

WKUWORLD RULES
Under the Registration of GCO



WKUWORLD POINT FIGHTING RULES

****THE EIGHT STARS OF WKU****

Concentration

Discipline

Courage

Loyalty

Control

Fighting Spirit

Strength

Respect

Contents

1. Competitor's Uniform
2. Duration of a Bout
3. Start of the Bout
4. Awarding Points
5. End of Competition
6. What is a Point?
7. Techniques
 - 7.1 Legal Techniques
 - 7.2 Illegal Techniques
8. Referee's Responsibilities
9. Referee Scoring
 - 9.1 Points Awarding
 - 9.2 Out of Bounds/ Exit Rule
 - 9.3 Referee Hand Signals
 - 9.4 Centre Referee Hand Signals for Warnings
 - 9.5 Warning Points
10. Weight Categories
11. Team Competition
 - 11.1 General Rules
 - 11.2 Team Weight
 - 11.3 Team Scoring and Time

1. COMPETITOR'S UNIFORM

- 1.1. The competitors must be wearing a clean and proper uniform.
- 1.2. The competitor's top must have sleeves covering at least to the mid area of the upper arm but can reach the elbow or wrist.
- 1.3. The competitor's pants must extend to the feet, no zipper fasteners, pockets or buttons are allowed.
- 1.4. Traditional uniforms are permitted.
- 1.5. The waistline must always be visible, even if the competitor chooses not to wear their belt. Ideally there should be a different coloured top and bottom. If the waistline is difficult to identify, the Centre Referee may instruct the competitor to use a belt.
- 1.6. In the absence of a belt, the uniform top needs to be tucked into the pants.
- 1.7. Competitors are not allowed to wear any metal objects that may cause injury to their opponent; piercing, chains, watches or earrings are not allowed.
- 1.8. Badges of the respective club, associations or sponsor along with their names and slogans are permitted if they do not offend public decency.
- 1.9. Headbands, hairnets, durags and scarves are optional.
- 1.10. Long hair must be tied back with an elastic band. Hair grips are not allowed.
- 1.11. Fingers and toenails must be trimmed and clean.

2. DURATION OF THE MATCH

- 2.1. Elimination rounds in all divisions are one (1) round with two (2) minute duration.
- 2.2. Final rounds in all divisions are two (2) rounds with two (2) minute duration for each round along with a one (1) minute break between rounds.
- 2.3. If there is a tie score at the end of the elimination or final match, there will be no break and the competition shall continue with a one (1) minute round to break the tie.
- 2.4. 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 A BOUT

- 3.1. The Centre Referee shall stand in the centre of the ring facing the scoring table.
- 3.2. Once the umpire or center referee has approved the competitors' uniform, the bout is ready to begin.
- 3.3. The centre referee shall check that the coaches are seated, that the two corner referees are in the neutral corners on opposite sides and that the scorekeeper and timekeeper are ready to start.
- 3.4. The centre referee shall ask that the competitors touch gloves and then back up to their starting positions.

- 3.5. During the bout, both corner referees are allowed to move in an L-shape opposite each other and around the fighting area to get the best possible view.
- 3.6. The centre referee shall call for the time to start and immediately order the competitors to “fight”.
- 3.7. The clock must continue to run throughout the match until the centre referee requests the timekeeper to “Stop Time” (In case the competitor needs to fix their gear or when a warning is being issued).
- 3.8. The clock shall keep running even when the Centre Referee asks the fighters to “Stop” and is awarding points.

4. Awarding Points

- 4.1. The centre referee will refer to every fighter by “Red” or “Blue” when awarding points, giving warnings and announcing the winner of the match.
- 4.2. 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.
- 4.3. All three (3) referees must respond with a hand signal quickly when the centre referee says “Stop” during the competition (refer to section: Hand Signals).
- 4.4. If there is a delay in the signals from any of the referees 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

- 5.1. The match is over only when the Centre Referee says “Stop” or “Time”.
- 5.2. The timekeeper will also throw in the bean bag close to the competitors’ feet when the time expires.
- 5.3. 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.
- 5.4. A difference of ten (10) points in the Eliminations ends the match (i.e. 0:10 /2:12).
- 5.5. The “Ten Points Difference Rule” (mentioned in 5.05) does NOT apply in the Finals.
- 5.6. 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?

