



WAKO TECHNICAL UPDATE

WAKO IF BOARD SEP 2018

WAKO IF

WAKO



World Association of Kickboxing Organisations

23rd November 2018

OFFICIAL NOTICE

Dear WAKO Presidents/Coaches/Athletes.

Following the WAKO IF board meeting held in Jeslo, Italy, it is important you are aware of a number of Technical Changes to ensure you, your officials and your athletes are fully informed.

All technical proposals came from National Federations and Officials of WAKO, they were Sent to Chairmen of following committees for distribution/comment and position.

- Technical Committee
- Medical Committee
- Athletes Committee
- Refereeing Committee
- Ring Committee
- Coaches Committee
- Women Committee
- Ethical Committee

The following items were unanimously approved by the WAKO IF board meeting held in September 2018 on the occasion of the WAKO Junior/Cadet World Championships .

Therefore come in to effect from 1st January 2019.



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Refereeing.

Going forward only invited A and B class WAKO certified, referees may officiate at the WAKO World and Continental Championships. This will be coordinated by the responsible President and the refereeing committee. Referees must complete a WAKO Officially sanctioned referees course every two years to remain validated. A central registrar is kept by WAKO IF Chairman of Refereeing Committee Tatami/Ring.

Tatami Sport General Rules Adjustment to Weight Class

Art. 6.2.5 Older Cadets (OC) (13-14-15 years old) Red = New weight class addition.

Boys	Girls
-32kg	-32kg
-37 kg	-37kg
- 42 kg	- 42 kg
- 47 kg	- 46 kg
- 52 kg	- 50 kg
- 57 kg	- 55 kg
- 63 kg	- 60 kg
- 69 kg -	- 65 kg
+ 69 kg	+65 kg

Children Age (CH). Additional Age Division (Point fighting Only) 7-8-9 years of age.

Boys	Girls
-24kg	-24kg
-27kg	-27kg
-30kg	-30kg
-33kg	-33kg
-36kg	-36kg
+36kg	+36kg



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Equality:

WAKO will incorporate an event equality mark for all tournaments with equal gender cash prizes, which may then be displayed on promotional material.

Revision of Forms RULES and Divisions

See Appendix 1 for the complete revision of WAKO divisions for forms. This is a fundamental change to this structure to bring about a more streamlined and unique sequence for WAKO. See Appendix 1:

World and Continental Team/Official Registrations Changes:

Going forward registration for WAKO World and Continental championships will close 14 days before the first day of the event. 7 Days before the event, changes are allowed for a defined 24 hour period (Changes to be submitted on WAKO Change form . No additional registrations are allowed. All changes will incur a €20 fee which will be donated to the WAKO humanitarian program. After the 24 hour change window **NO CHANGES ARE ALLOWED.**

Responsibility of President of National Federation.

It is the absolute responsibility of the National Federation, President and the National Federation Board, to ensure athlete`s entourage return home as indicated in the applicable visa requests. If any member of delegation and team fails to return on time with the team as agreed, direct penalties will be applied to the responsible nation by WAKO IF board. These penalties will reflect the severity of the damage such incidents cause to WAKO IF and its host nations of events.

Sports Data:

Sports data must be used in All **WAKO Continental and World Championships.** This is Mandatory and will be strictly enforced. Due to health and safety requirements ensuring all our main events are aligned and transparent. It is also mandatory to use Sports Data at all WAKO A/B/C Class events. Failure to comply will be forwarded to the WAKO Disciplinary and Ethical Committee for processing and recommendation to WAKO IF board of sanctions.



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Comprehensive Rule REVISION

WAKO IF is setting up a new Temporary committee to review revise and propose an upgrading and updating of the rules to bring better clarity and consistency in a developing and evolving sport.

This new Committee should consist of

It is constructed as follows.

Chairman : Chairman of WAKO IF Organizing Committee

Two members WAKO IF Tatami Refereeing Committee

Two members WAKO IF Ring Refereeing Committee

Two member from the WAKO IF Athletes Committee

Two member from the WAKO IF Coaches Committee

One member of Technical Committee

Two Members of Organizing Committee.

It is expected to conclude Q2 2019 and come in to effect from 1st January 2020



Appendix 1:

WAKO

Creative Forms Rules





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Art. 1. DEFINITION

A Creative form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from Martial Arts.

