

**WKU WORLD RULES EDITED FOR FIGHTING SPIRIT EVENTS
Under the Registration of GCO**



WKUWORLD Kick Light RULES

THE EIGHT STARS OF WKU

Concentration

Discipline

Courage

Loyalty

Control

Fighting Spirit

Strength

Respect

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1. CONTACT

- 1.1. Kick Light Continuous Fighting is not full contact
- 1.2. Techniques must be controlled at all times.
- 1.3. Excessive contact is defined as any contact that:
 - 1.3.1. Snaps the opponent's head back.
 - 1.3.2. Causes injury.
 - 1.3.3. Is a dangerous technique that misses.
- 1.4. Excessive contact may result in a warning, penalty point or disqualification depending on the severity as determined by the center referee.
- 1.5. There shall be no head contact for competitors 12 and under.
- 1.6. Accidental contact will not be penalized if it is determined that the opponent's own actions contribute significantly to the contact.

2. Competitors uniform

- 2.1. The competitors must be wearing a clean and proper uniform
- 2.2. The competitor's top must have sleeves covering at least to the mid area of the upper (optionally, it can be reaching the elbow or down to the wrist). Rash guards are permitted
- 2.3. No zipper fasteners, pockets, or buttons are allowed on competitors pants or shorts
- 2.4. Traditional uniforms are permitted
- 2.5. The waistband must always be visible, even if the competitor chooses not to wear their belt; ideally with different coloured top and bottom. If the waist line is difficult to identify, the centre referee may instruct the corner to use a belt.
- 2.6. In the absence of a belt, the uniform top needs to be tucked into the pants
- 2.7. Competitors are not allowed to wear any metal objects that may cause injury to their opponent; piercing, chains, watches or earrings are not allowed
- 2.8. Badges of the respective club, associations or sponsors along with names, slogans are permitted if they do not offend public decency
- 2.9. Headbands, hair nets, durags and scarves are optional
- 2.10. Long hair must be tied back with an elastic band. Hair grips are not allowed.
- 2.11. Fingernails and toenails must be trimmed and clean

3. Duration of a bout

- 3.1. For all Fighting Spirit Kick Light divisions, matches will be one (1) round with two (2) minute duration.

4. Start of a bout

- 4.1. The centre referee shall stand in the centre of the fighting area or Matt facing the timekeeper table

- 4.2. Three (3) referees are mandatory to act as scoring judges to determine the winner of a bout
- 4.3. The three (3) referees/judges shall be seated in the centre of each perimeter of the matted fighting square facing the timekeeping table
- 4.4. Once the competitors have been approved by the centre or corner referees on their safety equipment. The bout is ready to begin.
- 4.5. The centre referee shall check that the coaches and the referees are seated in their respective positions and that the timekeeper is ready to start
- 4.6. The centre referee shall ask that the competitors touch gloves and go back to their starting position
- 4.7. The centre referee shall demand to start time and immediately order the competitors to “fight”
- 4.8. The clock must continue to run throughout the match until the centre referee requests that the timekeeper “ stop time”. (in case the competitor needs to fix their gear or when a warning is being)
- 4.9. Only the centre referee has the authority to stop the fight

5. Judging and evaluation

- 5.1. Number of points scored
- 5.2. Number of minus
- 5.3. Only in the situation of a draw after the previous points of evaluation, may the judges consider the following two criteria to determine the winner
 - 5.3.1. Fighting spirit and initiative
 - 5.3.2. Effective perry's and counter attacks
- 5.4. To score points, all effective legal kicks or punches must hit directly on any legal area without being blocked or perried.
- 5.5. For punches, the technique must be issued with the striking area of the closed glove
- 5.6. Scores accumulated will be tallied and recorded.
- 5.7. Knockouts are strictly prohibited and the offender will be disqualified.

6. End of a bout

- 6.1. The match is over only if the centre referee says” stop time” due to:
 - 6.1.1. Elapsed time
 - 6.1.2. Injury of a competitor and a doctor's decision(DoD) or withdrawal
 - 6.1.3. Surrender of a competitor
 - 6.1.4. Disqualification of a competitor
- 6.2. The timekeeper can also throw in a beanbag close to the competitors feet when the time expires
- 6.3. When the match is over, the centre referee will take the hand of each competitor and raise the hand of the winner after the ring inspector has announced the victor

7. What is a point?

- 7.1. A point is a martial art technique executed by a competitor
 - 7.1.1. Dynamically
 - 7.1.2. With control and recoil
 - 7.1.3. With accuracy (targeting illegal area while having that area in clear vision)
 - 7.1.4. With the correct attacking tool
 - 7.1.4.1. Fist (for fist/ front of fist only)
 - 7.1.4.2. Foot (in step, heel, sole, ball of foot)
 - 7.1.5. With speed
 - 7.1.6. With balance (if a competitor is pushed, they can still score if executing a correct technique while losing their balance)
 - 7.1.7. With appropriate power, according to the age and weight categories
 - 7.1.8. Scoring area
 - 7.1.8.1. The entire head and face (including the face)
 - 7.1.8.2. The front and sides of the body above the waist
 - 7.1.8.3. Sweeps below the ankle
- 7.2. Every point equals (1) click on the handheld clicker or electronic scoring device
- 7.3. Any hand techniques score (1) point
- 7.4. A foot sweep scores (1) point (a foot sweep or spinning sweep must be made in an upright position and make contact to their opponent's leg below the ankle, and only to the inside of the foot or heel to heel. The opponent is swept if their balance is broken and at least three parts of their body touch the mat.
- 7.5. A kick to the body scores (1) point
- 7.6. A kick to the head score (2) points
- 7.7. A jump kick to the body (2) points
- 7.8. A jump kick to the head (3) points