- 6.1. A “point” is a martial art technique executed by a competitor in the following manner:
 - 6.1.1. Dynamically,
 - 6.1.2. with control & recoil,

- 6.1.3. with accuracy (targeting a legal area while having that area in clear vision),
- 6.1.4. with the correct attacking tool:
 - 6.1.4.1. Fist (Forefist/Front of fist only)
 - 6.1.4.2. Foot (Instep, Heel, Sole, Ball of foot)
- 6.1.5. with speed,
- 6.1.6. with balance (if a competitor is pushed, he/she can still score if executing a correct technique while losing balance), and
- 6.1.7. appropriate power according to the age and weight categories.
- 6.2. Scoring Areas:
 - 6.2.1. Entire head and face (including the face guard),
 - 6.2.2. Front and sides of the body above the waist, and
 - 6.2.3. Sweeps below the ankle.
- 6.3. Only light to moderate contact is allowed.
- 6.4. The competitor may still score if the referees feel they were thrown or pushed to the floor while executing the scoring technique.
- 6.5. Every POINT equals one (1) CLICK on the handheld clicker or electronic scoring device:
 - 6.5.1. Any hand technique scores as one (1) point,
 - 6.5.2. Foot Sweeps score as one (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 his/her balance is broken and at least three (3) parts of his/her body touches the matts.
 - 6.5.3. Kick to the body scores as one (1) point.
 - 6.5.4. Kick to the head scores as two (2) points.
 - 6.5.5. Jump Kick to the body scores as two (2) points.
 - 6.5.6. Jump Kick to the head scores as three (3) points.
- 6.6. 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 center 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 at 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:
 - 7.1.1. 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:

- 7.2.1. Hook, Uppercut, 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 Attacks 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 RESPONSIBILITIES

- 8.1. The center referee should be the most experienced referee at the mat (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.
- 8.2. Every competition involves a centre referee and two (2) corner referees at opposing corners.
- 8.3. All three (3) referees must be constantly moving throughout the competition, placing themselves in a good position to see contact from both competitors.
- 8.4. The center referee starts and stops the match, awards points, makes warning decisions, oversees the voting of the other referees, communicates clearly with the referees and timekeeper and announces the winner of each match.
- 8.5. Added powers of the centre referee:
 - 8.5.1. Match starts and ends only with his/her command (not the command of the timekeeper).
 - 8.5.2. Has the final decision on any disputes on the score.
 - 8.5.3. Has the power to issue warnings and give penalty points without a majority decision to the competitor or coach.
 - 8.5.4. Can automatically disqualify a competitor who receives four (4) warning points.
 - 8.5.5. 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-outs.
 - 8.5.6. The corner referees must stay OUTSIDE of the competing area during the competition to give space for the centre referee and competitors.
 - 8.5.7. The centre referee is not to determine the seriousness of an injury – the judgement of the injury will always lie with the doctor/physician.
 - 8.5.8. In the case of an injured competitor, the competitor, the doctor or the coach can request the centre referee to stop the bout.
 - 8.5.9. For reasons other than injuries, only the centre referee and the supervisor can stop the bout.
 - 8.5.10. The disqualification of a competitor is determined only by a majority vote of the three (3) referees.
 - 8.5.11. Once the centre referee calls for a competitor and he/she is not at the ringside and ready to compete, the “Four Minute Rule” applies.

- 8.5.12. Once the centre referee calls for a competitor that is not ready or is missing or does not have the proper equipment, the “Four Minute Rule” applies.
- 8.5.13. The “Four Minute Rule” shall be applied as per the following:
 - 8.5.13.1. After the first minute, the competitor receives the first warning.
 - 8.5.13.2. After the second minute, the competitor receives a second warning.
 - 8.5.13.3. After the third minute, the competitor receives a minus point.
 - 8.5.13.4. After the fourth minute, the competitor shall be disqualified.
- 8.5.14. In the event of a strike that dazes an opponent, the centre referee must stop the time and consult with the corner referees regarding 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.
- 8.5.15. If a competitor is injured by his/her opponent and the match is over because of that injury, the injured competitor is declared the winner. In the case of an accident, the uninjured competitor is declared the winner.
- 8.5.16. If a competitor is out of condition, the center referee will issue a warning. If a second warning for the same thing is issued, the centre referee shall stop the clock and consult the other two (2) referees. The centre referee then has the option to stop the competition with a “Referee Stopping Contest” (RSC). NOTE: This rule also applies for continuous crying in the Kids Sections.
- 8.5.17. If a competitor voluntarily steps out of bounds or is refusing to engage in the fight, the centre referee will issue a warning.
- 8.5.18. 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.
- 8.5.19. The centre referee or corner referees must check the competitors’ safety equipment from head to toe.
- 8.5.20. Competitors who don’t allow the center referee to check their equipment will be disqualified.
- 8.5.21. The wearing of breast or groin protection will be checked verbally.
- 8.5.22. 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:
 - 9.1.1. Points are awarded by the majority vote of all three (3) referees (at least two (2) referees must show a score).
 - 9.1.2. If the majority of the referees show a score for the same competitor but do not agree on the same technique being scored, the center referee will award the lower score.

