



INTERNATIONAL
TAEKWON-DO
FEDERATION

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**INTERNATIONAL TAEKWON-DO FEDERATION
HEADQUARTERS
WORLD CHAMPIONSHIP RULES**



Index:	pg number
Introduction/official authorities	3
Role behaviour of umpires/attire of umpires	4
Umpire qualifications	5
Role and behaviour of coaches	6
Attire of coaches/coaches yellow card system/role behaviour of competitors	7
Attire of competitors/Role behaviour of marshals/attire of marshals	8
Patterns Rules	9-18
1.1.0 Introduction, 1.1.1 rules and procedure, 1.1.2 divisions individual and team,	
1.1.3 procedure for competitors for individual pattern, 1.1.4 judges protocol,	
1.1.5 scoring method, 1.1.6 procedure for team pattern, 1.1.7 procedure for umpires for team	
1.1.8 scoring for team	
Traditional Patterns Rules	19-24
2.1.0 Introduction, 2.1.1 rules and procedure, 2.1.2 divisions individual, 2.1.3 procedure for	
competitors, 2.1.4 judges protocol, 2.1.5 scoring method, 2.1.6 determination of winner	
Sparring	25-34
3.1.0 Introduction, 3.1.1 rules and procedure, 3.1.2 divisions individual, 3.1.3 divisions team,	
3.1.4 duration of bouts and decisions, 3.1.5 individual, 3.1.6 team, 3.1.7 target area, 3.1.8 point	
awards, 3.1.9 controlled technique scoring system, 3.2.0 warnings, 3.2.1 minus points/fouls	
3.2.2 disqualification, 3.2.3 injury, 3.2.4 bout procedure individual and team 3.2.5 individual	
3.2.6 determination of winner in individual, 3.2.7 team 3.2.8 determination of winner in team	
3.2.9 timing, 3.3.0 equipment, 3.2.1 judges protocol, 3.2.2 judges procedure individual,	
3.2.3 judges procedure team, 3.3.4 movement of referees, 3.3.5 referee signals 3.3.6 equipment	
3.3.7 marshals	
Power breaking	35-44
4.1.0 Introduction, 4.1.1 rules and procedure, 4.1.2 divisions, 4.1.3 procedure,	
4.1.4 procedure for qualification for individual competition, 4.1.5 procedure after qualification	
4.1.6 procedure in the event of a tie, 4.1.7 procedure for team power breaking,	
4.1.8 procedure in the event of a tie in team event, 4.1.9 equipment and boards, 4.2.0 judges	
protocol, 4.2.1 individual, 4.2.2 team, 4.2.3 diagrammatic representation of set up, 4.4.2 umpire	
signals	
Special technique	45-55
5.1.0 Introduction, 5.1.1 rules and procedure, 5.1.2 divisions, 5.1.3 procedure for qualification for	
individual competition, 5.1.4 procedure after qualification, 5.1.5 procedure in the event of a tie	
5.1.6 procedure for team, 5.1.7 procedure in the event of a tie in team, 5.1.8 equipment,	
5.1.9 judges protocol, 5.2.0 individual, 5.2.1 team, 5.2.2 diagrammatic representation of set up	
5.2.3 umpire signals	
Pre-arranged sparring	56-58
6.1.0 introduction, 6.1.1 rules and procedure, 6.1.2 divisions, 6.1.3 procedure for competitors	
6.1.4 judges protocol, 6.1.5 scoring method, 6.1.6 disqualification 6.1.7	
Additional information	59-68
7.1.0 competition area size, 7.1.1 registration, 7.1.2 weigh in, 7.1.3 equipment check and approved	
sparring equipment style, 7.1.4 scoresheets, 7.1.5 patterns, 7.1.6 sparring, 7.1.7 power breaking,	
7.1.8 special techniques 7.1.9 pre-arranged sparring	
7.1.10 Umpire pledge	69
<i>Amendments to the May and August 2017 Edition ver 3</i> Pg 19-24 Traditional Patterns rules	
modifications, Pg 25 clarification of fouls in team sparring, Pg 37 Addition of Board breaking	
requirements table, Pg 48 Addition of target heights for special techniques, Pg 60 Addition of	
approved sparring equipment pictures, pg 61-68 updated scoresheets, pg 69 Umpire pledge.	
<i>Amendments to ver 6:</i> Name of body, date of version. <i>Amendment to ver7:</i> pg36 change to number	
of team members and breaks for females	

WORLD CHAMPIONSHIP RULES OF COMPETITION ITF HQ

INTRODUCTION:

ITF Taekwon-Do Headquarters, Korea welcomes all ITF practitioners to participate in our sanctioned competitions in the true spirit of Taekwon-Do by fulfilling the tenets of Courtesy, Integrity, perseverance, self-control and indomitable spirit. The rules laid out in this document are designed to ensure that decisions are based on the merit of the performance and that the competition allows for fair and even matches that are free from bias or manipulation. To facilitate this, the rules will be reviewed regularly to ensure this end is achieved.

The rules of competition here are designed to allow judges to make decisions based on objective measures of performance, thereby ensuring coaches and competitors participate with confidence that the decisions made are derived from an accurate assessment of the performance of the competitors.

In addition to making the competition fair it is important to allow competitors and coaches to utilise strategy in their planning and performance to maximise the possible scores achieved by competitors and teams. It is also imperative to make the penalties for infringements of the rules appropriate to the level of infringement such that scores are decreased for minor infringements and disqualification only be implemented in the case of serious or dangerous infringements.

Safety is paramount in all aspects of ITF HQ competition. To that end the rules are designed to minimise the risk of injury without impacting on the excitement and skill required by world class Taekwon-Do exponents. Wherever possible safety equipment is utilised that will continue to reduce the risk of injury.

In keeping with the notion that competition should be a fair representation of participant's performance based on natural ability following extensive training and effort hence the use of drugs and performance enhancing substances are not permitted. To this end competitors/officials may be required to provide appropriate biological samples for testing should they be requested. These samples may be retained by the testing authority and be retested at a later date if technological changes suggest it is necessary. Appropriate penalties including fines, suspension or prohibition may be applied to competitors/officials who are found to have used such substances.

OFFICIAL AUTHORITIES

The Umpire Committee and Tournament Director

The Umpire committee consists of the chair of the committee and other committee members and any other assistant as appointed by the committee. The Umpire committee is responsible for training and appointing all official umpires/referees required for International and National competition and establishing the rules for ITF HQ sanctioned competitions. All umpire/referees for such competitions must hold the relevant qualification as issued by ITF HQ. The jury members will be drawn from the pool of qualified umpire/referees from all countries involved in the event, with each

country providing jury members as required by the umpire committee. All assistants for events will be appointed as required by the Umpire committee in consultation with the Tournament director for the event. The Umpire committee will be responsible for implementation of the rules of competition at events. This will include making decisions on official protests which must be lodged by the coach within five minutes of a match being completed and be lodged on the correct document. The protest must be based on an apparent violation of the rules and must be accompanied by the appropriate lodging fee that will only be returned should the protest be successful. For more info on protest see the section titled "Protest procedure". A yellow card objection lodged by a coach will be decided at the ringside by the Jury President in consultation with the other jury members.

The Tournament director is responsible for organising the tournament and providing essential infrastructure and support staff for the event. The Tournament director will work closely and under the direction of the Umpire committee to ensure the efficient and effective organisation prior to and during the event.

Role and behaviour of Umpire/Referees

The role of the umpire/referees is to ensure that the competition is officiated in a fair and impartial manner applying the rules of competition as outlined in this document. To this end these officials must behave as members of ITF HQ and not as representatives of any particular country or school. In consideration of this role they should not fraternise or unnecessarily interact with coaches or competitors during the competition but should treat the competition participants with respect and courtesy.

Umpire/Referees will perform their duties as required by the decisions of the Umpire committee after consultation with the Tournament Director. Any umpire/referee may be replaced at any time if deemed necessary by the Umpire committee.

Umpire/Referees will follow the protocols required for each event at which they officiate as outlined in these rules.

It is the responsibility of the Umpire/Referees to ensure all equipment used in the competition is adequate for the needs of competition by checking and communicating the condition of the equipment to the Tournament organising committee whose responsibility it is to provide functional equipment.

Umpire referees in conjunction with the tournament host organising committee will be responsible for checking competitors are within the weight requirements for their recorded sparring division. This will be done at the official weigh in.

Attire of Umpire/Referees

Unless agreed prior to an event the Umpire/Referees will wear a Navy blue blazer and trousers, a white long sleeved shirt and navy blue necktie, white sport shoes and dark (black or navy blue) socks and a badge to indicate they are an officially qualified ITF HQ Umpire/Referee.

