

*WAY OF ORIENTMARTIAL ARTS ACEDEMY
AND THE
HAPKIDO/TAE KWON DO MU-SA SOCIETY
PRESENTS*

**VENTURA CHALLENGE
INVITATIONAL OPEN
CHAMPIONSHIPS**

RULES, REGULATIONS, and DIVISIONS

The following Rules and Regulations covers the division breaks and the contests listed below:

- Self Defense***
- Forms***
- Weapon Forms***
- Point Sparring***
- "Sumo" Grappling***
- Continuous Sparring***
- Freestyle Sparring***

Divisions and rankings shall be broken down in the following manner:

Beginner	Intermediate	Advanced	Black Belt
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We understand that each school uses different ranking systems. Please place your student in the appropriate category when signing up for the competition. Way of Orient Martial Arts Academy uses the Korean standard *10 Gup* ranking system. Here is how our school would rank a student for competition:

Remember- your belt color may vary- list competitor by experience.

Beginner	Intermediate	Advanced	Black Belt
Wht / Ylw / Prpl	Org / Grn / Blue	Brn / 2 nd Brn/ Red / 2 nd Red	1 st Dan and up
Gup: 10, 9, 8	Gup: 7, 6, 5	Gup: 4, 3, 2, 1	Dan: 1 st & up

Beginner is defined as having 0-9 months experience.

Intermediate- 10-24 months

Advanced- 2-4 years (under belt only- No Black Belts in Advanced)

Black Belt- 1st Dan and up

There is a special exception for the *Sumo Grappling division*. If the competitor holds rank in a striking system like Tae Kwon Do, but has less experience in grappling, he may list himself in different divisions. For example, the student has a Brown Belt in TKD, but has only been grappling for 3 months. He would be listed as an *Advanced* division fighter in *Point Sparring* or *Continuous Sparring*- but a *Beginner* for the *Sumo division*. If, however, the same student signed up for *Freestyle Sparring*, he would register as an *Advanced* competitor. Even though he has little grappling experience, his striking experience would put him in the higher category.

Self Defense

This division is open to all students age 5 and up- all ranks. This is a non-combat competition.

RULES

- ❑ Competitors shall perform a choreographed self-defense or combat routine.
- ❑ The routine shall not exceed 2 minutes in length.
- ❑ One or Two members of a team may compete. For example: Fighter-A and Fighter-B are doing a routine together. A and B may choose to take their points together, or may do two different routines where they will be scored separately. In the event that there are more than 2 people in routine, only one may score points. For example: Fighter-A has Fighters B, C, and D as his assistants. Only A will be given points. This is to insure that there are enough awards to go around for all competitors.
- ❑ Routines may include all manner of striking, throwing, grappling, submissions, choking, and weapons play to demonstrate self defense techniques from their own particular styles.
- ❑ Trainer weapons may be used in a routine, but said weapons are subject to inspection by the judges and the tournament directors for safety. If a weapon is deemed unsafe, it may not be used. Weapons may not be used to strike the floor. Weapons may not be thrown either at or away from a competitor.
- ❑ Judging is by a panel of 3 or 5 Advanced or Black Belt judges.

- ❑ Points are awarded from 6 to 10 in both full and ½ points as seen fit by the judges.
- ❑ Points are awarded in secret to the score-keeper and not presented openly. Score sheets will be available for review 72 hours after the competition.
- ❑ All medals and awards shall be presented immediately after all competitors in a division have completed their routines.
- ❑ Be sure to make the routine high-energy and exciting. Higher points will be awarded to the more explosive routine.

Forms

This division is open to all competitors of all ranks, ages 5 and up. This is a non-combat division.

RULES

- ❑ Rank or mandatory forms of any style are allowed in this division.
- ❑ Customized "Demonstration" forms of any style are allowed in this division.
- ❑ Weapons and/or musical forms are not allowed.
- ❑ Routines have a 2-minute time limit.
- ❑ Judging is by a panel of 3 or 5 Advanced or Black Belt judges.
- ❑ Points are awarded from 6 to 10 in both full and ½ points as seen fit by the judges.
- ❑ Points are awarded in secret to the score-keeper and not presented openly. Score sheets will be available for review 72 hours after the competition.
- ❑ All medals and awards shall be presented immediately after all competitors in a division have completed their routines.
- ❑ Be sure to make the routine high-energy and exciting. Higher points will be awarded to the more explosive routine.