- 9.1.2.1. Example A: If the Blue Fighter receives two (2) points from a referee and one (1) point from another referee, he will score one (1) point.
- 9.1.2.2. Example B: If the Blue Fighter receives three (3) points from a referee and two (2) points from another referee, he will score two (2) points.
- 9.1.2.3. Example C: If the Blue Fighter receives three (3) points from a referee and two (2) points from the second referee and one (1) point from the third referee, he will score two (2) points.
- 9.1.2.4. 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.
- 9.1.2.5. A competitor cannot receive a warning and still score a point on the same call. A warning overrules a point.
- 9.1.2.6. 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 zero (0) points.
- 9.1.2.7. 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 (1) point for a punch and the Blue Fighter a warning for excessive or late contact).

9.2. Out of Bounds / Exit Rule

- 9.2.1. "Out of Bounds" is when the entire foot is outside of the competition area.
- 9.2.2. The attacking competitor can score if the defender is out of bounds if he/she scores prior to the centre referee calling "Stop".

9.3. Referee Hand Signals

- 9.3.1. Yes, I saw the points. Raise the hand and show the # of points.
- 9.3.2. No, I did not see contact. Both hands crossed in front of the face.
- 9.3.3. No score. Both hands crossed in front of the legs.
- 9.3.4. A competitor stepped out of bounds. Point to the area line and swing the arm.
- 9.3.5. Both competitors scored (clash). Raise both hands and show all points.
- 9.3.6. Illegal technique. Raise the arm and circle the hand.

9.4. Centre Referee Hand Signals for Warning:

- 9.4.1. The centre referee must tell the timekeeper to "Stop the Time" to inform the offending competitor why they are being warned. Then, the centre referee will show him/her a warning hand signal and then whip their finger and say "No".

- 9.4.1.1. Contact is too strong. Punch the palm.
- 9.4.1.2. Striking in an illegal area Shows the illegal area.
- 9.4.1.3. Blind scoring Turn the body and strike a punch or kick.
- 9.4.1.4. Holding or Grappling Hold your own arm and pull.
- 9.4.1.5. Turning the body or run away Similar
- 9.4.1.6. Speaking during the fight Fingers and thumb open and close.

9.5. Warning Points:

- 9.5.1. All violations to the rules, depending on how serious they are, may result in a warning or disqualification.
- 9.5.2. Warnings from unsportsmanlike conduct from coaches, improper safety equipment, illegal techniques, stepping out of bounds, etc. are all accumulated in the competitor score.
- 9.5.3. Warnings will be carried on during the entire match.
- 9.5.4. Only in Team Competition do the warnings not carry over to the next match.
- 9.5.5. If the centre referee deems that the first violation of a rule 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 after “Stop” is called or excessive contact).
- 9.5.6. Only one warning is allowed for breaking the rules before a warning point is deducted.
- 9.5.7. After the first warning is given, a warning point is deducted for every rule’s violation.

10. WEIGHT CATEGORIES

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

+50 kg	+50 kg		
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Juniors Female 15-17 yrs.	Juniors Male 15-17 yrs.	Adults Female 18-34 yrs.	Adults Male 18-34 yrs.
-50 kg	-55 kg	-50 kg	-60 kg
-55 kg	-60 kg	-55 kg	-65 kg
-60 kg	-65 kg	-60 kg	-70 kg
-65 kg	-70 kg	-65 kg	-75 kg
+65 kg	-75 kg	-70 kg	-80 kg
	-75 kg	+70 kg	-85 kg
	-80 kg		-90 kg
	-85 kg		-95 kg
	+85 kg		+95 kg

Veterans Female 35-44 yrs.	Veterans Male 35-44 yrs	Executives Female 45-54 yrs.	Executives Male 45-54 yrs.	Seniors Female 55+ yrs	Seniors Male 55+ yrs.
-65 kg	-75 kg	-70 kg	-75 kg		
-70 kg	-85 kg	+70 kg	-85 kg		
+70 kg	+85 kg		+85 kg		

11. TEAM COMPETITION

11.1. General Rules:

- 11.1.1. Female Teams (Kids/Teens/Juniors/Adults) consist of three (3) competitors.
- 11.1.2. Male Teams (Juniors/Adults) consist of five (5+1) competitors.
- 11.1.3. NOTE: Kids & Teen Teams MALE only consist of three (3) competitors.
- 11.1.4. 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.

- 11.2. The center referee will toss a coin between the two (2) 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.

- 11.3. The consecutive fighters will be sent out on alternate turns thereafter.
- 11.4. After the first match, the Team Coaches must take turns sending out their next competitors.
- 11.5. Team Weight Classes:

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

NOTE: Team Coaches do not have to follow a specific order when sending out the Kids and Teens Competitors but the responding coach needs to match the same weight.

- 11.6. Team Scoring and Duration of the Bout
 - 11.6.1. Each team member will fight one (1) round with a two (2) minutes duration.
 - 11.6.2. All warnings are for the individual match only and will not be carried over to the next match.
 - 11.6.3. The winning team will be decided by the number of bouts won (i.e. for teams of three (3) – two (2) bouts will result in the Team WIN. For teams of five (5) – 3 bouts won will result in the Team WIN).