



Ministry of Sport of the Russian Federation

All-Russian Public

Fitness and Sport Organization

«RUSSIAN HAPKIDO FEDERATION»



Hapkido Sport Rules

Saint-Petersburg

2019

General Provisions.

These Hapkido Rules (hereinafter referred to as the Rules) are developed by the All-Russia Public Physical Culture and Sport Organization Hapkido Federation of Russia (hereinafter - FHR) taking into account the basic requirements of the rules of competitions of international Hapkido federations with the aim of fair and clear resolution of all issues that have attitude to the competitions held at all the levels. .

These Rules are bringing on all organizations conducting competitions in the Hapkido sport on the territory of the Russian Federation (hereinafter referred to as the RF) regardless of their scale and status.

Officials (organizers of competitions, representatives of teams, coaches, athletes and referees) participating in competitions are obliged to be guided by these Rules in their actions, including in the event of a dispute.

Section 1. The nature and methods of the competition.

Article 1.1. Sports disciplines.

Competitions in the Hapkido are held in sports disciplines in accordance with the All-Russia Register of Sports:

- hapki-kerugi
- hosinsool
- pair free-style
- team free-style
- personal free-style with weapons

Article 1.2. Competitions systems.

Depending on the system of elimination of participants, competitions are held:

1. according to the elimination system after one defeat;
2. according to the elimination system after one defeats;
3. in a circular system;
4. according to the Olympic system.

Article 1.3. Competition classification.

By the nature of competition.

1. By the nature of the competition are divided into:
 - personal;
 - paired;

- team.

2. The nature of the competition is determined by the Regulation on the competition (hereinafter – the Regulation).

3. Personal competitions should be held between participants of the same age and weight categories. If necessary, adjacent weight categories can be combined to create one (combined) category. No athlete has the right to participate in more than one weight category in one competition.

4. In personal competitions, only personal results and places of participants in their categories are determined:

Participant who took the 1st place – 3 points;

Participant who took the 2nd place – 2 points;

Participant who took the 3rd place – 1 point;

The participant who has entered the “Performance Zone” – 1 point.

For each victory the participant is awarded – 1 point.

5. In team and pair competitions:

At the group stage during the competitions in a circular system, points are awarded as follows:

– for victory – 3 points;

– for a draw – 1 point;

– in case of loss – 0 points.

6. After leaving the group, during the competition when leaving after one defeat :

– team that took the 1st place – 3 points;

– team that took the 2nd place – 2 points;

– team that took the 3rd place – 1 point;

– for each victory the team is awarded – 1 point.

7. In the team ranking the places of the team is determined depending on the sum of the results of its participants, in accordance with the following order of scoring:

– team that took the 1st place – 3 points;

– team that took the 2nd place – 2 points;

– team that took the 3rd place – 1 point.

8. When determining the team championship, in case of equality of points for two or more teams, the advantage is determined by the following criteria:

1) the number of gold, then silver and bronze medals from the team:

– for each victory – 1 point;

- for one gold medal - 7 points;
- for one silver medal – 3 points;
- for one bronze medal – 1 point;
- 2) the number of participants;
- 3) more points in a heavier weight category and an older age category.

Article 1.4. Draw.

1. The draw is carried out one day before the day of the competition in the presence of the Chief Secretary, the Chief Judge, the Technical Delegate and representatives of the team members.

2. In the absence of a team representative at the draw, the Technical Delegate shall appoint an official who participate in the draw on behalf of the absent representative or performs this function himself

3. A certain number of participants can be selected based on the ranking position and seeded.

4. In team competitions, all teams are divided into groups for the group stage in a round-robin system. The number of groups depends on the number of teams participating. Up to 10 teams are divided into two groups. From 11 to 20 teams are divided into 4 groups. From 21 to 40 teams are divided into 8 groups. From each group two teams leave for the stage to take off after one defeat. Next, the pairs are composed in accordance with the group number.

(Note 1)

Draw methods:

1. Random draw:

The lot number is assigned to the athlete in random order, automatically by computer or all athletes are drawn by representatives from one subgroup (A, B, C, D are mixed).

2. Draw with sowing:

All athletes are ranked accordingly. Perhaps partial or complete seeding of athletes

3. Draw for the subject of Russian Federation at events included in the unified calendar plan.

4. Draw for sport organizations:

Provided there is limitation of the number of participants of the organization.

5. Draw, mixed by trainers and organizations:

Provided there is no limitation of participants from a sports organization, when the draw is not possible due to the large number of athletes from one sports organization. The draw is not possible for the trainers in the same organization. If the coach works in two or more organizations and the athletes represent different organizations, then the draw procedure is carried out on a common basis, as representatives of different sports organizations.

(Note 2)

Draw order:

- Representatives draw lots in alphabetical order (of the subject of the Russian Federation, cities, sports organizations or coaches).
- If there are two athletes from one (subject of the Russian Federation, city, sports organizations or coach), they are given the choice to draw lots from 2 different subgroups (AB together or CD together).
- If there are three or four athletes from one (subject of the Russian Federation, city, sports organizations or coach), then they are given the choice to draw lots from 4 different subgroups (A, B, C, D separately), twice draw lots from one subgroup is not allowed.
- First, the lots is drawn for athletes providing the same (subject of the Russian Federation, city, sports organizations or coach) as the seeded athlete. Provided there are more athletes in the category of this (subject of the Russian Federation, city, sports organizations or coach).

(Note 3)

Draw methods do not mix.

The procedure is carried out separately; one of the criteria (subject of the Russian Federation, city, sports organizations or coach) is taken as the basis and applied to the whole draw procedure.

(Note 4)

It is impossible to refuse a lot, to assigned by officials responsible for the rating.

Section 2. Competitors, team representatives, coaches.

Article 2.1. Age and qualification categories of participants.

2.1.1. Competitors in all sports disciplines “Hapkido”, except for the disciplines “team free style”, are divided into the following age groups:

- Younger boys and girls 10-11 years old (*);
- Boys and girls 12-14 years old;

- Juniors 15-17 years old;
- Men and women 18-40 years old;
- Veterans (men and women) 41 years and older.

In order to participate in sporting events the athlete must reach a specified age in the calendar year of the sporting event.

*Participation of athletes is allowed only in the championships of municipal education.

2.1.2. The competitors in the disciplines «hosonsool», «pair free-style» и «personal free-style with weapons» according to the level of qualification in hapkido are divided into 3 qualification groups:

- student, 1 division – level 8-5 Gyp inclusive;
- student, 2 division – level 4-1 Gyp inclusive;
- master – level from 1 Dan inclusive and higher, participation of athletes with a qualification of 1 Gyp is allowed. Moreover, no athlete has right to participate in more than one qualification category in one competition.

2.1.3. Competitors in the sports disciplines “hosinsool” and “pair free-style” are divided into “male” (male + male, m + m), “female” (female + female, f + f) and mixed (male + female, m + f).

Article 2.2 Weighting

2.2.1 Official Weigh-In:

1. The weigh-in of the competitors on the day of the competition must be completed.

2. During weighing, men should wear trunks, and women should wear trunks and a bra. If the athlete wished, the weigh-in can be carried out in a completely naked form. For juniors 14-16, for boys and girls 12-14 and younger boys and girls 10-11 years old. Weighing is mandatory in underwear, they are allowed a sag of 100 grams.

3. A participant who has weighed once and has not passed the weigh-in for the first time is entitled to another weigh-in within the time limits of the official weigh-in. Weighing is carried out for a maximum of 2 hours.

4. During the official weigh-in, additional scales for pre-weighing, the same as the official ones, should be located at the place of accommodation of the participants or in the sports area.

5. Minors may be weighed in the presence of a parent or official representative.

6. The balance must show an accuracy of 0.01 kg.

2.2.2. Control weighing:

1. Control weighing is carried out in the day of the competition.

2. Two hours before the start of the competition, a draw is held. The technical delegate or the head judge draws lots or uses the electronic draw system.

3. The technical delegate or the chief judge makes a decision on the number of athletes involved in the control weigh-in, as a percentage of the total number of participants for all categories. This percentage cannot be changed in these competitions.

4. The procedure must be completed at least 30 minutes before the start of fights.

5. For control weighing, a tolerance of 5% plus to the weight category is provided.

6. For control weighing, only one attempt is allowed.

Article 2.3. Weight categories of participants.

Hapki-Kyorugi - weight category 25 kg

Hapki-kyorugi - weight category 29 kg

Hapki-kyorugi - weight category 33 kg

Hapki-kyorugi - weight category 37 kg

Hapki-kyorugi - weight category 41 kg

Hapki-kyorugi - weight category 42 kg

Hapki-kyorugi - weight category 44 kg

Hapki-kyorugi - weight category 45 kg

Hapki-kyorugi - weight category 46 kg

Hapki-kyorugi - weight category 47 kg

Hapki-kyorugi - weight category 48 kg

Hapki-kyorugi - weight category 49 kg

Hapki-kyorugi - weight category 51 kg

Hapki-kyorugi - weight category 52 kg

Hapki-kyorugi - weight category 53 kg

Hapki-kyorugi - weight category 54 kg

Hapki-kyorugi - weight category 55 kg

Hapki-kyorugi - weight category 57 kg

Hapki-kyorugi - weight category 58 kg

Hapki-kyorugi - weight category 59 kg

Hapki-kyorugi - weight category 59+ kg
Hapki-kyorugi - weight category 61 kg
Hapki-kyorugi - weight category 62 kg
Hapki-kyorugi - weight category 63 kg
Hapki-kyorugi - weight category 63+ kg
Hapki-kyorugi - weight category 65 kg
Hapki-kyorugi - weight category 65+ kg
Hapki-kyorugi - weight category 67 kg
Hapki-kyorugi - weight category 67+ kg
Hapki-kyorugi - weight category 68 kg
Hapki-kyorugi - weight category 68+ kg
Hapki-kyorugi - weight category 73 kg
Hapki-kyorugi - weight category 73+ kg
Hapki-kyorugi - weight category 74 kg
Hapki-kyorugi - weight category 78 kg
Hapki-kyorugi - weight category 78+ kg
Hapki-kyorugi - weight category 80 kg
Hapki-kyorugi - weight category 80+ kg
Hapki-kyorugi - weight category 87 kg
Hapki-kyorugi - weight category 87+ kg

Article 2.3. Admission of participants to the competition.

1. Representatives of any organizations that have passed technical certification in Hapkido or other types of Korean martial arts, having the section "hoshinsool" in the certification program, are allowed to participate in the competitions, regardless of style, national and regional affiliation.

2. The conditions for admission of participants to the competitions, as well as the list of documents submitted to the commission for admission are regulated by the Regulation on competitions.

3. Applications of organizations for the participation of teams or athletes are drawn up in the prescribed form with the obligatory presence of the signature of the head of the organization, certified by the seal, and must contain the doctor's notes on the admission of each participant to sporting events, certified by the doctor's signature and personal seal, or contain as annexes individual medical certificates for each athlete on admission to the

competition. The deadline for submitting preliminary applications is regulated in the Competition Regulations. The final application for participation in the competition is submitted during the co-mission for admission, but no later than the time of its completion.

4. Insurance of competitors is a prerequisite for participation in the competition.

5. In accordance with the declared technical qualifications.

Sports competitions in the discipline "hapki-kerugi" are divided into two types: Group A and Group B:

1) Group A: athletes who have been practicing for more than one year and with more than 10 sparring competing.

2) Group B: athletes who have less than one year of experience and experience in less than 10 sparring (fights are not kicked in the head).

Competition admission:

- for admission to competitions at the municipal and regional level, technical qualifications of at least 8 gyp;

- for admission to competitions at the interregional level, a subject of the Russian Federation, all-Russian and international competitions, technical qualifications not lower than 6 gyp;

Admission to the competition of participants is carried out by the admission committee, which includes: the chairman of the commission appointed by the president of the FHR, the chief judge, the chief secretary, the deputy chief secretary, the technical delegate, as well as members of the commission appointed by the chairman.

Article 2.4. Costume and hygiene.

1. Competitors must be dressed in a Hapkido costume (hereinafter - dobok), in accordance with the style of the participant.