Weapon Forms

This division is open to all competitors of all ranks, ages 5 and up. This is a non-combat division.

RULES

- ❑ Rank or mandatory forms of any style are allowed in this division.
- ❑ Customized "Demonstration" forms of any style are allowed in this division.
- ❑ Trainer weapons and live weapons may be used in a routine, but said weapons are subject to inspection by the judges and the tournament directors for safety. Any live, edged weapon must be dulled and tip rounded, or otherwise have its edge and tip covered in a safe manner. If a weapon is deemed unsafe, it may not be used. Weapons may not be used to strike the floor. Weapons may not be thrown either at or away from a competitor.
- ❑ Musical forms are not allowed.
- ❑ Routines have a 2-minute time limit.
- ❑ Judging is by a panel of 3 or 5 Advanced or Black Belt judges.
- ❑ Points are awarded from 6 to 10 in both full and ½ points as seen fit by the judges.
- ❑ Points are awarded in secret to the score-keeper and not presented openly. Score sheets will be available for review 72 hours after the competition.
- ❑ All medals and awards shall be presented immediately after all competitors in a division have completed their routines.
- ❑ Be sure to make the routine high-energy and exciting. Higher points will be awarded to the more explosive routine.

Point Sparring

This division is for all fighters age 5 and up- all ranks can compete. This is a combat competition.

Rules

- All fighters must have **all** mandatory fight gear to enter the ring.

Mandatory gear:

Footpads

Hand Pads

Mouth Guard

Groin Protector (*boys only- though highly recommended for girls too*)

Head Gear (*face protection highly recommended*)

Complete Uniform- not just T-shirt, sweats, shorts, etc.

Suggested or allowed gear:

Shin Guard

Knee Pad

Forearm pad

Elbow Pad

Chest Protector (*recommended for girls 12 and older*)

Face Protection attached to Head Gear (*face strikes are allowed*)

- Each fight is 2 minutes, with a 1-minute tie-breaking round if needed. If we still have a tie after the additional minute, a First-Point Sudden Death round will be fought in 30-second increments.
- The fight ring is 5X6 meters. A fighter must remain inbounds to score. If a fighter is out of bounds and strikes- no point. If a legal fighter hits and out-of-bounds fighter- point awarded.
- Excessive out-of-bounds warnings may result in a 1 point deduction.
- Strike Zones- Points:
 - Head- front (face) and side
 - Upper Body- front and side

Strike Zones- Legal/No Point

Arms

Shoulders

Upper Back

Strike Zones- Illegal:

Back of Head

Neck

Lower Back (kidney area)

Below Belt

- Contact Levels:
 - Body- Medium
 - Head- Light- Minimal Penetration

- Points:
 - Scoring
 - Hand strikes- Body: 1 Point
 - Hand Strikes- Head: 1 Point
 - Kicks- Body: 1 Point
 - Kicks- Head: 1 Point
 - Spin Kicks- Head: 2 points

Maximum 5 points to win or most points at the end of the fight.

- Judging:
 - Points shall be awarded by 3 Judges:
 - Center Judge (Referee)
 - 2 Corner Judges

The Center Judge shall control the ring and call for all points. Side judges use their flags to indicate points.

- Penalties:
 - All the penalties listed below may result in a loss of points or possible disqualification-
 - Unsportsmanlike conduct
 - Excessive contact
 - Avoiding combat
 - Repeated running out of bounds
 - Ignoring referee's or judge's commands
 - Arguing with referee or judge
 - Side coaching
 - Coaches and/or spectators arguing with referee or judge
 - Coaches and /or spectators interfering with match

The referee has final say in all decisions made in the ring and may deduct points or disqualify for any reason.

"Sumo" Grappling

This division is for fighters ages 5 to 12 of all ranks. This is a combat division.

Rules

- All fighters must have **all** mandatory fight gear to enter the ring.

