

2022 WUMA Padded Weapon Sparring Competition Rules[®] Copyright by WUMA - 2013

- I. Equipment:
 - 1. Contestants must wear a padded helmet, eye protection, groin cup for male competitors, and chest protector. Face covering on headgear is required.
 - 2. Competitors must provide their own equipment. Weapons must pass a referee's weapon inspection. Home-made weapons may not be used.
- II. Matches:
 - 1. All under Black Belt matches will consist of 2 rounds, each 1¹/₂ minutes long with a 30 second, break between rounds.
 - 2. Black Belt matches will consist of 2 two-minute rounds with a 30-second break between rounds.
 - 3. In both cases the winner will be the contestant scoring the most points during the match.
 - 4. In the event of a tie, a 1minute round will occur; the first contestant scoring a point will win the match.
 - 5. If there is still a tie at the end of 1-minute sudden death the winner will be determined by which competitor has the fewest penalties and warnings. In the event the number of penalties and warnings are equal, the winner will be determined by the judges' majority decision of superiority.
 - 6. To the greatest extent possible, competitors with similar types of weapons will be paired. For example, competitors using a padded staff weapon will be paired with a competitor using a similar weapon. Competitors using a sword style weapon will be paired with a competitor using a weapon of similar length and configuration.
- III. Point Scoring: Techniques must show speed and power to receive a score.
 - 1. Three points will be awarded for a head strike to include the neck, 2 points for a strike to the body between the collar bone and hip, and 1 point the limbs to include the arms below the shoulder to the wrist and the legs below the hip to the ankle.
 - 2. Additional point (one) will be awarded for the following:
 - a. A jumping or "air" strike with both feet off the floor to a legal target area
 - b. A turning or spinning technique to a legal target area
 - c. A kick to the body (the torso between collar bone and hip bone) accompanying a strike with the weapon to a legal target area. There are to be no kicks to the spine.
 - 3. Points will be given by majority verification.
 - a. If a referee or corner judge sees a point they will call for the match to stop. The referee will call for verification. The point will be awarded to the first contestant to score according to majority decision of the referee and judges during verification.
 - b. In case of a clash, the first competitor to strike will get the point or the last the competitor delivering the last clean hit.
 - c. After the point is awarded the match will resume. Time will stop for verification.



- d. If any opponent loses his/her footing and falls to the ground, he/she may fight from the ground for up to 10 seconds or until the match is stopped for verification of point.
- e. If any contestant loses his weapon, the opponent automatically receives one point. Under no circumstances will strikes be delivered to an unarmed opponent.
- IV. Warnings/Penalties/Disqualification
 - 1. Penalties will be worth 1 point to be awarded to the competitor against whom the violation was committed.
 - 2. An accumulation of 6 penalties that caused a deduction of points will result in an automatic disqualification.
 - 3. Penalty violations include:
 - a. Attacking an unarmed opponent
 - b. Attacking after Kal-yeo (break) has been called
 - c. Causing an injury serious enough that opposing competitor cannot continue the match or illegal techniques: striking the groin, nape of the neck, throat, or small of the back, sweeping, striking with the butt of the weapon, punching, kicking to head, legs, or spine.
 - d. Unsportsmanlike conduct: profanity, disobeying a referee, disrupting the competition either by a competitor, coach, or support groups.
 - e. Running away to intentionally avoid the fight.
 - f. Repeatedly going out of bounds to avoid the fight.
 - g. Penalties will be decided by a majority vote of the judges.
 - h. The same applies for the decision to disqualify.
 - i. Two warning signals by the referee may be given for minor infractions with the third warning resulting in one point being awarded to the opposing competitor.

V. Protests:

- 1. Protests of the official's decisions will be made by <u>the coach</u> by filing a formal protest application with a \$50.00 (cash) fee.
 - a. The decision in question will be reviewed by all judges with arbitration board members.
 - b. In the event the decision is reversed, the \$50.00 fee will be returned. If it is upheld, the fee will be retained by the Battle of Columbus.
 - c. The decision rendered by the Arbitration Board is final.

For the safety of all concerned, padded weapon sparring competitors are subject to the following requirements.

- 1. Each competitor will furnish their own equipment whether it is personally owned or borrowed.
- 2. All weapons are subject to inspection and approval before a competitor will be permitted to participate in this division. The following conditions apply to the padded weapons used:
 - a. A padded weapon in good condition meaning the covering material is not torn or frayed so that the underlying material is visible.



- b. The weapon itself must be at least two inches in diameter with a half inch of padding between the outer cover and the core.
- c. There will be no protruding rods, springs or other interior parts coming out of the weapon.
- d. Taped repairs to the weapon are not acceptable.
- e. Home-made weapons may not be used.
- f. The weapon will not be bent or deformed upon inspection before competition starts.
- g. If a weapon becomes damaged during competition so that any of the above conditions exist, the competitor must replace it. They will have ten minutes to make such a replacement.
- 3. Competitors are required to provide and wear the following during weapons sparring competition. All equipment described below is subject to inspection and approval before a competitor will be permitted to participate in this division.
 - a. A hogu/chest protector appropriate to the competitor's height and weight.
 - b. A padded helmet with sturdy eye/face protection. If a face cage is used or attached to the helmet, the openings will not be more than one and a half inches apart.
 - c. Male competitors will wear a groin cup.
 - d. Additional protective padding and gear is permitted but not required.
 - e. Padded armor suits covering the entire body will not be allowed.
- 4. The determination of compliance the above requirements are at the discretion of tournament officials and are not subject to appeal.



Age Divisions:

- 1. 10-13
- 2. 14-16
- 3. 17-24
- 4. 25-34
- 5. 35-44
- 6. 45 and up

Belt Divisions:

- 7th gup to 10th gup
 3rd gup to 6th gup
 1st gup to 2nd gup
 Chodan

- 5. Eedan
- 6. Samdan and higher

Divisions may need to be folded together if the number of competitors is low. This will be done by mutual agreement by the event officials, competitors, and coaches.