2. Participants must not have rings, earrings, chains or other foreign objects, except for elements of equipment

3. It is permitted to wear religious scarves, which should be worn under the helmet and inside the dobok and should not cause harm or impede the actions of the opponent.

4. Participants can wear a white T-shirt under the dobok.

5. Any participant who does not fulfill the requirements of this article shall be deprived of the right to participate in competitions, and his opponent shall be awarded a victory.

Article 2.5. Obligations and rights of participants.

1. Участник обязан:

- a) strictly comply with the Regulations, Rules, the competition program;
- b) comply with the requirements of judges;
- c) timely arrive at the site at the call of the panel of judges;
- d) be correct in relation to all competitors and spectators.

2. The participant has the right:

- a) receive the necessary information on the course of the competition, the Competition Program, changes in the Competition Program in a timely manner;
- б) receive information on decisions made by GSK through the official representative of his team.

Article 2.6. Team representatives and coaches.

1. The mediator between the referee board of the competition and the athletes (coaches) of the team is the representative of the team.

2. If the team does not have a representative, his duties are performed by the coach.

3. The team representative performs the following functions:

- a) Participates in the drawing of lots;
- b) Participates in the meetings of representatives;
- c) He is responsible for the discipline of the team members and ensures their timely appearance at the competition.

4. The representative of the team is prohibited from interfering in the decisions of the judges and persons conducting the competitions, as well as to carry out actions that offend the judges.

5. For violation or non-fulfillment of his duties, the representative of the team may be suspended from the performance of his duties.

6. During the performance, the coach does not have the right to interfere with the work of the judges. Only one coach is allowed to represent an athlete.

7. Behavior of trainers during the performance.

Coaches should be seated in their designated area.

- a) Coaches can give instructions to their participants only during the break;
- b) If the coach does not comply with this rule, he will be issued the first Warning;
- c) If the coach behaves the same way in the future, he receives a second Warning and is removed from the competition area;

d) If the coach continues to behave improperly outside the competition area, he must be punished in accordance with the Disciplinary Code.

Article 2.7. Competition officials.

Competition officials include:

- Technical delegate;
- Representatives of teams;
- Trainers;
- Judges.

Officials participating in competitions are required to follow these Rules in their actions.

Technical delegate:

- monitors the implementation and proper application of the Competition Rules;
- is the Chairman of the arbitration committee.

Section 3. The panel of judges.

Article 3.1. The composition of the panel of judges.

The composition of the panel of judges is approved:

- for the championship of Russia, the championship of Russia, the Cup of Russia and the finals of sports and athletics - the referee board of the FHR;
- for all-Russian competitions - by the panel of judges of the federal district at the venue;
- for regional and municipal competitions - by the panel of judges of the regional sports federation in Hapkido (hereinafter - the RSF).

Article 3.2. Members of the Main panel of judges (hereinafter - GSK).

- Chief Referee;
- Principal Secretary;
- Deputy Chief Referee (at the discretion of the approving board);
- Deputy Principal Secretary (at the discretion of the approving board);
- Head of the site (Arbiter);
- Video referee.

3.2.1. Chief Referee.

The Chief Referee, together with the GSK of the competition, provides guidance on the conduct of the competition according to the Regulation on the competition and the Rules.

The Chief Referee is obliged:

1. Check the readiness for competition of all premises, equipment, equipment, their compliance with the requirements of the Rules, sign the Acceptance Certificate of the venue for the competition, and also make sure that the necessary documentation is available;
2. Not later than 7 days after the end of the competition, submit a report to the organization conducting the competition.

The Chief Referee has the right:

1. To interrupt the performance, declare a break or stop the competition in case of adverse conditions that impede their normal conduct;
2. Make changes to the Program or schedule of the competition, in case of justified reasons;
3. Remove the judge from the performance of his duties in case of serious violations of the rules.

Execution of the orders of the Chief Referee is mandatory for judges, participants, representatives and coaches of teams.

3.2.2. Deputy Chief Referee.

Functions of the Deputy Chief Referee:

- a) organizes and controls the weighing of participants;
- б) supervise the work of judges at the participants;

On behalf of the Chief Referee, his functions in competitions may be temporarily performed by his deputy.

3.2.3. Principal Secretary.

The Principal Secretary directs the work of the competition secretariat:

1. Participates in the drawing of lots;
2. Draws up the program and schedule of the course of the competition;
3. Keeps records of competitions;
4. Draws up the order of meetings in a round-robin competition system;
5. Controls the execution of protocols of performances;
6. Draws up the orders and decisions of the Chief Referee;

7. Submits to the Chief Referee the results of the competitions for approval and the necessary data for the final report;

8. Provides the necessary information material to all referee services of the competition, team representatives, and media representatives.

3.2.4. Deputy Chief Secretary.

Assists the Principal Secretary, on behalf of the Principal Secretary, temporarily but carries out his duties.

3.2.5. Head of the site (Arbiter).

The head of the court during the competition is located at the judges table and performs the following functions:

1. Calls the judges to the court, and also announces the result in the absence of a public-address announcer;

2. Exercises control over the correctness of refereeing on the court, the performance of his duties by technical assistants, timekeeping judges, judges, operators of the judiciary system, judges with participants;

3. Complete the team of judges for each category, with the exception of those cases when the Chief Referee performs this function or a computer drawing of judges is carried out;

4. In case of detection of technical problems, initiates the “video viewing” procedure.

3.2.6. Video referee.

Video referees are appointed on the recommendation of the Chairman of the panel of judges from the judges who have the most experience and qualifications.

During the competition, it is located at the referee table and performs the following functions:

1. Controls the operation of the video replay system;

2. Upon request, makes a decision based on the footage and current rules;

3. In case of detection of technical problems, initiates the “video viewing” procedure.

Article 3.3. Members of the panel of judges.

- referee;
- side referee;

- judges - technical assistants.

3.3.1. The judge is the referee.

1. The referee controls the duel (performance of athletes in indicative disciplines) at the competition site.

2. The referee evaluates the technical actions for the presence or absence of a violation.

3. The referee announces the «Сичжак», «Кыман», «Кальо», «Кесок», «Шиган» и «Кеси», teams, the winner and the loser, penalty points, warnings and other penalties. The referee makes all announcements on the basis of perfect actions

4. The referee shall make independent decisions in accordance with established rules.

5. The referee should not independently score points, except for evaluating technical actions when throwing elements by athletes during a dowdy bout and adding an additional point for a resultant technical action such as "kicks in rotation" in the "hapki-kerugi" discipline".

6. In case of detection of technical problems, initiates the "video viewing" procedure.

3.3.2. Side referees.

1. Two or three side referees are located in the corners and in the middle of the side line around the carpet.

2. Side referees record all points scored by the participants in the "hapki-kerugi" discipline, with the exception of points awarded for throwing technical actions, an effective kick in rotation and knockdown, or give preference to one of the pairs of participants in the discipline "hoshinsool" by raising the signal flag of the corresponding color.

3. At the request of the referee, the side referees must express their opinion on the essence of the questions asked.

4. If the side referee notices an error on the scoreboard, he must draw the attention of the referee to it.

5. The side referee does not perform the functions of a central referee and does not evaluate technical actions for the presence or absence of a violation. Its functions include only an assessment of all technical actions by athletes during a duel with the exception of the assessment of technical actions during the execution of throwing elements and the

accrual of an additional point for a productive kick in rotation and knockdown in the discipline of “hapki-kerugi”.

6. In case of detection of technical problems, initiates the “video viewing” procedure.

Referees and side referees may not be assigned to a duel in which athletes representing the same subject of the Russian Federation (team) participate. However, an exception may be made in case of insufficient number of judges.

Guidelines for making decisions: decisions made by referees and judges are final; referees and judges are fully responsible before the Competition Arbitration Commission for their decisions.

3.3.3. The judge is a technical assistant.

Fills in the necessary columns of the judicial protocol (scores, etc.). After the end of each performance, the referee's report is transmitted to the secretariat.

Controls the readings on the scoreboard during the match (correct points, penalties, time) and immediately informs the referee about any problem associated with the match.

A) Informs the referee about the start and stop of the match, together with the operator of the electronic refereeing system.

B) Manually records all the points, penalties and results of the video replay in the referee's note.

In case of detection of technical problems, initiates the “video viewing” procedure.

Article 3.4. Referee support staff.

- Judge operator of the judiciary;
- Timekeeping judges;
- Public-address announcer;
- Judges assigned to participants.

3.4.1. Judge operator of the judiciary.

It is located at the registrar's table and during each performance, using the technical means, displays the names of the participants, as well as ratings and penalties after the Referee announces them.

3.4.2. Timekeeper.

It is located at the desk of the registrar and carries out timekeeping of the time of performance on the electronic scoreboard, and in case of failure or absence of the electronic scoreboard using a mechanical chronometer.

3.4.3. Public-address announcer.

Announces the program and procedure for the competition, represents the participants of each performance, announces the result of each performance, etc.

3.4.4. Judges assigned to participants.

The judges assigned to participants must perform the following functions:

1. Check before the start of each performance the presence of athletes, and in case of their absence, inform the head of the site about it;
2. To acquaint athletes with the Competition Program and with the sequence of participants' access to the site;
3. Check the presence of protective and other equipment for athletes before entering the duel zone.
4. If the equipment is deemed unusable, the participant is invited to replace it.

Article 3.5. Medical control of the competition.

1. The organizing committee is responsible for the implementation of the medical code.
2. It is obligatory that at least one medical team consisting of a physician of a physical-medical dispensary and a nurse is present at the competitions.
3. Mandatory presence of one resuscitation team. Mandatory presence in the hall of a charged defibrillator, a stretcher and within walking distance of a resuscitation vehicle.

Competition doctor:

1. During the competition, provides first aid in accordance with the Rules;
2. At the end of the competition, submit a report to the Chief Referee of the competition on the health care of the competition, indicating injuries and illnesses.

Article 3.6. Dope.

3.6.1. All issues related to the fight against doping should be regulated by the Anti-Doping Rules of international federations and procedures based on the basic principles of the World Anti-Doping Code developed by the World Anti-Doping Agency (WADA), as well as on the basis of documents issued by the Russian Anti-Doping Agency (RUSADA).

3.6.2 All persons (athletes, coaches, team leaders, doctors, etc.) participating in the competition should be fully aware of the procedural rules and anti-doping control requirements set forth in documents issued by RUSADA (<http://rusada.ru/documents/all-russian-anti-doping-rules>).

3.6.3 The use of any prohibited medicinal substances that may affect the performance of the athlete, in the absence of permission for their therapeutic use, is deliberately or otherwise strictly prohibited. If such use has taken place, the athlete is suspended from participation in the competition and this may lead to subsequent disqualification.

Article 3.7. Competition Venue.

The competition area (hereinafter referred to as the dojang) should have a flat surface without any obstacles (protrusions, etc.), and should be covered with soft, flexible mats with a thickness of 4 cm to perform a safe fall when throwing equipment athletes.

As a performance zone, a square-shaped platform is used:

1.1. Competition Area:

The competition area consists of a performance area and a security zone.

The performance area has the shape of a square measuring 8m x 8m. Around the zone of performance at the same distance from all sides is the security zone. Competition area, including performance areas and safety areas, must be at least 10m x 10m. Zones of performance and safety zones must be of different colors.

1.2. The external border of the competition area is called the boundary line, and the external border of the competition area is called the external line.

1.3. The front outside line adjacent to the recorder's desk is called outside line 1. Clockwise from outside line 1, there are outside lines 2, 3, and 4. A boundary line adjacent to outside line 1 is called a boundary line 1 and clockwise arrows from the boundary line 1, go the boundary lines 2, 3 and 4.

1.4. The location of the referee and participants at the beginning and at the end of the match: participants are located at points equidistant 1 m to both sides of the central point of the speaking area parallel to outside line 1. The referee is located at a point 1.5 m from the central point of the speaking area towards the outside line 3.

