



Ministry of Sport
of the Russian Federation

All-Russian Public
Physical Culture and Sports Organization

«Russian Hapkido Federation»



Hapkido Sport Rules

Saint Petersburg
2023

General provisions.

These Hapkido sport Rules (hereinafter – the Rules) are developed by the All-Russian Public Sports Organization «Russian Hapkido Federation» (hereinafter – RHF) in accordance with the requirements of international Hapkido Federations competition rules to resolve the issues connected with the competitions at all levels fair and clear.

The Rules are the obligatory for all the organizations holding competitions in Hapkido sport in the Russian Federation (hereinafter – Russia) regardless of their scale and status.

The officials (organizers of the competition, representatives of the teams, coaches, athletes, judges and referees) entering the competition are obliged in their actions to be guided by these Rules, including in case of disputable situation.

Section 1.

Forms and Methods of Conducting Competitions.

Article 1.1. Sports disciplines.

Competitions in Hapkido sport are conducted in sports disciplines in accordance with the All-Russia Sports Registry:

- hapki-kyorugi (sparring)
- hosinsul (self-defense)
- pair freestyle (demonstration pair performances)
- team freestyle (demonstration team performances)
- individual freestyle with a sword
- individual freestyle with a Jang Bong (performance on long sticks)
- individual freestyle with paired double chains
- individual freestyle with paired fans
- tanbong-kyorugi (sparring on short sticks)

Article 1.2. System of the competition.

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

1. on a system of leaving the field after one defeat;
2. on a system of leaving the field after two defeats;
3. on a circular system;
4. on the Olympic system

Article 1.3. Classification of competitions.

By the form of the competition.

1. By the form competition are divided into:

- individual;
- paired;
- team.

2. The form of the competitions is determined by the Regulations of the competitions (hereinafter – the Regulations).

3. Personal competitions should be held between participants of the same age and weight category. If necessary, the nearest weight categories can be combined to create one (mixed) category. Within one competition, an athlete is allowed to participate in only one weight category.

4. In individual competitions only individual results and the places of participants in their weight categories shall be defined:

- participant who took 1st place – 3 points;
- participant who took 2nd place – 2 points;
- participant who took 3rd place – 1 point;
- participant who entered the «Performance Zone» – 1 point;
- for each win participant is awarded – 1 point.

5. In team and pair competitions:

At the group stage of Conducting Competitions based on circular system points are awarded as follows:

- for winnig – 3 points;
- for a draw – 1 point;
- in case of defeat - 0 points.

6. After leaving the group, during the elimination competition 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 win team is awarded – 1 point.

7. In the team competition, the place of the team is determined depending on the sum of the results of its participants, in accordance with the following order of earning points:

- 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. In case two or more teams get equal number of points by determining of the team championship, the advantage is assessed in accordance with the following criteria:

1) the number of gold, silver and bronze medals won by the team:

- For each win - 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 held one day before the competition day in the presence of the Chief Secretary, the Chief Judge, Technical Delegate and the teams' representatives - participants.

2. In the case of a team representative is absent at the draw, the Technical Delegate appoints an official who will 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 group stage on a circular system. The number of groups depends on the number of member teams. Up to 10 teams are divided into two groups. Between 11 and 20 teams are divided into 4 groups. From 21 to 40 teams are divided into 8 groups. From each group, two teams enter the stage on elimination after the first defeat. Then the pairs are made according to the group number.

(Clarification 1)

Methods of drawing lots:

1. Random draw:

Homep The lot number of an athlete is assigned randomly, automatically by a computer or all athletes are drawn by representatives of one subgroup (A, B, C, D are mixed)

2. Seeding:

All athletes are placed according to the ranking. Partial or full seeding of athletes is possible.

3. Drawing lots considering the subject of the Russian Federation at events included in the Unified Calendar Plan.

4. Draw by sports organizations:

Subject to the limitation of the number of participants from the organization.

5. Draw, mixed by coaches and organizations:

Provided that there is no limitation of participants from a sports organization, when the draw is impossible due to the large number of athletes from one sports organization.

(Clarification 2)

Draw procedures:

- Representatives draw lots in alphabetical order (subject of the Russian Federation, cities, sports organizations or coaches)

- If there are two athletes from a subject of the Russian Federation, a city, a sports organization or a coach then they are given the choice to draw lots from two different subgroups (AB together or CD together).

- If there are three or four athletes from one (subject of the Russian Federation, city, sports organization or coach), then they are given the choice to draw lots from four different subgroups (A, B, C, D separately), it is not allowed to draw lots from one subgroup twice.

Firstly, the lot is drawn for the athlete or athletes providing the same (subject of the Russian Federation, sports organization or coach) as the seeded athlete. Provided there are more athletes in the category from a given subject of the Russian Federation, city, sports organization or coach.

(Clarification 3)

Draw methods are not mixed.

The procedure is carried out separately, based on one of the criteria of a subject of the Russian Federation, a city, a sports organization or a coach and is applied to the entire draw procedure.

(Clarification 4)

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

Section 2. Participants of competitions, representatives of teams, coaches.

Article 2.1. Age and qualification categories of participants.

2.1.1. Participants of competitions in all sports disciplines of the hapkido sport, except for the discipline «team freestyle», are divided into the following age groups:

- Younger boys and girls 10-11 years *;
- Boys and girls 12-14 years;
- Juniors (boys) and juniors (girls) 15-17 years;
- juniors (boys) and juniors (girls) up to 21 year;
- Men and women 18– 40 years;
- Men and women 41 years and older.

* Participation of athletes is allowed only in the championships of municipalities.

To participate in sports competitions, an athlete must meet the age requirement in the calendar year of sports competitions.

2.1.3. Pairs of competitors in sports disciplines «hosinsul» and «paired free-style» are divided into «male» (man + man, m + m), «female» (woman+ woman, w + w) and «mixed» (man + woman, m + w).

Article 2.2. Weigh-in

2.2.1 Official weigh-in:

1. Weighing of participants on the day of competition should be completed on the previous day before the start of the respective competition.

2. During weighing, men must wear underwear and women must wear underwear and bras. If the athlete wishes, weighing can be carried out completely naked. For juniors (boys) and juniors (girls) 14-16, for boys and girls 12-14, and younger boys and girls 10-11 years of weighing is mandatory in underwear, they are allowed to brew in 100 gr.

3. A person who has been weighed once and has not been weighed for the first time shall be entitled to another weighing within the limits of the official weighing time. The weighing is limited to two hours.

4. During official weighing, additional scales for pre-weighing, such as official scales, must be located in the seating area or sports area.

5. Under-age athletes may be weighed in the presence of a parent or official representative.

6. The scales should show an accuracy of 0.01 kg.

2.2.2. Checkweighing:

1. The checkweighing is held on the day of the competition.

2. A draw is held two hours before the start of the competition. The technical delegate or the Chief Judge draw lots or uses an electronic system for drawing lots.

3. The technical delegate or the Chief Judge decides on the number of athletes involved in checkweighing, as a percentage of the total number of participants for all categories. This percentage cannot be changed at these competitions.

4. The procedure must be completed at least 30 minutes before the match.

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

6. Only one attempt is allowed for checkweighing.

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. The admission of participants to the competition.

1. Representatives of any organizations who have passed technical certification in hapkido or other type of Korean martial arts, who have a «hosinsul» section in the certification program, regardless of style, national and regional affiliation, are allowed to participate in the competition.

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

3. The applications of organizations for the participation of teams or athletes are drawn up in the prescribed form with the obligatory signature of the head of the organization, certified by a seal, and must contain the doctor's marks on the admission of each participant to sports competitions, certified by the signature and personal seal of the doctor, or contain as

appendices individual medical certificates for each athlete on admission to competitions. The deadline for submitting preliminary applications is regulated in the Regulations on Competitions. The final application for participation in the competition is submitted during the period of the admission commission, but not later than its end time.

4. Insurance of competitors is a prerequisite for participation in competitions.

5. In accordance with the declared technical qualifications.

Sports competitions in the discipline «hapki-kyorugi» are divided into two types: Group A and Group B:

1) Group A: Athletes with more than one year of experience and more than 10 matches.

2) Group B: Athletes with less than one year of experience and less than 10 matches (matches are held without kicking in the head).

Admission to competition:

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

- for admission to competitions of the interregional level, the subject of the Russian Federation, all-Russian and international competitions, technical qualification is not lower than at least 6 gyp.

Admission to the competition of participants is carried out by the admission commission, which includes Chairman of the Commission, appointed by the President of the RHF, Chief Judge, Chief Secretary, Deputy Chief Secretary, Technical Delegate, and Commissioners appointed by the Chairman.

Article 2.4. Participant suit and hygiene.

1. The participants of the competition must be dressed in a Hapkido costume (hereinafter – dobok), in accordance with the style identity of the participant.

2. The participants should not be wearing rings, earrings, chains and other foreign objects, except for items of equipment.

3. It is allowed to wear religious headscarves, which must be worn under the helmet and inside the dobok and must not cause harm or hinder the actions of the opponent.

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

Any participant who does not comply with the requirements of this article is deprived of the right to participate in competitions, and his opponent is awarded winnig.

Article 2.5. Duties and rights of participants.

1. The Participant is obliged to:

- a) strictly observe the Regulations, the Rules, and competition program;
- b) comply with the requirements of judges and referees;
- b) timely access to the site on call of the Panel of Judges;
- d) be correct in relation to all participants of the competition and the audience.

2. The participant is allowed to:

- a) receive timely the necessary information about the course of the competition, the competition Program, changes in the Competition Program;
- b) receive information about the decisions made by the Panel of Judges through an official representative of their team.

Article 2.6. Team representatives and coaches.

1. An intermediary between the Panel of Judges of the competition and the athletes (coaches) of the team is a representative of the team.

2. If a team does not have a representative, the coach takes over the duties.

3. The team representative performs the following functions:

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

4. A team representative is prohibited from interfering with the decisions of judges, referees and persons conducting the competition, as well as performing actions that offend judges and referees.

5. For violation or non-fulfillment of their duties, a team representative may be suspended from performing their duties.

6. During the performance, the coach has no right to interfere with the work of judges and referees. Only one coach has the right to represent an athlete.

7. The behavior of coaches during the performance.

Coaches must sit in the designated for them area.

- a) Coaches can give instructions to their participants only during the break;
- b) If the coach does not comply with this rule, he is given 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 inappropriately outside the competition area, he must be punished in accordance with the Disciplinary Code.

Article 2.7. Officials of the competitions.

The officials of the competitions are:

- Technical delegate;
- Team representatives;
- Coaches;
- Judges.

Officials taking part in competitions are obliged to follow these Rules in their actions.

Technical delegate:

- controls the implementation and correct application of the Competition Rules;
- is the Chairman of the Arbitration Committee.

Section 3. Panel of Judges.

Article 3.1. Composition of the Panel of Judges.

The composition of the Panel of Judges of international competitions is approved based on the members of the Panel of Judges of the Russian Hapkido Federation and representatives of international hapkido organizations accredited to participate in this event.

Article 3.2. Members of the Chief Panel of Judges.

- Chief Judge;
- Chief Secretary;
- Deputy Chief Judge (at the discretion of the approving panel);
- Under-Secretary-General (at the discretion of the approving panel);
- Area manager (arbitrator);
- Judge responsible for the video arbitration (video-arbitrator).

3.2.1. Chief Judge.

The Chief Judge, together with the competition Chief Panel of Judges, provides the conduct of the competition guidance in accordance with the Regulations on the competition and the Rules.

The Chief Judge is obliged to:

1. Check the readiness for the competition of all premises, equipment, inventory, their compliance with the requirements of the Rules, sign the Act of acceptance of competition venues, as well as make sure that the necessary documentation is available;
2. Submit a report to the organization conducting the competition not less than 7 days after the competition ending.

The Chief Judge is allowed to:

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

Orders execution of the Chief Judge is mandatory for the judges, referees, participants, representatives and coaches of the teams.

3.2.2. Deputy Chief Justice.

Functions of the Deputy Chief Judge:

- a) organizes and controls the weighing of participants;
- b) supervises the work of judges at the competition area;

On behalf of the Chief Judge, his functions at competitions may temporarily be performed by the Deputy Chief Judge.

3.2.3. Chief Secretary.

The Chief Secretary manages the competition secretariat:

1. Participates in the drawing of lots;
2. Draws up the Program and schedule of the competition;
3. Keeps competition protocols;
4. Makes up the order of meetings in a circular system of competitions;
5. Controls the registration of the performances protocols;
6. Draws up orders and decisions of the Chief Judge;
7. Submits to the Chief Judge the results of the competition for approval and the necessary information for the final report;
8. Provides the necessary information material to all the refereeing services of the competition, team representatives, media representatives.

3.2.4. Deputy Chief Secretary.

Assists the Chief Secretary, temporarily performs his duties on behalf of the Chief Secretary.

3.2.5. Area manager (arbitrator).

Area manager during the competition is at the judging table and performs the following functions:

1. Calls the judges to the competition area, and also announces the result in the absence of the judge-informer;
2. Controls the correctness of refereeing in the competition area, the performance of duties by technical assistants, judges-timekeepers, judges-operators of the refereeing system, referees;
3. Completes the teams of judges for each category, except in cases when this function is performed by the Chief Judge or in case the draw of judges is carried out by the computer programm;

4. In case of technical problems organizes «replay» procedure.

3.2.6. Judge responsible for the video arbitration (video-arbitrator).

Video-arbitrators are appointed on the recommendation of the Chairman of the judging panel from the judges who have the most experience and Qualifications.

During the competition he is at the judges ' table and performs the following functions:

1. Monitors the video replay system;
2. Upon request, makes a decision based on video materials and current rules;
3. In case of technical problems organizes «replay» procedure.

Article 3.3. Members of the Panel of Judges.

- Referee;
- Side judges;
- Judges - technical assistants.

3.3.1. Referee.

1. The referee controls the match (performance of athletes in demonstration disciplines) in the competition area.

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

3. The referee gives commands such as «Seeh-Jahk», «Keuh-Mahn», «Kalyo», «Gyay-sok», «Shi-gan» and «Kye-shi», the winner and the loser, penalty points, warnings and other penalties. The referee makes all announcements based on the actions performed.

4. The referee makes independent decisions in accordance with the established rules.

5. The referee should not independently accrue points, apart from evaluating technical actions when performing throwing elements by athletes during a match on dojang and accruing an additional point for an effective technical action such as "kicks in spinning" in the discipline «Hapki-kyorugi».

6. In case of technical problems organizes «replay» procedure.

3.3.2. Side judges.

1. Two or three side judges are located at the corners and in the middle of the sideline around the carpet.

2. The side judges record all the points scored by the participants in the discipline «Hapki-kyorugi», except for points awarded for throwing technical actions, effective kick in spinning and knockdown.

3. In technical disciplines, grades are recorded in electronic systems or referee notes.

4. At the request of the referee, the judges must express their opinion in a straightforward manner on the essence of the questions asked.

5. If the judge notices a failure on the scoreboard, he must draw the referee's attention to it.

6. The side judge does not perform the functions of the central referee and does not evaluate technical actions for the presence or absence of a violation. Its functions include only the evaluation of all technical actions by athletes during the match, apart from the evaluation of technical actions when performing throwing elements and accruing an additional point for a productive kick in spinning and a knockdown in the discipline «Hapki-kyorugi».

7. In case of technical problems organizes «replay» procedure.

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

Decision Guidance: The decisions made by the referee and the judges are final; the referee and the judges are fully responsible to the Competition Arbitration Commission for their decisions.

3.3.3. Judges - technical assistant.

Fills in the necessary columns of the referee protocol (points, etc.). After the end of each performance, the referee protocol is transmitted to the secretariat.

Monitors the readings on the scoreboard during the match (correctness of scores, penalties, time) and immediately informs the referee about any problem related to the match.

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

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

In case of technical problems organizes «replay» procedure.

Article 3.4. Judgical -auxiliary staff.

- Judge-operator of the judicial system;
- Judges-timekeepers;
- Judge-informer;
- Judges at the participants.

3.4.1. Judge-operator of the judicial system.

This judge is at the registrar's table and during each performance, with the help of technical means, displays the names of the participants, as well as assessments and punishments after referee announced them.

3.4.2. Judge-timekeeper.

This judge is at the registrar's desk and performs timekeeping of the performance time on an electronic scoreboard, and in case of failure or absence of an electronic scoreboard using a mechanical chronometer.

3.4.3. Judge-informer.

This judge announces the program and the order of the competition, introduces the participants of each performance, announces the result of each performance, etc.

In technical disciplines, «freestyle» is responsible for turning on and off the musical soundtrack of the participants.

3.4.4. Judges at the participants.

Judges at the participants are required to perform the following functions:

1. Check the presence of athletes before the start of each performance, and in case of their absence, inform the area manager (arbitrator) about it;
2. To acquaint athletes with the competition Program and with the sequence of participants' entrance to the competition area;
3. Check the availability of protective and other equipment for athletes before leaving the match zone.
4. If the equipment is deemed unsuitable, the participant is invited to change it.

Article 3.5. Medical examination of competitions.

1. The Organizing Committee is responsible for the implementation of the medical code.

2. It is mandatory to have at least one medical team at the competition, consisting of a doctor of a physical education dispensary and a nurse.

