

# International Association of Korean Martial Arts (IAKMA)

## Grand Master C. I. Kim Tae Kwon Do, Hapkido & Tang Soo Do (Karate-do) Tournament

### Complete Rules Tournament Packet

[Version 1.00]



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# IAKMA Tae Kwon Do & Tang Soo Do Tournament Rules

## 1. Introduction

The purpose of the vision statement is to define the ultimate mission for the project from a business perspective. In theory, all work performed on the project is in support, directly or indirectly, toward the objectives outlined in the vision statement.

The vision statements contains three primary sections

- Project mission
- Project objectives, including their success criteria
- Business justification for the project, including some form of return on investment analysis

### 1.1 Competitors General Attire

The vision statement creates a theme for the project that serves as the focus for the team throughout the entire project development cycle. At the highest level, all project activities should be working toward achieving the objectives in the Vision Statement, directly or indirectly.

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## 2. Tae Kwon Do Events

Tae Kwon Do Traditional Poomsae (Forms)

### 2.1 Tae Kwon Do Traditional Poomsae

Competitors under 6 years of age can request the referee count for them while performing their form.

Will be evaluated on the following criteria:

1. Focus
2. Power
3. Technique (Finishing Position of each movement)
4. Rhythm
5. Grace and Beauty

Four participants per bracket.

<b>Rank</b>	<b>ITF</b>	<b>WT / Kukkiwon</b>
<b>10<sup>th</sup> Geup – 8<sup>th</sup> Geup</b> (Typically White, Yellow, Orange)	Chon Ji Dan Gun Do San	Kee Cho / Ki Bon 1 Pal Gwe 1-2 Taegeuk 1-2
<b>7<sup>th</sup> Geup – 4<sup>th</sup> Geup</b> (Typically Green, Purple, Blue)	Won Hyo Yul Guk Joong Gun Toi Gye	Pal Gwe 3-6 Taegeuk 3-6
<b>3<sup>rd</sup> Geup – 1<sup>st</sup> Geup</b> (Typically Brown, Red, Deputy Black)	Toi Gye Hwa Rang Choong Moo	Pal Gwe 6-8 Taegeuk 6-8
<b>1<sup>st</sup> Dan</b>	Kwang Gae Po Eun Gae Baek	Koryo (Dae / So)
<b>2<sup>nd</sup> Dan</b>	Eui-Am Choon Jang Ko Dang	Keumgang
<b>3<sup>rd</sup> Dan</b>	Sam IL Yoo Sin Choi Yong	Taebaek

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<b>4<sup>th</sup> Dan</b>	Yon Gae Ul Ji Moon Moo	Pyongwon
<b>5<sup>th</sup> Dan</b>	So San Se Jong	Sipjin
<b>6<sup>th</sup> Dan</b>	Tong Il	Jitae
<b>7<sup>th</sup> Dan</b>		Chonkwon
<b>8<sup>th</sup> Dan</b>		Hansu
<b>9<sup>th</sup> Dan</b>		Ilyeo

### 2.2 Tae Kwon Do Sport Poomsae

For Sport Poomsae events, you do not know ahead of time which forms you will be demonstrating. At the time of the event, you will be asked to perform any of the standard forms on-the-spot. So, for Sport Poomsae events, you essentially need to practice your entire curriculum.

<b>Black Belt Divisions</b>	<b>Compulsory</b>	<b>Finals</b>
<b>Ages 11 and Under</b>	Taegeuk 2, 3, 4, 5, 6, 7, 8	Koryo
<b>Cadets (Age 12-14)</b>	Taegeuk 3, 4, 5, 6, 7, 8	Koryo, Keumgang
<b>Juniors (15-17)</b>	Taegeuk 4, 5, 6, 7, 8	Koryo, Keumgang, Taebaek
<b>Age 18 – 39</b>	Taegeuk 6, 7, 8	Koryo, Keumgang, Taebaek, Pyongwon, Shipjin
<b>Age 40 – 49</b>	Taegeuk 8	Koryo, Keumgang, Taebaek, Pyongwon, Shipjin, Jitae, Chonkwon
<b>Age 50 – 59</b>		Koryo, Keumgang, Taebaek, Pyongwon, Shipjin, Jitae, Chonkwon, Hansu
<b>Age 60 and Up</b>		Koryo, Keumgang, Taebaek, Pyongwon, Shipjin, Jitae, Chonkwon, Hansu

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One black belt competitor will be selected at random to choose the compulsory form for that entire division. The top 4 to 8 performers will proceed to the Finals.

