

# *Appendix*

## *World Martial Arts Peace King Cup Open Tournament rules*

# **SUN MOON PEACE CUP WORLD MARTIAL ARTS OPEN TOURNAMENT RULES**

## **SEMI FULL CONTACT COMPETITION**

### **PART I. GENERAL STATEMENT AND RULES**

#### **Article I-1. GENERAL STATEMENT**

The Sun Moon Peace Cup (SMPC) World Martial Arts Open Tournament provides for all kinds of martial arts that have been developed throughout history all over the world. Therefore, in this competition each participant can use punching, kicking, grappling, throwing, holding, locking and choking techniques under clear rules which have been decided by the SMPC World Martial Arts Open Tournament Committee.

#### **Article I-2. PURPOSE**

These rules are made to support the following objectives of the Sun Moon Peace Cup (SMPC) World Martial Arts Open Tournament:

- A. To promote the perfection of one's character, self-defense, physical fitness and, above all, living for the sake of others through martial arts.
- B. To enhance self-development, improve one's ability to defend oneself and maintain or improve one's relationships with others.
- C. To promote unity amidst the diversity of styles and create an atmosphere of peace and harmony by encouraging each other to work for the common good.
- D. To practice martial arts for the sake of world peace according to the principles outlined by the tournament's Founder.

#### **Article I-3. IMPLEMENTATION**

These rules should be implemented during the SMPC World Martial Arts Open Tournament for member organizations of any martial arts style. They shall apply to all participants.

#### **Article I-4. SELECTION OF OFFICIALS**

The Juries, Referee and Court Judges will be chosen from the official list of certified UMPIRES recognized by the officials of the SMPC World Martial Arts Open Tournament. The Timekeeper and Recorder will be chosen from among those who have had experience in those duties.

- A. 1 Jury President
- B. 2 Jury Members
- C. 1 Referee
- D. 2 Court Judges
- E. 2 Timekeepers
- F. 1 Recorder

#### **Article I-5. RESPONSIBILITIES**

- A. The Jury shall be composed of 3 authorized umpires. They will be seated in a place of honor, in front, and they will give the final decision on referred matters involving a tie or a dispute.
- B. The Referee shall be in the court throughout the bout. The referee is charged with a decision of points as well as a supervision of the bout.  
(see ARTICLE II-12)
- C. Court Judges for sparring competition shall be seated at any of the four corners of the court. When judges see effective techniques in a bout, they will raise the corresponded flag (red or white) based on their individual judgment.  
(see ARTICLE II-13)
- D. Timekeepers shall be seated at a designated side of the court to check and indicate the beginning, end and continuation of every bout.  
(see ARTICLE II-14)
- E. The Recorder shall be seated at a designated side of the court to keep bout records.  
(see ARTICLE II-15)

## **Article I-6. COMPETITORS**

Competitors must be 18 years or older by the beginning of the tournament. They will compete in the divisions as outlined by the rules. Participants in all divisions must be healthy and fully registered as such by their respective organizations.

## **Article I-7. DRESS CODE**

- A. Tournament Officials shall wear decent and respectable official attire as prescribed by the dress code set in the Umpires' Rules of the SMPC World Martial Arts Open Tournament.
- B. Tournament participants shall wear their school or organization *dobok* with an authorization badge on it. All competitors are expected to wear their prescribed uniform with corresponding official belt during the tournament. Belts must be made and worn according to their school or organization standard as approved by tournament officials. Each participant shall be designated by a number or a letter at the back of the upper uniform to help the staff organize the competition.
- C. Tournament participants are allowed to wear decent attire like sportswear or slacks when they are not competing. For formal ceremonies, participants shall wear their uniform. Those competing on the same team shall wear the same uniform. Participants who do not follow the dress code or any of the other tournament rules may be subjected to stringent penalties and sanctions according to the judgment of the Tournament Adjudication Committee that is in charge of enforcing the rules of the tournament.
- D. Smoking, drinking alcoholic beverages, using drugs or being under the influence of a dangerous toxic substance while in uniform is strictly prohibited. Those caught violating this rule may be disqualified from a bout, expelled from the tournament or recommended for demotion to his school or club instructor.

## **Article I-8. COURTESY AND DISCIPLINE**

- A. Competitors are expected to bow to the Jury and to each other before and after the bout.
- B. As participants of the SMPC World Martial Arts Open Tournament, competitors are expected to maintain the highest standard of ethical behavior and self-discipline.