Mandatory presence of one resuscitation team. Mandatory presence in the hall of a charged defibrillator, stretchers and an intensive care vehicle within walking distance.

Competition Doctor:

1. During the competition, he provides first aid according to the Rules;

2. At the end of the competition, he submits a report to the Chief Judge of the competition on the medical and sanitary provision of the competition, indicating the cases of injuries and diseases.

Article 3.6. Doping.

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 based on documents issued by the Russian Anti-Doping Agency (RUSADA).

3.6.2 All persons (athletes, coaches, team leaders, doctors, etc.) participating in competitions should be fully aware of the procedural rules and anti-doping control requirements set out in the 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 an athlete, in the absence of permission for their therapeutic use, is deliberately or otherwise strictly prohibited. If it occurred, the athlete is suspended from participating in the competition and this may lead to subsequent disqualification.

Section 4. Types of sports disciplines and rules of refereeing.

Article 4.1. Hapki-kyorugi (sparring)

4.1.1. Brief description of the competition.

Competitions in full-contact matches combine striking and throwing techniques.

4.1.2. Duration of matches (performances).

Age category: 10-11 years - 2 rounds of 1 minute of pure time with a break of 60 seconds.

Age category: 12-14 years – 2 rounds of 1 minute 30 seconds of pure time with a break of 60 seconds.

Age category: 15 years and older – 2 rounds of 2 minutes of pure time with a break of 60 seconds.

In case of an equal number of points after the completion of round 2, after 30 seconds of rest, an additional round 3, lasting one minute, is held.

4.1.3. Weight categories of participants, discipline «Hapki-kyorugi»:

Younger boys and girls 10-11 years old.

Men 's weight categories		Women 's weight categories	
Up to 24 kg	Up to 24 кг	Up to 24 kg	Up to 24 kg
Up to 27 kg	over 24 kg up to 27 kg	Up to 27 kg	over 24 kg up to 27 kg
Up to 30 kg	over 27 kg up to 30 kg	Up to 30 kg	over 27 kg up to 30 kg
Up to 33 kg	over 30 kg up to 33 kg	Up to 33 kg	over 30 kg up to 33 kg
Up to 36 kg	over 33 kg up to 36 kg	Up to 36 kg	over 33 kg up to 36 kg
Up to 40 kg	over 36 kg up to 40 kg	Up to 40 kg	over 36 kg up to 40 kg
Up to 44 kg	over 40 kg up to 44 kg	Up to 44 kg	over 40 kg up to 44 kg
Up to 48 kg	over 44 kg up to 48 kg	Up to 48 kg	over 44 kg up to 48 kg
Up to 52 kg	over 48 kg up to 52 kg	Up to 52 kg	over 48 kg up to 52 kg
Up to 57 kg	over 52 kg up to 57 kg	Up to 57 kg	over 52 kg up to 57 kg
Over 57 kg	over 57 kg	Over 57 kg	over 57 kg

Boys and girls 12 – 14 years old

Men 's weight categories		Women 's weight categories	
Up to 33 kg	Up to 33 kg	Up to 29 kg	Up to 29 kg
Up to 37 kg	Over 33 kg up to 37 kg	Up to 33 kg	Over 29 kg up to 33 kg
Up to 41 kg	Over 37 kg up to 41 kg	Up to 37 kg	Over 33 kg up to 37 kg

Up to 45 kg	Over 41 kg up to 45 kg	Up to 41 kg	Over 37 kg up to 41 kg
Up to 49 kg	Over 45 kg up to 49 kg	Up to 44 kg	Over 41 kg up to 44 kg
Up to 53 kg	Over 49 kg up to 53 kg	Up to 47 kg	Over 44 kg up to 47 kg
Up to 57 kg	Over 53 kg up to 57 kg	Up to 51 kg	Over 47 kg up to 51 kg
Up to 61 kg	Over 57 kg up to 61 kg	Up to 55 kg	Over 51 kg up to 55 kg
Up to 65 kg	Over 61 kg up to 65 kg	Up to 59 kg	Over 55 kg up to 59 kg
Over 65 kg	Over 65 kg	Over 59 kg	Over 59 kg

Juniors (boys) juniors (girls) 15 – 17 years old

Men 's weight categories		Women 's weight categories	
Up to 45 kg	Up to 45 kg	Up to 42 kg	Up to 42 кг
Up to 48 kg	Over 45 kg up to 48 kg	Up to 44 kg	Over 42 kg up to 44 kg
Up to 51 kg	Over 48 kg up to 51 kg	Up to 46 kg	Over 44 kg up to 46 kg
Up to 55 kg	Over 51 kg up to 55 kg	Up to 49 kg	Over 46 kg up to 49 kg
Up to 59 kg	Over 55 kg up to 59 kg	Up to 52 kg	Over 49 kg up to 52 kg
Up to 63 kg	Over 59 kg up to 63 kg	Up to 55 kg	Over 52 kg up to 55 kg
Up to 68 kg	Over 63 kg up to 68 kg	Up to 59 kg	Over 55 kg up to 59 kg
Up to 73 kg	Over 68 kg up to 73 kg	Up to 63 kg	Over 59 kg up to 63 kg
Up to 78 kg	Over 73 kg up to 78 kg	Up to 68 kg	Over 63 kg up to 68 kg
Over 78 kg	Over 78 kg	Over 68 kg	Over 68 kg

Men, women and juniors (boys), juniors (girls) under 21

Men 's weight categories		Women 's weight categories	
Up to 54 kg	Up to 54 kg	Up to 46 kg	Up to 46 кг
Up to 58 kg	Over 54 kg up to 58 kg	Up to 49 kg	Over 46 kg up to 49 кг
Up to 63 kg	Over 58 kg up to 63 kg	Up to 53 kg	Over 49 kg up to 53 kg
Up to 68 kg	Over 63 kg up to 68 kg	Up to 57 kg	Over 53 kg up to 57 kg
Up to 74 kg	Over 68 kg up to 74 kg	Up to 62 kg	Over 57 kg up to 62 kg
Up to 80 kg	Over 74 kg up to 80 kg	Up to 67 kg	Over 62 kg up to 67 kg
Up to 87 kg	Over 80 kg up to 87 kg	Up to 73 kg	Over 67 kg up to 73 kg
Over 87 kg	Over 87 kg	Over 73 kg	Over 73 kg

Men, women 18 years and older

Men 's weight categories		Women 's weight categories	
Up to 54 kg	Up to 54 кг	Up to 46 kg	Up to 46 кг
Up to 58 kg	Over 54 kg up to 58 kg	Up to 49 kg	Over 46 kg up to 49 kg
Up to 63 kg	Over 58 kg up to 63 kg	Up to 53 kg	Over 49 kg up to 53 kg

Up to 68 kg	Over 63 kg up to 68 kg	Up to 57 kg	Over 53 kg up to 57 kg
Up to 74 kg	Over 68 kg up to 74 kg	Up to 62 kg	Over 57 kg up to 62 kg
Up to 80 kg	Over 74 kg up to 80 kg	Up to 67 kg	Over 62 kg up to 67 kg
Up to 87 kg	Over 80 kg up to 87 kg	Up to 73 kg	Over 67 kg up to 73 kg
Over 87 kg	Over 87 kg	Over 73 kg	Over 73 kg

4.1.4. Members of the judging team in the competition area.

The match in the competition area is judged by: a referee, three (or two) side judges, a video-arbitrator with video replay systems, a judge-technical assistant, a protocol supervisor, a judge-operator of the judicial system, an judge-informer, judges at the participants, the area manager.

The judge is obliged to have a standard-issue referee uniform approved by the RHF and a document confirming the qualification category of a sports judge.

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

In the event of a situation not provided for by these Rules, the decision is announced by the referee after consultation with the Chief Panel of Judges.

Article 4.1.5. The venue of the competition in the discipline «Hapki-kyorugi».

The competition area (hereinafter – dojang) must have a flat surface without any obstacles (protrusions, etc.), and must be covered with soft, elastic mats 4 cm thick to perform a safe fall during throwing technique by athletes.

A square-shaped platform is used as a performance area:

1.1. Competition area:

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

The performance area has the shape of a square measuring 8m x 8m. There is a security zone around the performance area at the same distance from all sides. The competition area, including performance and safety zones, must be at least 10 m x 10 m. Performance zones and security zones should be of different colors.

1.2. The outer boundary of the performance zone is called the boundary line, and the outer boundary of the competition zone is called the outer line.

1.3. The front outer line adjacent to the registrar's desk is called the outer line 1. In the clockwise direction from the outer line 1, there are outer lines 2, 3, and 4. The restrictive line adjacent to the outer line 1 is called the restrictive line 1 and in the clockwise direction from the restrictive line 1, there are restrictive lines 2, 3 and 4.

1.4. The location of the referee and the participants at the beginning and end of the match: the participants are located at points equidistant by 1 m in both directions from the central point of the performance zone parallel to the outer line 1. The referee is located at a point 1.5 m away from the central point of the performance zone in the direction of the outer line 3.

1.5. Location of side judges:

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

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

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

In the case of using two side judges:

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

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

The location of the judges can be changed to facilitate media broadcasting, live broadcast and/or to improve the presentation type of sport.

1.6. Location of the registrar and video-arbitrator:

The registrar and the video-arbitrator are located at 2m from the external line 1.

1.7. Coaches location:

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

Verification table location:

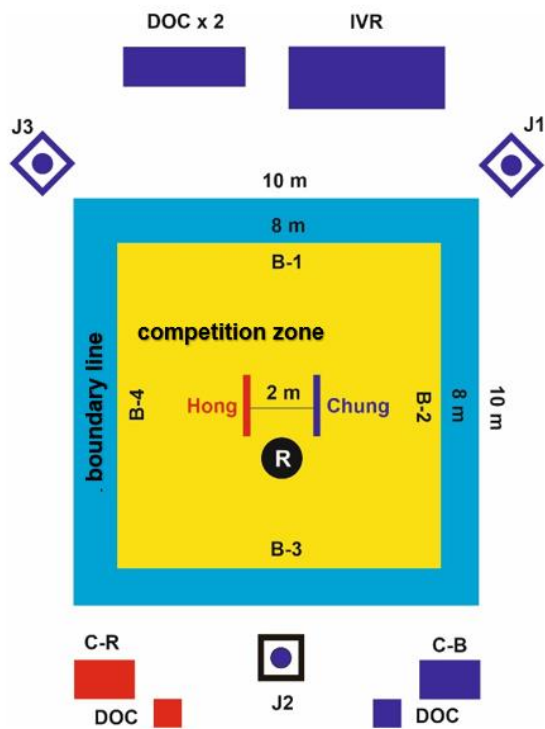
The table of judge, that is at the participants is located near the entrance to the competition area to inspect the protective equipment of the athletes.

1.8. The location of the judges, registrar, video-arbitrator and coaches may be changed, depending on the venue of the competition and for media broadcasting, live broadcast and/or to improve the presentation of the sport.

(Clarification)

Color: the color scheme of the surface of the elastic coating should not give harsh reflections or tire the participants, or the vision of the audience. The color scheme should consider the color of the athlete's equipment, uniforms, and gym.

Pic.1. Scheme of the competition area



B	Boundary lines: B-1, B-2, B-3, B-4.	C	Coaches: C-R/Red. C-B/Blue
J	Side judges	DOC / DOC x 2	Team Doctor/ Competition Doctor
R	Referee	IVR	The table of the judging panel/Registrar and video-arbitrator

4.1.5. Athlete's equipment.

The participants of the competition must be dressed in a dobok.

The sleeve length of the jacket is no more than 5 cm above the wrist joint, but in such a way that the forearm protection is not visible from under the sleeve of the lowered arm, in case of its use.

It is allowed to use protective equipment of the established sample approved by the RHF:

- chest protector,
- headgear,
- groin guard,
- shin guards,
- forearm guards, not interfering with the grip of the sleeve, the sleeve of the dobok in the folded state is not less than 5 cm.*
- hand guards with the possibility of grappling and throwing techniques.
- groin guard, shin guards and forearm guards must be dressed under the dobok.
- protective equipment (elastic bandages, bandages) is used on the recommendation of a doctor.

**To preserve the full possibility of grabbing the sleeve of the jacket when performing elements of throwing technique, the protection of the forearms should not interfere with grabbing.*

4.1.6. Scoring and its announcement.

1. Keeping score by means of referees' notes is allowed at the championships of municipalities, club tournaments.

2. Higher-level competitions are held using electronic scoring equipment.

3. The points scored during the match are recorded and displayed on the scoreboard of the electronic system or on the mechanical scoreboard (brought to general attention). In the case of the use of referees' notes and a mechanical scoreboard system, the points scored by athletes, considering penalties, are displayed on it after summing up the round and summing up the overall result of the match before the official announcement of the results by the referee.

4. Points scored because of blows to the torso are marked by each judge and entered in the referee's note or marked with equipment for electronic scoring.

5. The points scored because of blows to the head are marked by each judge and entered in the referee's note or marked with equipment for electronic scoring.

The points scored because of the permitted throwing elements, as well as an additional point for an effective technical action such as «kicks in spinning», are indicated by the referee, with his right or left hand raised high, indicating the points scored by the athlete with his fingers. The referee's hands must have armbands (armbands) at least 5 centimeters wide, red and blue (the left hand is an athlete in a red vest «Hong» / the right hand is an athlete in a blue vest «Chung»).

In these cases, the match is stopped by the command «Kalyo», «Shi-gan» with a stop of the time of the match and the referee announces his decision to the arbitrator. If one of the side judges calls the referee to hold a meeting because the score has not been counted, the referee gathers the side judges and holds a meeting. If two side judges confirm that the score should be delivered (in the case of 1 referee and 3 side judges), such a score is delivered. In the case of using two side judges, a change in the score is possible only if the two side judges and the referee agree to it.

6. The points scored because of the conducted throwing elements are marked by each judge and entered in the referee's note or marked with equipment for electronic scoring.

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

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

4.1.7. Permitted technical actions and areas for attack.

1. Permitted technical actions:

- Punches: direct blows (ap jumok) with a tightly clenched fist at the permitted areas for attack.
- Kicks: kicks with a part of the leg below the knee (shin, foot) on the permitted places for attack.
- Throwing elements are allowed only with a grip above the waist (through the hip, shoulder, back), as well as footrests, hooks, sweeps, rebounds and pickups.

(Clarification 1)

A series of no more than two straight hand punches in a row is allowed. A series of punches can be performed in combination with kicks, as well as without kicks, but in this case, a repeated series can be performed by an athlete only after defensive, counterattacking or other technical actions by an opponent. In the case of a series of more than two punches, as well as their execution without stopping and carrying out any permitted technical actions, the match will be stopped, a remark will be made, and the points will be canceled.

(Clarification 2)

5 (five) seconds are allocated for the performing of the throwing element after having a grip in a stance. When having a grip, the referee is obliged to immediately open an account, giving time to perform combat techniques. The count is from one to four with a demonstration. The technical throwing action is evaluated only until the opponent touches the floor (overturning).

Grabs of the attacking leg above the knee with a subsequent throw are allowed, provided that the attacking leg of the opponent does not touch the floor after kicking them.

After the end of 5 (five) seconds (the referee's score is up to 4 with a demonstration of the score towards the referee and the «Kalyo» command) and in the absence of a throwing technique, athletes get divorced and take their places on the court at the place where the match stops.

Immediately after the completed bar element, executed in due time, the athletes also take their starting positions in the rack on the court at the place where the match stops, without waiting for the referee's command «Kalyo».

(Clarification 6)

An attempt to continue a technical action after the opponent falls, including an attempt to control (hold) the opponent in a prone position, after performing a throwing element, should be regarded by the referee as a prohibited technical action «ground fighting» and punished with a penalty point.

2. Permitted areas for attack:

2.1. Torso: from the waist to the collarbone: It is allowed to punch and kick in areas covered by a chest protector. Blows aimed at the spine are prohibited.

2.2. Head: The area above the collarbones, only punches with legs are allowed.

4.1.8. Scoring technical actions and criteria for scoring points.

Points are awarded:

- if the permitted techniques are performed accurately and strongly on the places allowed for the attack on the torso.
- if the permitted techniques are performed accurately (in touch) in the areas of the head allowed for the attack.
- for the allowed amplitude throws with a grip above the waist (through the hip, shoulder, back), as well as kicks, hooks, footsteps, bumps, pick-ups, in which both legs of the opponent broke away from the dojang, the opponent was tipped over on the dojang, while the athlete himself, who carried out the throw, left standing on his feet.
- for carrying out permitted throwing elements with a grip above the waist (through the hip, shoulder, back), as well as running boards, hooks, knocks and sweeps without deliberately falling.

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

Ponts are divided into:

One point (+1) is awarded for:

- One point is awarded for an effective fist attack with a straight arm into the torso (chest protector);
- One point is awarded for an effective kick to the torso;
- One point is awarded for the allowed throwing elements with a grip above the waist (through the hip, shoulder, back), a throw with the capture of the attacking leg, as well as stalling, boards, hooks, knocks and sweeps, with an unintentional fall of the attacker.
- One point is awarded for the allowed throwing elements with a grip above the waist: stalling, pulling into ground fighting, in which the opponent touched the dojang with the third fulcrum, and the athlete himself, who carried out the throwing element, left standing in a stance.
- One point is awarded for each «Gamjeom», taken towards another athlete.