### 2.3 Tae Kwon Do Kyok Pa (Breaking)

This will be conducted Festival Style. The competitor is competing against themselves.

#### 2.3.1 Age Groups for all Belts:

Ages 4 to 14 will use Demo Boards (9 mm thickness).

Ages 15 and up will use Medium Board (½ inch thickness).

#### 2.3.2 Color Belts:

Color Belts will be allowed a maximum of TWO attempts per station:

Gold medal = No mistakes or one mistake.

Silver medal = Two to three mistakes.

Bronze medal = Four or more mistakes.

#### 2.3.3 Black Belts:

Black Belts will be allowed only ONE attempt per station:

Gold medal for breaking all stations with no mistakes.

Silver medal for breaking all but one station.

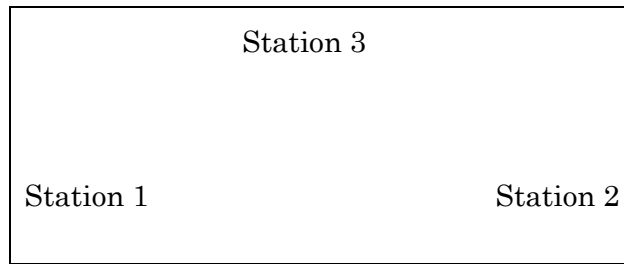
Bronze medal for breaking all but two stations.

#### 2.3.4 Required Breaking Techniques for Belt Levels:

	<b>10<sup>th</sup> Geup – 8<sup>th</sup> Geup</b> (White, Yellow, Orange)	<b>7<sup>th</sup> Geup – 4<sup>th</sup> Geup</b> (Green, Purple, Blue)	<b>3<sup>rd</sup> Geup – 1<sup>st</sup> Geup</b> (Brown, Red, Deputy Black)	1 <sup>st</sup> Poom – 4 <sup>th</sup> Poom 1 <sup>st</sup> Dan – 9 <sup>th</sup> Dan Black Belts
Age 4 – 5	Station 1 Hammer Fist  Station 2 Front Snap Kick  Station 3 Roundhouse Kick	Station 1 Axe / Hammer Kick  Station 2 Side Kick  Station 3 Jumping Front Snap Kick	Station 1 Hook Kick  Station 2 Back Kick  Station 3 Tornado Kick (360 Jumping Roundhouse kick)	Station 1 Tornado Kick (360 Jumping Roundhouse kick)  Station 2 Back Spin Kick / Back Spinning Hook Kick  Station 3 Jump Side Kick
Age 6 - 7				
Age 8 – 9				
Age 10 – 11				
Age 12 – 14				
Age 15 - 17				
Age 18 – 32				
Age 33 & Up				

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## 2.3.5 Breaking Station Setup inside of ring.



**Judges Table**

## 2.4 Tae Kwon Do Kyorugi (Olympic Style Sparring)

Safety Equipment  
Penalties

<b>Junior Safety Rules (All Color Belts regardless of age) (Black Belts under the age of 14) Grass Roots / Level B</b>	<b>USA Taekwondo Sparring Rules (Black Belts age 15 and up) World Class / Level A</b>
1 Point: Valid punch to torso 2 Points: Valid Kick to torso 4 Points Valid Turning Kick to torso  No Head contact allowed!	1 Point: Valid punch to torso 2 Points: Valid Kick to torso 3 Points: Valid kick to the head 4 Points: Valid Turning Kick to torso 5 points: Valid Turning Kick to the head  Light Contact to the head ONLY!

### 2.4.1 Tiny Tigers Division (Age 6 – 7)

All Belts: One round for one minute

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Fin</b>	Not exceeding 19 kg	Not exceeding 19 kg
<b>Light</b>	Over 19 kg & not exceeding 23 kg	Over 19 kg & not exceeding 23 kg



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<b>Middle</b>	Over 23 kg & not exceeding 27 kg	Over 23 kg & not exceeding 27 kg
<b>Heavy</b>	Over 27 kg	Over 27 kg

### 2.4.2 Little Dragons Division (Age 8 – 9)

All Belts: One round for one minute

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Fin</b>	Not exceeding 21 kg	Not exceeding 21 kg
<b>Light</b>	Over 21 kg & not exceeding 25 kg	Over 21 kg & not exceeding 25 kg
<b>Middle</b>	Over 25 kg & not exceeding 30 kg	Over 25 kg & not exceeding 30 kg
<b>Heavy</b>	Over 30 kg	Over 30 kg

