

# SAMURANG GAMES™ Competition Rules 2022 / Long Version

## Forms Events Procedure & Rules – This Applies to All Forms

1. This is an open style contest, however all forms must be standardized within an educational progression or formal / traditional martial arts system to be accepted. (Exception to this is Open Weapon Forms)
2. Contestants must present a form in range of their rank. Example (beg., int., adv., black belt)
3. There are no extreme forms or extreme gymnastic moves permitted at this competition. No music allowed.
4. Each athlete will be called up to the competition floor one at a time by the head referee.
5. Though athletes will be divided into groups by age and rank they will be scored individually according to the merit scale, not the other athletes.
6. Athletes who cannot finish their form will be scored bronze. Athletes who stop and restart their form will be penalized one award level by the center referee
7. Master's Division shall consist of black belts 4<sup>th</sup> degree and higher.
8. Black belts who receive Gold Awards will compete in the Grand Championship Contests which shall be scored in **Hanmadang Scoring System**.
9. A Grand Champion competition will not be held unless there are at least three competitors in the division.
10. Black Belt Competitors may compete in and receive multiple Grand Champion Awards.

### Judges & Scoring

1. Each judge will score based on the criteria below, and the award will be given based on the "Judging score table for awards".

#### Scoring Criteria by the Judges

1. Accuracy: Technical ability, correctness, gaze / targeting
2. Performance: Timing, spirit, expression
3. Expertness: Balance, agility, control, effectiveness, power, degree of difficulty.
4. Grand Champion Scoring is listed at the end of this section

Judge 1	Judge 2	Judge 3	Award
Gold	Gold	Gold	Gold
Gold	Gold	Silver	Gold
Gold	Gold	Bronze	Gold
Gold	Silver	Bronze	Silver
Silver	Silver	Gold	Silver
Silver	Silver	Silver	Silver
Silver	Silver	Bronze	Silver
Bronze	Bronze	Gold	Bronze
Bronze	Bronze	Silver	Bronze
Bronze	Bronze	Bronze	Bronze

### Partner - Group Form: Additional rules:

1. ***This is a Synchronized Performance Event***
2. All participants must be registered for this event. No weapons are allowed.
3. Presented with 2-4 people, male or female, and may have variety of ranks combined.
4. You will be grouped in either a color belt or black belt division. Only those competing in black belt division will qualify for Grand Champion round. There must be at least one black belt to compete in black belt div.
5. Synchronized means that all of the moves are the same and executed at the same time from start to finish. The exception to this is if you mirror your partner in the presentation of the form.
6. The performing team may have members face multiple directions for the performance.

### Koryo Gumdo and Open Weapon Form: Additional rules.

1. All weapons will be inspected prior to the event. Do not present your weapon to the judges
2. No projectile weapons are allowed (grounds for disqualification).
3. No sharpened weapons allowed. Only wooden, bamboo, aluminum, or dull edged steel weapons allowed.
4. If a weapon is dropped by the contestant, or they start and restart their form, the contestant will be penalized one award level by the center referee. Example: Judges score gold, gold, silver. Referee announces: score is gold but penalty for dropped weapon one award level so final score is silver.  
Note: Dropping your scabbard is not considered dropping your weapon.
5. Contestants must present a form in range of their rank/ experience.

### Open Weapon Form: Additional rules.

1. Creative forms are accepted however no extreme gymnastic moves are permitted.
2. You will be grouped according to your weapon level as novice, intermediate, advanced and black belt. Only those competitors in the black belt division will qualify for Grand Champion round. There must be at least one black belt to compete in black belt division.

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## Self Defense Event Procedure:

1. Each team will be called up to the competition floor by the head referee.
2. Each team will bow in, present their self-defense, be scored by the judges, and bow out.
3. Each team will be scored according to the merit scale, not comparatively to the other teams.
4. Each team will choose to compete in tactical demonstration or entertainment/movie style.
5. Each team will be grouped in either a color belt or black belt division. Only those competing in black belt division will qualify for Grand Champion round. There must be at least one black belt on the team.
6. All black belt teams who receive Gold Awards will compete in the Grand Championship Contests which shall be scored in Hanmadang Scoring System.
7. A Grand Champion competition will be held only if there are at least three or more team competitors.
8. Master's Division shall consist of black belts 4<sup>th</sup>-degree and higher.

### **Judges & Scoring**

1. Each judge will score based on the criteria below, and the award will be given based on the "Judging score table for awards".