Two points (+2) 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 to the torso with spinning;

- Two points are awarded for the allowed throws made with a grip above the waist (through the hip, shoulder, back and footrests), with a transition from a high stand to a knee(s), without falling and with the opponent tipping over on the dojang.

- Two points are awarded for the grip of the attacking leg with the allowed throwing element (footrests, hooks and sweeps), in which the opponent is tipped over on the dojang, and the athlete who carried out the throwing element left standing.

Three points (+3) are awarded for:

- Three points for a kick to the head with a spin;

- Three points for the allowed amplitude throws with a grip above the waist (through the hip, shoulder, back), as well as footrests and sweeps, in which both legs of the opponent broke away from the dojang, the opponent was tipped over on the dojang, while the athlete himself, who carried out the throw, left standing.

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

4.1.9 Cancellation of points.

Cancellation of points is carried out in cases where the participant has earned points through prohibited actions.

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

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

(Clarification)

In the case of a permitted kick (in a jump or without a jump) performed in the scoring area, but an unintentional fall of the athlete who carried out the kick was carried out, the referee punishes for the fall, and does not cancel the scoring points, since the technical action was performed before the fall and the fall was not a mandatory action for its execution.

4.1.10. Prohibited technical actions.

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

Prohibited actions for which it is declared «Gamjeom»:

1. Crossing the boundary line.
2. Deliberate fall of an athlete.
3. Match avoidance.
4. Grabbing for protective equipment.
5. Pushing out of the boundary line.
6. Attack below the waist.
7. Combating in the prone position on the dojang or an attempt to control (hold) an opponent in ground fighting.
8. The opponent's attack after the command «Kalyo!».
9. Attacking the opponent's head with the hand.
10. An attempt to carry out throwing elements with the grip of the opponent below the waist (a pass to the legs with the capture of the hips, one or two legs standing on the dojang).
11. Attempt to carry out throwing elements with the grip of the opponent with two hands by the neck.
12. An attempt to carry out permitted throwing elements with the additional use of painful techniques on joints or neurovascular nodes and suffocating techniques in a stance.
13. Attempt to carry out throwing elements with a grip on a chest protector or headgear.
14. A head attack or an attack into a chest protector with any part of the arm and along any trajectory other than a direct punch with the hand in the «ap jumok» hand position, a knee kick.
15. Attack of a fallen opponent.
16. Inappropriate behavior on the part of an athlete or coach.
17. Kicks or hand punches when grabbing (controlling), including the attacking leg of the opponent.
18. If a coach or athlete commits an extreme act and does not comply with 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.
19. If a participant intentionally refuses to comply with the Rules of the Competition or does not obey the actions of the referee, the referee may end the match and declare the opponent the winner.

20. If the referee at the participants during the inspection or officials in the field of competitions, are convinced that the athlete or coach is trying to manipulate the with the electronic judging system or force the electronic judging system to work not properly, then such a participant is disqualified after consulting with the electronic judging system technician, if such consultation is necessary.

When a participant receives ten «Gamjeoms», the referee declares him (her) the loser by penalty points.

«Gamjeoms» are counted in all rounds.

(Clarification 1)

The purposes of establishing prohibited actions and punishments.

Prohibited actions and penalties for them are established in order to:

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

(Clarification 2)

Prohibited actions punishable by «Gamjeoms»:

a) Crossing the boundary line:

- «Gamjeom» must be announced when one leg of the participant has crossed the boundary line.

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

- After leaving the line, the referee allows the athlete to enter the carpet by 60 cm.

If he has left the designated area for return, the referee must call the athlete to return.

b) Deliberate fall of an athlete:

«Gamjeom» is announced for the fall. However, if the fall occurred because of prohibited actions of the opponent, «Gamjeom» is not given for the fall, the opponent is punished. If both participants fall because of an accidental collision, no punishment is given.

(Clarification 3)

The position when the athlete touches the dojang with his buttocks, with both shoulder blades or at a pace (without stopping) rolls on his back (from shoulder blade to shoulder blade, from buttocks to shoulder blades, along the diagonal of the back); the

«bridge» position, in which the athlete is with his back to the dojang and touches it only with his feet and head, as well as in the position of the face, sideways to the dojang with the touch of the dojang with the hand(s), is equivalent to a «Fall».

c) Match avoidance:

- This action represents walking away from a match with no intent to attack. A participant who constantly shows a defensive style is punished. If both participants remain inactive for five seconds, the referee gives the command «Fight!». «Gamjeom» will be announced to both participants, if there are no active actions from them five seconds after the command was given; or to the participant who retreated more from the initial position five seconds after the command was given.

- Leaving by turning your back to the opponent without performing a technical action. This action involves turning your back to avoid an opponent's attack, and this action should be punished, since it expresses the lack of the spirit of combating and can cause serious injury. The same penalty is given for an opponent's attack evading by bending to the waist level or squatting.

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

- Injury simulation. This means unnecessarily accentuation the severity of the injury or indicating pain in a part of the body that was not exposed 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 with a «Gamjeom».

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

- d) Grabbing by protective equipment or pushing out of the boundary line:

Grabbing for protective equipment (chest protector, headgear) with hands.

The push includes:

- Deliberate pushing out of line without carrying out a technical attacking action;

- e) Attack below the waist:

This paragraph implies an attack on any part of the body below the waist. This also applies to a strong kick on a part of the thigh, knee or shin, or stepping on the foot in order to interrupt the opponent's technical actions, as well as carrying out throwing elements with the grip of the opponent below the waist (passing into the legs with the grip of the hips, one or two legs).

f) Combating in the prone position on the dojang or an attempt to control (hold) an opponent in a ground fighting.

If, after performing a throwing technical action with a fall on the dojang of both athletes after the referee's command «Kalyo!», one of the athletes continues to attempt to perform technical actions in the stalls or tries to perform control (retention) of the opponent, the referee is obliged to punish the athlete who showed activity after the command «Kalyo!» with a «Gamjeom». To avoid punishment and the occurrence of controversial situations, athletes are obliged to immediately stop any technical actions after the referee's command «Kalyo!», mutually open the grip and stand up. If one of the athletes did not perform the appropriate actions in this situation and ignored the command «Kalyo!», the referee is obliged to impose a «Gamjeom» punishment on this athlete. If both athletes ignored the team, the referee punishes both athletes with a «Gamjeom».

g) Opponent's attack after the command «Kalyo!»:

- The attack after the command implies contact with the opponent's body.
- If the attacking action started before the command, such an attack should not be punished, and the permitted technical action is counted.

- In the Video Replay, the command «Kalyo» is considered from the moment when the referee's gesture is already finished (fully straightened arm), and is taken into account if at that moment the attacking leg is completely torn off the floor or, in case of a throwing technical action, the opponent is already out of balance and the start of the throw before the command «Kalyo», in fact, only the final phase of the overturn took place after the command, then the penalty for the attack after the command «Kalyo!» is not made and the penalty point is not awarded or canceled if it has already been accrued.

- If the attack after the «Kalyo» did not touch the opponent's body, but manifested itself as intentional and traumatic, the referee may punish such an action with a «Gamjeom».

h) Attacking the opponent's head with the hand:

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

i) An attack with the head or an attack into a chest protector with any part of the arm and along any trajectory other than a direct blow with the hand in the «ap jumok» hand position, a knee kick.

This article implies a deliberate attack with the head, with the hand (except for the permitted direct blow in the «ap jumok» hand position) or with the knee at a short distance, however, attacking actions with the knee are not punished in the following cases:

- When the opponent rushes forward sharply to perform a kicking attack.
- The impact occurs accidentally or due to a mismatch of the distance (distance).

j) Attack of a fallen opponent:

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

- The fallen opponent is in a state of insecurity.
- The impact of any technical technique on a fallen opponent is always stronger.

Thus, the punishment should be imposed regardless of the level and degree of completeness, including attempts to influence.

k) Inappropriate behavior on the part of an athlete or coach.

- Non-compliance with referee's commands and instructions.
- Unacceptable protest (behavior) of decisions of officials.
- Unacceptable attempts to interfere or influence the outcome of the match.
- Provocations or abuse of another athlete or coach.
- If an accredited doctor/physiotherapist or any other member of the official delegation is in place of the official doctor.

- Any other undesirable or unsportsmanlike behavior from an athlete or coach.

l) Attack to the body from the clinch position with the side of the foot, the base of the foot or the heel with the knee moving to the side or to the bottom.

Alternative techniques are prohibited for hitting the body.

Allowed for attacking actions in the head.

Allowed at a distance.

(Clarification 4)

When an undesirable 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

- Deflection throws of the «suplex» type;
- Throws through the chest of the «fire extinguisher» type;
- A throw of the «mill» type;

- Throw with a focus on the stomach;
- Blow in the fall of the coup «barrel»;
- Throws with deliberate placing of the opponent on the head / neck;
- Painful and suffocating techniques;
- Executed throw with a neck grab with two hands with both hands hooked in the joint lock, with a fall and subsequent control of the opponent's neck);
 - Making a throw with a neck girth from behind from the opponent's back.

(Clarification 1)

An attempt to carry out throwing elements with the capture (girth) of the opponent with one or two hands by the neck must be stopped by the referee by stopping the match and awarding a penalty point. If an athlete ignores the referee's command and completes a technical action while maintaining control of the opponent's neck, a penalty in the form of disqualification follows.

- Disqualification by penalty points. If 10 (ten) penalty points are scored, the athlete is disqualified;
- Disqualification due to the active intervention of coaches, athletes, team representatives, preventing competitions conduction and the course of matches;
- Unsportsmanlike behavior of a second or an athlete;
- If because of a prohibited action estimated at one penalty point «Gamjeom», the opponent is removed from the competition due to injury, the athlete who violated the rules is disqualified.

4.1.12. Additional 3rd round and preferability decision

1. If the winner cannot be determined after the end of the 2nd round, 3rd Round (golden round) with a length of one minute must be held. The match is conducted up to one positive score, or a violation of the «Gamjeom» in the direction of one of the athletes.

2. If none of the participants has earned a point(s) after the 3rd round has ended, the winner is determined by the superiority decision.

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

(Clarification 1)

The decision of preferability should be based on technical superiority over the opponent through aggressive conduct of the match, a greater number of techniques

performed, the use of more complex techniques and in showing the best manner of conducting the match.

(Clarification 2)

If one of the participants carries out a scoring blow to the head earlier than his opponent's blow to the chest protector, but the last blow to the chest protector was registered, athlete's coach, who performed a blow to the head, may request a video replay. If the video arbitrator determines that the blow to the head was scored and faster than the blow to the chest protector, the referee must cancel the score earned by hitting the chest protector, then add 2 or 3 points for the head attack and declare the one who performed the blow to the head as the winner.

Procedure for determining superiority:

- 1) Before the start of the match, all officials take the superiority card.
- 2) When the winner is determined by the superiority decision, the referee must declare «Wu-se-kirok» (Superiority Decision).
- 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 preference card and hand them over to the referee.
- 4) The referee collects all the preference cards, makes a record of the final result and then announces the winner.
- 5) After the winner is announced, the referee passes the preference cards to the registrar.

4.1.13. Award of winning

1. Winning due to the stopping the match by the referee.
2. Winning by the final score.
3. Winning by point difference.
4. Winning in the extra round.
5. Winning by preferability.
6. Winning due to the removing athletes.
7. Winning due to disqualification.
8. Winning due to the penalties announced by the referee.
9. Winning in view of mutual disqualification.
10. Winning due to the mutual suspension of athletes for unsportsmanlike behavior.

(Clarification 1)

Winning due to the stopping the match by the referee:

The referee announces this result, in the following cases:

- a) If an opponent in a knockdown as a result of an attack by a permitted technique cannot continue the match with the score «Yeodul» or if the referee decides that the opponent is unable to continue the match, this result may be announced before 10 seconds have elapsed.
- b) If the participant cannot continue the match after one minute has elapsed for first aid.
- c) If the participant ignores the referee's command to continue the match three times.
- d) If the referee realizes that it is necessary to stop the match for the safety of the athlete.
- e) When the official doctor determines that the match must be stopped due to an athlete's injury.

(Clarification 2)

Winning by point difference:

If the score difference reaches 20 points within 2 rounds, the referee must stop the match and declare the winner by the difference of points. This decision does not apply during the semifinals and finals in the age category of men and women in accordance with the regulations on these competitions.

(Clarification 3)

Winning due to the removing athletes:

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 match after a one-minute rest period and does not respond to the command to start the match;
- when the second throws a towel on the court to show defeat in a match;

(Clarification 4)

Winning due to disqualification:

This is the result determined by the disqualification of the opponent at 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 for the official weigh-in after the draw was held, the result must be noted in the tournament grid and information should be conveyed to technical officials and all interested representatives. Referees are not appointed for this match. Participants who have not passed or failed to attend the official weigh-in are not allowed to participate in the competition.

b) If the athlete has passed the weigh-in, but has not appeared in the coach's zone, the referee and the opponent wait in their seats until the referee announces the winner of the match.

(Clarification 5)

Winning due to the penalties announced by the referee:

Announced by the referee in the following cases:

a) If the participant scores 10 (ten) «Gamjeom».

b) If the participant or coach does not obey the referee's commands or does not obey the Rules of the competition, or commits any serious violations of behavior, including inadequate protest.

4.1.14. Knockdown

1. The referee stops the match and opens the score when any part of the opponent's body, except for the soles of the feet, touches the floor due to the impact of the force of the technical technique from the arsenal of striking techniques performed by the opponent, or the athlete staid in a stance, but there are signs of coordination disorders, loss of visual control of the opponent, obvious imbalance and other signs of loss of control over the course of the match, or the athlete does not have the opportunity to continue the match after the opponent performs the permitted action from the arsenal of throwing techniques.

2. When a participant is defeated, he does not show the intention or ability to continue the match.

3. If the referee decides that the match cannot continue because of a powerful technical technique.

(Clarification 1)

A knockdown is a situation when a participant is knocked to the floor or shaken because of a permitted blow or a permitted throw or is unable to adequately meet the requirements of the match.

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

4.1.15. Knockdown procedure

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

1.1 The referee stops the match by announcing: «Kalyo!», to separate the attacker from the opponent who is in a knockdown.

1.2 Referee starts the countdown out loud from «Hana! (one)» to «Yol! (ten)» with a second interval, turning to the participant who is in a knockdown, while performing hand gestures, showing the countdown.

1.3 If a participant who is in a knockdown gets up during the referee's countdown and wants to continue the match, the referee must continue the count to «Yeodul! (eight)» for the complete recovery of this athlete. Then the referee must determine whether the opponent has recovered «Fight! (show readiness to continue)» and, if so, then continue the match with the team «Gyay-sok! (Continue!)».

1.4 If a participant in a knockdown cannot demonstrate a readiness to continue the match on the count of «Yeodul! (eight)», the referee declares the other participant the winner (due to the stopping the match by the referee).

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

1.6 If both contestants are knocked down, the referee will continue counting until one of the contestants recovers.

1.7 If both participants have not recovered on the count of «Yol! (ten)», the winner will be determined by the match score before the knockdown.

1.8 If the referee considers that the participant is unable to continue the match, then the referee can declare the winner without counting.

1.9 The referee is obliged to stop the match after the second knockdown regardless of the athlete's condition.

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 (boys) and Juniors (girls) 45 days, Boys and Girls 60 days after the knockout with the by a doctor written permission appointed by the appropriate Federation.

(Clarification 1)

«in order to separate the attacker from the opponent who is in a knockdown»:

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

(Judging Guide)

The referee must be constantly prepared for the sudden occurrence of a knockdown or for a situation usually characterized by a powerful blow or an amplitude throw, and a dangerous impact. In this situation, the referee must announce: «Kalyo!» and start the countdown without any hesitation.

(Clarification 2)

If the defeated opponent stands during the referee's counting and wants to continue the match: The primary purpose of the countdown is to protect the athlete. Even if the athlete wants to continue the match earlier than the score of «eight», the referee must count to «Yeodul!» before resuming the fight. The score up to «Yeodul!» is mandatory and cannot be changed by the referee. Counting from one to ten: Hana, Dul, Set, Net, Dausut, Yeosut, Ilgup, Yeodul, Ahob, Yol.

(Clarification 3)

The referee must determine whether the opponent has recovered and, if so, then continue the match with the «Gyay-sok!» team: The referee must determine the athlete's ability to continue the match before the count of «eight». The final confirmation of the athlete's condition after the count of «eight» is only procedural, the referee should not waste time before resuming the match.

(Clarification 4)

If an athlete in knockdown does not express a readiness to resume the match with the count of «Yeodul», the referee must declare the other athlete as a winner, after counting to «Yol»: The athlete must express a readiness to continue the match by gesticulating several times in a fighting position with a clenched fist. If the athlete cannot show this gesture at the score «Yeodul», the referee must declare the other athlete the winner after the score «Ahob» and «Yol». The readiness to continue the fight after the «Yeodul» count cannot be considered. Even if the opponent is ready to resume at count of

«Yeodul», the referee may continue the counting and may declare a knockout if he decides that the opponent is unable to resume the match.