Art. 2. PRESENTATION / LENGTH / TIME

There is no time limit for Creative forms, there is **NO Maximum time**,

Please Note: Competitors will only be scored on the contents within their form,

This means good techniques, Good Hand and kicking combinations performed with clean, Sharp Precise movements,

Art. 3. AGE

For Creative forms competition the allowed age groups are:

CHILDREN (CH)	7 - 8 - 9 year old,
YOUNGER CADETS (YC)	10 - 12 year old,
OLDER CADETS (OC)	13 - 15 year old,
JUNIORS (J)	16 - 18 year old,
SENIORS (S)	19 + year old

Boys, Girls, Ladies & Men will be separated

Art. 4. AGE CATEGORY SPECIFICATIONS:

Age divisions will be determined in the following manner at All WAKO Championships:

A competitor will be placed in an age division according to their Date of Birth.

Age Categories specifications:

Competitors cannot move between categories / age classes they can only compete in their own age category

Art. 5. DIVISIONS

In Creative Forms competitions there are 2 divisions both for Men, Women, Boys, Girls,

Creative Open Hand, and Creative Weapons,

Competitors can enter both Open Hand and Weapons,



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Art. 6 UNIFORMS

There is no specific uniform for creative forms competitors; They can wear any kind of legally recognized Kickboxing, Karate or

Other martial arts uniform, which must be clean and decent. (T Shirts will NOT BE ALLOWED)

Competitors are allowed to wear sweat bands on arms / wrist,

Competitors are not allowed to wear any jewellery or piercings of any kind, if a competitor is seen wearing any jewellery they will be deducted 0.3

Art. 7 STATE OF WEAPONS

Each competitor is responsible for the perfect / safe state of their weapon/s.

Competitors cannot change their weapon/s during the competition.

Competitors will be allowed to use Magnetic weapons,

The Chief Referee can ask to inspect the competitor's weapon/s if He / She wishes' to do so

No live blades (Sharp Weapons) can be used in any competitor's performance

Art. 8. TEAM EVENT CATEGORIES

There is a three (3) competitors in a team for Open Hand & Weapons.

Competitors cannot switch from one team to another in the same category, If this rule is broken both teams will be disqualified, Maximum Score will be 7.0,

Art. 9. GYMNASTIC MOVEMENTS

No Gymnastics techniques are allowed. Only 1 kip up is allowed,

Art. 10 CRITERIA OF JUDGING IN ORDER

Judges will sit apart at least 1 meter away from each other, No Talking will be allowed only to discuss with the Chief Referee

All Creative Forms Judges must have knowledge and understanding of Creative forms / martial arts techniques in Open hand, Weapons, Weapon releases and weapon body rolls. Each judge must take into consideration, before awarding any decisions,

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The Criteria below:

Basics: Stances, Punches, Kicks and Blocks according to the basic technique of the original styles

Balance: Strength, Focus (Perfect balance and movements done with energy)

Degree of difficulty: Kicks, jumping kicks, spinning kicks, Combinations of hand / kicking techniques

Techniques allowed: Competitors cannot spin beyond 360 degrees, Competitors cannot perform any inverted techniques,

Competitors may perform: Butterfly kicks, Butterfly twists, and illusion kicks, these are the only tricks / kicks that can be performed in the Creative divisions,

Manipulation of Weapons: With regard to weapons. The competitor must show perfect control with blocks, strikes and mastery of the weapon being used by doing outstanding work with their weapon/s, THIS should be the first criteria to be considered in the weapons division, Competitors who do martial arts open hand and kicking techniques within their performance, will be judge on the manipulation of the weapon first, Then martial arts techniques / movements,

Please note: This is a weapons form not an Open hand form with weapon/s

Showmanship: Competitor's presence and role playing, and the presentation of choreography, the competitor may touch the floor with their weapon when performing techniques, But the weapon/s must keep in their hand/s,

Competitors can Spin / Roll the weapon/s around their body (Neck / Arms and Hands) These are not counted as a release!

Only Two (2) complete releases allowed ...i.e. throwing the weapon/s in the air is allowed

More than Two (2) releases, the competitor will be disqualified), Weapons that are rolled around another weapon such as

Kama, Swords, Bo's, Sai's, etc. will not be counted as releases if the weapon is caught back in the hand whilst still in

contact with the other weapon,

When 2 weapons are used in the form:

Both weapons should be brought in by the competitor during the presentation.

They can be the same kind of weapons or 2 different kind of weapons,

Competitor may place one weapon on the floor (Tatami) during / after the presentation, but before the form starts,



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Competitor may pick up the second weapon at any time during the form, but once picked up competitor have to finish the form holding both weapons in the hand/s,

The following are Not considered “Dropping you Weapon”

Placing a weapon on the floor (Tatami) during / after the presentation, but before start the form,

Picking up a second weapon during the form as long as it has been bought in and presented during the presentation

Dropping weapon is considered losing control of weapon during the manipulation IF it falls or touches the floor

Competitor throws their weapon on the floor, or if place weapon on the floor in any other way or situation other than described above.

