



**WORLD HAPKIDO MARTIAL ARTS FEDERATION
COMPETITION RULES & INTERPRETATION
DAE RYUN**

**IN FORCE AS OF SEPTEMBER
2024**

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World Hapkido Federation Daeryun Competition Rules & Interpretation

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ARTICLE 1 : PURPOSE

The purpose of the Competition Rules is to provide standardized rules for all levels of Championships organized or/and promoted by the World Hapkido Martial Arts Federation (WHMAF), WHMAF Continental Unions, or/and WHMAF Member National Associations; the Competition Rules are intended to ensure that all matters related to competitions are conducted in a fair and orderly manner.

(Explanation)

The objective of Article 1 is to ensure the standardization of all Hapkido competition worldwide. Any competition not following the fundamental principles of these rules cannot be recognized as Hapkido competition.

ARTICLE 2 : APPLICATION

1 The Competition Rules shall apply to all the competitions to be promoted and/or organized by the WHMAF, each Continental Union and member National Association. However, any member National Association wishing to modify some or any part of the Competition Rules must first gain the prior approval of the WHMAF.

In the case that a Continental Union and/or a Member National Association violates WHMAF Competition Rules without prior approval of the WHMAF, the WHMAF may exercise its discretion to disapprove or revoke its approval of the concerned international tournament. In addition, the WHMAF may take further disciplinary actions to the pertinent Continental Union or Member National Association.

2 All competitions promoted, organized, or sanctioned by the WHMAF shall observe the WHMAF Statutes, the Bylaws of Dispute Resolution and Disciplinary Action, and all other pertinent rules and regulations.

3 All competitions promoted, organized, or sanctioned by the WHMAF shall abide by the WHMAF Medical Procedures and Anti-Doping Rules decided by WHMAF.

(Explanation #1)

Gain the approval: Any organization desiring to make a change in any portion of the existing rules must submit to the WHMAF the contents of the desired amendment along with the reasons for the desired changes. Approval for any changes in these rules must be received from the WHMAF at least one month prior to the scheduled competition. WHMAF can apply Competition Rules with modifications in its promoted Championships with the decision of the Technical Delegate after approval of the President.

ARTICLE 3 : COMPETITION AREA

1 The Contest Area shall have a flat surface without any obstructing projections, and be covered with an elastic and not slippery mat with minimum thickness 3 cm.

1.1. Competition Arena in a Square-shape

- The Competition Area is comprised of a **Contest Area** and a **Safety Area**.
- The square-shape Contest Area shall be 8m x 8m.
- Surrounding the contest area, approximately 1-meter equidistant on all sides, shall be the Safety Area.
- The size of Competition Area (including the Contest Area and the Safety Area) shall be no smaller than 10m x 10m and no larger than 12m x 12m.
- If the Competition Area is on a platform, The Safety Area can be increased as needed to ensure the safety of the contestants with a maximum edge angle of 30° and the platform's height maximum is 80 cm.
- The Competition Area and the Safety Area shall be different colors, or have a dividing line with a minimum width of 5 cm.

2 Position of Competition Arena

2.1 The outer line of the Contest Area shall be called the Boundary Line(s) and the outer line of the Competition Area shall be called the Outer Line(s).

2.2 The front Outer Line is positioned as follows :

- The front outer line adjacent to the Recorder's Desk shall be called Outer Line #1, and Clockwise from Outer Line #1, the other lines shall be called Outer Lines #2, #3, and #4.
- The Boundary Line adjacent to the Outer Line #1 shall be called Boundary Line #1 and clockwise from Boundary Line #1, the other lines shall be called Boundary Lines #2, #3, and #4.

2.3 Positions of Center Referee and Contestant at the beginning and end of the match:

- The position of the Contestants shall be at the two opposing points,
- Distance of 1 meter from the center point of the Contest Area parallel to Outer Line #1.
- The Center Referee shall be positioned at a point 1 m from the center of the Contest Area toward the Outer Line #3.

2.4 Positions of Judges:

- The position of the 1st Judge shall be located at a point 0.5m from the corner of the Outer Line #1 and #2.
- The position of the 2nd Judge shall be located at a point 0.5m outward from the center of the Outer Line #3.
- The position of the 3rd Judge shall be located at a point 0.5m from the corner of the Outer Line #1 and #4.

The position of medical officer may be altered to facilitate media, broadcasting and/or sports presentation.

2.5. Position of Recorder & IVR:

- Position of Recorder & IVR shall be located at a point 1.5m (minimum) from the Outer Line #1.
- The position of the Recorder can be shifted to suit the situation around the match venue and in relation to the broadcast media and/or sports presentation.

2.6 Positions of Coaches:

- The position of the Coaches shall be marked at a point 1.0m or more from the center point of the Outer Line of each contestant's side.
- The position of the Coaches can be changed to suit the situation around the match venue and in relation to the broadcast media and/or sports presentation.

2.7 Position of Inspection desk: The position of the Inspection Desk shall be near the entrance of the Competition Area for the inspection of the contestants' protective equipment.

(Explanation #1)

Elastic mat : The degree of elasticity and slipperiness of the mat must be approved by the WHMAF before the competition.

(Explanation #2)

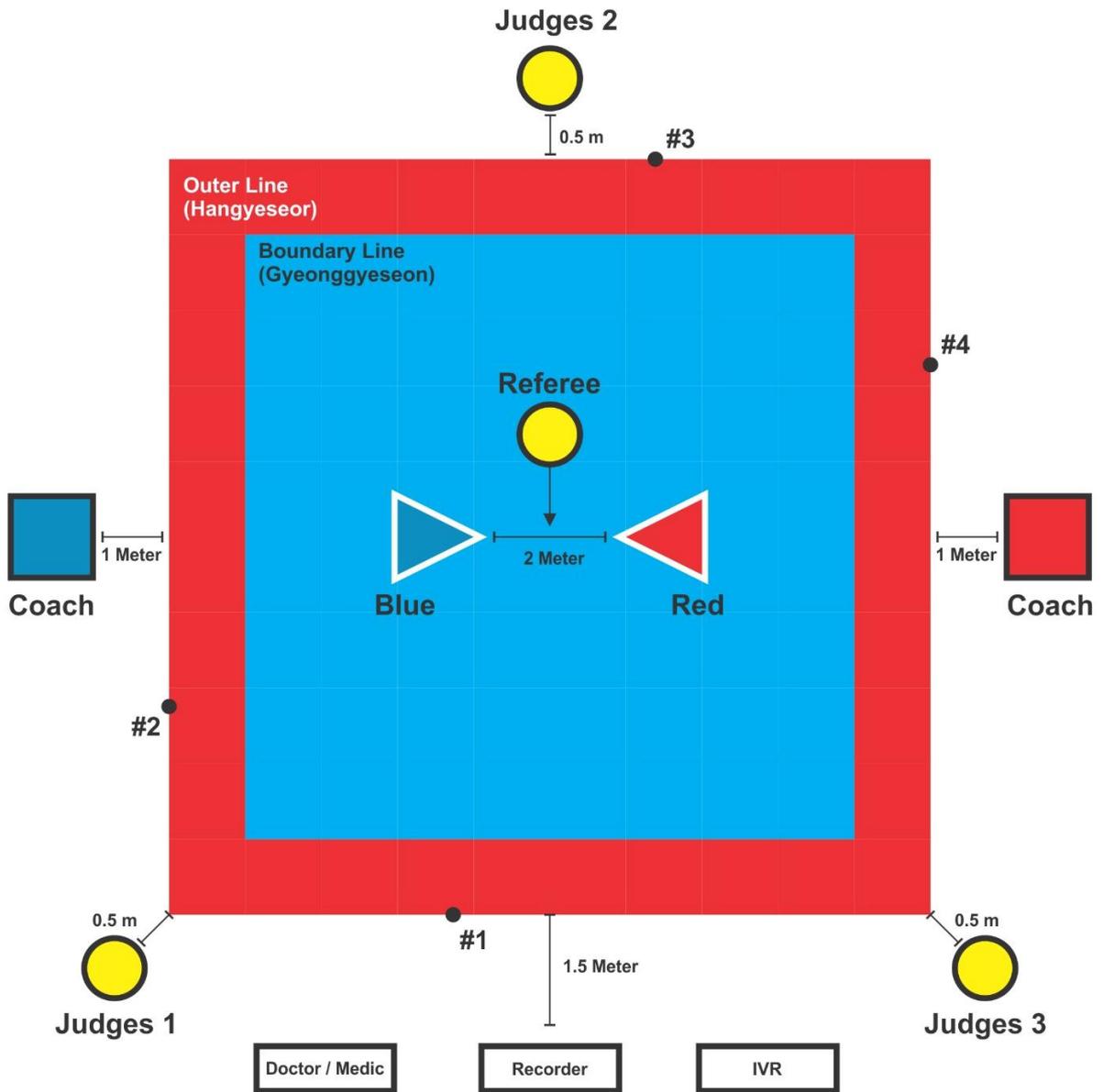
Color : The color scheme of the mat's surface must avoid giving a harsh reflection, or tiring the contestant's or spectator's eyesight. The color scheme must also be appropriately matched to the contestant's equipment, uniform and the surface of the Contest Area.

