

University of California - Yongmudo Poomsae COMPETITION RULES

Version 1.5

Table of Contents

1. Purpose
2. Application
3. Competition Area
4. Contestant
5. Classifications of Poomsae Competition
6. Divisions
7. Methods of Competition
8. Creative Poomsae
9. Duration of contest
10. Drawing of Lots
11. Prohibited Acts/Penalties
12. Procedures of contest
13. Methods of scoring
14. Publication of scoring
15. Decision and Declaration of Winner
16. Procedures for Suspended contest
17. Recorder
18. Formation and allocation of Judges
19. Other matters not specified in the Rules
20. Arbitration and Sanction

Summary

These rules outline the rules for running a Yongmudo Creative Poomsae competition. Each individual or team shall perform, at a minimum the following elements:

- a) Minimum of 3 kicks
- b) Minimum of 2 ground elements (rolls, falls, pins, etc)
- c) Minimum of 3 hand strikes
- d) Minimum of 3 blocks
- e) Minimum of 1 flying element (flying kick, dive roll, etc.)

Judges will score each competitive individual or group on a scale of 5 to 10 and the recipient of the highest score will be declared the winner.

1. Purpose

The purpose of the Yongmudo (YMD) Poomsae Competition Rules is to manage safely, fairly and smoothly all matters pertaining to Poomsae competitions at all levels and to ensure the application of standardized rules.

2. Application

The Competition Rules shall apply to all competitions promoted and/or organized by the Yongmudo program at the University of California Martial Arts Program (UCMAP).

3. Competition Area

The Competition Area shall measure 12m×12m and have a flat surface without any obstructing projections. The Contest Area shall be appropriately matted to facilitate a safe competition.

- 1) Position of the Judges: Between three (3) and seven (7) judges shall be positioned in front of the contest area, with 1m between the judges.
- 2) The positions of the contestants for bowing in shall be in a line across the center of the contest area.
- 3) The recorder's desk shall be positioned behind the judges.

4. Contestant

1. Qualifications of contestants

- a) Junior Division (5-17 years old)
- b) 1st Senior Division (18-30 years old)
- c) 2nd Senior Division (31-40 years old)
- d) 1st Masters Division (41-50 years old)
- e) 2nd Masters Division (51+ years old)

Note: Other divisions may be made at the tournament director's discretion

2. Contestants' Uniforms

- a) Contestants shall wear either a clean, green uniform (white one is acceptable) that is in good condition and has no more than three patches
- b) Those contestants who wish to participate in skit competition may wear other clothing but it may not be lewd or in bad taste.

3. Illegal Drugs

- a) At the Yongmudo events any use or administration of illegal drugs or chemical substances is prohibited.

5. Classifications of Poomsae Competition

1. Men's Individual Creative
2. Women's Individual Creative
3. Men's Individual Weapons
4. Women's Individual Weapons
5. Team Creative (weapons are allowed)

6. Divisions

1. All divisions may be divided according to age
2. There is no specific limitation to Keub, Poom or Dan for group competition.

7. Methods of Competition

1. The systems of competition will be one of the following:
 - a) Single elimination tournament system
 - b) Round robin system
2. Competitions are divided as follows.
 - a) Individual Division: Individual contestants may only enter once in each individual event.

- b) Team Division: Individual contestants may enter competition as participants in a maximum of two teams per tournament.

8. Creative Poomsae

- 1) Each individual or team, may present their form only once. In the case of an equipment failure or injury, a two minute pause is permitted after which the form must be continued from the point at which it was interrupted.
- 2) The number of participating contestants per team shall be limited to seven (7).
- 3) All patterns and movements must be performed in a safe way that does not endanger the participants, the audience or the officials.
- 4) Movements to be included in Creative Poomsae are:
 - a) Minimum of 3 kicks
 - b) Minimum of 2 ground elements (rolls, falls, pins, etc)
 - c) Minimum of 3 hand strikes
 - d) Minimum of 3 blocks
 - e) Minimum of 1 flying element (flying kick, dive roll, etc.)
- 5) Music may be used for the Creative Poomsae competition.
 - a) A music cassette tape or CD shall be submitted at least one day in advance.
 - b) Consult the tournament director about available equipment
- 6) 70% of the patterns and movements shall be martial arts techniques.
- 7) No religious or FCC banned material (swear words, etc) music may be played.

