
 - a. if the contestant's technical action is evaluated as a Total throw by not less than two officials of the officiating team;
 - b. If the contestant successfully applies a painful hold.
2. The Victory by Great Superiority, Superiority, on Points or Technical is defined by the mat / Ring chairman in accordance with the records in a score sheet of the bout corresponding to the contestants' evaluations declared in the course of the bout.
3. A contestant (or both contestants) is eliminated from the bout by unanimous decision of the four officials or by the majority of voices with the permission of the Chief official (or his deputy). Elimination from the bout or competitions is declared after the agreement with the Chief official (or his deputy).

Articles 79.

The result is declared as follows:

1. Total victory by Great Superiority: "For... minutes... seconds by Total throw (painful hold, Great Superiority)... from... team won the bout (the winner's and his team's names);
2. If no Total victory: "... (the name) from the... (winner's team) won the bout by Superiority (on Points);

3. If the contestant is eliminated from the bout: "For... minutes... seconds because of the opponent's elimination the victory goes to... from... team (the name and the winner's team);
4. If both contestants are eliminated from the bout or competitions: "Both contestants (players) are eliminated from the bout (competitions) and they are declared defeated with the time...minutes...seconds".

Articles 80

Competition Rules

Methods of Competition

The systems of competition are divided as follows:

1. Single elimination tournament system
 2. Round robin system
 3. Cutoff system
- ❖ If there are 20 or more competitors, start with a preliminary round (use two forms from Compulsory Yudo list) and then cut in half.
 - ❖ If there are 9 to 19 competitors, proceed directly to the semi-final round (use two other forms from Compulsory Yudo list) and choose the 8 highest scorers as finalists.
 - ❖ If there are 8 or less competitors, proceed directly to the final round (use two more forms that had not been performed before from the Compulsory Yudo list) and choose the top 4 competitors (1st, 2nd, 3rd, and 4th) with both 3rd and 4th place receiving bronze.

In the case of a tie:

- Winner is determined by highest presentation.
- If the competitors are still tied, all scores received during the competition are compared.
- If the competitors are still tied, they will perform one form different than the previous two scored forms. The previous scores will not affect the score from the rematch.

- Combination System: Cut off system + Elimination tournaments system

Duration of Contest

Duration of Contest by Division

1. Individual competition: From 30 to 90 seconds
2. Team competition: From 30 to 90 seconds
3. Freestyle competition: From 60-70 seconds
4. Pair competition: From 30 to 90 seconds
5. The break time between forms is 30 to 60 seconds

Scoring Criteria

1. Accuracy of Yudo Technique
2. Accuracy of basic movement
3. Accuracy of basic movements
4. Balance
5. Accuracy of detail of each Yudo
6. Presentation
7. Speed and power
8. Strength/speed/rhythm
9. Expression of energy

Scoring Chart

Scoring Criteria	Details of Scoring Criteria	Points
Accuracy (4.0)	Accuracy of details of each Yudo	4.0
	Other accuracy including basic movement and balance	
Presentation (6.0)	Speed and Power	2.0
	Strength/speed/rhythm	2.0
	Expression of energy	2.0

Generalities

- The area defined by “low” is below the waist. Blocks and strikes to this area should start from above the shoulder.
- The area defined as “middle” is between the waist and the top of the shoulders. Blocks and strikes to this area should start from between the eyes and waist.
- The area defined as “high” is above the shoulders to the top of the head. Blocks and strikes to this area should start at/below the waist.
- Outside to inside techniques end at the centerline of the body.
- Middle block (inside block) Reverse knife hand strike
- Inside to outside techniques end at the outer edge of the body.
- Side blocks (outside block)
- Knife hand guarding block (single or double)
- All Yudo begin and end in the same spot. (Within one foot’s length)
- Audible breathing results in a deduction. (Hissing with every movement as is expected in some other styles) Breath in through the nose and out through the mouth. The feet should not move in an inward/outward “swinging” motion. The level of the head should not “bob” up and down between stances. Competitors should not “announce” their school name, instructor’s name, or the Yudo they are performing.
- There are deductions for the competitor’s appearance (wrong size uniform, belt length, jewelry)

Blocks are performed with the blocking hand on the outside. Strikes are performed with the striking hand on the inside. In Stances, the knee is bent to just cover the tip of the toes from the competitor’s perspective.

- Kicking is to a Target!!
- First choice is to the head. (Area between the nose and mouth)
- Second choice is to the body. (The solar plexus)
- Fists should be closed (or open) during the entire movement.

- Fist and wrist should be straight, not bent up or down
- The hands and feet should complete their movement at the same time.
- Transitions between movements should be on the balls of the feet.

YUDO MUSICAL FORMS

Article. 81

Definition

A musical form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from oriental Martial Arts to specifically chosen music. The choice of music is personal.

Article. 82

Rhythm

All Forms divisions must be performed to music. Yudo technique must go according to the rhythm, with the exception.

Article. 83

Length

Forms cannot be longer than 1 minute and 30 seconds, presentation excluded, with the presentation not exceeding 30 seconds. In the event of a violation of the present rule, the chief referee can ask for a deduction of 0.5 point.

If a form is less than 30 seconds in length the chief referee can ask for a deduction of 1.0 point.