### **Scoring Criteria by the Judges**

1. Accuracy: Technical ability, gaze / targeting
2. Performance: Timing, spirit, expression,
3. Expertness: Balance, agility, control, effectiveness, power, degree of difficulty.
4. Creativity & Showmanship: Criteria for entertainment competition.

### **Procedure and Rules for Tactical Demonstration or Entertainment (Action Movie Style) demonstration**

1. No music allowed.
2. All participants must be registered for this event.
3. Up to three members per team only.
4. Presentation time: one minute from bow in to completion of presentation. Minimum of three combinations.
5. Demonstration props only (no sharp weapons & no projectiles). Defensive & offensive maneuvers allowed.
6. Dialogue may be used in the performance amongst the team members, however, do not speak to the judges or crowd.

<b>Judge 1</b>	<b>Judge 2</b>	<b>Judge 3</b>	<b>Award</b>
Gold	Gold	Gold	Gold
Gold	Gold	Silver	Gold
Gold	Gold	Bronze	Gold
Gold	Silver	Bronze	Silver
Silver	Silver	Gold	Silver
Silver	Silver	Silver	Silver
Silver	Silver	Bronze	Silver
Bronze	Bronze	Gold	Bronze
Bronze	Bronze	Silver	Bronze
Bronze	Bronze	Bronze	Bronze

### **Grand Champion Forms and Self Defense:**

Grand champion forms and self defense will be judged in a Hanmadang style referee system. Scores will be based on spirit, execution and presentation. Each judge will score only their assigned category. Group forms will have an additional category of synchronization.

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## SPARRING RULES: Please Read the Moo Do Won Int'l Rules for sparring .

NOTE: MDWI will be supplying face masks for all TKD sparring matches.

## Taekwondo Continuous Sparring

1. This is a continuous sparring match using a flag system,
2. Two or three judges and one center referee will be used. At end of each round, center referee shall call for judges to score winner of that round – red flag for red, blue flag or blue or no flag for tie. At end of both rounds the competitor with most flags wins the match. A tie will result in a tie. Both awarded 1<sup>st</sup> place.
3. **Length:** All matches will be 2 rounds of 1½ minutes each with a 30 second break between rounds.
4. **Exhibition:** Matches will be scored as normal. At end of match, both opponents receive first place.

### JUDGING CRITERIA FOR DECIDING A WINNER:

1. Technical dominance of an opponent through match management offensively and defensively.
2. Greater number of techniques executed and scored
3. The use of more advanced techniques both in difficulty and complexity
4. Display of a better competition manner.

### REQUIRED EQUIPMENT:

1. Shin/instep pads, forearm pads, gloves, groin cup (m), chest guard, head gear & mouth guard.
2. Facemasks are allowed for taekwondo sparring. If required for competitors, they will be provided by the tournament.

### LEGAL TECHNIQUES FOR SCORING:

1. A kick with the foot (any surface below the ankle) to scoring area.
2. A straight punch to the torso using the fore-fist only that alters the opponent's position, movement or direction *relative to the sizes of the competitors*.

### LEGAL SCORING TARGETS:

1. **All competitors:** Target for kicking & punching is the torso (hogu). No attacking directly along spinal area.
2. **Black belt competitors all ages, AND color belt competitors ages 12 and older:** A controlled kick (pulled and retracted on contact) that contacts the headgear, (forehead, top, sides, and back), and doesn't connect directly to the face, will be a legal technique.

### HEAD / FACE CONTACT RULES & PENALTIES:

1. **TKD color belts UNDER AGE 12:** A no head / face contact rule will be enforced. All color belts will immediately receive a gam-jeom and be disqualified from the round for kicking or punching and making direct contact to the head or face. If the contact is excessive, the offender will be disqualified and lose the match. *Exception to this is incidental/deflection contact.*
2. **TKD color belts OVER Age 12 and Black Belts all ages - excessive head or any face contact rule and penalty:** The offender will receive a gam-jeom and lose the round. If any bleeding, bruising, abrasion, swelling, disorientation, or staggering, the offender will be disqualified.
3. **Definition of Controlled Head Contact** is defined as contact (pulled and retracted on contact) that does not cause a snapping head movement, buckling of the knees or any apparent physical damage such as bleeding, bruising, abrasion, swelling, disorientation, staggering, etc.
4. **Definition of Excessive Head Contact** is defined as contact by the foot or hand that causes a snapping head movement, buckling of the knees or any apparent physical damage such as bleeding, bruising, abrasion, swelling, disorientation, staggering, etc.
5. **Incidental/Deflection contact** to the head or face will be reviewed by referees / judges and then a decision will be rendered.

