

Hapkido Tournament Rules

Referee and Judge Rules & Protocols

Match Duration

- Junior Belts: 2 rounds × 1.5 minutes
 - Senior Belts: 2 rounds × 2 minutes
 - Champion Categories & Adults: 2 rounds × 2.5 minutes
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Required Equipment

- Head Protection: Mandatory for all competitors
 - Chest Protection: Mandatory for competitors 15 years old and under or if the opponent is wearing one
 - Gloves: Required for competitors 13 years and older
 - Groin Protection: Mandatory for all competitors (optional for females)
 - Shin & Foot Protection: Required for competitors 12 years and older
 - Mouth Guard: Recommended for all competitors; mandatory for ages 12 and older
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Beginning the Match

1. Turn competitors around.
 2. Check all equipment thoroughly.
 3. Ask for the first competitor's name and repeat it twice to the head judge.
 4. Repeat the process for the second competitor.
 5. Have competitors face each other.
 6. Command: "Shuit! Charyut! Kyung-ye!" (Attention, bow).
 7. Announce: "Sparring motion, ready... Go!"
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Between Rounds

1. After the first round, bring competitors back to the center.
 2. Turn them around to face away.
 3. Wait for the head judge's nod to resume.
 4. Have competitors face each other again.
 5. Command: "Sparring motion, ready... Go!"
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Finishing the Match

- Bring competitors back to the center.
- Command: “**Shuit!** Charyut! Kyung-ye!”
- Have competitors face forward.
- Repeat: “**Shuit!** Charyut! Kyung-ye!” toward the judges.
- Command competitors to kneel down.
- Approach the head judge with your score.
- Return to the competitors and hold both competitors’ wrists.
- When the score is announced, raise the victor’s hand.
- Encourage good manners and sportsmanship before dismissing them.

Tie-Breaker Rule

- In the event of a **tie**, the match will go into **Sudden Finish**.
- The first competitor to score **two (2) points** during this round will be declared the winner.
- Points will be awarded by the referee or judges according to standard scoring rules.

Match pause: A match will be paused when:

- When a competitor moves out of bounds. (Back to center)
- When a competitor is being issued a penalty or point deduction. (Back to center)
- When a competitor is injured. (Back to center ask the opponent to turn around and wait) ask for medical help if necessary
- Competitors who are holding / clinching without successfully executing a throwing technique for 5 seconds. (quick separation and continue)
- When a competitor falls down and remains down without opponent’s control. Get between them stand them up and signal go.
- To issue a warning, gain or loss of points (Back to center, issue a warning)
- When a competitor raises his hand or signals to request a time-out. (Back to center) make sure this request is legitimate due to equipment malfunction, injury, or other good reasons.
- When the head judge needs to correct a referee a misjudgment or omission. (Back to center)
- When a problem arises or there is a dangerous situation on the mat. (Back to center)
- any technical problems with the scoring system etc. and related issues effecting the competition (Back to center)

Hapkido Tournament Scoring & Foul System

Possible Scoring Actions

#	Action	Description	Your Points
1	Punch to body – 2 unanswered 2 punches	Controlled strike to torso - Body	1 point
2	Kick to body	Eg. Clean point kick, front, or side kick to torso	1 point
3	Kick to head, only to padded area, not the front of the face	Clean, controlled head kick	2 points
4	Any kick with a spin	Eg: back kick, spin kicks	1 extra point
5	Any kick to body resulting in a fall	Any Legal kick that makes the opponent fall. A push is not a fall	1 extra point
6	Kicking with the knee is permitted to the body only	Kicking with the knee is permitted to the body only: Used to create space	0
7 Senior belts Green belt and above only	Sitting spin kick or sitting point kick	Opponent hit to back of leg	1 point for hit 2 points if opponent falls
8 Senior belts Green belt and above only	Light kick contact below the waist with any	kick as long as it's controlled, used as a fake or to set up another kick. No points for low kicks. Low kicks cannot directly hit the knee.	0
9 Senior belts Green belt and above only	Ground punches	Body punches on the ground are allowed to the body only, to set up a better position or submission, but they do not count for points.	0
10	Takedown / Sweep	Opponent lands on back/side under control	1 point: When 1 foot leaves the floor 2 points: 2 feet leave the floor

