

Rules for UCB Yongmudo Martial Arts Competition

Version 1.6

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1.0 – Groundwork and Free Sparring Overview

Yongmudo (YMD) competition has been developed by UCMAP under the guidance of Dr. Ken Min of the University of California at Berkeley Martial Arts Program (UCMAP). The rules have been set up to maximize the safety of the competitors. This competition philosophy encourages competitors to be well-rounded martial artists. For beginners the competition consists of a relatively safe groundwork (wrestling) match. The intermediate to advanced competitor may compete in either a ground work or a controlled free sparring match. For each match type there are three corner judges and a referee. A judge wears a red wrist band on his or her right wrist and a blue one on his or her left wrist. When a judge sees a point scored he or she indicates which competitor scored by raising an appropriately colored arm band. The winner is the competitor who accumulates the most points.

Guidelines for the two different types of matches are set forth in the tables below.

Experience	Ground work
Beginner (< 1 year experience)	One 2-minute round
Intermediate (1-3 years experience)	One 3-minute round
Advanced (Over 3 years experience)	One 3-minute round

Experience	Free sparring
Beginner (< 1 year experience)	< Not eligible >
Intermediate (1-3 years experience)	One 2-minute round
Advanced (Over 3 years experience)	One 3-minute rounds

Classifications of “beginner,” “intermediate,” and “advanced” are left to the competitors and their instructors. This is because players skilled in one style may lack minimal proficiency in others. For example, a Second Dan in Taekwondo who is not comfortable falling should not compete in the advanced competition as taking a fall as a result of a standing throw could be dangerous. Similarly, a First Dan in Judo with limited kicking experience should consider competing in groundwork until he or she had attained a basic understanding of kick and punch defense.

Note that the groundwork competition is left open to people of any rank or experience as due to age or injury, people of significant experience will sometimes opt to compete under rules that do not include strikes.

While the framework of this competition has been set up to emphasize well-rounded martial artists, the rules have been written to emphasize the competitors' safety.

2.0 - Competition Setup and Equipment

2.1 Competition Area

An official competition ring is eight (8) meters square with a one (1) meter warning area around it. Both the competition and warning areas should be appropriately padded. Most any qualified, padded martial arts ring can be used as long as it is both large enough for the competitors to compete safely and the surface is acceptable for both groundwork and sparring competition. Smaller rings may be used if required by space or mat limitations.

2.2 Competition Officials

The following is a list of the officials required to run a competition ring:

- a. **Center referee:** The center referee is in charge of the ring. The referee's main job is to maintain the safety of the competitors and enforce the rules. If the referee believes that points are being scored but the judges are not correctly awarding them he or she may stop the match and address the issue and correct with the judges and possibly the head referee.
- b. **Corner judges:** There are three corner judges who are arranged in a triangle around the ring. Their job is to score the competition as they see it. Each corner judge wears a *red* wrist band on his or her *right* wrist and a *blue* wrist band on his or her *left* wrist. If the judges choose to be seated in chairs, then they are responsible for moving the chairs out of the way should the competitors move in their direction. A corner judge may only enter the competition area at the request of the center referee.
- c. **Timekeeper:** The timekeeper maintains an accurate time of each round of the competition. This includes starting and stopping the clock at the request of the referee. The timekeeper shall alert the competitors and the referee at the end of each round.
- d. **Scorekeeper:** The scorekeeper maintains a record of the scores, including points scored by the judges and penalties designated by the referee. When possible, the score shall be posted as the points and penalties are assessed.
- e. **Head Referee:** The head referee is responsible for maintaining fair and accurate scoring at all rings of the competition. The head referee is the final arbiter when there is a scoring dispute. The head referee is the only person who can overrule a decision by the center referee. The head

referee is in charge of all competition rings and does not have to be present at any particular ring during the competition. Decisions of the head referee are final.

f. **Head of Court:** If there are enough referee's available then one extra referee may sit at the scoring table to ensure that everything runs smoothly. The Head of Court has no power beyond that of when he or she sees a problem the he or she stands and holds up a hand. The referee may then stop the match to resolve the problem.

g. **Referee Chair:** This person is in charge of resolving all rules disputes. At many tournaments the Head Referee and the Referee Chair are positions held by one person.

h. **Supervisory Board:** This board of at least three people is created by the tournament director to be ultimate decision makers for the tournament. All official protests are taken to this board. A decision to overrule a floor decision must be made by a 2/3 majority.

