

WKUWORLD RULES
Under the Registration of GCO



WKUWORLD FORMS RULES

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

Concentration

Discipline

Courage

Loyalty

Control

Fighting Spirit

Strength

Respect

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1. COMPETITOR RESPONSIBILITIES

- 1.1. It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. Competitors must be dressed in clean and proper uniform.
- 1.2. All competitors must have in their possession their ID badge on a lanyard at all times to enter access to the venue and competition area when called on by the centre judge. It also shows proof of who you are and the divisions you are registered to compete in.
- 1.3. Any loose jewelry may not be worn by forms and weapons competitors.
- 1.4. Three (3) calls will be made for competition at ringside. If the competitor is not at their ring and ready to compete when competition begins, they will not be able to compete.
- 1.5. If a competitor leaves the ring after the competition begins and is not present when their name is called to compete, they will be called three (3) times at ringside. If they are still not present to compete, they will be disqualified.
- 1.6. If a competitor feels that a Judge should be removed from a form or weapons division for good reason, they must request it before the division begins. They must ask the centre referee or Lori Stanley in a proper and sportsmanlike manner.
- 1.7. A referee will not be allowed to judge a family member.

2. TIME LIMIT

- 2.1. Each form or weapons routine must be three (3) minutes in duration or less.
- 2.2. The time starts when the competitor enters the ring. The time stops at the completion of the form.
- 2.3. If a competitor exceeds the three (3) minutes, they will be disqualified.

3. WEAPONS AND SAFETY

- 3.1. If a competitor recklessly or carelessly misuses their weapon, they may be penalized or disqualified.
- 3.2. A competitor who unintentionally drops their weapon will be automatically disqualified.
- 3.3. If a competitor's weapon breaks or comes apart, they will automatically be disqualified.
- 3.4. The centre judge may inspect the weapons before the division starts and has the right to disqualify weapons or enforce a replacement.
- 3.5. If a competitor drops their weapon in the eliminations they are not allowed to advance to the finals even if there are less than four (4) competitors.
- 3.6. If a competitor drops their weapon in the finals they will automatically receive the lowest score and bronze medal. In the case of only two (2) competitors they will receive second place and a silver medal.

4. MUSIC

- 4.1. No lyrics. Words to any song are not allowed.
- 4.2. If a competitor uses lyrics in their music, they will receive a 0.50 point deduction from their final score. If the music has strong profanity or racial comments, the competitor will be disqualified.
- 4.3. All music must be on MP3 or phone only. Assistant will set the volume on high and push play.

5. STARTING A FORM OVER:

- 5.1. If a competitor in the eliminations has a memory lapse or forgets their form they may ask and start again. But they will be given the lowest score possible (1) from all judges and cannot advance to the final.
- 5.2. If a competitor in the finals has a memory lapse or forgets their form, they may not start again and receive the lowest score possible (6) from all judges. If two (2) or more forget their forms in the finals, they must perform their forms again but will be the two (2) lowest scores in the Finals.
- 5.3. If the music system malfunctions or anyone mistakenly steps across the competition area, the competitor may start their form over with no penalties or deductions

6. SCORING

- 6.1. Judges will be looking at basic techniques which include stances, punches, blocks, kicks executed with balance, strength and focus.
- 6.2. Five (5) judges will be used in all Forms and Weapons divisions.
- 6.3. Scoring is set from 1 to 10. Judges will use one number to score. The 9.9 is implied.
- 6.4. A scoring range of 1 to 9 will be used in the eliminations.
- 6.5. A scoring range of 1 to 10 will be used in the finals.
- 6.6. The highest and lowest scores from the judges will be dropped and the remaining three (3) scores will be added for the competitor's score.
- 6.7. In case of a tie score in the freestyle and weapons divisions, the competitors have the option of performing their original form or a new one to break the tie.
- 6.8. In case of a tie score in the Hard Style, Korean, Soft Style, Japanese/Okinawan and Traditional Karate, the competitors must perform a different form from the previous one.
- 6.9. In case of a tie, the judges will point, using a hand signal, to the competitor who they thought was better. Three (3) out of five (5) judges determine the winner.
- 6.10. In all divisions, four (4) competitors may advance to the Finals.
- 6.11. Current world Champion ranked medalists will be seeded accordingly.
- 6.12. Current world ranked gold medalists will go last in the eliminations.