Article. 84

Age

For musical forms competition the allowed age groups are:

Sub junior

Junior

Senior

Age categories are the same for male and female competitors Boys and girls and cadets categories can be merged Younger competitors can participate only in the next older category.

Age divisions will be determined in the following manner: a competitor will be placed in an age division according to his year of birth, not his actual birthday, and he will be required to compete all year in this age category. Positive proof of age will be required at ALL events.

Article:- 85

Divisions

In Musical Forms competition there are two divisions both for men and women:

Styles weapons

Styles without weapons

Each competitor in Musical Forms can enter one or more divisions in each Championship.

Article:- 86

Uniforms

There is specific uniform for musical forms competitors. They cannot wear any kind of uniform, Uniform must be clean and decent. they cannot wear sport shoes. They cannot be shirtless for their performance.

Article:- 87

State off Weapons

Each athlete is responsible for the perfect state of his or her weapon, which is individual and which cannot be exchanged during the competition. The chief referee can ask to inspect the competitor's weapon if he wishes to do so. No real sword can be used in competitor's performance.

Article:- 88

Acrobatic Movements

No more than THREE GYMNASTICS MOVEMENTS are allowed in musical forms.

Violation of this rule may lead to a 0.5 point deduction. A gymnastic movement is a movement with no martial art purpose (no striking). Some gymnastic movements can be modified by adding a kick or a punch to the movement. In that case, it is not considered a gymnastic movement.

Article:- 89

Criteria of Judging

Each judge must take into consideration, before awarding any decision:

Synchronization (perfect timing, the relationship between movement and music; the relationship between movement and music) Showmanship (competitor's presence and role playing, and the presentation of choreography) Degree of difficulty (kicks, jumps, combinations, gymnastic movements) Basics (stances, punches, kicks and blocks according to the basic technique of the original styles) Balance, strength, focus (perfect balance and movements done with energy) Manipulation (with regard to weapons, of course. The competitor must show perfect control and mastery of the weapon being used by doing outstanding work with said weapon). This should be the first criteria to consider in the weapon division.

Article:- 90

Scoring

After a musical forms performance judges will grade the performance as follows:

Sub juniors/ Juniors:	6.0 to 8.0
Seniors:	8.0 to 10.0

Minus points:

- If the competitor interrupts his performance and starts again from the beginning , the grade will be lowered by 1 full point .
- If the competitor loses synchronization with his music minus 0.5 point.
- If the competitor performs any disallowed movements minus 0.5 point.

- If the competitor breaks off his performance before the end, the judge will give the minimum mark.
- If the competitor loses or leaves his weapon, he will be disqualified. During a performance of musical form with weapon the weapon may not, in any case, leave the competitor's hand. If the competitor loses or leaves a weapon he will be disqualified.

Article:- 91

Dance Movements

Dance movements will not be allowed, accepted or tolerated during a form performance. Competitors who choose to incorporate dance moves such as "break or jazz dancing" or even "classical" will receive the lowest mark.

Article:- 92

Costumes and Make-ups

Theatrical costumes, including make-up, masks or any type of uniform that is not recognized by as a legal uniform will not be accepted.

Article:- 93

Special Effects

Any special effect, such as lasers, smoke, fire, explosions, etc. will not be tolerated. Infractions to the above-mentioned rule will lead to the immediate disqualification of the competitor.

Article:- 94

Competition Area

The Contest Area shall measure at least 8.8m x 8.8m (22 ft x 22 ft) and have a flat surface without any obstructing projections. Only HBIO-approved mats shall be used at HBIO-sanctioned Yudo Championships, and must provide safe and secure footing for the competitors.

Demarcation of the Contest Area

The 8.8m x 8.8m area shall be called the Contest Area.

2. Judging Formats

Seven Judge Format: The seven judges (including the Referee) shall sit 1m away from the Competition Area with 1m separation between adjacent judges. Four judges (including the Referee) shall face the front of the contestants and three shall face the back. The boundary line adjacent to the four front judges shall be deemed boundary line #1, followed by, clockwise, boundary lines #2, #3, and #4. Judges are positioned and numbered clockwise from the left facing boundary line #1.

Five Judge Format: In the case of a five judge format, three judges (including the Referee) shall be positioned facing the contestants and the two judges facing the back of the contestants, in the same order as the seven judge format.

Three Judge Format: In the case of a three judge format, two judges (including the Referee) shall be positioned facing the contestants and one judge facing the back of the contestants, in the same order as the seven judge format.

Judge Format Notes:

The position of the Referee and Judges in the Seven, Five and Three Judge systems may be modified to all judges facing the contestants or other appropriate arrangement to accommodate scoring systems, venue or other limitations and constraints that may impact the competition.

Judging Formats

Seven Judge Format: The seven judges (including the Referee) shall sit 1m away from the Competition Area with 1m separation between adjacent judges. Four judges (including the Referee) shall face the front of the contestants and three shall face the back. The boundary line adjacent to the four front judges shall be deemed boundary line #1, followed by, clockwise, boundary lines #2, #3, and #4. Judges are positioned and numbered clockwise from the left facing boundary line #1.

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Judge Format Notes:

The position of the Referee and Judges in the Seven, Five and Three Judge systems may be modified to all judges facing the contestants or other appropriate arrangement to accommodate scoring systems, venue or other limitations and constraints that may impact the competition.

