



W.S.M.A

Musical - Creative

Forms Rules

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Article 1. Form Rules - General

Article 2. Definitions of Forms

A musical form is a sort of imaginary fight against one or more opponents in which the competitor uses techniques coming from all Martial Arts styles.

Traditional kata's are NOT ALLOWED in Musical or Creative forms 

Article 3. Competitors in Forms

Competitors, age is determined at the age they will turn during the year in which the competition is held.

A competitor may register in the next age category only after competing in their own designated category.

In kickboxing discipline FORMS, kickboxers can compete in the following age categories:

Article 4. Classification of Forms:

- Creative Forms, Musical Forms,
- Female & Male,
- Individual & Team,
- Open Hand & Weapon,
- There are no limits for participants per club / team in each category,

Article 5. Age Categories

- Children 10 years & under,
- Cadets - 15 years & under,
- Seniors - 16 +

Article 6. Performance of Forms:

- Competitors competing in both disciplines (musical forms and creative forms) must perform a different Creative form to their Musical form, therefore developing two separate disciplines.

Article 7. Team Event Categories

- There is a minimum of two (2) in a team for Open Team Forms, maximum will be three (3)
- Teams may be mixed Males / Females (Meaning - 1 Male 2 Females - 2 Males 1 Female, 2 Males - 2 Females - 1 Male - 1 Female)
- Teams can be mixed age categories, ie.
 - **TEAM 1** - Children - 10 year & Under - Mixed Male & Female - (2 / 3 in a team)
 - **TEAM 2** - Cadets - 11 - 15 years - Mixed Male & Female - (2 / 3 in a team)
 - **TEAM 3** - Seniors - 16 + Mixed Male & Female - (2 / 3 in a team)
- This means a country or club at the championships or club at national championships and cups can make up a team from all their competitors age groups
- Each country or club at other international and national championships and cups is allowed 2 teams in each team group
- Competitors cannot switch from one team to another in the same category. If this rule is broken both teams will be disqualified by technical disqualification, (minimum marks 7.0)

Article 8. Team rules:

- Teams can perform with synchronisation to gain higher scores in their form.
- Teams do not need to be synchronised in the Team Events, BUT could gain higher marks if they are,
- 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
- Teams can choose to use music or no music,
- Teams can choose to use weapons or Open hand or a mixture of Open hand and Weapons in their team form,
- Teams can use any weapons they wish including mixing them together, but if a competitor drops their weapon a full point 1.0 will be deducted from every judge from the team scores,
- If there is a second drop of the weapon/s they will be deducted another full point 1.0,
- If that same team drops another weapon (3 times) then the team will be disqualified by technical disqualification (minimum marks 7.0)
- There are NO LIMITS to the Team forms,
- It can be a mixture of Musical and Creative,
- Team members can perform as many gymnastic techniques, tricks as they want,
- Each competitor will be scored on their performance within the team form, meaning, If anyone falls or makes mistakes that individual competitor will lose marks, if a competitor breaks off their performance and does not carry on the team will be disqualified by technical disqualification (minimum marks 7.0)
- If they carry on then they will be deducted the marks accordingly for stopping within the form,
- Each Country / Club is allowed two (2) teams per category

Article 9. Uniforms:

- Competitors competing in forms may wear any kind of legally recognised kickboxing or uniform or traditional kimono,
- Uniform must be in a clean and decent state,
- Competitors must wear a traditional martial arts belt or sash,
- 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

Article 10. 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 they wish to do so.
- No live blades (sharp weapons) can be used in any competitor's performance
- If the weapon breaks during the performance, it may be replaced with the same type of weapon, with a 1.0-point deduction.

Article 11. Presentations / length / time:

- There are time limits for all form's categories. There is 2 minutes maximum time, and 1 minute minimum (including presentation), the competitor starts their form after their presentation from their first movement after their presentation, this can be a Trick, Gymnastic or Martial arts technique,
- If a competitor performs any gymnastic techniques or weapon releases in their presentation these will be counted as part of their form,
- Teams do not need to be synchronised in the team events, BUT could gain higher marks if they are,
- 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,

Article 12. Tatami size:

- The area for 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,
- If the tatami is smaller than 8 x 8 meters no deductions will be awarded for stepping out of the area,

Article 14. Scoring:

- After a competitor's performance 2 / judges and 1 Chief referee will score the form as follows:
- Children, Cadets, Seniors From 7.0 to 10.0
- In WSMA Championships there will be 2 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,
- The 3 scores will be added together to make the final score.
- In case of a draw for first, second or third place (all 3 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.