8. Techniques

- 8.1. Legal techniques
 - 8.1.1. Jab, cross/ reverse punch, hook, uppercut, back fist, front, kick, sidekick, spinning, back, kick, round house/ turning kick, hook, kick, crescent, kick, ax, kick, sweep, spinning sweep, and all previously listed kicks while jumping or spinning
 - 8.1.2. Low roundhouse/ turning kick with the in step to the opponents thigh (LC Kick Light divisions only)
- 8.2. Illegal techniques
- 8.3. Palm hand, ridge hand, spinning back fist, knife, hand, elbow, and knee strikes, throws, push, pushing with arms or gloves, low kicks (an exception is the previously mentioned roundhouse kick in Kick Light divisions) and punches below the waist and back of the body, head butts, using thighs, scratching, biting, spitting, verbal abuse to the referees, or their opponent, excessive contact,

clenching, aggressive behavior, running out of the ring, strikes with shins and foot sweeps above the ankle

9. Referees responsibilities

- 9.1. The centre referee should be the most experienced referee on the mat and is thoroughly versed on all the rules and order of competition. The centre referee promotes the safety of the competitors, enforces the rules and ensures fair play.
- 9.2. The centre referee starts and stops the match, issues, warnings, and minus points and communicates clearly with the corner referees and timekeeper
- 9.3. The centre referee shall ask the doctor/ first aid attendant to inspect a competitors injury, even if they seem minor and try to monitor the injury throughout the competition
- 9.4. The centre referee is not to determine the seriousness of an injury. The judgement of the injury will always lie with the doctor/ first aid attendant
- 9.5. In the case of an injured competitor, the competitor themselves, the doctor(first aid) or the coach can request the centre referee stop the bout
- 9.6. For reasons other than the injury, only the centre referee and the supervisor can stop the bout
- 9.7. Added powers of the centre referee
 - 9.7.1. The bout starts and ends only with the centre referees command (not the command of the timekeeper)
 - 9.7.2. The centre referee has the power to automatically disqualify a competitor who receives (4) warning point
 - 9.7.3. The centre referee has the power to issue timeouts. A competitor can ask for a timeout. (to fix safety gear or a possible injury) but it is the decision of the centre referee to issue one
- 9.8. Once the centre referee calls a competitor and they are not at mat side or ready for competition, the four minute rule applies
- 9.9. Once the centre referee calls a competitor that is not ready, is missing or does not have the proper equipment, the four minute rule applies
- 9.10. The four minute rule shall be applied as follows
 - 9.10.1. After the first minute, the competitor receives the first warning
 - 9.10.2. After the second minute, the competitor receives a second warning
 - 9.10.3. After the third minute, the competitor receives a minus point
 - 9.10.4. After the fourth minute, the competitor shall be disqualified
- 9.11. If one of the competitors is injured and the fight is over because of a foul, the innocent competitor is declared the winner
- 9.12. 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.
- 9.13. If a competitor is out of condition, they will receive a warning. Upon the second warning for the same thing, the centre referee shall stop the clock and consult the

umpire. The centre referee then has the option to stop the competition with a RSC (referee Stopping Contest)

- 9.13.1. This rule also applies for continued crying in the Kids Divisions
- 9.14. If a competitor voluntarily steps out of bounds or is refusing to engage in the match, the centre referee will issue a warning
- 9.15. A centre or corner referee must check the competitor safety equipment from head to toe
- 9.16. Competitors who don't allow the referee to check their equipment will be disqualified
- 9.17. The wearing of breast and groin protection will be checked verbally
- 9.18. If an injury occurs, and it is discovered that the competitor was not wearing the correct safety equipment, they will be disqualified

10. Scoring rules

- 10.1. Victory on point(P)
 - 10.1.1. If a round is even due to equal clicker scores, the result shall be 10 points for each (10:10)
 - 10.1.2. Accumulated points will be recorded
 - 10.1.3. Every official first and second warning given to a competitor, caused by a "foul", shall be marked with the letter W (for warning) under "Fouls" on the scorecard to indicate that the competitor has received said warning
 - 10.1.4. If an official minus point was given because of a "foul" by a clear and brutal strike, and this is not merely a warning, or this warning is the third warning, each judge must deduct (1) point from the scorecard of the involved competitor immediately when the round is over (i.e. 10:9) the judges, shall always mark these points with the letter M (four minus point) under "Fouls" on the scorecard to indicate that the competitor has received said minus point
 - 10.1.5. If a second official minus point was given then the fighter is immediately disqualified
- 10.2. Victory on different grounds
 - 10.2.1. Decisions by the following in Light Contact and Kick Light are the same as in all other disciplines
 - 10.2.1.1. DOD (Disqualification due to Obvious Domination)
 - 10.2.1.2. SUR (Surrender)
 - 10.2.1.3. RSC (Referee Stopped Contest)
 - 10.2.1.4. NC (No Contest)
 - 10.2.1.5. WO (Walk Over)
- 10.3. Centre referee hand signals for warnings
 - 10.3.1. The centre referee must tell the time keeper to "stop time" to inform the offending competitor why they are being warned
 - 10.3.2. The referee will show the competitor the warning, hand signals and then whip their fingers and "no"

- 10.3.2.1. Contact two Strong - Punch the palm.
- 10.3.2.2. Striking an illegal area - show the illegal area
- 10.3.2.3. Blind - turn the body and strike a punch or kick
- 10.3.2.4. Holding or grappling - hold your arm and pull
- 10.3.2.5. Turning the body or running away - similar
- 10.3.2.6. Speaking during the fight - fingers and thumb open and close