- 6.13. A current world ranked medalist who moves up a division by age does not carry their seed.
- 6.14. In the finals, the competitors will be seeded according to their score in the eliminations. The highest score will go last in the finals.
- 6.15. If a Forms competitor advances to the finals, they have the option to compete with the same or different form in that particular discipline.
- 6.16. If a Weapons competitor advances to the finals, they have the option to compete with the same or different weapon in that particular discipline.

7. PROTEST

- 7.1. The scoring of the judges is final.
- 7.2. Protests against the decisions of a judge can only be accepted in the event that the competition rules have not been correctly applied.
- 7.3. A judge's verdict given at the conclusion of any division shall be binding and may be altered only in the event that the centre judge and supervisor deem that one of the following circumstances has occurred:
 - 7.3.1. A conspiracy has taken place or an illegal agreement has been entered into affecting the result of the match,
 - 7.3.2. The addition of the scorecards is faulty; one judge mixed up the corners, resulting in the victory being given to the wrong competitor,
 - 7.3.3. A clear violation of the rules and regulations directly affecting the outcome of the match has been perpetrated.
- 7.4. Protests shall be directed to the centre judge and shall state the reason in a proper manner for the complaint along with any supporting evidence that a wrong decision has been made (video will not be accepted). The protest must be accompanied by a processing fee of one hundred (100) Euros. The fee will be returned if the protest is found to be valid.
- 7.5. The protest fee will be transferred to the account of the training of future referees.
- 7.6. The centre judge will decide on the protest after hearing evidence from the protesting side and the judges concerned (video will not be accepted). His/her decision is final.
- 7.7. Decisions of the official doctor can be subject to protests if a second doctor is present at the event. The second doctor will make a decision about the protest.

8. MEDICAL EXAMINATION

- 8.1. All competitors must present a medical check no older than 12 months before the day of competition undersigned by a physician. Otherwise, a competitor must undergo a medical check by the doctor present, who is designated by the promoter of the tournament. Whenever there are male and female participants, the medical examinations must be held in separate rooms or, in case of availability of one room only, during different times.

- 8.2. If a competitor does not have in their possession his or her fight book with the annual License Stamp at the time of the physical examination and the weigh-in, he or she shall not be permitted to complete.

9. AGE CRITERIA

- 9.1. The age of a competitor is on June 30th of the current competition year and is their legal competition age for that year.
- 9.2. Males and females are in separate divisions except for Team Forms.
- 9.3. Only Veterans, Executives and Seniors are allowed to drop down into different age divisions more than one time.
- 9.4. No one is allowed to move up a division.

10. DIVISIONS BY AGE

- 10.1. Kids: 12 years old
- 10.2. Juniors: 13-14 years old
- 10.3. Teens: 15-17 years old
- 10.4. Adults: 18-34 years old
- 10.5. Veterans: 35-44 years old
- 10.6. Executives: 45-54 years old
- 10.7. Seniors: 55 years and older

11. DIVISIONS FOR AGE GROUPS

- 11.1. Divisions for Kids, Juniors, Teens and Adults are as follows (males and females are in separate divisions except for Team Forms):
 - 11.1.1. Hard Style
 - 11.1.2. Karate Traditional Style
 - 11.1.3. Soft Style
 - 11.1.4. Free Style
 - 11.1.5. Weapons with Music
 - 11.1.6. Weapons No Music
 - 11.1.7. Karate Weapons
 - 11.1.8. Hard Style and Traditional Team Forms
 - 11.1.9. Freestyle Team Forms
- 11.2. Divisions for Veterans (males and females are in separate divisions):
 - 11.2.1. Veterans Karate Traditional
 - 11.2.2. Veterans Hard/Soft Style
 - 11.2.3. Karate Weapons
 - 11.2.4. Weapons No Music
 - 11.2.5. Veterans With Music

- 11.3. Divisions for Executives and Seniors (males and females are in separate divisions):
 - 11.3.1. Executive Traditional
 - 11.3.2. Executive Hard/Soft Style
 - 11.3.3. Traditional Karate Weapons
 - 11.3.4. Weapons No Music

12. HARD STYLE

- 12.1. Hard Style forms must use traditional moves only. Any altered or added moves are acceptable if added moves are traditional. A Korean or Japanese/Okinawan form with high kicks is acceptable. A Free Style form is not acceptable (no machine-gun kicking etc.). A traditional gi or doe boke must be worn, no use of weapons, no music is allowed.