### 2.4.3 Youth Division (Age 10 – 11)

All Belts: One round for one minute

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Fin</b>	Not exceeding 30 kg	Not exceeding 30 kg
<b>Light</b>	Over 30 kg & not exceeding 35 kg	Over 30 kg & not exceeding 35 kg
<b>Middle</b>	Over 35 kg & not exceeding 40 kg	Over 35 kg & not exceeding 40 kg
<b>Heavy</b>	Over 40 kg	Over 40 kg

### 2.4.4 Cadet Division (Age 12 – 14)

Color Belts: One round for 90 seconds

Black Belts: Two rounds for one minute (30 second rest)

<b>CADET MALE</b>		<b>CADET FEMALE</b>	
<b>Fin</b>	Not exceeding 33 kg	<b>Fin</b>	Not exceeding 29 kg
<b>Fly</b>	Over 33 kg & not exceeding 37 kg	<b>Fly</b>	Over 29 kg & not exceeding 33 kg
<b>Bantam</b>	Over 37 kg & not exceeding 41 kg	<b>Bantam</b>	Over 33 kg & not exceeding 37 kg

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<b>Feather</b>	Over 41 kg & not exceeding 45 kg	<b>Feather</b>	Over 37 kg & not exceeding 41 kg
<b>Light</b>	Over 45 kg & not exceeding 49 kg	<b>Light</b>	Over 41 kg & not exceeding 44 kg
<b>Welter</b>	Over 49 kg & not exceeding 53 kg	<b>Welter</b>	Over 44 kg & not exceeding 47 kg
<b>Light Middle</b>	Over 53 kg & not exceeding 57 kg	<b>Light Middle</b>	Over 47 kg & not exceeding 51 kg
<b>Middle</b>	Over 57 kg & not exceeding 61 kg	<b>Middle</b>	Over 51 kg & not exceeding 55 kg
<b>Light Heavy</b>	Over 61 kg & not exceeding 65 kg	<b>Light Heavy</b>	Over 55 kg & not exceeding 59 kg
<b>Heavy</b>	Over 65 kg	<b>Heavy</b>	Over 59 kg

### 2.4.5 Junior Division (Age 15 – 17)

Color Belts: One round for 90 seconds

Black Belts: Two rounds for one minute (30 second rest)

<b>Classification</b>	<b>JUNIOR MALE</b>	<b>JUNIOR FEMALE</b>
<b>Fin</b>	Not exceeding 45 kg	Not exceeding 42 kg
<b>Fly</b>	Over 45 kg & not exceeding 48 kg	Over 42 kg & not exceeding 44 kg
<b>Bantam</b>	Over 48 kg & not exceeding 51 kg	Over 44 kg & not exceeding 46 kg
<b>Feather</b>	Over 51 kg & not exceeding 55 kg	Over 46 kg & not exceeding 49 kg
<b>Light</b>	Over 55 kg & not exceeding 59 kg	Over 49 kg & not exceeding 52 kg
<b>Welter</b>	Over 59 kg & not exceeding 63 kg	Over 52 kg & not exceeding 55 kg
<b>Light Middle</b>	Over 63 kg & not exceeding 68 kg	Over 55 kg & not exceeding 59 kg
<b>Middle</b>	Over 68 kg & not exceeding 73 kg	Over 59 kg & not exceeding 63 kg
<b>Light Heavy</b>	Over 73 kg & not exceeding 78 kg	Over 63 kg & not exceeding 68 kg
<b>Heavy</b>	Over 78 kg	Over 68 kg

### 2.4.6 Senior Division (Age 18 – 32)

All Belts: Two rounds for one minute (30 second rest)

<b>Classification</b>	<b>JUNIOR MALE</b>	<b>JUNIOR FEMALE</b>
<b>Fin</b>	Not exceeding 54 kg	Not exceeding 46 kg
<b>Fly</b>	Over 54 kg & not exceeding 58 kg	Over 46 kg & not exceeding 49 kg

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<b>Bantam</b>	Over 58 kg & not exceeding 63 kg	Over 49 kg & not exceeding 53 kg
<b>Feather</b>	Over 63 kg & not exceeding 68 kg	Over 53 kg & not exceeding 57 kg
<b>Light</b>	Over 68 kg & not exceeding 74 kg	Over 57 kg & not exceeding 62 kg
<b>Welter</b>	Over 74 kg & not exceeding 80 kg	Over 62 kg & not exceeding 67 kg
<b>Middle</b>	Over 80 kg & not exceeding 87 kg	Over 67 kg & not exceeding 73 kg
<b>Heavy</b>	Over 87 kg	Over 73 kg

### 2.4.7 Ultra Division (Age 33 and up)

All Belts: Two rounds for one minute (30 second rest)

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Fly</b>	Not exceeding 58 kg	Not exceeding 49 kg
<b>Light</b>	Over 58 kg & not exceeding 68 kg	Over 49 kg & not exceeding 57 kg
<b>Middle</b>	Over 68 kg & not exceeding 80 kg	Over 57 kg & not exceeding 67 kg
<b>Heavy</b>	Over 80 kg	Over 67 kg

### 3. Hapkido Events

Three events will be highlighted in Hapkido: Self-Defense, High Fall and Long Fall.