(Clarification 5)

If a participant is knocked down by a powerful blow or throw and his condition is serious, the judge can suspend the counting and call a doctor for first aid or do it simultaneously with the counting.

(Judging Guide)

a) The referee should not spend additional time to determine the athlete's recovery status after the «Yeodul» score, if he did not determine the athlete's condition during the counting.

b) When an athlete recovers before the count of «Yeodul» and is ready to continue the match, and the referee can clearly distinguish his condition, the match still resumes even when an injury has been sustained and a doctor's help is required. The referee must first resume the fight, then announce: «Kalyo!» and «Kye-shi!».

4.1.16. Actions related to the temporary stop of the match

When a match must be stopped due to an injury inflicted on one or both participants, the referee must take the measures provided below. However, in a situation that requires the suspension of the match for reasons other than injury, the referee must declare: «Kalyo!» and resume the bout by declaring: «Gyay-sok! (continue)».

1. The referee must stop the match by announcing «Kalyo!» and give the command to temporarily stop the match by announcing «Kye-shi!» (Time!) responsible for timekeeping.

2. The referee allows the participant to receive first aid within one minute.

3. A participant who does not ready to continue the match after one minute, even in the case of a slight injury, is declared a loser by the referee.

4. If the resumption of the competition is not possible after one minute, the opponent who caused an injury using prohibited actions, punishable by «Gamjeom», must be declared the loser.

5. If both opponents are knocked out and are unable to continue the match after one minute, the result is taken out based on the score formed before the injury.

6. If, according to the state of participant's health, he is close to losing consciousness or another dangerous condition is obvious, then the referee immediately

stops the match and gives an order for medical assistance. The referee declares the loser of the participant who caused the injury if he believes that it was the result of the use of prohibited attacking actions punished by «Gamjeom», or if the prohibited actions punished by «Gamjeom» were not used in the attack.

(Clarification 1)

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

1) In case of critical situation and the athlete cannot continue the match due to injury, medical assistance must be provided immediately, and the match is over. In this case, the result of the contest will be decided as follows:

a) The perpetrator is declared the loser if the athlete was injured as a result of a prohibited action punished by «Gamjeom».

b) A disabled opponent is declared a loser if the injury occurred because of legal actions or accidental, unavoidable contact.

c) If the result of the injury was not related to the content of the match, the winner must be determined by the score before stopping the match. If the stoppage occurred before the end of the 1st round, the match must be declared invalid.

2) When the injury is minor, the athlete can get the necessary medical assistance within one minute after the command «Kye-shi!».

a) Permission for medical assistance: When the referee determines that medical assistance is needed, he calls the competition doctor.

b) The command to continue the match: the referee decides when the athlete can continue the match. The referee may at any time call the athlete to continue the match without waiting for one minute to expire. The referee may declare any participant who does not follow the command to resume the match as a losing participant.

c) While the participant is getting medical care or is in the process of recovery, 40 seconds after the command «Kye-shi!», the referee starts loudly announcing the remaining time spent at 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 according to subsection 1 of this clarification.

3) If both opponents are injured and are unable to resume the match after one minute, the result of the contest will be determined by the following criteria:

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

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

However, if the match was stopped before the end of the 1st round, the result of the match is annulled, and the organizing committee determines a new time for a repeat match.

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

(Clarification 2)

In cases not described above, proceed as follows:

1) When there are force majeure circumstances beyond control, requiring the suspension of the competition, the referee stops the match and applies for directives to the Chief Panel of Judges.

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

3) If the match is stopped before the end of the first round, a new match will be scheduled.

4.1.17. Description of the competition course.

1. Announcement of participants

1.1. Participant's name must be announced three times: 30 minutes before the start of the match (get ready and pass the judge in front of the participants), 15 minutes (invited to the competition area, a place allocated for waiting for the next matches), immediately before the start of the match. A participant who does not appear in the competition area is declared a loser due to non-appearance.

1.2. Physical and visual appearance examination.

After the call, the participants must undergo a physical examination and an examination of the visual appearance by the judge at the the participants. The participant should not show any signs of disgust and should not wear any items that could cause harm to another participant.

2. Entering the match zone.

After the examination, the participant must take a waiting position with one second coach and one team doctor (if any).

3. The procedure before and after the end of the match

3.1. Before the start of the match, the referee calls «Chung, Hong».

Both participants enter the court with their headgears firmly clamped under their left arm.

3.2. The participants, facing each other, must greet each other with a bow at the referee's command «Cha-Ryuht! (Attention!)» и «Kyoung Yeh! (Bow!)».

The bow should be made from the natural position of «Cha-Ryuht!», leaning at an angle of more than 30 degrees, with the head inclined at an angle of more than 45 degrees. After the bow, the participants must put on their headgears.

3.3. The referee starts the match with the commands «Choon Bi» (get ready) and «Seeh-Jahk!» (start).

3.4. The match in each round begins with the command «Seeh-Jahk! (Started!)» referee and ends with the referee's command «Keuh-Mahn! (Time is up!)». Even if the referee did not announce: «Keuh-Mahn!», the match should be considered over after the prescribed time.

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

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

3.7. Leaving of the competition area.

Article 4.2. HOSINSUL (SELF-DEFENSE)

4.2.1. Brief description of the competition.

The demonstration of the basic self-defense technique «hosinsul» is a set of techniques from the arsenal of hapkido techniques in classical execution.

This section refers to pair competitions. Participants are divided into age categories with a division into male, female and mixed pairs. In mixed pairs, a woman performs self-defense techniques, and a man plays the role of an assistant.

The sections and the number of techniques depend on the age category of athletes.

Athletes perform a prepared technical program.

Techniques that are used corresponding to the basic program of Hapkido techniques.

Each round should end with a throw or overturning, ending with immobilization of the opponent by pain control, imitation of finishing or grabbing with pain control, attacking in a stand, that is, to be logically completed.

Each of the defense techniques used during the presentation must be unique in the general program of all rounds and correspond to the technique section.

After each round, the judges vote by assigning scores for each round with entry in the judicial protocol. Thus, the total score is determined and the winner will be chosen.

4.2.2. Members of the judging team in the competition area:

The performance on the court is judged by:

- Arbitrator (chief) of the court (building of the judicial team: distribution of positions on the court, maintaining the judicial protocol, solving technical issues, monitoring the work of the judicial team within the Rules of the sport);

- Referee on the court (announces the appearance and leaving of athletes, greetings from the judges at the beginning and at the end of the performance, technical stop of the performance, calling a doctor);

- Side judges (five people, give points for the performance and enter them in the protocols);

- Judge-informer (technical secretary) (calling athletes, maintaining the final protocol);

- Judge-operator of the judicial system (in case of its use);

- Judges at the participants (verification of athletes 'names with protocols, checking of athletes' equipment).

The judge must have a standard-issue referee uniform approved by the RHF and a document confirming the qualification category of a sports judge.

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

In case of a situation not provided for these Rules, the decision is announced by the referee after consultation with the Chief Judging Panel.

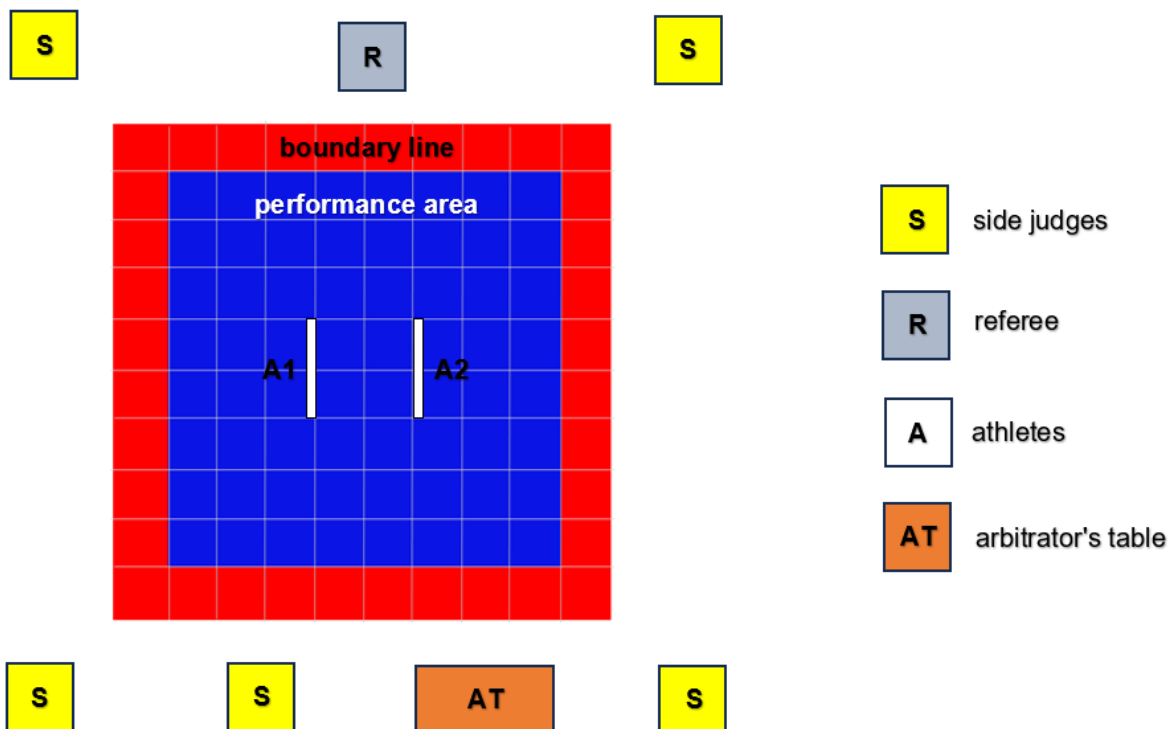
The electronic judging system is based on the I.S.A.P WT app (section Hapkido – Hosinsul), can be downloaded from the App Store and Google Play.

4.2.3. Venue and technical equipment of the competition area.

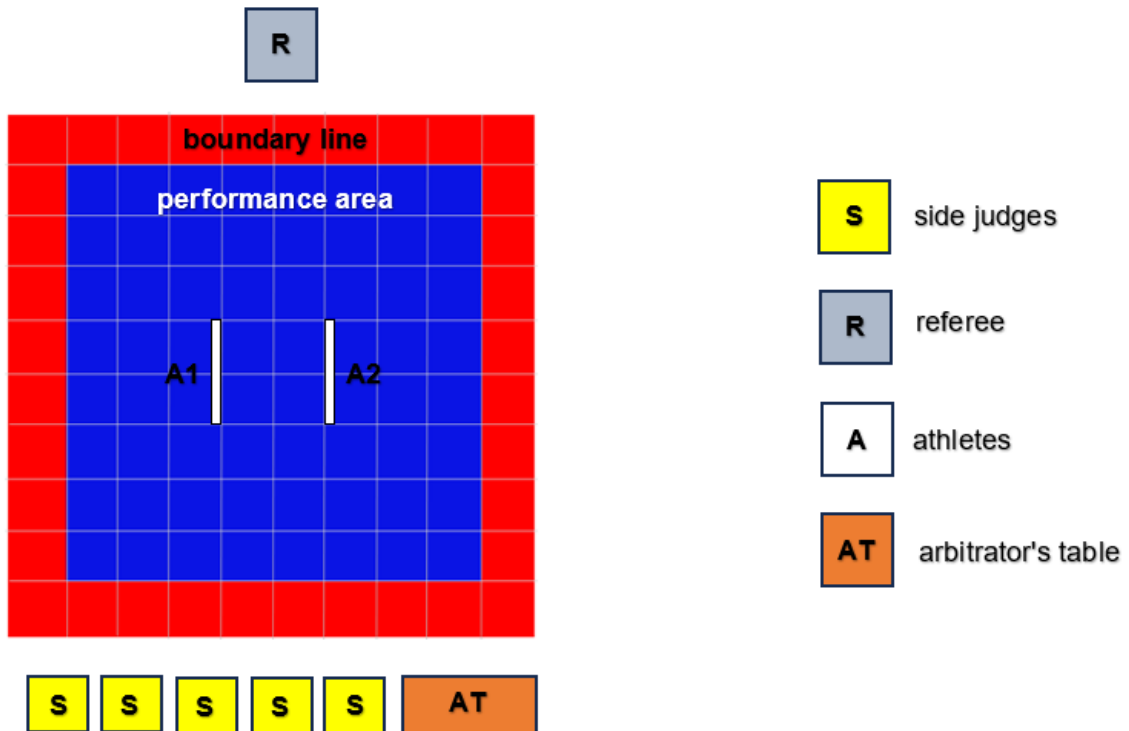
The competition area, size and quality of the court in the sports discipline «hosinsul» is similar to area in the sports discipline «hapki-kyorugi».

Pic. 2. Competition area of the discipline «Hosinsul»

SCHEME 1. THE LOCATION OF JUDGES IN THE DISCIPLINE "HOSINSUL" WHEN USING AN ELECTRONIC SYSTEM WITH THE CONNECTION OF A CENTRAL CONTROL UNIT



SCHEME 2. JUDGES LOCATION IN THE DISCIPLINE "HOSINSUL" WITHOUT CONNECTION OF A CENTRAL CONTROL UNIT



4.2.4. Equipment of athletes.

4.2.4.1. Dobok is a hapkido uniform, including a jacket, trousers and a belt corresponding to the qualifications of athletes.

4.2.4.2. Hapkido Sports Weapon:

- «Kal»: a moulage knife (material: plastic, rubber or wood, length 20-30 cm);
- «Tanbon»: short stick (material: wood, length 30-40 cm, diameter 3 cm);
- «Ji Pangee»: cane (a wooden stick 70-80 cm long with a curved hook at one end);
- «Pho Bak»: belt (cloth belt length from 180 to 300 cm, width 4-5 cm, thickness up to 0.5 cm);
- «Bu Chae»: fan (material: wood, plastic, fabric; length from 30 to 40 cm);

Sports weapons must meet the technical requirements and must be approved by the RHF.

4.2.5. Mandatory technical actions.

AGE CATEGORIES «JUNIOR BOYS» AND «CADETS»

The program includes 4 rounds.

From the first to the fourth sections of the technique, two techniques for each of the team members, in mixed pairs, technical actions are performed by a female participant, a man plays the role of an assistant in all rounds).

FIRST ROUND: Self-defense against wrist grabbing (Son Mok Sul)

(Description)

The assistant performs any prepared type of appropriate grip in a high stance: for the same hand, for a different-named hand, for two hands in front, back, side at the choice of the participants. The athlete performs any possible technique of protection against grabbing in accordance with his qualification category from the arsenal of his hapkido style (kick, throw, roll, hold, etc.);

SECOND ROUND: self-defense against grabbing by clothes, body girths or strangulation (Uibok sul)

(Description)

The assistant performs any planned type of appropriate grip in a high stance: for any part of the uniform, body and neck girths in front, behind, hair grabbing, choking grips with one or two hands at 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, roll, hold, etc.);

THIRD ROUND: self-defense against a straight punch (Pang Kwon Sul)

(Description)

The athlete performs any possible technique for defending against a punch to the mid or upper level according to his qualification category from the arsenal of his Hapkido style (punch, throw, joint lock, hold, etc.). In the attack, a series of hand punches is allowed, not exceeding 2, which must be concluded with a mandatory straight punch to the mid or upper level.

FOURTH ROUND: Self-defense against kick (Pang Duk Sul)

(Description)

The assistant makes any variant of the kick, along any trajectory and level of attack. The athlete performs any possible technique of protection against a foot hit to the middle or upper level in accordance with his qualification category from the arsenal of his hapkido style (kick, throw, roll, hold, etc.). A series of kicks in the amount of no more than

2 is allowed in the attack, ending without fail with a kick to the middle or upper level.

CATEGORIES «JUNIORS», «ADULTS» AND «VETERANS»

The program includes 6 rounds.

Three techniques for each of the participants of the pair (in mixed pairs, technical actions are performed by a female participant, a man plays the role of an assistant in all rounds). In one round, it is allowed to use in defense no more than two punches and (or) kicks in a series and no more than two multidirectional joint locks, the final of which should lead either to painful fixation in the stance, or to a fall (as a result of throwing or performing self-breakfall in order to avoid painful effects) of the assistant, followed by his fixation on a painful reception and (or) imitation of a classic finishing with a hand or foot.

FIRST ROUND: Self-defense against wrist grabbing (Sonmok Sul)

(Description)

The assistant performs any planned appropriate type of grip in a high stance: for the hand of the same name, for a different-named hand, for two hands in front, back, side at the participant's choice. The athlete performs any possible techniques of protection against grip from the arsenal of his hapkido style (kick, throw, roll, hold, etc.).

SECOND ROUND: self-defense against grabbing by clothes, body girths or strangulation (Uibok sul)

(Description)

The assistant performs any planned appropriate type of grip in a high stance: for any part of the uniform, body and neck girths in front, behind, hair grabbing, choking grips with one or two hands at the participant's choice. The athlete performs any possible self-defense techniques from the arsenal of his hapkido style (kick, throw, roll, hold, etc.);

THIRD ROUND: self-defense against a straight punch (Pang Kwon Sul)

(Description)

The athlete performs any possible techniques of protection against a punch to the middle or upper level from the arsenal of his hapkido style (kick, throw, hold, 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 kick (Pang Duk Sul)

(Description)

The assistant applies any variant of a kick to the middle or upper level, along any trajectory. The athlete performs any possible techniques of protection against a kick to the middle or upper level from the arsenal of his hapkido style (kick, throw, roll, hold, etc.). A series of kicks in the amount of no more than 2 is allowed in the attack, ending without fail with a kick to the middle or upper level.