Mandatory gear:

Mouth Guard

Groin Protector (*boys only- though highly recommended for girls too*)

Uniform (this is NOT a No-Gi competition)

No other gear is allowed in this division.

- ❑ Each fight is 3 minutes, with a 1-minute tie-breaking round if needed. If we still have a tie after the additional minute, a First-Point Sudden Death round will be fought in 30-second increments.
- ❑ The fight ring is 4X4 meters. A fighter must remain inbounds to score. Going out of bounds will result in a point going to your opponent.
- ❑ The fight starts with both opponents in a 4-point stance (balls of both feet/ knuckles of both hands down on the mat)
- ❑ The Center Referee will call for start
- ❑ Both opponents will then close on each other and must stay on their feet or lose a point. Once the match starts, the only part of the body touching the floor should be the bottoms of the feet.
- ❑ Fighters may grab their opponent's belt (around the waist only, not the ends), uniform, upper body, arms and shoulders, hips, and legs in order to throw, sweep, or push their opponent.
- ❑ There are no strikes allowed in this division. All points are scored by throwing, sweeping, and pushing out of bounds only.
- ❑ Legal take-down/throw techniques:
 - Grabbing:
 - Uniforms
 - Belts (around the waist only)
 - Shoulders
 - Arms- between elbow and shoulder
 - Hips
 - Legs- between knee and hip
 - Throws/Sweeps:
 - All throws are allowed against the front and side of the hips.
 - All throws are allowed against the back, inside, and outside of the leg.
 - Throws are allowed against the back of the knee.
 - Sweeps are allowed against the back of the leg.
 - Sweeps must be the *hook-and-pull* type as opposed to the *kick/strike* type.

Single and Double-leg take-downs are allowed from hook-up. *No Shooting.*

□ Scoring

- Push out of ring: 1 Point
- Front leg sweep: 1 Point
- Throw (front or side): 1 Point

Maximum 3 points to win or most points at the end of the fight.

□ Judging:

Points shall be awarded by 1 Judge:

Center Judge (Referee)

The Center Judge shall control the ring and call all points.

□ Penalties:

All the penalties listed below may result in a loss of points or possible disqualification-

Any strikes- hand, foot, elbow, etc.

Joint-locks/standing submission

Take-down against a joint- especially elbow and knee

Any throw from the neck and/or head (unless contact to the neck is for support only)

Contact (pushing, grabbing) to the face

Grabbing a groin protector worn on the outside

Shooting

Unsportsmanlike conduct

Excessive contact

Avoiding combat

Repeated running out of bounds

Ignoring referee's or judge's commands

Arguing with referee or judge

Side coaching

Coaches and/or spectators arguing with referee or judge

Coaches and /or spectators interfering with match

The referee has final say in all decisions made in the ring and may deduct points or disqualify for any reason.

Continuous Sparring

This division is for fighters of Intermediate Rank and above, age 8 and up. This is a combat division.

Rules

- All fighters must have **all** mandatory fight gear to enter the ring.

Mandatory gear:

Footpads

Shin Pads

Hand Pads

Mouth Guard

Groin Protector (*boys only- though highly recommended for girls too*)

Head Gear (*face protection highly recommended*)

Uniform

Suggested or allowed gear:

Knee Pad

Forearm pad

Elbow Pad

Chest Protector (*recommended for girls 12 and older*)

Face Protection attached to Head Gear (*face strikes are allowed*)

- Each fight is 3 minutes, with a 1-minute tie-breaking round if needed. If we still have a tie after the additional minute, a First-Point Sudden Death round will be fought in 30-second increments.
- There will be a *Mercy Call* to stop the fight if one fighter is 11 points or more ahead of the other. However, this is up to the referee's discretion and he may allow the fight to continue if he believes that the underdog fighter is able to maintain his competitiveness.
- The fight ring is 5X6 meters. A fighter must remain inbounds to score. If a fighter is out of bounds and strikes- no point. If a legal fighter hits and out-of-bounds fighter- point awarded.
- Excessive out-of-bounds warnings may result in a 1 point deduction.
- Strike Zones- Points:
 - Head- front (face) and side
 - Upper Body- front and side
 - Legs- outer thigh (Intermediate and up)
inner thigh (Advanced and Black Belt)

Strike Zones- Legal/No Point

Arms

Shoulders

Upper Back

Strike Zones- Illegal:

Back of Head
Neck
Lower Back (kidney area)
Groin
Inner Thigh
Knees down

□ Contact Levels:

Legs- Medium
Body- Medium
Head- Light- Minimal Penetration

□ Sweeps:

Sweeps are allowed against the back of the leg.
Sweeps must be the *hook-and-pull* type as opposed to the *kick/strike* type.