If approved by the International Umpire Committee at least three months prior to an event, attire provided by the tournament host will be worn by umpires at that event. Consistent with the need to

have non marking shoes on tournament mats, the umpires will wear their own white sports shoes and dark (black or navy blue) socks and Navy blue trousers at a minimum. Umpires will be required to be in possession of their ITF HQ umpire accreditation card in order to officiate at approved ITF HQ events.

Umpire qualifications

The classification of Umpires in ITF HQ is a competency based assessment that involves the five disciplines of Tul (T) or patterns, Ungyong (U) or special techniques, Matsogi (M) or free sparring, Kyokpa (K) or Power and Yaksok matsogi(Y) or pre-arranged sparring. Together the first letter of these disciplines makes the work TUMKY that phonetically sounds similar to the word Yom-Chi which in Korean is the word for Integrity. This is one of the most important tenets of Taekwon-Do for Umpires.

Full qualification:

This is only available for those Umpires who are black belts and gain accreditation in all disciplines

Expert: 4th degree and above

Associate: 3rd degree and below

Individual Accreditation:

Pattern T-Tul

T1 (4th degree + only) : This qualification allows the holder to judge all ITF pattern competition

T2 (1st-3rd degree only): This qualification allows the holder to judge all patterns up to 2nd degree black belt

Sparring M-Matsogi

M1- Jury president: This qualification allows the holder to act as Jury President in sparring matches. The Jury President should be a senior member and have a thorough understanding of the rules of sparring as well as being capable to record the results accurately.

M2 centre referee: This qualification allows the holder to referee the matches and requires a thorough understanding of the rules and the ability to make quick decisions and communicate using signals.

M3 corner judge: This qualification allows the holder to determine scoring points and record them accurately as well as calculate the outcome rapidly at the end of a bout.

Power K- Kyok

K1 All

Special techniques U- Ungyong

U- U1 All

Pre- arranged free sparring Y-Yaksok

Y- Y1 All

Role and behaviour of coaches

The role of a coach is to represent and provide support and instruction to competitors for which they are responsible. All coaches should be conversant with the ITF HQ rules of competition and should be registered as a coach with the Tournament Director and the organising committee.

The coach is responsible for the competitors under their care, including submitting all documents including registration, withdrawal and protest forms for competitors. They are responsible for ensuring their competitors are present at registration, the official weigh in, the opening and closing ceremonies, attendance at their events and at all necessary award ceremonies.

Coaches are responsible for ensuring their competitors are correctly attired for the event in which they compete, this means the competitors must wear appropriate attire and protective equipment when they attend their event.

The number of coaches per team is not limited but every coach must be registered with the organising committee.

The coach should be competent in the English language or have access to an interpreter who can translate from their own language into English as required.

Only one coach will be allowed to attend at a competition event with their competitor/team and they must follow all commands by the referee (provided they do not contradict ITF HQ rules)

During an event the coach will be seated at the designated location organised by the tournament committee.

During competition the coach may offer coaching advice to their competitor but must behave in an orderly manner without interfering with the control of the match.

Coaches must not raise their voice in providing instruction and must not criticise the umpires.

Coaches must be experienced Taekwon-Do exponents.

Coaches must not enter the Ring/Square without the permission of the Umpires

Coaches are not permitted to stand during the competition and should remain seated except between rounds or bouts.

Coaches may be replaced during competition but not more than once during an event and only under special circumstances. A coach change may only be done with the permission of the Jury President and may only occur during breaks in the event.

Chewing gum is not allowed during competition.

Coaches may not be under influence of drugs and or alcohol

Coaches are mandatory

Coaches may not use wireless communication devices during bouts. Mobile phone may only be used as stopwatches.

Coaches are responsible for the behaviour of their competitor and should observe the tenets of Taekwon-Do in and outside of the competition.

Attire of Coaches

Coaches should wear clean tracksuits (jacket and long trousers) and sports shoes. They may carry a water bottle and towel for their competitor.

Coaches Yellow Card System

This new mechanism is designed to allow coaches to intervene in a competition match if they see a clear breach of the rules of competition or procedure that may adversely affect their competitor if the breach is not addressed during the match. The Yellow card system will be voluntary and will involve the deposit of a specific monetary amount (at this stage this would be 50 euros) into an envelope at the inscription of the competition in order to receive a Yellow Card.

The idea being that if for example in a sparring match the coach sees a clear breach of the rules or protocol (eg. The wrong competitor is awarded a warning or foul by the referee or front desk) that may adversely affect their competitor they may stand and raise their card towards the Jury President who will stop the match. The coach and referee will then approach the front table where the coach will outline their concern. After discussion with the referee and any of the corner judges necessary the Jury President will make a decision as to the legitimacy of the complaint and adjust the competition appropriately. If the decision goes in favour of the coach then they will incur no penalty however if the Jury President rules against the coach they will in the first instance lose 20% of their deposit, on a second occasion they will lose 30% of their deposit and on a third occasion they will lose 50% of their deposit. Coaches may only use their card on three occasions during the entire competition. A record of yellow card use will be recorded on the card where the appeal is rejected by the Umpire committee and will be used at the end of the competition to determine funds returned to the coach and so that all tables are aware of the coaches Yellow card use.

The Yellow card may be used during sparring, special techniques, power breaking, between patterns and on completion of pre-arranged sparring.

Role and behaviour of Competitors

The role of a competitor is to compete in the true spirit of Taekwon-Do abiding by the tenets as laid out in the "Encyclopaedia of Taekwon-Do" written by General Choi Hong Hi. All competitors should abide by the commands of the tournament organisers and Umpire/referees (provided they do not contradict ITF HQ rules). Failure to abide by these instructions may incur penalty such as fines, suspension, disqualification or banning from competition.

Competitors must provide all necessary and true details to their team managers to ensure they are registered for the event within the required timeframe as outlined by the Tournament Director.

On registration all competitors must obtain and keep on their person their competition identification documents when they are present at the competition and provide these documents as required to their coach or the tournament officials when requested.

Competitors must, where required, attend weigh in procedures on time with their coach and provide appropriate documentation.

Competitors must attend registration, the official weigh in, the opening and closing ceremonies, their events and all necessary award ceremonies.

Competitors must ensure they wear correct attire and protective equipment for the event in which they are competing.

Competitors may not be under the influence of drugs or alcohol during competition.

Attire of Competitors

Competitors must wear an approved dobok and belt as determined by the tournament director and organising committee in consultation with the Umpire Committee.

Competitors must only use ITF HQ approved protective equipment and are not permitted to wear any additional equipment unless prior arrangement is made with the Umpire committee.

Competitors found to be wearing unapproved protective equipment during a bout may be disqualified or penalised as determined by the Jury panel

Competitors may not wear any jewellery unless approved by the umpire committee prior to the event. Competitors should not wear any hard material in their hair and only elasticised hair restraints may be used.

Competitors may wear soft headgear as required by their religious beliefs however such headgear must not impact on the identification of the competitor or the visual ability of the competitor and may not interfere with the required safety equipment.

Role and behaviour of Marshals

Each competition ring will have a marshal who maintains a copy of the draw and ensures each competitor has the correct approved safety and sparring equipment and moves with their coach to the correct side of the ring prior to commencing their bout. It is the role of the Marshall to ensure that all competitors are ready for their bout on time with the approved equipment and no unapproved protective wear. The competitor should be checked to ensure that they are not wearing any additional unapproved equipment including supportive t-shirts, pants, braces or wraps. All medical supports must have a medical certificate that has been approved by the Umpire committee. The Marshal will keep a record of the outcome of bouts and co-ordinate with the Jury President to ensure the correct competitors are on the mat for the appropriate bout. All competitors should be in the marshalling area at least two bouts before they are due to perform. It is the responsibility of the marshal to ensure an announcement is given for competitors to attend when required at the marshalling station.

Attire of Marshals

Marshals should wear attire as provided by the tournament host.

RULES OF COMPETITION PATTERNS ITF HQ

1.1.0 INTRODUCTION:

The purpose of this competition is to determine the best overall competitor or team that can perform two patterns as described in the Encyclopaedia of Taekwon-Do with the best possible technique, power, balance, breath control and movement (and for team events, choreography) as determined by a pyramid selection procedure. The scoring will involve each competitor (team) being allocated a score for technical ability out of ten points and then comparing the performance of one competitor (or team) against the other using the 4 (or 5 for team) remaining criteria. This system requires a high level of technical knowledge of the ITF patterns and technique and consequently only highly qualified and experienced umpires should be chosen to score this event. The order of competition will be decided by randomisation of the competitors' (teams) names using an appropriate lottery system (either electronic or manual).