FIFTH ROUND: Self-defense against stabbing (Pang Gum Sul)

(Description)

The assistant makes any variant of a knife hit, along any trajectory and level of attack. The athlete performs any possible techniques to protect himself from a knife hit from the arsenal of his hapkido style (kick, throw, hold, hold, etc.). A prerequisite is the disarming of the assistant.

ШЕСТОЙ РАУНД: self-defense with the use of weapons Hapkido (Mugisul), types of weapons, according to the paragraph of the Rules

4.2.4.2. (Mugisul): tanbon, cane, belt, fan.

(Description)

The assistant performs any planned type of attack: grabbing, punching or kicking. The athlete performs any protection techniques with traditional weapons used in Hapkido.

4.2.6. Evaluation criteria.

The assessment is divided into a technical part and a presentation.

4.2.6.1. TECHNICAL PART (maximum score from 4.0 to 6.0)

For each round (technique), athletes receive 0.1 to 1.0 points.

The total maximum score for the technical part of the performance:

Age category	Number of techniques (rounds)	Name of technical sections in rounds	Maximum total score
Young boys and girls and cadets	4	1. Self-defense against wrist grabbing; 2. Self-defense against grabbing for clothes; 3. Self-defense against punching; 4. Self-defense against kicking.	4.0
Юниоры, взрослые и ветераны	6	1. Self-defense against wrist grabbing; 2. Self-defense against grabbing for clothes; 3. Self-defense against punching; 4. Self-defense against kicking; 5. Self-defense against knife hitting; 6. Self-defense with the use of hapkido weapons;	6.0

From the maximum point (1.0) for each round (technique section), the judges deduct -0.1 (-0.3) points for each failure.

Technical failures evaluated with «– 0.1» points

№	Failure name	Failure description
1.	Failure to maintain distance	When performing an attack, the defender chooses too big distance and the attacker does not reach the target even if the defense does not avoid the attack or block.
2.	Violation of the stances during the technique.	Incorrect weight distribution, hip angles and foot direction in standard positions: open stance, rider stance, front long stance, rear long stance, rear short stance.
3.	Lack of the «Living Hand» principle.	The lack of disclosure of the fingers of the hand when protecting against grip by the wrist (round 1), as well as when performing the classic version of the elbow pain.
4.	Partial loss of balance when performing the technique.	Unreasonable overstepping, uncontrolled loss of the vertical of the trunk by the athlete in defense.
5.	Partial loss of control of the partner.	Unreasonable interception (search) of the grip at the beginning, during or at the end of the technique.
6.	Lack of partner imbalance.	The lack of a preliminary violation of the attacking partner balance when defending against grip.
7.	No disruption of grip.	In the first and (or) second round, because of the defense reception, the attacking grip was not disrupted.
8.	Timing violation.	The discrepancy between the moment of the shock attack and the defensive actions of the partners.
9.	Lack of movements coalescence.	When performing self-defense techniques, there is no coalescence movement of the legs, trunk, pelvis.
10.	Incorrect end of the technique.	Imitation of finishing with non-compliance with the distance, lack of retention on the painful pain control.
11.	Unreasonable leaving to self-breakfall.	When making a throw or a painful one, the attacker goes into self-breakfall arbitrarily, without the need to leave the painful one or because of a power throw. Untimely leaving for breakfall (earlier or later than the technique).
12.	Некорректное выполнение само-страховки при падении.	Dangerous landing when falling.
13.	Violation of the structure and operation of the center of gravity.	Excessive inclination, stooping, weak inclusion of the center of gravity.

14.	The absence of «Ki-Hap in the key moments of the technique.	The absence of «Ki-Hap» before the start of the technique, during the execution and after the end of the technique by one (both) athletes.
15.	Lack of demonstration of pain control by the attacker.	Lack of demonstration of successfully performed pain control by the attacker during pain control (handover to the attacker (clap(s) on the dojang or body).

(Clarification)

During the execution of each technique, the judges put one evaluation for each failure variant. That is, if several identical variants of failures are made in one reception (for example, violation of the stances, paragraph 2), the judge gives one «-0.1» point in this round for this variant of failures.

Rough technical errors evaluated as «-0.3» points.

№	Failure name	Failure description
1.	Restart.	A newly started performance due to the fault of one or both members of the performing team.
2.	Violation of the rules of performance.	The lack of initial and final stances before and after the execution of the technique. Performing more than two techniques in combination in the stance and (or) while holding in the ground grappling. The lack of imitation of finishing with the hand or pain control of the partner.
3.	Leaving the performance area	Crossing the restricted lines of the area.
4.	Lack of withdrawal from the line of attack.	lack of withdrawal from the line of attack (if it is not defensible by the technique: for example, work ahead of the curve) when performing protection from shock techniques.
5.	Involuntary fall of the defender.	A fall due to a violation of balance (touching the platform with any part of the body, except for the feet of both legs, if such is not an integral part of performing technical actions in attack or defense.
6.	Missed shot or uncontrolled distance.	As a result of the attack, the attacker's blow reached the body of the defender when defending or finishing off.
7.	Lack of disarming against a knife attack.	As a result of the reception, the knife remained with the attacker.
8.	Dangerous self-defense against knife attack.	Prick or touch (cut) with the knife blade of the partner performing protection.
9.	Loss of self-defense weapon in the sixth round.	During the execution of the technique, the defender dropped a tanbon, belt, cane or fan.
10.	Exceeding the number of attacking blows in 3-6 rounds.	The number of attacking blows (fist, foot, knife) from the attacker is more than two.
11.	Unreasonable delay of the performance.	Pause during or before performing the technique (more than 3 seconds).
12.	Complete loss of control (grip failure).	Loss of grip or pain control when performing a protective technical action, lack of contact with a partner.

(Clarification)

The referee announces the name of the round according to the technique. The evaluation is carried out immediately after the demonstration of each round, the judges rate by displaying the result in paper protocols and on electronic consoles. The judges

demonstrate the end of evaluation for the round and the referee announces the beginning of the next round.

It is possible to perform several techniques (no more than two) with a transition from one to another in a stand or in the stance if this is defensible by the realism of the execution. The scores for the technique are added up and the judges proceed to the presentation.

4.2.8.2. PRESENTATION (maximum score 4.0)

General characteristics of the entire performance at the end of four (six) rounds.

The range of points.	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 1.0
Level.	The performance meets the initial level of athletes, junior boys, cadets.	Average performance, corresponds to the level of athletes of sports training groups 1-3 category: cadets, juniors, adults, veterans.	Excellent performance corresponds to the level of athletes of the «Master of Sports» (MS), «Candidate for Master of Sports» (CMS) and higher groups: cadets, juniors, adults, veterans.
Specifications			
Realism	Performing separation techniques, partner falls are not always defensible by technique.	The coalesce execution of techniques, the partner's falls are defensible.	Realistic manner of performing techniques, partner's falls are defensible, clear fixation of painful restraints.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident supply, high speed;
Balance, breakfall techniques	Lack of amplitude self-breakfalls.	The presence of low-level amplitude self-breakfall (height, complexity).	The presence of amplitude self-breakfalls of a high level of complexity.
Harmony, Timing	Low level of interaction in a pair, performing techniques with a slight delay or ahead of schedule.	A good level of interaction in a couple, the techniques are performed in time, in strict accordance with the situation.	A high level of interaction in a pair, the techniques are performed in strict accordance with the situation with high dynamics.

(Clarification)

External demonstration of the mood for a match and the completeness of technical actions (starting position «fighting stance») before the start of the attack and defense, the

reality of performing painful effects, timely and real demonstration of the effect of pain, completion and exit from the combination of attack and defense techniques with a gap in the distance to the position of readiness to continue the fight - in the stance).

4.2.7. Disqualification of the athletes' team.

1. Uttering aloud comments and statements addressed to judges or opponents by athletes or coaches during the competition.

2. Demonstrative non-compliance by athletes with the referee's commands, unworthy behavior of athletes or a coach in relation to referees or rivals.

3. Inability to continue performing due to an injury sustained because of performing the reception.

4. It is unacceptable to stage the «murder» of an opponent with or without the use of a training weapon, imitation of finishing off an opponent with a knife taken from him.

(Clarification)

According to the Rules of the competition, the coach or athlete must respect and comply with the accepted norms of behavior. The athlete or coach should not interfere with the participants of the competition and the judges with their actions and hinder the course of the competition, as well as ensure the proper level of training of athletes, in accordance with the level of techniques performed.

4.2.9. A brief description of the competition conduction.

Competitions in the sports discipline «hosinsul» consist of several rounds in accordance with the age category of participants.

Order of performance:

The judge-informer invites the participating team consisting of two participants (naming the surnames, names, region and organization of the team members) to the site according to the order of the competition protocol.

The judge at the participants checks the compliance of the called athletes with the tournament tables of the competition protocol, as well as sports weapons and uniforms. The appearance and uniform of athletes must correspond to their style direction, the nails on the hands and feet must be of adequate length and neatly trimmed, it is forbidden to wear any jewelry, glasses (only contact vision correction is allowed if the participant has received admission to the competition from a sports doctor). Sports weapons must meet technical requirements and must comply with all RHF standards.

At the referee's command «Song Su Chong Ja!», «Athletes take their seats!» pairs of participants must take positions corresponding to the starting position of the participants in the area along the corresponding starting line.

At the command of the referee on the court: «Cha-Ryuht!» «Kyoung Yeh!» (Attention! Greetings!), athletes perform a greeting to the judges, then to each other.

By the command «Choon Bi!» (Get ready!) athletes turn to face each other and take initial positions before performing a technical element (stances).

Next, by the command of the referee on the court «Seeh-Jahk!» (Get started!), the attacking athlete makes «Ki-Hap» (energy shout) and takes the initial position for the attack (stance), announcing readiness to launch an attack. The athlete performing the defense also produces «Ki-Hap» (energy shout) and takes the initial position for protection (stance), announcing readiness to perform the technique.

The attacking athlete makes an attack in accordance with the performed sections (round).

After the end of each round, athletes take the final positions (stances) at a distance of at least one meter from each other.

The referee announces the command «Bah Ro!» - (Release) and gives time to the side judges to set points for the round.

Then the referee announces the next round, and the athletes begin to perform the technique.

The actions of athletes (occupation of the initial and final positions) are performed at the beginning and at the end of each section (round).

After the end of the fourth (sixth) section (round), sounds the referee's command «Bah Ro!» (Release!) – athletes remain on the ground waiting for the evaluating for the last round and the presentation.

Then, when the final scores are set and the result is announced by the judge-informer, the referee commands: «Cha-Ryuht!» «Kyoung Yeh!» (Attention! Greetings!), athletes turn to face the arbitrator's table and greet the judges, then, at the referee's command «Hecho!» (Disperse!) participants leave the area.

4.2.10. Points counting in the discipline «Hosinsul».

The final score is determined by the total amount of points for the technique and presentation of each side judge entered in the final protocol of the personal protocol (electronic program).

The maximum and minimum total score for the technique and presentation are excluded from the referee's protocol, and the remaining scores are added and divided by 3 (arithmetic mean), then the arithmetic mean for the technique and presentation are added. Thus, the final score of the pair is determined.

In case of using the connection of the central control unit of electronic judging systems, these operations are performed automatically.

The pair of athletes who get the highest point of the judges at the end of the performance of the entire age category is declared the winner.

Accordingly, the subsequent places in the category are distributed.

In case of an equal number of points, the winner is determined by a higher point in the «Technique» section of the three judges' protocols which entered the final protocol. If these evaluations also coincide, then the judges decide on the outcome of the evaluations for the technique of all five judges.

4.2.11. Technical errors and appeals

If a technical error of the final points is detected during manual calculation by the judges, the final points can be recalculated, and if a technical error is confirmed, the result of the competition will be revised.

If an error is detected by a team representative, an appeal (protest in the prescribed form) should be written to the conducting organization and a cash deposit is paid, the amount of which is approved in the Regulations on Competitions.

The deadline for submitting a protest is no later than 10 minutes after the announcement of the performance final results of the category.

If the issue is resolved in the positive way towards the applicant's team, the deposit is returned and the result of the competition is reviewed.

If the appeal is not satisfied, the deposit is not refunded, the result remains unchanged.

Article 4.3. SPORTS DISCIPLINE «PAIR FREE-STYLE»

4.3.1. Brief description of the competition, judging.

SPORTS DISCIPLINE «PAIR FREE-STYLE» — this is a free performance of a group consisting of two athletes (imitation of a duel) with musical accompaniment based on hapkido techniques, acrobatics and choreography.

The performance is a story that has a beginning, a logical continuation and an ending.

Participants are divided into age categories with a 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.

The performance is a logically constructed staged episode of the fight with choreography accompanied by music.

The electronic judging system is based on the I.S.A.P WT app (Hapkido section – Pair Freestyle/Hosinsul), can be downloaded from the App Store and Google Play.

4.3.2. Members of the judging team in the competition area:

The performance on the court is judged by:

- Arbitrator (chief) of the court (building of the judicial team: distribution of positions on the court, maintaining the judicial protocol, solving technical issues, monitoring the work of the judicial team within the Rules of the sport);

- Referee on the court (announces the appearance and leaving of athletes, greetings from the judges at the beginning and at the end of the performance, technical stop of the performance, calling a doctor);

- Side judges (five people, give points for the performance and enter them in the protocols);

- Judge-informer (technical secretary) (calling athletes, maintaining the final protocol);

- Judge-operator of the judicial system (in case of its use);

- Judges at the participants (verification of athletes 'names with protocols, checking of athletes' equipment).

The judge must have a standard-issue referee uniform approved by the RHF and a document confirming the qualification category of a sports judge.

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

In case of a situation not provided for these Rules, the decision is announced by the referee after consultation with the Chief Judging Panel.

4.3.3. Venue and technical equipment of the competition area.

The competition area, size and quality of the court in the sports discipline «pair freestyle» is similar to area in the sports discipline «hosinsul» (see paragraph 4.2.2. of these Rules).

4.3.4. Athletes' equipment.

Dobok is a uniform for hapkido, which includes a jacket, trousers and a belt corresponding to the qualification of athletes.

Hapkido Sports Weapon:

- «Kal»: a moulage knife (material: plastic, rubber or wood, length 20-30 cm);
- «Tanbon»: short stick (material: wood, length 30-40 cm, diameter 3 cm);
- «Ji Pangee»: cane (a wooden stick 70-80 cm long with a curved hook at one end);
- «Pho Bak»: belt (cloth belt length from 180 to 300 cm, width 4-5 cm, thickness up to 0.5 cm);
- «Bu Chae»: fan (material: wood, plastic, fabric; length from 30 to 40 cm);
- «Gum»: moulage of a sword (material: wood, plastic length from 60 to 100 cm);
- «Ssang Juhl Bong»: paired flails (material: wood, plastic, metal length 25-35 cm, diameter 3 cm);
- «Jang Bong»: long stick (material: wood, plastic length from 80 to 170 cm diameter 3 cm).

Sports weapons must meet the technical requirements and must be approved by the RHF.

4.3.5. Evaluation criteria.

Maximum total score 10.0.

The evaluation is divided into technical part 4.0 (6.0) and presentation (4.0).

4.3.6. TECHNIQUE (maximum score) 4.0 (6.0)

During the performance, athletes must demonstrate self-defense techniques similar to the mandatory sections corresponding to the technical discipline «hosinsul», for which there is an evaluation in the section «Technique». The nature of the execution of techniques.

Points for the technique begin to be set from the moment one of the athletes performs the first technical action (protection from wrist grabbing), all other technical actions are evaluated in the strict order indicated below. Any technical, acrobatic and

choreographic elements, actions and bundles can be inserted between the performed mandatory techniques, the evaluation of which is taken into account in the presentation section.

During the performance, the execution order of techniques sections should correspond to:

Junior boys and girls and cadets (maximum number of points: 4.0):

Wrist Grab Protection / Clothing Grab Protection / Fist Bump Protection / Kick Protection.

Juniors, adults and veterans (maximum number of points: 6.0):

Wrist Protection / Clothing Protection / Fist Protection / Kick Protection / Knife Protection / Hapkido Weapon Protection.

The table of technical ratings ranges in the referees' technical protocols for each round meets the following criteria.