1.5. Side referees location:

the position of the side referee 1 is located at least 2 m from the corner of the boundary line 1 and 2,

the position of the side referee 2 is located at least 2 m from the center of the boundary line 3,

the position of the side judge 3 is located at a distance of 2 m minimum from the corner of the boundary line 1 and 4.

In case of using two side referees:

the position of the side judge 3 is located at a distance of 2 m minimum from the corner of the boundary line 1 and 4.

the position of the side judge 3 is located at a distance of 2 m minimum from the corner of the boundary line 2 and 3.

The arrangement of the referees may be changed to facilitate media broadcasting, live broadcasting and / or to improve the presentation of the sport.

1.6. Location of the recorder and video referee:

The recorder and the video referee is located 2 m from the external line 1.

1.7. Coaches location:

Coaches are located 2 m or farther from the corner of the boundary line 2 and 3 (Blue) and from the corner of the boundary line 4 and 3 (Red).

Checkout table location:

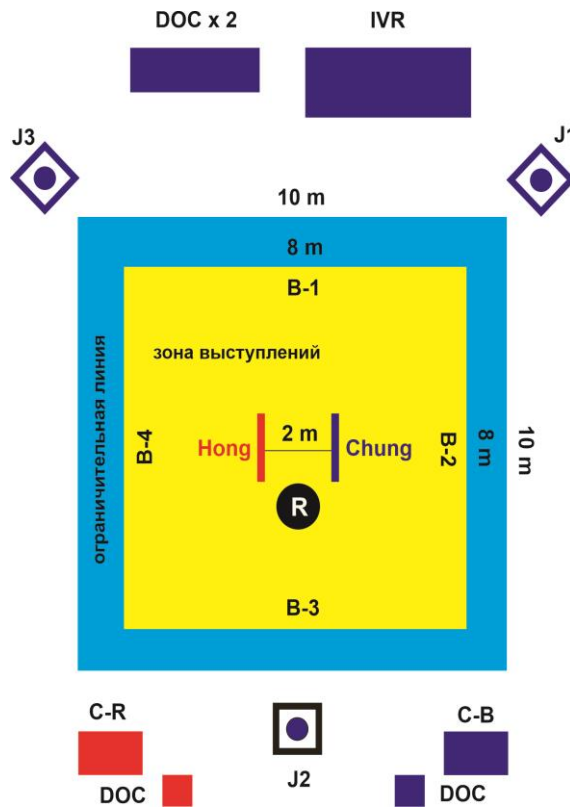
The table of the judge assigned to participants is located close to the entrance to the competition area to examine the protective equipment of the athletes.

1.8. The arrangement of judges, recorder, video referee and coaches may be changed, depending on the competition venue and for media broadcasting, live broadcasts and / or to improve the presentation of the sport.

(Note)

Color: the color scheme of the surface of the elastic coating should not give hard reflections or tire the participants, or the eyesight of the audience. The color scheme should take into account the color of the equipment of the athlete, uniform, hall.

Competition area



B	Boundary line: B-1, B-2, B-3, B-4.	C	Coaches: C-R/Red. C-B/Blue
J	Side referees	DOC/ DOC x 2	Team doctor/ Competition doctor
R	Referee	IVR	Panel of judges/ video referee

Section 4. Types of sports disciplines and refereeing rules.

Article 4.1. Hapki - Kerugi.

4.1.1. A brief description of the competition.

Competitions in full-contact fights combine shock and throwing technique.

4.1.2. Duration of sparrings (performances).

Age category: 10-11 years - 2 rounds of 1 minute of pure time with a break of 20 seconds.

Age category 12-14 years - 2 rounds of 1 minute 30 seconds of pure time with a break of 30 seconds.

Age category: 15 years and older - 2 rounds of 2 minutes of pure time with a break of 30 seconds.

In the case of an equal number of points after completing 2 rounds, after 30 seconds of rest, an additional 3 rounds are carried out, lasting one minute.

4.1.3. Weight categories of participants, discipline "hapki-kerugi":

Younger boys and girls 10 to 11 years old.

Male weight categories		Female weight categories	
Up to 24 kg	up to 24 кг	Up to 24 kg	до 24 кг
Up to 27 kg	over 24 kg to 27 kg	Up to 27 kg	over 24 kg to 27 kg
Up to 30 kg	over 27 kg to 30 kg	Up to 30 kg	over 27 kg to 30 kg
Up to 33 kg	over 30 kg to 33 kg	Up to 33 kg	over 30 kg to 33 kg
Up to 36 kg	over 33 kg to 36 kg	Up to 36 kg	over 33 kg to 36 kg
Up to 40 kg	over 36 kg to 40 kg	Up to 40 kg	over 36 kg to 40 kg
Up to 44 kg	over 40 kg to 44 kg	Up to 44 kg	over 40 kg to 44 kg
Up to 48 kg	over 44 kg to 48 kg	Up to 48 kg	over 44 kg to 48 kg
Up to 52 kg	over 48 kg to 52 kg	Up to 52 kg	over 48 kg to 52 kg
Up to 57 kg	over 52 kg to 57 kg	Up to 57 kg	over 52 kg to 57 kg
Over 57 kg	over 57 kg	Over 57 kg	over 57 kg

Boys and girls 12 – 14 years old

Male weight categories		Female weight categories	
Up to 33 кг	до 33 кг	Up to 29 кг	up to 29 kg

Up to 37 кг	over 33 kg to 37 kg	Up to 33 kg	over 29 kg до 33 kg
Up to 41 кг	over 37 kg до 41 kg	Up to 37 kg	over 33 kg до 37 kg
Up to 45 кг	over 41 kg до 45 kg	Up to 41 kg	over 37 kg до 41 kg
Up to 49 кг	over 45 kg до 49 kg	Up to 44 kg	over 41 kg до 44 kg
Up to 53 кг	over 49 kg до 53 kg	Up to 47 kg	over 44 kg до 47 kg
Up to 57 кг	over e 53 kg до 57 kg	Up to 51 kg	over 47 kg до 51 kg
Up to 61 кг	over 57 kg до 61 kg	Up to 55 kg	over 51 kg до 55 kg
Up to 65 кг	over 61 kg до 65 kg	Up to 59 kg	over 55 kg до 59 kg
Свыше 65 кг	over 65 kg	Свыше 59 кг	over 59 kg

Juniors 15 – 17 years old

Male weight categories		Female weight categories	
Up to 45 kg	up to 45 kg	Up to 42 kg	up to 42 kg
Up to 48 kg	over 45 kg to 48 kg	Up to 44 kg	over 42 kg to 44 kg
Up to 51 kg	over 48 kg to 51 kg	Up to 46 kg	over 44 kg to 46 kg
Up to 55 kg	over 51 kg to 55 kg	Up to 49 kg	over 46 kg to 49 kg
Up to 59 kg	over 55 kg to 59 kg	Up to 52 kg	over 49 kg to 52 kg
Up to 63 kg	over 59 kg to 63 kg	Up to 55 kg	over 52 kg to 55 kg
Up to 68 kg	over 63 kg to 68 kg	Up to 59 kg	over 55 kg to 59 kg
Up to 73 kg	over 68 kg to 73 kg	Up to 63 kg	over 59 kg to 63 kg
Up to 78 kg	over 73 kg to 78 kg	Up to 68 kg	over 63 kg to 68 kg
Свыше 78 кг	over 78 kg	Over 68 kg	over 68 kg

Men, women 18 -40 years old

Male weight categories		Female weight categories	
Up to 54 kg	Up to 54 kg	Up to 46 kg	up to 46 kg
Up to 58 kg	over 54 kg to 58 kg	Up to 49 kg	over 46 kg to 49 kg
Up to 63 kg	over 58 kg to 63 kg	Up to 53 kg	over 49 kg to 53 kg
Up to 68 kg	over 63 kg to 68 kg	Up to 57 kg	over 53 kg to 57 kg
Up to 74 kg	over 68 kg to 74 kg	Up to 62 kg	over 57 kg to 62 kg
Up to 80 kg	over 74 kg to 80 kg	Up to 67 kg	over 62 kg to 67 kg
Up to 87 kg	over 80 kg to 87 kg	Up to 73 kg	over 67 kg to 73 kg
Over 87 kg	over 87 kg	Over 73 kg	over 73 kg

Veterans (men, women) 41 years and older

Male weight categories		Female weight categories	
Up to 54 kg	up to 54 kg	up to 46 kg	Up to 46 kg

Up to 58 kg	over 54 kg to 58 kg	Up to 49 kg	over 46 kg to 49 kg
Up to 63 kg	over 58 kg to 63 kg	Up to 53 kg	over 49 kg to 53 kg
Up to 68 kg	over 63 kg to 68 kg	Up to 57 kg	over 53 kg to 57 kg
Up to 74 kg	over 68 kg to 74 kg	Up to 62 kg	over 57 kg to 62 kg
Up to 80 kg	over 74 kg to 80 kg	Up to 67 kg	over 62 kg to 67 kg
Up to 87 kg	over 80 kg to 87 kg	Up to 73 kg	over 67 kg to 73 kg
Over 87 kg	over 87 kg	Over 73 kg	over 73 kg

4.1.4. The composition of the judiciary on the site.

The sparring on the court is judged by the referee, three (or two) side judges, the video referee with video replay systems, the technical assistant, the leading protocol, the operator of the refereeing system, the public-address announcer, the referees assigned to participants, the head of the court.

A judge must have a standard form referee approved by the FHR and a document confirming the qualification category of a sports judge.

Judges are required to perform their actions in accordance with these Rules.

If a situation arises that is not provided for by these rules, the decision shall be announced to the referee after consultation with the GSK.

5. Athlete's outfit.

Competitors must wear dobok.

The sleeve length of the jacket is not more than 5 cm above the wrist joint.

FHR approved protective equipment:

safety vest

a helmet with a protective plastic transparent mask,

inguinal protective bandage,

shin pads with protection for lifting the foot and ankle joint,

gloves with the ability to hold grips and throwing equipment.

the inguinal bandage, the lining on the shins should be dressed under the dobok.

Protective equipment (elastic bandages, dressings) are used according to the doctor's recommendation.

In order to maintain the full possibility of grabbing the jacket by the sleeve when performing elements of throwing equipment, the use of forearm protection of any shape and type is prohibited.

(Note 1)

Given the full-contact nature of fights in the «hapki-kegi» discipline, the protection of the forearms is necessary from the effects of, above all, permitted kicks. Shin pads with protection for raising the foot perform the role of protection for the opponent's hands in the event that the attacking foot gets into the opponent's hand when he performs his hands protection from a kick or an unintentional hit in the arm when an athlete's body or head is attacked by a leg kick permitted by the rules. It is allowed to use protective stockings on the forearms for children up to 12 years old and women in all categories, with the condition of a tight fit of the tread to the forearm and preservation of the grip zone of the sleeve at least 5 cm.

4.1.6. Account management and its announcement.

1. Account management by means of referee notes is allowed at the leaderships of municipalities, club tournaments.
2. Competitions of a higher level are held using equipment for electronic scoring.
3. The points scored during the fight are recorded and displayed on the scoreboard of the electronic system or on the mechanical scoreboard (communicated to the general public). In the case of using the referee's notes and the mechanical scoreboard system, the points scored by the athletes, taking into account the penalties, are displayed on it by summing up the results of the round and by summing up the overall outcome of the fight before the official announcement of the results to the referee.
4. Points scored as a result of strikes in the torso are noted by each judge and are entered in the referee's note or marked with equipment for electronic scoring.
5. Points scored as a result of blows to the head are marked by each judge and entered in the referee's note or marked with equipment for electronic scoring.
6. Points scored as a result of the allowed throwing elements, as well as an additional point for an effective technical action such as "kicks in rotation", are indicated by the referee, raised high up with the right or left hand, with the fingers indicating the points scored by the athlete. On the referee's hands there should be armbands (sleeves) of at least 5 centimeters wide, red and blue (the left hand is the athlete in the red vest "Hon" / the right hand is the athlete in the blue vest "Chon").