#### 3.1 Hapkido Self-Defense

##### 3.1.1 General Information

Scores are based on the competitor's ability to create a scenario that demonstrates and understanding of 1) attack, 2) appropriate, equal response and 3) realistic technique that ends the altercation. Competitor should avoid "movie self-defense", acrobatics, and other impractical and unrealistic techniques. Each competitor is allotted two minutes, beginning from the time the judge indicates that the clock has started. If demonstration exceeds two minutes, the judge will stop the clock and assign a one-point deduction. The median score is 8.5, with no scores lower than 7.0. The highest score possible is 9.9. Hundredths may be used to ensure the fairest judging possible.

1. Group Members are limited to two people total. All members of the group must register as competitors to be eligible to medal in this event.
2. Perform a total of three techniques for color belts or perform a total of four techniques for black belts:
  - a. Bare Hand / Foot Defense: When the opponent attacks you with bare hand technique or kicking technique.
  - b. Grabbing Defense: When the opponents grabs you with their hands or arms.
  - c. Knife / Dagger / Firearm Defense: When the opponent attacks you with a knife, dagger or firearm.
  - d. Freestyle Defense (**Black Belt Only**): Any defense against of the prior attacks.
3. Each team will perform one technique at a time. Judge will declare which team wins for each technique right after each performance. Whichever team wins in two or more techniques will be declared the winner.
4. Note on weapons defense: no live (real) blades and/or functional firearms for self-defense demonstrations are permitted. Judges will inspect all weapons prior to demonstration.

##### 3.1.2 Judging Criteria

1. **Precision of Technique and Timing:** Competitor should demonstrate an understanding of strike zones, body mechanics, and timing (competitor must act immediately upon attack). Competitor should choose techniques that are highly visible to the judges. Techniques should be executed properly, cleanly, and with full range of motion.
2. **Proficiency of Situational Awareness:** Competitor should demonstrate an understanding of self-defense that is appropriate to age and rank. It should be clear to judges that competitor understands how to assign proper techniques to specific attacks.
3. **Proper Posture, Power and Control:** Once attacked, competitor/defender should demonstrate 1) an understanding of appropriate stance that matches technique, 2) the necessary and appropriate flow of power, and 3) realistic, powerful technique in a controlled manner that does not cause actual injury to the partner.
4. **Presentation:** The demonstration should not be "overacted" by either competitor or attacker. If techniques/scenarios are demonstrated as a "story" or in a sequence, they should be performed in succession, ending the routine with incapacitation. Presentation also includes appearance of

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competitors (neat uniform, cleanliness), and proper display of character toward judges, fellow athletes and spectators.

### 3.1.3 Divisions

Division	Age	Rank	Gender
Special Needs	All	All	Coed
Youth	11 & Under	Gup Dan	Coed
Teen	12 - 17	Gup Dan	Coed
Adult	18 and up	Gup Dan	Coed

Divisions may be combined or separated further depending upon the number of contestants.

## 3.2 Hapkido High Fall

### 3.2.1 Hapkido High Fall Rules

Competitors will attempt to clear a horizontal bar, starting low and progressing in height, landing in a soft, clean breakfall. With each successful jump, the competitor continues to the next round where the bar will be raised 4 inches. If the competitor dislodges the bar or lands in an unsafe manner, he/she will be permitted to re-attempt the jump. If the competitor dislodges the bar or lands in an unsafe manner on the second attempt, he/she will be disqualified. A competitor may make contact with the bar without dislodging it for a successful round. Competition continues until there is only one competitor left, who then receives first place. Second and third place are determined by working back to previously eliminated competitors with ties broken by competitor with fewest attempts. One judge assesses the clearing of the bar, and a second judge assesses a safe landing. If the landing judge determines the landing would result in injury if on an unpadded surface, that judge will rule the landing as unsafe.

