YOON’S MARTIAL ARTS SCHOOL

HAPKIDO TOURNAMENT

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COMPLETE RULEBOOK

40th Annual Hapkido Championship

Saturday, November 28, 2026
Genesis Centre – Feature Gym
Calgary, Alberta

Official Competition • Referee • Judge • Scorekeeper Rules

Introduction

Welcome to Yoon's Martial Arts School's 40th Annual Hapkido Championship. This tournament is designed to give students a safe, challenging and positive opportunity to test their skills under pressure while demonstrating the control, respect and discipline expected of Hapkido practitioners.

The rules reward the complete Hapkido skill set: controlled striking, kicking, takedowns, throws, standing joint manipulation, positional ground control and submissions. The objective is not to injure an opponent. Competitors are expected to demonstrate technical control at all times.

Referees and judges must apply these rules consistently. Safety takes priority over scoring. The referee may stop any action or match whenever a competitor's safety is at risk.

Competitors, coaches and spectators are expected to show respect for opponents, officials and the spirit of the tournament.

Master Bobby Triantafillou
Head Instructor - Master, Yoon's Martial Arts School

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1. Purpose & General Principles

- Safety first. The referee has final authority to stop action for safety.
- Techniques must be controlled. This is a points competition, not a knockout competition.
- Only techniques clearly seen by the referee/judges and delivered to legal targets are scored.
- A technique must have reasonable Hapkido form, balance, control and a clear target to score.
- Competitors must immediately obey referee command.
- The Tournament Director may modify divisions, match duration or permitted techniques when required for age, experience, safety or bracket size.

2. Divisions & Match Duration

Division	Match Duration
Junior Belts	2 rounds × 1.5 minutes
Senior Belts	2 rounds × 2 minutes
Champion Categories	2 rounds × 2.5 minutes
Adults	2 rounds × 2.5 minutes

A short rest period may be provided between rounds. The head judge/timekeeper will control the official clock. Time may be stopped for injury, equipment adjustment, penalties, referee consultation or other official stoppages.

3. Required Protective Equipment

Equipment	Requirement
Head protection	Mandatory for ALL competitors.
Chest protection	Mandatory for competitors 16 years old and under.
Gloves	Mandatory for competitors 13 years old and older.
Groin protection	Mandatory for male competitors; optional for female competitors.
Shin & foot protection	Mandatory for competitors 12 years old and older.
Mouth guard	Recommended for all competitors; mandatory for competitors 12 years old and older.

- Equipment must fit correctly and be in safe condition.
- Hard, sharp, damaged or altered protective equipment is not permitted.
- Jewelry, watches and other hard personal items must be removed before competition.
- The referee may require equipment to be replaced or adjusted before allowing a competitor to continue.
- Mixed-Age Competition: When a younger competitor is matched against an older competitor, both competitors must follow the rules and protective equipment requirements applicable to the older competitor's age division.

4. Competition Area & Officials

Officials

- Head Judge: supervises the ring, resolves scoring/procedural questions and confirms results.
- Center Referee: controls the match, safety, starts/stops, fouls, resets and competitor conduct.
- Judges: record/confirm scoring according to the tournament scoring method.
- Scorekeeper: records points, penalties and final totals.
- Timekeeper: controls official match time and signals the end of each round.

Scoring

The tournament Referee and Judge Scoring: The referee will record all witnessed scoring techniques using handheld tally clickers. At the end of the match, the referee's score and the judge's score will be reviewed together to determine the winner.

5. Starting, Running & Finishing a Match

Beginning the Match

1. Turn the competitors around and check all required equipment.
2. Ask for the first competitor's name. Repeat the name twice to the head judge.
3. Repeat the process for the second competitor.
4. Have competitors face each other.
5. Command: "Shuit, Charyut, Kyungye."
6. Call: "Sparring motion, ready — GO!"

Between Rounds

7. Bring competitors back to the center.
8. Turn competitors around.
9. Referee will bring first round scored to the judge.
10. Referee will reset the tally counter back to zero after the judge recorded first round score
11. Referee goes back to the center, in a triangle between the competitors
12. Wait for the judge's nod that the table is ready.
13. Referee will Have competitors face each other.
14. Call: "Sparring motion, ready — GO!"

Finishing the Match

15. Bring competitors back to center.
16. Command: "Shuit, Charyut, Kyungye."
17. Command competitors to face forward.
18. Command: "Shuit, Charyut, Kyungye" toward the judges.
19. Command competitors to kneel down.
20. Approach the head judge with your score. (Leave the tally counters on the table)
21. Return to center and hold both competitors' wrists.
22. When the result is announced, raise the winner's hand.
23. Encourage sportsmanship and respectful acknowledgement between competitors.