						DRAW	TOTAL	POS
Place	Name	Club	No 1	No 2	No 3			
1	ROSS CHATTERTON	UK	9.7	9.5	9.7		28.9	1ST
2	LEE ROCK	IRELAND	9.3	9.3	9.3		27.9	2ND
3	MICHAEL PORATH	GERMANY	9.2	9.3	9.1	DRAW	27.5	3RD
4	EAMON LAWLOR	IRELAND	9.2	9.2	9	DRAW	27.5	4TH
5	DAVIDE MANCUSO	ITALY	9	9.2	9.1		27.3	5TH

3	MICHAEL PORATH	GERMANY	9.2	9.3	9.1	XX	27.5	WIN
4	EAMON LAWLOR	IRELAND	9.2	9.2	9	X	27.5	

Article 15. Dance movements:

- Dance movements will not be allowed accepted or tolerated during musical and 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.

Article 16. Costumes and make-up:

- Theatrical costumes, including make-up, masks or any type of uniform that is not recognised as a legal Martial Arts uniform will not be accepted,
- Infractions to the above-mentioned rule will lead to the immediate disqualification by technical disqualification of the competitor.
- Competitors are not allowed to cover their eyes (blind folded) with bands during their performance

Article 17. Special effects:

- Any special effects, such as lasers, smoke, fire, explosions, water etc. will not be tolerated. Infractions to the above-mentioned rule, will lead to the immediate disqualification by technical disqualification of the competitors.

Article 18. Judges:

- 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 / Team Forms / Martial arts techniques in Open hand, weapons, weapon releases and weapon body rolls,

Article 19. Criteria for judging:

Each judge must take into consideration, before awarding any decisions, the criteria below:

Article 20. Basics:

Stances, punches, kicks and blocks according to the basic technique of the original styles

Article 21. Balance:

Strength, focus (perfect balance and movements done with energy)

Article 22. Degree of difficulty:

Kicks, jumping kicks, spinning kicks, tricks, combinations hand / kicking techniques, gymnastic movements

Article 23. 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 will be the first criteria to be considered in the weapons category,
- Competitors who do tricks, gymnastic movements within their performance, will be judge on the manipulation of the weapon first, then the tricks and gymnastics movements,
- This is a weapons form not an Open hand form with weapon/s,
- Starting the form with weapons on the floor: competitors are allowed to start with their weapon/s on the floor, BUT once they have picked the weapon/s up they cannot put them back on the floor again,
- If the competitor places their weapon/s on the floor it will be counted as dropping the weapon and a full 1.0 will be deducted,
- If it is placed on the floor a 2nd time, then the competitor will be disqualified by technical DQ.
- 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 two different kinds of hard style weapons,
- Competitor can place one weapon on the floor (tatami) during / after the presentation, but before the form starts, competitor may pick up the second weapon at any time during the form, but once They have picked it up they have to finish the form holding both weapons in the hand/s,
- Alternatively, it is allowed to changing weapon during the form as long as it has been presented as part of the presentation. Meaning: allowing to place the first weapon on the floor and without any breaks or stops, pick up and continue the form with the second weapon,
- Competitor cannot change back to the original weapon he started with,
- The following are not considered “Dropping Weapon”

Placing a weapon on the floor (tatami) during / after the presentation, but before you 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 on the floor / throw weapon on the floor, or placing 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 be disqualified by technical disqualification (minimum marks 7.0). Competitor cannot carry on performing form with the broken weapon,
- Competitors, competing in MF's / CF's can perform as many releases as they want in their routines, **BUT! Cannot perform (Duplicate) the same releases,**
Competitors who duplicate (Perform the same release) will be deducted 0.5 for each release,
Competitors can roll their weapons around another weapon such as Kama, Swords, Bo's, Sai's, etc
This will not be counted as a release, If the weapon is caught back in the competitor's hand whilst still in contact with the other weapon,

Article 24. Showmanship:

- Competitor's presence and role playing, and the presentation of choreography, the competitor may touch the floor with his weapon when performing gymnastics and tricks, but the weapon/s must be kept in his hand/s,
- Competitors can spin / roll the weapon/s around their body (neck / arms and hands). These are not counted as a release.

Article 25. Minus points:

A Full 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,
- If the competitor changes their weapon back to the original weapon they first started with,
- If the competitor in CREATIVE FORMS performs any gymnastic techniques, or any disallowed movements, they will be deducted 1.0 from each judge,

Article 26. Minus 0,5 points:

Up to 0.5 will be deducted:

- For every gymnastics technique performed in MUSICAL FORMS over the allowed number of gymnastic techniques (more than 5 (Five) gymnastic movements),
- If the competitors belt falls onto the floor,
- If the competitor loses control of the weapon, and it touches the floor whilst still in the hands,
- If the competitor loses balance, stumbles, or falls on his front, back, knees, side, backside, or touches the floor with his hands, or struggles to control his weapon/s,
- If the competitor loses synchronisation with music,
- Competitors who duplicate (Perform the same release) will be deducted 0.5 for each release,
- If the competitor performs any disallowed movements
- Competitors who step of the Tatami during their performance if the tatami is 10 x 10 meters'

Article 27. Minus 0,3 points:

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)

Article 28. Minimum Marks (Lowest Score 7.0):

- If a competitor breaks off / stops their performance for more than 10 seconds, the judges will give the minimum marks 7.0.