### COACHES FOR TAEKWONDO SPARRING: One coach per contestant only.

1. Coaches must sit in their chair the entire round.
2. Coaches may direct their contestant as long as they do not interfere with the referee.
3. Calling for arbitration is allowed by the coach in a respectful manner only.
4. Coaches may not interfere with the progress of the match or voice any derogatory comment regarding judges or referees.
5. Coaches will have their contestants penalized or disqualified for in appropriate behavior.

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## ILLEGAL TECHNIQUES

- Crossing the boundary line
- Falling down (unless due to opponent's prohibited act)
- Avoiding or delaying the match. After five second of inactivity, referee will give command to fight. If no activity after 10 seconds, gam jeom to both competitors. (This includes excessively running away)
- Grabbing or holding the opponent.
- Pushing movements that are not allowed are as follows:
  - a. Pushing the opponent out of the boundary line
  - b. Pushing the opponent in a way that prevents them from executing an attacking movement
- Attacking below the waist
- Attacking with the knee
- Retreating or evading the fight by going out of bounds with both feet
- Undesirable or inappropriate remarks or behavior by competitor or coach,
- Lifting the leg to block, lifting a leg or kicking in the air for more than 3 seconds, kicking the opponent's leg, and lifting the leg or cut kick motion below the waist without immediate attempted kicking technique in a combined motion.
- Throwing down opponent
- Attacking after referee break
- Hitting the face with your hand
- Attacking a fallen opponent
- SEE ADDITIONAL HEAD / FACE CONTACT RULES summarized below and on the preceding page.

## ASSESSING PENALTIES: Illegal Acts:

1. Any competitor who accumulates two gam-jeoms within one round will lose the round. The round will stop at that point & all flags go to the opposing competitor. See separate penalties for attacking the face / head on the preceding page.
2. If at any time during the match a contestant accumulates four gam-jeoms, that competitor shall immediately be disqualified.

**NOTE:** *In cases of injury or malicious intent, the center referee will declare a gam-jeom and announce the loss of the round or the disqualification and loss of match by the offender.*

## Summary of Taekwondo Contact Rules

### Color Belts UNDER AGE 12:

1. No contact to face or head. Head is defined as area above the collarbone.
2. A valid foot or hand technique to torso (hogu) (not the spine) is valid technique.
3. Any foot or hand anywhere to face or head is gam-jeom and loss of round. If kick is excessive, lose match.
4. *Exception to this is incidental/deflection contact.*

### Black Belts AND Color Belts ages 12 and older:

1. Controlled contact to the headgear is allowed.
2. A valid foot or hand technique to torso (hogu) is valid scoring technique.
3. Foot technique to headgear:
  - a. If controlled, this is valid technique
  - b. If excessive (see definition above – buckling of knees, snap of head, etc.)
    - i. Gam-jeom and lose round (all flags go to opponent)
    - ii. With bleeding, bruising, swelling, disorientations, staggering, etc., - gam-jeom and disqualification from the match.
4. Foot or hand technique to face:
  - a. Gam-jeom and lose round (all flags to opponent)
  - b. Bleeding, bruising, swelling, disorientation, staggering, etc., gam-jeom and disqualified from match.

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c. *Exception to this is incidental/deflection contact.*

## **Padded Stick Fighting – All Ages:**

### **Division Objective and General Description**

1. This event is open to all ages. Divisions will be divided by age, size and experience level.
2. To score a point: Be the first contestant to strike a legal area, disarm your opponent, or your opponent drops their weapon.
3. Contestants will use a single padded stick to spar.
4. Adult divisions are organized with up to 4 contestants. Adult division only will hold a grand champion round.
5. Contestants under 18 will be paired with another contestant.
6. This is a single elimination contest
7. Point style engagement matches: 9 rounds

### **Equipment**

1. Padded Stick: (single stick competition): Supplied by the tournament.
2. Uniform: All athletes must wear their school's martial art uniform.
3. Mandatory safety equipment: Head gear, face mask, groin cup (males).
4. Optional safety equipment: forearm pads, knee pads shin pads, chest guard.