(Explanation #3)

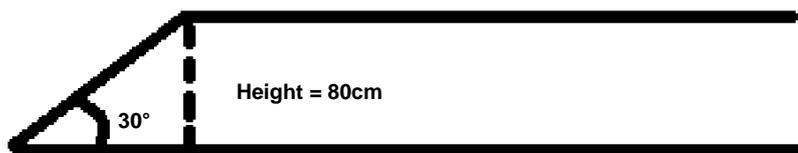
Inspection Desk : At the Inspection desk, the inspector checks if all the materials worn by the contestant are approved by the WHMAF and fit the contestant properly. In case they are found to be inappropriate, the contestant is requested to change the protective equipment.

DIAGRAM COMPETITION ARENA

(Square-shape)



Competition Arena using platforms in the match



ARTICLE 4 : CONTESTANT

1 Qualification of Contestant :

- 1.1 Holder of the nationality of the participating team
- 1.2 One recommended by the WHMAF National Hapkido Association
- 1.3 Holder of Hapkido Dan certificate issued by the WHMAF
- 1.4 Holder of an active Athlete License on the year when the tournament is held
- 1.5 Age divisions as follows: Cadet Division (9-12 years old), Junior Division (13-17 years old), Senior Division 19 years and over.

(Explanation)

The age limit is based on the year, not on the date nor month. For instance, if the Junior Hapkido Championships are held on September 1, 2025, those contestants born on between January 1, 2008 and December 31, 2012 are eligible to participate.

2 Contestant uniform and competition equipment :

- 2.1 At the competitions enlisted in the WHMAF Event Calendar, contestant uniform and all competition equipment such as not limited to mats, DSS (Digital Scoring System), IVR (Instant Video Reply) and protective equipment must be those ones approved by the WHMAF.
- 2.2 A contestant shall wear a WHMAF-approved uniform, trunk protector, groin guard, forearm guards, shin guards, hand protector, and be equipped with a mouth piece before entering the Competition Arena.
- 2.3 Head protector must be firmly tucked under left arms when entering into competition area. Head protector shall be put on the head following instructions of the referee before the start of the contest.
- 2.4 The groin-guard, forearm-guard and shin guards shall be worn beneath the Hapkido uniform.
- 2.5 The contestant shall bring this WHMAF-approved protective equipment, as well as gloves and the mouthpiece, for his/her personal use.

2.6 Wearing any item on the head other than the head protector shall not be permitted. Any religious item (for example, hijab) shall be worn beneath the head protector and inside the Dobok and shall not cause harm or obstruct the opposing contestant.

2.7 Specifications on Hapkido competition uniforms (Dobok), protective equipment, and all other equipment shall be set forth separately.

3 Anti-Doping Test

3.1 At the Hapkido events promoted or sanctioned by the WHMAF, any use or administration of drugs or chemical substances described in the “Anti-Doping Rules decided by WHMAF”, The WADA Anti-doping Code shall be applied to the Hapkido competitions of the other multi-sports Games are prohibited.

3.2 WHMAF may carry out any doping test through an anti-doping agency as decided by WHMAF if it deems it necessary to ascertain whether a contestant has committed any violation of these rules, and any winner who refuses to undergo such a test or who is found to have committed such a violation will be removed from the final standings, and the record will be transferred to the next contestant in line in the event standings.

3.3 The Organizing Committee shall be responsible for making all necessary preparations for conducting doping tests.

3.4 The details of the Anti-Doping Rules decided by WHMAF will be announced and enforced by law.

ARTICLE 5 : WEIGH DIVISION

The weight divisions are divided into men's and women's divisions, and are classified as follows:

Division	Senior (18 years old and above)		Junior (13 – 17 years olds)		Cadet (9 – 12 years old)
	Men	Women	Men	Women	Unisex
SUPER FIN					Over 27 kg & Not Exceeding 30 kg
FIN	Not Exceeding 54 kg	Not Exceeding 47 kg	Not Exceeding 39 kg	Not Exceeding 36 kg	Over 30 kg & Not Exceeding 33 kg
FLY	Over 54 kg & Not Exceeding 58 kg	Over 47 kg & Not Exceeding 51 kg	Over 39 kg & Not Exceeding 43 kg	Over 36 kg & Not Exceeding 39 kg	Over 33 kg & Not Exceeding 35 kg
BANTAM	Over 58 kg & Not Exceeding 62 kg	Over 51 kg & Not Exceeding 55 kg	Over 43 kg & Not Exceeding 47 kg	Over 39 kg & Not Exceeding 42 kg	Over 35 kg & Not Exceeding 37 kg
FEATHER	Over 62 kg & Not Exceeding 67 kg	Over 55 kg & Not Exceeding 59 kg	Over 47 kg & Not Exceeding 51 kg	Over 42 kg & Not Exceeding 45 kg	Over 37 kg & Not Exceeding 39 kg
LIGHT	Over 67 kg & Not Exceeding 72 kg	Over 59 kg & Not Exceeding 63 kg	Over 51 kg & Not Exceeding 55 kg	Over 45 kg & Not Exceeding 48 kg	Over 39 kg & Not Exceeding 41 kg
LIGHT WELTER	-	-	Over 55 kg & Not Exceeding 59 kg	Over 48 kg & Not Exceeding 52 kg	Over 41 kg & Not Exceeding 44 kg
WELTER	Over 72 kg & Not Exceeding 78 kg	Over 63 kg & Not Exceeding 67 kg	Over 59 kg & Not Exceeding 63 kg	Over 52 kg & Not Exceeding 56 kg	Over 44 kg & Not Exceeding 47 kg
LIGHT MIDDLE	-	-	Over 63 kg & Not Exceeding 67 kg	Over 56 kg & Not Exceeding 60 kg	Over 47 kg & Not Exceeding 50 kg
MIDDLE	Over 78 kg & Not Exceeding 84 kg	Over 67 kg & Not Exceeding 72 kg	Over 67 kg & Not Exceeding 71 kg	Over 60 kg & Not Exceeding 64 kg	Over 50 kg & Not Exceeding 53 kg
LIGHT HEAVY	-	-	Over 71 kg & Not Exceeding 75 kg	Over 64 kg & Not Exceeding 68 kg	Over 53 kg & Not Exceeding 56 kg
HEAVY	Over 84 kg	Over 72 kg	Over 75 kg	Over 68 kg	Over 56 kg

ARTICLE 6 : CLASSIFICATION AND METHODS OF COMPETITION

1. Competitions are classified as follows :

- Individual matches are held between contestants in the same weight class. If necessary, a combination of classes can be done with adjacent weight classes. No contestant is allowed to participate in more than one (1) weight category in the same match.
- Combining weight classes can only be done with 2 adjacent classes.
- All international level matches recognized by the WHMAF must be formed with the participation of a minimum of 3 countries with no less than 3 contestants participating in each weight class, and any weight class with less than 3 contestants participating cannot be recognized in the official results.

2. Systems of competition are divided as follows :

- 2.1 Single Elimination Tournament System
- 2.2 Double Elimination Tournament System

ARTICLE 7 : DURATION OF CONTEST

1. Senior Division 1 (one) match consists of three rounds of two minutes each round, with a break between rounds of one (1) minute.
2. Junior Division matches last three rounds, 1 minute 30 seconds each, with a rest period between rounds of one (1) minute.
3. Cadet Division matches last three rounds of 1 minute each, with a rest period between rounds of one (1) minute.
4. In case of a draw score after the completion of the 3rd round, a 4th round with a time of one minute will be conducted as a Point Round, after the 3rd round with a one-minute break.
5. Changes to the duration of each round of the match can be adjusted by the decision of the Technical Delegate for the relevant championship.