In these cases, the match is stopped by the commands «Кальо», «Шиган» with a stop of the time of the match and the referee announces his decision to the arbiter. If one of the side referees calls the referee to hold a meeting, since the point was not counted, the referee collects the side referees and conducts a broadcast. If two side referees confirm that the point must be delivered (in the case of 1 referee and 3 side referees),

such a point is delivered. In the case of using two side referees, a score change is possible only if two side judges and the referee agree to this.

7. The points earned as a result of the throwing elements are marked by each judge and are entered in the referee's note or marked with equipment for electronic scoring.

8. If judges use non-electronic equipment for registering points or when they are recorded in the referee's note, the point is recognized valid if it is simultaneously recorded by two or more judges.

9. In the case of using electronic equipment (number of judges 3), the point is recognized valid if it is simultaneously recorded by two or more judges.

4.1.7. Allowed technical actions, and places for attack.

1. Permitted technical actions:

- Hand punches: punches (ап-джумок) with the front side of the fist at the permitted places for attack.
- Kicks: kicks inflicted by a part of the leg below the knee (leg, laziness, foot) at permitted places to attack.
- Throwing elements are permitted only with a grip above the waist (through the thigh, shoulder, back), as well as footboards, hooks, paddings and grabs.

(Note 1)

A series of no more than two direct hand punches is permitted. A series of kicks can be made in conjunction with kicks, as well as without kicks, but in this case, a repeated series can be performed by an athlete only after the opponent has defensive or counterattack. In the case of applying a series of more than two strokes, as well as performing them without stopping and carrying out any permitted technical actions, the match will be stopped, a comment will be made, and the points will be canceled .

(Note 2)

5 (five) seconds are allocated for the execution of the throwing element after taking the capture in the rack. When taking the capture, the referee must immediately open the score, giving time for the wrestling technique. The score is one to four with a demonstration. The technical throwing action is evaluated only until the opponent touches the floor (tipping over).

Captures of the attacking leg above the ankle joint are allowed with the next throw, provided that the opponent's attacking leg does not touch the floor after striking it.

After the end of 5 (five) seconds (the score of the referee is up to 4 with the demonstration of the score towards the referee and the command «Kayo») and the

absence of a throwing technical reception, the athletes are dispersed and take their places on the site at the stopping place one by one.

Immediately after the throwing element completed at the scheduled time, the athletes also occupy the starting positions in the rack on the court at the stop of the fight, without waiting for the command of the referee «Kayo».

(Note 3)

An attempt to continue the technical action after the opponent's fall, including an attempt to control (hold) the opponent in the prone position, after the throwing element has been performed, should be regarded by the referee as a prohibited technical action "fight in the ground" and punished with a penalty point.

2. Allowed places to attack:

2.1. Corpus: from the waist to the collarbone: punching and kicking are allowed in areas covered by a protective vest. However, striking the spine is prohibited.

2.2. Head: this is the area above the collarbone, only kicks are allowed.

4.1.8. Ranking technical actions and scoring criteria.

Points are awarded:

- in the event that the permitted techniques are performed accurately and strongly at the places allowed for the attack on the body.
- in the event that the permitted techniques are performed exactly (in touch) at the places of the head that are allowed to attack.
- for the permitted amplitude throws with a grip above the belt (through the thigh, shoulder, back), as well as the footrests, hooks, tappings, sweeps, grabs, in which both opponent's legs were torn off the dodge, the opponent was thrown over to dojang, while the athlete who carried out the throw, remained on his feet.
- for the allowed throwing elements with a grip above the belt (through the thigh, shoulder, back), as well as the steps, hooks, paddings and sweeps without deliberate falling.

For a deliberate fall of an athlete, points for the technical action being taken are not awarded, and a penalty point is awarded to the athlete.

Points are divided into:

One point is awarded for:

- One point is awarded for an effective attack with a fist of a straight hand in the body-vishch (protective vest);
- One point is awarded for an effective kick in the trunk;

- One point is awarded for the allowed throwing elements with a grip above the belt (through the thigh, shoulder, back), a throw with a grab of the attacking leg, as well as stalling, tripping, hooks and sweeps, with an unintentional fall of the attacker;

- One point is awarded for the allowed throwing elements with a grip above the belt: stalling, pulling to the ground, in which the opponent touched the dojang with the third fulcrum, and the athlete who carried out the throwing element remained in the standing position.

Two points are awarded for:

- Two points are awarded for a kick to the head (touching the head with the foot);
- Two points are awarded for a kick in the body with rotation;
- Two points are awarded for the allowed shots with a grip above the waist (through the thigh, shoulder, back and footrests), with the transition from a high stance to the knee (s), without falling and with the opponent tipping over to the dodge;
- Two points are awarded for capturing the attacking leg with a permissible throwing element (steps, hook and sweep), in which the opponent is knocked over to the dodge, and the athlete who spent the throwing element remained on his feet.

Three points are awarded for:

- Three points for a kick to the head with rotation;
- Three points for the permitted amplitude throws with a grip above the waist (through the thigh, shoulder, back), as well as the steps and tackles, during which both opponent's legs were torn from the dolphin, the opponent was tipped over to the dolphin, while the athlete who carried out the throw remained on foot.

- One ball is awarded for each penalty "Gamjom" to another sportsman.

The bout score is the sum of the points in two rounds.

5 Cancellation of points.

Points are canceled if the participant has earned points using prohibited actions.

If the forbidden action directly affected the acquisition of the score (s), the referee punishes the participant who committed the prohibited action and cancels the point (s).

However, if the prohibited action did not contribute to the acquisition of the score (s), the referee punishes the participant for the prohibited action, but does not void the point (s). For example, a kick (in a jump or without a jump) followed by an unintentional fall.

(Note)

In the case of a permitted kick (in a jump or without a jump), the score was scored, but the athlete who kicked was accidentally dropped, the referee punishes the fall, but does not void the points, since the technical action was performed before the fall and for its implementation, the fall was not a mandatory action

4.1.10. Prohibited technical activities.

All punishments described in this article are announced by the referee, as punishment «Gamjom» (penalty point). «Gamjom» is considered as one additional point for the opponent.

Prohibited actions for which «Gamjom» is declared:

1. The intersection of the boundary line.
2. Intentional fall of the athlete.
3. Avoiding a duel or avoiding a duel.
4. Capture for protective equipment.
5. Pushing over the boundary line.
6. Attack below the belt.
7. Fighting in the supine position or attempt to control (hold) an opponent in the stalls.
8. Attack of the opponent after the Kale! Team.
9. Hand attack on the opponent's head.
10. Attempt to hold throwing elements with the opponent's grabbing from the same belt (passage to the legs with the grasp of the hips, one or two legs standing on the dodgye).
11. Attempt to hold throwing elements with two hands grabbing the opponent by the neck.
12. An attempt to carry out permitted throwing elements with additional use in the rack of painful techniques for joints or neurovascular nodes and asphyxiation techniques.
13. Attempt to hold throwing elements with a grip for a protective life-helmet or helmet.
14. An attack with a head or an attack on a protective vest with any part of the arm and along any trajectory other than a direct hit with the arm in the position of the up-dzhumok brush.
15. A knee kick.
16. Attack of a fallen opponent.

17. Inappropriate behavior by an athlete or trainer.

18. Carrying out kicks or hands during the capture (control), including the attacking feet of the opponent.

19. If the coach or athlete commits an extreme act and does not fulfill the referee's commands, the referee announces sanctions by raising a yellow card. In this case, the members of the Arbitration Commission analyze the actions of the coach and determine the justification of the punishment.

20. If the participant deliberately refuses to comply with the Competition Rules or does not obey the actions of the referee, the referee may end the fight and declare the opponent to be the winner.

21. If the referee during the inspection or officials in the field of competition make sure that the athlete or coach tries to manipulate the ESA or forces the ESA to work improperly, then such a participant will be disqualified after consultation with the ESA technician, if such consultation is necessary .

When a competitor receives ten «Gamjom», the referee declares him (her) the loser in penalties. «Gamjomы» are counted in all rounds.

(Interpretation 1)

The purposes of establishing prohibited actions and punishments.

Prohibited actions and punishments for them are established with the aim of:

1. To protect the athlete;
2. To guarantee a fair fight;
3. To encourage the use of appropriate technology.

(Note 2)

Prohibited actions punishable by «Gamjom»:

a) Intersection of the boundary line:

- «Gamjom», to be declared when one participant's foot crossed the boundary line.

- «Gamjom» is not given if the participant crosses the boundary line as a result of prohibited actions by the opponent.

- After leaving the line, the referee allows the athlete who has left to enter the carpet 60 cm. If he leaves the designated area for return, the referee must urge the athlete to return.

b) Intentional fall of the athlete:

«Gamjom» is declared for the fall. However, if the fall occurred as a result of the opponent's prohibited actions, «Gamjom» is not given for the fall, the opponent is

punished. If both participants fall as a result of an accidental collision, no punishment is given.

(Note 3)

The position when the athlete touches the dojang with the buttocks, with both shoulder blades or at a pace (without stopping) rolls along the back (from shoulder to shoulder blade, from buttocks to shoulder blades, diagonally back); the “bridge” position, in which the athlete is standing with his back to the dojang and touches it only with his feet and head, and also in the face position, sideways to the dojang a with his hand (s) touching the dojang, is equated to “Fall”.

c) Avoiding a duel:

- This action represents avoiding the fight without the intention of attacking. A participant who constantly shows a defensive style is punished. If both participants remain inactive for five seconds, the referee gives the command “Fight!”. “Гамжом” will be announced: to both participants, if there is no active action from them five seconds after the team was given; or to a competitor who retreated more from their original position five seconds after the team was given.

- Leaving by turning your back to an opponent without performing a technical action. This action involves turning the back in order to avoid an opponent’s attack, and this action should be punished because it expresses a lack of fighting spirit and can cause serious injury. The same punishment is given for evading an opponent’s attack by tilting to the level of a belt or squatting.

- Avoiding attacking actions only to avoid attacking and to “delay” time, «Gamjom» should be given to a passive athlete (three steps from attacking actions).

- Simulation of injury. This means over emphasizing the severity of the injury or indicating pain in that part of the body that was not exposed to, in order to demonstrate that the opponent’s actions contained a violation or in order to delay time. In this case, the referee must punish «Gamjom».

- «Gamjom» will also be given to a competitor who asks the referee to stop the competition twice for a reason (for example, to correct the position of the protective equipment).

d) Capture of protective equipment or pushing beyond the boundary line:

Capture of protective equipment (vest, helmet) with your hands.

The push includes:

- Pushing out of line;

e) Attack below the belt

This paragraph implies an attack on any part of the body below the belt. This article also refers to a strong kick on the part of the thigh, knee or lower leg, or stepping on the foot in order to interrupt the opponent's technical actions, as well as throwing elements to capture the opponent below the waist (passage to the legs with the hips, one or two legs). When an attack from below the belt occurs in exchange of blows, punishment is not imposed.

f) Fighting in the supine position or attempt to control (hold) the opponent in the stalls.

In the event that after performing a throwing technical action with both athletes falling on the dojang after the referee's command "Калё!" One of the athletes continues trying to perform technical actions on the ground or tries to control (hold) the opponent, the referee must pass the punishment "Gamjom" an athlete who is active after the Калё! In order to avoid punishment and the occurrence of controversial situations, athletes must immediately after the referee's command "Калё!" Stop any technical actions, mutually open the hold and rise to the rack. If one of the athletes has not performed the appropriate actions in this situation and ignored the "Калё!" command, the referee must pass the punishment "Gamjom" to this athlete. In case both athletes ignored the team, the referee passes the punishment "Gamjom" to both athletes.

g) Attack of the opponent after the «Калё!» command:

- An attack after a command involves contact with the opponent's body.
- If the attacking action began before the Command, then such an attack should not be punished, and the permitted technical action is protected.
- In the video replay the «Калё» command, is considered from the moment the referee's gesture is already completed (fully extended arm), and is taken into account if at that moment the attacking foot is completely off the floor or, in the case of performing a throwing technical action, the opponent already unbalanced and there was a start to the throw before the «Калё» command, in fact, after the command only the final phase of the rollover took place, then the penalty for the attack after the «Kayo!» command is not carried out and the penalty point is not awarded or canceled if it has already been awarded
- If the attack after «Калё» did not touch the opponent's body, but manifested itself as intentional and dangerous injury, the referee may punish such a «Gamjom» action.

h) Hand attack on the opponent's head:

This violation involves hitting the opponent's head with a hand, fist, wrist, elbow, part of the arm to the shoulder joint. However, unavoidable actions due to negligence of the opponent such as: excessive inclination of the head or careless turns of the body are not punished under this article.

j) Head attack or knee kick:

This article implies a deliberate attack with a head, hand (except for an authorized direct hit in the «ап-джумок» brush position) or with a knee at a short distance, but attacking actions with a knee are not punished in the following cases:

- When an opponent abruptly rushes forward to perform an attack with his feet.
- Impact occurs accidentally or due to a mismatch of distance (distance).

k) Attack of a fallen opponent:

This action is extremely dangerous due to the high probability of injury to the opponent. The danger is the result of:

- A fallen opponent is in a state of insecurity.
- The strength of the impact of any technique on a fallen opponent is always

greater.

