

WCOAA INTERNATIONAL RULES SUMMARY

All Competitors: Long Sleeved Tops, Ankle Length Bottom, National Team approved, Clean, Traditional Uniforms Only.

FORMS AND WEAPONS FORMS

NOTE: Some Traditional Chinese based Forms have techniques that may appear, to Judges that are not familiar with Chinese based forms to be Gymnastics, Showmanship or without Martial Merit. **IF YOU ARE NOT QUALIFIED AND FAMILIAR WITH CHINESE STYLES DO NOT SIT ON THE JUDGING BOARD OF THESE COMPETITORS!** FURTHER, IF YOU DO NOT TEACH WEAPONS, DO NOT SIT ON ANY WEAPONS BOARD!

SCORE GUIDE / POINT GUIDE

10 = Perfect
9 = Excellent
8 = Very Good
7 = Good
6 = Above Average
5 = Average
4 = Below Average
3 = Fair
2 = Poor
1 = Very Poor
0 = Unacceptable

Rules for scoring Forms or Weapons Forms:

1. The double decimal point, with the last number never being a 0 system, will be used to reduce the occurrence of competitors receiving identical scores. (Ex. 6.78, 7.25) In the event of a tie, the following sequence will take place until the tie is broken:
 - a. The lowest score will be removed.
 - b. Return the low score and remove the high score.
 - c. A different form will be done.
2. It is common for different Martial Arts Systems and Schools to use the same name for different Forms in their systems
 - a. Forms are not scored based on the way they are taught
 - b. Scores are based on demonstrating the **TECHNICAL MERIT** of the form
 - c. Scores do not reflect the Content of the Form
 - d. Stances are not judged by the way they look! Stances are judged by stability, balance, flow and transitions
 - e. To modify a Traditional Form by eliminating the basic moves and keeping or adding more flashy moves will be seen as showmanship and result in a score of **ZERO**.
3. "Gymnastics" or Showmanship which does not demonstrate martial merit will result in a score of **ZERO**
4. Excessive yelling, screaming or vocalizing has no martial merit and is considered to be showmanship and will result in a score of **ZERO**
 - a. No more than five vocal sounds are permitted per form
 - b. Upon the sixth vocalization an automatic score of **ZERO** will be given
5. Judges will **ALWAYS** consider the competitors age and experience level
6. Failure to complete a form results in a score of **ZERO**
7. Losing control of a weapon results in a score of **ZERO**
 - a. A weapon falling to the ground or being thrown in the air is automatically a score of **ZERO**
8. At least one hand must be in control of the weapon **AT ALL TIMES**. Failure to do so will result in a score of **ZERO**.

Guidelines for scoring forms & weapon forms:

1. Unacceptable 0 (listed above)
2. Very poor / poor: 1.01 – 2.99
 - a. Lack of balance, focus, power, flow, transition of techniques and or stances, many hesitations, extremely low difficulty factor, weak use of weapon.
3. Fair 3.01 – 4.99
 - a. Some hesitations, loss of balance, broken concentration, weakness of techniques empty hand or weapons, low difficulty factor.
4. Average 5.01 – 5.99
 - a. Clean form but lacks any extra effort, difficulty factor average for the division.
5. Above average 6.01 – 6.99
 - a. Clean form with extra effort in techniques, difficulty factor average for division.
6. Good 7.01 – 7.99
 - a. Overall good performance, difficulty factor above average for the division.
7. Very good 8.01 – 8.99
 - a. Superior movement, balance focus and flow of techniques, greater difficulty factor
8. Excellent 9.01 – 9.99
 - a. Exceptional movement, balance, speed, focus, power and transition of techniques and continuity, superior difficulty factor for the division.
9. Perfect 10.0 **NOT POSSIBLE**
 - a. A 10.0 will be recorded as a 1.01 by the scorekeeper or the ring auditor.

Weapons

Absolutely no light weight or flexible weapons are permitted in any competition except in the case of traditional Wax wood staffs for Chinese Weapons Forms.

