

THE GATHERING



GATHERING EVENTS RULES AND SCORING



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KYORUGI POINT SPARRING

These rules for Kyorugi point sparring are as follows. This type of sparring is not new or unique before Olympic sparring Moo Duk Kwan and the other Martial arts adopted a point style of fighting to accent the skill of technique and movement, not just raw power or speed.

- Kyorugi Point Sparring will be a continuous time scoring. The center judge has the responsibility of also being able to allow points, assess penalties, warnings and disqualifications. The outside judges will be tallying points and watching center judge for penalties and warnings.
- Staff to run a ring will be Center Judge (KTMA qualified Judge), minimum of 2 outside corner judges (KTMA trained volunteers), one timekeeper and one Score Keeper.
- The ring will be a 16' x 16' when space allows with a minimum of a 12'x12'. Children 7 and under will use the 12'x12' ring.
- There will be one round of 90 seconds for children, 2 minutes for teens and adults' gup ranks, 3 minutes for Black Belt Ranks. If there is a tie, Center Judge may call a winner in matches with children, teens, and adult Gup ranks. Black Belts will get an additional 2-minute round to fight. If there is a tie at the end of that round, The Center Judge will confer with ring staff and award the winner.
- Injuries, unfortunately, are a part of any physical activity. If the Center Judge has deemed an injury as being the result of poor technique, balance issue or a lack of defense, the injured competitor will be considered not able to continue and will lose that match. In the case of an injury being caused by a penalty it will be considered a "no contest". (The injured party will move up in bracket.) The competitor who perpetrated the fault will not win that match. If the injured fighter cannot continue in the bracket, then his next competitor will receive a "bye" and the bracket will continue. In the above case, If the match is the final championship match the injured competitor will be awarded first place, the fighter who received the penalty will be awarded 2nd place.

RING ETIQUETTE

Ring Etiquette will be very similar to Olympic sparring. That style is closest to the root and strength of discipline we want for these contests.

- Center Judge will ask both coaches to check fighters for gear checks, Fighters and coaches are directly responsible for their safety.
- Coaches will ensure their fighter is respectful and honorable the entire match.
- Center Judge will call for Chung and Hung (Red and Blue) to enter the ring we will have red or blue flags attached around back of belt to indicate which is which.

- Center Judge will then use Korean commands to begin match, pause match, call warnings, call penalties, and disqualifications. (to be outlined in Judging pamphlet)
- All ring staff will stand when opening protocol is starting for match.
- Side Judges will have designated sides and will have chairs available but also have the ability to move around when judging.
- Side Judges will tally scores they see based on scoring guidelines. At end of match, the two corner judges will add their scores together to ascertain the approximate score.
- The Center Judge then applies any penalty deductions or warning points to scores to ascertain the final score.
- While judges tally scores competitors will kneel facing their coaches and wait for center judge to stand them up again.
- During the judges' tally process the coaches may not approach any judge or ring staff and must remain seated, respectful and quiet.
- Center Judge will award the win by pointing to the winner and then raising winner's hand.

SCORING POINTS

Scoring will be determined by technical application of Moo Duk Kwan or similar technique. All scoring is light to medium contact. Heavy or Excessive contact will be given penalties, 3 penalties of excessive contact will mean disqualification. Heavy or Excessive contact is defined as any contact the center judge feels was full or more than 70% power. In practicum, heavy or excessive contact is an audible gasp and bending over during body contact, and the head being moved completely offline by force. "Ghost contact" or "over the head" is not scored. If the competitor can use the technique, then they should be able to control their contact. All points awarded should be contact either audible or visually clear that contact was made.

Scoring areas and how to score:

- Recognized technique with hand to the head. Reverse and straight punches are not allowed to the facial region but anywhere on helmet in front of the ear is a valid target.
- Recognized technique with hand to body, anywhere on chest, stomach, and solar plexus is allowed. No kidney punches, no liver punches behind the midline of the Dobok. No techniques are allowed above the chest. Shoulder, neck, upper back are not valid targets.
- Recognized kicking technique to the head. All kicks are allowed from gear to gear, one may not intentionally kick to the exposed face of an opponent. Spinning kicks must be controlled contact but must make contact. "Ghost Contact" or grazing is not scored.
- Recognized kicking technique to the body. Target area is same as punches. Kicks that rise up and slide upward to a region or likewise slide down to a penalty region are counted if the contact was made in target zone.