1.1.1 RULES AND PROCEDURE:

1.1.2 DIVISIONS INDIVIDUAL AND TEAM

The patterns event can be divided into individual and team events that can be further divided by age, gender and rank (degree)

Note:

Junior is 14-17 years (at date of competition)

Adult 18-35 years (at date of competition)

Senior 36+ years (at date of competition)

See Chart below:

Type of event	Gender and number of members	Division	1 st degree	2 nd degree	3 rd degree	4 th degree and above
Individual	Male	Junior	Y	Y	Y	
		Adult	Y	Y	Y	Y
		Senior	Y	Y	Y	Y
	Female	Junior	Y	Y	Y	
		Adult	Y	Y	Y	Y
		Senior	Y	Y	Y	Y
			1 st degree and above			

Team	Male	Junior x 5	Y			
		Adult x 5	Y			
		Senior x 5	Y			
	Female	Junior x 5	Y			
		Adult x5	Y			
		Senior x5	Y			

Note: the number of team competitors is indicated in the division box

1.1.3 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

- Two competitors will perform against each other
- The competitors will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and on the Jury Presidents' command they will bow to the jury panel, then face each other, bow to their competitor and return to face the front.
- Both competitors will, at the same time, perform the designated pattern from their degree grade as indicated by the jury panel. This pattern will be randomly selected from the three appropriate to the competitors' degree grade.
i.e.

1 st degree	Kwang Gae, Po Eun, Gae Baek
2 nd degree	Eui Am, Choong Jang, Juche
3 rd degree	Sam Il, Yoo Sin, Choi Jong
4 th degree and above	Yong Gae, Ul Ji, Moon Moo
- On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
- The second pattern will be randomly selected from the remaining patterns from chon ji up to and including their degree grade and will be displayed to the competitors.
- Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President. The patterns already performed will be removed from selection.
- The competitors will then be required to perform the second pattern together and upon completion will be brought back to ready posture by the Jury President.
- Once the result is confirmed the competitors will bow to each other, then the Jury panel and walk off the mats backwards.
- Should the result be a "tie" a new designated pattern will be selected from the remaining patterns and performed until a clear winner is chosen.

1.1.4 JUDGES PROTOCOL

- The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable umpires.

2. The judging panel will march onto the ring in single file and line up in front of the Jury President facing the table and in front of their chairs.
3. The centre judge will call all judges to “charyot” and then make the judges bow to the Jury President.
4. The centre judge will then take one step forward and turn to face the other judges before the Jury President asks the judges to bow to the centre judge.
5. The judges will take then their place on their chairs which will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
6. The Jury President will indicate to the two competitors to come forward onto the mats and bow to the jury panel and then each other.
7. The Jury President will randomly select a pattern from the degree pattern appropriate to the rank of the competitors and indicate the name of the pattern either using a written sign or on a screen.
8. The Jury President will then ask the competitors to assume their ready (junbi) position on the mats for the pattern indicated and then signal to commence the pattern.
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of ten points will be allocated to each competitor based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.

10. The other criteria will be judged by comparing the performance of one competitor against the other and will be scored using the following scale
 - Power out of 5 points
 - Rhythm out of 3 points
 - Breath control out of 3 points
 - Balance out of 3 pointsThe method for scoring these should be performed as noted in the scoring method
11. Once the pattern is completed by both competitors the Jury President will indicate that the competitors return to ready position using the command “Baro”.
12. The Jury President will then randomly select the second pattern that will be from the remaining patterns of chon ji up to and including the degree patterns of the competitors and then indicate the pattern to be performed to the competitors.
13. The Jury President will then indicate that the competitors adopt the ready position for the pattern and then commence.
14. Whilst the competitors perform the judges will deduct points using the same method as for the first pattern.
15. On completion of the pattern by both competitors the Jury President will indicate to the competitors to return to ready position and the umpires will complete their scores and either provide them to the Jury President or, on a

count of three by the Jury President will indicate the winner or a tie using the flags provided.

16. Once the judges flags are raised the Jury President will immediately indicate the winner by extending their arm on the side of the winner or crossing their arms in the case of a Tie.
17. If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to and including their degree grade and the umpires will score as previously.
18. Once a result is achieved the Jury President will indicate the winning competitor and record the result on the draw sheet. The winner will move on to the next round of the draw.
19. At the end of the division the judges will stand with the centre judge stepping one step forward and turning to face the other judges. The Jury President will bring the judges to attention stance with the “charyot” command and then ask the judges to bow to the centre judge.
20. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
21. The centre judge will then lead the judges off the mat in single file.

1.1.5 SCORING METHOD:

TECHNICAL CONTENT

Deduct points for the following errors:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Incorrect sine wave
- Incorrect motion (normal, fast, slow, continuous, connecting)
- Returning to the starting spot with wrong foot
- Not withdrawing a snap kick immediately after execution
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Incorrect stepping/turning (incurved vs outcurved, spot vs step)
- Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single

Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one competitor's performance in that criterion against the other. If there is a large difference between the competitors performance then the difference in score should reflect this disparity. Only full points will be used.

Power: if one competitor demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc they may score 5 points whereas if the other competitor demonstrates few of these attributes they may score only one point. Conversely if both competitors demonstrate these characteristics but one is slightly slower than the other then one may be given 5 points and the other 4 points.

Rhythm: should be judged by examining whether the pattern is performed with a regular rhythm taking into account the correct motion for normal, fast, slow, continuous and connecting motion. The score out of 3 points should reflect the difference between the two competitors.

Breath control: should be judged by comparing the competitors against each other using the score out of 3 points for correct breath control for the motion being performed. i.e. normal, fast, slow, continuous and connecting.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another.

Reasons for scoring 0 points for a pattern:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

Determination of the winner in individual patterns:

The Winner will be the competitor who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one competitor then the competitor with three or more judges in favour is the winner
2. If two judges give a decision in favour of one competitor and one gives for the other and the other two judges determine it a Tie, then the competitor with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each competitor and one gives a tie then the bout is a tie.

1.1.6 PROCEDURE FOR TEAM PATTERN

1. Two teams will perform against each other sequentially, the first team performing the first pattern then the second team performing the first pattern and so on.
2. The teams will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and, on the centre referees command they will bow to the jury panel, then face each other, bow to their competitors and return to face the front.
3. The Jury President will perform a coin toss with the team that wins the toss deciding which team will perform first. Both teams will then move off the mats.
4. The team allocated to perform first will move onto the mats and according to the instructions from the team captain will perform the designated pattern from the 1st degree grade as indicated by the jury panel. Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President.
5. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
6. The first team will then move off the ring and the second team will move on and under the instructions of the second team captain will perform the first designated pattern.
7. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.

8. The second pattern will be randomly selected from the remaining patterns (the pattern already performed will be removed from selection) from chon ji up to first degree grade and will be displayed to the competitors.
9. The second team will then move off the ring and the first team will move on and under the instructions of the team captain will perform the second designated pattern.
10. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
11. The first team will then move off the ring and the second team will move on and under the instructions of the second team captain will perform the first designated pattern.
12. On completion of the pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
13. The team will then move off the mats on the command of the Jury President.
14. Once the umpires have completed their scoring the teams will again move on the mats and will bow to each other, then the Jury panel. The Jury President will then declare the winning team. Both teams may then move off.

1.1.7 PROCEDURE FOR UMPIRES AND JURY PANEL FOR TEAM PATTERN

- 1 The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable umpires.
- 2 Judges will follow the same protocol as for individual pattern for moving on and off the mats.
- 3 The judges will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
- 4 The Jury President will indicate to the two teams to come forward onto the mats and bow to the jury panel and then each other.
- 5 The Jury President will then toss a coin and allow one team captain to select heads or tails, the winning team will then decide who will perform first. Both teams will then move off the mats.
- 6 The Jury President will randomly select a pattern from the 1st degree patterns and indicate the name of the pattern either using a written sign or on a screen.
- 7 The Jury President will then indicate for the team captain to move the team onto the mat and perform the first pattern.
- 8 Whilst the competitors perform the judges will score utilising the method outlined below
- 9 A score out of ten points will be allocated to each team based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.
- 10 The other criteria will be judged by comparing the performance of one team against the other and will be scored using the following scale on completion of the first pattern by both teams.

- | | |
|----------------|-----------------|
| Power | out of 5 points |
| Rhythm | out of 3 points |
| Breath control | out of 3 points |
| Balance | out of 3 points |
| Choreography | out of 3 points |
- 11 The method for scoring these should be performed as noted in the scoring method
 - 12 Once the pattern is completed by the first team the Jury President will indicate that the competitors return to ready position using the command “Baro” and the team captain may move the team off after being dismissed by the Jury President
 - 13 The Jury President will then indicate to the second team captain to bring on the team and commence the first pattern.
 - 14 On completion of the pattern the team will be brought to ready position by the Jury President and dismissed.
 - 15 At this point the judges should score both teams on the first pattern.
 - 16 The Jury President will then randomly select the second pattern that will be from the remaining patterns of chon ji up to 1st degree and indicate the pattern to be performed by both teams.
 - 17 The Jury President will then indicate to the team captain of the first team to bring on and commence the performance of the second pattern.
 - 18 On completion of the pattern the Jury President will bring the competitors to ready position and then dismiss the first team and indicate to the second team captain to bring on the team and commence the second pattern.
 - 19 Whilst the competitors perform the judges will deduct points using the same method as for the first pattern.
 - 20 On completion of the second pattern by the second team the Jury President will bring the team to ready position and dismiss the team with the team captain leading the team off the mat.
 - 21 On completion of the patterns by both teams the Jury President will provide time for the judges to score the teams and then indicate to the teams to return to mats in line.
 - 22 Once the judges have completed their scores and provide them to the Jury President the Jury President will indicate to the teams to bow to each other and then the Jury Panel.
 - 23 The Jury President will then indicate the winning team.
 - 24 If the result is a tie then the competitors will be asked to do a further pattern from the remaining patterns up to 1st degree and the umpires will score as previously.
 - 25 Once a result is achieved the Jury President will indicate the winning team and record the result on the draw sheet. The winner will move on to the next round of the draw.