ARTICLE 8 : DRAWING OF LOTS

1. After the registration day ends, the Organizing Committee announces the list of registered matches in each weight category, and announces it on the official website if possible. Participating teams are responsible for confirming their entry or registration before the draw.
2. The draw schedule is stated in the championship outline proposal.
3. The drawing can be done by random drawing using a computer or manual drawing or other methods/methods that will be determined by the Technical Delegate.

ARTICLE 9 : WEIGH-IN

- 1 Weighing of contestants must be completed the day before the relevant match day begins.
- 2 During the weigh-in, male contestants wear only underwear and female contestants wear only underwear and breast covers. However, the weigh-in can be done without wearing any clothes on if the contestants wish to do so.
- 3 The official weigh-in is carried out once, but contestants who does not meet the requirements during the first official weigh-in can repeat the weigh-in that may be given within a certain time limit.
- 4 Scales equivalent to official scales can be provided to carry out trial weighing before the official weighing is carried out.

(Explantion #1)

- On the day of competition :
This is defined as those contestants listed to compete on the scheduled day by the Organizing Committee or the WHMAF.
- The previous day of the pertinent competition :
The time for weigh-in will be decided by the Organizing Committee and participants should be informed at the technical meeting.
- The duration of the weigh-in shall be 2 hours at the maximum.

(Explanation #2)

A separate location for the weigh-in shall be installed for the male and female contestants. The gender of weigh-in officials should be the same as that of the contestants.

(Explanation #3)

Disqualification during official weigh-in :

Contestants may be disqualified if they fail to demonstrate the required weight by the end of the official weigh-in time.

(Explanation #4)

Trial scales equivalent to official scales :

Trial scales must be of the same type and calibration as the official scales and these facts must be verified before the competition by the Organizing Committee.

ARTICLE 10 : PROCEDURE OF THE CONTEST

1. Call for contestants:

The name of the contestants shall be announced at the Athlete Calling Desk, beginning thirty (30) minutes prior to the scheduled start of the contest. If a contestant fails to report to the Table immediately after the previous match is over, the contestant shall be disqualified, and this disqualification shall be announced.

2. Inspection of body, uniform and protecting tools:

After being called, the contestants must undergo a physical, uniform and equipment inspection at the Inspection Desk by an officer appointed by WHMAF, and contestants are not allowed to show any signs of refusal or dislike, contestants are prohibited from wearing materials that can cause damage / injure their opponents.

3. Entering the Competition Area:

After the inspection, the contestants will proceed to the Coach Area accompanied by one coach. However, assistance from a doctor or physiotherapist who has been officially registered to the Organizing Committee can accompany outside the Coach Area at a designated location, and can work if the match doctor states that assistance is needed.

4. Procedure before the Beginning and after the End of the Contest :

- 4.1 Before the start of the match, the center referee will call "Chung, Hong" (Blue, Red), then both contestants will enter the Contest Area with their headguards tucked under their left arms. When one of the contestants is absent or is present without complete equipment, including all protective equipment, uniforms, etc., in the Coach Area at the referee's call "Chung, Hong", it will be considered as a withdrawal from the match and the referee must declare the opponent as the winner.
- 4.2 Contestants will face each other and stand face to face until the referee's signal "Cha - ryeot (attention)" and "Kyeong - rye (respect)". A standing salute must be done from a natural standing position "Char - yeot" then bow the body at an angle of more than 30° with the head inclined at an angle of more than 45°. Afterwards, the contestants will wear a headguard / head protector.
- 4.3 The Center Referee starts the match with the instructions "Joon – bi (ready)", "Match Soegi (fighting stance)", and "Shi – jak (start)".
- 4.4 Each round of the match begins with the declaration "Shi-jak (start)" from the Center Referee.
- 4.5 The match in each round or round will end with the declaration of "Keu - man (stop)" by the middle referee. Even if the referee does not declare "Keu - man", the match will be considered over when the match time expired.
- 4.6 The center referee may stop the match by calling "Kal - yeo" (separate) and resume the match by calling "Kye - sok" (continue). When the referee calls "Kal - yeo", the recorder and the match clock must immediately stop; when the referee calls "Kye - sok" the recorder must immediately restart the match.
- 4.7 After the end of the last round is complete, the center referee shall declare the winner by raising his hand to the side of the winner. The contestants shall bow to each other following the declaration of the center referee when declaring the winner.
- 4.8 Retirement of the contestants from Competition Area.

(Explanation)

Point 4.3 :

- When the referee is giving the instruction "Joon – bi (ready)", the contestant takes a ready position by pulling the right hand back in a "Gonggeok Jase" position.
- When the referee is giving the instruction "Match Soegi (competition stance)", the contestants take the competition stance (Gonggeok Jase) by stepping forward with the right foot, and the hands of both contestants are crossed at the wrist.

ARTICLE 11 : PERMITTED TECHNIQUES AND AREAS

No.	Techniques	Details
1	Punching techniques	: The technique of hitting straight with a tight fist using the knuckles of the hand.
2	Kicking techniques	: The kicking technique uses every part of the leg below the ankle bone.
3	Throwing techniques	: The throwing technique uses both arms and/or hands while holding the upper part of the waist or legs.
4	Sweeping techniques	: The sweeping technique using the lower back leg
5	Locking techniques	: The locking technique targeting the opponent's wrist, elbow or shoulder.

(Explanation #1)

The permitted punching technique that scores points is the punching technique with the back of the hand on top.

(Explanation #2)

The permitted kicking technique is the part of the leg below the ankle bone, including the heel and sole of the foot.

(Explanation #3)

- The permitted throwing technique is the throwing technique where one or both arms or hands hold the upper part of the waist.
- The permitted throwing technique is the throwing technique without lifting the opponent from the front too high (past the chest) or directing the opponent's head down.

(Explanation #4)

The permitted sweeping technique is by using the heel and/or calf.

(Explanation #5)

The permitted locking technique is by locking the wrist, elbow, or shoulder.

ARTICLE 12 : VALID POINTS

1. Scoring Areas

No.	Part of body	Details
1	Body	Blue or red colored areas on the body/trunk protector.
2	Head	All parts of the head.
3	Thrown	One part of the body other than the soles of the feet touches the floor or mat.
4	Fallen	
5	Locked	Wrist, elbow or shoulder.

(Explanation #1)

The punch is not aimed directly at the back of the body/trunk protector.

(Explanation #2)

Above the lower limit line of the head protector including the face, but the kick is not aimed directly at the back of the head.

(Explanation #3)

Performed with throwing techniques.

(Explanation #4)

- The body is touching the mat as a result of a valid sweeping technique with contact below the knee.
- The sweeping techniques are performed correctly (does not use the knee as a pivot).

(Explanation #5)

The opponent is locked or fell as a result of a valid locking techniques

2. Criteria for valid point(s):

- Points shall be added when a permitted punch or kick hits the body area accurately and with sufficient impact power.
- Points shall be added when a permitted kick hits the head area accurately.
- Points shall be added when permitted throwing or sweeping techniques result in the opponent being knocked down or thrown as a result of the technique.
- Points shall be added when a permitted locking technique is successfully executed accurately and locks the opponent's movement.

3. Category of valid points :

- One (1) point for a valid punch or kick attack on the body area
- Two (2) points for a valid kick on the head area
- Two (2) points for a valid throwing and sweeping technique
- One (1) point for a valid locking technique
- One (1) additional point is given to the attacker if the referee is counting due to the strong impact of the valid attack

4. Match point's cancellation will be carried out if the contestant carries out either an attack preceded or at the same time as a violation or prohibited action.

5. Assessment and publication of the score :

- Valid points or scores must be immediately recorded and published.
- Valid points or scores require at least 2 (two) or more judges to confirm that the score is valid at the same time.

ARTICLE 13 : COMPOSITION OF REFEREEING OFFICIALS

1. Composition of Referees per arena

Composition consists of one (1) referee and three (3) judges.

