WKUWORLD RULES
Under the Registration of GCO

WKUWORLD Point fighting Rules

******THE EIGHT STARS OF WKUWORLD******

Concentration

Discipline

Courage

Loyalty

Self-Control

Fighting Spirit

Strength

Respect

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1. Competitor's Uniform

- The competitors must be wearing a clean and proper uniform
- The competitors' top must have sleeves covering at least to the mid area of the upper arm (Optionally the sleeves can reach the elbows or the wrists)
- The Competitors' pants must extend to the feet; no zipper fasteners, pockets or buttons are allowed.
- Traditional uniforms are permitted
- The waistline must always be visible, even if the Competitor chooses not to wear their belt; Ideally due to different colour top and bottom. If the waistline is difficult to identify, the Centre Referee may instruct the corner to use a belt on the competitor as a visual aid.
- In the absence of a belt, the uniform top needs to be tucked into the pants.
- Competitors are not allowed to wear any metal objects that may cause injury to their opponent; piercing, chains, watches or earrings are not allowed.
- Badges of the respective club, associations or sponsor along with names, slogans are permitted if they do not offend public decency
- Headbands, hairnets, durags and scarves are optional
- Long hair must be tied back with an elastic band. Hairgrips are not allowed.
- Finger- and toenails must be trimmed and clean.

2. Duration of a Bout

- Elimination rounds in all Divisions is one (1) round with two (2) minutes time limit
- Final rounds in all Divisions is two (2) rounds with two (2) minutes time limit for each round along with one (1) minute break between rounds
- If there is a tie score at the end of the Elimination or the Final match, there will be no break and the competition shall continue with one (1) minute round to break the tie
- If there is still a tie score after the extra one (1) minute round, there will be no break and the competitor that scores the first point is declared the winner

3. Start of the Bout

- The Centre Referee shall stand in the centre of the ring facing the score table
- Once the Competitors have been approved from the Corner Referees on their safety equipment the match is ready to begin
- The Centre Referee shall check that the Coaches are seated, that the two umpires are in the neutral corners on opposite sites and that the Scorekeeper and Timekeeper are ready and in focus to start
- The Centre Referee shall ask that the Competitors to touch gloves and then back up to their starting position
- During the bout both umpires are allowed to move in an L-shape opposite each other and around the fighting area to get the best possible view
- The Centre Referee shall demand to start the time and immediately order the competitors to "Fight"
- The clock must continue to run throughout the match until the Centre Referee requests from the Timekeeper to "Stop the Time". (In case the competitor needs to fix their gear or when a warning is being issued)
- The clock shall keep running even when the Centre Referee asks the fighters to "stop" and is awarding points

4. Awarding Points

- The Centre Referee will refer to every fighter by Red or Blue when awarding points, giving warnings and announcing the winner of the match
- The Centre Referee shall ask the timekeeper to "stop" when he/she or the Referees at the corner see a point and raise their hand while the clock is running
- All three (3) Referees must respond with a hand signal quickly when the Centre Referee says "stop" during the competition. (pls. refer to section: ‚Hand Signals')
- If there is a delay in the signals from any of the umpires at the corner, once the Centre Referee says "stop" he/she has the power to call off or disregard the signal

5. End of Competition

- The match is over when the time has only when the Centre Referee says “stop” or “time”.
- The Timekeeper will also throw in the bean bag close to the Competitors’ feet when the time expires
- The Centre Referee is entitled to award points or give warnings after the time has expired if the scoring or the violation happened before he/she has stopped the match
- A difference of ten (10) points in the Eliminations ends the match (i.e. 0-10/ 2-12)
- The ’10-points difference rule’ does NOT apply in the Finals
- When the match is over, the Centre Referee will take the hand of each Competitor and raise the hand of the winner

6. What is a Point?

A point(s) is a Martial Art technique executed by a Competitor

- dynamically
- with control & recoil
- with accuracy (targeting a legal area while having that area in clear vision)
- with the correct attacking tool – A. Fist (Forefist/Front of Fist only)

B. Foot (Instep, Heel, Sole, Ball of Foot)

- Speed
- Balance (if a competitor is pushed he/she can still score if executing a correct technique while loosing balance)
- Appropriate Power according to the age and weight categories

Scoring Area:

1- Entire head and face (including the face guard)

2- Front and sides of the body above the waist

3- Sweeps below the calf.