Over time

Overtime – First to 2 Points Wins

1. If the match ends in a tie, overtime will be held, with the first competitor to score 2 points declared the winner.

2. The referee will turn both competitors around, approach the judge's table, and retrieve the handheld scoring clickers.

3. The referee will return to the centre, have the competitors face each other, and announce, "First to 2 points wins!"

4. Once a competitor reaches 2 points, the referee will stop the match and bring both competitors back to the centre.

5. The referee will look to the head judge for confirmation and approval.

6. The head judge will announce the winner, and the referee will raise the winner's hand.

6. Official Scoring System

The following point values form the working tournament scoring system. These values are editable by the Tournament Director before the event, but once competition begins they should remain consistent within a division.

Scoring Action	Points	Standard
Two unanswered clean punches to body	1	2 punches must land cleanly and be unanswered.
Clean kick to chest/body	1	Controlled clean kick to a legal torso target.
Clean kick with foot to padded head	2	Controlled contact to a padded part of the head.
Spinning-kick bonus	+1	Add 1 point to the value of any scoring spinning kick that makes clean contact.
Body Kick knockdown bonus	+1	Add 1 point when a legal scoring kick to the body causes a controlled knockdown.
Sitting point/spin kick: opponent to one knee	1	Senior belt/teen/adult divisions only; legal contact behind knee or at ankle.
Sitting point/spin kick: opponent flat down	2	Senior belt/teen/adult divisions only; controlled sweep/knockdown.
Takedown / sweep	1`	Opponent is taken down with control – one foot leaves the floor.
Clean takedown / sweep	2	Opponent is taken down with control.- both feet leave the floor
Strong controlled throw / projection	3	Decisive throw with safe control and legal landing. - Both feet go over throwers shoulders
Standing joint manipulation	2	Legal standing lock/manipulation brings opponent to at least one knee.
Ground pin - 10 seconds	1	Guard passed and dominant control maintained continuously for 10 seconds.
3-Point Punch	1 - 3	. After passing the opponent's guard and establishing a pin, the competitor must demonstrate three controlled, non-contact punches to a vital point within 5 seconds. If the punches are not blocked, 3 points are awarded. If the punches are semi blocked 1- 2 points are awarded. If the opponent escapes back to guard before all three punches are completed, 0 point is awarded. The match then resets to standing.
Secured legal submission	5	Tap, verbal submission, or referee safety stoppage; reset standing and match continues.

Scoring Standard

- No point for blocked, missed, glancing, uncontrolled or unclear techniques.
- No point for a technique delivered after the referee has stopped the action.
- Simultaneous exchanges may omits score for both competitors if both techniques independently meet the scoring standard.
- The referee may wave off a score when control or target legality is questionable.

6A. zero score techniques

- Other light, controlled kicks below the waist may be used to set up another technique, but low kicks themselves do not score. (used for green belts and above only)
- Low kicks may not directly strike the knee joint.
- Controlled knee strikes are permitted to the body only. Knee strikes to the head are prohibited.

Ground Striking

- Controlled body punches to the padded area only (semi contact) on the ground may be used to improve position or set up a submission, but ground body punches do not score points.
- Uncontrolled ground-and-pound is prohibited.

7. Standing Hapkido Joint Manipulation

- A legal standing Hapkido joint manipulation that forces the opponent down to at least one knee scores 2 points.
- The competitor must maintain control and must not explosively crank the joint.
- Once the scoring position is clearly achieved, the referee may stop and reset the competitors standing.
- Joint manipulation directed at fingers or other small joints is prohibited.
- Any joint manipulation that creates an unreasonable risk of injury may be stopped immediately and may be penalized.

8. Ground Grappling Rules

Ground grappling is included to reward control, positional skill and submissions while keeping the match moving and preserving the standing Hapkido component.

Ground Time & Reset

- The referee may allow approximately 30 seconds of productive ground action before standing the competitors up.
- For junior belts, Green stipe and bellow this is 10 seconds if there is a guard pass and control
- The referee may reset earlier if the action stalls, leaves the competition area, becomes unsafe, or a scoring reset condition is reached.

Guard Pass + Three Controlled Strikes

After passing the guard and establishing dominant control, the top competitor may deliver controlled body strikes to improve position or set up a submission. Three distinct, controlled legal body strikes from the dominant position trigger a stand-up reset.

