

# Tournament Rules

## **Article 1. Purpose**

The purpose of the Competition Rules is to smoothly and fairly manage all matters pertaining to competitions promoted, organized or sanctioned by MATSOGI-DO FEDERATION OF INDIA (MFI), and ensure the standardization of Matsogi-do competitions in the India in accordance with the international Matsogi-do Council (IMC) the International Council governing the sports of Matsogi-do competition that does not follow the fundamental principles of these rules cannot be recognized as Matsogi-do competition.

## **Article 2. Application**

These competition rules shall be applied to all competitions to be promoted and/or organized by the IMC. If any MFI association wishes to modify any part of the Competition Rules for a particular competition, they must first receive the approval of the IMC.

First receive the approval: Any organization wanting to make a change to some portion of the existing rules must submit the contents of the desired amendment to the MFI, along with the reasons for the change. Approval for any changes in these rules must be received from the MFI one month prior to the scheduled competition.

With prior approval, competition rules such as weight categories, the number of referees, positions for the Inspector, Recorder and Commission Doctor, etc., and contest duration may be modified for a particular event or events. However, basic competition principles such as valid points, warnings, deductions, and the Contest Area must not be change

## **Article 3. Contest Area**

The Contest Area shall measure 8m x 8m. The Contest Area shall have a flat surface without any obstructing projections, and be covered with an elastic, not slippery mat.

### **1. Demarcation of the Contest Area**

1) The 8 m x 8 m area shall be called the Contest Area, and shall be marked in blue color, and the marginal line of the Contest Area shall be called the Boundary Line. The outer part of Boundary Line, known as the Safety Boundary Area, shall be marked in red or yellow color. The front Boundary Line adjacent to the Recorder's Desk and the Commission Doctor's Desk shall be deemed Boundary Line #1. Clockwise from Boundary Line #1, the other lines shall be called Boundary Lines #2, #3, and #4.

2) For all MFI-sanctioned tournaments, the Contest Area shall be 8 square meters

3) MFI-sanctioned tournaments shall not be held on unmatted concrete or hardwood floors.

## **2. Indication of Positions (*Refer to diagram of the Contest Area*)**

### **1) Position of the Referee**

The position of the Referee shall be marked at a point 1.5m back from the center point of the Contest Area to the 3rd Boundary Line. This shall be designated as the Referee's Mark.

### **2) Position of the Judges**

The position of the 1st Judge shall be marked at a point 0.5m from the corner of Boundary Line #1 and Boundary Line #2. The position of the 2nd Judge shall be marked at a point 0.5m from the corner of Boundary Line #2 and Boundary Line #3. The position of the 3rd Judge shall be marked at a point 0.5m from the corner of Boundary Line #3 and Boundary Line #4. The position of the 4th Judge shall be

marked at a point 0.5m from the corner of Boundary Line #4 and Boundary Line #1.

### **Where only three judges are used:**

The position of the 1st Judge shall be marked at a point 0.5m outward from the corner of the 1st boundary line and the 2nd boundary line. The position of the 2nd Judge shall be marked at a point 0.5m from the center of the 3rd boundary line, facing toward the center of the Contest Area. The position of the 3rd Judge shall be marked at a point 0.5m from the corner of the 4th boundary line and the 1st boundary line.

### **3) Position of the Recorder**

The position of the Recorder shall be marked at a point 2m back from Safety Boundary Line #1 facing the Contest Area, and 2m adjacent to the corner of Boundary Line #1 and Boundary Line #2.

### **4) Position of the Commission Doctor**

The position of the Commission Doctor shall be marked at a point more than 3m to the right side from the Safety Boundary Line.

### **5) Position of the Contestants**

The position of the Contestants shall be marked at two opposing points, 1m from the center point of the Contest Area, 4m from Boundary Line #1 (Red Contestant facing Boundary Line #2 and Blue Contestant facing Boundary Line #4).

### **6) Position of the Coaches**

The position of the Coaches shall be marked at a point 1m back from the center point of the Safety Boundary Line of each contestant's side. Coaches shall not stand up

while coaching (except the case when requesting for video replay) and shall not leave the 1m x 1m marked Coach's zone that indicates the position of the coach. In case of violation of this rule, the referee shall give "One minus point" to the pertinent coach.

### **7) Position of the Inspection Desk**

The position of the Inspection Desk shall be near the entrance of the Contest Area for inspection of the contestants' protective equipment.

#### **Elastic mat:**

The degree of elasticity and slipperiness of the mat must be approved by the MFI before the competition.



#### **Measurement of Contest Area:**

Measurement of Contest Area: Contest Area shall have a safety area measuring at least 1m wide surrounding it. Accordingly, a court shall be at least 8m x 8m

#### **Position of the Referee and Contestants**

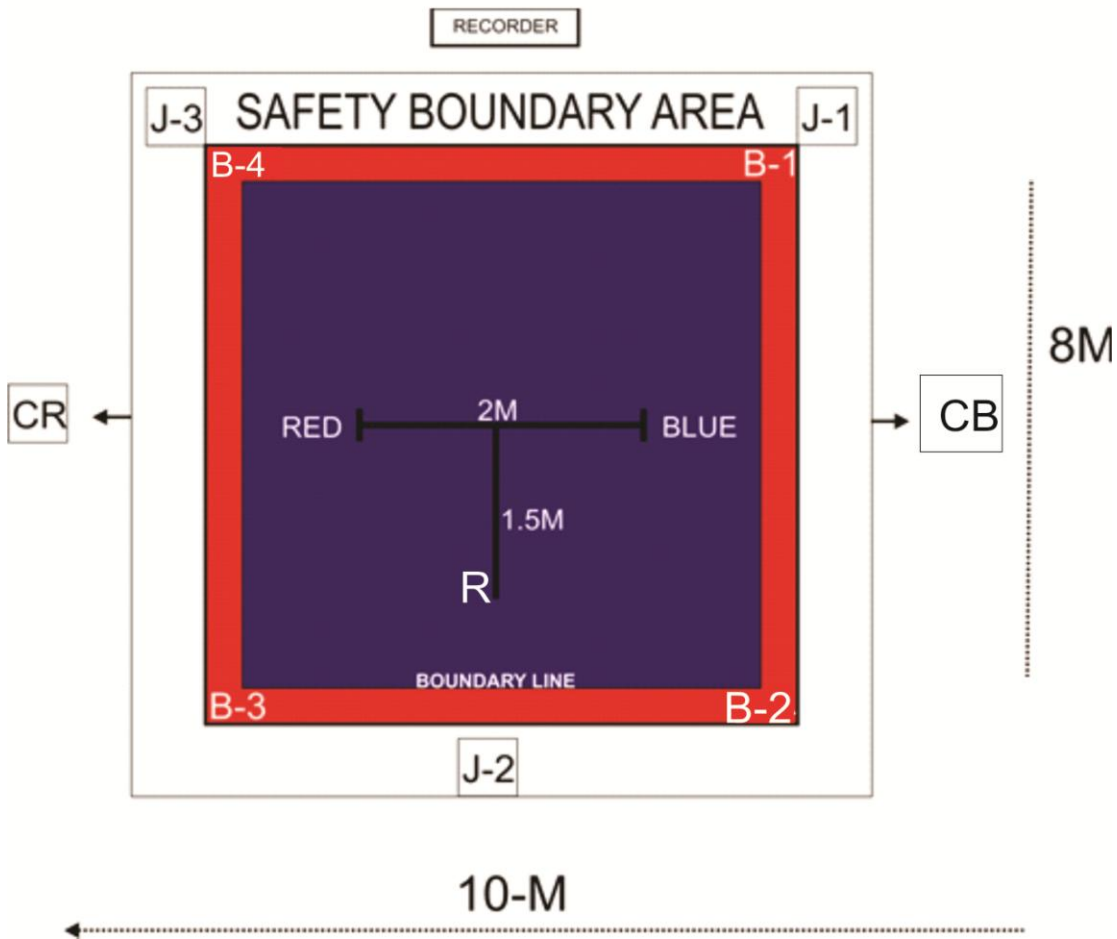
The positions of referee and contestants shall be indicated on the mat with different color from the color of the mat.

**Color:** The mat's surface must not be overly reflective, or in any way tiring to the contestants' or spectators' eyesight. The color scheme should also be appropriately matched to the competitors' equipment, uniform and the competition surface.

**Inspection Desk:** At the Inspection Desk, the inspector verifies that all the materials worn by the contestant are approved by the IMC/MFI and fit the contestant properly. If any protective equipment is found to be inappropriate or unsafe, the contestant will be asked to change it.

**Contest Area:** The referee must have a full understanding of the Contest Area's dimensions and of the application of these dimensions in officiating, and utilize the full limits of the Contest Area in order to avoid excessive interruption of the match.

Diagram 2. Field of Play



B-1, -2,-3, -4 Boundary Lines #1 to #4

J1, 2, 3 Corner Judges #1 to #3

R Center Referee

C-R Coach (Red)

C-B Coach (Blue)

#### **Article 4. Contestants**

##### **1. Qualification of MFI Contestants**

- 1) Citizen of the INDIA
- 2) Registered MFI athlete member
- 3) All black belt contestants must submit a copy of the Dan Certificate, current MFI identification card, and birth certificate at the time of registration with the Tournament Organizing Committee.

4) All contestants participating in a tournament are required to observe the decorum code of the MFI and the rules of the tournament. Violators face sanction by the MFI.

## **2. The Uniform for Contestants**

### **1) Official Uniform**

All contestants must wear a white MATSOGI-DO MFI/IMC uniform in good condition. Black Belts must wear Sky Blue uniforms with black strip on Leg & Arm. Color belts must wear white-collared uniforms.

Patches, embroidery, IMC & MFI logos; they can be up to 12" x 4" on each extremity (leg or arm) for a total of two. Logos patches on the chest area of the uniform are also allowed.

**NO TAPE WILL BE ALLOWED ON ANY PART OF THE UNIFORM. (Exception: Taping the pants leg when using Protector// and Scoring System sensor socks.)**

## **MATSOGI-DO TOURNAMENT DRESS**



*BLACK BELT DRESS*



*COLOUR BELT DRESS*

### **2) Protective Equipment**

Contestants shall wear an approved trunk protector, headgear (white, or red and blue ), groin guard (optional for female competitors), gloves (see below), forearm protector, shin-instep protectors, sensing socks (if using an electronic Protector and Scoring System) and a mouth guard before entering the Contest Area. The head protector must be firmly tucked under the left arm when entering the Contest Area, and shall be put on the head following instructions of the referee before the start of the contest. The groin, forearm, and shin-instep protectors must be worn inside the MATSOGI-DO

uniform. Wearing of any other items on the head other than head protector shall not be permitted. A previously approved religious item shall be worn beneath the head protector and inside the Uniform and shall not cause harm or obstruct the opposing contestant

Without Matsogi-do approved uniform there will be deduction of 5-points to each contestant of wearing the same For male members ABDOMINAL GUARD is compulsory, and those who are not wearing the same will be given 1-minute changing time with the deduction of 5-points

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### **3. Personal Requirements**

All competitors shall keep their nails cut short and shall not wear any articles that may injure or endanger an opponent. Any competitor whose hair, in the opinion of the referee, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

#### **a. Metallic Articles**

Contestants are not allowed to wear any kind of metallic articles or hard objects, such as rings, eyeglasses (including prescribed safety eyeglasses or eye goggles), necklaces, watches, bracelets, earrings, etc.

#### **b. Personal Hygiene**

- i. All competitors must maintain the highest standard of personal hygiene, keep their nails cut short, and groom their hair neatly.
- ii. Any violators of Section 1, 2, and 3 will be required to correct the violation within one minute, or face disqualification.

#### **c. Tape**

A maximum of two (2) layers of tape are allowed, except in the case of an injury. For an injury, the minimum amount of tape that will protect the area should be used. If there is a question, the referee should have the wrapping examined and approved by the Tournament Medical Staff. Under no circumstances will a hard splint or cast—no matter how small—be allowed.

### **4. Medical Control**

- 1) At the Matsogi-do events promoted or sanctioned by the MFI, any use or administration of drugs or chemical substances described in the anti-doping by-laws is prohibited.

2) The MFI may carry out any doping testing deemed necessary to ascertain if a contestant has committed a breach of this rule. Any winner who refuses to undergo this testing or who proves to have committed such a breach shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition standings.

3) The organizing committee shall be responsible for making arrangements to carry out medical testing.

### **Explanation: INDIA MATSOGI-DO Equipment Standards**



#### **Belt Colors:**

Only IMC/MFI belt colors will be allowed (black, brown, red, blue, green, yellow). Belts will be allowed.

#### **Gloves:**

**Cadet Black Belts (14-19) (19above) color Belt and Black Belts are Required to wear IMC approved MATSOGI-DO gloves.** Gloves May be red or blue, is preferred. However, red and blue are allowed. If the competitor chooses to wear red or blue gloves, they must correspond with the color of the chest protector. Gloves must open finger style, as shown. For all other divisions, gloves are optional and must comply with the above rule.



## Knee pads and elbow pads:

The use of kneepads and/or elbow pads is OPTIONAL. Kneepads or elbow pads, if worn, must be foam, cloth, or vinyl, and must be worn under the uniform. Any color will be allowed.



## Mouth guard:



All athletes are REQUIRED to use a mouth guard. A mouth cover may be used for those with braces if an orthodontist's note is provided prior to the beginning of competition. Mouth guards may be any color.

## Properly fitting headgear:

All participants must provide their own red or blue headgear with no markings other than corporate logos. Red and blue are preferred, however, white is allowed. If the competitor chooses to wear red or blue headgear, it must correspond with the color of the chest protector. Cracks or defects in the headgear will not be allowed.



## Protective cup:

All male athletes are REQUIRED to wear a protective cup inside the pants during competition. Groin protection is optional for female athletes; if worn, it must be inside the uniform.







## Properly fitting chest protector

When not using Electronic Body Protectors, different size trunk protectors may be used within the same weight classification in order to ensure that the entire valid scoring area is covered. When Electronic Body Protectors are used, both players must, in principle, use the same size; exceptions may be permitted at the discretion of the Referee Chairman.

All trunk protectors must wrap around and cover the back of the athlete in the valid scoring area. All trunk protectors must be of a similar style as in the pictures shown.

## Shin and instep protection:

Shin and instep protectors are **REQUIRED**, and they must be made of foam, cloth or vinyl. When available, PSS sensor socks with built-in instep padding will also be allowed. If an athlete chooses to wear foam padding, it must be taped on and it must cover the area from the base of the toes, over the top of the instep to the side of the foot, with no more than two layers of tape. Additional shin or instep protection must be approved and stamped by the Sports Medicine Department for the purpose of protecting an injury.