If a competitor’s weapon/s breaks or falls apart, they will receive the lowest score (Minimum Marks of 7.0)

They cannot carry on performing their form with the broken weapon,

Art. 11 SCORING

After a Creative forms performance 4 / 6 judges and 1 chief referee will score the performance as follows:

- Boys / Girls, Younger / Older Cadets / Juniors / Seniors:
From 7.0 to 10.0 in all Wako tournaments including Continental
- Continental / World Championships
Please Note : In World / Continental Championships there will be 6 Judges and 1 Chief Referee.

At the end of each performance, the judges make up their decisions according to the established criteria, The Chief referee will advise the judges how many points to deduct if there were any Illegal techniques or violation of the rules, After the competitor has finish their performance, at the command of the chief referee, they will raise their score boards, visible to the competitors and the audience, and keep them in the air until announcer in office has counted all marks, Highest and lowest marks will be deducted,

The three / five remaining marks will make the final score.

In case of a draw for first, second or third place (All 5 / 7 scores are compared, and the highest scores are highlighted)

The competitor with the most highlighted scores wins, If there is still a draw both competitors will compete again

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Art. 12. TATAMI SIZE

The area for Creative forms performances will be 8 x 8 square Meters,

There will be no tables / chairs or objects within 1 meter of the tatami,

No one will be permitted to stand behind the judging panel, No one will be allowed to interfere with the scoring table,

Competitors who step OFF the Tatami during their performance will be deducted **0.5** , **ONLY** if the tatami is 8 x 8 meters'

If the Tatami is Smaller than 8 x 8 meters then no deductions will be awarded for stepping out of the area,

Art. 13. MINUS POINTS

1.0 point will be deducted :

- If the competitor drops their weapons/s on the floor, they will be deducted 1.0 from each judge,

Up to 0.5 will be deducted :

- The Chief Referee Will consult panel (if majority agrees) for a déduction of point **0.5** if the form is shorter than the stated time limit,
- If the competitor loses control of the weapon, Or it touches the floor whilst still in the hands,
- If the competitor loses their balance, stumbles, Or falls on their Front, Back, knees, Side, Backside,
- Or touches the floor with their hands, or struggles to control their weapon/s,
- If the competitor performs any disallowed movements
- Competitors who step of the Tatami during their performance will be deducted **0.5** if the tatami is 8 x 8 meters'
- If the competitors Belt or Sash fall onto the floor,

Up to 0.3 points will be deducted

- If the competitor is wearing jewellery or piercings of any kind (i.e. Earrings, Rings, Belly Piercing, Chains, Bracelets)

Minimum Marks: (Lowest score 7.0)

- If a competitor breaks off / stops their performance before the end, the judges will give the **(Minimum marks 7.0)**
- During all weapons divisions the weapons/s can only be released **Two times (2)** from the competitors hand
- If the competitor releases their weapons more than **Two (2)** times they will be disqualified, **(Minimum marks 7.0)**
- If the competitors weapon/s breaks or falls apart they will receive the lowest score **(Minimum marks 7.0)**
- If they drop their weapon a second time they will be Disqualified **(Minimum marks 7.0)**
- If a competitor uses props ie: Blindfolds, theatrical costumes, etc they will be disqualified **(Minimum marks 7.0)**



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Art. 14. SEEDING

Competitors will be seeded, i.e. 1st, 2nd and 3rd place only from the previous World or Continental Championships. However,

Continental / Continental champions cannot be seeded in the World Championships. If any of the top three are not present at the above

Championships they lose their ranking.

The placing for competitors who are not seeded will have their names / order selected by the following method:

Names of all un-seeded competitors will be written down. Numbered balls / discs will be picked out of a bag and the first number

Selected will be written at the side of the first name on the list, and so on until all competitors have a number

This will then be the order for the competition.

Art. 15. DANCE MOVEMENTS

Dance movements will not be allowed accepted or tolerated during Creative forms performances. Competitors who choose to

incorporate dance moves such as "Break, Jazz, Body Popping, Or even "Classical" Dancing will receive the lowest mark 7.0 from each judge

Art. 16 COSTUMES & MAKE-UP

Theatrical costumes, including make-up, masks or any type of uniform that is not recognized as a legal Martial Arts uniform

Will Not be accepted, Infractions to the above-mentioned rule will lead to the immediate disqualification of the competitor.

Competitors are not allowed to cover their eyes (Blind folded) with bands during their performance

Art. 17. SPECIAL EFFECTS

Any special effects, such as lasers, Smoke, Fire, Explosions, Water etc. will not be tolerated. Infractions to the above-mentioned rule and will lead to the immediate disqualification of the competitor,