13. KOREAN STYLE

- 13.1. Korean Style forms must use traditional moves only. This is a Tae Kwon Do and Tang Soo Do Division. Any altered or added moves are acceptable if added moves are traditional. Kicking above the head is acceptable. Only 7 kiais are allowed. A Free Style form is not allowed. A traditional doe boke or gi must be worn. No use of music or weapons is allowed.

14. JAPANESE/OKINAWAN STYLE (KARATE KATA)

- 14.1. Traditional unaltered forms from the Japanese/Okinawan Systems (Examples: Shotokan, Shita ryu, Wado ryu, Isshinryu, Goju, Shorin ryu, Shorei ryu etc.). A traditional form/kata from the Japanese/Okinawan Styles is acceptable. No more than 6 kiais are allowed. Kicks must be no higher than the top of his/her head. The form/kata can not be altered; however, timing and execution of various traditional skills may slightly differ depending on the style of Karate. A traditional white, black or combination of white or black (solid color only) gi must be worn (Example: White top with black pants). No music or weapons is allowed.

15. CHINESE STYLE (SOFT STYLE)

- 15.1. Chinese Style is for Kung fu and Wushu Forms only. Gymnastic type moves are permissible, provided that they are within the style. Added or altered forms are acceptable if moves are traditional to Chinese Styles. A Chinese uniform must be worn. No use of music or weapons is allowed.

16. FREE STYLE

- 16.1. Music must be used. No lyrics (words) are permitted in the music. No dance moves, or theatrical costumes are allowed. The use of stage props such as lasers, smoke, fire, or dry ice is not allowed. All martial arts, tricking skills 540's, 720's etc. and tumbling are acceptable (Tumbling is limited to 5 skills only). Splits, Kip-Ups, Flash Kicks, Gainers, Jackknives, Aerial Cartwheels are not considered tumbling but kicking. Two-footed Landings, Standing Tucks, Roundoffs, Sideswipes are considered tumbling. For scoring, judges take into account: showmanship and speed of the techniques, degree of difficulty, basic techniques, balance, strength and focus.

17. WEAPONS WITH MUSIC

- 17.1. Music must be used. No lyrics (words) allowed in music. Use of the weapon is mandatory. The use of stage props such as lasers, smoke, fire or dry ice is not allowed. No dance moves or theatrical costumes are allowed. All tumbling and tricking techniques are limited to five (5) skills only. All weapons must be safe and clean and recognized within the martial arts. The judges have the right to inspect weapons prior to the start of the division. No magnetic weapons allowed.

18. WEAPONS NO MUSIC

- 18.1. Use of weapons is mandatory. Super light weapons are acceptable. The Weapons form can be Traditional or Freestyle. The contestant may do Wrist Rolls, Palm Rolls and Release moves. The weapon may go around the body and neck. Butterflies, Illusions, Splits and Kip-Ups are allowed. There is no tumbling allowed. No dance moves or theatrical costumes are allowed. A go or doe bike must be worn. All weapons must be safe and clean and recognized within the martial arts. The judges have the right to inspect weapons prior to the start of the division. No magnetic weapon allowed.

