

# THE INTERNATIONAL MARTIAL ARTS FESTIVAL



OCT. 28<sup>TH</sup> - 29<sup>TH</sup>, 2022

## IMAF INTERNATIONAL

### OLYMPIC STYLE TKD OPEN

RATED ★ ★ ★ ★ ★



**STREAMING LIVE ON USA SPORT  
KARATE FACEBOOK PAGE.  
CHAMPIONSHIP FINALS ON  
SATURDAY NIGHT @ 7:30PM**



**Olympic Style Taekwondo**  
Friday Oct 28th Registration open 11:00am  
Friday Oct 28th Sport Poomsae & Breaking - 7:00pm  
Saturday Oct 29th Traditional Forms - 9:00am  
Saturday Oct 29th Olympic Style Sparring - 11:00am

## CHAMPIONSHIPS INCLUDE:

- IMAF International Olympic Style TKD Open
- Sport Karate Nationals
- Elite World Championship
- IMAF World Breaking Championships
- IMAF Traditional Karate Challenge
- National Team Championships
- IMAF ITF Championships

**INCLUDING 20 GRAND CHAMPION AWARDS**  
**WYNDHAM ORLANDO RESORT**  
**8100 INTERNATIONAL D., ORLANDO, FL 32819**

**WWW.INTERNATIONALMARTIALARTSFESTIVAL.COM**

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# INTERNATIONAL MARTIAL ARTS FESTIVAL

## OLYMPIC STYLE TAEKWONDO RULES

October 28th – 29th 2022

### COMPETITION VENUE:

WYNDHAM ORLANDO RESORT  
8001 INTERNATIONAL DRIVE,  
ORLANDO, FL 32819

## 2022 IMAF Taekwondo Rule for Board Breaking Competition

Friday October 28<sup>th</sup> at 7pm



- 1) Competitors will perform Breaking facing the Judges.
- 2) Judges shall be seated in a row in front of competitors, Score Cards will be use.
- 3) Points shall be awarded on a scale of 7.0 to 10.0 in tenth of point (.1) increments, 7.0 being the lowest score awarded for a completed pattern. 8.0 shall be the score awarded by an Official for what that Official deems to be an average performance for that age and rank division in which the player competes.
- 4) Judges shall display the score of each competitor.
- 5) The Total scores will be added up, In the case of a tie of two, both competitors will up facing the judges. Judges shall display their vote of the two. Each judge may vote only for one of the two. The competitor with the most votes win the tie breaking match.

### Merits

Merit will be awarded on the basis of beauty, grace, rhythm, focus, power, and technique.

Board Breaking (Merits)

Number of boards broke 1st attempt, Type of board (Real wood or Demo boards), Thickness of board.

### NUMBER OF BOARDS PER RANKS

Yellow & White (orange) Belts up to 2 stations

Green & Blue (purple) Belts up to 3 stations

Brown & Red Belts up 4 stations

Black Belts up 5 stations.

No more than 3 attempted to break board(s) per station

Max three boards per station

**ALL COMPETITORS MUST PROVIDE THEIR OWN BOARDS** (Board can be purchase at vender table)

**BOARDS** Are sold at tournament, purchase boards onsite at taekwondo section.

**ALL COMPETITORS MUST PROVIDE THEIR OWN BOARD HOLDER** And must at least be a spectator.  
(Board holder does not get in gym for free must at least have a spectator arm band)



# Rule for Individual Forms Competition

Traditional Forms Saturday October 29<sup>th</sup>



**IMAF2022**  
THE INTERNATIONAL MARTIAL ARTS FESTIVAL  
**ORLANDO, FL**  
OCTOBER 28-30

## Double Elimination

- 1) Competitors will perform form/patterns facing the Judges. Two at a time.
- 2) Judges shall be seated in a row in front of competitors,
- 3) Judges shall display their vote of the two. Each judge may vote only for one of the two. The competitor with the most votes win the match.

## Double Elimination

A double elimination Division is a competition where Contestant are not eliminated, until they lose two matches. This differs from many other tournaments, where one loss will eliminate Contestant.