2.3 Uniform

Each competitor is required to wear a clean, standard, martial arts uniform in good repair.

a. **Material:** Uniforms should be made of a double weave or stronger material because thinner uniforms tend to tear. Cotton or similar material is required as some lighter materials, such as silken polyester, are inappropriate for grabbing during the competition rounds.

b. **Color:** Uniforms must be green or white

c. **Patches:** A maximum of three patches on the uniform is allowed.

d. **Sleeve length:** The sleeves of the uniform must not be rolled up and must fall no less than two inches above the wrist (tip of ulna).

e. **Belts:** Each competitor in a match will be assigned a belt color, either red (*hong*) or blue (*chuong*). It is by these colors that judges score the match. Belts for identification of rank are not worn.

2.4 Protective Gear

The required protective gear depends on the rounds in which the competitor will participate. It is up to the competitor to be ready for each round in appropriate protective gear. Penalties will be assessed if a competitor delays the match due to his or her inability to put on or shed protective gear. Coaches are encouraged to assist competitors in this regard.

a. **All competitors:** All competitors are required to wear *mouth guards* in all rounds.

- b. **Free sparring competitors:** All competitors in the free sparring round must wear:
- a. *YMD chest protector.* This must be worn inside the uniform with a t-shirt underneath.
 - b. *Shin guards.* These must be made of soft material and may have no foreign materials inserted in them.
 - c. *Groin cups.* Must be worn by all male competitors
 - d. *Arm guards.* Must be worn and may not extend below the wrist.
- c. **Optional protective gear**
- a. *Fist protection* may not exceed two layers of tape. No types of gloves are permitted.
 - b. *Ear guards* may be worn.

NOTE: Absolutely no head strikes are allowed in any round.

3.0 - The Sparring Competitions

A groundwork or free sparring competition consists of two players competing in the appropriate martial arts styles with points being awarded for executing good techniques and deducting points against competitors who attempt either illegal or dangerous techniques. At the conclusion of the final round, the points and penalties are totaled and a winner is declared. The rounds are groundwork or controlled free sparring. The following sections outline each of these rounds.

Note: The lists of legal and illegal techniques are not complete. Given that the primary goal of Yongmudo is to give a safe framework in which martial artists can compete, the rules should be modified to accommodate the age, rank and experience of the competitors.

The complex nature of the competition requires that different rule sets for competition be used for beginning, intermediate and advanced competitors. Beginners compete only in the groundwork round, which is considered the safest round. Intermediates and advanced competitors compete in either the groundwork or the free sparring rounds. These rounds are described in the following sections.

3.1 Groundwork

The groundwork competition consists entirely of wrestling techniques. Strikes are prohibited in this round. Competitors must stay on the ground by complying with at least one of the following:

- Keep at least one knee on the ground
- Keep some portion of the body trunk on the ground
- Hold the opponent on the ground with body weight and/or position

Competitors' knees or body may leave the ground momentarily while in transition from one technique to another.

Points may be awarded for throwing (e.g. twisting down) a competitor, controlling a competitor for a certain length of time, or reversing out of a hold. Only advanced competitors may also earn points through careful application of chokes and arm bars. Unless it has been clearly established that chokes and arm bar techniques will be permitted, they are considered illegal and will subject the player who applies them to penalties.

3.1.1 Legal, scoring techniques:

3.1.1.1 **Control holds:** A competitor will score points by placing his or her opponent into a controlled hold and maintaining that hold for five (5) seconds.