Judging System Notes:

NATIONAL Team Trials, National Championships (for HBIO divisions) and qualifying tournaments should use the seven judge format.

At NATIONAL qualifying tournaments and for non-HBIO divisions (color belts and black belts under 14 years old) in other NATIONAL sanctioned events, the five judge format may be used with the approval of NATIONAL if the number of NATIONAL Yudo-qualified Referees is insufficient to implement the seven judge format.

At NATIONAL sanctioned events that are not qualifying tournaments; the three judge format may be used for non-HBIO divisions (color belts and black belts under 14 years

old) with the approval of NATIONAL, if the number of HBIO International Yudo Referees and NATIONAL Yudo-qualified Referees is insufficient.

COMPETITION AREA

Rec:	Recorder
R:	Referee
J	1, 2, 3, 4, 5, 6 Judge
C1:	Competition Area
C2:	Contestants
C3:	Standby Area for Contestants and Coach
C4:	Competition Coordinator
1, 2, 3, 4	Boundary Lines

Article:-95.

Contestants

Qualifications of NATIONAL Yudo Contestants

Residency and citizenship: Residency and citizenship requirements vary among events. NATIONAL national championships and team trials require contestants to be citizens of the United States.

Registered NATIONAL athlete member

Black Belts: All black belt contestants must submit a copy of their Dan/Poom Certificate, current NATIONAL identification card, and birth certificate at the time of registration with the Tournament Organizing Committee.

Color belts: Contestant must be a color belt, with a NATIONAL recognized rank (1st & 2nd Geup Red Belt, 3rd & 4th Geup Blue Belt, 5th & 6th Geup Green Belts, 7th & 8th Geup Yellow Belts). Color belt contestants may only wear a yellow, green, blue or red belt, according to the contestant's Geup rank.

All contestants participating in a tournament are required to observe the NATIONAL Code of Conduct and the rules of the tournament. Violators are subject to sanction by the NATIONAL.

Uniform for Contestants

Official Uniform for Contestants

- All contestants must wear a white Hapkido Boxing NATIONAL approved uniform (dobok) or HBIO approved Yudo competition uniform in good condition. Black Belts must wear black-collared white uniforms or HBIO approved Yudo competition uniform. Color belts may not wear black-collared uniforms.
- Patches, embroidery, logos, team names, country names, athlete names, and stripes are permitted on the uniform. Logos or names on the back of the uniform and patches on the chest area of the uniform are also allowed.
- Shoes may not be worn. No jewelry or ornaments may be worn. No hats or items may be worn on the head except for religious coverings or soft ties to contain the hair.
- NO TAPE WILL BE ALLOWED ON ANY PART OF THE UNIFORM.

Personal Hygiene

- All competitors must maintain the highest standard of personal hygiene, keep their nails cut short, and groom their hair neatly.
- Any violators of Section 1, 2, and 3 will be required to correct the violation within one minute, or shall be subject to disqualification.

Medical Control

At Hapkido Boxing events promoted or sanctioned by the NATIONAL , any use or administration of drugs or chemical substances described in the NATIONAL anti-doping by-laws is prohibited.

The NATIONAL may carry out any medical testing deemed necessary to ascertain if a contestant has committed a breach of this rule. Any winner who refuses to undergo this testing or who proves to have committed such a breach shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition standings.

The organizing committee shall be responsible for making arrangements to carry out medical testing.

Article:-96.

Classification of Competition

Contestants may compete in more than one competition division unless they are limited by gender or age.

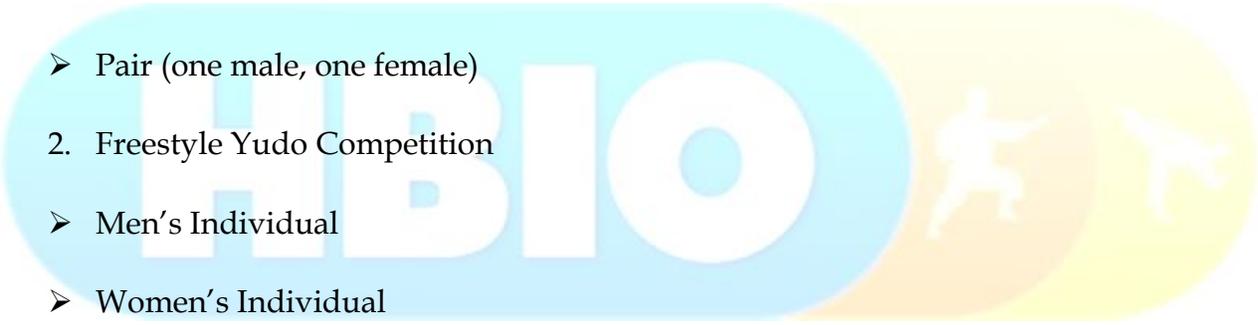
1. Recognized Yudo Competition

- Men's Individual
- Women's Individual
- Men's Team
- Women's Team

➤ Pair (one male, one female)

2. Freestyle Yudo Competition

- Men's Individual
- Women's Individual
- Pair (one male, one female)
- Mixed Team (composed of 5 members including at least 2 males and 2 females)



Article:-97.

Divisions by Gender and Age

Recognized Yudo Competition

Men, women and mixed divisions shall be divided according to age.

There is no specific limitation to Poom/Dan rank for team competition.