2. Referee Duties :

a) Chief Referee :

- Supervises the progress of the match
- Organizes and supervises all referee performance
- Provides a comprehensive report on the Referee's performance
- Submits a petition to the CSB (Competition Supervisory Board) if necessary
- Consult with the Technical Delegate regarding other technical matters related to the conduct of the competition in general, or any special incidents that may affect the match.

b) Arena Supervisor Referee :

- Assists the Chief Referee
- Supervises and organizes the assigned arena/field
- One of the referees can double as the Arena Coordinator Referee

c) Center Referee :

- The center referee must be able to control over the course of the match they are leading.
- The center referee declares "Shi - jak", "Keu - man", "Kal - yeo", "Kye - sok", "Kye - shi", "Shi - gan", winner announcement, point deduction, warning and declares the match over.
- The center referee has the right to make decisions independently in accordance with the established regulations.
- Basically, the center referee does not give points or scores, but if one of the corner referees raise their hands because a point does not appear, the center referee will gather all judges to hold a short meeting to confirm this.

In a composition using 3 judges, if 2 judges declare a value / point, the Center Referee will follow and make corrections.

d) Judges :

- The judges must add a valid point immediately.
- The judges must state their opinion clearly and concisely when asked to do so by the center referee.

3. Assignment of center referees and corner referees

- The assignment of center referees and judges will be made after the match schedule is determined.
- The center referees and judges who are of the same nationality as one of the contestants will not be assigned to the match or round. However, an exception may be made if the number of referees is insufficient.

4. **Responsibility for decisions:** The final decisions made by the center referee and the applicable judges will be accountable to the Competition Supervisory Board (CSB) for those decisions.

5. **Recorder:** The Recorder shall control the running of the competition time, breaks and pauses, and shall also record and publish points added, and/or penalties.

6. **Uniform :**

- Referees shall wear the uniform determined by WHMAF
- Referees shall not carry or wear any object that may interfere with the match. The use of mobile phones by referees on duty in the match arena is prohibited or restricted if necessary.

ARTICLE 14 : PROHIBITED ACTS AND PENALTIES

1. Penalties shall be declared by the referee.
2. Penalties consist of “Kyong – go (warning penalty)”, “Gam – jeom (deduction penalty)”, and “Thue – jang (out of the match)”.
3. Two "Kyong-go" will be counted as one "Gam-jeom". (One "Kyong-go" will not be counted).
4. One “Gam-jeom” will be counted as a deduction of one (1) point, (*by giving 1 point to the opposing contestant*).
5. If a contestant receives three "Gam-jeom"s during the match in one match, the match ends and the opponent is declared the winner.
6. "Kyong-go" and "Gam-jeom" will be counted in the total score of the three rounds.

(Explanation)

Warning (Kyong-go)

1. Grabbing, holding or pushing an opponent:
 - Grabbing and holding an opponent without any further action or technique is considered as obstructing the match
 - Pushing an opponent without a specific technique that causes the opponent to fall or be pushed out of the match area.
 - Pushing an opponent in a way that hinders the opponent's kicking motion or hinders the opponent's technique movement.
 - If the Hapkido throwing technique is not performed correctly and/or performing an unauthorized Hapkido throwing technique.
2. Attacking :
 - Headbutting or knee-striking
 - Kicking or stamping on the thigh, knee or shin for the purpose of injuring or disrupting the opponent's technique.
 - Attacking the neck and above with the hands
 - Attacking a downed opponent
 - Performing an unauthorized sweeping technique

3. Unlawful acts

- Both feet out of the boundary line of the match area.
- Running out of the match area to avoid a technical exchange normally. If a contestant tries to avoid a technical exchange by actions such as crossing the boundary line or intentionally falling and repeated, the referee may give Gam-jeom, after Kyong-go
- Improper attempts to interfere with or influence the outcome of the match
- Improper acts by protesting or criticizing the decisions of officials or referees by contestants or coaches.
- Leaving the designated coach's seat or standing up from his/her seat
- Disobeying the referee's orders
- Any other violations related to unsportsmanlike conduct by contestants or coaches

Penalty (Gam-jeom) :

1. Clearly and intentionally attacking an opponent who is already down
2. Clearly intentionally hitting an opponent in the face
3. Intentionally striking an opponent's head with a hand
4. Clearly intentionally attacking below the waist to injure
5. Actions against the rules :
 - Clearly and intentionally leaving the match area
 - Intentional actions that seriously disrupt the match.
 - Violations with very inappropriate actions by the contestant or the coach.
 - In the case of violations with very inappropriate and serious actions of prohibited actions by the contestant or by the coach, the referee must declare the contestant to have lost due to penalty.

ARTICLE 15 : WINNER DECISIONS

1. Types of Winner Decision :

- a) Win by Knock Out (KO)
- b) Win by Point Total Final (PTF)
- c) Win by Referee Stops Contest (RSC)
- d) Win by Withdrawal (WDR)
- e) Win by Disqualification (DSQ)
- f) Win by Referee's Punitive Declaration (PUN)
- g) Win by Superiority (SUP)

2. Decision based on superiority / Decision of Superiority

If in the **Point Round** (4th Round) there are still the draw-score, then the following sequences will be carried out:

- a) Seeing the total score advantage (including the score of the violation) each round is calculated in 3 (three) rounds, if one contestant has a greater number of round advantages, then the contestant is declared the winner. If both contestants have the same number of round advantages, then this action is needed to be done :
 - Calculation of the number of penalties from rounds 1, 2, 3 and Point Round. The contestant who has the least number of penalties is declared the winner.
- b) If both contestants have the same number of penalties, then this action is needed to be done :
 - The referee must determine the advantage based on the overall results of the match records from all rounds.
- c) Superiority decisions by the corner referee/judges are based on:
 - Dominating the opponent through more aggressive match management.
 - Dominating more executions of techniques.
 - Use of techniques of a higher degree of difficulty and complexity.
 - Better fighting attitude of the contestant (*manners*).

ARTICLE 16 : KNOCK DOWN

A Knock Down shall be declared, when a legitimate attack is delivered and :

- 1 When any part of the body other than the soles of the feet touches the floor due to the force of the opponent the technique which results a point.
- 2 When the contestant staggers and shows no intention or ability to continue the match due to the effect of the opponent's attack techniques.
- 3 When the Judges awards a score for a legitimate technique or attack and the contestant is unable to continue fighting for a moment, and then :
 - a) The referee shall keep the attacker away from the downed contestant by declaring "Kal-yeo (break)".
 - b) The Referee shall first go to the downed contestant and check the status of the contestant and count out loud from "Ha-nah (one)" to "Yeol (ten)" at one-second intervals, making hand signals indicating the passage of time.
 - c) In the event that the downed contestant stands up during the Referee's count and wishes to continue the bout, the Referee shall continue counting until "Yeo-dul (eight)" to grant the contestant's recovery. The referee shall then determine if the contestant has recovered and if it is possible to continue the bout by declaring "Kye-sok (continue)". 3.4 When a contestant who has been knocked down cannot show the will or ability to continue the match up to the count of "Yeo-dul (eight)", the referee will continue the count up to "Yeol (ten) and announce the other contestant as the winner with RSC (Referee Stops Contest).
 - d) In the event that both contestants are knocked down, the referee will continue counting as long as one contestant has not recovered sufficiently.
 - e) In the event that both contestants are knocked down and both contestants fail to recover by the count of "Yeol (ten)", the winner is decided by the match score before the knock down occurred.
 - f) When it is judged by the referee that a contestant is unable to continue, the referee may decide the winner either without counting or during the count.
4. Procedures to be followed after the match: Any contestant who cannot continue the match due to serious injury to any part of their body, cannot take part in the match within thirty (30) days after a statement from a doctor appointed by the relevant national federation.