Range of points	Characteristic
From 0.1 to 0.3	<ul style="list-style-type: none"> - Low quality and complexity of technique; - Low quality of stances; - Discrepancy between the distribution of body weight (center of gravity) and the direction of the technique; - Mismatch of attack and defense timing; - Distance mismatch; - Lack of high breakfall (even if it is justified by technology); - Lack of combinations of techniques in the stance; - Lack of combinations of techniques in the ground fighting; - Lack of beginning and ending techniques; - Low activation (Ki-Hap).
From 0.4 to 0.6	<ul style="list-style-type: none"> - Average quality and complexity of technique; - Vague distribution of body weight (center of gravity) and the direction of the technique; - Minor violations of the stances; - Lack of high breakfall; - Lack of combinations of techniques in the stance; - Lack of combinations of techniques in the ground fighting; - Vague beginning and ending of the technique - Average level of weapon proficiency. - Average activation (Ki-Hap).
From 0.7 to 1.0	<ul style="list-style-type: none"> - High quality and complexity of technique; - Clear stances and movements; - High breakfall presence; - The presence of combinations of techniques in the stance; - The presence of combinations of techniques in the ground fighting; - Clear beginning and ending of the technique; - Powerful activation (Ki-Hap); - High level of weapon proficiency.

4.3.7. PRESENTATION (maximum score 4.0)

The evaluation of the «Presentation» section included in the performances should correspond to the basic Hapkido technique:

- stances, positions, movements;
- kicks, including high difficulty (in the air, on objects: paws, boards, etc.);
- punches (in the air, on objects: paws, boards, etc.);
- all kinds of throws, bends, grabs and holds from the arsenal of hapkido, at least 40 percent of the total timing of the performance;
- working with and against weapons from the hapkido arsenal;
- demonstration of the technique of working with improvised objects (bag, umbrella, etc.);
- technical complexes, bundles of movements, etc. from the arsenal of hapkido;
- acrobatic elements, falls, self-breakfalls;
- breathing exercises.

The table of presentation ratings ranges in the technical judging protocols for each round meet the following criteria.

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Realism, creativity	Performing techniques by sections. Low level of interaction in a pair. Low creativity, standard techniques, lack of plot.	The combined execution of techniques. A good level of interaction in a pair. Original solutions, variations of standard techniques, the presence of a storyline, history, the use of additional techniques and weapons.	Realistic manner of performing techniques. High level of interaction in a pair. High creativity, non-standard, complex techniques and combinations, an interesting plot of the performance, the use of the maximum number of hapkido sections.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident presentation, high speed. Confident clear movements in different directions with a change of heights and stances. Clear balance preservation.
Balance, breakfall techniques, acrobatics elements* <i>*Depending on the age group.</i>	Somersault, wheel, etc.	High somersault, long somersault, arabic somersault, «butterfly», hard breakfall (separate from the techniques).	Flips, flasks, a series of acrobatic elements.
Music, choreography	The lack of 30 percent area coverage, low compliance of movements and musical accompaniment. The music does not complement the performance, the musical rhythm does not match the tempo of the performance.	Matching music and movements, simple choreography without transitions and changes of rhythmic pattern. The presence of a storyline, a story. Simple choreography without transitions and changes of rhythmic pattern. The average coverage of the area is 30-50 percent. The technical actions performed correspond to the musical accompaniment.	High tempo at peak moments, alternating speeds, a clear correspondence of music and movements.

(Clarification)

1. Realism, creativity (1,0)

1.1 Realism

Compliance of the performed techniques with the Hapkido arsenal with speed, distance, pace and power, as close as possible to the real one.

1.2 Creativity

The originality of the performance, the presence of a storyline, the variety of hapkido techniques used, the use of non-standard variants of techniques.

2. Power, speed, expression of energy (Ki-Hap)

2.1 Power, speed

Matching the power, speed and amplitude of the movements performed at key points of throwing and striking techniques.

2.2 Expression of energy (Ki-Hap)

Actions are performed confidently, with concentration, there are «Ki-Hap» shouts at key points of techniques.

3. Balance (breakfall techniques, acrobatics) (1.0)

3.1 Breakfall techniques

The safety, amplitude, and height of applied hapkido drops are evaluated.

3.2 Acrobatic elements

Acrobatic elements performed in gymnastics, tricking: wheel, somersault, rondad, «butterfly», arabic somersault, lifting extension, somersault, forward flip, flasks, a series of ligaments and acrobatic elements, etc.

4. Harmony (music, choreography) (1.0)

4.1 Music

The soundtrack corresponds to the time of the performance, musical phrases are combined with the actions of athletes according to the tempo-rhythm, to accent degree of performance completeness.

4.2 Choreography

The presence of a storyline, the degree of performance completeness, artistry, choreography complexity, compliance with musical accompaniment, synchronicity, coherence and harmony of athletes' performances, the use of maximum court area are evaluated.

In case of untimely termination of the performance and the time of playing the musical soundtrack, the team is penalized by «- 0.3» points from the total score of the entire performance.

4.3.8. Disqualification of the athletes' team.

1. Uttering aloud comments and statements addressed to judges or opponents by athletes or a coach during the competition.

2. Demonstrative non-compliance by athletes with the referee's commands, unworthy behavior of athletes or a coach in relation to referees or rivals.

3. Inability to continue performing due to an injury sustained because of performing a technique or technical element.

4. The use in the script of the performance, directly or indirectly, of moments that offend the feelings of believers of any concessions, calls to incite ethnic hatred, propaganda of violence and terrorism, calls for suicide, scenes of a sexual nature and other moments that run counter to the universal principles of morality. It is permissible to use «negative» characters in productions, provided that «positive» heroes defeat them within the limits of necessary self-defense without unjustified cruelty. It is unacceptable to stage the «murder» of an opponent with or without a training weapon, imitation of finishing off an opponent with a knife taken from him.

(Clarification)

According to the Rules of the competition, the coach or athlete must respect and comply with the accepted norms of behavior. The athlete or coach should not interfere with the participants of the competition and the judges with their actions and hinder the course of the competition, as well as ensure the proper level of training of athletes, in accordance with the level of techniques and technical elements performed.

4.3.9. A brief description of the competition conduction.

Order of performance:

The judge-informer invites the participating team consisting of two participants (naming the surnames, names, region and organization of the team members) to the site according to the order of the competition protocol.

At this moment, the presence of a phonogram of the musical accompaniment of the performance is also being checked. The phonogram is checked by the athletes' coach together with the judge-informer.

The judge at the participants checks the compliance of the called athletes with the

tournament tables of the competition protocol, as well as sports weapons and uniforms. The appearance and uniform of athletes must correspond to their style direction, the nails on the hands and feet must be of adequate length and neatly trimmed, it is forbidden to wear any jewelry, glasses (only contact vision correction is allowed if the participant has received admission to the competition from a sports doctor). Sports weapons must meet technical requirements and must comply with all RHF standards.

At the referee's command «Song Su Chong Ja!», «Athletes take their seats!» pairs of participants must take positions corresponding to the starting position of the participants in the area along the corresponding starting line.

At the command of the referee on the court: «Cha-Ryuht!» «Kyoung Yeh!» (Attention! Greetings!), athletes perform a greeting to the judges, then to each other.

At the command «Choon Bi!» (Get ready!) athletes take the initial positions before performing the technical element (stances).

Next, one of the athletes raises his right hand up, signaling to the judge-informer about the beginning of the performance and the inclusion of a musical soundtrack.

From the moment the phonogram is turned on, the evaluation of the athletes' performance by the judges begins.

At the end of the sound of the musical soundtrack, the referee announces: «Bah Ro!» (Release!) – the athletes remain in place waiting for the evaluation of the technique and presentation.

After the points are set and the result is announced by the judge-informer, the referee commands: «Cha-Ryuht!», «Kyoung Yeh!» (Attention! Greeting!), the athletes turn to face the referee's table and greet the judges, then, at the referee's command, «Hecho!» (Disperse!) participants leave the area.

4.3.10. Points counting in the discipline «Pair freestyle».

The final score is determined by the total amount of points for the technique and presentation of each side judge entered in the final protocol (electronic program).

The maximum and minimum total score for the technique and presentation are excluded from the referee's protocol, and the remaining scores are added and divided by 3 (arithmetic mean), then the arithmetic mean for the technique and presentation are added. Thus, the final score of the pair is determined.

When using the connection of the central control unit of electronic judging systems, these operations are performed automatically.

The pair of athletes who scored the highest point of the judges at the end of the performance of the entire age category is declared the winner.

Accordingly, the following places in the category are distributed.

In case of an equal number of points, the winner is determined by a higher point in the «Presentation» section of the three judges' protocols who entered the final protocol.

If these evaluations also coincide, then the judges make a decision on the outcome of the evaluations for the technique of all five judges.

4.3.11. Technical errors and appeals

If a technical error of the final points is detected during manual calculation by the judges, the final points can be recalculated, and if a technical error is confirmed, the result of the competition is revised.

If an error is detected by a team representative, an appeal (protest in the prescribed form) is written to the conducting organization and a cash deposit is paid, the amount of which is approved in the Regulations on Competitions.

The deadline for submitting a protest is no later than 10 minutes after the final results announcement of the performance of the category.

4.3.12. Requirements for the phonogram and duration of the performance

- The duration of the performance is from 60 to 100 seconds.
- It is recommended to mark the beginning and end of the phonogram with sound signals (stops).
- The duration of the phonogram should coincide with the duration of the athletes' performance.
- It is recommended to comply with the legislation of the Russian Federation «On Copyright compliance» and not to use phonograms that entail this responsibility. This rule is observed when broadcasting competitions on the Internet to avoid automatic blocking of broadcasts.
- It is recommended to use phonograms with a minimum amount of text in a musical fragment. Fragments of the phonogram should not contain religious or extremist appeals, violate the feelings of believers, etc.

The phonogram is checked at the stage of the credentials committee and if a violation of the requirements of Article 4.3.12. of these Rules is detected, the team is not allowed to participate in the competition.

Article 4.4. SPORTS DISCIPLINE «TEAM FREE-STYLE».

4.4.1. Brief description of the competition, judging.

Free group performance with musical accompaniment based on hapkido technique, acrobatics and choreography.

The team consists of 5 to 15 athletes according to age categories.

The performance is a story that has a beginning, a logical continuation and an ending.

Participants are divided into age categories without division into men's and women's teams.

The performance is a logically constructed staged episode of the fight with choreography accompanied by music.

The technique included in the performances should correspond to the basic Hapkido technique:

- kicks, including high difficulty (in the air, in a group, on objects: paws, boards, etc.);
- punches (in the air, in a group, on objects: paws, boards, etc.);
- all kinds of throws, creases, grabs and holds from the arsenal of hapkido, at least 40 percent of the total timing of the performance;
- working with and against weapons from the hapkido arsenal;
- demonstration of the technique of working with improvised objects (bag, umbrella, etc.);
- technical complexes, bundles of movements, etc. from the arsenal of hapkido;
- acrobatic elements, falls, self-breakfalls;
- breathing exercises.

The electronic judging system is based on the I.S.A.P WT app (Hapkido – Team Freestyle section), can be downloaded from the App Store and Google Play.

4.4.2. Members of the judging team in the competition area:

The performance on the court is judged by:

- Arbitrator (chief) of the court (building of the judicial team: distribution of positions on the court, maintaining the judicial protocol, solving technical issues, monitoring the work of the judicial team within the Rules of the sport);

- Referee on the court (announces the appearance and leaving of athletes, greetings from the judges at the beginning and at the end of the performance, technical stop of the performance, calling a doctor);

- Side judges (five people, give points for the performance and enter them in the protocols);

- Judge-informer (technical secretary) (calling athletes, maintaining the final protocol);

- Judge-operator of the judicial system (in case of its use);

- Judges at the participants (verification of athletes 'names with protocols, checking of athletes' equipment).

The judge must have a standard-issue referee uniform approved by the RHF and a document confirming the qualification category of a sports judge.

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

In case of a situation not provided for these Rules, the decision is announced by the referee after consultation with the Chief Judging Panel.

4.4.3. Venue and technical equipment of the competition area.

The competition area, size and quality of the court in the sports discipline «team freestyle» is similar to area in the sports discipline «hosinsul» (see paragraph 4.2.2. of these Rules).

4.4.4. Evaluation criteria.

Maximum total score 10.0.

The evaluation is divided into technical part 4.0 (6.0) and presentation (4.0)

4.4.5. TECHNIQUE (maximum score) 4.0 (6.0)

The table of technical ratings ranges in the referees' technical protocols for each round meets the following criteria.

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Techniques of defense and attack	Weak concentration, vague techniques.	Medium power concentration, good technique, low or medium speed.	High concentration, high tempo, the use of a technique's series, non-standard techniques of high complexity.
Breaking objects (boards, etc.)	The blows were executed without jumping, from a place, a low percentage of implementation (less than 50%).	Jump blows, blows with 180 and 360 degrees spinning, average percentage of realization (50% and above).	The blows are executed in motion with a change of direction (double, triple or both legs), with high speed, in dynamics, a high percentage of realization (80% and above).
Kicking techniques	Blows and combinations without jumping.	Good speed and concentration, blows at 180, and 360 degrees. without jumping.	Blows with spinning of 360, 540, 720 degrees, blows on different levels, blows with the use of acrobatics.
Weapon skills	Unclear trajectories, weak concentration and technique, lack of captures.	Clear trajectories, good concentration and technique, working with both hands.	High tempo and concentration, alternating speeds, confident possession of weapons, spinning of weapons.
Dynamics, movements (appearance and leaving)	Insignificant coverage of the area (less than 50%), failures, stops, loss of attributes, weak concentration and dynamics. An illogical beginning and ending.	The average coverage of the area is more than 50% minor failures and stops, good dynamics and concentration (no fuss on the dojang). A logical beginning and ending.	High area coverage from 80% and above, no failures and stops, powerful dynamics and concentration (no fuss on the dojang). A logical beginning and ending. High tempo, charisma.
Acrobatics <i>*Depending on the age group.</i>	Elements without lifting off the floor: somersault, wheel, etc., as well as «rondat», «kurbet», «lifting by extension»	Elements with the lifting off the floor: high somersault, hard high self-breakfalls, etc.	Elements with the lifting off the floor with high complexity: somersaults, series of acrobatic elements, etc.

(Clarification)

Throwing techniques

All possible types of grabs, throws, captures, holds and their combinations from the hapkido arsenal. Techniques of increased complexity include combinations of painful and throws, techniques using hapkido weapons or improvised items (umbrella, book, etc., imitating classic hapkido weapons), as well as options for jumping throws of the «scissors» type.

Breaking objects (boards, etc.)

There should be a maximum variety of hitting techniques, including using acrobatics and changing the direction of movements and blowes.

Complex kicking techniques

Sparring attacking techniques, jump blows, punches with 360,540, 720 spinning, etc.

Weapon skills

Demonstration techniques (manipulations with weapons from one or more sections of technical disciplines «freestyle with weapons»)

Dynamics, movements (appearance and leaving)

The team must use the maximum space of the area, moving around the entire dojang. The team's appearance is a presentation, the ending should emphasize the completeness of the performance.

Acrobatics

Acrobatic elements performed in gymnastics, tricking: wheel, somersault, rondat, «butterfly», arabic somersault, lifting by extension, somersault, forward flip, flasks, a series of ligaments and acrobatic elements, etc.

4.4.6. PRESENTATION (maximum score 4.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Realism, creativity	Standard, incoherent techniques.	Original solutions, variations of standard techniques, practical techniques.	High creativity, non-standard, complex realistic techniques.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident presentation, high speed.
Balance, breakfall techniques	Uncertain movements, a small percentage of high breakfalls.	Clear movements, simple breakfalls.	Confident clear movements in different directions, changing the heights of the stances.
Music, choreography	Low compliance of movements and musical accompaniment.	Matching music and movements, simple choreography without transitions and changes of rhythmic pattern.	High tempo at peak moments, alternating speeds, a clear correspondence of music and movements.

(Clarification)

1. Realism, creativity (1,0)

1.1 Realism

Compliance of the performed techniques with the Hapkido arsenal with speed, distance, pace and power, as close as possible to the real.

1.2 Creativity

The originality of the performance, connected by logical transitions according to the storyline, artistry, the number and variety of hapkido techniques used.

2. Power, speed, expression of energy (Ki-Hap)

2.1 Power, speed

Matching the power, speed and amplitude of the movements performed at key points of throwing and striking techniques.

2.2 Expression of energy (Ki-Hap)

Actions are performed confidently, with concentration, there are «Ki-Hap» shouts at key points of techniques.

3. Balance (breakfall techniques, acrobatics) (1.0)

3.1 Breakfall techniques

The safety, amplitude, and height of applied hapkido drops are evaluated.

3.2 Acrobatic elements

Acrobatic elements performed in gymnastics, tricking: wheel, somersault, rondad, «butterfly», arabic somersault, lifting extension, somersault, forward flip, flasks, a series of ligaments and acrobatic elements, etc.

4. Harmony (music, choreography) (1.0)

4.1 Music

The soundtrack corresponds to the time of the performance, musical phrases are combined with the actions of athletes according to the tempo-rhythm, to accent degree of performance completeness.

4.2 Choreography

The presence of a storyline, the degree of performance completeness, artistry, choreography complexity, compliance with musical accompaniment, synchronicity, coherence and harmony of athletes' performances, the use of maximum court area are evaluated.

In case of untimely termination of the performance and the time of playing the musical soundtrack, the team is penalized by «- 0.3» points from the total score of the entire performance.

4.4.7. Disqualification of the athletes' team.

1. Uttering aloud comments and statements addressed to judges or opponents by athletes or a coach during the competition.

