

화랑도 HWA RANG DO

BATTLE OF THE ORIENT – RULES

- Each competitor is solely responsible for his or her conduct, preparedness and proper knowledge of all rules and regulations set forth.
- It is the competitor's duty to be present at ringside when his/her division is called-properly attired, physically, and mentally ready.
- If a competitor is not suitably attired and ready to perform when called, .5 points will be deducted from the total score in Forms, Weapons & Breaking for the first 1-minute competitor is not properly prepared, and 1 penalty point will be issued for every minute the competitor is not ready to compete in Sparring. Competitor has a total of 2 minutes to enter the ring for Forms, Weapons & Breaking, and 3 minutes for Sparring. After the allotted time competitor will be disqualified.
- Failure to comply with the following may result in a penalty or disqualification. Proper focus and readiness is imperative for the competitor, in order to avoid injuries and delays.
- Competition rings - 20' x 20'; 20' x 40' for Chinese forms divisions if requested.
- Each ring must have an odd # of judges (3 or 5 judges, including Center Referee). The Center Referee will control the ring, as well as act as a judge.

EQUIPMENT

1. All competitors must wear their proper uniform jackets, pants, and belts. No T-shirts unless part of the style's traditional attire.
2. Sparring competitors will not be allowed to compete without proper equipment. Mouthpiece, cup, head, hand and footgear are mandatory. NO EXCEPTIONS. Chest protectors are optional.

FORMS

1. Points will be awarded from a range of 6 to 10, with 10 being the highest. There will be quarter points awarded, i.e. 6.25, 9.5, etc.
2. All points will be totaled, and the competitor with the highest score will be declared the winner.
3. In case of a tie, judges will drop the high score. If still tied, then the low score will be dropped. If there is still a tie, the competitors must perform again. Black belts must perform a different form. Judges will then score by a show of hands by pointing to his/her choice at one call.
4. Upon entering the ring, Competitors will state their name, style, and form name. When finished the competitor will remain on the floor while the Center Referee calls out their scores. The scorekeeper will repeat the scores to verify judges' scores. Subsequently, the competitor will bow and leave the floor.
5. Time Limit - Up to 3 minutes per performance is allowed from the time that the player enters the ring.
6. Restarts - Black Belts receive no score; Under Belts will be allowed to restart a maximum of 1 time. The restart will result in a deduction of .5 points (judges will automatically deduct this from their points when scoring is called)

WEAPONS

1. SEE FORMS PROCEDURES
2. Specifications - Weapons must be authentic to martial arts and must be protected from sharpness.
3. Weapons breaks - The player has 5 minutes to replace it with the same or a different weapon or can complete the form with the broken weapon without penalty.
4. Dropped Weapons – Black Belts receive no score; Under Belts receive a deduction of .5 points each time the weapon is dropped.

BREAKING

1. Wood boards are the only materials allowed for breaking.
2. Competitors must designate people to hold the boards before they begin.
3. Any set-ups or executions must be angled so as to prevent injury to competitors, holders, spectators, officials, etc. The Center Referee may adjust a competitor's routine to ensure the safety of others.
4. Competitors will have 2 minutes to prepare their breaking routines, and then will state their name, school and the types of breaking techniques they will be performing.
5. Break Attempts - All ranks will only be given 2 attempts for any single break. Any competitor making a 3rd attempt at any single break will be disqualified by the Center Referee.
6. Ties - Any tie in breaking will be broken by having each judge point to his/her choice at one call. Competitors must remove all materials following his/her routine

POWER OF THE REFEREE - SPARRING

1. Match starts and ends by the referee's command (not timekeeper).
2. Referee has final decision on any disputes on scores during match.
3. Referee has power to issue warnings and award penalty points without a majority vote during the match.
4. Referee can overrule majority point call in the event a warning or penalty point is being awarded.
5. Referee has the power to disqualify after 3 penalty points have been received. If other, he/she must have majority rule.
6. Referee has power to issue time outs if competitor asks for one.
7. JUDGES - Judges call points as they see them. **Referee and judges will call the point simultaneously. NO LATE CALLS!** Judges will also be asked to vote on any disqualification ruling.

