



**DAEHANMINGUK HAPKIDO EUROPE CHAMPIONSHIP RULES**

# **KYORUGI**

Sparring competition

**VALID FROM 1.1.2017 ONWARDS**

**DAEHANMINGUK HAPKIDO EUROPE**

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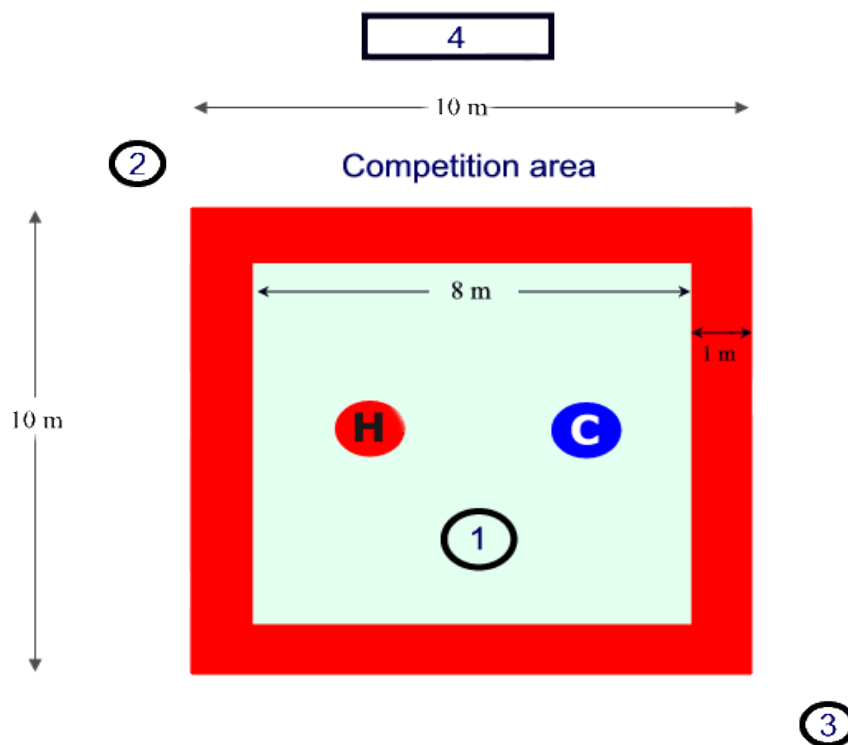
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## General Information

### Competition area:

The Competition Area measures at least 6x6 m to maximum 8x8m (in addition 1m safety area)



### Legend:

1 = Head referee | 2 & 3 = Corner judge | 4 = Timekeeper  
C = competitor with blue protection (chong) | H = competitor with red protection (hong)

The competition area is a surface of 10 m x 10 m covered with mats (judomats). The competition area has a fighting area and a warning area.

### Fighting area

The `fighting area` is the inside of the competition area. Here competitors are supposed to fight. The fighting area measures 8 m x 8 m.

### Warning area

The area around the inside area is the `warning area` (red colour). The warning area is 1 m wide at every side of the competition area.

### Competitors

2 competitors, 1 with blue protection (chong) 1 with red protection (hong)

### Duration

1 non-stop round of 2 minutes

Competition Rules for:

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## Coach

There is no coach allowed on the competition area

## Winner/Loser

Decision for winning is made by 2 judges and 1 Head referee.

- 2 judges in the corner of the competition area
- 1 head referee leading the competition game

## Match score

During the competition, the 2 judges and the Head referee decide who's made a point.

The Head referee will raise the arm with a blue or red sleeve and holds 1 or two fingers up to indicate the points. The point is granted if at least one of the judges complies with the point(s) given by the head referee by raising a red or blue flag.

Points during the competition will be published on the table of the timekeeper, after they are granted.

## Direct elimination

The sparring competition is a competition with direct elimination! The winner goes to the next round and the loser leaves the competition.

In every category, there have to be 2 competitors at least.

In case of odd numbers in one category we will have a "lucky winner" as in the following example.

**Example: 3 competitors A, B & C**

**First round: A vs B: B wins      C: free**

**Final (2nd fight): vs C**

When there is only one competitor in one category, this category can be combined with the category higher or lower depending on the total number of competitors in this category.

## Divisions and Categories

KEUBGRADES			
All keubgrades of all ages			
Female		Male	
8 categories		11 categories	
5 kg	30 – 35 kg	4 kg	32 – 36 kg
	35 - 40 kg		36 – 40 kg
	40 – 45 kg		40 – 44 kg
	45 – 50 kg		44 – 49 kg
6 kg	50 – 56 kg	5 kg	49 – 54 kg
	56 – 62 kg		54 – 59 kg
	62 – 68 kg		59 – 64 kg
7 kg	68 – 75 kg	6 kg	64 – 70 kg
	75+ kg		70 – 76 kg
			76 – 82 kg
	7 kg	82 – 89 kg	
		89 – 96 kg	
	96+ kg		
DANGRADES			
All dangrades of all ages			
Female		Male	
1 category		1 category	
All Females		All males	

## Awards

There will be a medal for the first 3 competitors of each category or division.