### 3.2.2 Divisions:

Age	Rank	Gender	Height
6 and under	All	Coed	12 inches
7-9	All	Coed	24 inches
10-13	All	Coed	36 inches
14-17	All	Coed	42 inches
18-34	All	Coed	48 inches
35 and up	All	Coed	36 inches

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These heights may be adjusted downward by the Hapkido Director based on competitors.

## 3.3 Hapkido Long Fall

### 3.3.1 Hapkido Long Fall Rules

Competitors will be attempting to jump from a specific starting point and gain the longest jump among competitors within that division. Competitors will have two opportunities to jump. One judge assesses the length of jump, and a second judge assesses the safe landing. If the landing judge assesses the landing would result in injury if on an unpadding surface, that judge will rule the landing as unsafe. The competitor with the longest distance (with safe landing) wins first place. Second and third place are awarded to the competitors with the second and third longest jumps. Divisions are the same as Long Fall.

### 3.3.2 Divisions:

Age	Rank	Gender	Distance
6 and under	All	Coed	12 inches
7-9	All	Coed	24 inches
10-13	All	Coed	36 inches
14-17	All	Coed	42 inches
18-34	All	Coed	48 inches
35 and up	All	Coed	36 inches

These divisions may be combined or further separated by the Hapkido Director based on the number of competitors.

## IAKMA Tae Kwon Do & Tang Soo Do Tournament Rules

### 4. Tang Soo Do (Karate-Do) Events

Three events will be highlighted in Tang Soo Do (Karate-do): Forms, Sparring, Weapons Forms and Weapons Sparring.

#### 4.1 Tang Soo Do Hyungs / Karate-do Kata (Forms)

1. The use of music is not allowed.
2. In the event of a tie competitors will be asked to perform a different form than the first one they did. The Choice will be the competitors.

	<b>Tang Soo Do</b>	<b>Karate-do (Shotokan &amp; JKA)</b>
Specified Form (Shitei)	Kee Cho Hyung 1 – 3 Pyong Ahn 1 – 5	Taikyoku 1 – 3 Heian 1 – 5 Pinan 1 – 5
Selection Form (Sentei)	Nai Han Ji Cho dan Bassai Dae Wang Shu Kong Sang Koon Dae Ji On Ship Sam (Sei San)	Tekki Shodan Bassai Dai Empi Kanku Dai Jion Hangetsu
Favorite Form (Tokui)	Ship Soo Nai Han Ji Ee dan Nai Han Ji Sam dan Jin Do Bassai So Kong Sang Koon So Ee Ship Sa Bo Oh Ship Sa Bo Jin Do Woon Soo So Ho Yeon (Moo Duk Kwan Version) Ee Ship Tam Toi So Rim Jang Kwon (Moo Duk Kwan Version)	Ji'in Tekki Nidan Tekki Sandan Gankaku Bassia Sho Sochin Kanku Sho Nujishiho Gojushiho Sho Gojushiho Dai Chinte Unsu Meikyo Wankan Jitte

#### 4.2 Tang Soo Do / Karate-do Kumite (Free Sparring)

## **IAKMA Tae Kwon Do & Tang Soo Do Tournament Rules**

### **4.2.1 Required Safety equipment:**

Boots and Shin guards

Karate Mitts

Head Guard and Face Shield

Mouth Piece

Groin Cup (Males)

A contestant may wear a chest protector should they choose to do so.

### **4.2.2 Match Information:**

Matches are to be two minutes long.

First contestant to score 3 points is declared the winner.

If a tie exists at the end of 2 minutes, then the first point scored in overtime will be used. The first contestant to score a point wins the match.

### **4.2.3 Contact Rules:**

No contact in divisions up to and including 14 years of age.

Light contact (Touch Contact) to the body will be allowed for 15 years and over.

No contact at all to the head.

This is very important to enforce in order to prevent injuries to participants.

### **4.2.4 Legal Target Areas:**

Body (Front, Side and Back above the belt)

Head (Front, Side and Top)

### **4.2.5 Illegal Target Areas:**

Spine

Back of the Head

### **4.2.6 Illegal Techniques:**

No Hand or Foot Techniques are permitted below the belt.

No hand or foot techniques are permitted to the back of the head.

No hand or foot techniques are permitted to the spine.

Absolutely no head butts, shoulder, elbow or knee strikes are allowed.

No blind spinning techniques are allowed, such as, spinning back fist.

No knife hand or ridge hand techniques are allowed.

Throwing against the joint.



## IAKMA Tae Kwon Do & Tang Soo Do Tournament Rules

### 4.2.7 Points:

All Fist techniques delivered successfully to the legal target areas will result in one point.