1.1.8 SCORING METHOD FOR TEAM EVENT:

TECHNICAL CONTENT

Deduct points for the following errors for any member of the team:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Incorrect sine wave
- Incorrect motion (normal, fast, slow, continuous, connecting)
- Returning to the starting spot with wrong foot
- Not withdrawing a snap kick immediately after execution
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Incorrect stepping/turning (incurved vs outcurved, spot vs step)
- Incorrect preparation or execution of technique (i.e. crossing, pre-action...)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single

Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one teams performance in that criteria against the other. If there is a large difference between the teams performance then the difference in score should reflect this disparity. Only full points will be used.

Power: if one team demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc they may score 5 points whereas if the other team demonstrates few of these attributes they may score only one point. Conversely if both teams demonstrate these characteristics but one is slightly slower than the other, then one may be given 5 points and the other 4 points.

Rhythm: Taking into account the choreography this aspect should be judged by examining whether the pattern is performed with a regular rhythm taking into account the correct motion for normal, fast, slow, continuous and connecting motion. The score out of 3 points should reflect the difference between the two competitors.

Breath control: should be judged by comparing the teams against each other using the score out of 3 points for correct breath control for the motion being performed. i.e. normal, fast, slow, continuous and connecting.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another.

Choreography: this component involves the artistic expression of how the team uses staggers, shifts and turns for movements in a choreographed method. The movements must be performed as indicated in the encyclopaedia of Taekwon-Do but the timing may vary.

REASONS FOR SCORING 0 POINTS FOR A PATTERN:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

Determination of the winner in team patterns

The Winner will be the team who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one team then the team with three or more judges in favour is the winner
2. If two judges give a decision in favour of one team and one gives for the other and the other two judges determine it a Tie, then the team with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each team and one gives a tie then the bout is a tie.

RULES OF COMPETITION

TRADITIONAL TAEKWON-DO PATTERNS

ITF HQ (AMENDED AUG 2107)

2.1.0 INTRODUCTION:

The purpose of this competition is to determine the best overall competitor that can perform two patterns with the best possible technique, power, sharpness, balance, and artistic expression as determined by a pyramid selection procedure. The scoring will involve each competitor being allocated a score for technical ability of 10 points and deducting points for errors and then comparing the performance of one competitor against the other using the 4 remaining criteria. This system requires a level of technical knowledge of the patterns and technique and consequently high ranking and experienced practitioners/judges should be chosen to score this event. The variation in syllabus in the Dan ranks within Traditional Taekwon-Do organisations mean that it is difficult to require specific designated patterns (hyung) from degree ranks. To overcome this difficulty, competitors will perform one designated pattern from the Gup ranks as a direct comparison of skill, and another pattern from the Dan rank of the competitor that the competitor may choose. This mechanism removes the chance that a competitor from one organisation has not been required to learn the designated pattern from their degree rank chosen by the Jury. The order of competition will be decided by randomisation of the competitors' names using an appropriate lottery system (either electronic or manual).

2.1.1 RULES AND PROCEDURE:

2.1.2 DIVISIONS INDIVIDUAL

The patterns event can be divided by age, gender and rank (degree)

Note:

Junior is 13-17 years (at date of competition)

Adult 18+ years (at date of competition)

See Chart below:

Type of event	Gender and number of members	Division	1 st degree	2 nd degree	3 rd degree	4 th degree and above
Individual	Male	Junior	Y	Y	Y	Not possible
		Adult	Y	Y	Y	Y
	Female	Junior	Y	Y	Y	Not possible
		Adult	Y	Y	Y	Y

2.1.3 PROCEDURE FOR COMPETITORS FOR INDIVIDUAL PATTERN

1. Initially the two competitors will perform a Gup pattern against each other
2. The competitors will line up at the rear of the mats, bow to the jury panel and then move to the centre of the ring, adopt (attention) charyot stance and, on the Jury Presidents command they will bow to the jury panel, then face each other, bow to their competitor and return to face the front.
3. Both competitors will, at the same time, perform the designated pattern from the Gup grade as indicated by the Jury panel. This pattern will be randomly selected from the 9 gup grades. Patterns will be chosen using either an electronic randomisation system or manually using a blind selection procedure as overseen by the Jury President.
i.e
Chon ji, Dan Gun, Do San, Won Hyo, Yul Gok, Joon Gun, Toi Gye, Hwa Rang and Choong Moo.
4. On completion of the Gup pattern the competitors will remain in the last movement of the pattern until commanded to return to ready posture by the Jury President.
5. On the command of the Jury President the competitor on the blue side will then bow to the judges and leave the mat allowing the Red competitor to perform a pattern that they may choose from their current degree grade, i.e. one that they are required to perform at their next grading.
6. The red competitor will then be required to perform their chosen second pattern and upon completion will be brought back to ready posture by the Jury President.
7. On the command of the Jury President the red competitor will be asked to leave the mats and the blue competitor will be brought forward.
8. The blue competitor will then be required to perform their chosen second pattern (they may choose from their current degree grade, i.e. one that they are required to perform at their next grading) and upon completion will be brought back to ready posture by the Jury President.
9. The red competitor will then be brought back onto the mat by the Jury President and await the decision of the Umpires.
10. Once the result is confirmed the competitors will bow to each other, then the Jury panel and walk off the mats backwards.
11. Should the result be a "tie" a **new** designated pattern from the Gup patterns will be selected and performed until a clear winner is chosen.

2.1.4 JUDGES PROTOCOL

1. The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable practitioners.
2. The judging panel will march onto the ring in single file and line up in front of the Jury President facing the table and in front of their chairs.
3. The centre judge will call all judges to "charyot" and then make the judges bow to the Jury President.
4. The centre judge will then take one step forward and turn to face the other judges before the Jury President asks the judges to bow to the centre judge.

5. The judges will take then their place on their chairs which will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
6. The Jury President will indicate to the two competitors to come forward onto the mats and bow to the jury panel and then each other.
7. The Jury President will randomly select a pattern from the Gup patterns and indicate the name of the pattern either using a written sign or on a screen.
8. The Jury President will then ask the competitors to assume their ready (junbi) position on the mats for the pattern indicated and then signal to commence the pattern.
9. Whilst the competitors perform the judges will score utilising the method outlined below.

A score out of 10 points will be allocated to each competitor based on the technical performance, i.e. taking into consideration the aspects noted in the scoring method.

10. The other criteria will be judged by comparing the performance of one competitor against the other and will be scored using the following scale
 - Power out of 6 points
 - Sharpness out of 3 points
 - Balance out of 3 points
 - Artistic expression out of 3 pointsThe method for scoring these should be performed as noted in the scoring method
11. Once the pattern is completed by both competitors the Jury President will indicate that the competitors return to ready position using the command "Baro".
12. The Jury President will then ask the competitor on the blue side to vacate the ring.
13. The competitor on the red side of the ring will move to the centre of the ring and adopt the ready stance for their chosen pattern that must be taken from one of the current degree patterns they are learning for their next grading.
14. The Jury President will then indicate that the competitor to commence their pattern.
15. Whilst the competitor performs the judges will deduct points from technical content and at the same time mentally assessing the competitors' performance using the 4 comparative measures.
16. On completion of the pattern the red competitor will be asked to return to ready posture by the Jury President and will then be dismissed and the second "blue" competitor will be brought onto the mats.
17. The "Blue" competitor will then be asked to adopt the ready stance of their chosen pattern that must be taken from one of the current degree patterns they are learning for their next grading.