## Recognized Forms/Patterns

Forms/Patterns accepted for individual traditional form competition shall be:

Divisions	ITF	WTF	TSD/MDK
<b>Novice</b> White, Yellow Orange	Chon-Ji Dan-Gun Do-San	Pal Gwe 1-2 Taeguk 1-2	Ki-Cho (KiBon) 1-3 Pyung-An/Pinan 1 Basic Form 1-3
<b>Intermediate</b> Green, Purple Blue	Won-Hyo Yul Gok Joong-Gun Toi-Gye	Pal Gwe 2-6 Taeguk 2-6	Ki-Cho (Ki Bon) 3 Pyung-An/Pinan 1-4
<b>Advanced</b> Red, Brown	Hwa-Rang Choong-Moo	Pal Gwe 6-8 Taeguk 6-8	Pyung-An/Pinan 4-5 Passaai (Bassai)
<b>1st Dan</b>	Kwang-Gae Po-Eun Ge-Baek	Koryo	Jin Do Jit-Te
<b>2nd Dan</b>	Eui-Am Choon-Jang Ko-Dang Juche	Keumgang	Ro-Hai
<b>3rd Dan</b>	Sam-Il Yoo-Sin Choi-Yong	Taebaek	Kong San Kun
<b>4th Dan</b>	Yon-Gae Ul-Ji Moon-Moo	Pyongwon	Wan Shu

**Sport Poomsae Competition Friday October 28<sup>th</sup> at 7pm**  
**Draw/List will be posted by September 25<sup>th</sup> 2022**

## OLYMPIC STYLE SPARRING 2022 Rules

Saturday October 29<sup>th</sup>

### In general

- a. We will be using electronic scoring systems to score 3pt head, 2pt kick to body, 1pt Punch to body, 2pt Technical for Turning Kicks to body, 2pt technical for Turning Kick to Head
- b. Using judge system two to confirm in non e-hogu division
- c. No point ceiling, 12 point Gap per round
- d. Match Best of three Rounds System (win by rounds):
  - \* 14 and under all belts, 1 minute per round 30 second rest
  - \* 15 and up all belts, 1.5 minute per round 30 second rest
- e. The competitor who win the most rounds is the winner.

### Mandatory Sparring Equipment

All competitors must wear tournament committee approved sparring gear. All equipment must fit properly and be in good condition.

- \* Head protection Foam dip – Black Belt head shot division no sport goggle.  
(Head gear - White, or may use red when you are red and blue when you are blue)
- \* WT style reversible (red + blue) Chest protector
- \* Mouth protection – any color (Except Red)
- \* Groin Protection - male (female optional) competitors on the inside of the dobok.
- \* Cloth or vinyl forearm guards. (WT style gloves are allowed)
- \* WT Style Gloves are mandatory for Black Belts cadet, junior, Senior.
- \* Will allowed but not recommended Foam dip Arm guard but no foam dip hand/punch.
- \* Cloth or vinyl shin/instep guard **OR**
- \* Cloth or vinyl shin guard with Foot protection (white vinyl WT style, red and blue ok, must match chest protector when competing) No Boots



## **Awarding Point**

\* Two officials must push the proper scoring trigger with-in 1 sec for the score to be recorded and display on the screen.

## **Points Awarded (Modified WT rules):**

Hand technique that scores with trembling shock to a body area is worth 1 point.

Foot technique that scores to a legal body area is worth 2 point.

Foot technique that scores to a legal head area is worth 3 point.

Foot technique for spinning technique to legal body area is 2 extra point

Foot technique for spinning technique to legal head area is 2 extra point

## **Legal Techniques (Duk-jeom)**

One (1) point shall be awarded for each closed fist or kicking technique delivered accurately and with sufficient power to the entire colored area of the torso protector, in the absence of any violations. Sufficient power is defined as abrupt displacement due to the impact of the strike.

Two (2) points shall be awarded for legal strikes to the trunk protector by foot.

Three (3) points being awarded for legal kicks to the head.

Two Extra points awarded for a valid turning kick to body and 2 Extra point awarded for valid turning Kick to Head,

## **No punching to the head is allowed.**

When a score is awarded for legal techniques which result in staggering or a knockdown. (A knockdown consists of an 8-count required by the Referee due to the strike impact of a valid technique, where upon any part of the body other than the foot touches the ground.) A competitor must demonstrate the ability to continue the match safely, or the referee will continue the count to 10, there upon declaring the winner.

Scoring techniques shall not be delivered to unauthorized areas including directly to the spine. Foot sweeps and throws are not allowed.