Points

- 1 point will be awarded with... hand contact to helmet with recognized technique ... excluding lunge and reverse punch.'
- 1 point will be awarded with... hand contact to torso with recognized technique ... all techniques allowed.
- 1 point will be awarded with... foot contact to the torso with recognized technique... all kicks are allowed.
- 2 points will be awarded with. foot contact to the helmet with recognized technique... no abject blind or falling kicks allowed, one foot must remain on floor and kicker must maintain standing position.
- 3 points will be awarded with... foot contact to the helmet with recognized technique while jumping... the jump must be landed or appear in complete control when making contact. ...no falling or abject blind techniques

PENALTIES

Penalties and Warnings are only called by the center judge and may not be appealed during a match. Penalties are any technique that is a clear violation or a repeated violation of any constant or temporary rule. Warnings are given to warn the offender that any further action in that regard will be a penalty.

ALL penalties are assessed by the KTMA qualified judge and are always up to the Center Judges discretion during the bracket or round.

- Gross negligence with technique, using techniques with a clear biased to maim or injure an opponent. Will mean and immediate -2 point and possibly a disqualification if offense results in injury.
 - o Heavy leg kicks
 - o Heavy head kicks
 - o Blind full power spinning kicks.
 - o Double leg sweeps with no regard for safety.
 - o Heavy straight punches or hand techniques to face.
 - o Any specific contact to a joint that is known to cause injury. (side kick to knee, forward leg trap sweeps, etc.) Judges will use knowledge and judgement to assess.
- Intentional or unintentional poor kicking, or wild punching. 1st time is -1-point deduction, 2nd time is disqualification.
- Pushing or grappling: any act that has no martial arts merit but is based on strength or luck. 1st time is warning, 2nd time is 1 point deduction, 3rd time is 2-point deduction, 4th is disqualification.
 - o Throwing opponent down with hands.
 - o Pushing with open hands
 - o Grabbing leg to sweep
- Kicking the groin, while faking the groin is allowed, making contact is not. 1st offense is warning, unless there is injury, 2nd offense is 1 point deduction, 3rd offense is immediate disqualification.

- Punching to face, (Medium contact) while faking to face is allowed making contact with face is not. 1st offense is 1 point deduction, 2nd is 2-point deduction, 3rd is disqualification.... Assuming there is no injury if there is injury then the heavy contact rule is applied.
- Low kicking but not sweeping, when trying to score, the kick ends up below the belt. 1st offense is warning, 2nd offense is 1 point deduction, 3rd offense is 2-point deduction, 4th offense is disqualification.
- Cowardice is described as running away and out of bounds to avoid confrontation. 1st offense is warning, 2nd offense is 1 point deduction, 3rd offense is disqualification.
- Stalling is described as being non-confrontational, no action for 30 plus seconds is defined as stalling.... Many times, it will be assessed to both competitors... 1st offense is warning, 2nd offense is warning, 3rd offense is 1 point deduction at judge's discretion.
- Not abiding center judge's instructions by ignoring commands, being disrespectful or using vulgar language will be an automatic -1-point deduction and any following offense is immediate disqualification.
- Taunting, poor sportsmanship, or arguing points will be a 1-point deduction, and any following offense is disqualification.
- Competitors under the age of 16 all contact must be light contact. Excessive contact will result in penalty similar to heavy contact penalty.

Poomsae

OPEN FORMS

Poomsae or forms and patterns are not required to be any organizational recognized forms. Must have roots in Korean or Japanese Island martial arts. Accepted disciplines include but are not limited to Moo Duk Kwan, Hapkido, Tang Soo Do, Su Bahk Do, Tae Kwon Do, Shotokan, Ishin Ryu.

Divisions will be given to the Center Judge. Competitors will line up in the ring and bow into the ring.

- Staff for each ring will be a KTMA certified Center Judge, and two other judges must be either certified volunteers or certified Judges. The ring will have one score keeper.
- Looking at the judges, the Left Judge will base their scoring on stances, balance, coordination, consistency, and flow.
- Looking at the judges, the Right Judge will base their scoring on kick accuracy, strength and coordination, block accuracy and strength, striking accuracy, strength and coordination.
- The Center Judge will base their scoring on overall technical ability, body coordination, power, art and personality. The Center Judge may also take into consideration the other judges' categories.
- Scoring for gup ranks will start at 7.50 and graduate or depreciate based on the judge's evaluation from their position.

- Scoring for Dan ranks will start at 8.50 and graduate or depreciate based on the judge's evaluation from their position.
- Forms will be done one at a time and will be scored on the 10 points must system up to the Hundredths. (i.e. 8.51)
- Forms Competitors when called, will approach the Center Judge, bow in, and have an intro that introduces themselves, their city, their style, their instructor and finish with which form they are presenting. i.e.
- "Judges my name is Joe T Smith from Summerville, SC, my style is Moo Duk Kwan, my instructor is Master Form, and I am presenting the form Yoo Shin."
- All competitors will perform their form and scores will be totaled. Placements will then be made by lining up the competitors and announcing 3rd, 2nd, 1st. Bow out. And Dismiss the Division to the podium pictures.