18. The Jury President will then indicate that the competitor to commence their pattern.
19. Whilst the competitor performs the judges will deduct points from technical content and at the same time mentally assessing the competitors' performance using the 4 comparative measures.
20. On completion of the second pattern by the blue competitor the Jury President will indicate to the competitor to return to ready stance and the Red competitor will be asked to return to the mats.
21. The umpires will complete their scores using the comparative measures and record them.
22. The umpires will either provide their scores to the Jury President or, on a count of three by the Jury President will indicate the winner or a tie using the flags provided.
23. Once the judges flags are raised the Jury President will immediately indicate the winner by extending their arm on the side of the winner or crossing their arms in the case of a Tie.
24. If the result is a tie then the competitors will be asked to do a further pattern chosen from the remaining gup patterns and the umpires will score as previously for the designated pattern.
25. Once a result is achieved the Jury President will indicate the winning competitor and record the result on the draw sheet. The winner will move on to the next round of the draw.
26. At the end of the division the judges will stand with the centre judge stepping one step forward and turning to face the other judges. The Jury President will bring the judges to attention stance with the "charyot" command and then ask the judges to bow to the centre judge.
27. The centre judge will then ask the other judges face the Jury President in charyot stance and bow to the Jury President.
28. The centre judge will then lead the judges off the mat in single file.

2.1.5 SCORING METHOD:

TECHNICAL CONTENT

Deduct points for the following errors:

- Inaccuracy of the pattern (Correct moves in the correct order)
- Incorrect technique (i.e. the wrong technique as opposed to poor technique)
- Forgetting or not performing one (1) technique
- Returning to the starting spot with wrong foot
- Incorrect height of tool used for techniques
- Incorrect tool used
- Incorrect/inaccurate stances i.e. not only which stance (incorrect) but also whether the stance is performed correctly (inaccurate)
- Not returning to the starting spot

Note: In the event that a single technique has multiple errors, only deduct a single Point.

(For example if the pattern requires a high forefist punch, however the competitor performs a middle fingertip thrust, only deduct one point for the incorrect technique and not an additional point for incorrect height)

Final score should be given in full points not half points.

REMAINING CRITERIA

The comparative criteria should be judged by directly comparing one competitor's performance according to that criterion against the other competitor's performance. If there is a large difference between the competitors performance then the difference in score should reflect this disparity. Only full points will be used.

Power: Should be judged by examining whether the competitor demonstrates all the characteristics of power i.e. speed, application of mass, co-ordination of hands and feet etc. The performance of each competitor should be compared directly with their opponent and the score allocated should be relative to their opponent. E.G. if one competitor shows most of these characteristics they may score five points whereas if the other competitor demonstrates few of these attributes they may score only one point. Conversely if both competitors demonstrate these characteristics but one is slightly slower than the other then the better competitors may be given 6 points and the other 5 points. The maximum score possible for power is 6 points and the minimum is 0 points.

Sharpness: Should be judged by examining whether the exponent completes their technique with speed and precision and has a brief pause between techniques. The performance of each competitor should be compared directly with their opponent and the score allocated should be relative to their opponent. The maximum score possible is 3 points and the minimum is 0 points.

Balance: this incorporates overall balance through movements but in particular during kicking and jumping movements using the score out of 3 points and comparing competitors directly against one another. Poor balance can also be created by poor posture or facings or looking down throughout the pattern. The maximum score possible is three points and the minimum is 0 points.

Artistic expression: Should be judged by considering the overall appearance of the performance of the competitors against each other. Again this criterion should be allocated marks relative to each performer against the other. The maximum score possible is 3 points and the minimum is 0 points.

REASONS FOR SCORING 0 POINTS FOR A PATTERN:

GIVE 0 POINTS (for entire pattern) FOR:

Stopping the pattern completely and/or not finishing pattern

Pausing and/or stopping for **more than 2** full seconds

Mixing patterns (i.e. beginning with one pattern and finishing with another)

Starting the pattern to the wrong direction (side)

Starting a different pattern than the designated one

Forgetting or not performing more than one (1) technique

2.1.6 Determination of the winner in individual traditional patterns:

The Winner will be the competitor who is favoured by the majority of judges:

I.E:

1. If three or more judges give a decision in favour of one competitor then the competitor with three or more judges in favour is the winner
2. If two judges give a decision in favour of one competitor and one gives for the other and the other two judges determine it a Tie, then the competitor with two judges in favour is the winner
3. If three or more judges decide it is a Tie then the bout is a tie
4. If two judges give in favour of each competitor and one gives a tie then the bout is a tie.

RULES OF COMPETITION

SPARRING

ITF HQ

3.1.0 INTRODUCTION

The purpose of this event is to determine which of two competitors can score the most points using dynamic and controlled sparring techniques to set target areas on their opponent and lose the least points either from rule infringement warnings or fouls. The target area attacked and tool used determines the value of points awarded with the more difficult techniques being valued more highly. For individual competition the bouts will initially consist of two rounds of two minutes each and should a draw occur another round will occur of 1 minute duration. Should the bout still remain undecided the first person to score in another round will be declared the winner.

The progression through the tournament will be decided using a pyramid system with the draw being decided by randomisation of the competitors on the initial round. The divisions of competitors will be based on age, gender and then weight. As a general rule for World championship events, all competitors will be black belts, however since all competitors are black belts rank is not a consideration for divisions.

In the case of team sparring, each team will consist of six competitors and five, two minute bouts will be held with each team choosing a different candidate for each bout. The winning team will be the one that wins the sum of the points for the five bouts. In the case of a tied outcome a sixth round will be held to determine the winning team using the sixth team member. As with individual sparring, the team progression will be by a pyramid system with the draw being decided by randomisation of the teams on the initial round.

3.1.1 RULES AND PROCEDURE:

3.1.2 DIVISIONS INDIVIDUAL (NB. STARTING VALUE FOR DIVISION IS ANY WEIGHT ABOVE THIS NUMBER, HIGHEST VALUE IN DIVISION IS UP TO AND INCLUDING THIS WEIGHT)

<u>Gender</u>	<u>division</u>	<u>micro</u>	<u>Light</u>	<u>middle</u>	<u>Light-heavy</u>	<u>heavy</u>	<u>hyper</u>	<u>Super-hyper</u>
<u>Female</u>	Youth 9-13 years	≤25kg	>25-≤30	>30-≤35	>35-≤40	>40-≤45	>45-≤50	50+
	Junior 14-17 yrs	≤ 45kg	>45-≤50	>50-≤55	>55-≤60	>60-≤65	>65-≤70	70+

	Adult	≤ 50kgs	>50-≤56	>56-≤62	>62-≤68	>68-≤74	>74-≤80	80+
	Senior		≤ 65kgs	>65-≤75		75+		
Male	Youth 9-13 years	≤ 25kgs	>25-≤30	>30-≤35	>35-≤40	>40-≤45	>45-≤50	50+
	Junior 14-17	≤ 50kg	>50-≤56	>56-≤62	>62-≤68	>68-≤74	>74-≤80	80+
	Adult 18+	≤ 57kgs	>57-≤64	>64-≤71	>71-≤78	>78-≤85	>85-≤92	92+
	Senior		≤ 71kgs	>71-≤81		81+		

N.B.: In individual sparring matches competitors shall participate in the category according to their weight. It is not allowed to participate in any other weight class.

In team events competitors may be chosen from any weight category in each division.

3.1.3 TEAM

YOUTH - JUNIOR AND OR ADULT – SENIORS TEAM

Each Team (Male and/or Female of any degree and weight) **must** consist of five (5) competitors and one (1) reserve.

3.1.4 DURATION OF BOUTS AND DECISIONS

3.1.5 INDIVIDUAL

Individual elimination and final bouts will be two (2) rounds of two (2) minutes duration with a one minute break between rounds for the junior-adult and seniors whereas the youth divisions will have two (2) rounds of one and half (1.5) minutes with a thirty second break between rounds. In the case of a draw, a further one (1) minute round will take place and if it results in a further draw then the first scored point assigned by at least two (2) Referees at the same split second will decide the winner.

3.1.6 TEAM

Each team bout will be one (1) round of two (2) minutes and for the youth division, one round of one minute (1).

In team matches, points from all of the five (5) bouts shall be summed to decide the winning team. If, at the end of the five (5) bouts the result is a draw then each coach will use the competitor who has not competed to spar an extra bout of two (2) minutes or in the case of the youth category, one (1) minute. The team whose competitor wins this bout will be the winner.

If at this time the bout is a draw then the bout will continue until the first point scored as assigned by at least two (2) Referees at the same split second will decide who is the winner and consequently the winning team.

N.B.: All five (5) bouts must take place and be completed. If one of the competitors withdraws in the event of an injury or to gain an advantage the opponent will be declared the winner. They will then be awarded 15 points to their total team score. If one competitor accumulates 3 fouls during a match then that competitor will be disqualified and 15 points will be allocated to the opposing team for that bout. Note at the end of the 5 bouts all warnings and fouls will be totalled and points deducted including the three points provided where a competitor is disqualified in a single bout.

3.1.7 TARGET AREA

- a. Head at the front, sides and top but not the rear.
- b. Trunk of the body from shoulder to navel vertically and from a line drawn from the armpit vertically down to the waist on each side (that is frontal area only, excluding the back).