- The strikes must demonstrate clear control. Uncontrolled ground-and-pound is prohibited.
- When the referee confirms the third controlled body strike, the action stops immediately. Ground body strikes do not score points; any pin points already earned remain on the score.
- Both competitors are then reset to a standing position.

Submission Scoring & Reset

A successful submission scores 5 points. A submission does not end the match.

- A submission is successful when the opponent taps physically, submits verbally, or the referee stops the action because the submission is clearly secured and continuing would create an unnecessary risk of injury.
- After a successful submission, award 5 points and immediately reset both competitors standing.

Allowed Submissions

The purpose of submissions is to demonstrate technical control, not to injure an opponent. All submissions must be applied progressively and give the opponent a reasonable opportunity to submit. The following age restrictions apply.

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Competitors Green stripe and beloow

- Permitted: straight armbar, Shoulder locks controlled Hapkido-style wrist locks
- Not permitted: no chokes, head locks straight ankle/foot locks, knee bars, toe holds, heel hooks, slicers, twisting leg attacks, neck cranks, spinal locks, individual finger/toe locks, or slamming to escape a submission.

Competitors Green belts and above and adult - Teen

- In addition to the youth submissions above, controlled guillotine chokes and straight ankle locks are permitted. Guillotines must be applied as chokes and may not become neck cranks.

Prohibited Submissions & Actions

- Heel hooks or twisting heel/knee locks.
- Knee bars, toe holds or other rotational leg attacks for competitors 12 and under.
- Neck cranks, cervical locks or submissions that primarily twist or compress the neck rather than apply a legal choke.
- Finger or toe locks, or manipulation of individual digits.
- Spinal locks, can openers, scissor takedowns directed at the knee, or other techniques judged to place the spine or major joints at unreasonable risk.
- Slamming or lifting and dropping an opponent to escape a submission.
- Any submission applied explosively, cranked suddenly, or continued after a tap, verbal submission or referee command to stop.

Referee Safety Authority

The referee may stop any submission before a tap when the technique is clearly secured and the competitor is unable to safely defend, especially in youth divisions. The referee's first responsibility is competitor safety.

Ground Safety

- No uncontrolled ground-and-pound.
- No strikes to the back of the head, spine, throat, groin or other illegal targets.
- No slamming an opponent to escape a submission or guard.
- The referee stops a submission immediately on a tap, verbal submission or safety concern.

9. Fouls, Penalties & Disqualification

Warnings and Disqualification

Foul	Description
Punching to the head	All punches to the head are prohibited.
Illegal low kicks	No kicks below the waist, except senior belts may use controlled, light-contact kicks to the thigh above the knee to set up another technique. These kicks do not score points.
Headlocks	All headlocks are prohibited.
Excessive contact	Uncontrolled force, reckless striking, or excessive contact.
Illegal targets	Strikes to the groin, throat, eyes, back of the head, or spine.
Illegal ground strikes	Ground strikes outside the permitted controlled scoring sequence.
Striking after stoppage	Any technique delivered after the referee commands stop.
Dangerous throws or slams	Uncontrolled slams, spiking, or throws causing dangerous head or neck landings.
Illegal joint attacks	Small-joint manipulation e.g. fingers, dangerous cranking, or prohibited joint locks.
Stalling	Repeatedly avoiding engagement or deliberately delaying the match.
Grabbing protective equipment	Using headgear or chest protectors to grab, pull, or control an opponent.
Unsportsmanlike conduct	Taunting, swearing, intimidation, disrespect, or refusing referee commands.
Parent interference	Entering the competition area, disrupting officials, or repeatedly arguing with referees or judges.

Warnings and Disqualification

- First and second warnings: No point deduction.
- Third warning: 1-point deduction.
- Each additional warning: Another 1-point deduction.
- Warnings carry over: Warnings do not reset between rounds.
- Disqualification: Serious, dangerous, or repeated violations may result in immediate disqualification at the discretion of the referee and head judge.

Note: Controlled low kicks by senior belts are permitted only to advance position or set up another technique. They do not score points.

10. Youth Safety Rules

For competitors 12 and under, referees should apply a higher standard of control and intervene earlier when safety is uncertain.

- Excessive contact is not tolerated. Technical control is more important than power.
- No deliberate knockout-level contact.
- No dangerous slams, spikes, neck cranks, head locks finger locks or twisting knee/ankle attacks.
- Submissions must be applied progressively. Referees may stop a submission before a tap when a child is unable to intelligently defend or appears at risk.
- Referees may reset young competitors more frequently when positions stall or become unsafe.
- A child who is injured, distressed or unable to safely continue will be stopped without penalty for the act of stopping.
- Age, size and experience should be considered when divisions are formed whenever possible.