Thus, the punishment should be imposed regardless of the level and degree of completeness, including attempted exposure.

l) Inappropriate behavior by an athlete or coach.

- Failure to comply with referee commands or attitudes.
- Inadmissible protest (behavior) of decisions of officials.
- Unacceptable attempts to intervene or influence the outcome of the match.
- Provocations or insults of another athlete or coach.
- If an unaccredited doctor / physiotherapist or any other member of the official

delegation is at the official doctor's place.

- Any other undesirable or non-sporting behavior from an athlete or trainer.

(Note 4)

When an unwanted behavior of a coach or athlete occurs during a break, the referee immediately announces a penalty and this penalty is added by the recorder at the beginning of the next round.

4.1.11. Prohibited actions punishable by disqualification

- Throws deflection - such as "suplex";
- Throws through the chest - such as a "fire extinguisher";
- Throw type "mill";

- Throw with emphasis in the stomach;
- Twisting the foot during the throw with the capture of the attacking feet of the opponent (twisting the heel);
- Blow in the fall of the flip "barrel";
- Throws with intentional posing of the opponent on the head / neck;
- Painful and suffocating techniques;
- A completed throw with a grip on the neck with two hands with a hook on both hands in the lock, with a fall and subsequent control of the opponent's neck);
- A throw with a girth behind the neck from behind from the back of the opponent.
- Repeated deliberate blow to the head;
- Repeated deliberate punctuation below the waist;
- Repeated attack with a head, knee or elbow;
- Repeated attack of a fallen opponent.

(Note 1)

An attempt to throw elements with a grip (girth) of an opponent with one or two hands around the neck must be stopped by the referee by stopping the match and charging a penalty point. If the athlete ignores the referee's command and completes the technical action, while retaining control of the opponent's neck, the penalty shall be disqualification.

- Disqualification by penalty points. When gaining 10 (ten) penalty points, the athlete is disqualified;
- Disqualification due to the active intervention of coaches, athletes, team representatives, which impedes the conduct of competitions and the progress of fights;
- Unsportsmanlike behavior of a second, athlete;
- If, as a result of a prohibited action, evaluated as one «Gamjom» penalty point, the opponent is disqualified due to the injury, then the athlete who violated the rules will be disqualified.

4.1.12. Additional 3 rounds and preference decision

1. In the event that the winner cannot be determined after the end of 2 rounds, 3 rounds (gold round) of one minute shall be held. The match is fought with up to one positive point, or with a «Gamjom» violation towards one of the athletes.

2. If none of the participants earned a point(s) after completing round 3, the winner is determined by the decision on excellence.

3. If the decision on superiority in the decision of the referees and judges is the same, then the referee announces his decision.

(Note 1)

The decision of preference should be based on technical superiority over the opponent through aggressive dueling, a greater number of completed techniques, the use of more sophisticated techniques and in showing the best manner of conducting the duel.

(Note 2)

If one of the participants carries out a test hit to the head before his opponent hits the vest, but the last hit to the vest has been registered, the athlete's trainer who performed the blow to the head may request a video replay. If the referee decides that the hit to the head was credited and faster than the hit to the vest, the referee must void the point earned by the blow to the vest, then add 3 or 4 points for the attack to the head and declare whoever hit the head as the winner.

The procedure for determining superiority:

1) Before the start of the fight, all officials of the refereeing take the card of excellence.

2) When the winner is determined by the decision on superiority, the referee must declare «Ву-сэ-кирок» (Decision on superiority).

3) After the referee's command, the judges must make a record of the winner within 10 seconds with the designation of their position, signature on the card of preference and hand them over to the referee.

4) The referee collects all preference cards, records the final result and then announces the winner.

5) After the announcement of the winner, the referee passes the cards of preference to the registrar.

4.1.13. Award Decisions

1. Victory due to the stoppage of the match by the referee (ПОР).
2. Victory in the final account (ФС).
3. Win by difference in points (РБ).
4. Victory in the additional round (ПДР).
5. Victory by Preference (ПП).
6. Victory due to the removal of the athlete (СС).
7. Victory due to disqualification (ДИКВ).

8. Victory due to announced penalty measures by the referee (B3).
9. Victory in view of mutual disqualification (ОДС).
10. Victory in view of the mutual removal of athletes for unsportsmanlike conduct (ООСНП).

(Note 1)

Victory due to stoppage of the referee match:

The Referee announces this result in the following cases:

- a) If the opponent is knocked down as a result of an attack permitted by the technician, he cannot continue the fight with the «Йо-доль» score or if the referee decides that the opponent is not able to continue the fight, this result may be announced before the match expires 10 Seconds.
- b) If the participant cannot continue the fight after the expiration of one minute for first aid.
- c) If the participant ignores the referee's team three times to continue the match.
- d) If the referee realizes that it is necessary to stop the fight for the safety of the athlete.
- d) When the official doctor determines that the fight must be stopped due to injury to the athlete.

(Note 2)

Score difference:

If the score difference is 20 points within 2 rounds, the referee must stop the match and announce the winner according to the difference in points. This decision does not apply during the semi-finals and finals in the age category of men and women in accordance with the regulation on these competitions.

(Note 3)

Victory due to withdrawal of a participant:

The winner is determined in connection with the removal of the opponent.

- when an opponent is removed from the competition due to injury or other reasons;
- when the opponent does not resume the fight after a minute rest period and does not respond to the team to start the fight;
- when a second throws a towel on the court to show defeat in a duel;

(Note 4)

Victory due to disqualification:

This is the result determined by the disqualification of the opponent during the weigh-in or when the opponent loses his status before the start of the competition.

The following actions vary according to the reason for the disqualification.

a) If the participants did not pass or did not come to the official weigh-in, after the draw was completed: The result must be noted in the tournament grid and the information should be communicated to technical officials and all interested representatives. Referees are not assigned for this match. Participants who did not attend or did not attend the official weigh-in are not allowed to compete.

b) If the athlete passed the weigh-in but did not appear in the coach's zone: the referee and the opponent wait in their places until the referee announces the winner of the match.

(Note 5)

Victory due to announced penalty measures by the referee: The referee is declared in the following cases:

a) If a participant gains ten «Gamjom».

б) If the participant or the coach does not obey the referee's teams or does not obey the rules of the competition, or commits any serious breach of behavior, including inadequate protest.

4.1.14. Knockdown

1. The referee stops the bout and opens the score when any part of the opponent's body, except the soles of the feet, touches the floor due to the impact of the technique from the arsenal of shock equipment made by the opponent, or if the athlete remains in the stance, but there are signs of a lack of coordination, loss of visual control of the opponent, obvious imbalances and other signs of loss of control over the course of the fight, or the athlete is not able to continue the fight after the opponent has taken the permitted action from the arsenal of throwing technique.

2. When a competitor is struck, does not show intent or ability to continue the contest.

3. If the referee decides that the bout cannot continue as a result of a powerful technical reception.

(Note 1)

Knockdown - a situation when a participant is knocked to the floor, or shocked as a result of a permitted blow or a permitted throw, or is unable to adequately meet the requirements of a duel.

Even in the absence of these signs, the referee can interpret as a knockdown a situation where, as a result of contact, there is a danger of continuing the match, or when the question arises of the safety of participants.

4.1.15. Knockdown Procedure

1. If a participant is knocked down as a result of an opponent's attack using permitted technical actions, the Referee shall take the following measures:

1.1 The referee stops the bout by announcing: «Калё!», in order to separate the attacker from the knocked down opponent.

1.2 The Referee starts the countdown aloud from «Хана! (one)» to «Йоль! (ten)» with a second interval, turning to the knockdown participant, while performing hand gestures, showing the countdown.

1.3 In the event that a knocked down participant stands up during the referee's countdown and wishes to continue the fight, the referee must continue the score until «Йо-доль! (eight)» for the full recovery of this athlete. Then the Referee must determine if the opponent has recovered "Fight! (show readiness to continue) "and, if so, then continue the fight with the team «Кесок! (Proceed!) ».

1.4 If a knocked down participant cannot demonstrate a desire to continue the fight with the «Йодоль! (eight)», the referee announces the other competitor in (ПОР)

1.5 The countdown continues even after the end of the round or after the total time of the bout has expired.

1.6 If both participants are knocked down, the referee will continue off-score until one of the opponents recovers.

1.7 If both participants did not recover with the «Йоль! (ten) », the winner will be determined by the score of the match until the time of knockdown.

1.8 If the Referee considers that the participant is not able to continue the match, then he (the Referee) can declare the winner without counting.

1.9 The referee must stop the fight after the second knockdown of independence from the state of the athlete.

2. Actions at the end of the match.

Any participant who is knocked out after a blow to the head can be admitted to the competition no earlier than: Men and Women after 30 days, Juniors 45 days, Boys and Girls 60 days, after knockout with the written permission of a doctor appointed by the relevant Federation.

(Note 1)

«in order to separate the attacker from the knocked down opponent»:

In this situation, the attacker must return to the marking place of the corresponding participant, however, if the defeated opponent is near his (attacker) place, the participant must wait for the team in front of his second's chair.

(Judging Guide)

The referee must be constantly prepared for a sudden knockdown or for a situation usually characterized by a powerful blow or an amplitude throw, and a dangerous effect. In this situation, the referee must announce: “Ка-ла!” And start the countdown without any hesitation.

(Note 2)

In the event that the defeated opponent stands within the score of the referee and wants to continue the match: The primary goal of the countdown is to protect the athlete. Even if the athlete wishes to continue the fight earlier than the score “eight”, the referee must count to «Йодоль!» before resuming the fight. The score before «Йодоль!» is obligatory and cannot be changed by the referee. The score is from one to ten: Хана, Дуль, Сэт, Нэт, Дасот, Йосот, Ильгоп, Йодоль, Ахон, Йоль.

(Note 3)

The referee must determine whether the opponent has recovered and, if so, then continue the match with the «Кесок!» command: the referee must establish the athlete’s ability to continue the fight until the score is “eight”. Final confirmation athlete’s state after the “eight” score is only procedural, the referee should not waste time before resuming the bout.

(Note 4)

When an athlete who has been knocked down does not express a desire to renew the fight with the «Йодоль», score, the referee must declare another victory by knockout, counting to «Йоль»: The athlete must express a desire to continue the competition by gesturing several times in the fighting position with a clenched fist. If an athlete cannot show this gesture with the «Йодоль», score, the referee must declare the other winner after the «Ахон» and «Йоль» scores. An expression of desire to continue the fight after the «Йодоль» account cannot be considered. Even if the opponent expresses a desire to resume with the «Йодоль» score, the referee may continue the score and may declare a knockout if he decides that the opponent is unable to resume the bout.

(Note 5)

If the participant is hit by a powerful blow or throw and his condition is serious, the judge may suspend the score and call the doctor for first aid or do it simultaneously with the score.

(Judging Guide)

a) The referee should not spend extra time to determine the state of recovery of the athlete after the «Йодоль» account, if during the account maintenance he has not determined the condition of the athlete.

b) When the athlete clearly recovers in front of the «Йодоль» score and expresses a desire to continue the fight, and the referee can clearly distinguish his condition, the fight still resumes even when an injury is received and the help of a doctor is required. The referee must first resume the fight, then declare: «Калё!» and «Кеси».