Only light to moderate contact is allowed.

The Competitor may still score if the Referees feel they were thrown or pushed to the floor while executing the scoring technique.

- ✓ Any hand techniques scores as 1 point
- ✓ Foot Sweep scores as 1 point (a foot sweep or spinning sweep must be made in an upright position and make contact to their opponents' foot below the calf to the inside of the foot or heel to heel. The opponent is swept if his/her balance is broken and at least three (3) parts of his/her body touch the matts
- ✓ Kick to the body scores as 1 point
- ✓ Kick to the head scores as 2 points
- ✓ Jump kick to the body scores as 2 points
- ✓ Jump kick to the head scores as 3 points

A Competitor who falls to the floor can get scored on with a punch only to a legal target area within the three (3) seconds after they have fallen. If there is no exchange the Centre Referee will call "stop" and have the opponent stand up and continue the match. While on the ground, a competitor is not allowed to kick upwards their opponent to avoid getting punched. Doing so will result in one (1) warning to the Competitor on the ground.

7. Techniques

7.1 Legal Techniques

- Jab, Cross/Reverse Punch, Ridge Hand, Back Fist, Front Kick, Side Kick, Spinning Back Kick, Roundhouse/Turning Kick, Hook Kick, Crescent Kick, Axe Kick, Sweep, Spinning Sweep and all previously listed kicks while jumping or spinning

7.2 Illegal Techniques

Palm hand, spinning back fist, knife hand, elbow and knee strikes, throws, pushing with arms, low kicks, punches below the waist or at the back of the body, head butts, using thighs, scratching, biting, spitting, verbal attacks to the Referees or his/her opponent. UPPER CUT HOOK

- Hook, Upper Cut, Palm Hand, Spinning Back Fist, Knife Hand, Elbow and Knee Strikes, Throws, Pushing with arms or gloves, Low Kicks and Punches below the waist and back of the body, Head Butts, using thighs, Scratching, Biting, Spitting, Verbal Abuse to the Referees or his/her opponent. Excessive Contact, Clinching, Aggressive Behaviour, Running out of the ring, Strikes with Shins or Foot Sweeps above the calf.

8. Referee's Responsibilities

- The Centre Referee should be the most experienced Referee at the matt (AT LEAST 3-BLUE STAR ACCREDITED) and is thoroughly versed on the rules and order of competition. He/she promotes the safety of the Competitors, enforces the rules and ensures fair play
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- Every competition involves a Centre Referee and two (2) Corner Referees at opposing corners
- All three (3) Referees must be constantly moving throughout the competition placing themselves in a good position to see contact from both competitors
- The Centre Referee starts and stops the match, awards point, takes warning decisions, administrates the voting of the other Referees, communicates clearly with the scorekeeper and timekeeper, and announces the winner of each match
- Added Powers of the Centre Referee:
- Match starts and ends only with his/her command (not the command of the timekeeper)
- Has final decision on any disputes on the score
- Has the power to issue warnings and give penalty points without a majority decision to the Competitor or Coach
- Can automatically disqualify a Competitor who receives four (4) warning points
- Has the power to call time-outs; A Competitor can ask for a time-out (to fix safety gear or a possible injury) but it is the decision of the Centre Referee to allow time out
- The Corner Referees must stay **outside** of the competing area during the competition to give space for the Centre Referee and Competitors
- The Centre Referee should be the most experienced Referee in the area and is thoroughly versed in the rules and order of competition. He/she promotes the safety of the Competitors, enforces the rules and ensures fair play
- The Centre Referee is not to determine the seriousness of an injury – the judgment of the injury will always lie with the doctor/ physician
- In the case of an injured competitor, the competitor him-/herself, the doctor or the coach can request the Centre Referee to stop the bout
- For reasons other than injuries, only the Centre Referee and the supervisor can stop the bout
- The disqualification of a Competitor is determined only by a majority vote of the three (3) Referees
- Once the Centre Referee calls for a Competitor and he/she is not at the ringside and ready to compete, the four (4) minute rule applies

- Once the Centre Referee calls for a Competitor that is not ready or is missing or not having the proper equipment, the four (4) minutes rule applies.