- A gold medal for the first place
- A silver medal for the second place
- A bronze medal for the third place

## Competitor's Responsibility

- Competitors can participate at own risk
- Competitors are required to wear a dobok (Hapkido uniform) while competing. Competitors are also required to wear their appropriate belt to signify their proper rank. Uniforms must be clean, not torn and worn at all times during their performance. Removal of uniform top, pants or belt is not permitted during performance. T-shirts are not allowed.
- The medal ceremony will not take place when the competitor is not in uniform (dobok).
- All uniforms and equipment may not be insulting, vulgar or offensive as deemed by the Tournament Officials.
- Every kind of jewellery (watches, bracelets, piercings, earrings, etc.) worn is prohibited!
- Finger and toe nails must be kept neat and trimmed!

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## Protection Equipment

Every competitor has to bring his own protection equipment!

### OBLIGATED protection

- Head protector, front side open from chin to eyebrow (Taekwondo style)
- Chest protection (Hogu – Taekwondo style)
- Groin protection for men – for woman optional
- Shin protection

### PERMITTED protection (= optional)

- Underarm protection (only underarm)
- Foot protection (protection of the instep of the foot)
- Mouth protection (mouthpiece)

At least 15 minutes before the start of the game the competitor has to be at the referee table to check all the equipment. The referee will check the equipment (protection) a second time before the beginning of the game.

When the referee decides that the protection worn by the competitor is not safe then he can decide to change that part of the equipment.

## Scoring Techniques

### Punching & striking techniques (chireugi): 1 point

Only Punching with a fist in a proper manner is permitted. All other kinds of striking and punching are prohibited!

Punching is only permitted in the middle section, on the front and the side of the hogu (chest protector). No Back fist!

A point will only be granted if the punch has a direct effect on the opponent – losing balance or apparent impact of the punch at the hogu.

Punching is only permitted in a fight when both competitors are fighting in a standing way. It's forbidden to punch when one of both is on the ground or if one of both is grabbed by the other (grabbing of the Dobok or body).

### Kicking: 1 point

#### Low section 1 (ankle to knee)

Only the Low spinning heel kick, to sweep, is permitted. All other kicks are prohibited.

A Point will only be granted if the opponent falls as a result of the technique.

#### Low section 2 (from knee to hip)

Only chigo chagi and balding bitjko chagi (lowkicks) to the inner and outer side of the upper leg are permitted.

Side kicks and all heel kicks are prohibited (e.g. yop chagi & dwikumchi dwaetaebu chagi)

#### Middle section (from hip to shoulders)

All kicking techniques permitted – EXCEPT THE SPINE AREA

#### High section (head)

All kicks allowed – EXCEPT SPINNING HEEL KICK (dwidora chagi)

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## Joint locks & arm bars (keokki): 2 points

All joint locks and arm bars on wrists, arms and legs are permitted.

Joint locks have to be done within 1 second after grabbing the opponent.

## Throwing & take downs (tonjigi): 2 points

All throwing & take down techniques are permitted.

A throw has to be done with 1 second after grabbing the opponent.

On the ground the fight will be stopped after 2 seconds when a lock is not set and both competitors are active.

If a competitor falls as a result of a dora chagi hadan (low spinning heel kick) it will be counted as a throw and 2 points will be granted.

## Choking

Choking is NOT allowed during the fight.

Use of the lower arm at the side of the throat will be considered as choking.

## Clinching

Clinching is when the 2 opponents have close contact by grabbing with 2 hands.

When both competitors start clinching they can only perform a throw, take down, an arm bar or a joint lock on arms or legs. All striking, punching or kicking techniques are forbidden.

Clinching time is maximum 1 second.

## Knocking on the floor

Knocking on the floor is considered a safety measure, not giving up the fight. It is to prevent that joint locks etc. go too far. It does not mean technical KO. The performer of the lock always gets the point in this situation.

## Forbidden or Illegal techniques

- Attacks to the groin
- Strikes with open hand or elbow on any place of the opponent's body
- No back fists
- No attack or counter with the knee
- No hand techniques to the face
- No punching when the opponent is on the floor.
- No punching or kicking during clinching
- No head butts
- Side kicks to low section 2
- Heel kicks to low section 2
- Spinning heel kick to high section (head)
- Feinting of attacks as above (no contact)
- No actions that can be regarded as unfair or dangerous

## Winning the competition game

- Win by K.O.
- Win by Referee Stop contest (\*)
- Win by score or superiority
- Win by withdrawal
- Win by disqualification
- Win by referee's punitive declaration

### Special Remarks

(\*) Overly aggressive behavior will not be tolerated. In that case the referee can decide to end the competition game.

In the case that any matters not specified in the rules occur, they shall be decided through consensus by the refereeing officials of the pertinent game.