5. Procedure for temporarily suspending a match

When a match has to be stopped due to injury to one or both contestants, the referee must take the following steps :

- a) The referee shall suspend the match by declaring "Kal-yeo" and instruct the recorder to suspend the time by announcing "Kye-shi (suspend)".
- b) The referee shall give the contestant one minute to receive first aid from the match doctor; the referee shall allow the team doctor to assist if deemed necessary.
- c) If an injured contestant is unable and/or unwilling to return to the match after one minute of the match doctor's treatment is completed, the referee shall declare the other contestant the winner.
- d) In the event that the match cannot be resumed after one minute due to an injury caused by a foul committed by one of the contestants, and the foul is sanctioned with "Gam-jeom" by the center referee, the contestant is declared the loser.
- e) In the event that both contestants collapse and are unable to continue the match after one minute, the winner will be decided by the points scored before the injury occurred.
- f) If the referee deems the contestant's injury is not serious then the referee will give the order to continue the match by calling, "Il-eo-seo (stand up)". If the contestant refuses to continue the match after the referee has given the command "Il-eo-seo (stand up)" three times, the referee must declare the match a 'Referee Stops Contest'.
- g) If the referee determines a contestant has sustained a serious injury such as a fracture, dislocation, sprained ankle, and/or bleeding, the referee will allow the contestant to receive first aid treatment for one minute after the "Kye-shi" command. The referee may allow a contestant to receive first aid treatment even after giving the "Il-eo-seo (stand-up)" command if the contestant is determined to continue but is injured in any of the above categories.
- h) Stopping the match due to injury: If the referee determines a contestant has sustained an injury such as a fracture, dislocation, sprained ankle, and/or bleeding, the referee must consult with the assigned match doctor. However, if the contestant is re-injured in the same manner, the Medical Team Leader or match doctor may advise the middle referee to stop the bout and the middle referee will declare the injured person a loss.

ARTICLE 17 : OTHER THINGS NOT SPECIFIED IN THE COMPETITION'S REGULATIONS

In the event that any matter not specified in these regulations occurs, they will be handled as follows :

1. Matters related to the ongoing match will be decided by consensus by the referees on duty from the relevant party, with the approval of the chief referee through the Arena Coordinator Referee.
2. Matters not related to the match throughout the championship such as other technical matters, match problems, etc. are decided by the Technical Delegate.
3. If an extraordinary incident occurs that results in the match being stopped (the emergence of noise, commotion, or acts that cause damage), then disciplinary action and sanctions will be decided by the disciplinary committee formed for the championship, and the perpetrators can be given severe sanctions.

ARTICLE 18 : SANCTIONS AND PUNISHMENTS

1. An Extraordinary Discipline Committee may be formed during the match if necessary.
2. The Extraordinary Discipline Committee consists of :
 - a) Commissioner: This consists of top officials/leaders of Hapkido or those who have a lot of experience and are senior enough in Hapkido and understand the competition rules.
 - b) Configuration: 1 chairman with a maximum of 4 committee members (odd number).
3. The duties and responsibilities of the Extraordinary Discipline Committee are to investigate, evaluate, make corrections and make decisions through the committee meetings and may request information and opinions from the Technical Delegate or other parties as necessary.
4. The Executive Committee can summon the referee involved in a match to obtain actual information about an extraordinary event that occurred in a match.
5. The decision of the Extraordinary Discipline Committee is final (absolute) and inviolable.

ARTICLE 19 : REFEREE HAND SIGNALS

1. Call for Contestants

- a) Raise both fists with thumbs placed on middle fingers and index fingers stretched to ear height.
- b) In turn stretch arms down, point to contestant's mark "Chung" with right index finger and give verbal command "Chung" and to contestant's mark "Hong" with left index finger and give verbal command "Hong".

2. "Cha-ryeot" / "Kyeong-rye"

- a) Raise your open palms facing each other with your thumbs folded inward at eyebrow height. Keep your arms at a 45° angle from both sides of your body, giving the verbal command "Cha-ryeot" and then,
- b) Bring both palms to the front of your body's midpoint, just below your sternum, with your palms facing down while giving the verbal command "Kyeong-rye". Keep a fist-sized distance between the fingers of both hands and between your hands and your upper chest.

3. "Joon-bi"

(The contestant does a ready stance by pulling the right leg backwards)

4. "Match Soegi"

- a) Fold the right arm up to 45° until the right hand is at the same height as the right ear.
- b) Open and spread the fingers of the right hand while extending the right arm fully to the height of the midpoint of the body, just below the sternum. In the "WenApgubi" stance (step forward with the left foot), give the verbal command "Match Soegi". *(The contestant assumes a match stance by stepping the right foot forward)*

* While this action is being performed, place the left arm at the side of the body with the fist slightly clenched.

5. "Shi-jak"

Take the "Wen-apseogi" position, by bending the right arm up until the index finger is near the right ear, giving the verbal command "Shi-jak".

6. "Kal-yeo" or "Keu-man"

Stretch the right arm down with the palm open from the center of the body, just below the sternum, by taking the "Wen-apseogi" position while giving the verbal command "Kal-yeo" or "Keu-man".

7. "Kye-sok"

Take the "Wen-apseogi" position, bend the right arm up until the index finger is near the right ear, giving the verbal command "kye-sok".

8. Declaration of the Winner :

- a) In case Contestant "Chung" is the winner. The referee places his right fist to the center point of the chest, just below the sternum and then,
- b) Extends the right arm to a 45° angle with the palm facing upwards, and declares "Chung-Seung".

* While taking this action, place the opposite arm at the side of the body with the fist slightly closed.

* In case Contestant "Hong" is the winner, follow the same procedure and declare "Hong-Seung" using the left hand.

9. "Kye-shi"

Stretch the right lower arm with the inner angle of the arm becoming 135°, pointing the Recorder's table with the index finger, giving the verbal command "Kye-shi".

10. Counting :

- a) Starting with the left arm relaxed but still clenched, place the thumb of the right hand on the left shoulder.
- b) Counting from "Hana" (1) to "Daseot" (5) open the fingers one by one of the right thumb with one second intervals.
- c) After reaching "Daseot" (5) turn the open palm towards the Contestant concerned.
- d) Repeat the same procedure with the left hand starting with the thumb on the right shoulder and start lifting the body and to stand, counting "Ya-seot" (6) to "Yeol" (10).
- e) After reaching "Yeol" (10), turn the open palm towards the contestant concerned.

(Counting must be close to the contestants, to ensure the contestants can hear or see the count and the referee can check their condition)

11. Declaration of "Kyong-go" :

- a) Extend the index finger in front of the face, the other fingers are clenched with the back of the hand on the right side.
- b) Extend the arm at a 45° angle and the index finger points to the contestant concerned and give the verbal command "Chung" or "Hong".
- c) Give the violation signal
- d) The position of the right hand is still clenched, the arm is bent inward, the index finger is stretched out on the left shoulder.
- e) Extend the right arm with the index finger pointing to the forehead of the contestant concerned and declare "Kyong-go"

12. Declaration of "Gam-jeom" :

- a) Extend the index finger in front of the face, the other fingers are clenched with the back of the hand on the right side.
- b) Extend the arm at a 45° angle and the index finger points to the contestant in question and give the verbal command "Chung" or "Hong".
- c) *Give the violation signal*
- d) In the "Cha-ryeot" stance, raise the right fist vertically with the right index finger extended, and declare "Gam-jeom".

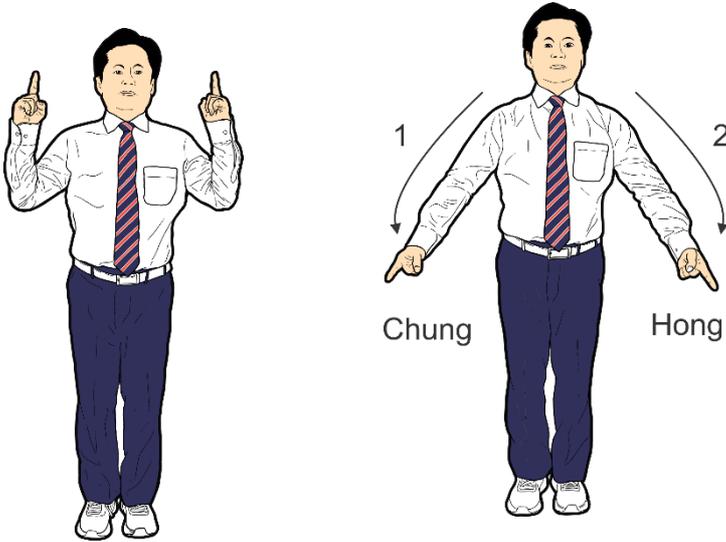
(Explanation)