4.1.16. Actions related to the temporary stop of the fight

When a bout must be stopped due to injury to one or both competitors, the Referee must take the measures provided below. However, in a situation that requires the suspension of the fight for reasons other than injury, the judge must declare: «Калё!» and resume the fight, declaring: «Кесок! (continued)».

1. The referee must stop the bout by announcing «Калё!» And give the command to temporarily stop the bout by announcing «Кеси!» (Time!) to the responsible for timing.

2. The referee allows the competitor to receive first aid for one minute.

3. A participant who does not show a desire to continue the fight after one minute, even in the case of a minor injury, is declared the loser by the Referee.

4. In the event that the resumption of the competition is not possible after one minute, the opponent who injured himself using forbidden actions punishable by «Gamjom!», must be declared a loser.

5. In the event that both opponents are knocked out and unable to continue the competition after one minute, the result is taken out on the basis of the score established before the injury.

6. If, judging by the participant's state of health, he is close to loss of consciousness or another dangerous condition is evident, the Referee will immediately stop one by one and give the order for medical assistance. The referee declares the participant who caused the injury to be loser if he considers that it was the result of the use of prohibited attacking actions punishable by «Gamjom», or if the attack did not use prohibited actions punishable by «Gamjom».

(Note 1)

When the referee decides that the competition cannot be continued due to an injury or other emergency, the referee takes the following measures:

1) If the situation is critical and the athlete cannot continue the competition due to injury, medical assistance should be immediately provided and one by one completed. In this case, the result of the competition will be decided as follows.

a) The culprit is declared loser if the injury is received as a result of the prohibited action punishable by «Gamjom».

b)) A rival incapacitated is declared a loser if the injury occurred as a result of legal actions or accidental, inevitable contact

c) If the result of the injury was not related to the content of the match, the winner must be determined on the score before the match is stopped. If the stop occurred before the end of the 1st round, then the match must be declared invalid.

2) When the injury is minor, the athlete can receive the necessary medical care within one minute after the «Кеси!» command.

a) Authorization for medical care: when the referee determines that medical care is necessary, he calls the competition doctor.

b) Command to continue the fight: the referee decides when the athlete can continue the fight. The referee may at any time call the athlete to continue the fight, without waiting for the expiration of one minute. The Referee may declare any competitor who does not follow the team to resume the match with the losing competitor.

c) While the participant is receiving medical assistance or is in the process of recovery, 40 seconds after the «Кеси! » command, the referee starts loudly announcing the remaining time spent by the doctor with an interval of five seconds. If the participant cannot continue the match after one minute, the result of the match will be determined in accordance with subclause 1 of this interpretation.

3) If both opponents are injured and are not able to resume the fight after one minute, then the result of the competition will be determined by the following criteria:

a) if the result is the result of the prohibited action by the punishable «Gamjom», then one of the participants must be a loser.

б) if the result was not related to the prohibited action punishable by «Gamjom!», then the result of the match must be determined by the score before the match is stopped..

c) if the result of the injury is the result of the prohibited actions of both athletes who will be fined by «Gamjom», then both participants will be declared losers.

(Note 2)

In cases not described above, proceed as follows:

1) When force majeure circumstances that are not amenable to control and require a suspension of the competition arise, the referee stops the match and applies for instructions to the ГСК.

2) If the match is suspended after the completion of the first round, then the winner is determined by the score at the time the match was stopped.

4.1.17. Description of the course of the competition.

1. Call participants

1.1. The name of the participant must be announced three times: 30 minutes before the start of the fight (prepare and pass the judge with the participants), 15 minutes (invited to the competition area, a place allocated for waiting for the next matches), immediately before the start of the fight. A participant who does not appear in the competition area is declared a loser due to failure to appear.

1.2. Physical examination and inspection of the suit.

After the call, the participants must undergo a physical examination and examination of the suit at the judge with the participants. The competitor must not show any signs of disgust and also must not wear any objects that could harm another competitor.

2. Entrance to the duel zone.

After the examination, the participant should take a standby position with one second trainer and one team doctor (if any).

3. The procedure before and after the match

3.1. Before the start of the match, the referee calls «Chon, Hon».

Both participants enter the court with helmets tightly clamped under the left arm.

3.2. The participants, facing each other, should greet each other with a bow at the command of the referee «Charyot! (Attention!)» and «Кюнне! (Bow!)».

The bow should be made from the natural position of «Charyot!», tilting at an angle of more than 30 degrees, with the head inclined at an angle of more than 45 degrees. After the bow, participants should wear their helmets.

3.3. The referee starts the match with the «Чумби» command (Get ready) and «Сичжак!» (Start).

3.4. The duel in each round begins with the command «Сичжак! (Start!) » Referee and ends with the referee command «Кыман! (Time is up!) ». Even if the referee

did not announce: «Кыман!», the bout must be considered ended after the prescribed time has passed.

3.5. After the end of the last round, the participants must take a position, as at the beginning of the match. Participants must take off their helmets and then wait for the referee's decision to be announced.

3.6. The referee must declare the winner by raising his hand towards the winner.

3.7. The departure of participants.

Section 4.2. Hosinsool.

4.2.1. A brief description of the competition.

The demonstration of the basic Hoshinsool self-defense technique is a set of classic techniques from the arsenal of Hapkido techniques. Sections and the number of receptions depend on the technical qualifications of athletes. Athletes carry out a pre-prepared technical program.

Techniques are used that correspond to the basic program of hapkido techniques. Each team member demonstrates the level of basic self-defense technique. The use of techniques containing unapproved acrobatics or other impractical techniques is not encouraged.

Each round should end with a throw or rollover, ending with immobilization of the opponent through pain control, imitation of finishing or capture with pain control of the attacker in the stance, that is, be logically completed.

Each of the protection methods used during the show must be unique in the overall program of all rounds and correspond to the section of technology.

After each round, the referees vote in favor of one of the teams by raising the flags of the corresponding color. Thus, the overall score of the meeting is determined and a decision is made on the winner.

4.2.2. The panel of judges on the site

The duel on the court is judged by: the referee, three (five) side referees, the judge video referee with video replay systems, the judge - the technical assistant, the leading protocol, the judge - the operator of the judicial system (if used), the public-address announcer, judges assigned to participants, the arbiter (head) of the site.

A judge must have a standard form referee approved by the FHR and a document confirming the qualification category of a sports judge.

Judges are required to perform their actions according to these Rules.

If a situation arises that is not provided for by these rules, the decision is announced by the referee after consultation with the GSK.

4.2.3. The venue of the competition and the technical equipment of the site.

The competition area in the Hoshinsool sports discipline, and the same position of the judging panel, participants, coaches, is similar to that in the hapki-kerugi sports discipline.

4.2.4. Outfit athletes.

1. Dobok - a uniform for a hapkido that includes a jacket, trousers and a belt corresponding to the qualifications of athletes, on the belt of both participants in a pair on the right side closer to the front should be fixed with a knot of a tape of the corresponding color (a pair of blue "Chon" - blue ribbons colors, a pair of red "Hon" - red ribbons);

2. Sports weapons of Hapkido:

- «ккаль»: dummy of a knife (material: plastic or wood, length 20-30 cm);
- «танбон»: short stick (material: wood, length 30-40 cm, diameter 3 cm);
- «чиппаны»: a cane (a wooden stick 70-80 cm long with a hook bent at one end);
- «пхобак»: belt (fabric belt with a length of 180 to 300 cm, width 4-5 cm, thickness up to 0.5 cm);
- «пучхе»: fan (material: wood, plastic, fabric; length from 30 to 40 cm);
- «сальджонгон»: two short sticks 30-40 cm long, connected by a chain or rope (material: wood, plastic)

Sports weapons must comply with the technical requirements and must be approved by the organizer of the competition.

4.2.5 Mandatory technical actions.

1. **Student qualification category (1st and 2nd division)** – the program includes 4 rounds (two receptions for each of the team members, in mixed pairs the technical actions are performed by the female participant, the man plays the role of an assistant in all rounds). At the same time, depending on the division, participants are obliged to perform mainly those techniques that are part of the training and certification program that correspond to their qualifications (1 division — release from capture or defense against blow, counterattack with a series of strokes, a combination of a series of strokes, creases with painful fixation in the rack or transfer to the stall without an

amplitude fall of the opponent, body throws, 2 division - all those nicks allowed for execution for the 1st division, as well as crease techniques with transfer to the ground with an amplitude drop of the opponent). In one round, it is allowed to use no more than two punches and / or kicks in a series and no more than two multidirectional creases in the defense, the final of which must lead either to painful fixation in the stance or to a fall (performing ca -insurance for the purpose of avoiding pain) of an assistant with its subsequent fixation on painful reception and (or) imitation of finishing off.

FIRST ROUND: self-defense against capture by the wrist (сонмок суль)

(Description)

The assistant performs any pre-planned type of appropriate grip in a high stance: for the hand of the same name, for the opposite hand, for two hands in front, behind, and from the side to the choice of participants. The athlete performs any possible technique of protection against capture in accordance with his qualification category from the arsenal of his Hapkido style (kick, throw, gym, hold, etc).

SECOND ROUND: self-defense against seizure by clothes, body girths or strangulation (уибок суль)

(Description)

The assistant will carry out any planned type of appropriate grip in a high stance: for any part of the uniform, grasping the body and neck in front, behind, grabbing hair, suffocating grips with one or two hands of the participant's choice. The athlete performs any possible self-defense technique in accordance with his qualification category from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.)..

THIRD ROUND: self-defense against a direct punch (панг квон суль)

(Description)

An athlete performs any possible technique of protection against a punch to the middle or upper level in accordance with his qualification category from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.). A series of punches in the amount of no more than 2 is allowed in the attack, ending without fail with a direct punch to the middle or upper level.

FOURTH ROUND: self-defense against kicking (панг джок суль)

(Description)

The assistant inflicts any kind of kick, on any trajectory and level of attack. The athlete performs any possible technique of protection against hitting the foot to the middle or upper level in accordance with his qualification category from the arsenal of his

Hapkido style (kick, throw, gym, hold, etc.). A series of kicks in an amount of not more than 2 is allowed in the attack, ending without fail with a kick to the middle or upper level.

2. Master qualification category

The program includes 6 rounds. Three receptions for each of the participants in the pair (in mixed pairs, the technical part is performed by the female participant, the man plays the role of an assistant in all rounds). In one round, no more than two punches and/or kicks in a series and no more than two multidirectional creases may be used in defense, the final of which should result either in painful fixation in the stance or in a fall (as a result of a throw or self-insurance for the purpose of avoiding pain) of an assistant with its subsequent fixation to painful reception and (or) imitation of finishing.

FIRST ROUND: self-defense against capture by the wrist (сонмок суль)

(Description)

The assistant will carry out any planned appropriate type of hold in a high stance: for the hand of the same name, for the hand of the opposite hand, for two hands in front, behind, and from the side to the choice of the participant. The athlete performs any possible protection techniques from capturing his hapkido style from the arsenal (kick, throw, gym, hold, etc.).

SECOND ROUND: self-defense against seizure by clothes, body girths or strangulation (уибок суль)

(Description)

The assistant fulfills any planned appropriate type of hold in a high stance: for any part of the uniform, grasping the body and neck at the front, back, grab for the hair, asphyxiating grips with one or two hands of the participant's choice. The athlete performs any possible self-defense techniques from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.).

THIRD ROUND: self-defense against a direct punch (панг квон суль)

(Description)

The athlete performs any possible techniques of protection against hitting a fist to the middle or upper level from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.). A series of punches in the amount of no more than 2 is allowed in an attack, ending without fail with a direct punch to the middle or upper level;

FOURTH ROUND: self-defense against kicking (панг джок суль)

(Description)

The assistant applies any kind of kick to the middle or upper level, along any path. The athlete performs any possible techniques of protection from kicking to the middle or upper level from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.). A series of kicks in an amount of not more than 2 is allowed in the attack, ending without fail with a kick to the middle or upper level;

FIFTH ROUND: self-defense using Hapkido weapons: tanbon, cane, long stick, belt, short pole, fan (муги суль)

(Description)

Assistant performs any planned type of attack: capture, punch or kick. The athlete performs any protection techniques using traditional weapons used in Hapkido.