3.1.1.2 **Reversals:** If competitor A is being held by competitor B and A then escapes and immediately places B into a hold, then a point may be awarded for the escape and another point may be awarded for the hold. Note that a getting a point for an escape requires a recognizable technique.

3.1.1.3 **Balance breaking:** If a competitor breaks the balance of his or her opponent and immediately enters a hold, then a point may be awarded.

3.1.1.4 **Submission technique:** If a legal technique causes a competitor to submit (tap out), then a one-point bonus shall be awarded for the technique.

3.1.1.4.1 **Advanced competitors:** The only two submission techniques for advanced competitors are elbow bars and chokes where both hands use the uniform. While chokes that include the jaw are not allowed, if they occur the referee stops the match, breaks the opponents apart and restarts the match.

3.1.1.4.2 **Other competitors:** When beginners or intermediate competitors are involved there are no bars or chokes allowed.

3.1.2 Illegal techniques:

The following techniques are illegal:

3.1.2.1 **Strikes:** No strikes of any kind are allowed.

3.1.2.2 **Pressure points:** No pressure point attacks are allowed.

3.1.2.3 **Standing:** A competitor may not stand up except in momentary transition of body position. If a competitor stands up to escape a technique, then a penalty assessed against that competitor.

3.1.2.4 **Gouging, biting, and pinching:** Gouging, biting, and pinching are illegal at all times.

3.1.2.5 **Locking legs around body, neck, or head:** It is illegal to wrap legs around an opponent's torso and cross legs at or near the ankles. The resulting squeeze can result in serious injuries.

3.1.2.5.1 **Advanced competitor ground work:** However, if an advanced competitor wraps his or her legs around an opponent's arm and neck together, or shoulder and neck together, this prohibition does not apply.

3.1.2.6 **Dangerous throws:** It is illegal to throw intentionally an opponent onto his or her head. All throws must give the falling opponent an opportunity to fall safely.

3.1.2.7 **Insufficient self-protection:** The referee may penalize a competitor if he or she is not protecting his or herself adequately. For example if A attempts to dive at B while B is kicking with the result that B kicks A in the now lowered head, then A can be penalized for not protecting his or herself.

3.1.2.8 **Joint attacks:** No joints, with the possible exception of the elbow, may be attacked. This includes fingers, toes, knees, shoulders and hips. Elbows may only be attacked during advanced competitions and can only be attacked with an elbow lock.

3.2 Controlled Free Sparring

Controlled free sparring competition consists of the following. In this competition most standard martial arts techniques are considered legal. The exception is that any technique that causes an injury to a reasonably prepared opponent will result in a penalty or disqualification. This round is to be run with a maximum emphasis on safety and technique. Only techniques that a judge feels were "*strong, well executed and controlled*" may be considered for awarding points.

In this competition opponents may kick or punch each other. However, a competitor may grab his or her opponent and execute a throw; while a fighter grabs an opponent, that fighter may not execute any strikes. (The grabbed opponent may execute legal strikes, as long as he or she does not grab in response.) Upon grabbing, a competitor has a maximum of **three seconds** to execute a technique; if that time is exceeded the referee will stop the fight and issue a warning.

3.2.1 Legal scoring techniques:

3.2.1.1 **Throwing:** A standing throw from any position such as from a grab, or blocking and grabbing a kick or punch is legal. The thrower may be awarded one or two points for the throw depending on whether the throw was part of a combination. (The judge would raise a hand when the throw was executed, lower that hand after 1.5 seconds and then re-raise the hand to score the groundwork technique).

3.2.1.1.1 **Scoring throw:** As in Judo, a scoring throw must have the opponent land on his or her back or side. A throw that causes the opponent land on their head or shoulders is illegal.

3.2.1.1.2 **Counter throws:** If A tries to throw B and B starts to fall and initiates a sacrifice throw, then only A, who initiated the action, can score a point. B does not get a point unless A's throw was entirely stopped and then B re-initialized the action and completes a throw.