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11	Strong Throw, high altitude	Clean projection with control (e.g., hip throw)	3 points both opponents feet must be over your head
12	Standing Joint Manipulation take down	Forcing opponent to at least one knee eg.. wrist break off	2 points
13	Submission Attempt	Opponent escapes or resists	1 point
14	Submission Secured Joint manipulation	Opponent taps or verbal submission	5 points
15 Senior belts Green belt and above only			
	Clean Chokes	Vascular chokes such as a rear choke. For submission*Head locks and crank of the spine are not	5 points
16	Guard Pass, past the knee line+ 3 Strikes	Ground control with 3 clean hits – No contact, displaying accuracy and power opponent must be pinned, if less than 3 punches match goes on	1-3 points Referees discretion 1-3 points on power accuracy and technique
17	Dominant pin Position in one of the 5 pinning positions	Top / Back control (held ≥ 10s)	1 point
18	Ring Control / Aggression	Judged for activity, initiative	Plus or minus points at the end of the round, judges choice upon observation
19	Good spirit / etiquette bonus	up to 1 point per round (for manners, respect, listening	1 point per competitor if displayed

Yellow highlighted are for senior rules only

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Ground Rules – Linear Approach

Ground engagement in Hapkido sparring follows a **linear scoring and time-based system** that emphasizes **control, progression, and safety**.

Time Limit & Engagement

- Competitors are allowed a maximum of 10 seconds on the ground, unless one competitor is actively advancing toward or near a submission.
 - If a competitor does not pass the guard within 10 seconds, the referee will call “Stand up!” and restart the match on the feet.
 - Once a competitor successfully passes the guard, the referee begins the count for the linear ground point system (pins, strikes, and submissions).
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Scoring Opportunities on the Ground

- **Pin Control (#17):** Holding a dominant pin for 10 seconds earns 1 point. The referee will count aloud for clear communication between competitors and judges.

Striking Sequence (#16): Executing three consecutive, controlled punches while maintaining dominant ground control earns 1 – 3 points

Submission and Attempts (#13, #14, #15):

- A properly applied submission technique (joint lock, choke, etc.) earns points according to the scoring table, but does not end the match.
 - Safety is the top priority. If a limb is fully extended or a choke is fully secured, it is considered a complete submission—even if the opponent does not tap.
 - The referee will immediately stop the action to prevent injury and award the appropriate points.
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Referee Oversight

- The **referee ensures all ground exchanges remain active and safe.**
- The referee:
 - Counts pins aloud for accuracy.
 - Monitors guard passing and submission attempts closely.
 - Restarts competitors on their feet if no progress (no pass) occurs within 10 seconds.
 - Ensures the match continues smoothly without stalling or unsafe positions.
- **Judges** record points based on the referee’s calls and verbal counts.

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Possible Fouls / Penalties

#	Foul	Description	Penalty Points
1	Dangerous Throw / Slam	Opponent dropped on head/neck	Opponent gain 1-2 points
2	Illegal Target	Groin, throat, eyes,, face	Opponent gains 1-2 point
3	Striking face on Ground	Not allowed (unless controlled body strikes only)	Warning if unintentional
4	Unsportsmanlike Conduct	Taunting, disrespect, ignoring ref	Possibility of disqualification after 1 warning
5	Grabbing Gear	Holding chest protector, helmet, etc.	Warning
6	Late Hit / After Stop	Striking after referee commands stop	Warning
7	Excessive Contact	Too much force / loss of control	Warning
8	Refusal to Engage	Stalling, avoiding combat	Warning
9	Kicking bellow the waist, junior belts only. Senior belts can not kick at he knee	Junior belts can not kick below the waist	Warning
10	Pushing	No pushing, only controlled take downs	Warning
11	Head locks without an arm	A head lock used to take opponent down or pin without an arm	Warning
12	Repeat Foul (3rd offense)	Automatic escalation, after the 3 warning points will continue to be deducted	Opponent gains 1-2 points