3.1.8 POINT AWARDS

- a. One (1) point will be awarded for: Hand attack directed to mid or high section. Hand attack while in air (both feet must be off the ground) directed to mid and/or high section.
- b. Two (2) points will be awarded for: Foot attack directed to mid-section. Jumping or flying kick directed to mid-section.
- c. Three (3) points will be awarded for: Foot attack directed to high section. Jumping or flying kick directed to high section.

3.1.9 CONTROLLED TECHNIQUE SCORING SYSTEM

In competition a technique is valid according to the controlled technique system if:

- a. executed correctly.
- b. dynamic, that is to say it is delivered with strength, purpose, speed and precision.
- c. controlled on the target. **(i.e. just touches but does not penetrate the target with force)**

3.2.0 WARNINGS

Warnings will be assigned for the following offences:

- a. Pretending to have scored a point by raising one or both arms.
- b. Stepping completely out of the ring (both feet).
- c. Falling down, whether intentional or not (means any part of the body, other than the feet, touching the ground).
- d. Faking being hit or pretending to be injured to gain an advantage.
- e. Intentionally avoiding sparring.
- f. Adjusting equipment during the bout without the consent of the Centre Referee.
- g. Unintentional attack to a target other than mentioned in the target area.
- h. Holding/grabbing/pushing.
- i. Incorrectly bowing at the beginning or ending of the match (e.g. touching of gloves)

The sum of three (3) warnings automatically means deducting one (1) point.
N.B. If an athlete is pushed out of the ring with intent (without undergoing a technique) then they will not receive a warning. The athlete who pushed shall receive the warning.

3.2.1 MINUS POINTS/FOULS

One point will be deducted for the following offences:

- a. Heavy contact.
- b. Attacking a fallen opponent.
- c. Leg sweeping.
- d. Attacking with the knee, elbow or forehead
- e. Intentional attack to a target other than mentioned in the target area section
- f. Loss of temper
- g. Deliberately grabbing or holding to delay competition

3.2.2 DISQUALIFICATION

- a. Misconduct against officials or ignoring instructions.
 - b. Uncontrolled or excessive deliberate contact.
 - c. Receiving three (3) minus points/fouls directly given by the Centre Referee.
 - d. Being under influence of alcoholic beverages or drugs.
 - e. Complete loss of self-control .
 - f. Insulting an opponent, coach and or official.
 - g. Biting, scratching.
 - h. Attacking with the knee, elbow or forehead. causing a Knock out.
- N.B.: A competitor that insults an opponent, coach or official will be disqualified from the rest of the competition.

3.2.3 Injury

- a. When a competitor is injured, the Centre Referee must stop the match and call the Doctor. From the moment the doctor is in front of the injured competitor, he has a maximum of 3 minutes to diagnose, treat the wounds and decide about the match and competition continuation.
- b. When a competitor cannot compete anymore because of the Doctor's decision and according to the decision of the Ring Council (Jury President, Centre Referee and Corner referees) i.) he/she is the winner if his/her opponent is responsible. ii.) he/she is the loser if his/her opponent is not responsible.
- c. An injured competitor that is unfit to fight cannot continue for the time/day(s) set according to the Doctor's decision.
- d. A competitor that refuses to accept the Doctor's and/or the Ring Council decision will be disqualified and taken out of the competition.

e. If two competitors injure themselves at the same time and both are unfit to fight according to the Doctor's decision, the winner is the contender that has more scored points at that moment. If the competitors are even, the Ring Council will decide about the bout.

N.B.: A competitor that causes a Knock out (i.e causing unconsciousness) through excessive deliberate contact or causes a concussion in sparring competition will be disqualified. The opponent that receives a Knock out or concussion shall not be able to compete in sparring competition again during the whole event.

3.2.4 BOUT PROCEDURE –INDIVIDUAL AND TEAM

3.2.5 INDIVIDUAL

Sparring competitors will commence the bout on their start positions, wearing either ITF HQ approved red or blue gloves or boots and headguard to differentiate between them. An ITF HQ approved mouthguard must be worn at all times and male competitors must wear groin protection. At the command of the Centre Referee the competitors bow in turn to the Jury table and then to each other. The Centre Referee will then start the controlled technique Sparring with the command "Junbi" and then "SHI-JAK" and the competitors will continue to spar until the Referee issues the command "HAECHYO". At this point the competitors cease to spar and remain where they are until restarted by the command "Gaesok". Should a competitor leave the ring at any point, when they return they will restart inside the ring, 1 metre from the edge.

An audible time signal will end the round and/or bout and the referee will give the command "Goman" at the end of a bout. Competitors will then bow to each other and then the jury table. At which point the referee will indicate the result by raising the hand of the winner or in the case of a tie raising the hand of both competitors. If the result is a draw then the warnings/minus points are not carried forward.

3.2.6 DETERMINATION OF THE WINNER IN INDIVIDUAL SPARRING:

The Winner will be the competitor who is favoured by the majority of judges:

I.E:

The Winner will be the competitor who is favoured by the majority of judges:

1. If three or more judges give a decision in favour of one competitor then the competitor with three or more judges in favour is the winner
2. If two judges give in favour of one competitor and two gives a tie then the competitor with two judges in favour is the winner.
3. If two judges give a decision in favour of one competitor and one gives for the other and one judge determine it a Tie, then the competitor with two judges in favour is the winner
4. If three or more judges decide it is a Tie then the bout is a tie
5. If two judges determine it is a tie and one judge determines for each competitor then it is a tie.
6. If two judges decide for one competitor and the other two judges decide for the other competitor then it is a tie

3.2.7 TEAM

A coin will be tossed between the two (2) coaches. The winning coach of the toss decides which team sends its first competitor into the ring. The teams must then alternate. Bout procedure will be as individual except that no winner will be announced until all score sheets have been tallied at the end of the fifth bout.

3.2.8 DETERMINATION OF THE WINNER IN TEAM SPARRING:

The Winning team will be the team who is favoured by the majority of judges:

I.E:

ON SUMMATION OF SCORES FROM ALL FIVE BOUTS

1. If three or more judges give a decision in favour of one team then the team with three or more judges in favour is the winner
2. If two judges give in favour of one team and two gives a tie then the team with two judges in favour is the winner.
3. If two judges give a decision in favour of one team and one gives for the other and one judge determine it a Tie, then the team with two judges in favour is the winner
4. If three or more judges decide it is a Tie then the bout is a tie
5. If two judges determine it is a tie and one judge determines for each team then it is a tie.
6. If two judges decide for one team and the other two judges decide for the other team then it is a tie

3.2.9 TIMING

On the first “Shi-Jak” (Start) command from the Centre Referee the timekeeper starts the clock until full time, unless the Centre Referee calls for a “time out” by saying “Jung-Ji. At this time the timekeeper stops the clock until the next “Gae-sok” (Continue) command is given.

3.3.0 EQUIPMENT

Competitors must wear ITF HQ **approved** red or blue boots or gloves and headgear as well as mouthguards. Male competitors must wear groin guards and any competitor may choose to wear **approved** shin and forearm guards.

3.3.1 JUDGES PROTOCOL

3.3.2 PROCEDURE (INDIVIDUAL)

- 1 The Jury panel will consist of a Jury President and one or more assistant and the umpire panel will consist of five experienced and knowledgeable umpires.
- 2 The umpire panel will march onto the ring in single file and line up in front of the Jury President facing the table.
- 3 The umpire designated as the centre referee will call all umpires to “charyot” and then make the umpires bow to the Jury President.
- 4 The centre referee will then take one step forward and turn to face the other umpires before the Jury President asks them to bow to the centre referee.

- 5 The umpires will then move to their assigned chair to prepare for scoring.
- 6 When the competitors are ready and sitting in the side chairs attended to by their coach and the Jury President indicates that the Jury panel is ready, the centre referee will indicate for the competitors to move towards the allocated mark on the ring.
- 7 The referee will then indicate for the competitors to adopt attention stance towards the jury panel and bow, and then to face their fellow competitor and bow.
- 8 The referee will ask both competitors whether they have been checked to ensure they have the correct safety equipment.
- 9 The centre referee will then indicate for competitors to adopt a ready stance for sparring behind the allocated mark, check that all referees are attentive, and then start the bout using appropriate signal (Sijak). At this point a jury panel member will start the timing and scoring equipment
- 10 If the referee notices any infringement of the rules the command “Haechyo” (stop) will be given and the appropriate infringement notification will be shown by the referee and recorded by the jury panel and shown on either the electronic display or manual display chart.
- 11 At the end of the first round an audible signal will indicate to the referee to stop the round using the signal Haechyo, bring the competitors to their starting point on the ring, make them exchange bows and move to their coach.
- 12 The Jury panel member will indicate to the centre referee when it is time to return competitors to their spot and commence the second round.
- 13 The centre referee again brings the competitors to the marked spot on the ring and asks them to adopt attention stance and bow to their opponent and then adopt ready position and indicates that it is the second round and restarts the match using the Sijak command.
- 14 As in the first round, if the referee notices any infringement of the rules the command Haechyo (stop) will be given and the appropriate infringement notification will be shown by the referee and recorded by the jury panel.
- 15 At the end of the round an audible signal will indicate to the referee to stop the round using the signal Goman (end), bring the competitors to their starting point on the ring, make them exchange bows and then face the jury Panel.
- 16 If an electronic scoring system is being used there is no need for the referee to collect scoresheets, if the umpires are scoring manually they will on completion of their scoresheets move to the centre referee to provide their scoresheets, who will then present the collected sheets to the Jury President. (alternately: corner judges will on a count of three from the centre referee indicate the winner by raising a blue or red flag or crossed raised flags to indicate a Tie).
- 17 The Jury President will then indicate the winner or a Tie using the appropriate signal and the centre referee will raise the arm of the winner or both competitors in the case of a draw.
- 18 In the case of a Tie the centre referee will indicate to the competitors to adopt ready position and a further one minute round will be ensue following the previous procedure.
- 19 At the end of the round an audible signal will indicate to the referee to stop the round using the signal Goman (end), bring the competitors to their starting point on the ring, make them exchange bows and then face the jury Panel. Scores will again be tallied and results displayed in the same manner as previously.
- 20 The Jury President will then indicate the winner or a Tie using the appropriate signal.