## Article 5. Weight Division

1. Weights are divided into male and female divisions.
2. Weight divisions are divided as follows for black belts in International, Indian Team Trials, and all belts India National competitions, and for any MFI-sanctioned competitions:

## Senior Men's and Women's Division

<b>MEN above 19 years</b>	<b>Women above 19 years</b>
a) Below 54 kg	a) Below 45kg
b) 54.1kg to 57kg	b) 45.1 kg to 48 kg
c) 57.1 kg to 60 kg	c) 48.1 kg to 51 kg
d) 60.1 kg to 63 kg	d) 51.1 kg to 54 kg
e) 63.1 kg to 66 kg	e) 54.1 kg to 57 kg
f) 66.1 kg to 69 kg	f) 57.1 kg to 60 kg
g) 69.1 kg to 72 kg	g) 60.1 kg to 63 kg
h) 72.1 kg to 75 kg	h) 63.1 kg to 66 kg
i) 75.1 kg to 78 kg	i) 66.1 kg to 69 kg
j) 78.1 kg and above	j) 69.1 kg and above

## Junior Men's Division Junior Women's Division

<b>Men 14 to 19 years</b>	<b>Women division 14 to 19 years</b>
a) Below 35 kg	a) Below 32 kg
b) 35.1kg to 38 kg	b) 32.1 kg to 35 kg
c) 38.1 kg to 41 kg	c) 35.1 kg to 38 kg
d) 41.1 kg to 44 kg	d) 38.1 kg to 41 kg
e) 44.1 kg to 47 kg	e) 41.1 kg to 44 kg
f) 47.1 kg to 50 kg	f) 44.1 kg to 47 kg
g) 50.1 kg to 53 kg	g) 47.1 kg to 50 kg
h) 53.1 kg to 56 kg	h) 50.1 kg to 53 kg
i) 56.1 kg to 59 kg	i) 53.1 kg to 56 kg
j) 59.1 kg and above	j) 56.1 kg and above

## Cadet Men's Division Cadet Women's Division

Boys below 14 years division	Girls below 14 years division
a) Below 24 kg	a) Below 22 kg
b) 24.1 kg to 26 kg	b) 22.1 kg to 24 kg
c) 26.1 kg to 28 kg	c) 24.1 kg to 26 kg
d) 28.1 kg to 30 kg	d) 26.1 kg to 28 kg
e) 30.1 kg to 32 kg	e) 28.1 kg to 30 kg
f) 32.1 kg to 34 kg	f) 30.1 kg to 32 kg
g) 34.1 kg to 36 kg	g) 32.1 kg to 34 kg
h) 36.1 kg to 38 kg	h) 34.1 kg to 36 kg
i) 38.1 kg to 40kg	i) 36.1 kg to 38 kg
j) 40.1 kg and above	j) 38.1 kg and above

### 7. Belt Divisions are as follows:

- a) Green to Brown
- b) Black 1<sup>st</sup> to 4<sup>th</sup> Dan

#### (Interpretation)

1. A MATSOGI-DO tournament is a competition that is decided, within the rules, by direct physical contact and forceful physical collisions between contestants. The weight division system was established to ensure the safety of the competitors, as well as to create equal conditions for the exchange of techniques.
2. The division of men and women into separate categories—men competing against men and women competing against women—is a fundamental rule.
3. Weight divisions for the international Games are to be decided in consultation with the International Matsogi-do council.

#### **Article 6. Classification and Method of Competition**

##### 1. Competitions are divided as follows:

- 1) Individual competition shall normally be between contestants in the same weight class.

When necessary, adjoining weight classes may be combined to create a single classification.

No contestant is allowed to participate in more than one weight category in one event.

## 2) **Team Competition Systems**

A) Contestants by age classification with the following categories:

### **Men's Division/Women's Division**

1. **Below 14 years**
2. **14 years to 19 years**
3. **19 years and above**

B) Four contestants by Age classification

C) All contestants by Age classification

## **2. Systems of competition are divided as follows:**

Single elimination tournament system / Knock out system cum loser repetition system

## **3. MFI-sanctioned Competitions**

All competition shall be divided into male and female divisions subdivided by weight, belt rank and age as discussed in article no. 5

In the tournament system, competition is founded on an individual basis. However, the team standings can also be determined by the sum of the individual standings according to the overall scoring method.

### **Point System**

1. Team Ranking shall be decided by the total points based on the following guidelines. Basic one (1) point per each contestant who entered the Contest Area after passing the official weigh-in

Additional ten (10) points per gold medal

Additional six (6) points per silver medal

Additional three (3) point per bronze medal

In case more than two teams are tied, the rank shall be decided by 1) number of gold, silver and bronze medals won by the team in order, 2) number of participating contestants and 3) higher points in heavier weight category.

2. In the team competition system, the outcome of each team competition is determined by the individual team results.

3. In the above format, if one team achieves a majority of victories before all matches have been conducted, the remaining matches should, in principle, also be conducted. If

the losing team wishes to forfeit the remaining matches, the result shall be recorded as loss due to disqualification, without consideration of the accumulated record.

**(Explanation)**

**Consolidated weight divisions:**

This method of consolidation shall follow the IMC weight divisions.

**Ten weight class format:**

According to competition in ten weight classes, the team winning six or more divisions is victorious. In the event of a tie score (five to five), each team shall designate a representative to fight a tie-break match. In this format, contestants who did not participate in the team competition may not be substituted.

**Article 7. Duration of contest**

The duration of the contest shall be two rounds of two minutes each, with a 30 sec. rest period between rounds. In case of a tie score after the completion of the 2<sup>nd</sup> round, two-minute, 3<sup>rd</sup> round will be conducted as the overtime round, after a 30 sec. rest period.

The MFI, at its discretion, may modify the number of rounds, round duration and rest periods for specific competitions.

**Article 8. Weigh-in**

1. A competitor's weight shall be measured on the day prior to the competition. The weighin hours may be extended or shortened if necessary.
2. A competitor's weight may be measured twice. If a contestant does not qualify the first time, one more official weigh-in is granted within the time limit i.e in between 2 hours after the first weight done. So as not to be disqualified during official weigh-in, a scale, the same as the official one, shall be provided at the contestants' place of accommodation or at the arena for pre weigh-in.
3. During the weigh-in, the contestant is required to show his/her current MFI identification card, and may be required to show proof of citizenship.
4. Any irregular action by the competitor or coach during the weigh-in may result in disqualification from tournament participation.
5. Weigh in, for both males and females if a contestant wishes, weigh-in may be done in underpants for male and underpants and bra for female contestants.
6. Under NO circumstances may an athlete weigh-in in the nude in the India.

## **Article 9. Prior to the Pertinent Completion :**

Contestants listed to compete on a scheduled day will be weighed in on the day before. The Time for weigh-in will be decided by the Organizing Committee and communicated to the participants at the Head of Team meeting.

**Male and female contestants will have separate sites for weigh-in. The gender of weigh-in officials shall be the same as that of the contestants.**

### **Disqualification during official weigh-in:**

If a competitor is disqualified at the official weigh-in, the competitor will not receive a participation point.

The practice scale must be of the same type and calibration as that of the official scale and these facts must be verified prior to the competition by the Organizing Committee.

## **Article 10. Procedure of the Contest**

### **1. Call for Contestants**

The name/ number of the contestants shall be announced at the Athlete Calling Desk three times beginning fifteen minutes prior to the scheduled start of the contest. If a contestant fails to appear in the Contest Area within one minute after the scheduled start of the match, he/she shall be regarded as withdrawn.

### **2. Physical and uniform Inspection**

After being called, the contestants shall undergo inspection of body, uniform and apparatus at the designated inspection desk by the inspectors designated by the MFI Referee Chairman for that event or MFI designee. If the inspection desk is not used, the referee shall inspect the contestants at the court prior to start of the contest.

### **3. Entering the Contest Area**

After inspection, the contestant and one certified coach shall enter into the waiting area.

### **4. Procedure before the Beginning and after the End of the Contest**

1) Before the start of the contest, the center referee will command “ Red & Blue .” Both contestants will enter the Contest Area with their headgear firmly tucked under their left arms. When any of contestant is not present or is present without being fully attired, including all protective equipment, uniform, etc., at the Coach’s Zone by the time the referee calls “Red & Blue” he/she shall be regarded as withdrawn from the contest and the referee shall declare the opponent as the winner. If using an electronic Protector and Scoring System, the referee shall check that the PSS system and sensing socks worn by both athletes are working properly.

- 2) The contestants shall face each other and make a standing bow at the referee's command of Attention and bow. A standing bow shall be made from the natural standing posture of bow by bending the waist at an angle of more than 30 degrees with the head inclined to an angle of more than 45 degrees. After the bow, the contestants shall put on their headgear.
- 3) The referee shall start the contest by commanding ready and start.
- 4) The contest in each round shall begin with the declaration of start by there referee and shall end with the declaration of stop by the referee. Even if the referee has not declared the contest shall be regarded as having ended when the match clock expires.
- 5) After the end of the last round, the contestants shall face each other at their designated positions. The contestants shall take off their headgear and exchange a standing bow at the referee's command of The contestants shall remain standing while waiting for the referee's declaration of decision.
- 6) The referee shall declare the winner by raising his/her own hand to the winner's side.
- 7) Retirement of the contestants.

### **5. Contest Procedure in Team Competition**

- 1) Both teams shall stand facing each other in line in submitted team order towards the 1st Boundary Line from the Contestants' Marks.
- 2) Procedure before the beginning and after the end of the contest shall be conducted as in Item 5 of this Article.
- 3) Both teams shall leave the Contest Area and stand by at the designated area for each contestant's match.
- 4) Both teams shall line up in the Contest Area immediately after the end of the final match facing each other.
- 5) The referee shall declare the winning team by raising his/her own hand to the winning team's side.

### **Article 11. Permitted Techniques and Areas**

#### 1. Permitted Techniques

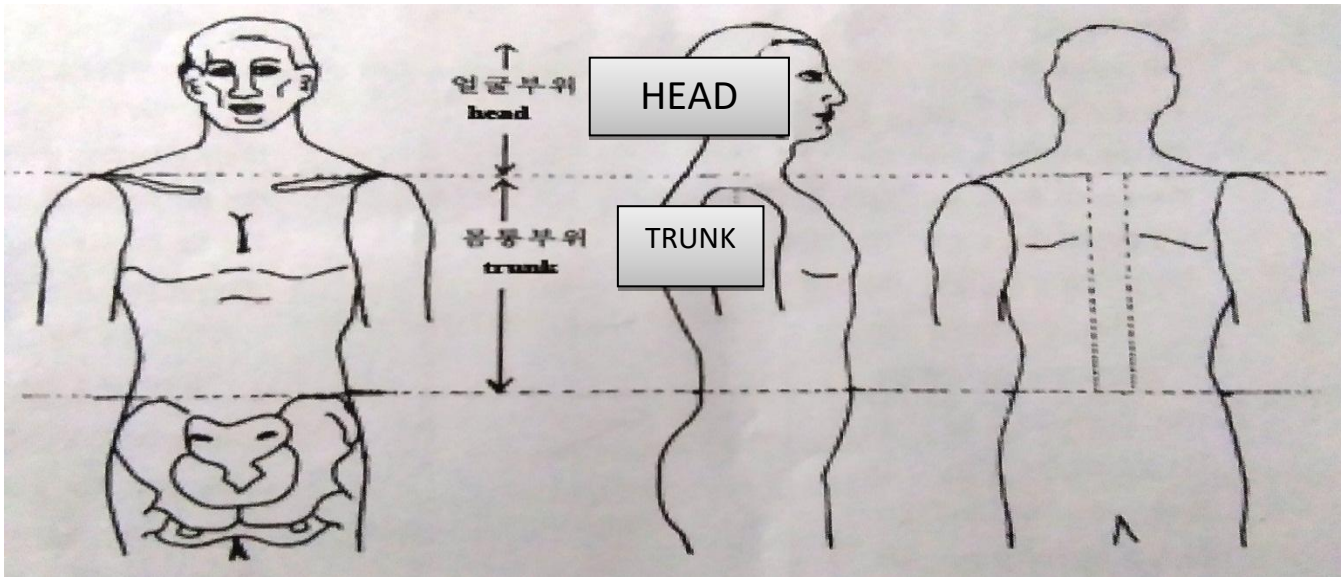
- 1) Fist techniques: Delivering a punch using the tightly clenched fist.
- 2) Foot techniques:

## Trunk:

As depicted in the following illustration, the area covered by the trunk protector between the armpit and the pelvis is the legal attacking area. Thus, trunk protector should be worn according to the rule on the size of trunk protector for each weight category and the physique of each contestant. Competitors in the same weight division shall, in principle, wear the same size trunk protector unless approved by the Referee Chairman of the event for any exceptional case.

Face:

As depicted in the following illustration, this is area above the collar bone.



## Article 12. Valid Point

### 1. Legal Scoring Areas

1) Body: The blue or red covered area of the trunk protector.

2) Head: The area above the collar bone excluding the Neck and the back of the head.)

2. Points shall be awarded when permitted techniques are delivered accurately and pullback to the legal scoring areas of the body, and accurately to the legal scoring areas of the head.

3. The valid points are divided as follows:

Punch attacks will be valid only when they are stopped 2 cm away from the target.

### ONE (1) POINT WILL BE AWARDED FOR :

- Punch attack directed to mid or high section.
- Foot attack directed to mid section.



- Punch attack flying directed to mid section.
- Perfect defense.

**TWO (2) POINTS WILL BE AWARDED FOR :**

- Foot attack directed to high section.
- Punch attack while in the air (both feet must be off the ground) directed to the high section.
- Foot attack flying directed to mid section.

**THREE (3) POINTS WILL BE AWARDED FOR :**

- Jumping or flying kick directed to high section.
- jumping or flying 180 degree turning kick to mid section.
- Jumping 360 degree mid section.
- More turning kick to mid section..

FOULS :- ( For each foul deduction of 1 point will be there and after 3 fouls the player will be disqualified)

- **Intentionally hard attack**
- **Misconduct**
- **If Competitor loses temper**
- **Improper UNIFORM**
- **Biting/scratching/clawing the competitor**
- **Continuing attack even if opponent is fallen.**
- **Sum of 2 warnings**
- **Intentionally attacking below belt**

WARNINGS:- (for each warning deduction of HALF point will be there)

- **Below belt kick**
- **Pushing**
- **Pulling**
- **Gripping**
- **Sweep**
- **Out of arena**
- **Falling down**
- **Attack fallen opponent**
- **Using abusive languages**

NOTE :- If anyone found misbehaving with officials, using abusive languageshe/she will be disqualified. Team Coach/Manager have to respect the decision otherwise it will create difficulty for the whole team. If found taking any kind of Drugs by the management then that person or the whole team will be responsible for the disqualification.

4. Match score shall be the sum of points of the two rounds.
5. Invalidation of points: When a contestant scores through the use of a prohibited act, the point(s) scored shall be annulled.