□ Points:

Scoring- Strikes

Hand strikes- Body:	1 Point
Hand Strikes- Head:	1 Point
Kicks- Body:	1 Point
Kicks- Legs:	1 Point
Kicks- Head:	1 Point
Spin Kicks- Head:	2 Points

Scoring- Sweep

All Sweeps:	1 Point
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□ Judging:

Points shall be awarded by 3 Judges:

Center Judge (Referee)
2 Corner Judges

This is a continuous fight- no stop for point call.

There will be a stop call after all head strikes to ensure fighter safety.

The Center Judge shall control the ring and calls one point in the event of a tie between the 2 corner judges.

Side judges award the strike points by keeping score on tally-counters to be viewed at the end of the match.

□ Penalties:

All the penalties listed below may result in a loss of points or possible disqualification-

Choking

Head/neck cranks

Unsportsmanlike conduct

Excessive contact

Avoiding combat

Repeated running out of bounds

Ignoring referee's or judge's commands

Arguing with referee or judge

Side coaching

Coaches and/or spectators arguing with referee or judge

Coaches and /or spectators interfering with match

The referee has final say in all decisions made in the ring and may deduct points or disqualify for any reason.

Freestyle Sparring (mixed sparring)

This division is for fighters of Intermediate Rank, age 8 and up. This is a combat division.

Rules

- All fighters must have **all** mandatory fight gear to enter the ring.

Mandatory gear:

Footpads

Hand Pads

Mouth Guard

Groin Protector (*boys only- though highly recommended for girls too*)

Uniform

Suggested or allowed gear:

Shin Guard

Knee Pad

Forearm pad

Elbow Pad

Chest Protector (*recommended for girls 12 and older*)

Remember: the more pads you wear, the harder it will be to get a submission.

- Each fight is 4 minutes, with a 1-minute tie-breaking round if needed. If we still have a tie after the additional minute, a

First-Point Sudden Death round will be fought in 30-second increments.

- There will be a *Mercy Call* to stop the fight if one fighter is 11 points or more ahead of the other. However, this is up to the referee's discretion and he may allow the fight to continue if he believes that the underdog fighter is able to maintain his competitiveness.
- The fight ring is 5X6 meters. A fighter must remain inbounds to score. If a fighter is out of bounds and strikes- no point. If a legal fighter hits and out-of-bounds fighter- point awarded.
- Excessive out-of-bounds warnings may result in a 1 point deduction.
- Strike Zones- Points:
 - Upper Body- front and side
 - Legs- outer and inner thigh

Strike Zones- Legal/No Point

- Arms
- Shoulders
- Upper Back

Strike Zones- Illegal:

- Head
- Neck
- Lower Back (kidney area)
- Groin
- Knees down

- Contact Levels:
 - Body- Medium
 - Legs- Medium
- Throws:
 - Legal take-down/throw techniques:
 - Grabbing:
 - Uniforms
 - Belts
 - Shoulders
 - Arms- between elbow and shoulder
 - Hips
 - Legs- between knee and hip
 - Back of the head/neck with arm for support-
i.e. hip-throw, inside reap, etc.

Throws/Sweeps:

All throws are allowed against the front and side of the hips.

All throws are allowed against the back, inside, and outside of the leg.

Throws are allowed against the back of the knee.

Sweeps are allowed against the back of the leg.

Sweeps must be the *hook-and-pull* type as opposed to the *kick/strike* type.

Single and Double-leg take-downs are allowed from hook-up.

Shooting is allowed in this division for Single and Double-leg take-down.

Submissions:

All joint-lock submissions are against any of the following joints only: elbow, shoulder, hip, or knee.