Traditional wood weapons

Example:

- a) BO
- b) JO
- c) SPEAR
- d) NUNCHAKU
- e) 3 – SECTION STAFF
- f) ORR
- g) TONFA
- h) ETC.

1. All must be made of hard wood – no pine wood or other light weight soft wood.
2. BO, JO or SPEAR may be straight or tapered
 - a. If tapered:
 - i. no less than $\frac{3}{4}$ inch in center
 - ii. tapered to no less than $\frac{1}{4}$ inch
 - iii. The only exception will be Two Piece staffs, such as the CENTURY MODEL.

3. A BO must not be shorter than the mid-section of the ear
4. No foam covered weapons other than Nunchaku & 3-Sectional Staff in the children's 11 & under divisions.

Traditional bladed weapons

Example:

- a) SWORD
- b) SABOR
- c) KAMA
- d) MOON AXE
- e) KWON DO
- f) HOOK SWORD
- g) DAGGERS
- h) ETC.

1. All must be bladed with rigid metal
 - a. No flex or holes in the blade
2. Kama & moon axe must have a hard wood handle

Traditional metal weapons

Example:

- a) SIA
- b) CHAIN WHIP
- c) ETC.

1. Must be made of steel

ALL WEAPONS WILL BE INSPECTED FOR THE ABOVE LISTED SPECIFACATIONS, AS WELL AS, CONSTRUCTION. APPROVED WEAPONS WILL BE MARKED AS SUCH. NON-APPROVED WEAPONS WILL NOT BE PERMITTED!

Combat Divisions:

Youth in Combat divisions may be divided or moved to other Combat divisions to maintain fairness based on height and weight.

Combat Divisions have Mandatory Protective Equipment:

1. All fingers and thumb must be enclosed within protective equipment
2. All toes and heels must be enclosed within protective equipment
3. Groin Guard is required for all male competitors
4. Mouth Guard is required for all competitors
5. Protective Head Gear is required for all competitors, full face shield is permitted

Rules for Combat Division:

1. **There is no time limit**
 - a. Competitors below the black belt level can win by:
 - b. First competitor to reach **three** points
2. Competitors who are black belt level must reach **five** points to win
3. Points are awarded for valid hand or foot techniques seen by the judges
4. Stepping outside of the boundaries to avoid your opponent results in a point given to the opponent for each instance
 - a. Being pushed outside of the boundaries will not result in a point
5. NO WARNINGS are given. Violations have one of two results:
 - a. Penalty point given to the opponent
 - b. Disqualification

Legal Point Areas

- a. Head & Face (within a 6 inch bubble. However, if contact is made to the Head guard or Face a Disqualification is Required)
- b. Chest
- c. Ribs
- d. Kidneys
- e. Stomach
- f. Groin

Illegal Point Areas

- a. Spinal column
- b. Base of the head
- c. Collarbone
- d. Neck
- e. All joints

Executing Techniques:

1. NO CONTACT with the head or face is permitted
 - a. A point is awarded for a skillful technique to the head or the face when it is controlled and executed within a six inch perimeter
 - b. Any techniques to the head or face which make contact will result in disqualification
2. Soft Contact to the body is required
 - a. A technique executed within a six inch perimeter of the groin is a legal point
 - b. A technique executed with control and light contact to the groin is a legal point
3. ANY contact to illegal point areas will result in disqualification, including the face

Illegal Actions: May result in either a penalty point being awarded to the opponent or a disqualification as determined by the Center Official.

1. Any “blind technique” which does not make contact results in a point awarded to the opponent
2. Any attempt to “sweep” will result in a point being awarded to the opponent
3. Shoving or attempted “throwing” will result in a point being awarded to the opponent
4. Stepping outside of the designated area, in full or in part, will result in a point being awarded to the opponent unless the competitor was forced outside

Illegal Actions: AUTOMATIC DISQUALIFICATION will be the result for the following actions. They must be seen or be determined to have taken place by the center official.