## **Article I-9. SAFETY EQUIPMENT AND PROTECTIVE WEAR**

- A. Competitors are expected to wear:
1. Safety equipment of an approved type for hand gloves, shin guards, and head guard.
  2. Authorized groin guards and body protectors under the trousers.
- B. Forearm guards and mouth guards are optional.
- C. All equipment should be made with SMPC World Martial Arts Open Tournament-approved flexible material with rubber or sponge padding and should not in any way contain metal, hard plastic or similar materials consisting of zippers, stud fasteners or laces. The latter may be worn only under special circumstances with the approval of the Tournament Adjudication Committee.
- D. Competitors with injuries which require bandaging or strapping of any kind must satisfy the tournament Doctor of their necessity and be approved before competing. For example, no pins or hard material should be worn. Neither can bandaging give extra support so that it constitutes an advantage to that competitor.
- E. No jewelry, watches or other adornments may be worn. Hair shall be kept in place using material of a soft elastic nature only. No grips or slides are allowed.

## **Article I-10. MEDICAL ATTENTION**

One or more Medical Doctors and qualified First Aid personnel shall be in attendance throughout the tournament. The Medical Doctor's recommendations with regard to a competitor's further participation following an injury must be followed.

## **Article I-11. WAIVER OF LIABILITY FROM INJURY AND HOSPITAL INSURANCE COVERAGE**

Neither the SMPC nor its officials will be in any way responsible for any injury or accident occurring during the tournament. All competitors must sign a tournament entry form with a waiver of injury liability and a statement of hospital insurance coverage for injuries or accidents before entering the tournament.

## **Article I-12. VENUE AND EVENT INSURANCE**

Tournament staff and officials must ensure that the venue booked for the event has all the necessary government-required public liability insurance, fire certificates and other related licenses.

### **Article I-13. THE COURT**

The court shall have a floor space of 9 meters by 9 meters. An additional 1 meter by 1 meter beyond the court itself shall be the warning lane. An additional 1 meter by 1 meter beyond the warning lane shall be the break area. Lighting must not be lower than 5 meters above the ground. The official table or tables for the Jury, Recorder and Timekeeper should be positioned beside the court.

### **Article I-14. DISPLAYING AND ANNOUNCING THE RESULTS**

Several ways of displaying or announcing the results of the tournament shall be made for the benefit of both participants and spectators. Generally they should be displayed or announced as soon as possible in order to inform all those in attendance about the course of events for the entire tournament while it is in progress.

### **Article I-15. DELEGATES**

Individual or team delegates may be any person or persons duly recognized by authorized Continental SMPC World Martial Arts Open Tournament officials. The delegation head registers the competitors, submits required documents, lodges complaints and cooperates with other officials at the competition.

### **Article I-16. COACHES**

There shall be only 1 coach for the individual sparring competitions. The coach shall be seated about 1 meter away from the court and observe the appropriate dress code (training suit, gym shoes, and towel). He is expected to not speak to the Referee and not interfere with the bout through his actions or words. He is the only person in his delegation authorized to register an official protest. Inability to observe these rules shall result in the coach's disqualification from the role of advisor.

### **Article I-17. DIVISION OF COMPETITION**

Competition is divided into INDIVIDUAL and TEAM bouts and will be decided by a single elimination system.

- A. Light Division
- B. Middle Division
- C. Middle Heavy Division
- D. Heavy Division

## **Article I-18. AWARDS**

Awards for individuals (Light, Middle, Middle Heavy, and Heavy Weight Divisions):

- A. Gold Medal and Trophy for the Champion
- B. Silver Medal and Trophy for the First Runner-up
- C. Bronze Medal and Trophy for the Second Runner-up

Awards for Teams (Optional)

- A. Gold Medal and Trophy for the Champion
- B. Silver Medal and Trophy for the First Runner-up
- C. Bronze Medal and Trophy for the Second Runner-up

Note: Awards may be changed at any time subject to final approval by officials of the SMPC World Martial Arts Open Tournament.

## **Article I-19. OFFICIAL TERMINOLOGY**

Referees should use a common language, as indicated below. They may use either English or Korean, whatever is more convenient for players and officials both in and out of the court.