19. TRADITIONAL KARATE WEAPONS

- 19.1. Traditional Karate Weapons forms from the Japanese/Okinawan styles. Forms/Kata must have traditional skills such as strikes, blocking skills etc. No Wrist Rolls, Palm Rolls, or Tosses. A white, black or combination of white and black Karate uniform must be worn (see Karate Traditional Rule). Hakimas are allowed. No music is allowed. Competitors must use non-tapered bo's. Kid's bos can be ¾ inch/1.095 cm in diameter. Junior's bos can be 1 inch/2.54 cm in diameter, 1 inch/2.54 cm in diameter minimum. Weapons will be checked. Handles for Kamas should be thick handles. Sais, Swords can not be aluminum. ABSOLUTELY NO ULTRA LIGHT WEAPONS ALLOWED. Only 6 kiais allowed in form.

20. VETERANS/EXECUTIVES KARATE TRADITIONAL

20.1. Traditional forms must be using traditional moves based on Korean, Japanese/Okinawan or Chinese styles. A Freestyle form is not permitted. High kicks are acceptable and forms may be altered as long as they resemble the styles listed. No tumbling, tricking, weapons, music or Freestyle skills allowed. A traditional uniform must be worn (Korean, Japanese, Chinese).

21. VETERANS WITH MUSIC

21.1. Veteran/Executive

22. VETERANS WEAPONS WITH MUSIC

22.1. See Weapons with Music.

23. HARD STYLE AND TRADITIONAL TEAM FORMS

23.1. Hard Style and Traditional Team forms must use traditional moves based on Korean, Japanese/Okinawan, or Chinese styles only (Wushu should enter FreeStyle). A Free Style form is not acceptable. High kicks are acceptable. No music or weapons are allowed.

24. FREESTYLE TEAM FORMS

24.1. The FreeStyle Team forms include the Open with Music, Wushu and Weapons Divisions. This is a synchronized FreeStyle division. Synchronization is important. The use of stage props are not allowed (lasers, smoke, fire, dry ice, costumes or dance moves). Tumbling is allowed.

25. ITF (TRADITIONAL TAE KWON DO) (MISSING from the body of this chapter)

26. KENPO KARATE: IKKA

26.1. Black uniform, only WKU National Team Logo on the uniform top & nothing on pants. No shirt allowed under the uniform top (males) and only black or white sports bra, sleeveless or sleeved "T" under the uniform top (females). No jewelry is allowed. High kicks are only allowed in forms that traditionally have them. Traditional, unaltered, official IKKA and Kajukenbo, Polynesian forms only.

Discipline	Gender	Category	Acronym
All-Style	Male	Panda	ASMP
All-Style	Female	Panda	ASFP
Free Style	Male	Kids (-12)	FSMK
Hard Style	Male	Kids (-12)	HSMK
Soft Style	Male	Kids (-12)	SSMK
Weapons No Music	Male	Kids (-12)	WNMK
Weapons with Music	Male	Kids (-12)	WMMK
Korean Style	Male	Kids (-12)	KSMK
Karate Traditional	Male	Kids (-12)	KTMK
Karate Weapons	Male	Kids (-12)	KWMK
Kenpo	Male	Kids (-12)	KPMK
Free Style	Female	Kids (-12)	FSFK
Hard Style	Female	Kids (-12)	FSFK
Soft Style	Female	Kids (-12)	SSFK
Weapons No Music	Female	Kids (-12)	WMFK
Weapons with Music	Female	Kids (-12)	WMFK
Korean Style	Female	Kids (-12)	KSFK
Karate Traditional	Female	Kids (-12)	KTFK
Karate Weapons	Female	Kids (-12)	KWFK
Kenpo	Female	Kids (-12)	KPFK
Free Style	Male	Juniors (13-14)	FSMJ
Hard Style	Male	Juniors (13-14)	HSMJ
Soft Style	Male	Juniors (13-14)	SSMJ
Weapons No Music	Male	Juniors (13-14)	WNMJ
Weapons with Music	Male	Juniors (13-14)	WMMJ
Korean Style	Male	Juniors (13-14)	KSMJ
Karate Traditional	Male	Juniors (13-14)	KTMJ
Karate Weapons	Male	Juniors (13-14)	KWMJ
Kenpo	Male	Juniors (13-14)	KPMJ
Free Style	Female	Juniors (13-14)	FSFJ
Hard Style	Female	Juniors (13-14)	HSFJ
Soft Style	Female	Juniors (13-14)	SSFJ
Weapons No Music	Female	Juniors (13-14)	WNFJ
Weapons with Music	Female	Juniors (13-14)	WMFJ
Korean Style	Female	Juniors (13-14)	KSFJ
Karate Traditional	Female	Juniors (13-14)	KWFJ
Kenpo	Female	Juniors (13-14)	KPFJ