Male and female divisions shall be classified as follows:

Division	7 and Under	9 and Under	11 and Under	Cadet (12-14)	Junior (15-17)	29 and Under	39 and Under	49 and Under	59 and Under	Over 59	
Age (Years)	6-7	8-9	10-11	12-14	15-17	18-29	30-39	40-49	50-59	60+	
Individual	Male	1	1	1	1	1	1	1	1	1	
	Female	1	1	1	1	1	1	1	1	1	
Division	9 and Under		14 and Under		Junior		29 and Under		Over 29		
Age	6-9 years old		10-14 years old		15-17 years old		18-29 years old		30+		
Pair	2		2		2		2		2		
Team	Male	3		3		3		3		3	
	Female	3		3		3		3		3	

Notes:

Shaded cells are official HBIO divisions competed at NATIONAL sanctioned events.

Unshaded cells are NATIONAL divisions competed in NATIONAL sanctioned events.

The age limit for each division is based on the year – not on the date – when the Championships are held. For example, in the Junior division, contestants shall be between 15 and 17 years old. For example, if the Junior Yudo Championships are held on 29 July 2013, contestants born between 1 January 1996 and 31 December 1998 are eligible to participate.

Freestyle Yudo Competition

Contestants shall be over 15 years old or older during the year of the competition.

Article:-98.

Methods of Competition

❖ The methods of competition are:

1) Single elimination tournament format

In the single elimination tournament a competitor is eliminated from competition after one loss. Competitors are matched with opponents randomly or by seeding. The order of competition is randomly assigned. Each pair of competitors (Chung and Hong) enters the Competition Area together, but perform individually, with Chung (blue) performing first, followed by Hong (red), each competitor standing on their assigned positions when not performing. The Referee declares the winner based on the score and both competitors leave the Competition Area together. Competitors perform one or two forms in each round selected by the NATIONAL Yudo Referee Team from the Compulsory Yudo.

2) Round robin tournament format

In the round robin tournament each competitor competes with every other competitor. Competitors are matched with opponents randomly; the order of competition is randomly assigned.

Each pair of competitors (Chung and Hong) enters the Competition Area together but perform individually, with Chung performing first, followed by Hong.

The Referee declares the winner based on the score and both competitors leave the Competition Area together.

Competitors perform one or two forms in each round randomly*selected by the NATIONAL Yudo Referee Team from the Compulsory Yudo.

3) Cut-off tournament format

The cut-off tournament is a competition format that has a maximum of three rounds, a preliminary, semi-final and final round. If the division has 20 or more competitors the competition shall start from the preliminary round.

The division may be split into groups, with each group judged by different judges in the preliminary round.

The order of the competitors in the preliminary round and in each subsequent round is randomly determined.

In the preliminary round, each contestant performs one or two assigned forms randomly selected from the Compulsory Yudo by the Referee Chair. All competitors perform the same form(s). Scores are totaled for each contestant. Those with scores in the top 50% advance to the semi-final round. If the number of contestants in the division or groups is odd, then the number of contestants advancing to the next round will be rounded up. For example if there are 23 contestants in the group, then the 23 contestant number is rounded up to 24, and the 12 contestants with the highest scores shall advance to semi-final round. If there are 9 to 19 contestants, the competition shall start from the semi-final round.

In the semi-final round, each contestant will perform two forms (one form may be performed) randomly selected from the Compulsory Yudo (with the form(s) from the preliminary round excluded), and the 8 contestants with the highest scores advance to the final round.

When 8 or fewer contestants are participating, the competition shall start from the final round.

In the final round the contestants perform the two randomly selected forms from the Compulsory Yudo that were not performed in the previous round. In the case where there are 8 or fewer contestants the final round is also the first round, and two Compulsory Yudo randomly selected forms shall be performed.

The top four contestants / pairs / teams shall be awarded prizes based on their points. 3rd and 4th places are awarded bronze medals.

Method of Competition Notes:

The number of Yudo performed in the preliminary and semi-final rounds may be modified after first gaining the written approval of the NATIONAL .

The HBIO World Championships and the NATIONAL National Championships use the Cut-Off tournament competition method. For other competitions, other methods of competition may be used.

Modified Single Elimination Format for Color Belt Divisions

For Grassroots and recreational divisions at NATIONAL State Championships, Regional Qualifiers, Nationals and Junior Olympic Championships, cut-off format, modified cut-off format, a modified bracketed competition format (single or double elimination) or other format may be used, at the discretion of tournament organizers.

Modified single elimination format (Grassroots and recreational divisions)

In the single elimination format a competitor is eliminated from competition after one loss.

The competition, in principle, will be judged by one referee and four judges; if there are not enough referees, the contest can be conducted by one referee and two judges.

Competitors are randomly matched with opponents. Each pair of competitors (Chung and Hong) enters the Competition Area together, and performs at the same time. HBIO/NATIONAL scoring criteria apply, but score sheets or electronic scoring may not be used.

Judges declare the winner by extending the arm in the direction of Chung or Hong upon the Referee’s command, “Pyo-chul” (score). When the winner is recorded, the referee has the players bow, and dismisses them.

The competition is continued until first place, second place and third place winners are determined; note that in this format, there are two third place awards.

Modified double elimination format (Grassroots and recreational divisions)

In the double elimination format a competitor is eliminated from competition after two losses.