**Targets and methods of scoring points:** A strike or thrust to the head, torso or extremities:

- a. Head: face, sides, and top
- b. Torso: the body, above the hip to the clavicle
- c. Extremities: upper: shoulders, arms & hands, lower: hip, legs and feet

### **Padded Stick Protocol: The match and scoring procedure**

1. The referee calls contestants to the ring, bows them in, calls to fighting position, then gives the command to start round one.
2. Upon a legal score, the referee will halt the match. The Referee will call for confirmation of the strike and award the point. Then the referee will call to start the next round.
3. There are nine rounds of engagements.
4. At the end of the match the referee will confirm the score and declare the winner of the match.
5. The above protocol will be followed for any penalty or injury wherein the match may be stopped and a winner is proclaimed.

**Points Awarded and Superiority.** One point is awarded to legal strikes as follows:

1. The first opponent to effectively strike or thrust to a legal scoring area scores one point. If strikes are simultaneous (a clash), a strike to head is superior to body, strike to the body is superior to the arms and legs.
2. If a contestant is disarmed, one point is awarded to their opponent.
3. If a contestant drops their weapon, one point is awarded to their opponent.

**Coaches for Padded Stick Sparring:** One coach per contestant only.

1. Coaches must sit in their chair the entire match.
2. Coaches may direct their contestant as long as they do not interfere with the referee.
3. Calling for arbitration is allowed by the coach in a respectful manner only.
4. Coaches may not interfere with the progress of the match or voice any derogatory comment regarding judges or referees.
5. Coaches will have their contestants penalized or disqualified for inappropriate behavior.

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## Illegal Techniques & Penalties:

### Assessing Penalties for Illegal Infractions: Padded Stick Sparring

1. In the event a competitor commits an infraction while scoring a legal strike, the center referee will assess the penalty and no point shall be awarded for the legal strike.

Minor Violation / infractions	Penalties Accessed
<ol style="list-style-type: none"><li>1. Avoid engaging the opponent</li><li>2. Prolonged grabbing</li><li>3. Pushing</li><li>4. Running out of the ring</li></ol>	<ol style="list-style-type: none"><li>1. 1<sup>st</sup> offense: a warning is given</li><li>2. 2<sup>nd</sup> &amp; 3<sup>rd</sup> offenses: 1 point given to opponent</li><li>3. 4<sup>th</sup> offense: Disqualified &amp; loss of the match</li></ol>

Major Violation / infractions	Penalties Accessed
<ol style="list-style-type: none"><li>1. A direct strike to the groin, neck, back of the head</li><li>2. Excessive contact</li><li>3. Sweeping, throwing, punching, etc.</li><li>4. Butting techniques</li><li>5. Pretending injury</li><li>6. Unsportsmanlike remarks or behavior by the competitor or coach</li></ol>	<ol style="list-style-type: none"><li>1. 1<sup>st</sup> offense: 1 point to opponent</li><li>2. 2<sup>nd</sup> offense: Disqualified &amp; loss of the match</li></ol>

**Dishonorable disqualification:** May be invoked from the following:

1. When a player commits an act which harms the prestige of Arnis such as
  - a. Throwing of stick, spitting, or other discourteous and unsportsmanlike acts or behavior.
  - b. When an action(s) of a player are considered to be deliberately dangerous

**Note:** Based on the gravity of the offense, the referee has the discretion to impose disqualification from the match even on the first offense.

## Declaring a Winner

### By Points:

1. The contestant who accumulates the most point by the end of the match is declared the winner.
2. Golden Point Round: If tied at the end of the match, first point to be scored wins the match.

### By Circumstance:

1. Disqualification
2. Forfeiture / surrender
3. Injury and cannot continue.

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## SOFT SWORD ENGAGEMENT SPARRING – ALL AGES:

### Division and Objective

1. Contest is open to all ages. Each division has two people. Divisions divided by age, size and rank.
2. The object is to be the first contestant to strike the opponent (scoring points) with the sword.

### Equipment

1. All Athletes must wear a traditional uniform.
2. All competitors need the following equipment: helmet and face mask.
3. All competitors are advised to wear forearm gloves and groin cup (males).
4. The tournament may provide the necessary helmet and face mask.
5. Athletes using their own helmet and sword must have them approved by the referee chairman.
6. Only authorized swords may be used in competition.

### Targets and methods of scoring points

1. One point is awarded to the winner of each engagement round.
2. The target is anywhere on the head, torso, arms, legs, and feet. **Note:** *The hands are not a target*
3. To score, the contestant must be the first one to strike their opponent with a swing or a thrust of their sword.

**Note:** Two hands must be on the sword when attempting to strike the opponent.

**Note:** *A direct strike or thrust to neck is prohibited.*

4. The opponent scores a point if the contestant drops their sword or is disarmed, and the round ends at that point.
5. In case of a clash, a strike to a superior target wins the engagement. **Note:** *Superiority is listed below.*
6. To score the strike must be clean, and not deflecting or wrapping around the opponent's sword.
7. If the round is declared a draw, no points will be added and the next round will start.