- 21 If the bout is once more a Tie the centre referee will indicate for the corner referees to stand and yell haechyo should they see a technique that scores. Only if two corner referees do this at the same time will the centre referee stop the bout and ask the two referees if they saw the same technique scored by the same competitor. Should this be the case this will decide the winner. If not, then the bout will recommence until a clear score is shown by one of the competitors.
- 22 At the end of the Bout the competitors will again face each other and exchange bows and then face the Jury panel and bow before being dismissed by the Centre referee.
- 23 In the case where corner judges have indicated the winner using flags the scoresheets will be collected by the jury assistants and results checked during the next bout by said assistant in conjunction with the Jury President. Should there be an error the competitors from the bout which these scoresheets apply to will be called back and the new result announced and the paperwork adjusted appropriately.
- 24 At the end of the division the umpires will move to the front of the jury table, face and bow to the centre referee in Charyot stance, and then on the command of the centre referee will face the Jury President and bow before moving off the mats in single file.

3.3.3 PROCEDURE (TEAM)

- 1 The Jury panel will consist of a Jury President and one or more assistant and the umpire panel will consist of five experienced and knowledgeable umpires.
- 2 The umpire panel will march onto the ring in single file and line up in front of the Jury President facing the table.
- 3 The umpire designated as the centre referee will call all umpires to “charyot” and then make the umpires bow to the Jury President.
- 4 The centre referee will then take one step forward and turn to face the other umpires before the Jury President asks them to bow to the centre referee.
- 5 The umpires will then move to their assigned chair to prepare for scoring.
- 6 The teams will then by the centre referee be brought onto the mats in two lines that are facing the jury panel.
- 7 Teams are brought to Charyot by the centre referee and bow to the jury panel and then the centre referee.
- 8 The centre referee will then ask the teams to face the opposing team in charyot position and bow.
- 9 The centre referee will perform a coin toss to determine which team will be required to choose their first competitor thereby allowing the other team to select the opponent.
- 10 Teams will then leave the mats and the first competitors will be brought on to compete.
- 11 The referee will then indicate for the competitors to adopt attention stance towards the jury panel and bow, and then to face their fellow competitor and bow.
- 12 The referee will ask both competitors whether they have been checked to ensure they have the correct safety equipment.

- 13 The centre referee will then indicate for competitors to adopt a ready stance for sparring behind the allocated mark, check that all referees are attentive, and then start the bout using appropriate signal (Sijak). At this point a jury panel member will start the timing and scoring equipment
- 14 If the referee notices any infringement of the rules the command “Haechyo” (stop) will be given and the appropriate infringement notification will be shown by the referee and recorded by the jury panel and shown on either the electronic display or manual display chart.
- 15 At the end of the round an audible signal will indicate to the referee to stop the round using the signal Haechyo, bring the competitors to their starting point on the ring, make them exchange bows and move off the mats.
- 16 The referee will then bring in the next two players and repeat the procedure until all five rounds have been completed.
- 17 If an electronic scoring system is being used there is no need for the referee to collect scoresheets, if the umpires are scoring manually they will on completion of their scoresheets move to the centre referee to provide their scoresheets, who will then present the collected sheets to the Jury President. (alternately: corner judges will on a count of three from the centre referee indicate the winner by raising a blue or red flag or crossed raised flags to indicate a Tie).
- 18 The Jury President will then indicate the winner or a Tie using the appropriate signal and the centre referee will raise the arm of the winner or both competitors in the case of a draw.
- 19 In the case of a Tie the centre referee will indicate to the coaches to prepare the sixth competitor who will be brought onto the mats and adopt ready position and a further round will be ensue following the previous procedure.
- 20 At the end of the round an audible signal will indicate to the referee to stop the round using the signal Goman (end), bring the competitors to their starting point on the ring, make them exchange bows and then face the jury Panel. Scores will again be tallied and results displayed in the same manner as previously.
- 21 The Jury President will then indicate the winner or a Tie using the appropriate signal.
- 22 If the bout is once more a Tie the centre referee will indicate for the corner referees to stand and yell haechyo should they see a technique that scores. Only if two corner referees do this at the same time will the centre referee stop the bout and ask the two referees if they saw the same technique scored by the same competitor. Should this be the case this will decide the winner. If not, then the bout will recommence until a clear score is shown by one of the competitors.
- 23 At the end of the Bout the competitors will again face each other and exchange bows and then face the Jury panel and bow before being dismissed by the Centre referee.
- 24 The teams will then be reassembled on the mats and the Jury President will announce the winning team.
- 25 Teams will then bow to the jury Panel and then the opposing team before being dismissed by the centre referee.
- 26 In the case where corner judges have indicated the winner using flags the scoresheets will be collected by the jury assistants and results checked during the next bout by said assistant

in conjunction with the Jury President. Should there be an error the competitors from the bout which these scoresheets apply to will be called back and the new result announced and the paperwork adjusted appropriately.

- 27 At the end of the division the umpires will move to the front of the jury table, face and bow to the centre referee in Charyot stance, and then on the command of the centre referee will face the Jury President and bow before moving off the mats in single file.

3.3.4 MOVEMENT OF REFEREES

1. After each five (5) bouts the Jury President will indicate to the centre referee that the corner referees should move one place clockwise. This will allow the corner referees to score the match from a different location and ensure that the scoring is more balanced.
2. Should a corner umpire need to be replaced for any reason that umpire will be brought forward and bow to the centre referee and then the Jury President. At the same time the replacement umpire will be brought into the ring and perform the same protocol before moving to the appropriate corner.

3.3.5 REFEREE SIGNALS

SHOW CARTOON ILLUSTRATIONS OF SIGNALS

3.3.6 EQUIPMENT

1. Timer
2. Calculator
3. Fouls/Warnings flip chart
4. Signalling device (whistle/bell/horn etc)
5. Blue and Red flags
6. Scoresheets
7. Electronic scoreboard and scoring devices (where possible)

3.3.7 MARSHALS

Each competition ring will have a marshal who maintains a copy of the draw and ensures each competitor has the correct safety and sparring equipment and moves with their coach to the correct side of the ring prior to commencing their bout. It is the role of the Marshall to ensure that all competitors are ready for their bout on time with the approved equipment and no unapproved protective wear. The competitor should be checked to ensure that they are not wearing any additional unapproved equipment including supportive t-shirts, pants, braces or wraps. All medical supports must have a medical certificate that has been approved by the Umpire committee. The Marshal will keep a record of the outcome of bouts and co-ordinate with the Jury President to ensure the correct competitors are on the mat for the appropriate bout. All competitors should be in the marshalling area at least two bouts before they are due to perform. It is the responsibility of the marshal to ensure an announcement is given for competitors to attend when required at the marshalling station.

RULES OF COMPETITION

POWER BREAKING

ITF HQ

4.1.0 INTRODUCTION:

The purpose of this competition is to determine the competitor/team that can, using both powerful technique and strategy, achieve the most points on performing the five defined techniques. The techniques to be performed would be either, “side piercing kick (yop cha jirugi), turning kick (dolyo chagi), reverse turning kick (bandae dolyo chagi), forefist punch (Ap joomok jirugi) and knifehand strike (Sonkal taerigi)”, or “side piercing kick (yop cha jirugi), turning kick (dolyo chagi), knifehand strike (Sonkal taerigi) back piercing kick (Dwitcha jirugi) and elbow thrust (Palkup tulgi)”, dependent on the division.