The competition, in principle, will be judged by one referee and four judges; if there are not enough referees, the contest can be conducted by one referee and two judges.

Competitors are randomly matched with opponents.

Each pair of competitors (Chung and Hong) enters the Competition Area together, and performs at the same time.

HBIO/NATIONAL scoring criteria apply, but scoresheets or electronic scoring are not used.

Judges declare the winner by extending the arm in the direction of Chung or Hong upon the Referee’s command, “Pyo-chul” (score). When the winner is recorded, the referee has the players bow, and dismisses them.

The competition is continued until first place, second place and third place winners are determined; note that in this format, there is only one third place award.

NOTE: See Appendix for sample brackets for the double elimination format.

Double elimination brackets for any number of competitors can be generated here:

Division	Compulsory Yudo
Yellow (7th & 8th Geup) All Ages	1.
Green (5th & 6th Geup) All Ages	1,2.
Blue (3rd & 4th Geup) All Ages	1,2,3.
Red (1st & 2nd Geup) All Ages	1,2,3,4.

Article 99.

Freestyle Yudo

Freestyle performance is based on Hapkido Boxing techniques, with the addition of music and choreography.

Composition of freestyle Yudo:

“Yeon-mu” line (i.e., the progress line of the Yudo) shall be the choice of the contestant.

Number of Poom: Each performance shall be composed of 20 to 24 poom (each poom shall be no more than 5 movements).

Technique: Each performance shall be composed of attacking and defending techniques of Hapkido Boxing with 60% foot techniques and 40% hand techniques.

Music and choreography shall be the choice of the contestant.

The performed techniques must be within the boundaries of Hapkido Boxing. The NATIONAL Yudo Referee Team will determine the validity of the performed Hapkido Boxing techniques when the contestant submits a Free Style Yudo Performance Plan.

Article:-100.

Duration of Contest

Duration of Contest by Division

Recognized Yudo: Individual, Pair and Team competitions from 30 to 90 seconds.

Free Style Yudo: Individual, Pair and Mixed Team competitions from 60 to 70 seconds.

The waiting time between 1st and 2nd Yudo is 30 to 60 seconds.

Article:- 101.

Order of Competition

The order of competition shall be random and will be accomplished by drawing of lots or by other random process on the day prior to competition. The Compulsory Yudo to be assigned or designated for each division shall be determined at the time the order of competition is determined by the drawing of lots or by other random process. In some cases the Designated Yudo may be posted earlier to promote athlete development.

Article:- 102.

Prohibited Acts / Penalties

The Referee shall declare penalties for any prohibited acts. Penalties are defined as "Gam-jeom" (deduction of points by penalties). "Gam-jeom" shall be declared on the following prohibited acts:

Uttering undesirable remarks or any misconduct on the part of a contestant or a coach.
Any act that intentionally interferes with another competitor, coach or official.

Should a contestant be assessed two (2) deductions, the referee shall declare the contestant a loser on penalties. "Gam-jeom," as defined in this Article, refers to deduction of points due to behavior that disrespects the spirit of sport, rather than due to judges' scoring in terms of accuracy and presentation.

Article:-103.

Procedures of the Contest

Call for contestants. Thirty minutes prior to the scheduled start of the contest, the names of the contestants shall be announced three times in the contestants' training area. Any contestant who fails to appear in the Competition Area after the "Chool-jeon" command of the competition coordinator shall be regarded as having withdrawn from and forfeited the match.

Standby. Each contestant, accompanied by only one coach, shall wait at the contestants' waiting area for the physical and uniform inspection.

Physical inspection and uniform inspection.:- After being called, the contestants shall undergo a physical inspection and a uniform inspection at the specified inspection desk by an inspector designated by the NATIONAL . The contestant shall not show any signs of aversion, and shall not bear any object that may cause harm to the other contestant.

Entering the Competition Area :- Following the inspection, the contestant(s) shall enter the contestant standby waiting area with one coach. Upon the Competition Coordinator's command (see Appendix I) of "Chool jeon" (enter) the contestant(s) shall enter the Contest Area. When issuing the command "Chool jeon" the Competition Coordinator motions with his/her right hand directing the contestant(s) into the Contest Area to the contestant's designated spot (see Appendix II). The coach remains in the designated contestant standby area.

Elimination and Round Robin Tournaments

In individual competitions, the competitors, designated as Chung and Hong enter together. Contestants shall face each other and make a standing bow at the competition coordinator's command of "Cha-ryeot" (attention) and "Kyeong-rye" (bow).

After "Kyeong-rye," Chung performs first and then Hong. In pair and team competitions, the Chung team/pair and the Hong team/pair enter together. After "Kyeong-rye," the Hong team/pair exits and the Chung team/pair performs first, then Hong team (pair) performs.

When issuing the command "Kyeong-rye" the Coordinator motions with his/her hands directing the contestant(s) bow to each other or to bow to the judges along Boundary Line #1.

Cut-off Tournament

Individual, pair and team competitors enter the Competition Area alone.

Beginning of the Performance. The performance begins when the Competition Coordinator announces "Cha-ryeot," "Kyeong-rye," "Joon-bi" and "Shi-jak" (start).