6. The competitor is disqualified after committing three fouls or found under the influence of drugs or alcohol

## **DECISIONS**

- 1) When 3 or 4 judges give decision in favour of 1 competitor than that competitor is the winner.
- 2) When 2 judges give decision in favour of 1 competitor (2 for 1 competitor+1 for other+1 giving it as a draw) than the competitor who get the decision of 2 judges is the winner followed by the referee decision.
- 3) When 2 judges are in 1 favor and other 2 judges in other's favor than it is a draw then further 1 minute round will take place following a 30 seconds break.
- 4) When 1 judge in favor of 1 and 3 judges show draw then it is a draw then further 1 minute round will take place following a 30 seconds break.

### **(Explanation)**

#### **Accurately:**

This means the proper aspect of a legal attacking technique, semi contacting the opponent within the designated limits of a legal target area.

#### **Powerfully:**

- a.** Trunk protector not equipped with electronic sensor: Sufficient power is demonstrated as the opponent's body is abruptly displaced by the impact of the strike.
- b.** In the use of electronic Protector and Scoring System: Force of impact is measured by the PSS, with the level of force by which points are scored varying by weight division and gender.

### **(Guideline for Officiating)**

When any part of the foot touches the opponent's head, excluded it will be regarded as a valid point. When a contestant is knocked down due to opponent's legitimate attack with valid point, the referee shall first check the status of the contestant and decide whether to count or not. If the referee determines that the contestant cannot continue the match, the referee may stop the match and declare the winner by KNOCKOUT. When a contestant is knocked down by the opponent's legitimate attack without registration of valid point(s), the referee shall either resume the match after checking the status of the

athlete or take action in accordance with the Article 17 “Procedure in the event of a Knock Down.” The criteria of “Knock-down” shall be in accordance with the Article 16.

**Invalidation of a point:** It is a rule that points gained through illegal actions or illegal techniques cannot be valid. In this situation, the referee shall immediately declare stop and shall first invalidate the point by hand signal and then declare the appropriate penalty.

### **Article 13. Scoring and Publication**

1. Valid points shall be immediately recorded and publicized.
2. In the use of body protectors not equipped with electronics, valid points shall be immediately marked by each judge by using the electronic scoring instrument or, where electronic scoring is not available, the judge’s scoring sheet.
3. In the use of electronic Protector and Scoring System
  - 1) Valid points scored on the mid-section of the trunk shall be recorded automatically by the transmitter in the electronic trunk protector. In case of a valid turning kick to the trunk protector, the “valid point” shall be scored automatically by the transmitter in the electronic trunk protector, while the “valid turn” shall be scored by the judges.
  - 2) Valid points scored to the head or attack by fist shall be recorded by each judge using the electronic scoring instrument or judge’s scoring sheet. As per the valid turning kick on the head, the judges shall score valid points and “valid turn.”
4. In case of using THREE Judges, valid points shall be those scored by two or more judges.  
When using FOUR Judges, valid points shall be those scored by three or more judges.

#### **Interpretation:**

The Protector and Scoring Systems must meet all IMC requirements for the enhancement of competing ability and insurance of fair match outcome. It is a principle of these rules that points shall be awarded immediately. This principle must be followed regardless of the scoring method used.

#### **a. Points shall be immediately recorded:**

Immediate scoring means awarding the point immediately after delivery of the scoring technique. Points awarded after a period of time has elapsed cannot be considered valid.

#### **b. Points shall be immediately publicized:**

A point having been awarded by the judges shall be immediately publicized on the scoreboard.

#### **c. Use of trunk protectors not equipped with electronic sensors:**

All scoring must be done according to the judge’s own decision and there must be equipment available which is capable of immediately conveying the recorded point to the scoreboard. However, when

electronic publication equipment is not available, the points shall be immediately recorded on the judge's scoring sheet and publicized at the end of the round.

**d. The use of electronic protectors:**

Scoring techniques striking the body protector will be automatically recorded. Judges will award points resulting from head attacks, punches or turning kicks. In the case of using electronic body protectors, one (1) point shall be validated if the transmitter acknowledges the valid point and the judges do not give the point for a "valid turn." Judges must press to award the 2nd point for a "valid turn." Judges should press for all valid turning kicks without reference to accuracy or power, and without looking at the monitor to determine if the point scored. In the event that the transmitter does not acknowledge the point, no point shall be given, regardless of the judges' scoring of a "valid turn." In case of a valid turning kick to the head, judges must first press to score the head kick, and then award the additional point for the valid turn. Mechanism for doing this may vary, depending on the electronic scoring system in use.

**e. The use of Judge's Paper:**

Where electronic scoring is not used, the Judge's Paper shall be recorded in the following manner: number of points, deductions and warnings shall be recorded as an oblique line (*I, II, III*, etc.)

**Article 14. Prohibited Acts**

1. Penalties shall be declared by the referee for any prohibited acts.
2. Penalties are divided into warning penalty and deduction penalty
3. Two penalties shall be counted as an additional one (1) point for the opposing contestant. However, the final odd-numbered shall not be counted in the grand total.
4. A deduction penalty shall be counted as an additional point for the opposing contestant.

**5. Prohibited acts**

- 1) The following acts shall be classified as prohibited acts, and **warning** shall be declared.
  - a. Crossing the Boundary Line
  - b. Avoiding or delaying the match
  - c. Falling down
  - d. Grabbing, holding or pushing the opponent
  - e. Attacking below the waist
  - f. Butting or attacking with knee
  - g. Hitting any part of the opponent's head with the hand
  - h. Uttering undesirable remarks or any misconduct on the part of a contestant or a coach

- i. Lifting the knee to avoid a valid attack or impede the progress of an attack
- 2) The following acts shall be classified as prohibited acts, and foul point shall be declared.
- a. Attacking the opponent after “STOP”
  - b. Attacking the fallen opponent
  - c. Throwing the opponent by grabbing or hooking the attacking foot in the air or by pushing the opponent with the hand
  - d. Intentionally attacking any part of the opponent’s head with the hand
  - e. Intentionally attacking below the waist
  - f. A coach or contestant interrupting the progress of the match
  - g. Violent or extreme remarks or behavior on the part of a contestant or a coach
  - h. Intentionally avoiding the match
  - i. Manipulating, or attempting to manipulate, the electronic scoring system
6. When a contestant intentionally refuses to comply with the Competition Rules or the referee’s order, the referee may declare the contestant loser by referee’s punitive declaration after one (1) minute.
7. When the contestant receives eight (8) “warnings” or four (4) “fouls” penalties, or in the event of any combination of warning” and “fouls” that add up to four penalty points, the referee shall declare the contestant loser by penalties.
8. “warning” and “fouls” shall be counted in the total score of the three rounds.
9. When the referee suspends a contest for declaration of warning or foul the contest time shall not be counted from the moment of the referee’s declaration
- Objectives in establishing the prohibited acts and penalties:
- To protect the contestants
  - To ensure fair contest management
  - To encourage appropriate or ideal techniques

**Explanation:**

Two warning shall be counted as an addition of one (1) point for the opposing contestant. However, the final odd-numbered warning shall have no value in the total score. Every two (2) warning shall be counted as an additional point for the opposing contestant, regardless of whether the committed violations are the same or different acts, and regardless of the round in which they occur.

**Prohibited acts resulting in warning penalty:**

**a. Crossing the Boundary Line**

A warning shall be declared when both feet of a contestant cross the Boundary Line. No warning will be declared if a contestant crosses the Boundary Line as a result of a prohibited act by the opposing contestant.

#### **b. Avoiding or delaying the match**

This act involves stalling with no intention of attacking. A contestant who continuously displays a non-engaging style shall be given a penalty. However, the referee shall distinguish intentional avoidance from tactical defense, and the penalty shall not be given for tactical defense. If both contestants remain inactive after five (5) seconds, the center referee will signal the “Fight” command. A warning will be declared: On both contestants if there is no activity from them 10 seconds after the command was given; or, on the contestant who moved backwards from the original position within 10 seconds after the command was given. Turning the back to avoid the opponent’s attack should be punished, as it expresses the lack of a spirit of fair play and may cause serious injury. The same penalty should also be given to evading the opponent’s attack by bending below waist level or crouching. “Pretending injury” means exaggerating injury or indicating pain in a body part not

subjected to a blow for the purpose of demonstrating the opponent’s actions as a violation, and also exaggerating pain for the purpose of elapsing the match time. In this case, the referee shall give the indication to continue the match to the contestant two times in five-second intervals, and then shall give a warning penalty unless the contestant follows his/her instructions. Warning shall also be given to the athlete who asks the referee to stop the contest for any reason (for instance, in order to adjust the position of protective equipment) or ask his/her coach to request video replay.

#### **c. Falling down**

Warning shall be immediately declared in the case of intentional falling down. In the case that a contestant falls down due to the opponent’s prohibited acts, warning penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. In the event a contestant falls as a result of incidental contact with the opponent, warning shall be given to the fallen contestant only for repeated falling. As for unintentional falling down during an exchange of techniques, no penalty shall be given.

#### **d. Grabbing, holding or pushing 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 either one on top of the forearm. Holding includes pressing the opponent’s shoulder with the hand or arm, or hooking the opponent’s body with the arm to hinder the opponent’s motion. If during the competition the arm passes beyond the opponent’s shoulder or armpit for the above-mentioned purpose, a penalty may be declared.

Pushing acts include pushing to displace the opponent's balance for the purpose of gaining an advantage in attacking, pushing to hinder the opponent's attack or hinder the normal execution of technique and pushing with the palm, elbow, shoulder, trunk or head, etc.

**e. Attacking below the waist**

This action applies to an attack on any part below the waist. When an attack below the waist is caused by the recipient in the course of an exchange of techniques, no penalty will be given. This article also applies to strong kicking or stamping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent's technique.

**f. Butting or attacking with the knee**

This article relates to intentional butting or attacking with the knee when in close proximity to the opponent. However, contact with the knee that happens in the following situations should not be punished:

- a. When the opponent rushes in abruptly at the moment a kick is being executed.
- b. Inadvertent contact, or as the result of a discrepancy in distance in attacking.

**g. Hitting the opponent's face with the hand**

This article includes hitting the opponent's face with the hand (fist), wrist, arm, or elbow. However, unavoidable actions due to the opponent's carelessness—such as excessively lowering the head or carelessly turning the body—cannot be punished by this article.

**h. Uttering undesirable remarks or any misconduct on the part of a contestant or a coach**

In this instance, the undesirable behavior includes physical actions or attitudes which cannot be accepted from a contestant or a coach as amateur athletes or MATSUGI-DO practitioners. Details of these actions are as follows:

- Any actions interfering with the progress of the contest
- Any action or behavior severely criticizing the referee's decision or any match officiating by using unsanctioned methods
- Physical or verbal behavior insulting the opposing contestant or the coach
- Loud or excessive coaching
- Any unnecessary or undesirable act with regard to the contest, or any behavior regarding the contest itself which is not within normally accepted limits
- The coach shall be given warning when he/she leaves the 1m x 1m marked Coach's one or is not seated in coach's seat.

\*\* This article must be understood in relation to “Prohibited acts resulting in “foul” penalty, Sub-Article “F” (below) regarding the degree of illegality and intention of the action. In severe cases, Sub-Article “F” is applied; in less severe cases, this sub-article is used. However, if the less severe cases are repeatedly seen, Sub-Article “F” may be used to penalize them. Distinguishing the above cases is the sole authority of the referee. When misconduct is committed by a contestant or a coach during the rest period, the referee can immediately declare the penalty and that penalty shall be recorded on the next round’s results.

### **i. Lifting the knee**

Lifting the knee to avoid a valid attack or impede the progress of an attack is a prohibited act.

### **Prohibited acts resulting in foul penalty:**

#### **a. Attacking the opponent after “Stop”**

This action is extremely dangerous due to the high probability of injury to the opponent. The danger arises from the following:

- After Stop the opponent might, in that moment, be in an immediate defenseless state.
- The impact of any technique which strikes a contestant after “Stop” will be greater. These types of aggressive actions toward a contestant are not in accordance with the spirit of MATSOGI-DO competition. In this regard, penalties should be given for intentionally attacking the opponent after Stop regardless of the degree of impact. A Foul penalty should also be given if a contestant pretends to attack the opponent after STOP

#### **b. Attacking the fallen opponent**

This action is extremely dangerous due to the high probability of injury to the opponent. The danger arises from the following:

- The fallen opponent is in an immediate defenseless state.
- The impact of any technique which strikes a fallen contestant will be greater due to the contestant’s position. These types of aggressive actions toward a fallen opponent are not in accordance with the spirit of MATSOGI-DO and so are not appropriate to MATSOGI-DO competition. In this regard, penalties should be given for intentionally attacking the fallen opponent regardless of the degree of impact. A foul penalty should also be given in case a contestant pretends to attack a fallen opponent.

#### **c. Throwing down the opponent by grappling the opponent’s attacking foot in the air with the arm or pushing the opponent with the hand.**

Action to interfere with the opponent’s attack by grappling the opponent’s foot in the air or pushing with the hand.



#### **d. Intentionally attacking the opponent's face with the hand**

foul penalty shall be given at the referee's discretion for any of the following:

- When the starting point of the fist attack was over the shoulder
- When the fist attack was made upward
- When the attack was made in a close distance for the purpose of causing an injury, not as a part of technical exchanges

#### **e. Intentionally attacking below the waist**

This applies to contact which is clearly intentional, not inadvertent or careless.

#### **f. Interrupting the progress of the match on the part of the contestant or a coach**

This includes:

- When a coach leaves the designated coach's zone during the match creating a disturbance, or intentionally leaves the Contest Area
- When a coach moves around the Contest Area with a purpose of interfering with the progress of the match or making a protest against the referee's decision
- When a coach or a contestant threatens the refereeing officials or infringes on the refereeing officials' authority
- When a coach or a contestant protests in an illegal way and interrupts the progress of the match
- When these actions are committed by a contestant or a coach during the rest period, the referee can immediately declare the penalty and that penalty shall be recorded on the next round's results.

#### **g. Violent or extreme remarks or behavior on the part of a contestant or a coach**

*(Refer to Sub-Article "h" of warning Penalties.)*

#### **h. Intentionally avoiding the match**

If a competitor intentionally turns the back and steps away from the opponent to avoid the opponent's attack, the referee shall give "Foul."

#### **i. Manipulating, or attempting to manipulate, the electronic scoring system**

Before each round of competition, the referee shall check whether any attempts were made to manipulate the scoring system and/or increase sensitivity of the sensing socks, or any other method. In the event that the referee finds intentional manipulation, the referee may give foul to the pertinent contestant and shall reserve the right to declare the violating athlete as the loser by penalty based on the degree of seriousness of the violation. The referee may declare the competitor the loser by penalties:

The referee can declare a contestant loser without the accumulation of eight (8) warning or four (4) foul when the contestant or coach ignores or violates the basic principles of conduct in MATSOGI-DO competition, the fundamental principles of the Competition Rules, or refuses to comply with the referee's directives. In particular, if the contestant shows the intention to injure or commit a flagrant violation in spite of the referee's cautionary directives, the contestant must immediately be declared loser by referee's punitive declaration.