  The four-minute rule shall be applied as per the following:
- Also After the first minute, the competitor receives the first warning
- After the second minute, the competitor receives a second warning
- After the third minute, the competitor receives a minus point
- After the fourth minute, the competitor shall be disqualified
- In the event of a strike that dazes an opponent, the Centre Referee must stop the time and then ask the Corner Referees about what they saw in order to decide if the strike was an illegal technique or an accident. An “illegal technique” results in a warning to the offender whereas an “accident” results in no warning issued
- If a Competitor is injured and the match is over because of the injury from the offender, the injured Competitor is declared the winner. In the case of an accident, the Competitor with the highest number of points is declared the winner. If the score is a draw, the uninjured Competitor is declared the winner.
- If a Competitor is out of condition they will receive a warning, at a second time the Centre Referee shall stop the clock and consult the other two referees. The Centre referee then has the option to stop the competition with an RSC (Referee Stopping Contest)
- N.B.: This rule also applies for continuing crying in the KIDS Sections
- If a Competitor voluntarily steps out of bounds or is refusing to engage in the fight the Centre referee will issue a warning.
- If a competitor is trying to avoid fighting towards the last seconds of the bout the Centre Referee has the option to add ten (10) seconds to the fight. This is separate from other violations
- The umpires or the Centre Referee must check the Competitors‘ safety equipment from head to toe
- Competitors who don‘t allow the referee to check their equipment, will be disqualified
- The wearing of breast and groin protection will be checked verbally
- If an injury occurs and it is discovered that the competitor was not wearing the correct safety equipment, he/she will be disqualified

9. Referee Scoring

9.1 Points Awarding

- Points are awarded by the majority votes of all three (3) Referees. (At least two (2) Referees must show a score)
- It the majority of the referees show a score for the same competitor but do not agree on the same technique being scored, the Centre Referee will award the lower score:

  Example A: If the Blue fighter receives (2) two points from a Referee and (1) one point from another Referee he will score (1) one point.

  Example B: If the Blue fighter receives (3) three points from a Referee and (2) two points from another Referee he will score (2) two points.

  Example C: If the Blue fighter receives (3) three points from a Referee and (2) two points from the second Referee and (1) one point from the third Referee he will score (2) two points
- If both Competitors clash and score at the same time, they will both receive their scored points as long as there is a majority decision by the umpires.
- A Competitor cannot receive a warning and still score a point on the same call. A warning overrules a point (s).
- A Competitor can receive a point from a warning issued to his/her opponent if no point can be deducted from the offender as his/her score is still 0 points)
- Referees are allowed to show point(s) on one hand and warning on the other hand to the offending fighter.

  Example: A referee can give the red fighter one point for a punch and the blue fighter a warning for excessive or late contact.

9.2 Out of Bounds/ Exit Rule

- Out of bounds is when the entire foot is outside of the competition area
- The attacking competitor can score if the defender is out of bound if he/she scores prior to the Centre Referee calling “stop”

9.3 Referee Hand Signals

- Yes, I saw the points → Raise the hand and show the number of points
- No, did not see contact made → Both hands crossed in front of the face
- No score → Both hands crossed in front of the legs
- A Competitor stepped out of bound → Point to the area line and swings the arm

- Both Competitors scored (clash) → Raise both hands and show all points
- Illegal techniques → Raise the arm and circle the hand

9.4 Centre Referee Hand Signals for Warnings

- The Centre Referee must tell the Timekeeper to "stop the time" to inform the offending Competitor why they are being warned. Then, the Referee will show him/her by the warning hand signal and then whip their finger and say "no".
- Contact too strong → Punch the palm
- Striking in an illegal area → Show the illegal area
- Blind scoring → Turn the body and strike a punch or kick
- Holding or Grabbing → Hold your own arm and pull
- Turning the body or run away → similar
- Speaking during the fight → fingers and thumb open and close