11. Match pause

Match pause A match will be paused when:

(1) When a competitor moves out of bounds. (Back to center)

(2) When a competitor is being issued a penalty. (Back to center)

(3) When a competitor is injured. (Back to center ask the opponent to turn around and wait)

(4) Competitors who are holding / clinching without successfully executing a throwing technique for 5 seconds.

(quick separation and continue)

(5) When a competitor deliberately falls down and (Back to center, warning potential)

(6) To issue a warning (Back to center, issue a warning)

(7) When a competitor raises his hand to request a time-out. (Back to center)

(8) When the head judge corrects a misjudgment or omission. (Back to center)

(9) When a problem arises or there is a dangerous situation on the mat. (Back to center)

(10) any technical problems with the scoring system etc. and related issues affecting the competition (Back to center)

12. Winning, Ties & Round-Robin Tie-Breaks

Winning a Match

- The competitor with the higher official point total at the end of the match wins.
- A match may also end by disqualification, inability to safely continue, or referee/tournament director stoppage.
- A submission scores 5 points but does not end the match unless the referee stops the contest for safety.

Tie at End of a Match

- If a bracket requires a winner and the score is tied, the tournament may use a short overtime/sudden-death period.

Round-Robin / Three-Way Tie Procedure

- First compare number of wins.
- If three competitors remain tied on wins, total the points each tied competitor scored during the round-robin matches.
- The competitor with the highest point total receives the top tie-break position/bye when the bracket format requires one.
- The remaining tied competitors compete in a semi-final. The winner advances to the final against the competitor who received the bye.
- If total points are also tied, use head-to-head result when available; if unresolved, use an overtime/tie-break match determined by the Head Judge.

Example

Competitor	Round-Robin Points	Tie-Break Result
Robby	58	Highest total – bye to final
Hawk	50	Semi-final
Dimitri	49	Semi-final

Semi-final: Hawk 12 – Dimitri 10. Final: Robby 5 – Hawk 3. Final placement: 1st Robby, 2nd Hawk, 3rd Dimitri.

13. Referee & Judge Rules and Protocols

Thank you for helping with Yoon's Martial Arts School's Hapkido Championship. Consistency between rings is essential. Officials should review these protocols before competition begins.

Referee Responsibilities

- Check competitor equipment before every match.
- Control the pace, safety and boundaries of the match.
- Use clear, loud commands and decisive hand signals.
- Position yourself to see scoring actions without obstructing competitors or judges.
- Stop unsafe action immediately.
- Do not argue with competitors, coaches or spectators. Refer disputes to the Head Judge.

Judge Responsibilities

- Score only what you clearly see.
- Remain neutral and do not coach competitors.
- Record scores accurately and consistently.
- Be ready to confirm scoring or fouls when consulted by the referee/head judge.
- Keep attention on the match until the final result is confirmed.

REFEREE ATTIRE

Referees shall wear a white shirt, black trousers, and athletic shoes.

Shirts will be tucked into trousers at all times.

To minimize injuries, referees may not wear any jewelry, watches, pens, large belt buckles.

14. Competitors, parents & Sportsmanship

Competitors

- Report to the ring ready and properly equipped.
- Students follow referee commands promptly.
- Use controlled techniques and protect your opponent as well as yourself.
- No taunting, arguing or disrespectful celebration.
- After the match, acknowledge your opponent respectfully regardless of result.

Parents and spectators

- Parent and Spectator Interference: Coaching competitors during matches, entering the competition area, arguing with officials, disrupting matches, or displaying disrespectful behaviour is prohibited.

  Yoon's Martial Arts School Parent & Spectator Code of Conduct
- At Yoon's Martial Arts School, we believe competition should promote respect, discipline, sportsmanship, and personal growth.
  - Respect Everyone: Treat all competitors, referees, judges, instructors, and spectators with courtesy and respect.
  - No Coaching: Parents and spectators must not coach, instruct, or direct competitors during matches. Encouragement and cheering are welcome.
  - Respect Officials: All referee and judge decisions are final. Arguing with or confronting officials is prohibited.
  - Positive Encouragement: Cheer positively for all competitors. No negative comments, intimidation, or unsportsmanlike behaviour.
  - Respect Boundaries: Remain in designated spectator areas and do not interfere with matches or tournament operations.
  - Lead by Example: Demonstrate the discipline, self-control, and respect that Hapkido teaches.