When a contestant receives eight (8) warning or four (4) foul penalties:

When a contestant receives eight (8) warning or four (4) foul penalties, in any combination that adds up to four (4) penalty points, he/she is automatically declared the loser. In this instance, the referee must declare the opposing contestant the winner.

### **Article 15. Sudden Death and Decision of Superiority**

1. In the event the winner cannot be decided after 2 rounds, a 3<sup>rd</sup> round will be conducted.
2. The first contestant to score a point in the extra round shall be declared the winner. 3rd round Sudden Death system:
  - a. One 3rd round will be conducted, of the same duration as the rest of the contest.
  - b. The 3rd round begins as a "new contest," with no points or penalties from the previous rounds carried forward.
  - c. The 3rd round will be immediately stopped when one of the contestants gets the first valid point. The contestant who gets the first valid point shall be declared the winner.
  - d. The referee will declare warning and foul penalties. The 3rd round will be immediately stopped when one of the contestants gets the 2nd warning or the 1st foul totaling one (1) point for the opponent. The contestant who gets the 2nd warning or the 1st foul shall be declared loser.
  - e. If no points are scored by either player and penalty points do not determine the result of the match, the winner will be determined by refereeing officials based on the Superiority system, as prescribed in this Article. In this case, Superiority will be based on the 3rd round only, not on the entire match. The decision of superiority shall be based on the initiative shown during the 3<sup>rd</sup> round.

Initiative is judged in the following order:

- Technical dominance of an opponent through aggressive match management
- A greater number of techniques executed
- The use of more advanced techniques, both in difficulty and complexity
- Display of a better competition manner

**Procedure for conducting the 3<sup>RD</sup> round:**

1. If the score is tied when the final round is completed, the referee sends the contestants back to their respective coaches with the same hand gesture used at the end of a round.
2. After the usual rest period, the referee begins the 3rd round with “READY” and “START” The referee does not have the players bow to each other to begin the 3rd round.

(Guideline for Officiating)

In the event that one athlete delivers a successful head kick right before the opponent’s body kick, but the later body kick was registered, the coach of the athlete who delivered the successful head kick may ask for video replay. If the Review Jury determines that the head kick was valid and was faster than the body kick, the referee shall invalidate the point(s) scored by the body kick and declare the one who delivered the head kick as winner.

### **Article 16. Decisions**

1. Win by knock-out (KO)
2. Win by Referee Stop Contest (RSC)
3. Win by final score (PTF)
4. Win by point gap (PTG)
5. Win by Sudden Death (SDP)
6. Win by Superiority (SUP)
7. Win by withdrawal (WDR)
8. Win by disqualification (DSQ)
9. Win by referee’s punitive declaration (PUN)

#### **Win by K.O.:**

The referee shall declare this result when a contestant who has been knocked down by a legitimate technique with a valid point cannot demonstrate the will to resume the contest by the count of “8” When the referee determines that the competitor is not able to resume competition, this result may be declared before 10 seconds have elapsed.

#### **Referee Stops Contest:**

If it is determined by the judgment of the referee or the doctor (team doctor or Commission doctor) that a contestant cannot continue, even after the one minute recovery period, or when a contestant disregards the referee’s command to continue, the referee shall declare the contest stopped and the other contestant the winner.

#### **Win by point gap:**

When there is a 10-point difference between two athletes at the time of the completion of the second round, and/or at any time during the third round, the referee shall stop the contest and shall declare the winner by point gap.

**Win by withdrawal:**

The winner is determined by the withdrawal of the opponent.

- a. When a contestant withdraws from the match due to injury or other reasons
- b. When a contestant does not resume the match after the rest period or fails to respond to the call to begin the match
- c. When the coach throws a towel to the court to signify forfeiture of the match

**Win by disqualification:**

This is the result determined by the contestant's failure in weigh-in or when the contestant loses contestant status before the competition begins. The follow-up actions should be different in accordance with the reason of disqualification.

**1) In the event that an athlete has not passed or did not show at weigh-in after draw:**

The result should be reflected on the draw sheet and the information should be provided to technical officials and all relevant persons. Referees will not be assigned for this match. The opponent of an athlete that did not pass or show at weigh-in will not need to appear at the court to compete.

**2) In the event that an athlete passed weigh-in but did not appear at the Coach's zone:**

The assigned referee and opponent shall be waiting in their position until the referee declares the opponent a winner of the match. Detailed procedure is stipulated in 4.1 of Article 9. Win by the referee's punitive declaration: This is the result declared by the referee after the accumulation of four points as the result of warning or foul penalties, or by the referee's decision according to Section 13.6 of the Competition Rules.

**Article 17. Knock Down**

1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent's technique.
2. When a contestant is staggered and shows no intention or ability to continue.
3. When the referee judges that, in the interest of safety, the contest cannot continue as the result of a contestant being struck by a legitimate technique. A knock down: This is the situation in which a contestant is knocked to the floor or is staggered or unable to respond adequately to the requirements of the match due to a legal technique. Even in the absence of these indications, the referee may interpret as

a knock down the situation where, as the result of contact, it would be dangerous to continue or when there is any question about the safety of a contestant

### **Article 18. Procedure in the Event of a Knock Down**

1. When a contestant is knocked down as the result of the opponent's legitimate attack, the referee shall take the following measures:

- 1) The referee shall keep the attacker away from the downed contestant by declaration of break.
- 2) The referee shall first check the status of the downed contestant and count aloud from one up to ten at one-second intervals towards the downed contestant, making hand signals indicating the passage of time.
- 3) In case the downed contestant stands up during the referee's count and desires to continue the fight, the referee shall continue the count up to eight for recovery of the contestant. The referee shall then determine if the contestant is recovered and, if so, continue the contest by declaration of Continue.
- 4) When a contestant who has been knocked down cannot demonstrate the will to resume the contest by the count of eight, the referee shall announce the other contestant winner by K.O.
- 5) The count shall be continued even after the end of the round or the expiration of the match time.
- 6) In case both contestants are knocked down, the referee shall continue counting as long as one of the contestants has not sufficiently recovered.
- 7) When both contestants fail to recover by the count of "ten" the winner shall be decided upon the match score before the occurrence of knock down.
- 8) When the referee judges that a contestant is unable to continue, the referee may decide the winner either without counting or during the counting.

2. Procedures to be followed after the contest

- 1) Any contestant suffering a knock-out as the result of a blow to the head, will not be allowed to compete for the next 30 days without an approved examination.
- 2) Before entering a new contest after 30 days, the contestant must be examined by a medical doctor designated by the MFI, who must certify that the contestant is recovered and able to compete.

(Explanation #1)

Keep the attacker away:

In this situation the standing opponent shall return to the respective Contestant's Mark; however, if the downed contestant is on or near the opponent's Contestant's Mark, the opponent shall wait at the Boundary Line in front of his/her coach's chair.

(Guideline for officiating)

The referee must be constantly prepared for the sudden occurrence of a knock down or situation where the contestant is staggered, usually characterized by a powerful blow accompanied by dangerous impact. In this situation, the referee must declare "break" and begin the count without any hesitation.

The referee shall take speedy and decisive action in the case of a knock-down. Especially in case of a standing down in which a contestant falls down by the opponent's striking power, not by the impact of the attack, the referee shall not hesitate to decide or resume the contest without counting.

(Explanation #2)

In case the downed contestant stands up during the referee's count and desires to continue the fight: The primary purpose of counting is to protect the contestant. Even if the contestant desires to continue the match before the count of eight is reached, the referee must count until eight before resuming the match. Counting to "eight" is compulsory and cannot be altered by the referee.

(Explanation #3)

The referee shall then determine if the contestant is recovered and, if so, continue the contest by the declaration of "Continue":

The referee must ascertain the ability of the contestant to continue while he/she counts to eight. Final confirmation of the contestant's condition after the count of eight is only procedural and the referee must not needlessly pass time before resuming the contest.

(Explanation #4)

When a contestant who has been knocked down cannot express the will to resume by the count of "8" the referee shall announce the other contestant winner by K.O. after counting to "10" A contestant expresses the will to continue the match by gesturing several times in a fighting position with the clenched fists. If the contestant cannot display this gesture by the count of "8" the referee must declare the other contestant winner after first counting "9"

and "10" Expressing the will to continue after the count of "8" cannot be considered valid. Even if the contestant expresses the will to resume by the count of "8" the referee can continue counting and may declare the contest over if he/she determines the contestant is incapable of resuming the match.

(Explanation #5)

When it is judged by the referee that a contestant is unable to continue...

When a contestant has received an apparently dangerous blow and appears to be in serious condition, the referee can suspend the count and call for first aid, or do so in conjunction with the count.

(Guideline for officiating)

- a. The referee must not spend additional time confirming the competitor's recovery after counting to "8" as a result of failing to observe the contestant's condition during the administration of the count.
- b. When the contestant clearly recovers before the count of "8" and expresses the will to resume and the referee can clearly discern the contestant's condition yet resumption is hampered by the requirement of medical treatment, the referee must first resume the match with the declaration of "continue" and immediately after declare "break" and then follow the procedures of Article 18.

### **Article 19. Procedures for Suspending the Match**

When a contest is to be stopped due to the injury of one or both of contestants, the referee shall take the measures prescribed below. However, in a situation which warrants suspending the contest for reasons other than an injury, the referee shall declare time and resume the contest by declaring continue.

1. The referee shall suspend the contest by the declaration of break and order the Recorder to suspend the time by announcing suspend.
2. The referee shall allow the contestant one minute to receive first aid.
3. The contestant who does not demonstrate the will to continue the contest after one minute, even in the case of a slight injury, shall be declared loser by the referee.
4. In case resumption of the contest is impossible after one minute, the contestant causing the injury by a prohibited act to be penalized by foul shall be declared loser by the arena jury with common decision taken by all present in that arena.
5. In case both of the contestants are knocked down and are unable to continue the contest after one minute, the winner shall be decided upon points scored before the injuries occurred.
6. When it is judged that a contestant's health is at risk due to losing consciousness, or whose condition after a knock-down appears serious, the referee shall suspend the contest immediately and order first aid to be administered by the MFI event medical staff. The referee shall declare as loser the contestant causing the injury if it is deemed to have resulted from a prohibited attack to be penalized by "Foul" However, the referee shall ask the injured contestant to continue the contest if the medical staff confirms that the injury is not significant and the contest can be continued. The injured player may be declared loser by RSC if he/she refuses to continue the contest despite the advice from the medical staff. When the referee determines that the competition cannot be continued due to injury or any other emergency situation, the referee may take the following measures:

1) If the situation is critical, such as a contestant losing consciousness or suffering a severe injury, and time is crucial, first aid must be immediately directed and the match must be closed. In this case the result of the match will be decided as follows:

- a. The causer shall be declared the loser if the outcome was the result of a prohibited act to be penalized by “Foul”
- b. The incapacitated contestant shall be declared the loser if the outcome was the result of a legal action or accidental, unavoidable contact.
- c. If the outcome was unrelated to the match contents, the winner shall be decided by the match score before suspension of the match. If the suspension occurs before the end of the first round, the match shall be invalidated.

2) When the injury is not serious, the competitor can receive necessary treatment within one Minute.

- a. Permission for medical treatment: When the referee determines that medical treatment is necessary, he/she can direct treatment by the Commission Doctor.
- b. Order to resume the match: It is the decision of the referee, after consultation with the Commission Doctor, whether or not it is possible for the contestant to resume the match. The referee can, at any time, order the contestant to resume the match within one minute. The referee can declare loser any contestant who does not follow the order to resume the match.
- c. While the contestant is receiving medical treatment or is in the process of recovering, 40 seconds after the declaration of “timer” the referee begins to loudly announce the passage of time in five-second intervals. When the competitor cannot return to the Contestant’s Mark by the end of one-minute period, the match results must be declared.
- d. After the declaration of “timer” the one minute time interval is strictly observed regardless of the Commission Doctor’s availability. However, when the Doctor’s treatment is required and the Doctor is absent or additional treatment is necessary, the one-minute time limit can be suspended by the judgment of the referee.
- e. If resumption of the match is impossible after one minute, the decision of the match will be determined according to Sub-article 1 of this Article.

3) If both contestants become incapacitated and are unable to resume the match after one minute or urgent conditions arise, the match result is decided according to the following criteria

- a. If the outcome is the result of a foul penalty by one contestant, that person shall be the loser.
- b. If the outcome was not related to any prohibited act to be penalized by foul the match results shall be determined by the score at the time of suspension of the match. However, if the suspension occurs before



the end of the first round, the match shall be invalidated and Organizing Committee will determine an appropriate time to recontest the match. The contestant who cannot recontest the match shall be deemed to have withdrawn from the match.

c. If the outcome is the result of prohibited acts to be penalized by foul by both contestants, then both contestants shall lose. The situations which warrant suspending the match beyond the above-prescribe Procedures shall be treated as follows:

- 1) When uncontrollable circumstances require suspension of the match, the referee shall suspend the match and follow the directives of the Organizing Committee.
- 2) If the match is suspended after the completion of the second round, the match shall be determined according to the match score at the time of suspension if the match cannot be concluded.
- 3) If the match is suspended before the conclusion of the second round, a rematch shall, in principle, be conducted and shall be held in three rounds.

#### **(Guideline for Officiating)**

The referee must call the MFI event medical staff for the second one-minute injury timeout, and seek advice from the medical staff whether the injured contestant is able to continue the contest or not.

### **Article 20. Refereeing Officials**

#### **1. QUALIFICATIONS:**

Holders of Referee Certification registered by the MFI / IMC.

#### **2. DUTIES**

##### 1) Referee

a. The referee shall have control over the match, and is responsible to protect the safety of the competitors.

b. The referee shall declare “START” and “STOP” winner and loser, deduction of points, warnings and retiring. All the referee’s declarations shall be made without hesitation during the course of the contest. If the Inspection Desk is not in use, the referee will inspect the Blue contestant’s safety equipment, uniform, metallic articles, etc., and then Red’s.

c. The referee shall have the right to make decisions independently in accordance with the prescribed rules.

d. In principle, the center referee shall not award points. However, in the case of four corner judges, if one of the corner judges raises his/her hand because a point was not scored, then the center referee will convene a meeting with the judges. If it was found that two corner judges pressed for a point but two did not, then the center referee has the authority to break the tie by deciding if it was a point.

(Note: When there are only three judges, the referee must accept the decision of the majority of the corner judges.)

e. In case of a tie or scoreless match, the decision of superiority shall be made by all refereeing officials after the end of the 4th round in accordance with Article 14.

## **2) JUDGES**

a. The judges shall mark the valid points immediately.

b. The judges shall state their opinions forthrightly when requested by the referee, authorized officials and/or Competition Supervisory Board members.