3.2.1.1.3 **Wrist throws:** All wrist throws are illegal as they are considered attacks on the wrist joint.

3.2.1.2 **Kicks and Hand Strikes:** All legitimate hand and foot strikes are allowed provided they are judged to be "*strong, well executed and controlled*" and they contact a legal area on the body armor (hogu).

Absolutely no head contact is allowed.

3.2.1.2.1 **Kicking targets:** Kicks may be targeted to all parts of the hogu (chest protector) except for the spine. In addition the competitor may execute low spin heel kicks to the back of the calf.

3.2.1.2.2 **Hand strike targets:** Only straight punches (front or reverse) may be scored and they must be targeted at the front of the chest protector. For example a hook punch to the kidneys is illegal.

3.2.1.3 **Chokes and arm bars:** Chokes and elbow bars are only legal in matches between advanced competitors and by prior agreement. Again, safety is the ultimate consideration in judging the use of these techniques. Application of these techniques, even when legal, that result in injury may be grounds for a penalty or disqualification.

3.2.1.3.1 **Legal chokes:** All legal chokes must use the uniform for the lever. No part of the body (hands, arms, legs, etc) may be used against an opponent's neck. If the jaw is included in the choke then the referee should pause the match and restart them from a standing position.

3.2.1.3.2 **Guillotine chokes:** All guillotine chokes are illegal.

3.2.2 **Illegal techniques:**

The following techniques are illegal.

3.2.2.1 **Dangerous techniques:** Executing an unsafe technique or a legal technique in an unsafe way is grounds for immediate disqualification.

3.2.2.2 **High-impact techniques:** Any technique that results in serious contact to a unprotected part of a competitor is illegal.

3.2.2.3 **Dangerous throws:** Any throw that causes a competitor to land in a dangerous way or position is illegal. For example, any throw that causes a competitor to land on his or her head is prohibited.

3.2.2.4 **Attacks to illegal targets:** A competitor may not attack an illegal target even as a feint. Faking a strike to the head or front of the legs is illegal and will be penalized.

3.2.2.5 **Examples of illegal techniques:**

- **Ax kick:** This attacks the head
- **Hook punches and back knuckles:** Only front and reverse punches may be scored.
- **Spin heel and spin hook kicks**
- **Cut kick to any part of the leg**

3.2.2.6 **Joint attacks:** No joints, with the possible exception of the elbow, may be attacked. This includes fingers, toes, knee, shoulders and hips. The elbow may only be attacked during advanced competitions and can only be attacked with an elbow lock. Strikes to the elbow are illegal.

3.3 **Timing**

All matches in a given division are contested for an equal length of time. In general, the rest period between matches should be at least 20 minutes to avoid a resting advantage for one competitor.

All rounds are continuous time except when the referee calls time for injury, equipment failure, or administrative issues. Note that the referee may stop the clock to give warnings, penalties, or instructions.

The referee will call “time” or “*kall-yo*” to stop the timer. The timer restarts when the referee restarts the match.

3.4 **Competition for Beginners**

Because proficiency in several styles is required to compete in free sparring, a number of alternative rules are used when beginners compete.

3.4.1 Reduced number of rounds: A beginning student should only compete in a single round of groundwork. Only students with at least two years of training covering general free sparring should compete in that competition.

3.4.2 Low-impact competition: Intermediates competing in the free sparring competitions are required to control all of their strikes, and all hard contact may be deemed illegal.

3.4.3 Time changes: Beginners and intermediates should have shorter rounds with longer rest times between matches.

3.5 Starting Positions

3.5.1 Groundwork starting position: For groundwork, the competitors start facing each other in a kneeling position at a distance of one (1) meter.

3.5.2 Free sparring starting position: For free sparring, the competitors start the round in fighting stances at a distance of two (2) meters apart.