Point 11.c & 12.c

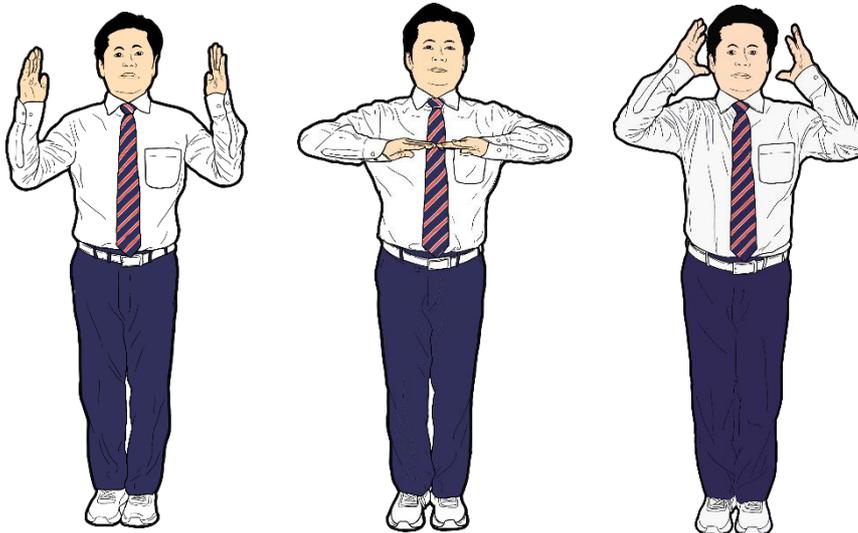
- Signs for violations of leaving the match area:
Stretch the right arm forward with the fingers together and the palm facing left, then rotate the elbow half a circle so that the palm faces up.
- Signs for violations of hitting the opponent's head:
Raise the left hand with the elbow forming a 60° angle, with the fingers together and the palm facing right as high as the left ear, then clench the right hand and point it at the left palm with the back of the hand facing up
- Signs for other violations:
Stretch the right arm down forming a 45° angle, fingers together with the palm facing down, then rotate the right elbow outward until the fingers of the right hand are as high as the mouth with the palm facing the mouth

ATTACHMENT

REFEREE'S HAND SIGNALS



1. **Call for contest**



2. **“Cha-ryeot” / “Kyeong-rye” / “Put on Head Protector”**



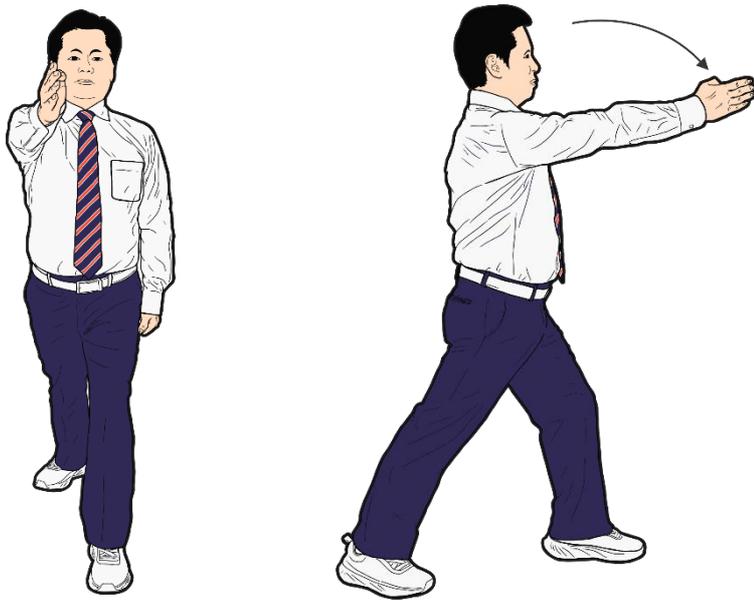
3. “Joon-bi “ /



“Majdae Seogi “



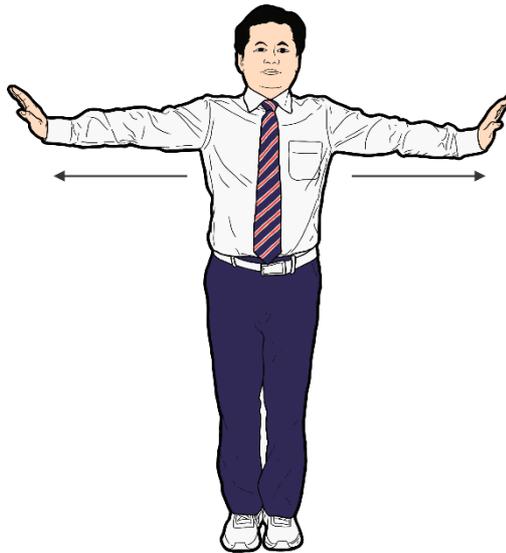
4. “Shi-jak”



5. **“Kal-yeo” / “Keu-man”**



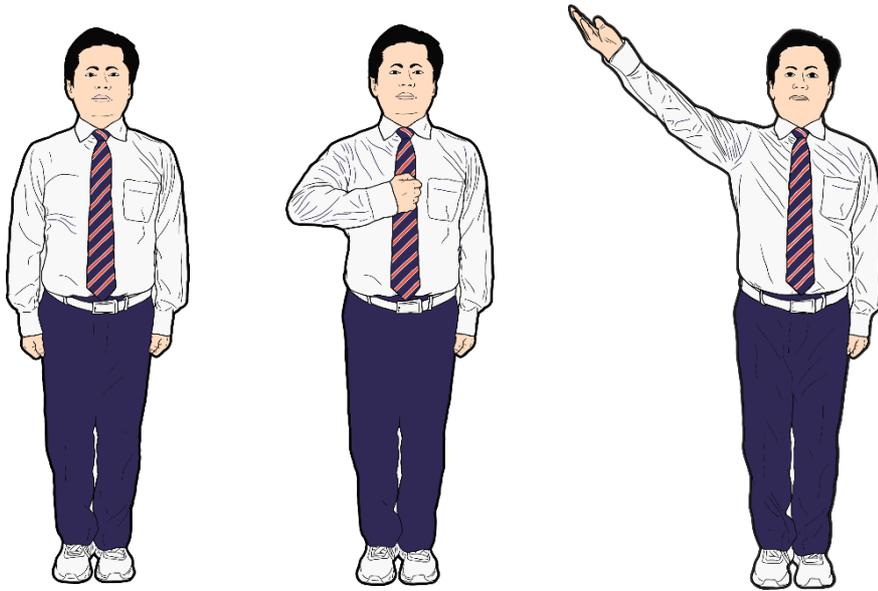
6. **“Kye-sok”**



7. End of round

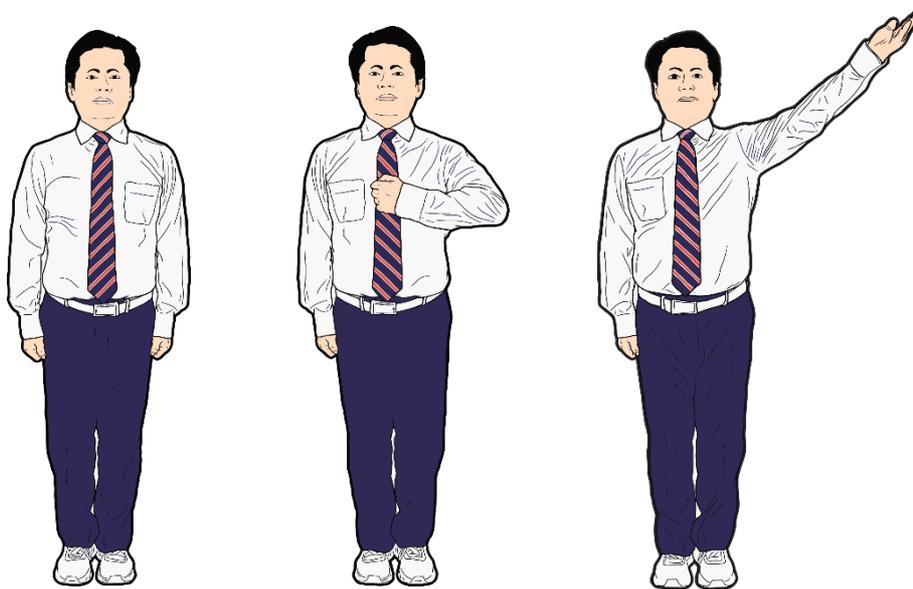


8. End of match



9.