## **3) TECHNICAL ASSISTANT (TA)**

a. The TA shall continually monitor the scoreboard during the contest to make sure that the scoring, penalties and timing are correctly publicized, and immediately notify the referee of any problematic issue in this regard.

b. The TA shall notify the referee of starting or stopping the contest, in close communication with the system operator and recorder.

c. The TA manually records all scores, penalties and video replay results on the TA paper as they occur.

## **4. Responsibility for Judgment**

Decisions made by the referees and judges shall be conclusive and they shall be responsible to the Competition Supervisory Board for the content of those decisions.

## **5. Uniform of the Referees and Judges**

1) Referees and judges shall wear the uniform designated by the MFI.

2) Referees and judges shall not carry or take any materials to the Contest Area which might interfere with the contest. The Chair of the Competition Supervisory Board may request the MFI Referee Chairman for that event or MFI designee to replace the refereeing officials in the event that refereeing officials have been mis-assigned, or when it is judged that any of the assigned refereeing officials have unfairly conducted the contest or made unreasonable mistakes.

(Guideline for officiating)

In case that each judge awards different score respectively to the legal attack on the head—for instance, one judge gives one point, another gives three and the other gives no point—and no point is recognized as valid, or in the case that the recorder makes a mistake in timing, scoring or penalties, the Technical Assistant or any of the judges may indicate the mistake and ask for confirmation among the judges. Then, the referee may declare “timer” to stop the contest and gather the judges to ask for statements. After discussion, the referee must publicize the resolution. In the case that a coach also requests a video

review for the same occurrence, the referee shall first confer with the judges before taking the request from coach. If it has been decided to correct the decision, the coach shall remain seated without using his/her appeal quota. If the coach still stands and request for video review, the referee shall take the coach's request.

### **Article 21. Recorder**

The Recorder shall time the contest and periods of time-out and suspension, and also shall record and publicize the awarded points, and /or penalties.

### **Article 22. Assignment of Refereeing**

#### 1. Composition of Refereeing Officials Squad

1) In the use of non-electronic trunk protector, the officials' squad is composed of one (1) Referee and four (4) judges.

2) In the use of electronic Protector and Scoring System, the officials' squad is composed of one (1) referee and three (3) judges.

#### 2. Assignment of Refereeing Officials

1) The assignment of the referees and judges shall be made after the contest schedule is fixed.

2) Referees and judges from the same state (or country, for international competitions) as that of either contestant shall not be assigned to such a contest. However, an exception may be made for the judges when the number of refereeing officials is insufficient, as the case may be.

3. All MFI-sanctioned tournaments shall be officiated by certified MFI referees who are currently active with the MFI.

The referee must:

a) Be a registered member of the MFI for the current calendar year.

b) Attended and participated in at least one Referee Seminar conducted by the MFI within the past 12 months. International Referees (IR) must have attended at least on IMC-sanctioned IR certification seminar or refresher course within the past two years, or at least one Referee Seminar conducted by the MFI within the past year.

4. All MFI-sanctioned national level championships must be officiated by MFI referees.

### **Article 23. Other Competition Matters**

#### 1. Official Decision

Official, field of play decisions made during and at the end of the contest are final and not negotiable.

#### 2. Competition Proceedings

a. All officials, instructors, contestants, and coaches participating in a tournament are required:

- i. To satisfy all MFI eligibility requirements.
  - ii. To observe the decorum code of the MFI and the rules of the tournament. Violators may face suspension by the MFI.
- b. All contestants are required to register with the MFI during the year of the competition.
  - c. All black belt competitors must submit a copy of their Dan certificate at the time of registration with the Organizing Committee. The appropriate Dan must be indicated on the contestant's I.D. badge.
  - d. When summoned, competitors are required to confirm their colors first, and then to make necessary preparations for the match. This includes putting on the protective equipment and having his/her coach available.
  - e. During a contest, any contestant who wishes to leave the ring must request permission from the referee.
  - f. Contestants are required to use the designated route for entry into and exit from the Contest Area.
  - g. In case of team contests:
    - i. Each team shall submit the pre-determined list of contestants in the order of competition.
    - ii. Team competition winners shall be decided on the basis of the total number of points accumulated in individual competition; see Article 6 for details.
  - h. All MFI-sanctioned tournaments must use electronic scoring, or the standard MFI Judge's Scoring Sheet and Score Tally paper. *(Please see Appendix II.)*

### 3. Coach

- 1) ONE Coach may accompany the contestant to the competition ring when the contestant's name is called to compete. The coach must meet all MFI Coaching program requirements to be eligible to coach.
- 2) The coach must observe the MFI decorum code, the rules and regulations of the Organizing Committee, and the rules of the tournament. Violators of these rules and/or regulations may have their coaching privileges canceled by the MFI and face additional suspensions.
- 3) During the competition, coaches are required to remain seated and NOT allowed to move about the ring during competition. The coach may not enter the ring during a competition. If his/her contestant is injured during a contest, then the coach must wait for the referee to declare "STOP" and give permission before leaving the coach's chair. The coach should wait for the tournament doctor to arrive before touching his/her contestant.

### 4. Competition Floor

1) Throughout any MFI-sanctioned championships, only the following personnel may enter the competition floor:

- a. Referees, Judges, Recorders and Technical Assistants
- b. Members of the Tournament Staff
- c. Members of the Competition Supervisory Board when necessary
- d. Members of the medical team when necessary
- e. Security officers when necessary
- f. Athletes and qualified coaches when the athlete's name is called to compete
- g. Other essential personnel with the approval of the MFI Event Director

#### 5. The Referee and Coach During a Contest

##### 1) Before the Start of a Contest

- i. The referee will collect the coach and the contestant badges from both the BLUE and RED sides and bring them to the Recorder's table for retention until completion of the contest.
- ii. Coaches without a valid coach's badge will be escorted from the Contest Area.

##### 2) During a Contest

- i. If the coach leaves the coach's chair for any reason (including standing up), the referee may suspend the match and immediately declare a warning penalty on the coach's contestant.
- ii. If the coach tries to talk or talk back to referee or judges during a contest, the referee may suspend the match, and immediately declare a warning penalty on the coach's contestant.
- iii. If the coach makes any comment about the referee during a match, the referee may suspend the match and immediately declare a warning penalty on the coach's contestant.
- iv. If the coach is guilty of a serious violation of any kind (violent or extreme behavior), the referee should suspend the match and immediately declare a "FOUL" penalty on the coach's contestant.

##### 3) After the Contest

- i. The referee must keep all unauthorized persons away from the Recorder's Table during or after the contest. This includes all Grandmasters, Masters, officials, coaches, etc.
- ii. After the contest winner is declared, referees, judges or assistants should avoid interaction with coaches. It is the responsibility of the referee to help keep the coach and all other people away from all officials in his/her ring. If the coach has a problem with the contest decision, the referee or a member of the Event Staff will escort the coach immediately to the Competition Supervisory Board table.

## **Article 24. Instant video Replay**

For National Team Trials and for certain other MFI competitions (where possible and/or feasible) Video Replay will be used. In this case, each court shall have one (1) Review Jury consisting of an experienced International Referee, preferably with at least 1st Class qualification. The Review Jury may also serve as the Recorder/Technical Assistant of that court. It is the responsibility of the Review Jury to review an instant replay and to inform the center referee of the decision. Procedure of Instant Video Replay is as follows:

- 1) In case there is an objection to a judgment of the refereeing officials during the contest, the coach of a team can make a request to the center referee for an immediate review of the video replay.
- 2) When a coach appeals, the center referee will approach the coach and ask the reason for the appeal. Scope of the appeal for the video replay is limited to the errors of the center referee in application of Competition Rules, points scored by the judges and penalties. No appeal shall be admissible on points scored by foot or fist attacks on the trunk, regardless of use of PSS, with the exception of technical points (turning kicks) awarded or not awarded by the judges. The scope of instant video replay request is limited to only one action which has occurred within five (5) seconds from the moment of the coach's request. Once the coach raises the card to request instant video replay, it will be considered that the coach has used his/her allocated appeal under any circumstance
- 3) The referee shall request the Review Jury to review the instant video replay.
- 4) After review of the instant video replay, the Review Jury shall inform the center referee of the final decision—"Accepted" (thumb up) or "Rejected" (hands crossed). The Review Jury may consult with the Referee Chairman for a second opinion.
- 5) Each coach shall have at the maximum of 10 percent of his/her participatons appeal for contest. If the appeal is successful and the contested issue is corrected, the coach shall retain the appeal quota for the pertinent contest. In other words, in a single match a coach may appeal as many times as he/she wishes, as long as each appeal is upheld by the Review Jury. If an appeal is denied.
- 6) The tournament director may decide the number of appeals quota between one (1) and three (3) per player per championship.
- 7) The decision of the Review Jury is final; no further appeals will be accepted during or after the contest. With the exception of errors in determining the match results, mistakes in calculating the match score or misidentifying a contestant. In such instances, an official protest could be submitted according to the "Protest Procedure After the Match" (below).

8) In the case that there is a clear erroneous decision from the refereeing officials on identification of the contestant or errors in the scoring system, any of the judges can request for review and correct the decision at any time during the contest. Once the refereeing officials leave the Contest Area, it will not be possible for anyone to request for review or to change the decision.

9) In the case of a successful appeal, the Competition Supervisory Board shall investigate the contest at the end of the competition day and take disciplinary action against the concerned refereeing officials, if necessary.

10) In the last 10 seconds of the 2<sup>nd</sup> round, or any time during the sudden death round, any of the judges can ask for a review and correction of scoring when a coach does not have an appeal quota.

## **Article 25. Arbitration and Sanction**

### **1. Composition of the Competition Supervisory Board**

#### **1) Qualifications of the members:**

Qualified Competition Supervisory Board members shall be persons with sufficient MATSOGI-DO experience recommended by the MFI Chief Executive Officer or his/her designee.

#### **2) Composition:**

One Chairman and no more than six members. If there are officials from the same state or the same training affiliation, as either contestant involved on the Competition Supervisory Board, those members must be excluded from the Board. In all cases, the number of Board members must be an odd number. If the Chair is one who is ineligible, a temporary chair must be elected by the remaining members.

3) The chair and members of the Competition Supervisory Board will be appointed by the MFI Chief Executive Officer or his/her designee.

### **2. Responsibility**

1) The Competition Supervisory Board shall adjudicate protests and correct misjudgments if necessary. In their concurrent capacity as the Sanction Committee, the Competition Supervisory Board may also take disciplinary action against the officials committing the infraction. Documented records and results shall be sent to the MFI Chief Executive Officer. The Chair of the Competition Supervisory Board may recommend that the MFI Referee Chairman for that event or MFI designee replace referees or judges.

### 3. Protest Procedure After the Match

In the tournament where instant video replay system is not available, the following protest procedure will be applied.

1) In case there is an objection to a referee judgment, within 10 minutes after the pertinent contest, the certified coach representing the athlete may submit an application for re-evaluation of decision (protest application) together with the prescribed, non-refundable fee of one thousand rupees (1000/-) to the Event

Director. *(Please see Appendix I.)*

2) Deliberation of re-evaluation shall be carried out excluding those members of the same state or training affiliation as that of either contestant concerned, and resolution shall be made by majority votes

3) The members of the Board of Arbitration (Competition Supervisory Board) may summon the refereeing officials for confirmation of events. Video tapes will NOT be admitted as evidence.

4) The resolution made by the Competition Supervisory Board will be final and no further means of appeal will be applied.

5) Deliberation procedures are as follows:

a. A coach or head of team from the protesting side shall be permitted to make a brief verbal presentation to the Board of Arbitration in support of their position. The coach or head of team from the respondent side shall be allowed to present a brief rebuttal.

b. After reviewing the protest application, the content of the protest must be arranged according to the criterion of “Acceptable” or “Unacceptable.”

c. If necessary, the Board can hear opinions from the referee or judges.

d. If necessary, the Board can review the material evidence of the decision, such as the written records (TA Paper, score sheets, tally sheets), or electronic records of the match. No videotapes can be used.

e. After deliberation, the Board holds a secret ballot to determine a majority decision.

f. The Chair will make a report documenting the outcome of the deliberation and shall make this outcome publicly known.

g. Subsequent process following the decision:

1) Errors in determining the match results, mistakes in calculating the match score or misidentifying a contestant shall result in the decision being reversed.

2) Errors in application of the rules:

When it is determined by the Board that the referee made a clear error in applying the Competition Rules, the outcome of the error shall be corrected and the referee may be admonished or face sanction.



### 3) Errors in factual judgment:

When the Board decides that there was a clear error in judging the facts such as the impact of striking, severity of action or conduct, intention, timing of an act in relation to a declaration or area, the decision shall not be changed and the official(s) seen to have made the error shall be reprimanded.

The Chair of the Competition Supervisory Board may recommend that the MFI Referee Chairman for that event or MFI designee replace referees or judges in the event that refereeing officials have been wrongly assigned, or when it is judged that any of the assigned refereeing officials have unfairly conducted the contest or made unjustifiable mistakes.

### 4. Procedure of Sanction

1) The deliberation procedure of Sanction shall correspond to that of Competition supervisory Board, and the details of sanction will comply with the Regulations on Sanctions. The MFI Chief Executive Officer (or in case of his/her absence, the MFI Referee Chairman for that event or MFI designee) may request that the Sanction Committee meet to deliberate when any of the following behaviors are committed by a coach, contestant, or official:

- a) Interfering with the management of a contest
- b) Stirring up spectators or spreading false rumor

2) When judged reasonable, the Sanction Committee shall deliberate and take disciplinary action immediately. The result shall be announced, and reported to the MFI Chief Executive Officer.

3) The Sanction Committee may summon involved persons for confirmation of events.

## **Article 26. Not specified In These Competition Rules**

### **Matters Not Specified In These Competition Rules**

Matters not specified in the Competition Rules shall be dealt with as follows:

1. Matters related to the competition shall be decided through consensus by the refereeing officials of the pertinent contest, under the direction of the Technical Assistant and if necessary, the Referee Chairman for the event.
2. Matters which are not related to a specific contest shall be decided by the MFI Chief Executive Officer or his/her proxy.

## **Article 27. Final Rulings**

Matters and situations not covered by these competition rules will be resolved by precedents, interpretation, and the rules set forth by the MFI and the IMC:

- 1 . If the situation is covered by the MFI or IMC rules, the DIRECTOR of the Competition Supervisory Board will make final rulings.

2. If the situation is not covered by the MFI or IMC rules, the GENERAL SECRETARY of the MFI (or his/her appointed delegate) will make the final ruling after a joint meeting of the Competition Supervisory Board members and other involved committee members.