NOTE: the old groundwork starting position was from a back-to-back position which can be dangerous if, for example, a competitor turns and catches an opponent in the face with an elbow.

4.0 - Scoring

During the course of each round, the corner judges award points as they see them. When a judge sees a point scored he or she raises an appropriately colored wrist band (red is on the right and blue is on the left) and holds the hand up for approximately 1.5 seconds. The scorekeeper will score a point if at least two of the three judges score a point at the same time. If electronic scoring is available then the judge triggers the appropriately colored handset and the computer will determine if two judges saw a point and a competitor should be awarded a point.

Corner judges are *not* responsible for scoring any deductions the center referee might assess; that is the job of the scorekeeper.

At the conclusion of the last round, the total points are noted by the center referee and the competitor with the most points is declared the winner.

4.1 Breaking a Tie

In the event that at the end of the final round the combined score is tied, then the competitor with the fewest deductions will be declared the winner. That is to say, the competitor who completed the event with the fewest rule infractions is the winner.

If the match is scored a tie after the above tie-breaker, then the referee will determine the winner, thus breaking the tie. In this circumstance, the referee may, but is not required to, consult the corner judges to determine a winner.

4.2 Scoring Examples

The following are a few examples of valid techniques and how they might be scored or penalized in each round:

4.2.1 Groundwork

- A is in top mount position and B escapes.

Result: Possible point for B.

- A is in top mount position and B escapes and places A into a hold.

Result: Point for B.

- A twists B down and applies an arm bar. B taps out.

Result for beginning and intermediate competitors: Penalty point against B. Arm bars are illegal in beginning competition

Result for advanced competitors: Two points for A. One point for the technique and one point for the submission.

- If the referee feels that a competitor is in danger of being injured by a legal technique (e.g., with advanced competitors doing an arm bar or choke), then the referee may stop the competition (calling a “**safety break**”), at which point the clock, at the referee’s discretion, may be stopped. The judges may award a submission to the attacker. The referee then continues the match from the starting position, and the clock resumes.

4.2.2 Controlled Free Sparring

- Lead-hand back knuckle to head, unblocked but pulled with no contact.

Result: Warning or penalty point. (No strikes to the head)

- Lead-hand back knuckle to head, hits face and draws blood.

Result: One-point deduction, possible disqualification (DQ).

Note: If the competitor who was struck was diving in for a leg take-down then the DQ may not be appropriate.

- Low spin heel takedown with an immediate pin.

Result: One, possibly two points for the attacker.

- A front kicks and B blocks, catches the leg and throws A to the ground.

Result: Point for B.

· A kicks B and scores but B catches the leg and throws A to the ground.

Result: Point for A and point for B.

· A front kicks and B partially blocks the attack.

Result: At the judges' discretion, a point may be given to A.

4.3 Other Scoring Issues

4.3.1 Simultaneous scoring: If both competitors score at the same time, then the judges may score both points by raising both hands.

4.3.2 Scoring mistake: If a judge realizes that he or she has raised the wrong hand then he or she waves that hand and raises the correct hand.

4.3.3 When a judge sees a problem: If a judge sees a problem then he or she crosses his or her arms over their chest until the referee sees it and stops the match to resolve the issue. If a judge sees another judge crossing his or her hands then the judge should also cross his or her arms to increase the chance that the referee sees that a judge has requested that the match be stopped.

4.3.4 Head of court: The head referee's job is to keep the ring(s) running smoothly. The first priority is to make sure that points are scored correctly. If there is a problem then the head referee stands, facing the ring and holds a hand up until the referee stops the match to resolve the issue.

4.3.5 Problem resolution: Problems are resolved by officials in the following order:

- i. Center referee
- ii. Head referee
- iii. Referee chair
- iv. Supervisory board (who are the ultimate decision makers)

4.3.6 Protests: All protest must be made within 10 minutes of the conclusion of the match. 67% of the Supervisory board must agree in order for a protest to be upheld.