Pressure-point submissions are allowed against all parts of the body except: head, neck, clavicle (collar-bone), spine, and groin.

The submission must end immediately when the referee calls to stop.

When being submitted- tap-out to stop the technique.

If the referee believes that you are withholding a tap and are becoming a danger to yourself, the *self-defense* rule applies and the referee will "tap" or submit for you. This rule is to ensure your safety and is not open for contradiction.

□ Points:

Scoring- Strikes

Hand strikes- Body: 1 Point

Kicks- Body: 1 Point

Kicks- Head: 1 Point

Spin Kicks- Head: 2 Points

Scoring- Take-down

Uncontrolled Take-down: 0 Points

Controlled Take-down: 1 Point

Controlled Reversal: 2 Points

Clean Take-down: 2 Points

Definitions- Uncontrolled: neither fighter clearly controlling the throw/take-down. Controlled: 1 fighter clearly controlling the throw/take-down- both fighters go to ground. Controlled Reversal: Fighter A starts throw, Fighter B reverses and clearly takes Fighter A down- both fighters go to ground. Clean: 1 fighter clearly throws/take-down opponent and remains on his feet.

Grappling for submission has a 45 second time limit. A separate "grappling clock" will start when the referee calls "Wah-Ki!". The clock will stop either when the fighters both come out of grapple and continue to fight standing, or at the end of 45 seconds. If the grappling time expires, the main clock will be stopped and both fighters stood up to continue from standing positions.

Scoring- Submission

All legal submissions: 1 point

□ Judging:

Points shall be awarded by 3 Judges:

Center Judge (Referee)

2 Corner Judges

This is a continuous fight- no stop for point call.

There will be a stop call after all head strikes and submissions to ensure fighter safety.

The Center Judge shall control the ring and calls the take-down and submission points.

Side judges award the strike points by keeping score on tally-counters to be viewed at the end of the match.

□ Penalties:

All the penalties listed below may result in a loss of points or possible disqualification-

Choking

Head/neck cranks

Unsportsmanlike conduct

Excessive contact

Avoiding combat

Repeated running out of bounds

Ignoring referee's or judge's commands

Arguing with referee or judge

Side coaching
 Coaches and/or spectators arguing with referee or judge
 Coaches and /or spectators interfering with match

The referee has final say in all decisions made in the ring and may deduct points or disqualify for any reason.

DIVISIONS

Self-Defense:

DIVISION Male & Female	5-8 Years Old	9-12 Y.O.	13-17 Y.O.	18 & up
Beginner	SD-1	SD-2	SD-3	SD-4
Intermediate	SD-5	SD-6	SD-7	SD-8
Advanced	SD-9	SD-10	SD-11	SD-12
Black Belt	SD-13	SD-14	SD-15	SD-16

Forms:

DIVISION M & F	5-8 Years Old	9-12 Y.O.	13-17 Y.O.	18 & up
Beginner	F-1	F-2	F-3	F-4
Intermediate	F-5	F-6	F-7	F-8
Advanced	F-9	F-10	F-11	F-12
Black Belt	F-13	F-14	F-15	F-16

Weapons Forms:

DIVISION M & F	5-8 Years Old	9-12 Y.O.	13-17 Y.O.	18 & up
Beginner	WF-1	WF-2	WF-3	WF-4
Intermediate	WF-5	WF-6	WF-7	WF-8
Advanced	WF-9	WF-10	WF-11	WF-12
Black Belt	WF-13	WF-14	WF-15	WF-16

Sumo-Grappling:

DIVISION BOYS	5-6 Years Old	7-8 Y.O.	9-10 Y.O.	11-12 Y.O.
Beginner	SG-1	SG-2	SG-3	SG-4
Intermediate	SG-5	SG-6	SG-7	SG-8
Advanced	SG-9	SG-10	SG-11	SG-12
Black Belt	SG-13	SG-14	SG-15	SG-16

DIVISION GIRLS	5-6 Years Old	7-8 Y.O.	9-10 Y.O.	11-12 Y.O.
Beginner	SGF-1	SGF-2	SGF-3	SGF-4
Intermediate	SGF-5	SGF-6	SGF-7	SGF-8
Advanced	SGF-9	SGF-10	SGF-11	SGF-12
Black Belt	SGF-13	SGF-14	SGF-15	SGF-16