2. Demonstrative non-compliance by athletes with the referee's commands, unworthy behavior of athletes or a coach in relation to referees or rivals.

3. Inability to continue performing due to an injury sustained because of performing a technique or technical element.

4. The use in the script of the performance, directly or indirectly, of moments that offend the feelings of believers of any concessions, calls to incite ethnic hatred, propaganda of violence and terrorism, calls for suicide, scenes of a sexual nature and other moments that run counter to the universal principles of morality. It is permissible to use «negative» characters in productions, provided that «positive» heroes defeat them within the limits of necessary self-defense without unjustified cruelty. It is unacceptable to stage the

«murder» of an opponent with or without a training weapon, imitation of finishing off an opponent with a knife taken from him.

(Clarification)

According to the Rules of the competition, the coach or athlete must respect and comply with the accepted norms of behavior. The athlete or coach should not interfere with the participants of the competition and the judges with their actions and hinder the course of the competition, as well as ensure the proper level of training of athletes, in accordance with the level of techniques and technical elements performed.

4.4.8. A brief description of the competition conduction.

Order of performance:

The judge-informer invites the participating team consisting of two participants (naming the surnames, names, region and organization of the team members) to the site according to the order of the competition protocol.

At this moment, the presence of a phonogram of the musical accompaniment of the performance is also being checked. The phonogram is checked by the athletes' coach together with the judge-informer.

The judge at the participants checks the compliance of the called athletes with the tournament tables of the competition protocol, as well as sports weapons and uniforms. The appearance and uniform of athletes must correspond to their style direction, the nails on the hands and feet must be of adequate length and neatly trimmed, it is forbidden to wear any jewelry, glasses (only contact vision correction is allowed if the participant has received admission to the competition from a sports doctor). Sports weapons must meet technical requirements and must comply with all RHF standards.

At the referee's command «Song Su Chong Ja!», «Athletes take their seats!» pairs of participants must take positions corresponding to the starting position of the participants in the area along the corresponding starting line.

At the command of the referee on the court: «Cha-Ryuht!» «Kyoung Yeh!» (Attention! Greetings!), athletes perform a greeting to the judges, then to each other.

At the command «Choon Bi!» (Get ready!) athletes take the initial positions before performing the technical element (stances).

Next, one of the athletes raises his right hand up, signaling to the judge-informer about the beginning of the performance and the inclusion of a musical soundtrack.

From the moment the phonogram is turned on, the evaluation of the athletes'

performance by the judges begins.

At the end of the sound of the musical soundtrack, the referee announces: «Bah Ro!» (Release!) – the athletes remain in place waiting for the evaluation of the technique and presentation.

After the points are set and the result is announced by the judge-informer, the referee commands: «Cha-Ryuht!», «Kyoung Yeh!» (Attention! Greeting!), the athletes turn to face the referee's table and greet the judges, then, at the referee's command, «Hecho!» (Disperse!) participants leave the area.

4.4.9. Points counting in the discipline «Team freestyle».

The final score is determined by the total amount of points for the technique and presentation of each side judge entered in the final protocol (electronic program).

The maximum and minimum total score for the technique and presentation are excluded from the referee's protocol, and the remaining scores are added and divided by 3 (arithmetic mean), then the arithmetic mean for the technique and presentation are added. Thus, the final score of the pair is determined.

When using the connection of the central control unit of electronic judging systems, these operations are performed automatically.

The pair of athletes who scored the highest point of the judges at the end of the performance of the entire age category is declared the winner.

Accordingly, the following places in the category are distributed.

In case of an equal number of points, the winner is determined by a higher point in the «Presentation» section of the three judges' protocols who entered the final protocol.

If these evaluations also coincide, then the judges make a decision on the outcome of the evaluations for the technique of all five judges.

4.4.10. Technical errors and appeals

If a technical error of the final points is detected during manual calculation by the judges, the final points can be recalculated, and if a technical error is confirmed, the result of the competition is revised.

If an error is detected by a team representative, an appeal (protest in the prescribed form) is written to the conducting organization and a cash deposit is paid, the amount of which is approved in the Regulations on Competitions.

The deadline for submitting a protest is no later than 10 minutes after the final results announcement of the performance of the category.

4.3.11. Requirements for the phonogram and duration of the performance

- The duration of the performance is from 60 to 100 seconds.
- It is recommended to mark the beginning and end of the phonogram with sound signals (stops).
- The duration of the phonogram should coincide with the duration of the athletes' performance.
- It is recommended to comply with the legislation of the Russian Federation «On Copyright compliance» and not to use phonograms that entail this responsibility. This rule is observed when broadcasting competitions on the Internet to avoid automatic blocking of broadcasts.
- It is recommended to use phonograms with a minimum amount of text in a musical fragment. Fragments of the phonogram should not contain religious or extremist appeals, violate the feelings of believers, etc.

The phonogram is checked at the stage of the credentials committee and if a violation of the requirements of Article 4.3.12. of these Rules is detected, the team is not allowed to participate in the competition.

Article 4.5. «PERSONAL FREESTYLE WITH WEAPONS»: GENERAL PROVISIONS.**4.5.1. Brief description of the competition**

Individual performance of an athlete, consisting of a demonstration of an arbitrary complex with a sword model, a long stick, paired flails – «Ssang Juhl Bong» (nunchaku) or paired fans. Imitation of a duel with musical accompaniment based on hapkido technique, acrobatics and choreography.

Participants are divided into age categories, as well as male and female performances.

The medal count and results are determined separately in each discipline.

Weapons are divided into paired (it is recommended to perform in pairs) and non-paired (single).

Paired: double flails – «Ssang Juhl Bong», fans (two items are used).

Non-paired: sword, long stick (one item is used).

4.5.2. Members of the judging team, the venue of the competition and the technical equipment of the competition area.

The competition area, the size and quality of this area in the sports discipline «Personal freestyle with a sword» the number, positions, functions and location of judges is similar to the one in the sports discipline «Pair freestyle».

The electronic judging system is based on the I.S.A.P WT app (section Hapkido – freestyle with weapons), can be downloaded from the App Store and Google Play.

4.5.3. Evaluation criteria.

Maximum total score 10.0.

The evaluation is divided into technical part 4.0 (6.0) and presentation (4.0)

4.5.4. TECHNIQUE (maximum score 6.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Impact and defensive techniques with weapons.	Weak concentration, indistinct trajectories.	Medium power concentration, clear trajectories.	High concentration, high tempo, the use of a blows series.
Kicks in the jump* <i>*Depending on the age group.</i>	The blows were made with the lifting off the floor (jump).	Jump blows, ap chagi, yeop chagi, dollyeo chagi etc.	The blows are executed in motion with a change of direction (double, triple or both legs), with high speed, in dynamics.
Kicks in spinning* <i>*Depending on the age group.</i>	Low speed and concentration, blows with a 180-degree turn.	Good speed and concentration, blows at 180, and 360 degrees without jumping.	Blows with 360, 540, 720 degrees spinning, blows at different levels.
Manipulation of weapons.	Indistinct trajectories, weak concentration and uncertain technique.	Clear trajectories, good concentration and technique, working with both hands, spinning weapons.	High tempo and concentration, alternating speeds, confident possession of weapons, spinning of weapons in various planes.
Stances, movements	Insignificant area coverage (less than 30 percent).	The average coverage of the area is 30-50 percent	High area coverage of 50-80 percent and above.
Acrobatics. <i>*Depending on the age group.</i>	Elements without lifting off the floor: somersault, wheel, etc., as well as «rondat», «kurbet», «lifting by extension».	Elements with the lifting off the floor: high somersault, hard high self-breakfalls, etc.	Elements with the lifting off the floor of high complexity: somersaults, series of acrobatic elements, etc.

(Clarification)

Impact and defensive techniques with hands (including weapons) (1.0)

All possible types of punches and blocks from the arsenal of hapkido weapons.

Kicks in the jump (1.0)

Blows options: single, double, triple jump strikes. Lateral, straight, alternately and simultaneously with two legs.

Kicks in spinning (1.0)

A variety of kicks with spinning on the spot, in a jump, as well as with the use of acrobatics.

Manipulations with weapons (1.0)

Demonstration techniques (manipulations with weapons), attacking techniques with weapons, defensive techniques with weapons with clear lines of spinning, the volume of the amplitude of spinning and trajectories of weapons movement. In the disciplines of «Ssang Juhl Bong» and «fans», priority is given to athletes using two items at the same time.

Captures are possible, except for transfers and throws without functional filling (regarded as the loss of weapons).

Stances, movements (1.0)

The evaluation begins with the athlete's exit. The presentation and the ending should accentuate the completeness of the performance. The athlete must use the «whole battlefield» (moving around the entire dojang), not to allow non-logical stops (failures in performance). Transitions in the program should be dynamic, smooth, logical (without pauses and breaks that are not related to the general pattern of the performance). The necessary attributes (weapons, and other auxiliary elements) must be laid out in their places before the performance begins.

Acrobatics (1.0)

Maximum points are given for spinning the body around the axis through the head, based on acrobatic elements performed in gymnastics and tricking.

Distribution of the total performance timing:

Program section	Amount of time
The total time the weapon was in the athlete's hands.	At least 80 percent of the entire performance time.
Techniques using weapons: attacks, defense, spinning.	At least 60 percent of the entire performance time.

(Clarification)

In addition to work with weapons, in order to get a score for each section, one or more elements of mandatory technique (hand punch, kick, kick in spinning, movements, acrobatics) must be included in the performance program.

4.5.5. PRESENTATION (maximum score 4.0)

Range of points	From 0.1 to 0.3	From 0.4 to 0.6	From 0.7 to 0.9
Characteristic			
Realism, creativity	Standard, incoherent techniques.	Original solutions, variations of standard techniques, practical techniques.	High creativity, non-standard, complex realistic techniques.
Power, speed, expression of energy (Ki-Hap)	Low power, energy and speed.	There is the inclusion of power and energy, but the average speed.	Powerful, confident presentation, high speed.
Balance	Uncertain movements.	Clear movements.	Confident clear movements in different directions and changing the heights of the stances.
Music, choreography	Low compliance of movements and musical Maintenance.	Matching music and movements, simple choreography without transitions and changes of rhythmic pattern.	High tempo at peak moments, alternating speeds, a clear correspondence of music and movements.

(Clarification)

1. Realism, creativity (1.0)

1.1 Realism

Compliance of the performed techniques with the Hapkido arsenal with speed, distance, pace and power, as close as possible to the real.

1.2 Creativity

The originality of the performance, connected by logical transitions according to the storyline, artistry, the number and variety of hapkido techniques used.

2. Power, speed, expression of energy (Ki-Hap)

2.1 Power, speed

Matching the power, speed and amplitude of the movements performed at key points of throwing and striking techniques.

2.2 Expression of energy (Ki-Hap)

Actions are performed confidently, with concentration, there are «Ki-Hap» shouts at key points of techniques.

3. Balance (1.0)

Maintaining balance throughout the performance.

4. Music, choreography (1.0)

4.1 Music

The soundtrack corresponds to the time of the performance, musical phrases are combined with the actions of athletes according to the tempo-rhythm, to accent degree of performance completeness.

4.2 Choreography

The presence of a storyline, the degree of completeness of the performance, artistry, complexity of choreography, compliance with musical accompaniment, synchronicity, coherence, harmony of the athletes' performance, the use of the maximum court area (more than 80%) is evaluated.

4.5.6. A brief description of the competition conduction.

Order of performance:

The judge-informer invites the participating team consisting of two participants (naming the surnames, names, region and organization of the team members) to the site according to the order of the competition protocol.

At this moment, the presence of a phonogram of the musical accompaniment of the performance is also being checked. The phonogram is checked by the athletes' coach together with the judge-informer.

The judge at the participants checks the compliance of the called athletes with the tournament tables of the competition protocol, as well as sports weapons and uniforms. The appearance and uniform of athletes must correspond to their style direction, the nails on the hands and feet must be of adequate length and neatly trimmed, it is forbidden to wear any jewelry, glasses (only contact vision correction is allowed if the participant has received admission to the competition from a sports doctor). Sports weapons must meet technical requirements and must comply with all RHF standards.

At the referee's command «Song Su Chong Ja!», «Athletes take their seats!» pairs of participants must take positions corresponding to the starting position of the participants in the area along the corresponding starting line.

At the command of the referee on the court: «Cha-Ryuht!» «Kyoung Yeh!» (Attention! Greetings!), athletes perform a greeting to the judges, then to each other.

At the command «Choon Bi!» (Get ready!) athletes take the initial positions before performing the technical element (stances).

Next, one of the athletes raises his right hand up, signaling to the judge-informer about the beginning of the performance and the inclusion of a musical soundtrack.

From the moment the phonogram is turned on, the evaluation of the athletes'

performance by the judges begins.

At the end of the sound of the musical soundtrack, the referee announces: «Bah Ro!» (Release!) – the athletes remain in place waiting for the evaluation of the technique and presentation.

After the points are set and the result is announced by the judge-informer, the referee commands: «Cha-Ryuht!», «Kyoung Yeh!» (Attention! Greeting!), the athletes turn to face the referee's table and greet the judges, then, at the referee's command, «Hecho!» (Disperse!) participants leave the area.

4.5.7. Requirements for the phonogram and duration of the performance

- The duration of the performance is from 60 to 100 seconds.
- It is recommended to mark the beginning and end of the phonogram with sound signals (stops).
- The duration of the phonogram should coincide with the duration of the athletes' performance.
- It is recommended to comply with the legislation of the Russian Federation «On Copyright compliance» and not to use phonograms that entail this responsibility. This rule is observed when broadcasting competitions on the Internet to avoid automatic blocking of broadcasts.
- It is recommended to use phonograms with a minimum amount of text in a musical fragment. Fragments of the phonogram should not contain religious or extremist appeals, violate the feelings of believers, etc.

The phonogram is checked at the stage of the credentials committee and if a violation of the requirements of Article 4.3.12. of these Rules is detected, the team is not allowed to participate in the competition.

4.5.8. Points counting in the disciplines of «Personal Freestyle with weapons».

The final score is determined by the total amount of points for the technique and presentation of each side judge entered in the final protocol (electronic program).

The maximum and minimum total score for the technique and presentation are excluded from the referee's protocol, and the remaining scores are added and divided by 3 (arithmetic mean), then the arithmetic mean for the technique and presentation are added. Thus, the final score of the pair is determined.

When using the connection of the central control unit of electronic judging systems, these operations are performed automatically.

The pair of athletes who scored the highest point of the judges at the end of the performance of the entire age category is declared the winner.

Accordingly, the following places in the category are distributed.

In case of an equal number of points, the winner is determined by a higher point in the «Presentation» section of the three judges' protocols who entered the final protocol.

If these evaluations also coincide, then the judges make a decision on the outcome of the evaluations for the technique of all five judges.

Article 4.5.11 «PERSONAL FREESTYLE WITH A SWORD»

Individual performance of an athlete, consisting of a demonstration of an arbitrary complex with a sword model (imitation of a «shadow fight») accompanied by music, based on hapkido techniques, acrobatics and choreography.

Personal freestyle involves a performance with a model of a sword and a scabbard, the characteristics of which are approved by the RHF.

The sword belongs to the category of non-paired weapons. It is possible to use the scabbard as an additional attribute of the demonstration performance.

Captures are possible, except for transfers and throws without functional filling (regarded as the loss of weapons).

All points of judging, description of the course of the competition and other characteristics comply with Article 4.5. – 4.5.10 of these Rules.

Article 4.5.12. «PERSONAL FREESTYLE WITH A LONG STICK»

Individual performance of an athlete, consisting of a demonstration of an arbitrary complex with a long stick (imitation of a «fight with a shadow») accompanied by music, based on hapkido techniques, acrobatics and choreography.

Personal freestyle involves a performance with a long stick, the characteristics of which are approved by the RHF.

The long stick belongs to the category of non-paired weapons. During the performance, the athlete must demonstrate the same possession of weapons with the right and left hand both alternately and simultaneously.

Captures are possible, except for transfers and throws without functional filling (regarded as the loss of weapons).

All points of judging, description of the course of the competition and other characteristics comply with Article 4.5. – 4.5.10 of these Rules.

Article 4.5.13. «PERSONAL FREESTYLE WITH PAIRED CHAINS»

Individual performance of an athlete, consisting of a demonstration of an arbitrary complex with paired chains «Ssang Juhl Bong» («nunchaku») imitation of a «shadow fight») accompanied by musical, based on hapkido techniques, acrobatics and choreography. It is recommended to perform with two Ssang Juhl Bong as a pair of weapons to increase the judges' scores by +0.2 points to the final score, which the referee should add when calculating the total number of points.

During the performance, the athlete must demonstrate the same possession of weapons with his right and left hand. Manipulations of one object with the subsequent connection of the second are allowed.

Captures are possible, except for transfers and throws without functional filling (regarded as the loss of weapons).

Article 4.5.14. «PERSONAL FREESTYLE WITH FANS»

Individual performance of an athlete, consisting of a demonstration of an arbitrary complex with fans (imitation of a «fight with shadow») accompanied by music, based on hapkido techniques, acrobatics and choreography. It is recommended to perform with two fans as a pair of weapons to increase the referee's score +0.2 points to the final score, which the referee should add when calculating the total number of points.