## **\*\*Safety Rules regarding contact to the Head\*\***

1. The competitor is encouraged to kick to the head area; however, the kick must be light contact with absolute control or the appropriate penalty shall be invoked.
2. The competitor who executes a successful technique (light contact) will be awarded three or five points, whichever is applicable based on the type of kick.
3. The competitor who executes a kick to the head or neck, which does not cause injury, but, in the judgment of the Referee, is deemed excessive, will receive a one-point penalty (gam-jeom).
4. The competitor who executes a kick to the head or neck, which results in a minor injury, shall receive a one-point penalty. A minor injury is defined as an abrasion or bleeding caused by excessive contact. The Referee, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.
5. The competitor who executes a kick to the head or neck, which results in the inability of the opponent to continue, due to the injury, shall be disqualified.

**\*\*Note Exception:** The 12–14 year old Black Belt Cadets, 15–17 year old Black Belt Junior, 18 – 32 year old Black Belts. E-Hogu division. These division will used normal head contact.

## PROHIBITED ACTS

### **Gam-jeom (+1 Point awarded to Opponent)**

1. Falling down.no Gam-Jeom if contestant score on opponent.
2. Evading by turning the back to the opponent.
3. Grabbing, Holding, the opponent. This includes grabbing any part of the opponent's body, uniform or protective equipment with the hands. It also includes the act of grabbing the foot or leg or hooking the leg with forearm. For pushing the opponent out of the boundary line and the push to separate (a kick afterward is not required).
4. Pretending injury.
5. Butting or attacking with the knee.
6. Lifting the leg to block
7. Attacking below the waist.
8. Hitting the opponent's face with hand or fist.
9. Avoiding the match. contestant moves 3 consecutive steps backward or sideways without technical
10. Crossing the Boundary Line.
11. Attacking trunk PSS with the side or bottom of the foot in clinch position
12. Attacking back of head in clinch position.
13. Lifting the leg above waist for kicking in the air for three (3) times or more.
14. Lifting a leg or kicking in the air for more than three (3) seconds
15. Intentionally attacking the fallen opponent after declaration of "Kal-yeo" (break).
16. Interrupting the progress of the match on the part of a contestant or a coach.
17. Violent or extreme remarks or behavior on the part of a contestant or a coach.
18. Uttering undesirable remarks or any misconduct on the part of contestant or coach.

## DISQUALIFICATION

1. Competitor or coach intentionally disobeys the referee or the competition rules. Competitor has (1) minute to conform.
2. An intentional, illegal strike to an opponent which results in rendering him or her unable to continue the match.
3. Significant unsportsmanlike conduct on the part of the contestant or coach
4. \*\*An excessive kick to a player head which results in abrasion or bleeding in safety rules divisions.

## BEST OF THREE (3) ROUND SYSTEM,

Match score shall be the sum of the number of rounds won by each contestant. The contestant that win two rounds is declared the winner, If a contestant win the first two rounds he/she will be declared the winner and there will not be a third round. But if each contestant win one round each then there will be a third round, Each round 5 gam-jeom max. when a contestant receives 5 “**Gam-jeom**” in a round, the opponent will be declared the winner of that round (regardless of score). Point Gap per round 12 pt gap.

**In the best of three (3) round system, in case of TIE SCORE , the winner shall be decided by superiority based on following criteria:**

- 1) Most points scored by turning or spinning kick.
- 2) If the technical score is the same, the contestant who has more scored in the order of a higher value techniques as follows (Head, Trunk, Punch, Gam-Jeom).
- 3) a) Non PSS if the contestant who received less numbers of a Gam-jeom during all three (3) rounds  
b) Using PSS If the high value points are same, the contestant who received higher number of hits registered by the PSS.
- 4) If the three above criteria are the same, the referee and judges shall determine superiority.

# Uniform Requirements

- 1)** All contestants must wear a clean Uniform. Athletes are allowed to wear their school uniforms. Uniforms may have school patches.
- 2)** Black trim on the collar/lapel of a white dobok is allowed for black belts only.
- 3)** Team name and school logo (non-offensive) are allowed.
- 4)** No Jewelry. Inappropriate or unsafe uniforms will not be allowed. Uniform jacket may not be tucked into the pants.
- 5).** All competitors must wear a belt appropriate to their rank with the knot of the belt in the front.
- 7)** Junior black belts (15 years of age and younger) are permitted to wear "Poom belts" (half-red, half-black) as well as "Poom collars". All others must wear a solid Black Belt.