Point-Sparring:

DIVISION MALES	5-7 y.o.	8-10 y.o.	11-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	PS-1	PS-2	PS-3	PS-4	PS-5	PS-6
Intermediate	PS-7	PS-8	PS-9	PS-10	PS-11	PS-12
Advanced	PS-13	PS-14	PS-15	PS-16	PS-17	PS-18
Black Belt	PS-19	PS-20	PS-21	PS-22	PS-23	PS-24

DIVISION FEMALES	5-7 y.o.	8-10 y.o.	11-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	PSF-1	PSF-2	PSF-3	PSF-4	PSF-5	PSF-6
Intermediate	PSF-7	PSF-8	PSF-9	PSF-10	PSF-11	PSF-12
Advanced	PSF-13	PSF-14	PSF-15	PSF-16	PSF-17	PSF-18
Black Belt	PSF-19	PSF-20	PSF-21	PSF-22	PSF-23	PSF-24

PLEASE NOTE:

The tournament directors, referees, judges, and organizers reserve the right to either break up a division based on weight and age, or combine divisions based on number of competitors.

Continuous Sparring:

DIVISION MALES	8-10 y.o.	11-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	CS-1	CS-2	CS-3	CS-4	CS-5
Intermediate	CS-6	CS-7	CS-8	CS-9	CS-10
Advanced	CS-11	CS-12	CS-13	CS-14	CS-15
Black Belt	CS-16	CS-17	CS-18	CS-19	CS-20

DIVISION FEMALES	8-10 y.o.	11-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	CSF-1	CSF-2	CSF-3	CSF-4	CSF-5
Intermediate	CSF-6	CSF-7	CSF-8	CSF-9	CSF-10
Advanced	CSF-11	CSF-12	CSF-13	CSF-14	CSF-15
Black Belt	CSF-16	CSF-17	CSF-18	CSF-19	CSF-20

PLEASE NOTE:

The tournament directors, referees, judges, and organizers reserve the right to either break up a division based on weight and age, or combine divisions based on number of competitors.

Freestyle Sparring:

DIVISION MALES	12-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	X-3	X-4	X-5	X-6
Intermediate	X-9	X-10	X-11	X-12
Advanced	X-15	X-16	X-17	X-18
Black Belt	X-21	X-22	X-23	X-24

DIVISION FEMALES	12-13 y.o.	14-17 y.o.	18-29 y.o.	30 & up
Beginner	XF-3	XF-4	XF-5	XF-6
Intermediate	XF-9	XF-10	XF-11	XF-12
Advanced	XF-15	XF-16	XF-17	XF-18
Black Belt	XF-21	XF-22	XF-23	XF-24

PLEASE NOTE:

The tournament directors, referees, judges, and organizers reserve the right to either break up a division based on weight and age, or combine divisions based on number of competitors.

Any questions can be addressed to any of the tournament organizers, promoters, or a designated arbitrator. All conflicts should be taken to the tournament organizers, promoters, or the designated arbitrator before being addressed by the tournament director.

Tournament location:

**Way of Orient Martial Arts Academy
2750 E Main St- Suite I
Ventura, CA 93003
805-652-1214 or info@wayoforient.com**

Tournament Date:

**Saturday, November 20, 2010
Doors open at 9 am. First round starts at 10 am.**

FREE Tournament Referee's Clinic:

**Wednesday, November 17th, 2010
6:30 pm. To 8:30 pm.
At Way of Orient Martial Arts Academy
Certificates will be awarded!**

Tournament presented by:

**Way of Orient Martial Arts Academy
Hapkido/Tae Kwon Do Mu-Sa Society
American Shaolin West Kung-Fu**

Tournament Director: Russell Seveney

Asst. Director: Kirby Harvey

Arbitrator: TBA

Tournament Organizer: Michaella Seveney

***For further information- Please call Way of Orient Martial Arts Academy
at 805-652-1214 or email russell@wayoforient.com***

WE LOOK FORWARD TO SEEING YOU AT THE TOURNAMENT!