

2018 Disney IMAF **F.T.F. World Championship**

Basic Rules for Forms and Sparring

FORMS:

- 1) Any Traditional Form up to your current rank
- 2) Bracketed style forms, 2 compete at a time
- 3) Players will be assigned the colors of Chung (Blue) and Hung (Red)
- 4) After completing their pattern, judges will vote for red or blue player. Winner will advance to next round.
- 5) Players must confirm their pattern is OK to do before they start
- 6) Awards for 1st thru 4th place

SPARRING:

- 1) Must wear a chest guard that fits, head gear, mouth piece, arm and shin guards, groin cups for males
- 2) 2 points for kicks and 1 point for punches to body that are strong and legal. E-gloves and foot gear are OK.
- 3) 3 points for head kicks in proper divisions. 1 bonus point for spin kicks to body. 1 bonus point for spin kick to head.
- 4) NO head kicks for ALL ages 9 and under. (Gam)
 - Event director MAY add a second division with head kicks
- 5) All **10-17 color belts** and all **black belts age 10-14** light head contact
- 6) All ages over 18 **and** 15-17 Black belts full head contact
- 7) ONLY black belts will use the KP&P E-Hogos, E- hogos are provided but athletes must have their own sensor socks.
- 8) 20 point gap will be used for all.
- 9) 3- 60 second rounds for color belts. Gap rule after 2 round
- 10) 3 – 90 second rounds for black belts. Gap rule after 2 round
- 11) 2 foot OOB is kyounggo
- 12) 10 gamjeoms is DQ
- 13) Wait till medic arrives for Kayshi
- 14) Fight for 3 + 4 place/ 3 person division defend the bye.
- 15) All other AAU rules apply (falling, pushing, injury)
- 16) TWO (2) Challenge cards will be issued for coaches. Coaches can ONLY protest Head kicks for THEIR players. They can ask for confirmation of bonus points for spinning.