- **Concerns About the referee or judge :** If you believe an error has occurred, **text 403-273-5900 as soon as possible**. One of our senior instructors or Masters will review and address your concern. Please do not confront referees or judges during competition.
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15. Scorekeeper & Timekeeper Procedures

Scorekeeper

- Confirm competitor names before the match.
- Record points exactly as signaled/confirmed by officials.
- Record fouls separately from scoring points.
- Apply the 1-point deduction each time a competitor reaches 3 minor fouls, as directed by the Head Judge/referee.
- At the end of the match, verify totals before announcing the winner.
- For round-robin ties, retain individual match scores so total points can be calculated accurately.

Timekeeper

- Start time only on the referee's command.
- Stop time when instructed by the referee/head judge.
- Clearly signal the end of each round.
- Track rest periods and overtime when required.

16. Quick Reference

Scoring

Action	Points
Two unanswered clean body punches	1
Clean kick to chest/body	1
Clean kick to padded head	2
Spinning-kick bonus	+1
Kick knockdown bonus	+1
Sitting point/spin kick to one knee	1
Sitting point/spin kick flat knockdown	2
Takedown / sweep	2
Strong controlled throw	3
Standing joint manipulation to one knee	2
Ground pin - 5 sec	1
Ground pin - 10 sec	+1
Secured legal submission	5

Penalty Summary

Situation	Penalty
Minor foul	Recorded foul
3 minor fouls and every subsequent fowl	-1 point
Dangerous / intentional foul	Immediate deduction or DQ at official discretion
Severe misconduct / deliberate injury attempt	Possible immediate DQ

Mandatory Equipment Snapshot

Equipment	Who Must Wear It
Head protection	All competitors
Chest protection	Age 16 and under
Gloves	Age 14+
Groin protection	Male competitors; female optional
Shin & foot protection	Age 14+
Mouth guard	Age 12+; recommended for all

Final Authority: The Tournament Director and Head Judge may make reasonable rulings for safety, fairness or circumstances not specifically covered in this rulebook. Any such ruling should be applied consistently within the affected division.

Round-Robin Competition: Scoring and Placements

Yoon's Martial Arts School | 40th Annual Hapkido Tournament

General Rules

- Each competitor faces every other competitor in their division once.
- Match wins determine placement first. If all competitors have different win totals, no point totals or additional matches are required.
- When competitors are tied in wins, total points scored during round-robin matches are used to rank the tied competitors for tie-breaking purposes.
- If three competitors tie for first in wins, the tied competitor with the highest point total receives a bye to the final. The other two compete in a semifinal; the winner advances to the final.
- If competitors are tied in both wins and total points for a placement (such as first/second or second/third), an additional match determines their order. The winner receives the higher placement.
- Additional tie-breaking matches do not change the original round-robin point totals.

Example A — Placements Determined by Wins

Every competitor has a different number of wins, so judges do not need to total points.

Round	Match	Winner (score)	Opponent (score)
1	1	Mohamed (12)	Mike (5)
1	2	Joshua (15)	Arshdeep (8)
2	3	Mohamed (14)	Arshdeep (10)
2	4	Joshua (11)	Mike (6)
3	5	Joshua (16)	Mohamed (12)
3	6	Arshdeep (13)	Mike (7)
Placement	Competitor	Wins	Losses
1st	Joshua	3	0
2nd	Mohamed	2	1
3rd	Arshdeep	1	2
4th	Mike	0	3

Result: No tiebreaker is required.

Example B — Three-Way Tie in Wins

Three competitors finish with two wins each. Their total round-robin points establish the semifinal and final pairing.

Round	Match	Winner (score)	Opponent (score)
1	1	Mohamed (11)	Joshua (5)
1	2	Arshdeep (12)	Mike (10)
2	3	Mohamed (30)	Mike (8)
2	4	Joshua (33)	Arshdeep (22)
3	5	Arshdeep (15)	Mohamed (9)
3	6	Joshua (20)	Mike (19)

Competitor	Wins	Total points	Status
Joshua	2	58	Bye to final
Mohamed	2	50	Semifinal
Arshdeep	2	49	Semifinal
Mike	0	37	4th place

Semifinal: Mohamed defeats Arshdeep, 12–10. Final: Joshua defeats Mohamed, 5–3.

Final placement	Competitor
1st	Joshua
2nd	Mohamed
3rd	Arshdeep
4th	Mike

Judge's Quick Reference

1. Record each match score and winner. 2. Count wins for each competitor. 3. If win totals differ, award placements. 4. If wins tie, total round-robin points for tied competitors. 5. Apply the appropriate tiebreaker and record the final result.

Note: Where a tied group is not resolved by these examples (including equal point totals among three competitors), the head judge must establish the necessary additional matches before final placements are announced.