SIXTH ROUND: self-defense against stabbing (панг гум суль)

(Description)

The assistant inflicts any kind of knife strike on any trajectory and level of attack. The athlete performs all possible techniques to protect him from hitting a knife from the arsenal of his Hapkido style (kick, throw, gym, hold, etc.).

4.2.6. Prohibited actions and punishments.

Penalties for any prohibited actions are announced by the referee.

Punishment is defined as «Gamjom» («Gamjom» - penalty point)

«Gamjom» must be declared, when performing the following prohibited actions:

1. Pronouncing aloud the comments and statements addressed to judges or opponents by athletes or a coach during the competition.
2. Failure of athletes to referee teams, misconduct of athletes or a coach in relation to referees or opponents.
3. It is unacceptable to stage the “killing” of an opponent with or without training weapons, imitation of finishing an opponent with a knife taken from him, and other attributes of overt violence.

(Note)

According to the rules of the competition, the coach or athlete must respect and comply with accepted standards of behavior. The athlete or coach should not interfere with the actions of the competitors and judges and impede the course of the competition.

4.2.7. Disqualification of athletes.

If a competitor receives two (2) penalty points, the referee must declare his loss as a result of the announced penalty.

4.2.8. Grading criteria. Recognition of victory.

1. Criteria for setting round preference scores:

- compliance of the performed technical elements with the principles of Hapkido;
- the correctness and timeliness of the execution of all the constituent elements of the combination or reception;
 - maintaining balance and balance in attack and defense;
 - energy inclusion - "Kihap";
 - the correctness, timeliness and complexity of the implementation of insurance techniques in case of falls;
 - speed and integrity of the implementation of a technical technique or combination of techniques in attack and defense;
 - realistic performance of the technique in attack and defense;
 - an external demonstration of the mood for a duel and completeness of technical actions (starting position ("fighting stance") before the start of an attack and defense, the reality of pain effects, timely and real demonstration of the effect of pain, the completion and exit of a combination of attack and defense techniques with a gap in the distance to the readiness of the continuation of the battle - in the rack).

Gross errors include:

- fall due to imbalance and balance (touching the site with any part of the body, except the feet of both legs, if this is not an integral part of performing technical actions in attack or defense);
- untimely reaction to the attacking action from the arsenal of shock equipment, including an attack with a training knife, which entailed a missed strike;
- unreasonable delay (pause) when performing the technique or repeated execution of the attack and (or) protection (restart);
- not real execution of attacking actions (strikes) in terms of distance and speed of execution;
- disruption of capture and (or) loss of pain when performing a protective technical action.

A pair of participants, according to the majority of the side referees (2 out of 3) who made a gross technical error during the round, is declared to be the loser of this round. If gross technical errors were made by both pairs in the course of one round, no victory is awarded in this round, and the result of the round is considered to be a draw (in case of a draw by the majority of the side judges - 2 out of 3).

(Note)

Victory announcement in each round is made immediately after the demonstration of each round, the judges vote for the winners by raising blue or red flags in the direction of one of the pairs. The winner is determined by a simple majority of the votes of the side judges. The referee fixes the number of victories in the rounds of each pair, maintaining the total score of the match. After all rounds, the total score of the meeting is determined and a decision is made on the winner.

The winning pair is determined by the results of all rounds. In the case of an equal score (2: 2 or 3: 3) in the absence of penalty points for pairs of participants, an additional final round is assigned. At the same time, participants arbitrarily choose a section, roles among themselves (attack and defense) and demonstrated equipment, taking into account the qualification category of participants. If the score is equal and one of the pairs of participants has penalty points, an additional round is not assigned, and victory is given to that pair of participants that does not have penalty points. An early victory is possible if the opposing team is disqualified by penalty points (2 penalty points) or if the opposing team cannot continue the demonstration of equipment due to injury to one of the participants and his refusal to continue the competition.

4.2.9. A brief description of the course of the competition.

Competitions in the sports discipline "hosinsool" consist of several rounds in accordance with the technical qualification category of the participants. After each round, the judges simultaneously vote, each raising the flag, in favor of one of the teams. Thus, one of the pairs of participants is preferred and the score of the round is determined.

The order of performance:

The public-address announcer invites two participating teams to the venue according to the protocol of the competition.

Two participating teams, consisting of two participants each, are examined at the inspection table. The appearance and uniform of athletes must correspond to their style direction, red and blue ribbons in accordance with the designation of pairs in the protocols should be tied to the main belt on the right side closer to the main belt node, the nails on the hands and feet should be of adequate length and neat trimmed, it is forbidden to wear any jewelry, glasses (only contact correction of vision is permissible if the participant received admission to the competition from a sports doctor). Sports

weapons must comply with the technical requirements and must be approved by the organizer of the competition.

At the command of the referee "Chon!", "Hon!" the pairs of participants must take the positions corresponding to the starting position of the participants on the court along the corresponding starting line facing the opponents.

At the command of the referee on the court: "Charyot!" "Kyonne!" (Attention! Greetings!), the athletes greet the opponents.

Each round is performed at the command of the referee on the court:

During the round, the first to perform techniques are a pair of "Chon" (blue), the second is a pair of "Hon" (red).

At the command of the referee "Chon!" (Blue), the corresponding pair of "Hon" (red) assumes a standing position on the right knee facing the opponents along the starting line and waits for their turn to perform. Chon pair accordingly, it performs hosinsool techniques in its half of the site.

At the command "Chunbi!" (Get ready!), athletes of the "Chon" pair (blue) turn to face each other and take initial positions before performing a technical element (rack). Further, at the command of the referee at the Site "Сиджак"! (Get Started!), one of the athletes makes an attack (with "Kihap", an energy cry), in accordance with the section to be performed.

After completing technical actions on the command of the referee "kalyo!", the pair "chon" (blue) completes their performance in the round and moves to the starting position facing the opponents.

Further, the round continues at the command of the referee "Hon!" (Red). The sequence of actions of the pair "Chon" (blue) corresponds to the sequence of actions of the pair "hon" (red) in the first half of the round.

After the performance is completed, the couples take up their initial positions on the court along the starting line facing the opponents, the referee sends a greeting signal to the partners "Charyot!» «Kyonne!" (Attention! Greetings!), the athletes greet each other.

Referee commands "Baro!" (Free) - athletes remain in the field awaiting grades.

Then, when the final score of the meeting is known, the scores are set and the public-address announcer announced the result, the referee commands: "Charyot!» «Kyonne!" (Attention! Greetings!), the athletes turn to the referee's table and greet the

judges, the referee raises his hand to the side winning pairs, then the participants leave the site.

Статья 4.3. Sports disciplines are “pair free-style”, “personal free-style with weapons” and “team free-style”.

4.3.1. A brief description of the competition.

1. The sports discipline "pair free-style" is an arbitrary performance of a group of two athletes (imitation of a duel) under musical accompaniment based on the technique of hapkido, acrobatics and choreography.

Participants are divided into qualification categories “students”, “2 division” and “masters” with the division into male, female and mixed pairs. In mixed pairs, a woman can perform self-defense techniques, and a man can play the role of an assistant.

2. The sports discipline “personal freestyle with weapons” is an individual performance of an athlete, consisting of a demonstration of an arbitrary complex with weapons (imitation of the “shadow fighting”) with musical accompaniment based on the technique of hapkido, acrobatics and choreography.

3. The sports discipline “team free style” is a voluntary group performance (imitation of a duel) accompanied by musical accompaniment based on the technique of hapkido, acrobatics and choreography.

The team consists of 5 to 10 athletes. The team is allowed participants without restrictions on qualification, age category and gender.

4.3.2. The panel of judges on the site.

The duel on the court is judged by: the referee, three (five) side judges, the judge - video referee with video replay systems, the judge - technical assistant, the leading protocol, the judge - operator of the judicial system (if used), the judge - public-address announcer, judges assigned to participants, the arbiter (head) of the site. The location of the judges on the court is similar to the sports disciplines “hapki-kerugi” and “hoshinsool”, except that the referee is outside the zone of performances at a distance of no more than 2 meters from the boundary line 4 and in addition to controlling the performance of the performance and if necessary, the obligation to stop the performance in case of gross violations of the rules and disqualification of participants, scores for the performance of elements of increased complexity.

4.3.4. Outfit athletes.

Dobok - a uniform for a hapkido, including a jacket and trousers, a belt. The appearance and uniform of athletes must correspond to their style, the nails on the hands

and feet must be of adequate length and trimmed neatly, wearing any jewelry, glasses is prohibited (only contact correction of vision is allowed if the participant has received permission to -experience from a sports doctor).

Sports weapons:

- imitation of a knife (plastic or wood material);
- short stick (material: wood, length 40 cm, diameter 3-4 cm); - long stick (material: wood or composite, length 100 - 120 cm, diameter 3-4 cm);
- pole (material: wood or composite, length 130 - 180 cm, diameter 3-4 cm);
- spear (material: wood or composite, length from 180 cm, diameter 3-4 cm, metal blunt tip);
- a cane (a wooden stick 70 - 80 cm long with a bent hook at one end);
- belt (fabric belt with a length of 180 to 300 cm, width 4-5 cm, thickness 0.5 cm);
- a dummy of a sword;
- fan;
- sports saljongon (nunchaku).

Weapons and equipment used should not cause damage to the mats on the site, nor create a danger to competitors, spectators and judges. Sports weapons must comply with the technical requirements and must be approved by the organizer of the competition. Cold steel models should have blunt blades. It is strictly forbidden to use open fire, various pyrotechnic products, and other similar attributes in performances. All competitors must, upon request, give judges the opportunity to inspect weapons and equipment before the start of the competition.

Any violation of this clause of the rules will lead to a refusal of admission to the competition venue or to a stop of the performance, regardless of the degree of completion, with immediate subsequent disqualification of the athlete(s). It is strongly recommended that you discuss and agree on any controversial and controversial aspects of the upcoming speeches by submitting an official written request to the GSK of the competition before using them only with the written approval of the GSK.

4.3.5. Mandatory technical actions.

The technique included in the composition of performances in sports disciplines "free-styles" (for pairs and teams free styles) must comply with the basic technique of hapkido:

- kicks, including increased complexity (in the air, in a group, in subjects: paws, boards, etc.);

- punches (in the air, in a group, in objects: paws, boards, etc.);
- all possible types of throws, creases, grabs and deductions from the arsenal of Hapkido;
- work with weapons and against him from the arsenal of Hapkido;
 - demonstration of techniques for working with improvised items (bag, umbrella, etc.);
 - technical complexes, bundles of movements, etc. from the arsenal of hapkido;
 - acrobatic elements, falls, self-insurance;
 - breathing exercises.

Required program elements (for pair and team free-styles)

- release from any captures
 - protection against blows by hands
 - protection against kicks

4.3.6. Prohibited actions and punishments.

The referee announces penalties for any prohibited actions.

Punishment is defined as «Gamjom» («Gamjom» - penalty point)

«Gamjom» must be declared, when performing the following prohibited actions:

1. Pronouncing aloud the comments and statements addressed to judges or opponents by athletes or a coach during the competition.
2. Failure by athletes to referee commands, misbehavior of athletes or a coach in relation to judges or athletes.
3. The use of sporting weapons and equipment during the performance that did not pass the approval of the panel of judges and does not meet the safety requirements.
4. The use in the pattern of the performance, directly or indirectly, of moments that offend the feelings of believers of any concessions, calls for inciting ethnic hatred, propaganda for violence and terrorism, calls for suicide, sexual scenes and other moments that are contrary to universal human principles of morality. It is permissible to use “negative” characters in performances, provided that “positive” heroes defeat them within the limits of necessary self-defense without unreasonable cruelty. It is unacceptable to stage the “killing” of an opponent with or without training weapons, imitation of finishing the opponent with a knife taken from him and other attributes, and manifestation of outright violence.