When two Yudo are performed. At the end of the first Yudo the competition coordinator announces "Bah-roh" then "Shi-ah" at which point the contestant may return to the contestant waiting area to consult with the coach during the waiting time between the 1st and 2nd Yudo. At the end of the waiting time the contestant returns to the designated spot in the Competition Area or the Competition Coordinator will command "Chool jeon" and motion with his/her hand directing the contestant(s) into the Competition Area to the designated spot.

Beginning of the performance of the 2nd Yudo.

The performance begins when the Competition Coordinator announces “Cha-ryeot,” “Joon-bi” and “Shi-jak” (start). There is no bow before the 2nd Yudo. Completion of performance. The performance ends with the Competition Coordinator commanding “Bah-roh” (back to ready) “Cha-ryeot,” “Kyeong-rye.” When issuing the command “Kyeong-rye” the Competition Coordinator motions with his/her hands directing the contestant(s) bow to each other or to bow to the judges along Boundary Line #1.

- Retirement of the contestants. After the standing salute the contestant exits on the Competition Coordinator's command “Tuae-jahng” (exit). When issuing the command “Tuae-jahng” the Coordinator motions with his/her hand directing the contestant(s) from the designated spot out of the Competition Area. The hand motion shall be respectful, performed with formality, not in a dismissive fashion.
- When using an electronic scoring device. The judges enter the score into the electronic scoring device after confirming the total score. The total score entered by the judges appear on the public display board. The referee shall declare the winner according to the results of the judges.
- When using the scoring ballot. The judges score accurately in real time, and complete the scoring ballot after confirming the total score. After the judges’ ballots are recorded, the recorder announces the final result. The referee shall declare the winner according to the results of the judges.

Article:- 104.

Competition Coordinator

Qualifications

- ❖ The Referee Chair shall assign the Competition Coordinators.
- ❖ Duties
- ❖ One or two Competition Coordinators shall be assigned.
- ❖ The Competition Coordinator(s) shall verify the contestants’ identities and direct contestants in and out of the venue, and shall assist the refereeing officials to ensure the unimpeded progress of the competition and declare the winners/medalists.

Article:- 105.

Scoring Criteria

Scoring shall be made in accordance with the NATIONAL and HBIO Competition Rules

Recognized Yudo

1. Accuracy (4 points)

- Accuracy of basic movements
- Balance
- Accuracy of details of each Yudo

2. Presentation (6 points)

- Speed and power.
- Strength/speed/rhythm
- Expression of energy

3) Allotted Scoring Chart for Recognized Yudo

Scoring Criteria	Details of Scoring Criteria	Points
Accuracy (4.0)	Accuracy of details of each Yudo	4.0
	Accuracy of basic movements and balance	
Presentation (6.0)	Speed and power	2.0
	Strength/speed/rhythm	2.0
	Expression of energy	2.0

Freestyle Yudo

1. Technical skills (6 points)
 - Level of difficulty of foot techniques
 - Accuracy of movements
 - Degree of completion of Yudo
2. Presentation (4 points)
 - Creativity
 - Harmony
 - Expression of energy
 - Music and choreography

The NATIONAL Yudo Referee Team will establish the level of difficulty for kicking techniques each year.

3) Allotted Scoring Chart for Free Style Yudo

Scoring Criteria	Details of Scoring Criteria		Points
Technical skills (6.0)	Level of difficulty of foot techniques (3.0)	Height of jump	3.0
		Number of jumping Kicks	
		Gradient of turn	
		Number of consecutive kicks	
		Acrobatic actions	
	Accuracy of movement (1.5)	Basic movements	Designated technical Movement
Degree of completion of Yudo (1.5)			
		Connectivity between offensive and defensive movements	1.5
Presentation (4.0)	Creativity		4.0
	Harmony		
	Expression of energy		
	Music and choreography		
Maximum Points			10.0

Article :-106.

Methods of Scoring

- ❖ Recognized Yudo
- ❖ Total score is 10 points
- ❖ Accuracy
- ❖ Basic score is 4.0

0.1 point shall be deducted each time a contestant makes small errors; does not perform the basic movements accurately.

Deduction of 0.1 point per small mistake in accurate performance

point shall be deducted each time a stance (Apgubi, Dwitgubi, Beomseogi and all the other standing movements and positions), hand or foot technique (Makki, Jireugi, Chigi and all the other hand and foot movements) is not performed as explained in the current Kukkiwonn Hapkido Boxing Textbook.

0.3 point will be deducted each time a contestant makes a serious mistake. Serious mistake in accuracy

points shall be deducted when incorrect actions or techniques are performed or correct techniques or actions are omitted; i.e., serious deviations from the Yudo as described in the Hapkido Boxing Textbook.

Examples:

Eolgul Makki is performed instead of Arae Makki

Dwitgubi is performed instead of Juchum Seogi

Kihap (yell) or stomp is not made or made in the wrong place

Brief stops during movements (forgetting the next movement for three seconds or longer)

Looking in the wrong direction (eyes should be focused in the direction of movement but should not anticipate the next direction of movement)

When the raised foot steps down early or in the wrong spot (not just a brief balancing touch)

Not finishing the Yudo within one foot length of the original starting point

Presentation

A. Basic total score (6.0 points)

Deduction of points in presentation shall be made for the overall performance of the Yudo, not for every small or serious mistake during the performance:

- points for speed and power
- points for control of power, speed and rhythm
- points for expression of energy

B. Speed and Power (2.0 points)

Ability to perform Yudo shall be evaluated on whether the movements are performed in accordance with the characteristics of the pertinent movement; for example, attacking techniques such as Jireugi or Chagi, are best performed with a soft start, accelerating with a balance between speed and power, using the body weight to achieve a maximum effect; or, special movements are performed slowly, and intentionally, with power and balance.