- |    |         |             |
|----|---------|-------------|
| A. | CHARYOT | - Attention |
| B. | KYUNGNE | - Bow       |
| C. | CHOONBI | - Ready     |
| D. | SHIJAK  | - Start     |
| E. | ANHJO   | - Sit down  |
| F. | IRUSU   | - Stand up  |
| G. | HAECHYO | - Stop      |
| H. | GUMAN   | - Time out  |
| I. | GAESOK  | - Continue  |

Other Korean or English commands may be used for officiating and instruction purposes as deemed relevant or applicable.

## **Article I-20. NUMBER AND REPRESENTATION**

The number of competitors who may enter each weight division is limited to one person per country/continent organization. A team shall be composed of 5 competitors. Its composition shall not be changed during the course of the tournament.

## **Article I-21. ORDER OF COMPETITION AND SELECTION SYSTEM**

The tournament shall have the following order, subject to the time, schedule and other conditions that shall be determined by the overall event:

- 1) Individual Free-Fighting
- 2) Team Competition (Optional)

The champion will be selected by a single elimination system.

## **Article I-22. DEFINITION OF A BYE**

In the case when there is an odd number of competitors, one of them, selected by means of a random draw before the first round, will be given an automatic win. This is classified as a "BYE." The remaining competitors will then compete against each other in the normal manner. The person receiving the bye will compete against one of the first round winners in the second round.

## **Article I-23. WEIGHT CHECK**

Checking the weight of competitors will not be earlier than 24 hours and not later than one hour before competition begins.

## **Article I-24. ANNOUNCEMENTS**

Public announcements shall be made as to in which court an event will take place. Competitors are expected to be close by so that the start of the bout will not be delayed. Those called to compete at a given time, either as individuals or teams, shall go to the side of the designated court complete with any equipment (such as safety equipment) that is required. Individuals and teams shall be called to come forward. Any individual or team failing to come forward after the first call will be disqualified. The opposing individual or team that comes forward shall be declared the winner by default.

## **Article I-25. EQUIPMENT CHECK**

The Referee shall check to ensure that *dobok*, equipment, etc., are of an officially approved type and that they are not defective. Should any item not be satisfactory, it must be changed. The individual/team has a maximum of 3 minutes in which to do so, failing which he/they shall be disqualified and the bout points awarded to the opposing individual/team.



## **PART II. COMPETITION RULES AND REGULATIONS**

### **Article II-1. DIVISIONS**

#### **Weight Divisions**

##### *Division*

A. LIGHT	Less than 65.99 kg	
B. MIDDLE	Between 66 kg	75.99 kg
C. HEAVY	Over 76 kg	

Note: Final weight limits are pending until further notice.

### **Article II-2. DURATION OF BOUTS**

- A. Each individual bout will be two (2) rounds of two (2) minutes in duration excluding temporary stoppages by the Referee. There will be thirty (30) seconds break between first and second round. Points will be accumulated by each individual within this period.
- B. Ten (10) seconds is the maximum time allowed to grab one's opponent and throw, and thirty (30) seconds is the maximum time allowed to use techniques on the ground. In the latter instance the Referee shall announce when five (5) seconds remain before making an official break.
- C. In individual bouts the following decisions shall apply:
  1. Court Judges shall award points by raising either a white or red flag corresponding to the color tag of the competitors. Points shall be awarded according to a majority decision of the Court Judges.
  2. When a majority of the Court Judges call the bout a draw, a further one-minute round shall take place after 30 seconds break. If the result is still a draw, there shall be a further one-minute extension after another 30 seconds break. The competitor who scores the first point shall be declared the winner. If no score is made during this extension, the Referee and the Court Judges shall decide the winner of the bout based on aggressiveness, attitude and technique.

3. The Referee is empowered to either confirm or break a split decision between the 2 Court Judges.

### **Article II-3. TARGET AREA**

- A. High-section, defined as the head and neck area at the front and sides, but not at the back.
- B. Mid-section, defined as the trunk of the body from the neck to the navel and between the lines drawn from the armpits vertically down to the waist or belt area on each side.

### **Article II-4. POINT SCORING SYSTEM**

#### **A. One Point**

- 1: For crisp, clean striking techniques delivered with either hand to mid-section and high-section of legal target areas (includes Backfist strike to the high-section) or foot to mid-section of legal target areas.
- 2: For a repetitive number of doubtful strikes (known as a flurry) at the Judges' discretion.
- 3: For a strike that is potentially damaging or injurious (except for a head kick).
- 4: For a legitimate and controlled half-throw or sweep scored on an opponent that causes one of his feet to leave the mat (such as *O Soto Gari*, *Ko Soto Gari*).