All leg techniques delivered to legal target areas will result in one point.

### 4.2.8 Deductions:

1. One Warning – Advise Competitor of Safety Issue – Stop the Match During Advisement
2. Two Warnings result in the deduction of one point.
3. Three Warnings result in disqualification of the match.
4. Referee may go directly to minus a point or disqualification depending upon the severity of the infraction.
5. Warnings do not have to be of the same infraction to qualify for minus a point or disqualification.
5. A warning and point cannot be given at the same time.

### 4.2.9 Warnings:

1. Use of any Illegal Techniques
2. Running away to avoid fighting
3. Turning your back to your opponent or any act deemed wrongful by the referee.
4. ANY unsportsmanlike behavior

### 4.2.10 Automatic Disqualifications:

1. Any Excessive contact resulting in bleeding or redness on the face as a result of contact.
2. Injuries caused by excessive contact
3. Malicious contact.
4. Flagrant display of improper Tang Soo Do / Karate-do attitude.

### 4.2.11 Not Allowed:

1. Unsportsmanlike behavior such as “Showboating” (i.e. jumping up and down, raising your hand in the air to indicate you scored a point, cheering for oneself, etc.) when a point is scored or thought to be scored by the competitor.
2. Running out of the ring.
3. Coaching from outside the ring from teammates, parents, or other instructors, etc.
4. Arguing with the judges or referee’s call.

### 4.2.12 Height & Weight Categories:

#### 4.2.12.1 Children (Age 4 - 12)

All Belts: One round for one minute and 30 seconds

Classification	Male	Female
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## IAKMA Tae Kwon Do & Tang Soo Do Tournament Rules

	Age	Height	Age	Height
<b>Children A</b>	Age 4 – 6	Open	Age 4 – 6	Open
<b>Children B</b>	Age 7	Open	Age 7	Open
<b>Children C</b>	Age 8	Open	Age 8	Open
<b>Children D</b>	Age 8	Open	Age 8	Open
<b>Children E</b>	Age 10	-1.45 m	Age 10	-1.45 m
<b>Children F</b>	Age 10	+1.45 m	Age 10	+1.45 m
<b>Children G</b>	Age 11	-1.50 m	Age 11	-1.50 m
<b>Children H</b>	Age 11	+1.50 m	Age 11	+1.50 m
<b>Children I</b>	Age 12	-1.55 m	Age 12	-1.55 m
<b>Children J</b>	Age 12	+1.55 m	Age 12	+1.55 m

### 4.2.12.2 Mini Cadets (Age 13)

All Belts: One round for two minutes

Classification	Male	Female
<b>Mini Cadets A</b>	Not exceeding 45 kg	Not exceeding 50 kg
<b>Mini Cadets B</b>	Over 45 kg & not exceeding 55 kg	Over 50 kg & not exceeding 55 kg
<b>Mini Cadets C</b>	Over 55 kg & not exceeding 65 kg	Over 55 kg & not exceeding 60 kg
<b>Mini Cadets D</b>	Over 65 kg	Over 60 kg

### 4.2.12.3 Cadets B (Age 14 – 15)

All Belts: One round for two minutes

Classification	Male	Female
<b>Cadets B1</b>	Not exceeding 55 kg	Not exceeding 50 kg
<b>Cadets B2</b>	Over 55 kg & not exceeding 65 kg	Over 50 kg & not exceeding 55 kg
<b>Cadets B3</b>	Over 65 kg & not exceeding 75 kg	Over 55 kg & not exceeding 60 kg
<b>Cadets B4</b>	Over 75 kg	Over 60 kg

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### 4.2.12.4 Cadets A (Age 16 – 17)

All Belts: One round for two minutes

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Cadets A1</b>	Not exceeding 55 kg	Not exceeding 50 kg
<b>Cadets A2</b>	Over 55 kg & not exceeding 65 kg	Over 50 kg & not exceeding 55 kg
<b>Cadets A3</b>	Over 65 kg & not exceeding 75 kg	Over 55 kg & not exceeding 60 kg
<b>Cadets A4</b>	Over 75 kg	Over 60 kg

### 4.2.12.5 Juniors (Age 18 – 20)

All Belts: One round for two minutes

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Juniors A</b>	Not exceeding 65 kg	Not exceeding 55 kg
<b>Juniors B</b>	Over 65 kg & not exceeding 75 kg	Over 55 kg & not exceeding 60 kg
<b>Juniors C</b>	Over 75 kg & not exceeding 85 kg	Over 60 kg & not exceeding 65 kg
<b>Juniors D</b>	Over 85 kg	Over 65 kg