Examples:

Deduction shall be made if too much strength is revealed in the beginning of the movements, as this slows down the movement and reduces the power and effectiveness of the movement.

Deduction shall be made if the contestant exaggerates a movement beyond the culmination of that movement to show power in the next movement, or exaggerates the reaction of the body to express power.

C. Control of Power, Speed and Rhythm (2.0 points)

- Control of power means the greatest power is shown at the most critical moment of the movement, usually the culmination, through speed and softness.
- Control of speed means an appropriate connection between actions and changes in speed, such that powerful moves accelerate.
- Rhythm means repeated actions are performed with timing that results in the technique being most effective to accomplish the intended result, and flow of power with the greatest expression of power occurring at the instant of the strike, block or kick.

Examples:

Too much power makes the movement look stiff and robotic from the start; deductions shall be made if the speed, power and rhythm are presented with no changes from the start to the end of the lines of movements.

Deductions shall be made in case of stiff or limp actions coming from a stiff body or a too soft presentation without expression of power. A strong start makes it difficult to accelerate, and slows down the action at the critical point of the movements.

D. Expression of Energy (2.0 points)

This category addresses the presentation of confidence and power that come from mastering the expression of energy. The range of movement of techniques, concentration, courage, sharpness, confidence, and posture effect how energy is expressed according to the characteristic actions of the Yudo. Such characteristics as the direction of sight and focus of the eyes, strength of the kihap (yelling), attitude and uniform all contribute to the overall expression of energy.

Example:

Deductions shall be made if actions are not crisp and powerful, or connecting actions are not big enough for the performer's physique, or the performance is made in the same rhythm throughout without slowing and accelerating to emphasize techniques.

Deduction of points

- ❖ 0.3 points shall be deducted from the final score in case the performance is finished earlier or later than the set contest time.
- ❖ 0.3 points shall be deducted from the final score if the contestant crosses the boundary line during performance.

Score calculation

- Accuracy shall be scored separately from presentation.
- Final score shall be the average of the judge's scores for accuracy (the highest and lowest judge scores dropped before calculating the average) and the average of the judge's scores for presentation (the highest and lowest judge scores dropped before calculating the average). If using the three judge format, the highest and lowest score will not be dropped.

- The publication of the score shall show the score for Accuracy, the score for Presentation and the Total Score.
- All penalties accumulated during the competition shall be deducted from the final score.

Free Style Yudo

Technical Skill

- ❖ Level of difficulty of foot techniques: Points may be awarded from 0.0 up to 3.0 in total in five evaluation areas.
- ❖ Height of jump: Points may be awarded based on the height of jump.
- ❖ Number of kicks in a jump: Points shall be awarded based on the number of kicks in a jump.
- ❖ Gradient of turn in spin kicks: Points may be awarded based on the number or degrees of turn (i.e., more than 180 degrees, more than 360 degrees, more than 540 degrees and more than 720 degrees) in spin kicks.
- ❖ Performance level of consecutive kicks: Points may be awarded based on the number of connected kicks; the number of consecutive kicks shall be limited to five.
- ❖ Acrobatic actions: Points may be awarded based on the technical difficulty of all acrobatic actions performed.
- ❖ Accuracy of movements: This means posture and balance. Points may be awarded from 0.0 up to 1.5 for accuracy in basic movements of Hapkido Boxing and designated technical movements of Hapkido Boxing.
- ❖ Degree of completion of Yudo: Points may be awarded from 0 up to 1.5 based on the practicality of the Yudo and the connection between attacks and defenses; i.e., attacks and defenses are balanced to present a realistic and harmonious Yudo.

Presentation

- ❖ Points may be awarded from 0 up to 4.0 based on the general performance of the free-style Yudo.
- ❖ Creativity: Points may be awarded based on the creativity of the actions and components of the Yudo.
- ❖ Harmony: Points may be awarded based on the harmony and balance between different components of the Yudo (music, choreography, and attire for example). Harmony, balance, or synchronicity between or among the performers (unity, for example) shall be also evaluated in the case of team and pairs contests.
- ❖ Expression of energy: Points may be awarded for accurate expression of energy in the Yudo, as described in Recognized Yudo, above.

Music and choreography: Points may be awarded based on how the music and the choreography contribute to the performance of the Yudo.

Deduction of points

- 0.3 points shall be deducted from the final score in case the performance is finished earlier or later than the set contest time.
- 0.3 points shall be deducted from the final score if the contestant crosses the boundary line during performance.

Score calculation

Technical skills shall be scored separately from presentation.

Final score shall be the average of the judges' scores for technical skills (the highest and lowest judge scores dropped before calculating the average) and the average of the judges' scores for presentation (the highest and lowest judge scores dropped before calculating the average). The publication of the score shall show the score for Technical Skills, the score for Presentation and the Total Score. In the case of the Three Judge Format the highest and lowest score will not be dropped.

All penalties accumulated during the competition shall be deducted from the final score.