5.0 - Penalties

The referee uses deductions to maintain control of the competitors and to maintain a safe environment for the competitors. Penalties are given in one of three levels of severity:

- a. **Warning (*kyunggo*):** A competitor receives a warning when he or she has committed a minor infraction. For every two warnings given to a

competitor, one point is deducted from that competitor's score. Unpaired warnings at the end of a match are counted for breaking ties.

b. **Deduction (*kam-jeom*)**: A competitor receives a one point deduction when he or she, or his or her coach, has committed a clear violation of the rules. Any competitor who is assessed two points in deductions shall be disqualified and, regardless of the score, the opponent will be declared the winner.

c. **Disqualifications (*shil-kyuk*)**: A competitor who commits or whose coach commits a serious violation of the rules, particularly a violation of a rule designed to protect the safety of the other competitor, may be disqualified.

5.1 Infractions

A competitor, when charged with an infraction, must be assessed either a warning or a one-point deduction at the discretion of the referee. For every two warnings given in a match, one point is deducted. The following are some common infractions.

5.2.1 **Illegal technique**: If an illegal technique is attempted, a competitor will be penalized.

5.2.2 **Taunting**: If a competitor or his or her coach taunts an opponent or an official, either verbally or with gestures, he or she will be penalized.

5.2.3 **Leaving the ring**: If a competitor leaves a ring either voluntarily or due to the legal actions of his or her competitor, he or she will be penalized. For example a competitor may, using a flurry of kicks, even if they are successfully blocked, drive his opponent from the ring, then the defending opponent would be assessed at least a warning. The first two infractions for leaving the ring in a given round may be assessed warnings but all further infractions will be assessed full point deductions.

5.2.4 **Avoidance**: If a competitor is avoiding competition, then he or she may be assessed either a warning or a full point deduction at the discretion of the center referee.

5.2.5 **Feigning an injury**: If a competitor feigns and injury then he or she may be assessed either a warning or a full point deduction at the discretion of the center referee.

5.2 Disqualifications

A competitor may be disqualified from a match for any of the following violations. Note that a competitor who has been disqualified is eliminated from all further competition in the tournament and his or her opponent at the time of the disqualification will be declared the winner regardless of the score at the time of the infraction.

5.1.1 Intentional injury of an opponent: If at any time during the competition one competitor injures his or her opponent while executing an illegal or overly aggressive technique, then the offending competitor may, at the referee's discretion, be disqualified.

5.1.2 Repeated deductions: If *during any one round* a competitor accumulates two (2) points in deductions, then that competitor is disqualified from the competition and his or her opponent is declared the winner regardless of the current score. It is the responsibility of the scorekeeper to inform the referee when the accumulated deductions warrant this type of disqualification. This is done by throwing in the timing towel/baton and calling "Break".

6.0 - Comments and Considerations

The following are a few comments, clarifications, and considerations for running a Yongmudo event.

6.1 Safety

The first and most important aspect of Yongmudo is to foster a safe environment to practice a broad spectrum of martial arts techniques. A feeling of safety is essential to allow the maximum number of people to practice over their entire lives instead of solely in their youth.

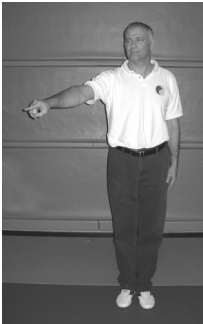
6.2 Coaches

One coach is permitted per competitor but the coach may not enter the ring at any time unless called in by the referee. A coach may not cheer or gesticulate inappropriately at any time during the competition. The behavior of the coach is subject to the same rules regarding taunting and misconduct that apply to that coach's player, and the coach's actions and behavior may result in the assessment of warnings or deductions to or disqualification of the coach's player.