#### **B. Two Points**

- 1: For a controlled kick to the high-section.
- 2: For a hand attack while in the air (both feet off the ground) to the high-section (except Backfist strike).
- 3: For a jumping or flying kick to the mid-section.
- 4: For a full throw or sweep scored on an opponent that causes both of his feet to leave the mat (such as various hip throws or shoulder throws).

C. Three Points

For a jumping or flying kick to the high-section.

D. Four Points

For a submission by Referee intervention (this is when, in the opinion of the centre Referee, there would be severe injury caused if the lock or choke continued).

E. Multiple Points

- 1: For achieving any legitimate hold-down position during the allotted ground time. Points for hold-downs are 2 points for every 10 seconds up to the 30-second time limit.
- 2: For a combination of strikes, each considered on its own merit (at the Judges' discretion).

\*NOTE\* A competitor cannot be saved by the bell that ends a round once a hold-down has started. It will be allowed to continue to completion for 2 points.

\*NOTE\* Any submission that causes a competitor to tap out (give up) is an automatic win.

\*NOTE\* During the bout, the Referee, after checking with the Court Judges, will pronounce the decision-point in terms of technique used, such as "back fist to the right side of the face — point." The Recorder shall then write these words.

\*NOTE\* In the case where the automatic counter cannot deduct points, if a penalty has been assessed to a competitor, the appropriate number of points will be added the opponent's score instead of subtracting them from the competitor's score.

## **ARTICLE II-5: GRAPPLING**

The criterion for grappling allows a competitor to hold his/her opponent in any legal manner for approximately 10 (ten) seconds while in a standing position, after which time, if there has been no takedown or throw, the competitor must release the hold (on command by the Referee).

The Timekeeper will start counting time (30 seconds) when one or both competitors have been taken to the ground (touch one's hip on the floor) by use of a legal technique. Competitors may also score with counter-throws, hold-downs or submissions.

At the end of the time limit they will be separated, brought to their feet and resume fighting.

If there is a warning call while competitors are on the ground, depending on the position of the competitor, the Referee may stop the fight and assess the warning, or he/she may let it continue (if the warning was against the competitor who was being held down), and assess the warning after they stand up.

If, while the competitors are on the ground, in the opinion of the Referee there is a stalemate and no action is happening, the Referee can order the fighters to stand up without waiting for the time limit to run out.

## **Article II-6. WINNING PROCEDURE AND KNOCK-OUT AWARD**

- A. The total accumulated points at the end of the bout will determine the winner.
- B. A knock-out shall be declared when a competitor taps out from a joint lock or choke, or when a competitor receives a strike to the body or is thrown (without malicious intent) and cannot continue after a 10-second count is given, or if one competitor has gained a 7-point advantage over the other.

## **Article II-7. GROUNDS FOR DISQUALIFICATION**

A competitor may be disqualified from the tournament for any of the following:

- A. Unethical conduct against the Referee or ignoring court officials' instructions.
- B. Being under the influence of alcohol, drugs or some other toxic substance during the tournament.
- C. Receiving two warnings.
- D. Excessive contact or striking.
- E. Unsportsmanlike conduct, such as:
  - 1. Hitting intentionally after one's opponent has fallen to the ground.
  - 2. Biting, scratching or clawing.
  - 3. Loss of temper.

## **Article II-8. WARNINGS**

Warnings will be given for the following offenses:

A. Attack or strike to any of the following illegal targets:

1. groin
2. throat
3. back of the head
4. knee
5. spinal area
6. eyes

B. Executing a finger-locking technique.

C. Provoking an opponent to attack/strike.

D. Unintentionally hitting one's opponent while he is falling to the ground.

E. When holding each other (standing or on the ground):

1. punching or striking
2. kicking
3. intentional head-butting

F. Continuing to attack or strike one's opponent after the Referee has stopped the action.

## **Article II-9. OUT OF BOUNDS**

A competitor who has been intentionally pushed out of the court by an opponent not applying a technique shall not receive a warning. Otherwise, if both feet of a competitor have stepped out of the court three (3) times, a one (1) point deduction shall be imposed.