## Official Letter of Protest

Event Name: \_\_\_\_\_ Date: \_\_\_\_\_

Weight Division: \_\_\_\_\_ Sex: \_\_\_\_\_ Ring#: \_\_\_\_\_

Protester: RED  BLUE  MATCH #: \_\_\_\_\_

Competitor number \_\_\_\_\_

I, \_\_\_\_\_, (LEVEL ONE COACH or ASSOCIATE COACH WITH PROTEST RIGHTS) do hereby officially submit this protest in accordance with the Code of Operations of the \_\_\_\_\_ (event name) and Article XXIII of the Competition Rules of INDIA MATSOGI-DO.

### Details of Protest:

Rule Number: \_\_\_\_\_ Rule Title: \_\_\_\_\_

### Specific Protest:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Decision Delivered by the Competition Supervisory Board:

\_\_\_\_\_  
\_\_\_\_\_

Name:	Signature:	Title:
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-----	-----	-----
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**NOTE:** Protest must be done by a Level One Coach or an Associate Coach with Protest Rights within ten minutes after the match is complete. The protest may not be filed by an Athlete. The coach must meet all parts of Article 24, Section 3 and be: (1) a 3rd Dan or higher or a current coach member and (2) a current MFI member. A non-refundable Rs.1000/- protest-filing fee, in cash, must be submitted along with this protest form. The decision of the Competition Supervisory Board is final, and there is no further recourse. You must sign this form with this understanding.

Coach Name (Print): \_\_\_\_\_

Coach Signature: \_\_\_\_\_

# Junior Competition Rules

## FREE SPARRING COMPETITION SAFETY RULES GOVERNING CHILDREN PURPOSE

The Competition Rules regulate and govern all matters pertaining to MATSOGI-DO competition at all levels sanctioned or promoted by INDIA MATSOGI-DO. However, the following special section of the Competition Rules (which will be referred to as “Junior Competition Rules” hereafter) shall further apply to junior sparring divisions as stated below.

(Please refer to the chart on Page 80 for each division’s rules at the MFI State Championships, National/Regional Qualifiers and MFI National Championships.)

### **Article 1. Junior (Sparring) Safety Rules**

#### 1. General Rules

##### **A. No Head Contact**

##### **Ages 9 & Under (All Belts) and Ages 11 & Under (All Belt Divisions)**

1. In MFI State Championships, National/Regional Qualifiers and MFI National Championships sparring competition, the rules concerning a kick to the face shall be as follows:

- a. Any technique contacted to the head area which does not cause any injury, will be given a warning by the referee (warning).
- b. Any technique, which causes injury to the head area will result in a one-point penalty by the referee (foul).
- c. If the competitor cannot continue because of the injury to the head area, the attacker will be disqualified.

**NOTE:** Inability to continue because of fright, crying or loss of will following a kick to the head which did not cause injury does not constitute grounds for disqualification of the attacker.

##### **Under 14 years age(all belts)**

There will be no face punch and the kick execution technique will be pull back. They are allowed to kick on face

**Under 19 years age and 19 year and above age (all belts including black belts)**

They are allowed to execute punch as well as kick on face. In case of punch only two consecutive punches are allowed, third consecutive punch will be warning and in case of violation there will be foul.

**Article 2. Junior Weight Divisions**

Junior weight divisions will be categorized by sex, age, weight, and MATSOGI-DO rank according to following charts. 1st, 2nd and two 3rd place winners will receive awards. At the discretion of the Tournament Organizing Committee, competitors may be divided into three rank divisions as follows: Black & green to brown. If the number of competitors for each division is less than 4, the Organizing Committee has the option of combining two or three age groups into a single group and assigning the divisions as advanced, intermediate, and beginner to each combined group.

**Special Weight Categories for State Championship**

<b>Below 9 years</b>		<b>Below 11 years</b>	
<b>Male</b>	<b>Female</b>	<b>Male</b>	<b>Female</b>
<b>Below 15kg</b>	<b>Below 14kg</b>	<b>Below 18kg</b>	<b>Below 16kg</b>
<b>15.1kg to 18kg</b>	<b>14.1kg to 17kg</b>	<b>18.1kg to 21kg</b>	<b>16.1kg to 19kg</b>
<b>18.1 kg to 21kg</b>	<b>17.1 kg to 20kg</b>	<b>21.1 kg to 24kg</b>	<b>19.1 kg to 22kg</b>
<b>21.1 kg to 24kg</b>	<b>20.1 kg to 23kg</b>	<b>24.1 kg to 27kg</b>	<b>22.1 kg to 25kg</b>
<b>24.1 kg above</b>	<b>23.1 kg above</b>	<b>27.1 kg above</b>	<b>25.1 kg above</b>

# Weight Categories

## State Championship / National Championship

<p><b>Below 14 YEARS BOYS</b></p> <ul style="list-style-type: none"><li>➤ Below 24 kg</li><li>➤ 24.1 kg to 26 kg</li><li>➤ 26.1 kg to 28 kg</li><li>➤ 28.1 kg to 30 kg</li><li>➤ 30.1 kg to 32 kg</li><li>➤ 32.1 kg to 34 kg</li><li>➤ 34.1 kg to 36 kg</li><li>➤ 36.1 kg to 38 kg</li><li>➤ 38.1 kg to 40kg</li><li>➤ 40.1 kg and above</li></ul>	<p><b>Below 14 YEARS GIRLS</b></p> <ul style="list-style-type: none"><li>➤ Below 22 kg</li><li>➤ 22.1 kg to 24 kg</li><li>➤ 24.1 kg to 26 kg</li><li>➤ 26.1 kg to 28 kg</li><li>➤ 28.1 kg to 30 kg</li><li>➤ 30.1 kg to 32 kg</li><li>➤ 32.1 kg to 34 kg</li><li>➤ 34.1 kg to 36 kg</li><li>➤ 36.1 kg to 38 kg</li><li>➤ 38.1 kg and above</li></ul>
<p><b>14 to 19 YEARS BOYS</b></p> <ul style="list-style-type: none"><li>➤ Below 35 kg</li><li>➤ 35.1kg to 38 kg</li><li>➤ 38.1 kg to 41 kg</li><li>➤ 41.1 kg to 44 kg</li><li>➤ 44.1 kg to 47 kg</li><li>➤ 47.1 kg to 50 kg</li><li>➤ 50.1 kg to 53 kg</li><li>➤ 53.1 kg to 56 kg</li><li>➤ 56.1 kg to 59 kg</li><li>➤ 59.1 kg and above</li></ul>	<p><b>14 to 19 YEARS GIRLS</b></p> <ul style="list-style-type: none"><li>➤ Below 32 kg</li><li>➤ 32.1 kg to 35 kg</li><li>➤ 35.1 kg to 38 kg</li><li>➤ 38.1 kg to 41 kg</li><li>➤ 41.1 kg to 44 kg</li><li>➤ 44.1 kg to 47 kg</li><li>➤ 47.1 kg to 50 kg</li><li>➤ 50.1 kg to 53 kg</li><li>➤ 53.1 kg to 56 kg</li><li>➤ 56.1 kg and above</li></ul>

# **POWER TEST BREAKING COMPETITION**

Awards 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> x2 in each event

Red Belts and above Only

Type of breaking

- 1) Foot techniques
- 2) Hand techniques
  - Ladies hand and foot technique.
  - Men's hand and foot technique

Age categories

- 1) Under 14 years
- 2) Under 16 years
- 3) Under 19 years
- 4) Under 22 years
- 5) Under 25 years
- 6) Under 30 years
- 7) Under 35 years
- 8) Under 40 years
- 9) Under 45 years
- 10) Above 45 years

## **Performance Area**

Ideally the same as sparring, but always with the safety of competitors and spectators in mind.

## **Equipment**

Horse type holder for wood etc and any other special holder for flying or any other special technique.

## **Officials and Judges**

A minimum of two judges to set a standard and to disallow incorrect technique.

## **Techniques**

The number and type of technique may vary and can be chosen by the organiser and will be sent out in the information pack prior to the tournament.

## **Procedure**

In each event, a minimum break will be set by the judges. Each competitor will have only one attempt to break with only one prejudging of distance allowed.

On command from the official, each competitor will adopt ready stance and then attempt to break in one continuous movement.

When each competitor has attempted the minimum break, those who were successful will attempt to break using the opposite hand or foot, the winner being the competitor with the highest number of breaks.

In the event of a draw between two or more competitors, these will then attempt higher breaks, (i.e. more boards) dropping out of the competition as they fail.

In the event of a further draw, the competition will be decided upon body weight (i.e. the lightest of the competitors being awarded the competition).

Only in the Event of play off, a partially broken Board or boards (i.e. Bent Boards) will constitute a superior technique and therefore a win.

In case of tie the decision will be taken under consideration by scoring the use of correct techniques, style, attitude, expression of energy and confidence. , the body weight rule applies i.e if two persons breaks the same number of board or score same than the contestant having less body weight will be declared as winner as he instead of having less weight have more power.

## **PATTERN**

### **1. Number of Division**

- **Individual boys**
- **Individual Girls**
- **Group pattern Girl's**
- **Group Pattern Boys**
- **Group Pattern Mix**

### **2. Awards**

Awards should generally be given for patterns as follows:

1st in each division

2nd in each division

3rd in each division X 2

### **3. Judges, Officials and Performance Area**

#### **Officials**

Three or five judges, (at the discretion of the chief tournament umpire), including a senior official (seated on the perimeter in a line facing the start position)

Note: The senior official will sit in the centre of the judges One instructor (standing to issue commands) Two recorders (seated on the perimeter facing judges)

#### **Area**

Performance areas should ideally be between 7 x 7 and 9 x 9 metres, as in sparring but with an inverted white “T” marked in the centre. (Start position) Contestants are expected to stand with their heels on the exact centre of the “T” until the order “ready” is given.

### **4. Scoring Procedures and Standards**

Each judge will deduct 0.1 from the intended score for each of the following:

- a) Omission of one or more steps or moves (3 or more steps or move will result in disqualification as this would constitute an incomplete pattern).
- b) Failure to complete the pattern in a continuous performance (i.e. hesitation or loss of balance, a hesitation of longer than 3 seconds will be considered failure to complete the pattern and therefore also warrant disqualification).
- c) Incorrect technique e.g. A forearm block instead of a knifehand block A high kick instead of a middle kick, etc
- d) An incorrect ready position.

Note: The above are only a few examples of incorrect techniques.

- e) Incorrect diagram. This incorporates not finishing on the “T” as the diagram would obviously be incorrect. If a competitor fails to complete the pattern, they will be brought back to ready stance and dismissed. No score will be shown by the judges.



## Method of Scoring

Each judge will record their score on the score cards, on the command “show” given by the senior judge sitting in the centre of the judges. They will immediately hold up the score cards and keep them in that position until the recorder acknowledges that all scores have been recorded. The red score card will be held in the right hand and the blue card held in the left hand.

The recorder will then record all the scores of three or five judges, then deduct the highest and lowest scores (only if there are five) given by the judges and total up the remaining scores. This total is recorded as the competitors score.

In the event of a tie between two or more individual pattern competitors, the senior judge or chief referee may, if he wishes, select a further pattern to be performed by those competitors only, or a choice pattern may be allowed.

<b>9 . 6</b>	<b>9 . 6</b>	<b>9 . 6</b>	<b>9 . 5</b>	<b>9 . 7</b>
<b>1<sup>st</sup> Judge</b>	<b>2<sup>nd</sup> Judge</b>	<b>3<sup>rd</sup> Judge</b>	<b>4<sup>th</sup> Judge</b>	<b>5<sup>th</sup> Judge</b>

Note:

In the coloured belt patterns, a competitor who has a clear winning score does not have to go into a second round unless two sets of three judges are used. The same applies if there is a clear first and second place. Only competitors with equal scores need to go on to a further round. In Black Belt patterns, the highest scoring individuals (up to a maximum of 8 competitors) will go through to a second round where they may perform a pattern selected from their particular grade. If it is considered by the chief umpire that the first rounds scoring has shown a clear trophy winning group, he or she may decide a second round is not necessary. This will be decided upon the day by the chief umpire of the competition.

## Recording Scores

9.6	9.6	9.6	9.5	9.7
-----	-----	-----	-----	-----

NAME	PATTERN	1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup>	TOTAL
Mohit	Wadi	9.5	9.6	9.6	9.7	9.3	28.7
Yashwant	Zap	9.6	9.6	9.6	9.6	9.6	28.8

## 5. Patterns

Men, Women, Boys and Girls will compete in separate divisions. Dan grades will compete in one or two groups depending on numbers participating. Kup grades will perform in their respective belt colours. i.e. 4 divisions: yellow, green, blue red and brown.

Brown belt                      QUASI

Red Belts                        ZAP

Blue Belts                       TAI'CHI

Green Belts                     WADI

DAN GRADES MUST ONLY PERFORM PATTERNS WITHIN THEIR DAN STATUS.

Each competitor will perform a choice or compulsory pattern chosen by the organisers prior to the event. Patterns will be marked in 1/10th of a point divisions, as laid down in the following scales: These divisions will be made by the Matsogi-do IMC and details will be enclosed in the championship information pack.

THEY MAY VARY FROM THE ABOVE.

Poor standard                      Below 9.0

Average standard                      9.1 to 9.5

Perfect standard                      9.6 to 9.9

# GROUP FIGHT RULES

- 1) Team should consist of 4-Members with 3-Playing and 1-Substitute
- 2) Point scoring system will be same as individual sparring. The sum total score of all members in sparring will decide the winner
- 3) In case of the draw in scoring in both the teams than the Fourth Player who is substitute will do fight for result
- 4) Arena will be Square in shape with 8mt x 8mt size
- 5) All the 4-Contestant of team should be ready with proper equipment before entering the arena for bow
- 6) In case any of the team member gives WALKOVER than the full team will be disqualified, so it is mandatory for all to sparr
- 7) In case of any injury to the participant during fight and he/she leaves the fight than no consideration of point scored by him/her will be there but deduction of 5-Points should be in favour of that team
- 8) Referee arrangements should be as per Tournament Director
- 9) Sparring time will be of 2-minute each sparring, Final sparring will be of 2-Rounds of 1-minute and 30-seconds with 30-seconds rest
- 10) Without Matsogi-do approved uniform there will be deduction of 5-points to each contestant not wearing the same
- 11) For male members ABDOMINAL GUARD is compulsory, and those are not wearing the same will be given 1-minute changing time with the deduction of 5-points

## NOTE:-

- 1) No change of player will be there i.e if once team is in records than no shuffling of students will be considered violating the rules will cause troubles for the Student as well as Team along with Team Representative
- 2) If the student misbehaves or act not according to game rules he/she shall be disqualified
- 3) If student is disqualified during sparring than it means the whole group will be disqualified and benefit should be given to the opposite team.
- 4) Illegal attack by the opponent to the other will not be welcomed if it happens than the attacker will be in trouble and not only the attacker but also the whole group. It will be decided by the centre referee and main jury.

