

APPENDIX B

Competition Regulations at a Glance

yes = Required
 no = Not Allowed
 opt = Player's option
 pos = Possibly (depending on circumstances)
 bk = Black only
 wh = White only
 max = Maximum allowed
 - = Not applicable

EVENTS →	FORMS									WEAPONS			SELF-DEF		BREAK	SPARRING		
	HARD CREATIVE	HARD MUSICAL	SOFT CONTEMPORARY	HARD TRADITIONAL	SOFT TRADITIONAL	JAPANESE / OKINAWAN	KENPO	KOREAN	HARD CONTEMPORARY	HARD TRADITIONAL	SOFT	CONTEMPORARY	TRADITIONAL	BREAKING	POINT SPARRING	TEAM SPARRING	CONTINUOUS SPARRING	
SPARRING																		
Face touch	-	-	-	-	-	-	-	-	-	-	-	-	-	-	no/opt	opt	no	
Ground Fighting-up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	no	
Front leg Sweeps	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Take Downs	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
Grabbing - up to 3 sec	-	-	-	-	-	-	-	-	-	-	-	-	-	-	opt	opt	opt	
TECHNIQUES																		
Barrel roll	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	-	-	-	-	
Butterfly	no	no	opt	no	pos	no	no	no	no	no	opt	opt	no	-	-	-	-	
Gymnastics	7max	7max	opt	no	pos	no	no	no	7max	no	opt	7max	7max	opt	-	-	-	
Kick - cartwheel	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - multiple	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - overchest	opt	opt	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Kick - spin	yes	yes	opt	pos	pos	no	pos	pos	opt	no	opt	opt	opt	opt	opt	opt	opt	
Rolls on floor	opt	opt	opt	no	pos	no	pos	no	opt	no	opt	opt	opt	-	-	-	-	
Split	opt	opt	opt	no	pos	no	no	no	opt	no	opt	opt	no	-	-	-	-	
UNIFORM																		
Sport	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	opt	opt	opt	
Traditional	opt	opt	opt	wh	yes	wh	bk	wh	opt	wh	opt	opt	bk/wh	opt	opt	opt	opt	
"T" Shirt allowed w/o uniform top	no	no	opt	no	opt	no	no	no	no	no	opt	opt	no	no	no	no	no	
Top removal	opt	opt	opt	pos	no	pos	no	no	opt	no	opt	opt	no	opt	no	no	no	
WEAPONS																		
Allowed	no	no	no	no	no	no	no	no	yes	yes	yes	opt	opt	opt	-	-	-	
Aluminum	no	no	no	no	no	no	no	no	opt	no	opt	opt	opt	opt	-	-	-	
Canadian Bo	no	no	no	no	no	no	no	no	opt	no	no	opt	opt	-	-	-	-	
Plastic	no	no	no	no	no	no	no	no	no	no	no	opt	opt	opt	-	-	-	
Sharp	no	no	no	no	no	no	no	no	no	no	no	no	no	no	-	-	-	
TIME ALLOTMENTS																		
General																		
Lost Ticketing (Card)	5 minutes to replace if division wasn't yet "closed"																	
Not Ready or Available to Compete When Called "Up"	2 minutes after the player has been notified or called on the announcing system																	
Between Events	5 minutes after the player finishes their performance in their last event																	
Discovery of Scoring Errors	Before next division "closes"																	
Judges Changing of Score	Before next division "closes"																	
Finals - Between Grandchampionships	5 minutes when competing last in one grandchampionship and first in the next one																	
Forms / Weapons / Breaking Competition																		
Uniform Violation	5 minutes if discovered before division starts																	
Time Limit of Performance	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	3max	up to 2	2	1	
Music/Tape Player Fails	1 minute to ask for restart, 5 minutes to correct																	
Promoter Provided Music Player Fails	As much time as needed to remedy																	
Weapon Breaks or is Defective	5 minutes to replace																	
Breaking - Time Set-up	8 minutes																	
Breaking - Time for Clean-up	2 minutes																	
Finals - Between Competitions	5 minutes when competing back to back																	
Sparring Competition																		
Uniform Violation	5 minutes to correct																	
Wearing Wrong Equipment/Jewelry Illegally	2 minutes to correct																	
Allowance for Down Fighting	3 seconds																	
Allowance for Grabbing	3 seconds																	
Time Out	10 seconds, one time out per match																	
Between Sparring Matches	2 minutes rest between matches (1 minute in Super Grands/Amateur Internationals)																	
Injury - Time to Recover	5 minutes or less at the Center Referee's or Medical Personal's discretion																	
Accidental Self Inflicted Injury in Teams	15 minutes to field a replacement player that was not a member of another registered team																	
Injury in Another Division While Still in Team Division	5 minutes to field a replacement player that was not a member of another registered team																	
Finals - Between Matches	2 minutes rest between matches																	
MISCELLANEOUS																		
Jewelry	opt	opt	opt	no	no	no	no	no	opt	no	opt	no	no	opt	no	no	no	
Yell (kia / kihap)	opt	opt	opt	pos	pos	4max	yes	5max	opt	4max	opt	opt	opt	opt	opt	opt	opt	
Music	no	yes	opt	no	no	no	no	no	pos	no	opt	opt	no	no	-	-	-	
Props	opt	opt	opt	no	no	no	no	no	opt	no	opt	opt	no	opt	-	-	-	