### 4.2.12.6 Seniors (Age 21 – 35)

All Belts: One round for two minutes

<b>Classification</b>	<b>Male</b>	<b>Female</b>
<b>Seniors A</b>	Not exceeding 65 kg	Not exceeding 55 kg
<b>Seniors B</b>	Over 65 kg & not exceeding 75 kg	Over 55 kg & not exceeding 60 kg
<b>Seniors C</b>	Over 75 kg & not exceeding 85 kg	Over 60 kg & not exceeding 65 kg
<b>Seniors D</b>	Over 85 kg	Over 65 kg

### 4.2.12.7 Veterans (Age 36 and up)

All Belts: One round for two minutes

<b>Classification</b>	<b>Male</b>	<b>Female</b>
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<b>Veterans A</b>	Age 36 – 40	Open	Age 36 – 40	Open
<b>Veterans B</b>	Age 41 – 45	Open	Age 41 – 45	Open
<b>Veterans C</b>	Age 46 – 50	Open	Age 46 – 50	Open
<b>Veterans D</b>	Age 51 – 60	Open	Age 51 – 60	Open
<b>Veterans E</b>	Age 61 and up	Open	Age 61 and up	Open

### 4.3 Tang Soo Do / Karate-do Kobudo (Weapons Forms)

#### 4.3.1 General Rules:

The use of music is not allowed.

In the event of a tie the competitors will be asked to perform a different form than the first one they did. Competitors can choose to use a different weapon within the category they are competing in.

Weapons forms will be divided into two categories: Long Weapons and Short Weapons.

Long Weapons consist of the following:

- Staff (Jang Bong / Bo)
- Oar (Eku)
- Garden Hoe (Kuwa)
- Crescent Moon Sword (Chun Yong Wol Do) Usually over 5 ft in height.
- Small version of Crescent Moon Sword (Hyeop Do) under 5 ft in height.
- Trident (Dang Pa)
- Fishing Gaff (Nunti)
- Cane (Ji Pang E)
- Spear (Chang)

Short Weapons consist of the following:

- Sickles (Nat / Kamas)
- Baton (Charu / Tonfa)
- Flail (Sang Chul Bong / Nunchakus)
- Truncheon (Sai)
- Dagger (Danto)
- Sword (Kumdo)

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- Sword & Shield (Timbei)
- Knuckleduster (Tekko)
- Fishing Rope (Pho Bak / Suruchini)

Any other weapons will be evaluated on a case by case basis by the head referee for that ring.

Absolutely no “live” or sharp blades.

### 4.4 Tang Soo Do / Karate-do (Weapons Free Sparring)

#### 4.4.1 General Rules:

Competitor must provide their own padded weapon.

Weapons sparring will be divided into two categories: Long Weapons and Short Weapons.

Long Weapons:

- Padded Staff
- Padded Long Sword
- Padded Stick
- Padded Cane

Short Weapons:

- Padded Kamas
- Padded Tonfas
- Padded Nunchakus
- Padded Sai
- Padded Knife

All padded weapons are subject to inspection by the head referee in that ring.

#### 4.4.2 Equipment:

1. Contestants must wear a padded helmet, eye protection, groin cup for male competitors, and chest protector. Face covering on headgear is required.
2. Competitors must provide their own equipment. Weapons must pass a referee's weapon inspection. Home-made weapons may not be used.

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### 4.4.3 Matches:

1. All under Black Belt matches will consist of 2 rounds, each 1½ minutes long with a 30 second, break between rounds.
2. Black Belt matches will consist of 2 two-minute rounds with a 30-second break between rounds.
3. In both cases the winner will be the contestant scoring the most points during the match.
4. In the event of a tie, a 1 minute round will occur; the first contestant scoring a point will win the match.
5. If there is still a tie at the end of 1-minute sudden death the winner will be determined by which competitor has the fewest penalties and warnings. In the event the number of penalties and warnings are equal, the winner will be determined by the judges' majority decision of superiority.
6. To the greatest extent possible, competitors with similar types of weapons will be paired. For example, competitors using a padded staff weapon will be paired with a competitor using a similar weapon. Competitors using a sword style weapon will be paired with a competitor using a weapon of similar length and configuration.

### 4.4.4 Point Scoring:

Techniques must show speed and power to receive a score.