Free Style	Male	Teens (15-17)	FSMT
Hard Style	Male	Teens (15-17)	HSMT
Soft Style	Male	Teens (15-17)	SSMT
Weapons No Music	Male	Teens (15-17)	WNMT
Weapons with Music	Male	Teens (15-17)	WWMT
Korean Style	Male	Teens (15-17)	KSMT
Karate Traditional	Male	Teens (15-17)	KTMT
Karate Weapons	Male	Teens (15-17)	KWMT
Kenpo	Male	Teens (15-17)	KPMT
Free Style	Female	Teens (15-17)	FSFT
Hard Style	Female	Teens (15-17)	HSFT
Soft Style	Female	Teens (15-17)	SSFT
Weapons No Music	Female	Teens (15-17)	WNFT
Weapons with Music	Female	Teens (15-17)	WMFT
Korean Style	Female	Teens (15-17)	KSFT
Karate Traditional	Female	Teens (15-17)	KTFT
Karate Weapons	Female	Teens (15-17)	KWFT
Kenpo	Female	Teens (15-17)	KPFT
Free Style	Male	Adults (+18)	FSMA
Hard Style	Male	Adults (+18)	HSMA
Soft Style	Male	Adults (+18)	SSMA
Weapons No Music	Male	Adults (+18)	WNMA
Weapons with Music	Male	Adults (+18)	WMMA
Korean Style	Male	Adults (+18)	KSMA
Karate Traditional	Male	Adults (+18)	KTMA
Karate Weapons	Male	Adults (+18)	KWMA
Kenpo	Male	Adults (+18)	KPMA
Free Style	Female	Adults (+18)	FSFA
Hard Style	Female	Adults (+18)	HSFA
Soft Style	Female	Adults (+18)	SSFA
Weapons No Music	Female	Adults (+18)	WNFA
Weapons with Music	Female	Adults (+18)	WMFA
Korean Style	Female	Adults (+18)	KSFA
Karate Traditional	Female	Adults (+18)	KTFA
Karate Weapons	Female	Adults (+18)	KWFA
Kenpo	Female	Adults (+18)	KPFA
Free Style	Male	Veterans (+35)	FSMV
Karate Traditional	Male	Veterans (+35)	KTMV
Karate Weapons	Male	Veterans (+35)	KWMV
Weapons No Music	Male	Veterans (+35)	WNMV

Weapons with Music	Male	Veterans (+35)	WMMV
Traditional Style	Male	Veterans (+35)	TSMV
Free Style	Female	Veterans (+35)	FSFV
Karate Traditional	Female	Veterans (+35)	KTFV
Karate Weapons	Female	Veterans (+35)	KWFFV
Weapons No Music	Female	Veterans (+35)	WNFV
Weapons with Music	Female	Veterans (+35)	WMFV
Traditional Style	Female	Veterans (+35)	TSFV
Karate Traditional	Male	Executives (+45)	KTME
Karate Weapons	Male	Executives (+45)	KWME
Weapons No Music	Male	Executives (+45)	WNME
Traditional Style	Male	Executives (+45)	TSME
Karate Style	Female	Executives (+45)	KSFE
Karate Weapons	Female	Executives (+45)	KWFE
Weapons No Music	Female	Executives (+45)	WNFE
Traditional Style	Female	Executives (+45)	TSFE
Karate Traditional	Male	Senior (+55)	KTMS
Karate Weapons	Male	Senior (+55)	KWMS
Weapons No Music	Male	Senior (+55)	WNMS
Traditional Style	Male	Senior (+55)	TSMS
Karate Traditional	Female	Senior (+55)	KTFS
Karate Weapons	Female	Senior (+55)	KWFS
Weapons No Music	Female	Senior (+55)	WNFS
Traditional Style	Female	Senior (+55)	TSFS