



World Sport Martial Arts Organisation (WSMA)

Forms & Weapons Rules

The Eight Pillars of WSMA

- Focus – Always be present in the moment and committed to your training.
- Discipline – Stay consistent, keep to the rules, and respect the process.
- Courage – Face challenges without fear, both in and out of competition.
- Loyalty – Honour your club, your coaches, and your fellow athletes.
- Self-Mastery – Maintain control over your emotions, actions, and mindset.
- Fighting Spirit – Show determination, even when the odds are against you.
- Strength – Build both physical and mental resilience.
- Respect – Treat everyone, including opponents and officials, with dignity.

1. General

WSMA stands for the World Sport Martial Arts Organisation, headquartered in Birmingham, England, UK.

The affiliated National Federations are members of WSMA. WSMA CEO is Del Sampson.

This rulebook replaces all previous editions. English is the official language, but translations may be provided. Without written consent from WSMA HQ, this rulebook may not be used for commercial purposes.

Members are responsible for staying updated with the latest rules at: www.wsma.website

2. Amateur Status

An amateur competitor is any participant who is not contracted professionally and earns less than £100,000 per year from professional fights.

Professional competitors cannot compete in amateur events, including the WSMA World Championships.

If discovered, penalties may include:

- Disqualification
- Competition bans
- Fines up to £250
- Revocation of titles

3. Anti-Doping Policy

The use of banned substances is strictly prohibited.

Testing may be conducted by WSMA officials or authorised agencies.

Refusal to comply may result in suspension.

Privacy will be respected, and tests will be supervised by qualified personnel of the same gender where possible.

4. Registration & Medical Requirements

- Competitors must pre-register via their coach with full details (name, country, WSMA licence number).
- A valid WSMA licence book with annual stamp and proof of medical fitness (within last 12 months) is required.
- Female competitors must confirm they are not pregnant.



WWW.WSMA.WEBSITE



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5. Safety & Equipment

- Competitors must wear a clean, correct uniform suitable for their style and division.
- No loose jewellery allowed.
- Weapons must be safe, clean, and recognised within martial arts. Judges may inspect weapons before competition.
- Damaged or unsafe weapons must be replaced.
- Magnetic or unsafe ultra-light weapons are prohibited in traditional divisions.

6. Medical Cover

A registered doctor must be present at all events (two for World Championships).

The doctor has the authority to stop performances for safety. No treatment can be given until cleared by the doctor.

7. Competitor Conduct

- Competitors must know the rules and be ready to compete when called.
- Three calls will be made — failure to appear results in disqualification.
- Respect must be shown to referees, opponents, and officials at all times.

8. Coach Conduct

- Coaches must wear clean tracksuits and sport shoes.
- Coaches must follow official instructions and keep the area clear.

9. Protests

- Only coaches may file protests, with a €100 fee (refunded if upheld).
- Protests must relate to rule misapplication, not judging opinion.
- The Head Referee's decision is final.

10. Final Authority

The WSMA CEO and designated officials have the final say in all matters.

Rules are subject to change; updates will be posted on www.wsma.website.

Forms & Weapons – Competition Rules

1. Competitor Responsibilities

- Know the rules and be prepared to compete when called.
- Must carry WSMA ID badge/lanyard to access venue and competition area.
- No loose jewellery.
- Three calls will be made; failure to appear results in disqualification.
- Requests to remove a judge must be made before the division starts in a respectful manner.
- A referee cannot judge a family member.



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2. Time Limit

- Each routine must be 3 minutes or less.
- Time starts when the competitor enters the ring, ends at completion of form.
- Exceeding time limit = disqualification.

3. Weapons & Safety

- Careless misuse = penalty or disqualification.
- Dropped weapon = disqualification.
- Broken/damaged weapon = disqualification.
- Dropping a weapon in eliminations = cannot advance to finals.
- Dropping in finals = lowest score/bronze medal.

4. Music Rules

- No lyrics (words). Profanity or racial content = disqualification.
- Music must be MP3 or phone playback only.
- Assistant will set volume to high and press play.

5. Starting Over / Mistakes

- Eliminations: memory lapse = restart allowed, but lowest score (1) and cannot advance.
- Finals: memory lapse = lowest score (6).
- Music malfunction or external interference = restart without penalty.

6. Scoring

- Judges assess: stances, punches, blocks, kicks, balance, strength, focus, showmanship.
- 5 judges per division.
- Eliminations scored 1–9. Finals scored 1–10.
- Highest and lowest scores dropped; remaining three added.
- Tie-break: competitors perform again (different form for traditional styles).

7. Age Criteria

- Age is taken as of June 30th competition year.
- Male/female separate except team forms.
- Veterans/Executives/Seniors may drop into lower age once; no one may move up.

8. Age Divisions

- Kids: up to 12
- Juniors: 13–14
- Teens: 15–17
- Adults: 18–34
- Veterans: 35–44
- Executives: 45–54
- Seniors: 55+



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9. Division Categories

Kids/Juniors/Adults:

- Hard Style
- Korean Style
- Karate Traditional
- Soft Style
- Free Style
- Weapons with Music
- Weapons No Music
- Karate Weapons
- Hard Style & Traditional Team Forms
- Free Style Team Forms

Veterans:

- Karate Traditional
- Hard/Soft Style
- Karate Weapons
- Weapons No Music
- Veterans with Music

Executives & Seniors:

- Executive Traditional
- Executive Hard/Soft Style
- Traditional Karate Weapons
- Weapons No Music

10. Style-Specific Rules

- Hard Style: Traditional moves only, no music, no weapons.
- Korean Style: TKD/Tang Soo Do traditional forms only, no music, no weapons.
- Karate Traditional: Japanese/Okinawan kata only, no alteration, max 4 kiais, no music/weapons.
- Soft Style: Chinese Kung Fu/Wushu traditional forms only, no music/weapons.
- Free Style: Must use music (no lyrics), martial arts & tricking skills allowed, limited tumbling (max 5 skills).
- Weapons with Music: Mandatory weapon use, no lyrics, max 5 tumbling/tricking skills.
- Weapons No Music: Mandatory weapon use, no tumbling.
- Karate Weapons: Traditional Japanese/Okinawan weapons only, no modern tricking skills, no music.
- Veterans/Executives Traditional: As per hard/korean/karate traditional — no music, no weapons, no free style skills.
- Team Forms: Must follow the rules of the entered style category.



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