1) **Winner Declaration CHUNG WINNER**



2) **Winner Declaration HONG WINNER**



10. “Kye-shi”

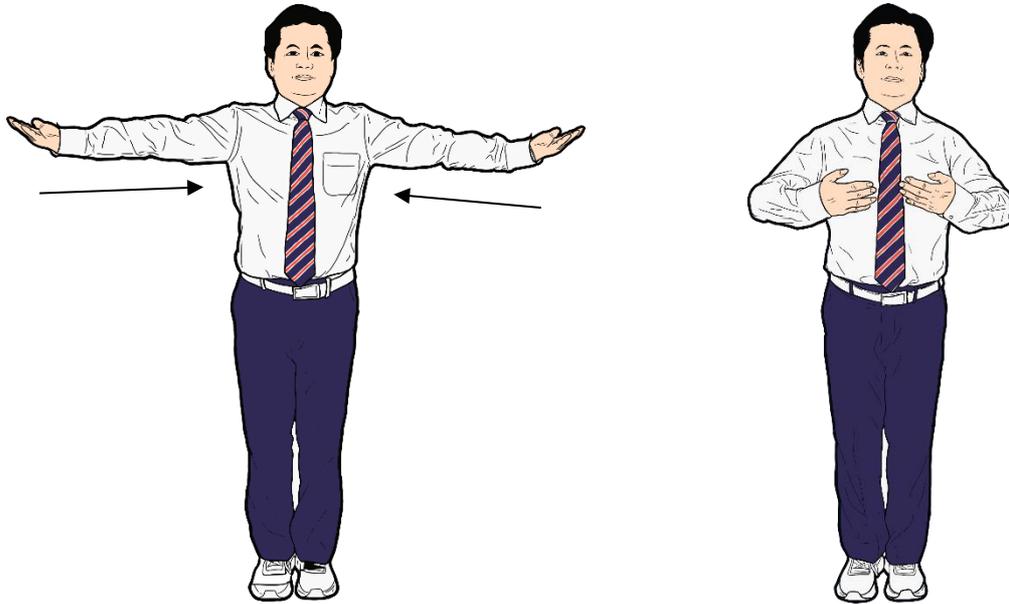


“Shi-gan”