NOTE:

- ◆ ABSOLUTELY NO BLIND TECHNIQUES, NO TRIPPING, NO GRABBING.
- ◆ NO CONTACT TO THE FACE IS PERMITTED. NO BACK-FIST, NO KNIFEHAND, ETC. TO FACE OR BODY IS PERMITTED.
- ◆ NO COACHING ON THE COMPETITION FLOOR

POINT SPARRING

TIME:

1. Each match will have a time-limit of 2 minutes running
 - Scorekeeper will not stop time unless center referee orders it
 - Center Referee may order time stopped in the event of an injury
2. Player may call 1 time out per match for up to 10 seconds when play is already stopped; time stopped for 10 seconds only if Center Referee orders it

SCORING AREAS:

1. Player scoring the most points, or first to 3 points, within 2 minutes is the winner of the match.
 - Reverse Punch to the front of the body or ribs - 1 point
 - Kick to the side of the head, or front of the body or ribs - 1 point

CONTACT:

1. Only controlled contact is allowed. All ranks must use light contact to score to head scoring areas with a kick; and light to moderate contact to score to body scoring areas.
 - Light-Just a touch, no blood
 - Moderate-Slight penetration of opponent, no blood
 - Excessive-Extreme penetration, possible swelling, redness or bleeding
2. **ILLEGAL TARGETS:** Face, neck back of the head, back of the body, below the belt

OUT OF BOUNDS:

1. Out of bounds is when neither foot is inside or touching the boundary line
2. Competitors must have at least 1 foot in the ring in order to score

WARNINGS/PENALTIES:

1. 3 warnings = 1 penalty point
2. 3 penalties = disqualification

POINT AND PENALTY

1. In the event of an exchange in which a point and a penalty occur at the same time, each technique will be evaluated separately.
2. A point can be given to one player and a penalty point to the other player at one calling when points are called at a break.
3. A point and penalty cannot be given to the same player by one judge.
4. A person can score a point and also receive a penalty in the same exchange. If the competitor commits a penalty, this holds precedence over a score.

TIES:

1. In the case of a tie, penalty points will count against a competitor. But warnings will not. Example. Score is 1 to 1.
 1. Competitor 1 has 1 penalty point. Competitor 2 has no penalty points. Competitor 2 will be declared the winner of the match.
2. In case of a tie where there are no penalty points against either competitor a sudden death match will take place. The competitor to score the 1st point wins the match.

INJURY:

1. The Center Referee or the medical personnel may prohibit a player from continuing due to injury.

CAUSES FOR WARNINGS/PENALTIES/DISQUALIFICATION:

1. Not being prepared when called upon

If a competitor is not suitably attired and ready to compete an automatic warning will be issued.

- 1 penalty point will be issued for every minute the competitor is not ready to compete.
 - Upon receiving a 3rd penalty point, the competitor will automatically be disqualified from the match (after 3 minutes)
2. Attacking illegal target areas - 1 penalty point
 3. Using illegal techniques - 1 penalty point
 4. Excessive contact/ blind, uncontrolled attacks - 1 penalty point
 5. Excessive stalling - 1 penalty point
 6. Forced Out vs. Running Out
 - Running out of the ring will result in a warning.
 - A player is not penalized for fighting out or being forced out of the ring, but may be penalized 1 point for running out to avoid fighting.
 7. Continuing to fight after the referee has ordered the competitors to stop - 1 penalty point
 8. Coaching from the sidelines during the match will result in a warning
 9. Any unsportsmanlike conduct of any kind - Disqualification

Rude, vulgar, disrespectful or abusive behavior by a competitor will not be tolerated.

10. Drawing of blood - Disqualification
11. Any malicious contact – Disqualification

CENTER REFEREE'S DISCRETION - WARNINGS VERSUS PENALTIES:

It is at the Center Referee's discretion to issue warnings versus penalties.

Example. Continuing to fight after the referee has ordered the competitors to stop - 1 penalty point.

- Center Referee may issue a warning if he or she feels it more appropriate for the situation.