9.5 Warning Points

- All violations to the rules, depending on how serious they are, may result in a warning or disqualification
- Warnings from unsportsmanlike coaches, improper safety equipment, illegal techniques, stepping out of bound, etc. are all accumulative to the Competitor.
- Warnings will be carried on during the entire match
- Only in Team Competition, the warnings do not carry over to the next match
- If the Centre Referee deemed that the first time the rule is violated is too severe, a warning point shall be issued immediately! No verbal warning will be issued prior to the Official Warning (i.e. in the case of always falling, punching extremely late after a or excessive contact).
- Only one warning is allowed for breaking the rules before a warning point is deducted.
- After the first warning is given, a warning point is deducted for every rule's violation
- If a Competitor receives four (4) warnings (three minus points) in one match, he/she will be disqualified

10. Weight Categories

Kids Female 8-12 yrs.	Kids Male 8-12 yrs.	Teens Female 13-14 yrs.	Teens Male 13-14 yrs.
25Kg	-25Kg	-45Kg	-45Kg
30Kg	-30Kg	-50Kg	-50Kg
35Kg	-35Kg	-55Kg	-55Kg
40Kg	-40Kg	-60Kg	-60Kg
45Kg	-45Kg	+60Kg	-65Kg
50Kg	-50Kg		+65Kg
+50Kg	+50Kg		

Juniors Female 15-17 yrs.	Juniors Male 15-17 yrs.	Adults Female 18-34 yrs.	Adults Male 18-34 yrs.
-50Kg	-55Kg	-50Kg	-60Kg
-55Kg	-60Kg	-55Kg	-65Kg
-60Kg	-65Kg	-60Kg	-70Kg
-65Kg	-70Kg	-65Kg	-75Kg
+65Kg	-75Kg	-70Kg	-80Kg
	+75Kg	+70Kg	-85Kg
			-90Kg
			+90kg

Veterans Female 35-44 yrs.	Veteran Male 35-44 yrs.	Executives Female 45-54 yrs.	Executives Male 45-54 yrs.	Seniors Female 55+ yrs.	Seniors Male 55+ yrs.
-65Kg	-75Kg	-70Kg	-75Kg	Open	-80Kg
-70Kg	-85Kg	+70Kg	-85Kg		+80Kg
+70Kg	+85Kg		+85Kg		

11. Team Competition

11.1 General Rules

- Female Teams (Kids/Teens/Juniors/Adults) consist of three (3) competitors
- Male Teams (Juniors/Adults) consist of five (5+1) competitors
- N.B. Kids & Teens Teams MALE only consist of three (3) competitors
- Each Team (with the exception of kids teams) can nominate one (+1) substitute.

  The substitute fighter can only be used in the case of an injured team member.

- The Centre Referee will toss a coin between the two coaches of the respective teams. The winning coach can choose to send the first fighter or opt to have the opposing team to nominate their first fighter.
- The consecutive fighters will be sent out on alternate turns thereafter.
- After the first match, the Team Coaches must take turns sending out their next Competitors

11.2 Team Weight Classes

Kids Female	-25Kg or -30kg	-35Kg or -40kg	-45 or -50Kg
Kids Male	-30Kg or -35kg	-40Kg or -45kg	-50Kg
Teens Female	-45Kg or -50Kg	-55Kg or -60Kg	+60Kg
Teens Male	-50Kg or -55Kg	-60Kg or -65Kg	+65Kg
Junior Female/Male	Open Weights		
Adult Female/Male	Open Weights		

- N.B.: Team Coaches do not have to follow a specific order when sending out the Kids and Teen competitors but the responding coach needs to match the same weight.

11.3 Team Scoring and Time

- The Team score is based on accumulation of all points scored for all bouts fought
- The length of each Team Competition is two (2) minutes
- All warnings are for the individual match only and are not carried over to the next match
- In case the result was a draw, the last competitor will fight a 1-minute overtime. If the 1-minute overtime resulted in another draw, then the same competitor fights for a golden point for the team win.