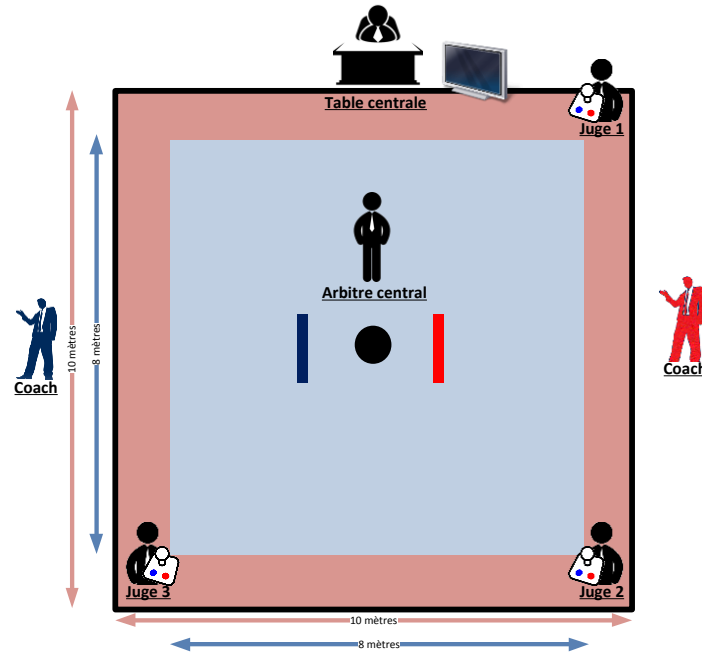


HAPKIDO RULES – PART FIGHT



1. FIGHTING AREA



2. MANDATORY PROTECTIVE EQUIPMENT

- Fighting gloves to half finger (to allow seizures on dobok)
- Shin guards
- Shell
- Forearm guards
- Helmet grill
- Plastron
- The organizer can provides the plastron and the casque

3. POINTS

- 1 punch or a series of punches to the head: 1 point
- Kick to the head: 2 points
- Kick returned to the head: 3 points
- Kick to the plastron: 1 point
- Kick returned to the plastron: 2 points
- Kick returned head: 3 points
- Sweeping and detachment of both legs of the opponent: KO opponent, end of combat.
- Projection: 2 points
- Holding the opponent to the ground for 3 seconds :1 point

4. AUTHORIZE

- Direct punch, hook punch
- Kicks on the plastron
- Kicks on the casque
- Projections
- Seizures on the body or the dobok (except the head)
- Ground plating
- Sweeps

5. NOT AUTHORIZED

- Spinning punch
 - Voluntary elbows blows
 - Voluntary kneeling blows
 - Joint locks
 - Throttling
 - Grabs by the head protector (with hands or legs)
 - Grabs by the back
- All strikes while the opponent is on the ground are unallowed

6. WARNING AND DISQUALIFICATION

Warning are given for :

- 1 Blow not authorized: -1 point
- Stepping out the tatami voluntary: -1 point
- Interrupting the game: -1 point
- Inappropriate behavior from the fighter ou coach: -1 point
- Lack of respect for the fighter or coach towards the opponent, the jury or the referees: -1 point
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A disqualification after consultation with the jury will be pronounced for:

- repeating a lack of respect for the opponents, jury and the referee
- repetition not allowed from blows (third blows)
- non presentation after the third call.
- lack of mandatory protective equipment