# HAND SIGNALS

## 1. Call for Contestants



1



2

1. Raise both hands extended to the height of the ear.
2. Extend down the arms in turn, pointing the “Blue” contestant’s mark with right Fore Finger and giving verbal command “Blue,” then “Red” contestant’s mark with left Fore Hand and giving verbal command “Red.”

## 2 “Attention” / “Bow”



1

2

3

1. Raise the open palms facing each other with thumbs folded inward to the height of the eyebrows. Keep the arms apart from both sides of the trunk at 45 degrees, giving the verbal command “Attention,” and then.
2. Bring both hands to the front of the mid-point of the trunk with palms down while giving a verbal command “Bow.” Keep a fist-sized distance between the fingertips of both hands and between hands and the trunk.
3. After verbal command of “Bow,” give the signal of “put on head protector” as follows;
4. raise both arms bent at 45 degrees with open palms to the height of head.

### 3. "Ready"



1. Extend the bent right arm down with the interior angle of arm being 135 degrees, pointing at recorder's desk with the Forefinger, giving verbal command "TIMER"
  2. Fold the right arm upward at 45 degrees until right hand is the same height as the right ear.
  3. Extend the fingers of the right hand while extending the right arm fully down to the height of the mid-point of the trunk, just beneath the breast bone. In "Ready" stance (a step forward with the left leg), giving the verbal command, "fighting stance."(Ready)
- \* While these actions are taking place, put the left arm alongside the side of the trunk with the hand slightly clenched

#### 4“Start”



1



2

1. Take a stance from the posture of “Ready” by drawing back the Right leg, and opening both arms at 45 degrees from the shoulder with palms open.
2. Rapidly bring both arms before the breast with a 25cm distance and with palms facing each other, while giving the verbal command, “Start.”

## 5. "Break"

**Front**



1

**Side**



2

Extend the right arm down with open palm to the mid-point of the trunk, taking a "Walking" stance and giving a verbal command, "break" or "stop."



## 6“Resume/Continue”



Take position, bend the right arm upwards until the forefingers are close to the right ear, giving a verbal command “Continue.”

## 7' End of Round

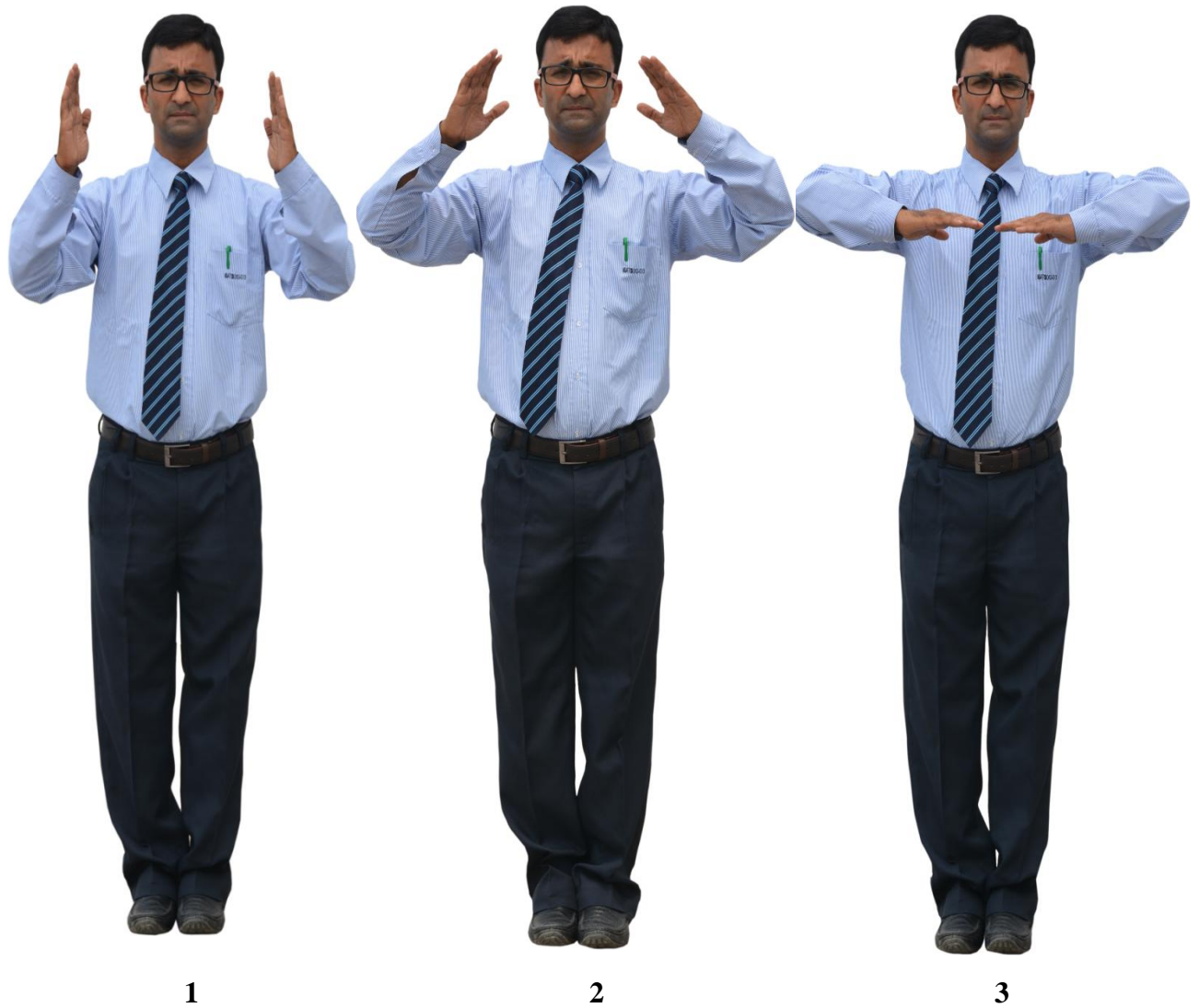


1



2

1. After the declaration of “Break” at end of a round, raise both arms with clenched fists to the height of the mid-point of the trunk, just beneath the breast bone, then
2. Extend the right arm to “Blue” coach side and left arm to “Red” coach side in 180 degrees with open palms facing each side—“Blue” and “Red,” respectively.



1. After the declaration of “Stop” at end of a match, give the verbal command “Attention” then
2. Give the signal of “take off head protector,” then
3. Give the verbal command “Bow.” (The signals will be the same as 2. “Attention” / “Bow”/ “Put on Head Protector.”)

## 9 Winner Declaration



1. In case “Blue” contestant is the winner, indicate the winner as follows:
  2. Bring the clenched right fist to the mid-point of the trunk just beneath the breast bone, and then
  3. Extend the right arm up at 45 degrees with the open palm upward, declaring “Blue Win.”
- \* While taking these actions, put the other arm alongside the side of the trunk with the fist slightly clenched.
- \* In case “Red” contestant is the winner, follow the same procedure and declare Red Wins using the left hand.

## 10 “Timer”



Take the both hands in T shape with left hand upward with verbal command “Timer.”

## 11 Counting



1



1-1

Counting should be close to the pertinent contestants face to ensure the contestant can hear/see the count and so the referee can check his/her condition and will be from 1 to 10.

## 12 Calling for Judges' Gathering



1



2

In the case of one or more corner judges have raised their hand from the sitting position, the center referee shall call for a judges' gathering.

To signal a judges' gathering, extend both arms with open palms to 135 degrees, then bring in both arms to the height of the mid-point of the trunk, just beneath the breast bone.

### 13 Calling for the Commission Doctor's Aid



1

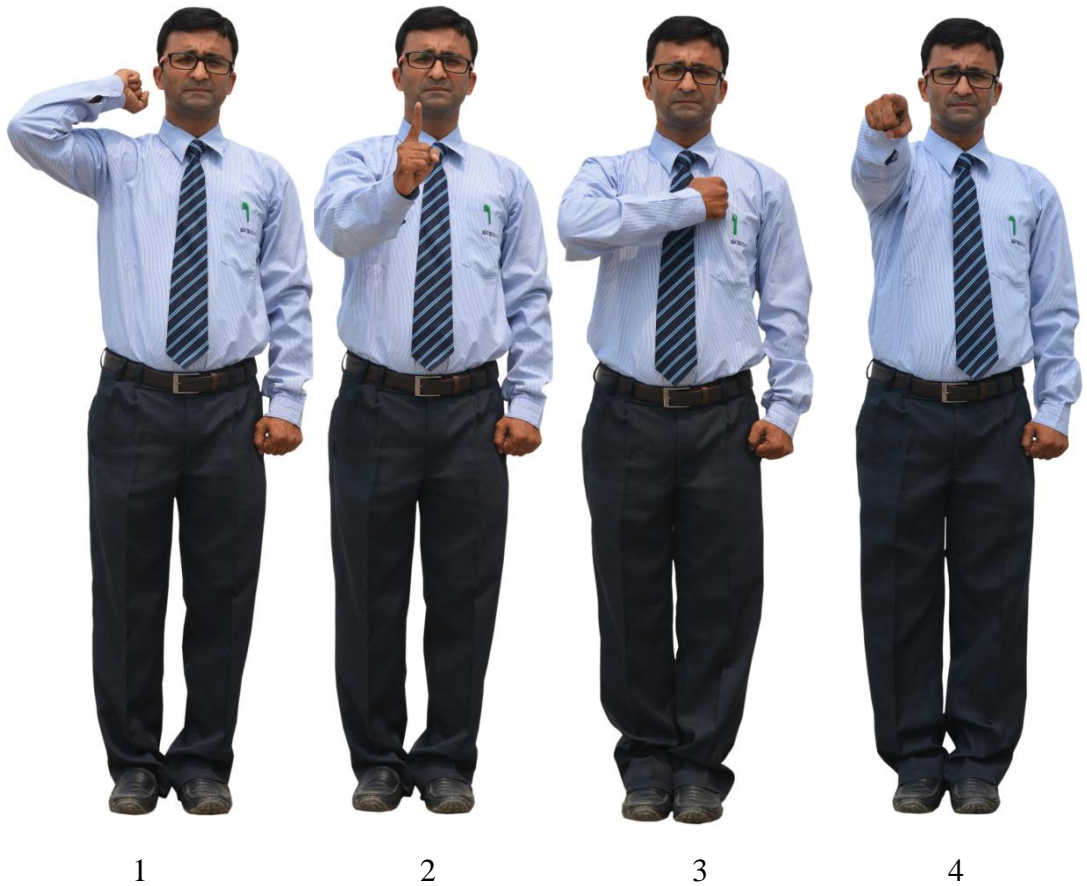


2

If the center referee has made a judgment that an athlete is in danger and needs the commission of a doctor's aid, then the center referee will immediately extend out and brings in his right arm to the height of the right ear and shout, "Doctor, Doctor."

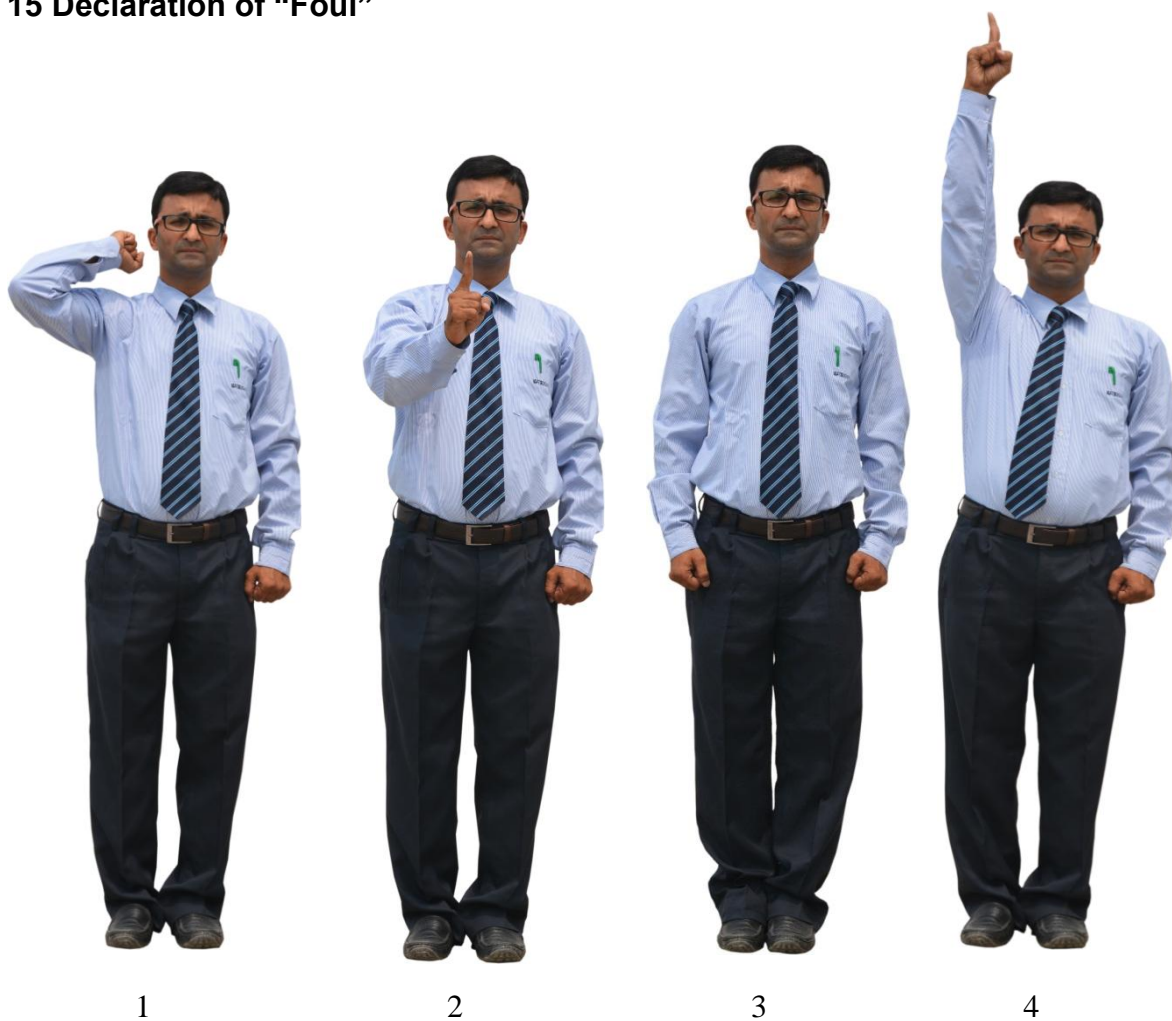


## 14 Declaration of “Warning”



1. Start from the right ear with the right arm bent with clenched right fist and the forefinger extended.
2. Extend the right arm 45 degrees with the forefinger pointed at the pertinent contestant, and giving verbal command “Blue” or “Red.”
3. Place the right arm bent with a clenched right fist on right chest.
4. Extend the right arm with the forefinger pointed at the forehead of the pertinent contestant, and declaring “Warning.”