Article 29. Technical Disqualification:

- If the competitor drops their weapon a second time they will be disqualified by technical

- disqualification (minimum marks 7.0)
- If the competitor's weapon/s breaks or falls apart, they will be disqualified by technical disqualification (minimum marks 7.0), unless they can use the same type of weapon to start again, where they will be deducted a full point (1.0)
- If swear words are heard in the music the performer will be disqualified by technical disqualification (minimum marks 7.0)
- If a competitor uses props i.e.: blindfolds, theatrical costumes, etc they will be disqualified by technical disqualification (minimum marks 7.0)
- **If a competitor performs any traditional kata they will be disqualified,**

Article 30. Musical Form Rules

Article 31. Definition:

A musical form is a sort of imaginary fight against one or more opponents in which the performer uses techniques coming from Oriental Martial Arts to specifically chosen music. The choice of music is personal

Article 32. Categories:

- In Musical Forms competitions there are two (2) categories both for male and female,

Weapons: - ALL Martial Arts Weapons,

Please Note: Weapons that are traditional to their country CANNOT be used unless they are Martial Arts Weapons!

Weapons Must Be Martial Arts Weapons:

- There are 2 categories within the musical forms..... Open Hand and Weapons,
- In all our tournaments there is no limit to how many competitors from each country / club can enter / compete,
- Competitors can choose Open Hand or Weapons
- Competitors can also enter the Creative forms: Open Hand (CF) + Weapons (CFW) and also Team Events
- All competitors who wish to compete in the Team events must have competed as an individual first

Article 33. Rhythm:

- All Musical forms categories must be performed to music. Martial arts techniques must go according to the rhythm.

Article 34. Music:

- All Competitors must have 1 track / file on their / iPod / Smart Phones for Open Hand Or Weapons, competitors must have their name, and country with their music.
- If a competitor's music stops unintentionally during their form the competitor can continue without music or they can restart their performance again,
- There will be NO penalty or minus points awarded in these circumstances'

Article 35. Synchronisation:

Perfect timing, the relationship between movement and music:

Article 36. Gymnastic Movements:

- ONLY FIVE (5) Gymnastics movements are allowed in Musical forms. Violation of this rule will lead to a 0.5-point deduction from each judge for each extra gymnastic technique performed,
- A gymnastic movement is a movement with no martial art purpose (no striking). Some gymnastic movements can be modified by adding a kick / kicks to the movement. In that case, it is not considered a gymnastic movement.
- These are classed as gymnastic techniques: forward roll / backward roll, handstands, all cartwheels including two (2) handed / one (1) handed, elbow cartwheels, all round offs including two handed,

one handed, elbow round offs, handsprings / head springs, back flips with hands touching the floor (even if the legs are split or not) kip ups, front and back somersaults, tucked / straight or piked, back somersaults with full (1) twist / double (2) twists, Arabian front somersaults,

- Hand down raise / Websters / capoeira kicks are classed as tricks),

Article 37. Creative Form Rules:

Article 38. Definition:

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

Article 39. Categories

In Creative Forms competitions there are 10 divisions,

- Men, Women, Boys, Girls, Teams
- Creative Open Hand,
- Creative Weapons,
- Creative Forms Teams,
- Competitors can enter, Open Hand, Weapons, and Teams,

Article 40. Music:

Creative forms competitors cannot use music of any sort,
ALL FORMS will be performed WITHOUT MUSIC.

Article 41. Gymnastic Movements:

- No gymnastics techniques are allowed, only 1 kip up is allowed,
- NO INVERTED techniques are allowed **(Head must not go below the waist)**
- The following movements are not permitted:
 - Any movement that involves more than 360-degree spins whilst in the air
 - Any movement that requires the body to be inverted more than parallel to the floor, which are similar to movements found in gymnastics / and or / non-Martial Arts disciplines

Article 42. Techniques Not Allowed:

- Competitors cannot perform any spins beyond 360 degrees whilst in the air, or parallel to the floor,
- Competitors cannot perform any inverted techniques,

Article 43. Competitors May Perform:

- Butterfly kicks, butterfly twist and illusion kicks, these are the ONLY TRICKS - KICKS that can be performed in the Creative form categories,
- 540's / Tornado kicks are not allowed.