



2nd Open Hungarian Hapkido Championship 19. May 2012. – Budapest



KJORUGI – SPARRING COMPETITION

General Information

Competition Area

The competition area measures appr. 10m x 10m.

Competitors

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

Duration

Keub-grades: 1 non-stop round of 2 minutes for children and adults.

Dan-grades: 1 non-stop round of 3 minutes

Coach

No coach is allowed on the competition area, **no instructions can be given to the competitors.**

Winner/Loser

Decision for winning is made by 2 Judges and 1 Head Referee.

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

Match Score

At the end of the match, the 2 judges and the referee decide about the winner based on the points they marked up for themselves. The judges and the referee will announce the winner (red or blue) at the end of the match when called upon.

In case of an undecided match there is an extension of 1 minute. If still undecided, the judges and head referee decide about the winner. At least 2 votes are needed for the winner.

Direct Elimination

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

COMPETITOR'S RESPONSIBILITY

1. Competitors participate at own risk!
2. 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 must be worn at all times during performance (belt, jacket and pants cannot be taken off). T-shirts are not allowed.
3. The medal ceremony will not take place when the competitor is not in uniform (dobok).
4. All uniforms and equipment may not be insulting, vulgar or offensive as deemed by the Tournament Officials.
5. Any kind of jewellery (watches, bracelets, piercings, earrings, etc.) is strictly prohibited.
6. Finger and toe nails must be kept neat and trimmed!

PROTECTION EQUIPMENT

Every competitor has to bring his own protection equipment!

1. Obligated protection

Head protector, front side open from chin to eyebrow

Chest protection (Hoogoo)

Groin protection for men – optional for women

2. Permitted protection

Underarm protection (only underarm!)

Leg protection

Mouth protection

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 request to change that part of the equipment.

SCORING TECHNIQUES

1. Punching and striking techniques (chireugi)

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 hoogoo (chest protector). No back fist!

Punching is only permitted in a fight when both competitors are fighting in a standing way. It's forbidden to punch when one or both competitors are on the ground, so punching of the competitor on the ground is forbidden. Also, punching from the ground is forbidden.

Punching scores 1 point when it is even through Hoogoo "shocking", or the pain is visible on the face of the receiver.

2. Kicking (palchagi)

Frontal kicking of the leg is forbidden.

Low section 1 (from ankle to knee): Only the Low spinning sweeping heel kick is permitted.

Low section 2 (from knee to hip): Side kicks and all heel kicks prohibited (yop chagi and

dwikumchi cha doligi), **kicking of the thigh from inside and outside are allowed with roundhouse kick.**

Middle section (from hip to shoulders): All kicks are allowed.

High section (head) All kicks allowed except the spinning heel kick (dwidora chagi – even if only the sole touches the head)

Kicking of the competitor on the ground is forbidden!

Also, kicking from the ground is forbidden!

3. Joint lock and arm bars (keokki)

All joint locks and arm bars on wrists, arms and legs are permitted. Joint locks have to be done within 2 seconds after grabbing the opponent.

Tapping 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 !

4. Throwing and take downs (tonjigi)

All throwing and take down techniques are permitted.

A throw has to be finished within 2 seconds after grabbing the opponent.

On the ground the fight will be stopped after 2 seconds when a lock is not set and both players are active. The fight will be continued in standing position.

Tapping 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 !

5. Chocking

Choking is **NOT** allowed during a ground fight.

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

Tapping 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 !

6. Clinching

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

When both competitors start clinching, they can perform a throw, a 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 2 seconds.

Knocking on the tatami or opponent means giving up the competition and the referee stops it immediately!

SCORES TO BE GIVEN AND TAKEN INTO CONSIDERATION BY THE REFEREES DURING AND AT THE END OF THE MATCH

Strong punch with retentive power on upper body	1 point
Clear kick if hit on body	1 point
Clear kick if hit on head	1 point
Take down to ground	1 point
Throw	2 points
Hapkido Technique	
e.g. Contra Action, Reaction (kick, throw against punch)	2 points

The judges can notify the head referee or the head referee can decide to stop the competition game in case of a technical superiority.

The decision of the judges and head referee is unappealable and the competitor and coaches should accept it in all cases!

FORBIDDEN OR ILLEGAL TECHNIQUES

1. Attacks to the groin
2. Strikes with open hand or elbow on any place of the opponents body.
3. Attack with backfists.
4. Attack with knee.
5. Handattack to the face (punching the head)
6. Punching below belt.
7. Punching or kicking of the opponent on the ground
8. Punching or kicking while on the ground.
9. Punching or kicking during clinching
10. Head butts.
11. Frontal kicks on legs.
12. Side kick on low section 2.
13. Heel kick on low section 2.
14. Spinning heel kick to head.
15. Threats of attacks as above (no contact)

WINNING OF THE COMPETITION GAME

1. Win by K.O.
2. Win by T.K.O. (if the Referee stops the competition, 12 points difference).
3. Win by score.
4. Win because of withdrawal.
5. Win because of disqualification.
6. Win because of 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 case that any matters not specified in the Rules occur, they shall be decided through consensus by refereeing officials of the pertinent game.

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, and a bronze medal for the third place.

KYORUGI Weight division for the sparring competition	
KUBGRADES	
All keubgrades of all ages !	
MEN	WOMEN
24 – 32 kg	24 – 30 kg
33 – 35 kg	30 – 35 kg
36 – 40 kg	36 – 40 kg
41 – 44 kg	41 – 45 kg
45 – 49 kg	46 – 50 kg
50 – 54 kg	51 – 56 kg
55 – 59 kg	57 - 62 kg
60 – 64 kg	63 – 68 kg
65 – 70 kg	69 – 75 kg
71 - 76 kg	76 – 82 kg
77 – 82 kg	83+ kg
83 - 89 kg	
90 – 95 kg	
96 – 100 kg	
100+ kg	

KYORUGI – DAN GRADES	
No weight categories - All dangrades	
Over 18 years!	
MEN	WOMEN
Category 1	Category 1

Competitors with Dan grades under 18 will participate in the appropriate keubgrade categories, with reconciliation on the spot.

If there are less than 3 competitors in one category, the categories will be combined and the competitors can compete in their closest weight category. (Keub grades)

If there is only one competitor in a category, the category will not compete! The category cannot be won without fight! The competitor should be given the opportunity to compete in another category. He can accept or not.

In case the number of competitors is an odd number and equals or is more than 3, one of the competitors will be chosen as free and he can go to the next round without a fight.

The organizer keeps the right to manage the categories according to the number of competitors on the spot.

This is the English translation of the original Rules written in Hungarian. In case of doubt, the Hungarian version is authoritative.