A. 1st time out of bounds – private, verbal warning

B. 2nd time out of bounds – public warning

C. 3rd time out of bounds – one (1) point deduction

## **Article II-10. INJURIES**

- A. When a competitor has been injured, the Referee shall stop the bout and call for the Medical Doctor. The Medical Doctor shall diagnose and treat the wound and determine whether the person is able to continue the bout.
- B. When a competitor cannot continue because of the Medical Doctor's decision:
  - 1. he is the winner if his opponent inflicted the injury illegally
  - 2. he is the loser if his opponent inflicted the injury legally
- C. If, by the Medical Doctor's decision, an injured competitor is judged unfit to continue, he shall not be allowed to fight again during that event.
- D. A competitor who refuses to accept the Medical Doctor's decision will be disqualified.
- E. If both competitors incur injuries at the same time and, according to the Medical Doctor's decision, both are judged unfit to continue, the winner shall be the competitor who has scored more points at that moment as long as he has inflicted the injury on the other legally. If the competitors' point total is even, the Referee and the Court Judges will decide the winner of the bout based on overall aggressiveness, attitude and technique.

## **Article II-11. BOUT PROCEDURE**

The bout shall begin with both competitors at their starting positions with either a red or white cloth or belt on their waist to differentiate between them. At the Referee's command "KYUNGNE" (Bow), the competitors shall bow first to the Jury table and then to each other. The Referee will then commence the sparring with the command "SHIJAK" (Start). The competitors shall continue to fight until the Referee shouts "HAECHYO" (Stop). At this point the competitors shall stop sparring and remain where they are until restarted. When time runs out, the Timekeeper will audibly inform the Referee, but the bout shall be considered over only upon the Referee's final command "GUMAN" (Time Out). The competitors shall then bow to each other and the result will be announced. If either of the competitors leaves the court, the bout shall be stopped in order to position the competitors 2 meters away from each other before re-starting the bout.

## **ARTICLE II-12. DUTIES OF THE REFEREE**

The Referee is charged with deciding points as well as supervising the bout. He/she administers and controls the tempo of the contest, enforces the rules, and ensures fair play. To this end, he/she starts and stops the fight, gives warnings and enforces all penalties.

The Referee shall communicate clearly with the Recorder and Timekeeper, as well as announce each point and the winner of each bout. The Referee shall announce in a clear, loud voice all official decisions, and shall indicate with his/her voice and gestures the competitor affected by his/her decisions.

The Referee is the only person who can call for and administer a warning. The Referee is responsible for counting the five (5) seconds allowed for stand-up grappling.

The Referee will check the score at the end of the bout in order to declare the winner. When the competitors are on the ground and a hold-down has started, the Referee will extend his/her arm out over the competitors. This is the signal for the Timekeeper to start counting time on the ground.

Only the Referee may call Time Out. He/she may do so for the following reasons:

- To allow for equipment adjustments.
- To administer warnings.
- To attend to an injured competitor.
- To hear a legal protest.

## **ARTICLE II-13. DUTIES OF THE COURT JUDGES**

Two Court Judges will keep a red flag in their left hand and a white flag in their right hand. When the Judges witness effective techniques performed during a bout, they will raise the corresponding flag (red or white) based on their individual judgment.

The Judges may point out to the Referee any illegal techniques used by the competitors.

## **Article II-14. DUTIES OF THE TIMEKEEPER**

The Timekeeper shall start and stop the clock according to the Referee's command during the competition. On the first "SHIJAK" (Start) command by the Referee the Timekeeper starts the clock, which shall continue running until the Referee calls out "GUMAN" (Time Out), at which time the Timekeeper shall immediately stop the clock. The clock shall be started again when the Referee gives the "GAESOK" (Continue) command.

Timekeeper #1 shall, by verbal and visual signals, such as throwing a bean bag or a suitable substitute into the center of the fighting area, inform the Referee when time has run out, or when he/she has received a formal protest. Time officially runs out only when the Referee makes the signal to stop.

Timekeeper #2 will begin timing when he/she sees the competitors go to the ground, and shall indicate the end of the time on the ground by sounding a whistle or some other means of communication.

Timekeeper #2 will have a second stopwatch to keep track of the hold-down time, as per the Referee's signal, and at the end of the time on the ground will advise the Referee as to how long the hold-down was in effect.

## **Article II-15. DUTIES OF THE RECORDER**

The Recorder shall keep count of all points and penalties awarded to competitors, as instructed by the Centre Referee. He/she will maintain score sheets and call up each competitor, including those on deck. All the required score sheets, hand counters, stopwatches and necessary flags must be at the Recorder's table.