During the performance, the athlete must demonstrate the same possession of weapons with his right and left hand. Manipulations of one object with the subsequent connection of the second are allowed.

Captures are possible, except for transfers and throws without functional filling (regarded as the loss of weapons).

4.6. General provisions for judging disciplines «Freestyle»

4.6.1. Inventory requirements

Weapons and equipment used must not cause damage to mats on the court, do not create danger for competitors, spectators and judges. Sports weapons must meet the technical requirements and must be approved by the organizer of the competition. Models of cold weapons should have blunted blades. It is strictly prohibited to use open fire, various pyrotechnic products and other similar attributes in performances. All competitors must, upon request, give the judges the opportunity to inspect weapons and equipment before the start of the competition.

Any violations of this paragraph of the rules will lead to refusal of admission to the competition area or to the suspension of the performance, regardless of the degree of its

completion, with the immediate subsequent disqualification of the athlete(s). Any controversial and contradictory aspects of upcoming performances are strongly recommended to be discussed and agreed upon in advance by submitting an official written request to the Chief Panel of Judges of the competition before they begin to be used only with the written approval of the Chief Panel of Judges.

4.6.2. Violations evaluated as «-0.3» points out of the total score for technique and presentation in all «Freestyle» disciplines.

In the presence of violations, according to the result of the points awarded, the judge leading the overall calculation of the total points amount is obliged to deduct -0.3 from the score. This score should be reflected in the performance final protocol of the team (participant).

A penalty point is given for one episode in one performance

Point	Type of failure
- 0.3 point	Restart - a newly started performance due to the fault of athletes.
	Violation of the time interval allotted for the performance up or down.
	Unsportsmanlike behavior.
	The delay of the performance is more than 1 minute.
	Loss of control (falling) of weapons during the performance, including unreasonable balancing with weapons, tossing and catching.
	Going beyond the boundaries of the performance area (except team freestyle)

4.6.2. Technical errors and appeals

If a technical error of the final points is detected during manual calculation by the judges, the final points can be recalculated, and if a technical error is confirmed, the result of the competition is revised.

If an error is detected by a team representative, an appeal (protest in the prescribed form) is written to the conducting organization and a cash deposit is paid, the amount of which is approved in the Regulations on Competitions.

The deadline for submitting a protest is no later than 10 minutes after the final results announcement of the performance of the category.

4.7. TANBONG-KYORUGI - SPARRING ON SHORT STICKS

4.7.1. Brief description of the competition.

Competitions in full-contact fencing duels on short sticks on the principle of «stop-contact».

4.7.2. Timing.

1 (one) round lasting 1 (one) minute of pure time.

4.7.3. Protective equipment.



Pic. 1. Headgear with mask



Pic. 2. Protectors for armed wrist

4.7.4. Technical description of sports weapons (tanbon).

Material: plastic composite rod with foam coating and a cloth cover, handle and guard made of foam rubber. Dimensions: length 40 cm, diameter 5-8 cm.



Pic. 3. Sports tanbon

4.7.5. Actions for which points are awarded

One positive point (+1):

A sharp blow with the end of the tonbon on the opponent's torso, arm or leg;

Two positive points (+2):

A sharp blow with the end of the tonbon in the headgear area.

Immediately after the performance of the action or any collision of the opponents' weapons, the referee is obliged to stop the fight and allow the side judges to make a decision on awarding a point.

4.7.6. Prohibited actions

The score is awarded one «+1» positive point in the direction of the athlete against whom the prohibited action was committed:

- Poking blows with a tanbon;
- Any hitting and wrestling technique (including grapples and thrusts), except for punches with a tanbon;
- Dispute with the referee;
- Any throwing technique;
- Grabs of the opponent;
- Opponent's thrusts;
- Rude statements of the second directed towards the opponent or the judges;
- Exit with both feet on the boundary line;
- Falling, touching the court ground with hand or knee;
- If 4 penalty points are scored, the athlete is disqualified by penalty points and the winning is awarded to the opponent.

4.7.7. Winning acceptance

- Winning by points: in case of a set of 6 positive points for the time period of the battle;
- Winning by penalty points (-4 penalty points) as a result of disqualification of the opponent;
- Early winning: the opponent dropped (shifted to the other hand) the tanbon weapon during the duel;
- If, as a result of prohibited actions, one of the competitors cannot continue the fight (based on the conclusion of the competition doctor), the athlete who violated the rules is disqualified, and the athlete in whose direction the violation was committed is recognized as the winner;
- In case of an equal score after 1 minute, the score is reset to zero and an additional minute is assigned, during which the duel is conducted until the first effective action of one of the athletes;

- If the winner is not revealed after the second minute, then it is determined by a vote of the side judges (preference is given to the athlete who has carried out more attempts of attacks).

4.7.8. Options for stopping the fight and time intervals

- The referee stops the fight at any collision of athletes to make a decision by the side judges (assigning a positive score or a penalty point);
- The referee stops the fight to eliminate technical problems with ammunition or to provide medical assistance – up to 1 minute;
- The referee stops the fight to make a decision of the judges based on a protest with the help of a raised card by one of the seconds of the participants – up to 2 minutes (video replay).

4.7.9. Members of the judging team

- Court arbitrator
- Referee on the court
- Side judges (a team of three judges)
- Judge-timekeeper
- Judge-informer
- Judge at the participants

4.7.10. Weight categories

The age and weight categories correspond to the weight and age categories described by the categories correspond to the ages described in paragraph 4.1.3. of these Rules.

4.7.11. Description of the competition conduction.

Judge-informer the judge announces the readiness of the athletes to be called to the court at least 5 minutes before the performance into the microphone. The number of the fight, the names and surnames of athletes, organizations and colors of headgears are announced.

The judge at the participants examines the appearance, lack of jewelry, the general condition of the athlete, as well as the equipment of the athletes. The correspondence of the colors of the protective headgears to the tournament grid is checked. The athlete in the tournament bracket above corresponds to a blue headgear, and the athlete in the tournament bracket below corresponds to a red headgear.

Athletes move to the waiting area for a call to the competition area.

The judge-informer announces the call to the court into the microphone. The number of the fight, the names and surnames of athletes, organizations and colors of headgears are announced.

Seconds and athletes take their places. To the right of the referee facing the referee is the place of the athlete in a blue headgear, to the left – in red.

The referee on the court calls the athletes to the court.

Referee commands: «Chung!» (blue) «Hong!» (red), gestures pointing to the athletes' places.

«Chong Ja!» - the command instructs the athletes to take their starting positions on the court to the right and left of the referee.

«Cha-Ryuht!» - attention. Athletes turn to face the referee's table.

Referee command «Kyoung Yeh» - greeting (bow);

«Machboku!» - facing each other. Athletes turn to face each other.

Команда рефери «Kyoung Yeh» - greeting (bow);

«Choon Bi!» - Get ready. The referee lunges with his right foot forward and extends his right hand in front of him, palm down. Athletes take up fighting positions. The opponents' arms, free of weapons, are crossed under the referee's palm. Thus, there is a designation of the choice of a hand with a weapon (right or left).

«Hecho!» - disperse! The referee turns the palm of his right hand vertically. Athletes take a step back, putting their tanbones forward and taking their starting positions at a safe distance from each other.

«Seeh-Jahk!» - Get started. The referee takes a step backwards with his right foot and bends his right arm at the elbow, the fingers of his right palm pointing upwards. Athletes begin the duel.

When performing any contact attack (any collision), the command is given for the possibility of assigning a positive or penalty point «Kalyo!».

Deciding on the of a point assignment (see Pic. 5):

Side judges vote with flags:

Lifting the blue flag horizontally +1 point «Chung» (blue)

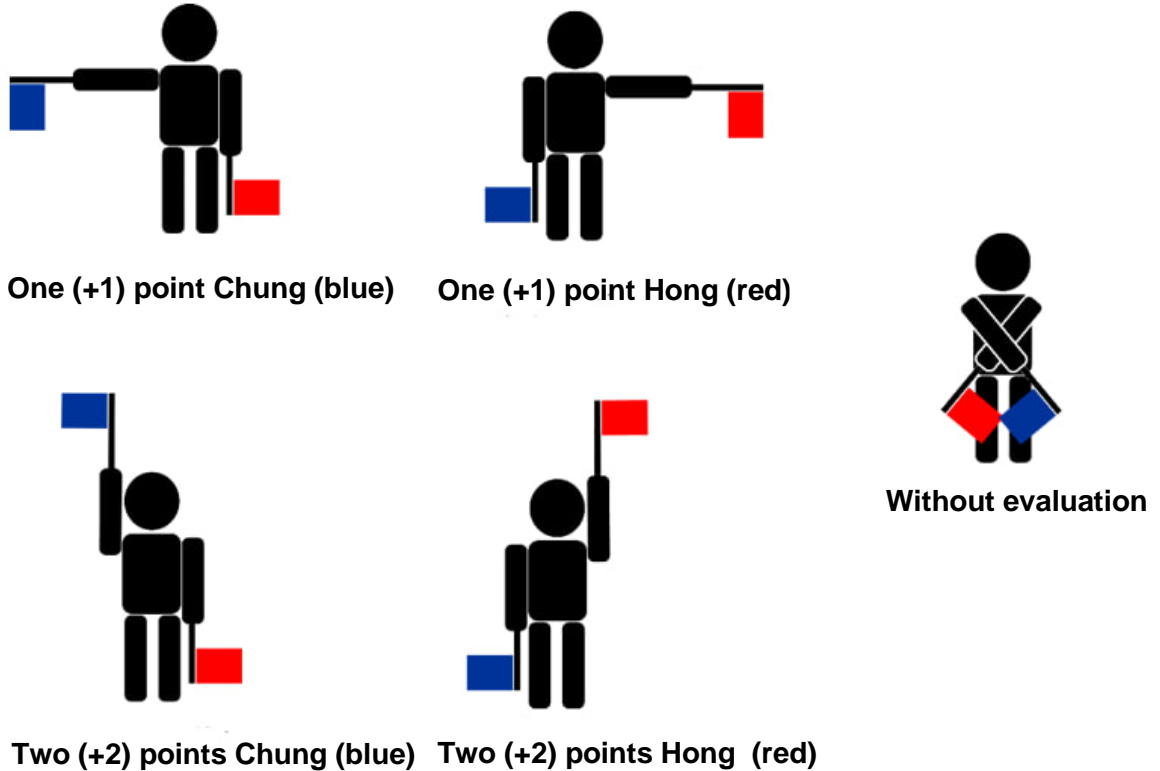
Raising the red flag horizontally +1 point «Hong» (red)

Lifting the blue flag vertically +2 points «Chong» (blue)

Raising the red flag vertically +2 points «Hong» (red)

The flags are crossed down «without evaluation»:

- Collision of both tanbons;
- Simultaneous hit is equal to the estimated effective actions;
- No getting into the scoring zone (touching clothes).



Pic.5. Gestures of the side judges

According to the results of all side judges voting (two scores coincidence), the referee demonstrates the outcome of the episode towards the referee's table, pointing with his hand towards the athlete to whom the score is assigned:

«Chung! Il Jon!» - one positive point (right index finger up) towards the athlete in blue;

«Hong! Il Jon!» - one positive point (right index finger up) towards the athlete in red;

«Chung! Il Jon!» - two positive points (index and middle fingers of the right hand up) towards the athlete in blue;

«Hong! Il Jon!» - two positive points (index and middle fingers of the right hand up) towards the athlete in red.

Assigning a penalty in the form of a penalty point to an athlete in a blue chest protector «Chung!», the referee points to the athlete on the right, «Kam-tom!» - the announcement of a penalty point.

The referee fixes the points and shows them on the scoreboard.

In case of a temporary technical stop of the match for one minute, the command «Kalyo!» «Kye-shi!» is given.

In case of a temporary stop up to 2 minutes, a team is sent to provide medical assistance «Gyay-sok!» «Shi-gan!».

Continuation of the fight «Gyay-sok!».

End of the fight with the command «Keuh-Mahn!».

Referee commands: «Chung!» (blue) «Hong!» (red), gestures pointing to the athletes' places.

«Chonja!» - a command indicating the athletes' occupation of the starting positions on the court to the right and left of the referee.

«Machboku!» - facing each other.

«Chariot!» - Attention. Athletes turn to face each other.

«Chariot!» - Attention. Referee command «Kyoung Yeh» - greeting (bow).

Athletes turn to face the referee's table.

Referee command «Kyoung Yeh» - greeting (bow);

Declaration of winning: «Chon! Sun!» the athlete in the blue headgear or «Chon! Sun» the athlete in the red headgear won.

Athletes shake hands with each other and seconds.

Section 5. Arbitration and sanctions

Article 5.1. Arbitration

1. Members of the Commission on Arbitration

1.1. Qualification of members: members of the Executive Committee of the All-Russian Sports Federation (hereinafter – OSF) or a person with sufficient Hapkido qualifications appointed by the President. The Technical Delegate is the Chairman of the Arbitration Commission. Members of the Commission: Chief Judge, Deputy Chief Judge, senior age coach, head coach, Chairman of the Panel of Judges of the regional sports federation.

1.2. Members: One Chairman and no more than seven members, including a Technical Delegate.

2. Duties: The Arbitration Commission corrects mistakes made by refereeing officials when calculating points in the event of a protest and takes disciplinary measures against officials who have committed erroneous actions. The results are provided to the President of the OSF.

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

4. Protest procedure.

4.1. If there is an objection to the judges' decision, the official representative of the team must, within 10 minutes after the participant's performance, submit to the Arbitration Commission an application for review of the decision (protest), so that the decision on the result of the appeal is announced in 30 minutes. The protest procedure is carried out based on the «Regulations on the Arbitration Commission».

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

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

4.4. The decision made by the Arbitration Commission is final and cannot be appealed.

(Clarification 1)

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

(Clarification 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 the 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 Chairman is from the same subject of the Russian Federation as the participant or coach, then he has no right to consider this issue, and a temporary Chairman must be chosen from the other judges.

(Clarification 3)

Replacement of refereeing officials. The Chairman of the Arbitration Commission may, on the recommendation of the Technical Delegate, replace the officials of the judging. In this regard, the Technical Delegate may instruct the Chief Judge to appoint a Chairman from the judicial officials.

(Clarification 4)

The 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 can hear the opinions of the referee or judges who should be called by the commission.

c) The Commission reviews the videos of the performance, etc., if necessary.

d) После обсуждения, комиссия проводит тайное голосование, чтобы принять решение.

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

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

Failures in determining the results of the performance:

- if failures are detected when calculating points for performances or due to non-detection of failures in the athlete's performance, the decision must be changed.

5. Video replay procedure during the match in the discipline «hapki-kyorugi».

1) If there are objections to the decision of the referee or side judges, during the match, as well as in case of a technical error, the athlete's coach may require the referee to immediately view the replay.

2) When a coach requests a video replay (no later than 5 seconds after a controversial situation), he must raise up the card (blue or red in accordance with the color of his athlete's chest protector) issued before the start of the match and having handed it to the referee, must explain the reason for requesting a video replay. The scope of the request for a video replay by the coach is limited to the actual failures of the judges, such as a strong blow, the accuracy and rigidity of the action, intentions, coordination in the timing of the action in relation to the announcement of punishments.

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

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

4) After watching the replay, the video jury informs the referee about the final decision. If a member of the video jury and a member of the arbitration commission cannot come to a decision, the final decision will be made by the technical delegate.

5) A decision on this issue must be made within 1 minute after filing an appeal for a video replay.

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

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

8) The decisions of the video jury are final; no further appeals on this issue will be made either on time or after the match, except for failures in determining the result of the match, failures in scoring or identification of the athlete. In such cases, an official protest may be submitted in accordance with the filing procedure.

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

Article 5.2. Sanctions

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

- Interference in the course of the competition;
- Inciting viewers and spreading false rumors.

2. The Arbitration Commission may summon an interested person to confirm the event of a conduct violation.

3. To resolve the conflict in a timely manner, the Arbitration Commission must discuss the violation and make a decision 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 OSF Disciplinary Commission.

4. The decision on disciplinary sanctions may vary, depending on the degree of violation. The penalties described in the «Regulations on the Arbitration Commission» may be applied to athletes, delegations' representatives, and federations representatives.

5. Disqualification from the competition automatically entails disqualification for all subsequent competitions held by the OSF for a period determined by the Arbitration Commission.

(Clarification 1)

«Interference in the course of the competition» means behavior consisting, but not limited to, aggressiveness or inappropriate behavior towards any officials, refusal to leave the competition area after a performance, throwing objects and/or equipment, etc.

(Clarification 2)

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

Section 6. Ensuring the safety of participants and audience

1. Sports competitions are held at sports facilities included in the All-Russian Register of Sports Facilities, in accordance with Federal Law No. 329-FL of December 4, 2007 «On Physical Culture and Sports in the Russian Federation», meeting the requirements of relevant regulatory legal acts in force on the territory of the Russian Federation on ensuring public command and participants and spectators security, as well as meet the requirements of the competition Rules for the Hapkido sport.

2. During the competition, the security service must ensure order both in the arena and throughout the competition 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 No. 613n dated 09.08.2010 «On approval of the procedure for providing medical care during physical culture and sports events».