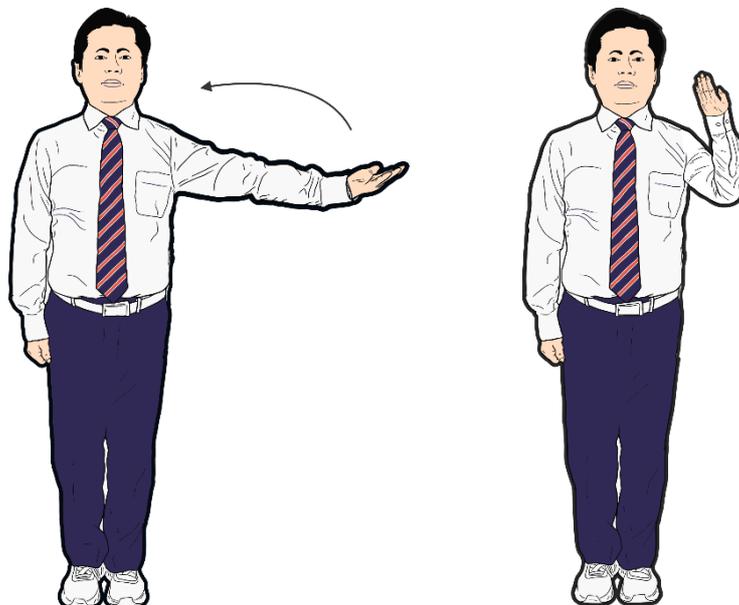


11. Counting

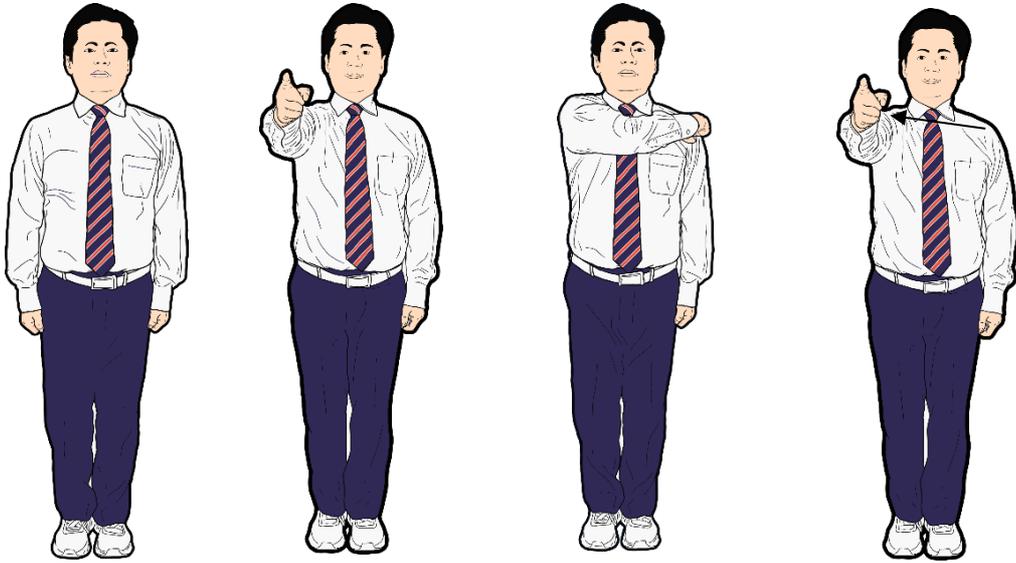




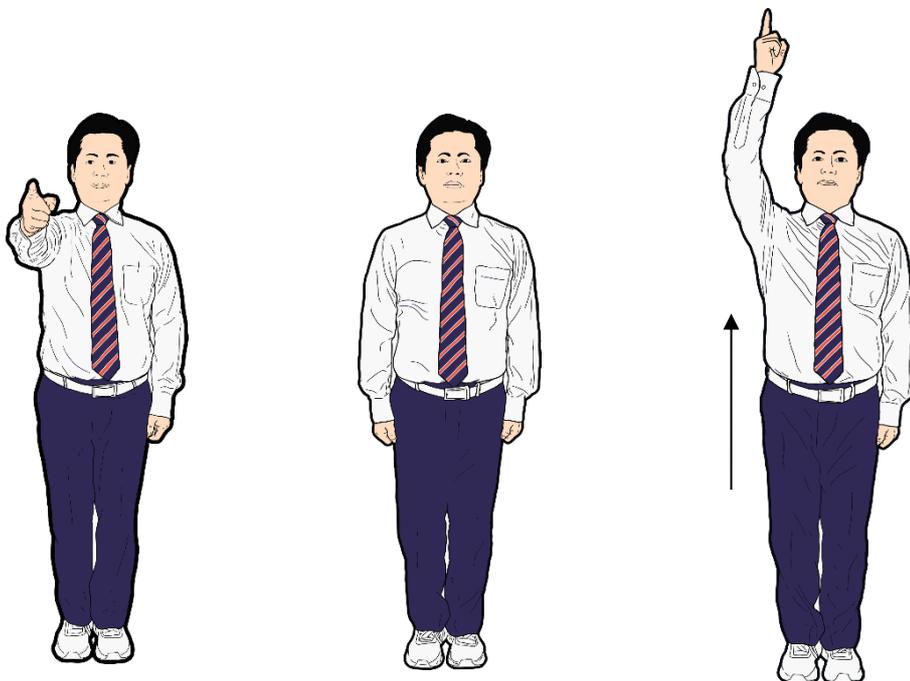
12. Calling for judges' gathering



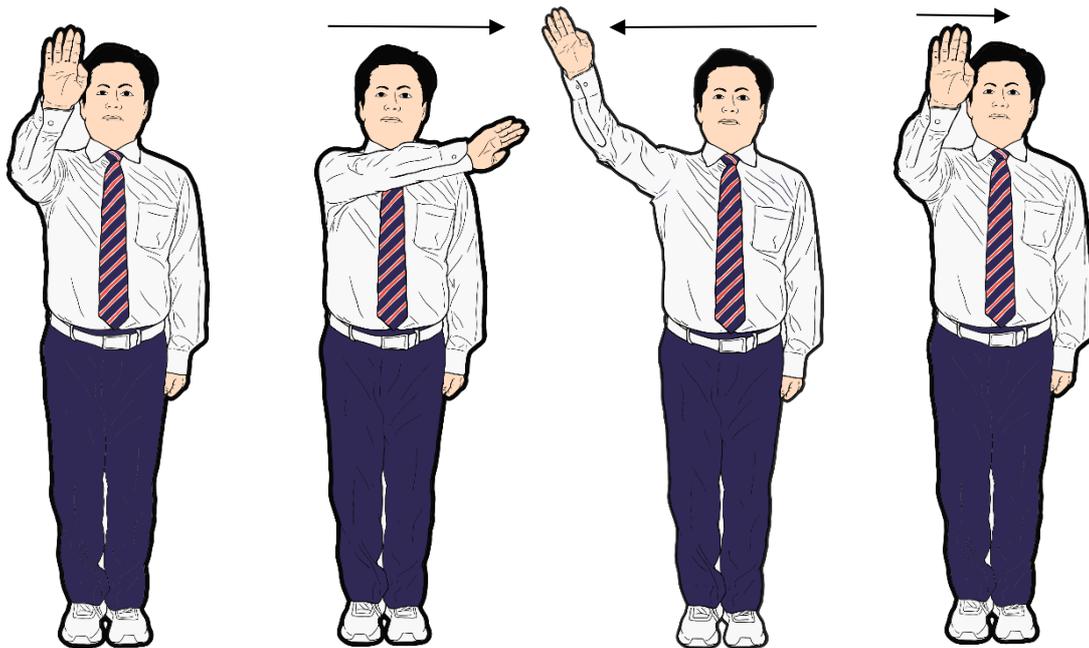
13. Calling for the Commission of Doctor's aid



14. Declaration of “Kyong-go”



15. Declaration of “Gam-jeom”



16. Invalidation of points scored



17. Declaration of instant video review request



18. Declaration one additional points after instant video review



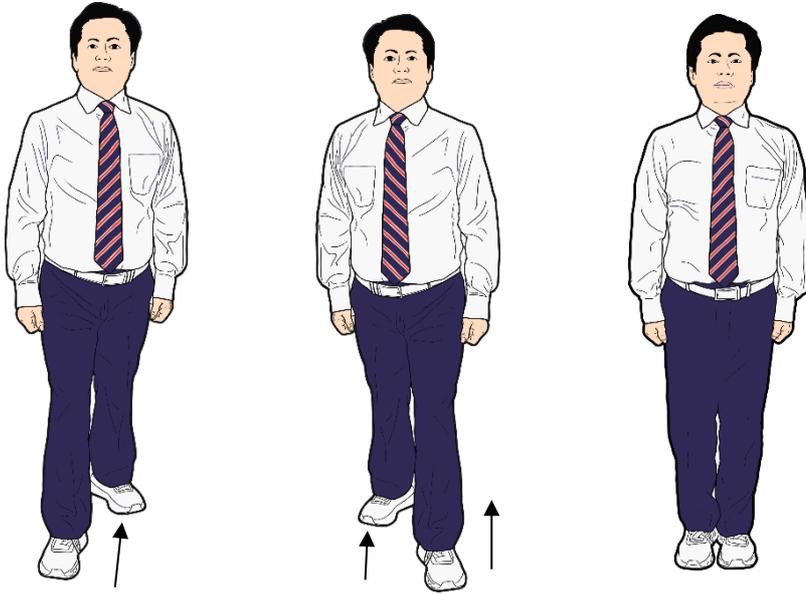
19. Invalidation (*one*) points after instant video review



20. Acceptance of reason of coach(s)'s request for instant video review



21. Rejection of reason of coach(s)'s request for instant video review



22. “Woo-se-girok”

DAERYUN TECHNICAL ASSISTANT PAPER

Chung V.R Quota		Technical Assistant Paper	Hong V.R Quota
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Court No	Day No	Date	Match No
CHUNG		HONG	
NOC		NOC	
Weight Category			
Kyong-Go	Gam-Jeom	Deuk-Jeom	Round
Deuk-Jeom	Gam-Jeom	Kyong-Go	
			1
			2
			3
			Total
			4 point round
			Total

KO	PTF	RSC	WDR	DSQ	PUN
----	-----	-----	-----	-----	-----

Greater Number of Round Advantages		SUP		Calculation of Penalties			
CHUNG	HONG	CHUNG	HONG				
Decision Of Superiority							
Judge 1		Judge 2		Judge 3		Center Referee	
CHUNG	HONG	CHUNG	HONG	CHUNG	HONG	CHUNG	HONG

Reason	Chung Video Replay			Quota	Superiorty Result			Reason	Hong Video Replay			Quota
1 Point	A/R	A/R	A/R	Y	CHUNG	HONG		1 Point	A/R	A/R	A/R	Y
2 Point	A/R	A/R	A/R					2 Point	A/R	A/R	A/R	
+1 Point	A/R	A/R	A/R					+1 Point	A/R	A/R	A/R	
KYONG-GO	A/R	A/R	A/R	N				KYONG-GO	A/R	A/R	A/R	N
GAM-JEON	A/R	A/R	A/R					GAM-JEON	A/R	A/R	A/R	
Rejected by C.R								Rejected by C.R				

Judge 1	Judge 2	Judge 3	Center Referee
NOC	NOC	NOC	NOC

Technical Assistant No. <input style="width: 40px;" type="text"/> Noc. <input style="width: 40px;" type="text"/> Name : _____ Signature : _____	Review Jury No. <input style="width: 40px;" type="text"/> Noc. <input style="width: 40px;" type="text"/> Name : _____ Signature : _____
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 **Please circle the particulars**

1. Aggressive match management
2. Greater number of techniques
3. More advanced techniques (difficulty and complexity)
4. Better Competition manner

REFEREE NO. FROM

Name

REF	J1	J2	J3
CHUNG (BLUE)		HONG (RED)	
<input type="text"/>		<input type="text"/>	

Signature

REF	J1	J2	J3				
C	H	C	H	C	H	C	H
<input type="text"/>		<input type="text"/>		<input type="text"/>		<input type="text"/>	

Referee'S final decision :

CHUNG	HONG
<input type="text"/>	<input type="text"/>

 **Please circle the particulars**

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REF	J1	J2	J3
CHUNG (BLUE)		HONG (RED)	
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Signature

REF	J1	J2	J3				
C	H	C	H	C	H	C	H
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Referee'S final decision :

CHUNG	HONG
<input type="text"/>	<input type="text"/>

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CHUNG (BLUE)		HONG (RED)	
<input type="text"/>		<input type="text"/>	

Signature

REF	J1	J2	J3				
C	H	C	H	C	H	C	H
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Referee'S final decision :

CHUNG	HONG
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<input type="text"/>		<input type="text"/>	

Signature

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C	H	C	H	C	H	C	H
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Referee'S final decision :

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CHUNG (BLUE)		HONG (RED)	
<input type="text"/>		<input type="text"/>	

Signature

REF	J1	J2	J3				
C	H	C	H	C	H	C	H
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Referee'S final decision :

CHUNG	HONG
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Name

REF	J1	J2	J3
CHUNG (BLUE)		HONG (RED)	
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Signature

REF	J1	J2	J3				
C	H	C	H	C	H	C	H
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Referee'S final decision :

CHUNG	HONG
<input type="text"/>	<input type="text"/>



IVR RECORD PAPER

COURT NO.		DATE		RJ NO. / NOC				
Match No.	Round No.	Requested By	Requested For	Reason	Result	IVR Quota		
		CHUNG	CHUNG	Punch	Accepted			
	Time			HONG			HONG	Body Kick
								Head Kick
					Additional	Rejected		
				Kyong-Go				
				Gam-Jeom				
				Rejected By CR				
Details of Decision								

COURT NO.		DATE		RJ NO. / NOC				
Match No.	Round No.	Requested By	Requested For	Reason	Result	IVR Quota		
		CHUNG	CHUNG	Punch	Accepted			
	Time			HONG			HONG	Body Kick
								Head Kick
					Additional	Rejected		
				Kyong-Go				
				Gam-Jeom				
				Rejected By CR				
Details of Decision								

COURT NO.		DATE		RJ NO. / NOC				
Match No.	Round No.	Requested By	Requested For	Reason	Result	IVR Quota		
		CHUNG	CHUNG	Punch	Accepted			
	Time			HONG			HONG	Body Kick
								Head Kick
					Additional	Rejected		
				Kyong-Go				
				Gam-Jeom				
				Rejected By CR				
Details of Decision								

DAERYUN IVR RECORD PAPER