### The Engagement

1. The definition of an engagement is: "Once the referee has given the signal to start, upon closing the distance, one or both contestants attempt to strike the other opponent." **Note:** *Extending the sword at the opponent is considered an attempt to strike.*
2. The attacker has up to four ways to score: strike, fake and strike, block your opponent and then immediately strike, your strike is blocked and you immediately strike. **Note:** Once engaged, all motions must be continuous, fluid, and connected. Counter-strikes must be executed as a dynamic (continuous) motion.

### Length of Contest

1. This is a 9 round engagement point contest (match). In case of tie, there are three rounds added to the contest. The first person to score is the winner. If after 12 rounds it is a tie, the match will be scored as a tie and both contestants will receive gold.
2. Each contest consists of one engagement or up to 15 seconds for the round.

### Scoring and Superiority

1. The first strike wins the engagement.
2. Striking the head or torso is a superior strike than a strike to the arm, leg, foot, or missing the opponent.
3. Striking the arm, leg or foot is superior to missing the opponent.
4. If the engagement is declared a clash, a winner is determined by superiority.
5. If the engagement is declared a clash by an equal strike, it will be determined a draw.
6. If the contest is a tie after 12 rounds, the contest remains a tie.
7. A draw (no point) of the engagement shall be scored if either time runs out, or neither contestant scores during the round.

**Note 1:** Regardless of score, matches will go nine rounds for contestant development, practice and participation.

**Note 2:** Contestants may stand or lower themselves to their knees in an attempt for a strike or thrust.

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## Match Protocol: Soft Sword

1. Referee calls contestants to the ring, bows them in, calls to draw swords, and calls to start round.
2. Upon the command to begin, the contestants will position and engage the round.
3. Ending the round, the referee will call stop, confirm points, and announce the score and round.
4. During an engagement if a penalty was committed the referee will end the round, announce the infraction, deduct the appropriate point, and start the next round. There is no replay of a round.
5. This process is repeated until the end of the match.
6. This is a controlled striking to score contest. **Note:** Penalty for excessive contact is either loss of round or match depending on severity or intent.
7. Incidental injury during an engagement to a contestant will be reviewed by the judges, and followed by a decision.

## Assessing Penalties: Illegal Acts: Soft Sword

1. In the event a competitor is awarded a point but commits an infraction resulting in a penalty, the center referee will deduct that point and assess the penalty by adding a point to the opponent.
2. Any competitor who receives one gam-jeom *within a round* will lose the round. The round will stop at that point and referee declare that competitor the loser of that round. If at any time during the match a contestant accumulates four gam-jeoms, that competitor shall immediately be disqualified.

## Illegal techniques and Penalties: Soft Sword

Gam jeom – one point will be added to your opponent and/or grounds for disqualifications for the following:

- Avoiding the engagement by excessively turning away and/or running out of the ring.
- A direct strike or thrust to neck.
- Attacking your opponent with one hand on sword (regardless of contact).
- Falling down to avoid the engagement, retreating or evading the fight by going out of bounds with both feet. Avoiding or delaying the match.
- Undesirable remarks or misconduct of competitor or coach. Unsportsmanlike conduct (*verbal, behavior, actions or malicious intent*).
- Striking the opponent with handle.
- An action which causes the opponent to bleed.
- Striking or thrusting with excessive contact.
- Throwing down the opponent.
- Striking or kicking your opponent with your hands, arms, legs, or feet.
- Grabbing, holding or pushing the opponent.
- Intentionally attacking before the start of the round, intentionally attacking after referee calls to stop / halt.
- Attacking a fallen opponent.
- Interrupting the progress of the match by the competitor or coach.

**Note:** Falling down is defined as any part of the body touching the floor above the knees

**Note:** *In cases of injury or malicious intent, the center referee will declare a gam-jeom and announce the loss of the round or the disqualification and loss of match by the offender.*

## Coaching for Soft Sword: One coach per contestant only.

1. Coaches must sit in their chair the entire match.
2. Coaches may direct their contestant as long as they do not interfere with the referee.
3. Calling for arbitration is allowed by the coach in a respectful manner only.
4. Coaches may not interfere with the progress of the match or voice any derogatory comment regarding judges or referees. Coaches will have their contestants penalized or disqualified for inappropriate behavior.