1. ANY contact to the illegal point areas will result in disqualification, including the face
2. ANY “Ax kick” which is not executed properly
 - a. makes contact with any part of the body except the chest
 - b. executed with any part of the foot other than the ball of the foot
3. ANY attacking after a “break”
4. ANY excessive contact or force which may result in the following
 - a. Leaving a visible mark
 - b. Causing swelling
 - c. Causing bleeding
 - d. Causing incapacitation such as “loss of breath” due to an attack
5. ANY “blind technique” that makes contact
6. ANY sweep that causes a competitor to fall to the ground
7. ANY “Non-Sportsman” like conduct such as disrespectful words or actions and “bad manners” by the competitors, coaches, parents and/or team mates
8. ANY coaching, “chanting,” tormenting or name calling etc. during the competition will result in the following
 - a. disqualification of the competitor
 - b. the removal of the individual or individuals who were committing offense from the competition arena for the remainder of the event
 - c. absolutely NO refunds

Referee Policy

Center Officials Authority

In MOST situations, it will take a majority vote to:

1. Award a point
2. Make an excessive contact ruling
3. Make a disqualification ruling

However, the Center Official is solely responsible for the assigned competition area and may “overrule” the corner judges regarding points, penalty points, and disqualifications based on what he or she believes to be fair and in the best interest for safety in the competition area.

A “late call” by a judge will be disallowed by the center official

THE MEDICAL OFFICIAL MAY REMOVE ANY COMPETITOR FROM COMPETITION FOR HIS OR HER OWN SAFETY

Asian terminology will not be used.

English terminology is as follows:

“Ready Position”, “Attention”, “Bow”, “Sparring Position”, “Go”, “Stop”, “Break”, “Point”, “Red”, “White”, “Competitor” etc.

Area Controllers: Have full authority over the competition areas assigned to them.

Ring Auditors: Are the ONLY individuals permitted to check scores for consistency other than the Area Controller.

Dress code:

Applicable for ALL:

1. Directors
2. Board Members
3. Coaches
4. Black Belts who are age fourteen and older
5. **ALL** volunteers.

NOTE: All black belts age 14 and older are **required** to be ready and able to assist with judging and or other assigned duties, when they are not competing. Remember, it is an honor to judge others! *Judging is a learning experience that will serve you well in your martial arts career.* We are able to keep the cost down and teach the young black belts by example as they observe those of higher rank and skill going about their assigned duties while helping and assisting in the smooth operation of an international event of this caliber.

Please, have the Required 3 BUTTON, PLAIN POLO SHIRT, BLACK SLACKS or GI BOTTOM, & WHITE JOG SHOES with you, at the start of the Competition.

The WCOAA will provide, FREE OF CHARGE, AN Official World Congress of Martial Arts, Iron on Patch for your Shirt and Ironing station to apply the Patch.

THUS, THE REQUIRED DRESS FOR JUDGING AND OTHER FLOOR DUTIES ARE AS FOLLOWS:

1. National Directors who are advised directly by DR MAYLE to wear a RED POLO SHIRT!
2. Board Members as indicated on our WCOAA.ORG web site BLACK POLO SHIRT!
3. Official Coaches, Appointed by a Director or Board Member LIGHT BLUE POLO SHIRT!
4. ALL Black Belts age 14 & Older, WHITE POLO SHIRT!
5. ALL Volunteers, such as Score Keepers and others that wish to help, PLAIN DARK YELLOW T-SHIRT!

NOTICE:

ALL Directors, Board Members, Coaches and Black Belts are expected to do their part in making this a FUN, FRIENDLY and Smooth Running Event. Please, remember to wear your Shirt and other Required Dress. Without the correct dress NO ONE will be permitted on the Floor Area and WILL be charged a \$100 per day Spectator fee. We, above all else, want to keep this event fair and fun. If a few people are not doing their fair share of the work, those are the few who have an unfair advantage when it comes time to compete. Any BLACK BELT, age 14 & older, that is **not** properly dressed and available to judge or assist:

1. WILL HAVE 1 FULL PONT DEDUCTED FROM THEIR TOTAL SCORE AT THE END OF EACH FORMS EVENT.
2. WILL HAVE 3 POINTS AWARDED TO THEIR OPPONENT AT THE START OF EACH SPARRING MATCH.