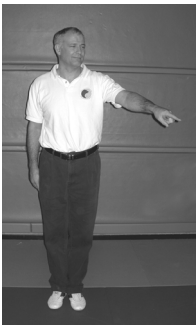
Appendix A: Referee Hand Signals

The following describe the basic hand signals used by the center referee during a UC Yongmudo match. The hand signals have been simplified so that they may be used in all matches of the Yongmudo event. Note that the hand signals used in international competition differ somewhat and are described in literature available through the World Yongmudo Federation.

Calling In the Competitors

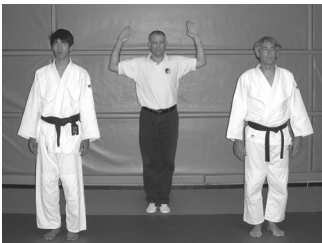


*Calling in the **RED** (“hong”) competitor*

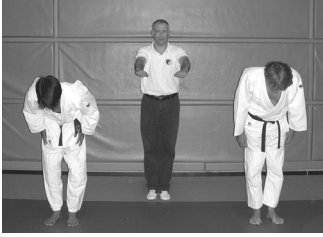


*Calling in the **BLUE** (“chuong”) competitor*

Bowing to the Head Table

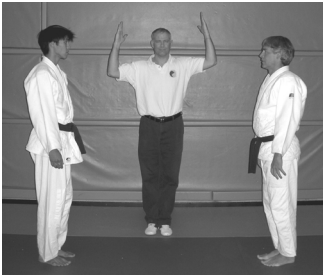


Face the Head Table (camera)

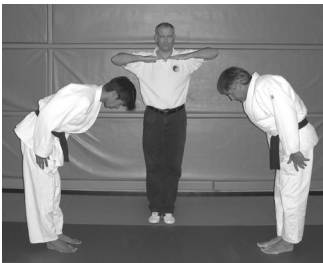


Bow (“kyung-rye”) to the Head Table (camera)

Bowing Between the Competitors



Competitors face each other



Competitors bow (“kyung-rye”) to each other

ASSESSING PENALTIES

It is the center referee’s job to run the match and to keep both competitors safe. This requires administering penalties when a competitor breaks a rule. All of the penalty gestures are done with the right hand. (The “Illegal Technique” gesture uses both hands.) This rule is important as it helps to eliminate confusion. When assessing a penalty, the referee:

- 1) Stops the competition
- 2) At the discretion of the referee the time may also be stopped
- 3) Faces the fighter who is to be penalized
- 4) Indicates the penalty with both the appropriate hand gesture and a verbal explanation
- 5) Indicates if the penalty is a warning or a full point deduction.
- 6) Continues the match

Illegal Technique (*panchik*)



Examples of Illegal Techniques:

- Throwing a competitor in a dangerous way
- Striking an opponent during groundwork or in free sparring when holding an opponent
- Striking the head during any round
- During the free sparring round, grabbing an opponent for more than three seconds

Misconduct (*chu-yi*)



Examples of Misconduct:

- Taunting an opponent (this may be verbal or with gestures)
- A coach making inappropriate comments about the competitor, the opponent or the officiating staff.
- A competitor performing an overt gesture of self-promotion

Time Infraction (*kye-shi*)



Examples of Time Infractions:

- Not reporting to the ring on time
- Stepping out of bounds (a common delaying tactic)
- Avoiding competition
- Faking an injury to avoid competition

PENALTY LEVEL

After the referee has called a penalty, he/she must either assess a warning or a full point deduction. For every two warnings that are assessed, a point will be deducted from the competitor's final score.



Warning (*kyunggo*)



Full Point Deduction (*kam-jeom*)

(Not shown, forearms crossed)

Disqualification (*shil-kyuk*)

Appendix B: Korean Terms

Blue	Chuong
Bow	Kyung-rey
Break	Kall-yo
Continue	Kye-sok
Deduction	Kam-jeom
Disqualified	Shil-kyuk
Illegal technique	Panchik
Misconduct	Chu-yi
Red	Hong
Start	Shi-jak
Stop	Keuman
Time warning	Kye-shi
Warning	Kyung-go
Winner	Pan-jeong