## 15 Declaration of “Foul”



1. Start from the right ear with the right arm bent with a clenched right fist and the forefinger extended.
2. Extend the right arm 45 degrees with the forefinger pointed at the pertinent contestant and giving verbal command “Blue” or “Red.”
3. In the “Attention” stance, raise up the right fist vertically with the right forefinger stretched, declaring “Foul”

## 16 Annulment of Points Scored



This is in regard to Article 12.5 of the Competition Rules that stipulates the annulment of the points scored immediately after the command “Stop.”

1. In a “Attention” stance, raise the right palm before the forehead with a 20cm distance from the forehead.
2. Bring both hands in X position with verbal commands to referees last kick no points

## 17 Declaration of Instant Video Review Request



At coach's request, the center referee shall declare an "instant video review request."

Raise the right arm just above the head while holding a video review request card received from coach(s), then looking at the review jury's desk and give the verbal command "Blue" or "Red," "Video Replay."

## 18 Acceptance of Reason for Coach's Request for Instant Video Review



The center referee shall walk toward the coach's mark and return the video review request card to the coach politely.

## 19 Rejection of Reason for Coach's Request for Instant Video Review



The center referee shall return to the referee's mark and place the video replay request card in shirt pocket, then resume the match.

# GROUP FIGHT SCORE SHEET

INTERNATIONAL MATSOGI-DO COUNCIL GROUP FIGHT SIDE JURY POINTS			
Player No/ Name	RED	BLUE	Player No/ Name
TOTAL			TOTAL

JURY NAME .....

ARENA NO .....

INTERNATIONAL MATSOGI-DO COUNCIL GROUP FIGHT MAIN JURY WARNING / FOULS					
Player No/ Name	RED		BLUE		Player No/ Name
	W		W		
	F		F		
	W		W		
	F		F		
	W		W		
	F		F		
DEDUCTION					DEDUCTION

JURY NAME .....

ARENA NO .....

# INDIVIDUAL FIGHT

INTERNATIONAL MATSOGI-DO COUNCIL INDIVIDUAL FIGHT SIDE JURY POINTS			
Player No/ Name	RED	BLUE	Player No/ Name
TOTAL			TOTAL

JURY NAME .....

ARENA NO .....

INTERNATIONAL MATSOGI-DO COUNCIL INDIVIDUAL FIGHT MAIN JURY WARNING / FOULS					
Player No/ Name	RED		BLUE		Player No/ Name
	W		W		
	F		F		
DEDUCTION					DEDUCTION

JURY NAME .....

ARENA NO .....



# Pattern Score Sheet

INTERNATIONAL MATSOGI-DO COUNCIL																		
Pattern Score Sheet																		
Competitor:-															Ring No:-			
Pattern Name										Preliminary			Semi Final		Final			
Judge Name															Sig:-			
4.0	Balance	Add deduction ,subtract from 4.0 record Accuracy score in score box															Score	
	Accuracy in individual movement																	
	Accuracy in basic movement																	
6.0	Expression of Energy	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Coordination of Rhythm & Temp.	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Power & Speed	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Total Presentation																	
Total Presentation + Accuracy (10.0)																		

# Group pattern

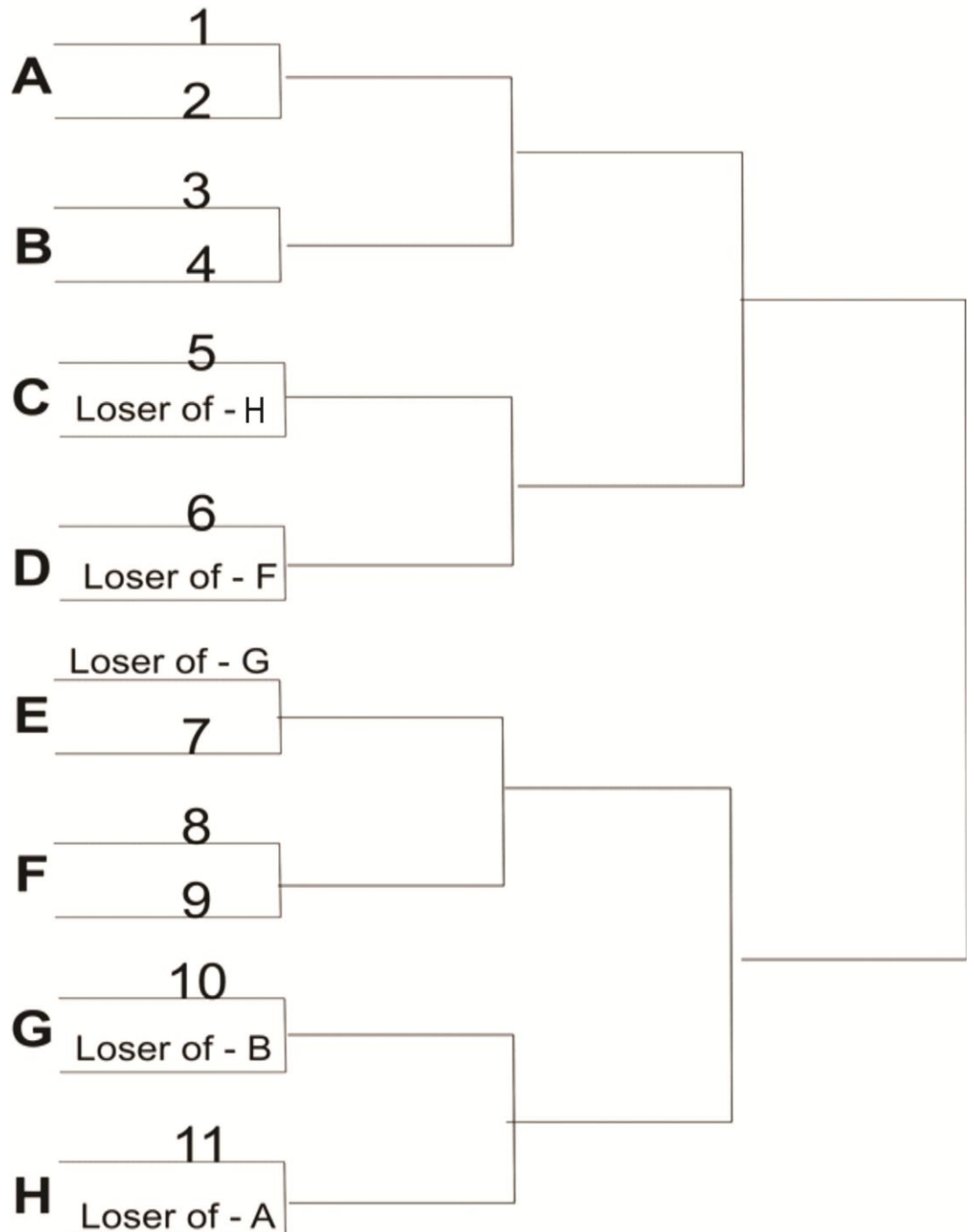
INTERNATIONAL MATSOGI-DO COUNCIL																		
Team Pattern Score Sheet																		
Competitor:-															Ring No:-			
Pattern Name										Preliminary			Semi Final		Final			
Judge Name															Sig:-			
4.0	Balance	Add deduction ,subtract from 4.0 record Accuracy score in score box															Score	
	Accuracy in Team movement																	
	Accuracy in basic movement																	
6.0	Expression of Energy	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Team Coordination of Rhythm & Temp.	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Power & Speed	2.0	1.9	1.8	1.7	1.6	1.5	1.4	1.3	1.2	1.1	1.0	0.9	0.8	0.7	0.6	0.5	
	Total Presentation																	
Total Presentation + Accuracy (10.0)																		

# Power Breaking

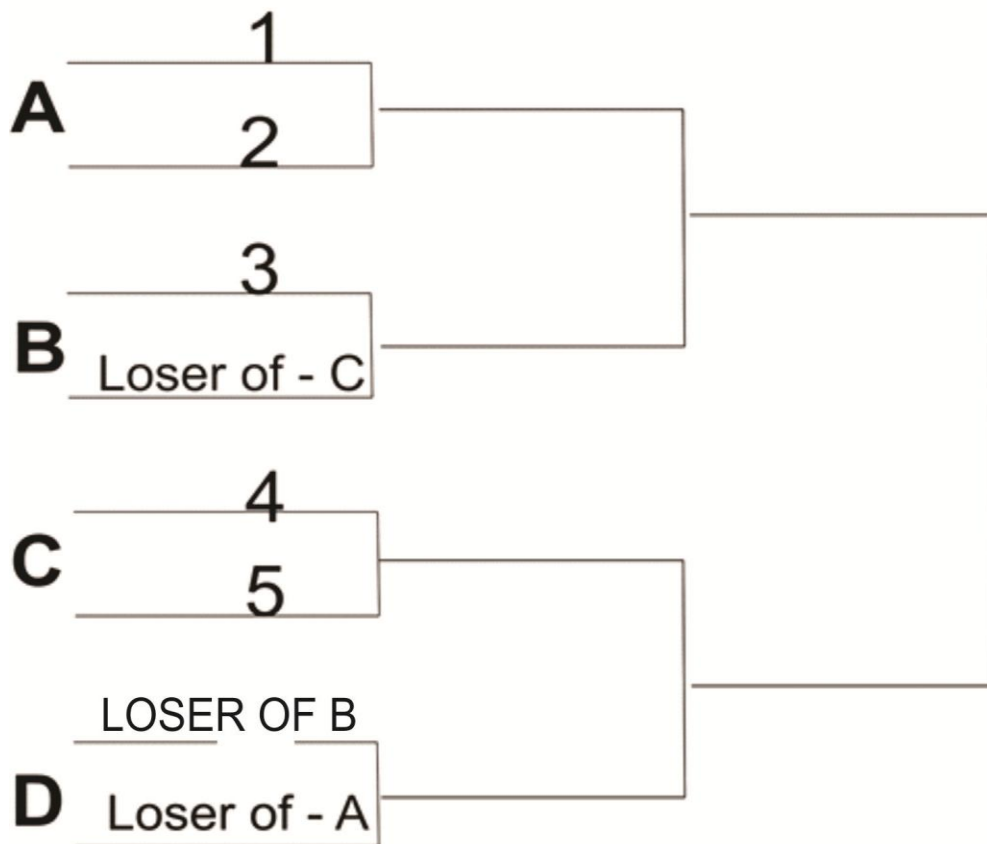
INTERNATIONAL MATSOGI-DO COUNCIL				
Power Breaking Score Sheet Main Jury				
Competitor No:..... Ring Number:..... Gender.....				
Age ..... State..... Country.....				
Judge's Name.....				
Number of Boards Attempted				
Number of Boards Successfully Broken				
0.5 Penalty Deductions: Taking too much time, leaving the Contest Area, extreme poor sportsmanship, etc. (Use 0 for each deduction)	Deductions			
	Total Score			
Presentation (Only to be used as tie-breaker if Percentage is tied)				
Use of Correct Matsogi-do Technique				
Style/Attitude/Expression of Energy & Confidence				

# SAMPLE OF FIXTURES

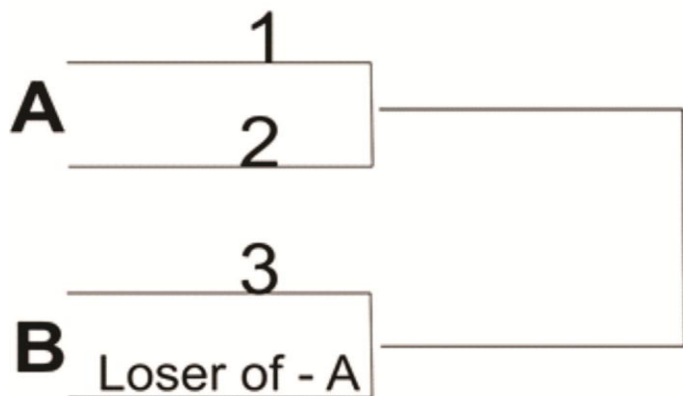
Example:- Fixture for 11 player



Example:- Fixture for 5 player out of 8



Example:- Fixture for 3 player out of 4



Committee for organising

## Matsogi-do Events

Today Matsogi-do tournament are participated with great enthusiasm among large number of teams. A well organised tournament is one of the best method for evaluating the skill of a player good tournament has healthy competition and to organise it a well planning is also required for smooth conduct of Matsogi-do tournament it is necessary to form various committee which should perform their duties with full responsibility along with good coordination among them. The duties of these committee have to do lot of work are categorized as.

- a) **Pre-Tournament Work**
- b) **During –Tournament Work**
- c) **Post-Tournament Work**

COMMITTEE	DUTIES
<b>CHAIR-PERSON</b> Head of Institution	To the look after the overall arrangement welcoming the distinguished guest to cheek the smooth conduct of tournament.
Chief Technical Advisor Experienced and expert or the Matsogi-do	To check the technical aspect of the tournament lie play field and its making equipment’s; help in making fixture guides other official supervise various committees checking the progress of tournament as per rules of the event & game handles the technical disputes in the tournament
Organizing Secretary Important person of the institution	Dose all the planning of the tournament gets approvals for higher authority makes arrangement of equipment makes fixture coordinates with different committees for the smooth conduct of tournament ; handless immediate problem makes budget and final report ,etc
Arrangement committee Coordinator supervisor	Dose all the playfield arrangements as per rules the Matsogi-do events. Arrangements for ceremonial function like opening and closing ceremony provides equipment for matches manages other needful facilities near the play field etc.

<b>Technical committee</b> <b>Official /Experts for conducting Matsogi-do Events</b>	<b>Dose all the arrangements over the playfield as technical requirement of the Matsogi-do event.</b> <b>manages game Referee during event handles table-official duty, manages the time keeper duty score sheet score board etc.</b>
<b>Reception committee</b> <b>State official</b>	<b>The first interaction of the team is done by reception committee. Where they are informed about tournament schedule their stay arrangement and other important information is provided to team ; eligibility preforms of the teams are collected and checked payment of entry fee ,security amount etc. is collected by reception committee.</b>
<b>Boarding lodging Committee</b>	<b>This committee manages the comfortable stay and also manages good meal for all the teams' players.</b>
<b>Press &amp; Media Committee</b>	<b>Make daily report for press notes and coordinates with media person. Highlight the main features of tournament in an impressive way.</b>
<b>Certificate and Recorder Committee</b>	<b>Wright and gives the participation certificates to non-positioned teams and merit certificate to positioned teams also keeps record of all matches manages the result and score sheet of the matches displays the result over bulletin board/Announcement</b>
<b>Announcement Committee</b>	<b>Makes important announcement and dose commentary of the events</b>
<b>Medical Committee</b>	<b>A provide medical –aid to injured or sick player etc. teams.</b>
<b>Transportation Committee</b>	<b>A provide transportation for the out stationed teams.</b>