1. Three points will be awarded for a head strike to include the neck, 2 points for a strike to the body between the collar bone and hip, and 1 point the limbs to include the arms below the shoulder to the wrist and the legs below the hip to the ankle.
2. Additional point (one) will be awarded for the following:
  - a. A jumping or "air" strike with both feet off the floor to a legal target area
  - b. A turning or spinning technique to a legal target area
  - c. A kick to the body (the torso between collar bone and hip bone) accompanying a strike with the weapon to a legal target area. There are to be no kicks to the spine.
3. Points will be given by majority verification.
  - a. If a referee or corner judge sees a point they will call for the match to stop. The referee will call for verification. The point will be awarded to the first contestant to score according to majority decision of the referee and judges during verification.
  - b. In case of a clash, the first competitor to strike will get the point or the last the competitor delivering the last clean hit.
  - c. After the point is awarded the match will resume. Time will stop for verification.
  - d. If any opponent loses his/her footing and falls to the ground he/she may fight from the ground for up to 10 seconds or until the match is stopped for verification of point.
  - e. If any contestant loses his weapon, the opponent automatically receives one point.Under no circumstances will strikes be delivered to an unarmed opponent.

### 4.4.5 Warnings/Penalties/Disqualification

1. Penalties will be worth 1 point to be awarded to the competitor against whom the violation was committed.

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2. An accumulation of 6 penalties that caused a deduction of points will result in an automatic disqualification.
3. Penalty violations include:
  - a. Attacking an unarmed opponent
  - b. Attacking after Kal-yeo (break) has been called
  - c. Causing an injury serious enough that opposing competitor cannot continue the match or illegal techniques: striking the groin, nape of the neck, or small of the back, sweeping, striking with the butt of the weapon, punching, kicking to head, legs, or spine.
  - d. Unsportsmanlike conduct: profanity, disobeying a referee, disrupting the competition either by a competitor, coach, or support groups.
  - e. Running away to intentionally avoid the fight.
  - f. Repeatedly going out of bounds to avoid the fight.
  - g. Penalties will be decided by a majority vote of the judges.
  - h. The same applies for the decision to disqualify.
  - i. Two warning signals by the referee may be given for minor infractions with the third warning resulting in one point being awarded to the opposing competitor.

### Protests:

1. Protests of the official's decisions will be made by the coach by filing a formal protest application with a \$50.00 (cash) fee.
  - a. The decision in question will be reviewed by all judges with arbitration board members.
  - b. In the event the decision is reversed, the \$50.00 fee will be returned. If it is upheld, the fee will be retained by the Battle of Columbus.
  - c. The decision rendered by the Arbitration Board is final. For the safety of all concerned, padded weapon sparring competitors are subject to the following requirements.
    1. Each competitor will furnish their own equipment whether it is personally owned or borrowed.
    2. All weapons are subject to inspection and approval before a competitor will be permitted to participate in this division. The following conditions apply to the padded weapons used:
      - a. A padded weapon in good condition meaning the covering material is not torn or frayed so that the underlying material is visible.
      - b. The weapon itself must be at least two inches in diameter with a half inch of padding between the outer cover and the core.
      - c. There will be no protruding rods, springs or other interior parts coming out of the weapon.
      - d. Taped repairs to the weapon are not acceptable.

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- e. Home-made weapons may not be used.
  - f. The weapon will not be bent or deformed upon inspection before competition starts.
  - g. If a weapon becomes damaged during competition so that any of the above conditions exist, the competitor must replace it. They will have ten minutes to make such a replacement.
3. Competitors are required to provide and wear the following during weapons sparring competition. All equipment described below is subject to inspection and approval before a competitor will be permitted to participate in this division.
- a. A hogu/chest protector appropriate to the competitor's height and weight.
  - b. A padded helmet with sturdy eye/face protection. If a face cage is used or attached to the helmet, the openings will not be more than one and a half inches apart.
  - c. Male competitors will wear a groin cup.
  - d. Additional protective padding and gear is permitted but not required.
  - e. Padded armor suits covering the entire body will not be allowed.
4. The determination of compliance the above requirements are at the discretion of tournament officials and are not subject to appeal.

### Age Divisions:

- 1. 10-13
- 2. 14-16
- 3. 17-24
- 4. 25-34
- 5. 35-44
- 6. 45 and up

### Belt Divisions:

- 1. 7<sup>th</sup> gup to 10<sup>th</sup> gup
- 2. 3<sup>rd</sup> gup to 6<sup>th</sup> gup
- 3. 1<sup>st</sup> gup to 2<sup>nd</sup> gup
- 4. Chodan
- 5. Eedan
- 6. Samdan and higher

Divisions may need to be folded together if the number of competitors is low. This will be done by mutual agreement by the event officials, competitors, and coaches.