Article 107.

Publication of Scoring

- The final score shall be announced immediately after collating the judges' total scores.
- In case of using electronic scoring instruments
- Judges shall input points in the electronic scoring instruments (Accuracy in real time during the performance and Presentation after the performance of the Yudo), and total points shall be automatically displayed on the monitors.
- The final score and the individual judges' scores shall be displayed on the monitor following the automatic deletion of the highest and lowest scores among the judges.
- In case of manual (paper score sheet) scoring
- The coordinator shall collect each scoring sheet and convey the results to the recorder immediately after completion of the Yudo.
- The recorder shall report the final score to the Referee, following the deletion of the highest and lowest scores, and announce the final score or have the final score displayed. In the case of the three judge format the highest and lowest score will not be dropped.

Article:- 108.

Decision and Declaration of Winner

- ❖ The winner shall be the contestant who is awarded the highest total points.
- ❖ In case of a tied score, the winner shall be the contestant with the highest presentation score. In case the scores are still tied, then the contestant with the higher total points (including all judge's scores, the highest and lowest not dropped) shall be the winner. In case the scores are still tied after the highest and lowest scores are added back, a rematch shall be conducted to determine the winner. The Referee will designate the Yudo to be performed.
- ❖ The rematch will consist of performing one compulsory Yudo designated by the Referee. The previous scores will not affect the scores of the rematch.

- ❖ In case of a tied score after the rematch, the winner shall be the contestant who is awarded more points in total, including the highest and lowest scores that were dropped. In case of a tie, the rematch will be repeated until there is a winner.
- ❖ Decisions
- ❖ Win by score. The winner is the contestant with the highest total points.

Win by Referee Stop the Contest (RSC). In the event that the referee or commission doctor determines that a contestant is unable to continue, even after a minute of recovery period, or if a contestant disregards the referee's command to continue, the referee shall declare the contest stopped and the opposing contestant shall be declared the winner

- ❖ Win by withdrawal of opponent. The winner is determined by the withdrawal of the opponent: a. When a contestant withdraws from the match due to injury or other reasons, or b. When a coach throws a towel into the court to signify forfeiture of the match.
- ❖ Win by disqualification. Should a contestant lose his or her contestant status before the competition begins, the opposing contestant shall be declared the winner.
- ❖ Win by opponent's penalties. In the event that a contestant accumulates two "Gam-jeom" (deduction of points by penalties), as prescribed in Article 12.3, the opponent shall be declared the winner .

Article :-109.

Procedures for Suspending the Contest

- ❖ When a contest is to be stopped during the competition, the referee shall:
 - ❖ At the time of suspending the match, the referee shall order the recorders to suspend timekeeping. At this time, the Competition Coordinator is to determine the reason(s) for the stoppage of the competition.
 - ❖ In the case in which a contest is stopped due to problems related to a contestant, and should a contestant not demonstrate the will to continue the contest within 90 seconds for Recognized Yudo or 70 seconds for Free Style Yudo, the referee shall declare the opposing contestant as the winner. In the case where the stoppage of a contest is not related to the contestants, the problem shall be resolved quickly and another chance to perform shall be given to pertinent contestants.

- ❖ All the other problems that may arise shall be resolved through the meeting of the judges of the pertinent competition, Yudo Committee Chairperson, and the Competition Supervisory Board members.

Article :-110.

Refereeing Officials

Qualifications

- Judges: Shall be Yudo-qualified NATIONAL Referees
- Referee: Shall be Yudo-qualified NATIONAL referees
- Duties
- Referee

The Referee shall document all valid points. The referee shall declare the winner and issue "Gam-jeom" (deduction of points by penalties). The referee shall declare only after the judges' decision has been confirmed. The referee is permitted to summon the judges during the competition, if the need arises.

Judges

- The judges shall document all valid points.
- The judges shall state their opinions forthrightly when requested to do so by the referee.
- Classification of refereeing officials
- Refereeing officials shall be Yudo-qualified NATIONAL Referees.
- Uniform of the refereeing officials

- Refereeing officials shall wear uniforms designated by the NATIONAL .
- Refereeing officials shall not carry or take any materials to the arena that might interfere with the contest.

The Chairman of the Competition Supervisory Board may request the Chair of the refereeing officials that a refereeing official be reassigned in the event that refereeing officials have been improperly assigned, or when it is judged by the Competition Supervisory Board that any of the assigned refereeing officials have unfairly conducted the contest or made unreasonable mistakes.

Article:- 111.

Recorder

The recorder shall time the contest, including suspended time during the contest. The recorder shall also calculate, record and announce or display the total score.

Article :-112.

Formation and Assignment of Refereeing Officials

- ❖ Composition of refereeing officials
- ❖ Seven Judge Format: 1 Referee, 6 Judges
- ❖ Five Judge Format: 1 Referee, 4 Judges
- ❖ Three Judge Format: 1 Referee, 2 Judges
- ❖ Assignment of Refereeing officials

The assignment of the referees and judges shall be made after the contest schedule is set.

Referees and judges with the same state or club as that of either contestant or with a conflict of interest shall not be assigned to such a contest. However, an exception shall be made for the judges when the number of refereeing officials is insufficient, as the case may be. Prior to the beginning of the pertinent contest, Referees and Judges must disclose any conflict of interest to the Referee Chairperson.