4.3.7. Disqualification of athletes.

If any of the above violations is detected, the referee on the court must give the command "Kayo! Gamjom!", Stop the musical accompaniment and the performance itself, and disqualify the team, couple or athlete and remove from the competition.

4.3.8. Recognition of victory. Grading criteria. Penalty points.

When rating, the maximum score for the performance is 10.0.

1. Criteria for subjective assessment of "general impression" (the arbiter of the site, a judge with extensive experience in hapkido, the holder of 4 Dan hapkido and above). The average base score for a performance is 7.0. Depending on the fulfillment or non-fulfillment of the criteria for subjective assessment, it can be increased or decreased, but by no more than 1 point in both directions (0.1 for each of the 10 criteria being met or not met, both +0.1 and -0, 1, with an average fulfillment of the criterion, the lowering and increasing points are not awarded).

- racks and positions, overall balance, including mobility;
- quality of the technique for the execution of techniques, punches and kicks from the arsenal of Hapkido;
- degree of completeness of the performance;
- complexity of the choreography, the harmony of the performance, compliance with the musical accompaniment;
- originality of performance;
- speed, dynamics, artistry;
- coherence of performance (for pairs and teams);
- kihap, power, strength, "inclusion" during the execution of techniques;
- clarity of the lines of rotation the volume of the amplitude of rotation and the trajectories of the weapon;
- reality of the implementation of techniques, punches and kicks from the arsenal of Hapkido.

2. Extra points for purely and amplitude-complete elements of increased complexity (put up by the referee, a judge with extensive experience in hapkido, holder of 4 Dan hapkido and above). For each element of increased complexity, the referee adds +0.2 points in the referee's note. Repeated fulfillment of the same element or its modifications does not count towards additional points, with the exception of the sports discipline "team freestyle", where for the clean performance of the same element of increased complexity by 4 or more team members add +0.3 points for each mass-

produced unique element. Errors and shortcomings in the implementation of elements of increased complexity are taken into account when issuing penalties by side judges along with other errors and shortcomings.

Types of elements of increased complexity:

- sophisticated striking technique with legs (in jumps with rotation of more than 360 degrees);

- high jump height when performing shock equipment and self-insurance;

- sophisticated insurance techniques;

- elements of general and applied acrobatics of increased complexity.

The list and classification of elements of increased complexity annually at the beginning of the competitive season is published on the official website of the Russian Hapkido Federation.

The points for the following errors in each of the three sections (taken into account by the side judges) are deducted from the base score for the overall impression of the performance made by the arbitrator. The decreasing points set by the side judges for mistakes and shortcomings in the implementation of basic elements and elements of increased complexity are calculated on the basis of the arithmetic mean of the penalties of all three side judges.

Assessment	Type of error
- 0,1	Lack or loss of control over the opponent (s) during technical actions
	The lack of the principle of "living hands" - "hand-knife" (ккальнокки)
	Jerking technique, violation of unity and unity of the technique
	Losing your own balance when performing techniques
	Lack of power, "turning on" during execution of the "kihap" techniques
- 0,5	Restarted performance
	Failure to comply with mandatory sections of an arbitrary program
	A score is assigned if the performance is delayed for more than 1 minute.
	Violation of the time interval allotted for the performance, discrepancy in the duration and nature of the musical accompaniment and the performance itself
	Loss of control or falling weapons during a performance
- 1	Second restart

The account is announced immediately after putting all the points by judges by demonstrating points on an electronic scoreboard or by judging cards. The athlete(s, team) with the most points wins. In case of equality of points, the winner is the participant

(pair, team), who received a higher mark for completing elements of increased complexity. If the grades are still the same, then the one who has a lower amount of penalty points is considered the winner. If the grades are the same as before, then the winner is the one who has a higher subjective score for the overall impression of the performance. If the grades are still the same, then the winner is the one with the largest number of participants, including a greater number of participants in master degrees with an equal total number of participants. If, considering all the above criteria, the scores are still equal, the participants are assigned the same place in the standings, and the next place a step below remains free.

4.3.9. Time limits.

1. In the sports discipline "paired free style", the time of performance, as well as the musical soundtrack of each team should be no more than 3 minutes. The initial positions of the team members on the site for the performance, music and choreography are selected by the participants.

2. In the sports discipline "team free style", the time of performance, as well as the musical soundtrack of each team, should be from 3 to 10 minutes. The initial positions of the team members on the site for the performance, music and choreography are selected by the participants.

3. In the sports discipline "personal free style with weapons," the time of performance, as well as the musical soundtrack, should not exceed 2 minutes. The starting position on the site for the performance, music and choreography is chosen by the participant.

4.3.10. Description of the course of the competition.

The public-address announcer invites the participating team (a couple or a participant in personal competitions) to the court, according to the protocol of the competition. The athlete (s) occupy seats on the edge of the court along the boundary line 3 facing the referee's table.

At the command of the referee: «Charyot!» «Kyonne!» (Attention! Greetings!), the athletes greet the judges.

Further, the athlete(s) occupy arbitrary places on the site, according to the script and choreographic drawing of the composition.

By raising his hand, an athlete (captain of a couple or team) gives the start to the musical composition.

The public-address announcer starts a musical composition.

After the performance, the athletes take their starting places on the edge of the court along the boundary line 3 facing the referee's table. At the command of the referee: "Charyot!" «Kyonne!» (Attention! Greetings!), the athlete (s) greet the judges.

At the command of the public-address announcer, referee, the head of the site and the side referees give marks, on the basis of which the total score for the performance is displayed

Section 5. Arbitration and Sanctions

Статья 5.1. Arbitration

1. Composition of the Arbitration Commission

1.1. Qualification of members: members of the executive committee of the all-Russian sports federation (hereinafter referred to as the OSF) or a person with sufficient qualifications Hapkido, appointed by the President. The technical delegate is the chairman of the Arbitration Commission. Members of the commission: chief judge, deputy chief judge, senior coach for age, head coach, chairman of the college of judges of the regional sports federation.

1.2. Composition: one Chairman and not more than seven members, including the technical delegate.

2. Responsibilities: the Arbitration Commission corrects the errors made by officials of the judging when calculating points in the event of a protest, and takes disciplinary measures against officials who committed erroneous actions. The results are presented to the President of the OSF.

3. In its work, the Arbitration Commission is guided by the "Regulation on the Arbitration Commission", approved by the President of the OSF and approved by the Executive Committee of the OSF.

4. The procedure for filing a protest.

4.1. If there is an objection by the decision of the judges, the official representative of the team must, within 10 minutes after the performance of the participant provide the Arbitration Commission with an application for review of the decision (protest) so that the decision on the outcome of the appeal is announced after 30 minutes. The protest procedure is carried out on the basis of the "Regulation on the Arbitration Commission."

4.2. The meeting on the protest is held by the Arbitration Commission, with the exception of interested judges from the same subject of the Russian Federation as the participant. The decision is made by voting.

4.3. In order to find out the facts of the protest, the members of the Arbitration Commission may call interested officials of the judiciary in order to find out their opinion.

4.4. The decision made by the Arbitration Commission is final and not subject to appeal.

(Note 1)

The Arbitration Commission must consist of at least five members and their number must be odd.

(Note 2)

Judges from the same subject of the Russian Federation as the participant: Any judge in the Arbitration Commission, from the same subject of the Russian Federation as an athlete or coach, must be excluded from participation in the consideration of the issue. In all cases, the number of judges must be odd. If the Chairperson is from the same constituent entity of the Russian Federation as the participant or coach, then he has no right to consider this issue, and an interim Chairperson should be elected from the remaining judges.

(Note 2)

Replacement of officiating officials. The Chairman of the Arbitration Commission may, on the recommendation of the technical delegate, replace the officials of the judiciary. In this regard, the technical delegate may entrust the Chief Referee to appoint the Chairman from the judicial officials.

(Note 3)

A meeting of judges is held to:

a) After considering the reasons for the appeal, the Arbitration Commission must first decide whether it is “acceptable” or “unacceptable” for discussion.

b) If necessary, the commission may hear the opinions of the referee or judges, which should be called, by the commission.

c) The Commission reviews video recordings of the speech, etc., if necessary.

d) After discussion, the Commission holds a secret ballot to make a decision.

e) The Chairman of the Commission publicly announces the decision.

f) The necessary measures must be taken to implement the decision.

Errors in determining the results of a speech:

in case of errors in calculating points for performances or as a result of not identifying errors in the athlete’s performance, the decision should be changed.

5. The video replay procedure.

1) If there is an objection to the decision of the referee or side judges during the match, the athlete's coach may require the referee to immediately watch the video replay.

2) When the coach requests a video replay (no later than 5 seconds after the controversial situation), he must raise up the card (blue or red in accordance with the color of the vest) issued before the start of the fight and, passing it to the referee, must explain the reason for the video retry request. The scope of the request for the video of the replay by the trainer is limited to the actual errors of the judges, such as a strong blow, accuracy and rigidity of the action, intentions, coordination in time of the action regarding the announcement of sentences.

3) The referee announces a video jury request for a video replay.

One of the members of the Arbitration Commission of the competition, who is not a representative of the same team as the participants, should be sent to this court to review the video replay.

4) After watching the replay video, the video jury informs the referee of the final decision. In the event that the member of the video jury and the member of the arbitration commission cannot reach a decision, the final decision will be made by the technical delegate.

5) A decision on this issue should be made within 2 minutes after the appeal for the video replay.

6) Each coach has one chance to appeal in a duel. If the appeal is found to be substantiated, and the error is corrected, the coach retains his quota for appeal and the card is returned.

7) During one championship, there are no restrictions on the total number of appeals of a coach for his participant.

8) The decisions of the video jury are final; further appeals on this issue will not be accepted either on time or after the match, except for errors in determining the result of the match, errors in scoring or identification of the athlete. In such cases, a formal protest may be submitted in accordance with the filing procedure.

9) In the event of a positive appeal in a bout, the Arbitration Commission shall review this bout at the end of the day of competition and may take disciplinary measures against the respective judges, if necessary.

Article 5.2. Sanctions

1. The Arbitration Commission shall meet to discuss the behavior of the trainer, participant, official and / or any member of the delegation if one of the following violations occurs on their part:

- Intervention in the course of the competition
- Incitement of viewers and the spread of false rumors.

2. The arbitration commission may call an interested person to confirm the event of violation of conduct.

3. In order to resolve the conflict in a timely manner, the Arbitration Commission must discuss the violation and decide on disciplinary action, which should take effect immediately after the decision is made. The results of the discussion should be announced to the public, and the decision in writing should be submitted to the Discipline Commission of the OSF.

4. The decision on disciplinary sanctions may vary, depending on the degree of violation. Athletes, representatives of delegations and representatives of federations may be fined as described in the Regulation on the Arbitration Commission.

5. Disqualification from a competition automatically entails a dis-qualification for all subsequent competitions held by the SPF for a period determined by the Arbitration Commission.

(Note 1)

“Interfering with the course of the competition” means behavior consisting in, but not limited to, aggressiveness or inappropriate behavior towards any officials, refusal to leave the competition area after the demonstration, throwing objects and / or equipment, etc.

(Note 2)

Arbitration Commission: The decision of the Arbitration Commission on the punishment and its details must comply with the Rules of the competition.

Section 6. Ensuring the safety of participants and spectators

1. Sports competitions are held at sports facilities included in the All-Russian Register of Sports Facilities, in accordance with Federal Law of December 4, 2007 No. 329-FZ “On Physical Culture and Sports in the Russian Federation”, which meet the requirements of relevant regulatory legal acts commerce, operating in the territory of the Russian Federation on issues of ensuring public order and safety of participants and spectators, as well as meeting the requirements of the rules for holding competitions in the sport of Hapkido.

2. During the competition, the security service must ensure the order, both in the arena and throughout the territory of the venue in accordance with the approved accreditations and the entry / exit scheme.

3. Competitions are served by qualified sports doctors. The provision of emergency medical care is carried out in accordance with the order of the Ministry of Health and Social Development of the Russian Federation dated 09.08.2010 No. 613n "On approval of the procedure for the provision of medical care during physical education and sports events"