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Referee Guidelines

- Prioritize **teaching moments over punishment.**
- Encourage “control, respect, technique.”
- Always check gear fit before match start, and during pauses
- **Crying or quitting** → match does not end, encouragement is key, no penalty (ref discretion to call master Bobby Instructor Mike or Instructor Rod) for extra motivation. This is a great learning moment

Spectator & Parent Rules

To ensure a safe, fair, and respectful environment for all students, competitors, and officials, we ask that all spectators and parents follow these rules:

1. Show Respect at All Times

- Be courteous and positive toward all competitors, judges, referees, instructors, and other spectators.
- Demonstrate good sportsmanship—our students learn from your example.

No Coaching from the Sidelines

- Coaching during is not allowed.
- We believe that through practice and preparation our students receive from their instructors is all they need to perform their best.
- Please allow each competitor to demonstrate their own focus, discipline, and training.

3. No Disrespect Toward Officials

- Arguing with or showing disrespect toward referees, judges, or scorekeepers will **not be tolerated.**
- All officials are doing their best to ensure fair competition.

4. Concerns or Questions

- If you believe something was handled incorrectly, **do not address it with judges or referees directly.** Instead, please bring your concern to **Instructor Mike** or **Master Bobby.** They will review the situation and handle it appropriately.

5. Support Every Competitor

- Cheer positively for all participants—encouragement goes a long way!
- Negative comments, booing, or criticism of any athlete will result in removal from the event.

6. Enjoy the Event

- Relax, have fun, and be proud of all the hard work and discipline these students have shown.

Hapkido Tournament Rules

- **Round 1**

Scenario 1

4 Competitor bracket

Round Robin System – 4 Competitors

- Each competitor faces **every other competitor once**.
- Each match will be scored by **Points**,
- **Total Points of all matches** used for tie-breaks Example bellow

Mike - Sumeet – Rod - Saeed

Match #	Competitor A	Competitor B	Round	Match	Winner	Score
1	Rod	Mike	1	Rod vs Mike	Rod	20 - 10
2	Sumeet	Saeed	1	Sumeet vs Saeed	Sumeet	10 - 5
3	Rod	Sumeet	2	Rod vs Sumeet	Rod	10 - 7
4	Mike	Saeed	2	Mike vs Saeed	Saeed	5 - 2
5	Rod	Saeed	3	Rod vs Saeed	Saeed	5 - 10
6	Mike	Sumeet	3	Mike vs Sumeet	Sumeet	12 - 20

3 way tie. Count the points

4th place goes to Mike, because no wins

3 way tie

Rod total points – 35

Sumeet total points – 38

Saeed total points – 17

- Sumeet gets a bye to the finals
- Rod and Saeed fight to see who goes to the final

Scenario 2: is a 2 way tie, in this case 2 fighters fight for first and second and the other 2 fight for 3 and 4th

Round	Match	Winner	Score
1	Rod vs Mike	Rod	50 – 10 Winner Rod
1	Sumeet vs Saeed	Sumeet	10 – 5 Winner Sumeet
2	Rod vs Sumeet	Rod	20 – 7 Winner Rod
2	Mike vs Saeed	Saeed	5 – 2 Winner Mike
3	Rod vs Saeed	Saeed	15 – 10 Winner Saeed
3	Mike vs Sumeet	Sumeet	12 – 20 Winner Sumeet

- Rod won 2x
- Sumeet won 2x
- Mike won 1x
- Saeed won 1x
- Rod and Sumeet fight for first and second place
- Saeed and Mike fight for 3 and 4th place.
- No need to count total points