9. Duration of Contest

1. Duration of Contest from the declaration of “Shi-jak” (start) until “Ba-ro” (return)
 - a) Individual competition: From 1 minute to 2 minutes
 - b) Team competition: From 2 minutes to 3 minutes

10. Drawing of Lots

1. At the discretion of the tournament director, the order of competitors will be determined by the drawing of lots. Lots will be drawn in the presence of tournament officials and representatives of the participating groups, and the drawing of lots shall be done in English alphabetical order using the official names of the participating groups.
2. Officials shall be designated to draw lots on behalf of the officials of participating groups not present at the drawing.
3. The order of the draw may be changed according to the Arbitration Committee.

11. Prohibited Acts/Penalties

1. Penalties for any prohibited act shall be declared by the referee.
2. Violations shall result in a "Gam-jeom" (deduction penalty categories).
3. The following acts shall be classified as prohibited acts, and “Gam-jeom" shall be declared.
 - a) A contestant or coach uttering a disparaging remark, swear word, or any other act of misconduct
 - b) Performing an unsafe and/or excessively dangerous technique
 - c) Not following an official's instructions
 - d) The competitors may NOT use any overtly dangerous equipment in their performance, including, but not limited to; blades with sharp edges, weapons to be thrown, explosives

of any kind. Acceptable weapons include but are not limited to tonfas, canes, sticks, staffs, swords and knives with blunt edges.

4. Should a contestant be assessed two (2) deductions, the referee shall declare the contestant a loser on penalties.

12. Procedures of contest

1. Call for contestants

Contestants' names shall be announced three times beginning three minutes prior and continue at one minute intervals before the start of the contest. Any contestant who fails to appear in the contest area within one minute after the final call for the start of the competition shall be regarded as having withdrawn and shall forfeit the match.

2. Physical inspection and uniform inspection

After being called, each contestant shall undergo a physical inspection of equipment (if any) and uniform at the ring's table by a designated inspector.

3. Entering the competition area

Following the inspection, the contestant or team shall enter the contestant waiting area. A maximum of one coach may accompany his or her contestant or team.

4. Beginning and end of contest

The contest shall begin with the declaration of "Joon-bi" (ready) and "Shi-jak" (start) by the referee and shall end with the declaration of "Ba-ro" (return) by the referee.

5. Pre-contest and post-contest procedures

- a) The contestants must bow as they both enter and leave the contest area.
- b) After the end of the Poomsae, the contestants shall stand in their respective positions and make a standing bow at the referee's command of Cha-ryeot (Attention), Kyeong-rye (Bow)" and then, in a standing posture, wait for the referee's declaration of the decision.
- c) The referee shall declare the winner according to the results of the judges.

13. Methods of scoring

1. For each form presented a score of between 5 and 10 points shall be given. The score shall be the sum of the following:

- a) Presentation: Between 1 and 2 points will be awarded in increments of 0.1 points for the quality of the overall presentation. This includes movements, presentation of power, breathing, etc.
- b) Cohesion: Between 1 and 2 points will be awarded in increments of 0.1 points for the cohesion of the series of moves that are displayed
- c) Difficulty: Between 1 and 2 points will be awarded in increments of 0.1 points for the difficulty of the moves that are displayed, i.e. performance of jumps, spins and technically difficult techniques.
- d) Coordination: Between 1 and 2 points will be awarded in increments of 0.1 points for the coordination of the moves
- e) Artistry: Between 1 and 2 points will be awarded in increments of 0.1 points for the artistic interpretation, spirit, and aptitude that is shown

2. The final score shall be the sum of the judges' scores, with the following exceptions:

- a) If there are 4 judges then the lowest score will be dropped
- b) If there are 5 judges then the lowest and highest scores will be dropped
- c) If there are 6 judges then the lowest score will be dropped
- d) If there are 7 judges then the lowest and highest scores will be dropped

3. Deduction of points shall be assessed by the senior judge
 - a) Should a contestant exceed the time limit, 0.5 points shall be deducted from final score.
 - b) Should a contestant cross the boundary line, 0.5 points shall be deducted from the final score.