TEAM FORMS

Poomsae or forms and patterns are not required to be any organizational recognized forms. Must have roots in Korean or Japanese Island martial arts. Accepted disciplines include but are not limited to Moo Duk Kwan, Hapkido, Tang Soo Do, Su Bahk Do, Tae Kwon Do, Shotokan, Ishin Ryu.

Team is defined by 3 individuals from the same school performing a form in unison. Each school is allowed one team to compete in each division. Kids Gup, Teens Gup, Adult Gup, Kids Dan/pomme, Teen Dan/poome, Adult Dan.

Divisions will be given to the Center Judge. Competitors will line up in the ring and bow into the ring.

- Staff for each ring will be a KTMA certified Center Judge, and two other judges must be either certified volunteers or certified Judges. The ring will have one score keeper.
- Looking at the judges, the Left Judge will base their scoring on team timing, stances, balance, coordination, consistency, and flow.
- Looking at the judges, the Right Judge will base their scoring on kick accuracy, strength and coordination, block accuracy and strength, striking accuracy, strength and coordination.
- The Center Judge will base their scoring on overall technical ability, team coordination, power, art and personality. The Center Judge may also take into consideration the other judges' categories.
- Scoring for gup ranks will start at 7.50 and graduate or depreciate based on the judge's evaluation from their position.
- Scoring for Dan ranks will start at 8.50 and graduate or depreciate based on the judge's evaluation from their position.
- Forms will be done one at a time and will be scored on the 10 points must system up to the Hundredths. (i.e. 8.51)
- Forms Competitors when called, will approach the Center Judge, bow in, and have an intro that introduces their team, their city, their style, their instructor and finish with which form they are presenting. i.e.
- "Judges Our team's name is Team Ronin from Summerville, SC, our style is Moo Duk Kwan, my instructor is Master Form and We are presenting the form Yoo Shin."
- All competitors will perform their form and scores will be totaled. Placements will then be made by lining up the competitors and announcing 3rd, 2nd, 1st. Bow out. And Dismiss the Division to the podium pictures.

Breaking

Breaking as a competition is defined as breaking 2" pine boards with recognized techniques. The pine boards will be provided but any other element that the competitor wants to break must be provided by the competitor... (I.E tiles,

concrete blocks, cinder blocks, bricks, ice). Competitors may use athletic tape or similar substances to brace fingers, hands or feet. Competitor may not add padding to any break or breaking surface. Judges will inspect hands and feet that are taped.

Competitors will be divided by age, rank and gender. For each of the divisions there will be a male and female division. Divisions For Gup ranks will be (7-12) kids, (3-17) teens, (18-29) Young Adult, (30-49) Adults (50+) Masters. Divisions for Dan ranks will be (7-12) kids, (3-17) teens, (18-29) Young Adult, (30-49) Adults (50+) Masters.

All divisions will start at a minimum break to qualify.

- All kids start with 1 - (2" pine board. 12"x12").
- All teens start with 2 - (2" pine board. 12"x12").
- All Young Adult start with 2 - (2" pine board. 12"x12").
- All Adults will start with 2 - (2" pine board. 12"x12").
- All masters will start with 2 - (2" pine board. 12"x12")

Every Competitor will get 3 attempts to accumulate the highest point total. Any missed break is considered an attempt. Every board broken is 3 points.

- The first round will be at least the minimum requirement on any technique. (competitor may choose more)
- Second round will be any amount the competitor chooses.
 - o If the competitor chooses the minimum the break must be a different technique.
- Third round will be any amount the competitor chooses.
 - o If the competitor chooses the minimum the break must be a different technique from round 1 and round 2.
- Fourth round 1 board above minimum must be added to any technique or 1 more than the max broken of a repeated technique.
- Fifth round 1 board above minimum must be added to any technique or 1 more than the max broken of a repeated technique.

Judges will judge each break and award points accordingly, upon completion of the Fifth round the final totals will be tallied. In the case of a tie. Competitors may choose any alternate breaking material for bonus points. Or may choose to do a multi-station break up to 3 stations. The multi-station break must be done in continuous motion and must be completed in less than 25 seconds of start... all three stations must be broken for points to count.

- Ceramic tiles - 2 points per tile
- Concrete tiles - 3 points per tile
- Cinder blocks - 5 points per block
- Ice sheets (1" thick) – 3 points per sheet

Demonstration

Demonstration Division: Group performance 3-5 members only

1. Must provide your own tools, weapons, boards, and bricks.
2. All weapons must be submitted for approval for permission to be used in demonstration.
3. Timer will be as follow; 2 min setup, performance 10 min minimum, and 15 min maximum

4. Demonstration may include music, weapons, poomsae, breaking, acrobatics, hosinsul.

**** Note**** Each school has different approaches in teaching poomsae techniques. Though Poomsae movements are standardized interpretation and approach differs. This being said it becomes extremely difficult to objectively score a poomsae competition. Please be fair and impartial.