14. Publication of scoring

1. The final score shall be announced immediately after collecting the judges' totals.
 - a) The coordinator shall collect each scoring sheet and convey the results to the recorder immediately after completion of the Poomsae.
 - b) The recorder shall report the final score to the referee, following the deletion of any scores as defined in section 13.2, and the final score shall be announced immediately.

15. Decision and Declaration of Winner

1. The winner shall be the contestant who is awarded the highest point total.
2. In case of a tie score, a rematch shall be conducted between the tied contestants.
3. In case of a tie score at the rematch, a draw will be declared.

16. Procedures for Suspended contest

When a contest is to be stopped due to injury, the referee shall take the following measures, while in a situation that warrants merely suspending the contest beyond the prescribed procedure, the referee shall declare "Shi-gan" (time) or "Kye-shi" (time keeping) and resume the contest from the start, taking into consideration all aspects of the situation.

1. The referee shall suspend the contest and order the recorders to suspend timekeeping by announcing "Kye-shi" (time keeping) or "Shi-gan" (time).
2. The referee shall allow the contestant to receive first aid for two minutes.
3. Should a contestant not demonstrate the will to continue the contest after two minutes, the performance will be declared "incomplete" and a score of zero (0) will be assigned the competitor.
4. Technical, equipment, cassette, or CD malfunction of accompanying music
 - a) The Organizing Committee shall prepare musical accompaniment equipment.
 - b) Should a contest be stopped due to musical accompaniment equipment malfunction, the competition may restart upon reactivation of the music.
 - c) Should a contest be stopped due to malfunction of cassette tape or CD prepared by participating team, the contestant or team shall be disqualified.

17. Recorder

1. The recorder shall time the contest and also shall record and announce the total score.

18. Formation and allocation of Judges

1. Competition of Referee Officials
 - a) Officials: 1 Referee, between 3 and 7 Judges
2. Assignment of Referee officials
 - a) The composition of the referee officials' pool shall be based upon the number of contestants.

b) Referees will be assigned to their rings by the head referee

19. Other matters not specified in the Rules

Should any matter arise not specified in the Rules, it shall be dealt with as follows.

1. Matters related to the competition shall be decided through a consensus of the Referee Officials of the pertinent contest.
2. Matters not related to the specific contest shall be decided by the Arbitration Board or a representative of the tournament director.

20. Arbitration and Sanction

1. Composition of the Board of Arbitration

- a) **Member qualifications:** Yongmudo dan ranked persons with sufficient judging experience. Chairman should be 4th dan or higher.
 - b) **Composition:** One Chairman plus six or less appointed members
 - c) **Procedure of Appointment:** The Chairman and members of the Board of Arbitration will be appointed by the tournament director
2. **Responsibility:** In the event of a protest, the Board of Arbitration may correct a misjudgment, and may take disciplinary action against the officials committing the misjudgments or illegal behavior.
3. **Protest Procedure**
- a) If there is an objection to a referee's judgment, an official delegate of the individual or team must submit a protest application together with the prescribed fee to the Board of Arbitration within 10 minutes after the contest.
 - b) Deliberation of re-evaluation shall be carried out excluding those members with the same group as that of either contestant concerned, and resolution on deliberation shall be made by majority.
 - c) The Board of Arbitration may summon the referees or officials to confirm events.
 - d) When evaluating a protest application, the Board of Arbitration shall convene without representative members from any groups that participated in the protested contest. The remaining members shall decide the protested issue by majority vote.
 - e) The ruling by the Board of Arbitration will be final.

Enacted: Feb. 25, 2010

Revised: Mar. 2, 2010