Prior to being given the opportunity to perform the whole range of techniques and in order to secure an appropriate standard of competition, the competitor will be required to attempt a qualifying technique of his/her choosing. This chosen technique will be entered on his/her competition application and will be performed using the minimum number of boards as determined by the Umpire committee for the event. The umpire committee will determine the minimum number of boards all competitors must break in any individual break.

The strategic component of this event will be brought into the play once competitors have qualified. Competitors will have indicated the number of boards (above the minimum set by the umpire committee) that they wish to attempt to break. Competitors will then perform all breaks sequentially from their assigned station. Each competitor will only be allowed one attempt per technique.

The order of competitors will be decided by randomisation of the competitors’ names using an appropriate lottery system (either electronic or manual).

Main components for each section of the competition:

POWER BREAKING:

4.1.1 RULES AND PROCEDURE:

4.1.2 DIVISIONS

The power breaking can be divided into individual and team events that can be further divided by gender and age group

Note: Junior is 14-17 years (at date of competition)

Adult 18-35 years (at date of competition)

Senior 36+ years (at date of competition)

Type of event	Gender	Division and number of members	Side piercing kick (Yop Cha jirugi)	Turning kick (dollyo chagi)	Reverse turning kick (bandae dollyo chagi)	Forefist punch (ap joomok jirugi)	Knifehand strike (sonkal taerigi)
Individ	Male	Junior	Y	Y	Y	Y	Y
		Adult	Y	Y	Y	Y	Y
		Senior	Y	Y	Y	Y	Y
	Replacem ent female breaks				Back piercing kick (Dwitch a jirugi)	Elbow thrust (Palkup Tulgi)	
	Female	Junior	Y	Y	y	y	Y
		Adult	Y	Y	y	y	Y
		Senior	Y	Y	y	y	Y
Team	Male	Junior x 3	Y	Y			Y
		Adult x 5	Y	Y	Y	Y	Y
		Senior x 3	Y	Y		Y	
	Replacem ent female breaks				Back piercing kick (Dwitch a jirugi)	Elbow thrust (Palkup Tulgi)	
	Female	Junior x 3	Y	Y			Y
		Adult x5	Y	Y	y	y	Y
		Senior x3	Y	Y			Y

Note: the number of team competitors is indicated in the division box Description of techniques

There are 5 techniques for males and 5 for females in the remaining individual age/gender divisions to be performed. The detailed description is presented in Table.

No	Technique		Description
	English	Korean	
1	Side Piercing Kick	Yopcha Jirugi	Performed using the footsword from an L-stance guarding block using either lead or rear foot
2	Turning Kick	Dollyo Chagi	Performed using the ball (apkumchi) or instep of the rear or lead foot from an L-stance guarding block
3	Reverse turning kick	Bandae Dollyo chagi	Performed using the heel of the rear foot from an L-stance guarding block
4	Forefist punch	Ap joomuk Jirugi	Performed using the obverse or reverse forefist from an L-stance guarding block striking to target in a walking stance
5	Knife hand strike	Sonkal Taerigi	Performed using the knife hand in either an inward or outward motion from an L-stance guarding block
6	Back Piercing kick	Dwitcha Jirugi	Performed using the footsword from an L-stance guarding block using either lead or rear foot
7	Elbow thrust	Palkup Tulgi	Performed using the front forearm from an L-stance guarding block striking to target in a walking stance.

Boards for divisions (UMAB coloured boards)

World's Breaking Levels							
			SK	TK	RTK	KH	Punch
Male	Junior	blue	4	3	3	2	2
	Adult	Brown	4	3	3	2	2
	Senior	Brown	4	3	3	2	2
					BK		Elbow
Female	Junior	Blue	3	2	2	1	1
	Adult	Blue	4	3	3	2	2
	Senior	Blue	4	3	3	2	2

4.1.3 PROCEDURE

4.1.4 PROCEDURE FOR QUALIFICATION FOR INDIVIDUAL COMPETITION

- The competitors for individual competition will enter on their competition entry form their preferred qualification technique and the number of boards selected above the minimum for all other techniques should they qualify.
- When it is a competitors' turn to qualify they will indicate to the lead umpire their chosen technique and be directed to the breaking equipment that will hold the minimum number of boards required to be broken to qualify using that technique.
- Competitors will indicate to the umpire and board assistant the desired height (above the waist) for their break using verbal or physical signals, but will not touch the boards. All boards will be checked for integrity at this point by the umpires.
- The umpire will then hold a flag in front of the boards and indicate to the competitor to adopt an L stance guarding block, ready position
- When the competitor has adopted this position the umpire will drop the flag and give the command "Sijak" which will indicate to the competitor that they have 30 seconds to complete their attempt to break following the procedure outlined here.
- The competitor must (compulsory) perform a single measure (and may touch the board when doing so)
- The competitor must then perform their attempt to break using the appropriate tool and technique as indicated in table2 above.

- h) It is permitted to take one step or slide when performing the technique but at the moment of the contact of the technique one foot must be in contact with the ground when kicking and both must be in contact with the ground when using the hands.
- i) Balance must be maintained throughout the execution of the technique and until it is completed with the competitor returning to an L-stance guarding block immediately following their attempt.
- j) When the attempt has been completed the umpires will indicate that the attempt is valid by raising their flag, if however an umpire considers an infringement has been made they will indicate by extending their flag to their right hand side. If they consider the technique warrants disqualification the umpire will indicate this by lowering their flag.
- k) Competitors may have points deducted for the following infringements
- | | |
|---|--|
| • Failing to take a measure | 1point |
| • Taking more than one measure
each additional measure | 1 point for
each additional measure |
| • Not returning to an L-stance guarding block following the measure | 1point |
| • Loss of balance when performing or following the attempt | 1point |
| • Not returning to an L-Stance guarding block following the attempt | 1point |
| • Taking more than 30 seconds for attempt
each 5 secs over | 1point for
each 5 secs over |
- l) If one umpire (**following consultation with the Jury President and the other Umpire**) disqualifies the competitor, the competitor is eliminated and will not continue.
A competitor may be disqualified for the following reasons
- Incorrect technique and tool used.
 - Having both feet off the ground when kicking
 - Having only one foot on the ground when striking with the hand
 - Taking more than one attempt to break.
 - Taking more than one step toward the board
- The reason for disqualification in these cases is that **the infringement may provide the competitor an advantage in power generation** by modifying the technique such that additional momentum is gained by taking more than one step or a different attacking tool may be applied
- m) On successful completion of an attempt the umpires will check the boards and allocate points, with three (3) points for each broken board, i.e. a board which has two completely separate parts and one (1) point for each cracked board, ie a board that has been deformed such that it is no longer flat across its surface and has the two parts still attached at some point . Any infringement points will then be deducted from the score after discussion between the two umpires to provide the final score for the attempt.
- n) In order to proceed further in the breaking competition competitors must achieve a minimum final score equivalent to breaking 50% of the boards for the attempt.

4.1.5 PROCEDURE FOR INDIVIDUAL POWER BREAKING AFTER QUALIFICATION

The procedure for competition after qualification is synonymous with the qualification method except that competitors will have selected the number of boards above or at the minimum for each break. This is done at item a) in the procedure and the number of boards attempted is recorded by the umpire.

(This procedure allows competitors to use strategy to improve their scores above the minimum number of boards and allows them to demonstrate their best performance for this event.)

Note: It is not compulsory for the competitor to attempt each technique but the total score for all techniques attempted will be summarized in determining the winner.

Competitors may be randomly assigned to a group and complete the break designated for the group. As each group completes the break it moves to the next sequential station until each group has completed all breaks.

4.1.6 PROCEDURE IN THE EVENT OF A TIE

In the event that two or more competitors score the same amount, the competitors will be asked to select one of the five eligible techniques. They will then be asked to attempt the chosen technique with an additional board than their previous attempt for this technique. The order of competitors will be as previously.

Scores will be applied as per the rules.

This procedure will be repeated until a clear winner is determined.

4.1.7 PROCEDURE FOR TEAM POWER BREAKING

- a) On the entry form for team power competition the team members will indicate the break they have chosen and the number of boards selected at or above the minimum set by the umpire committee.
- b) On presenting to the competition area, the team competitors will indicate to the umpire their chosen technique and be directed to the breaking equipment for their designated break that will hold the indicated number of boards required for that technique (see item a).
- c) Competitors will indicate to the umpire and board assistant the correct height and confirm the chosen number of boards for their break using verbal or physical signals, but will not touch the boards. The number of boards chosen and the boards themselves will be checked for integrity at this point by the umpires.
- d) Once all competitors in the team have set the correct height for their boards and have adopted an L Stance guarding block the umpires will hold the flag in front of the competitors.

- e) The umpires will then signal when each competitor should start their attempt by dropping their flag. The umpires will perform this sequentially from station one to five (depending on the division) as each attempt is completed.
- f) Competitors should follow the same breaking procedure as indicated for individual power breaking.
- g) As per individual competition scores will be allocated according to the number of points gained after deduction points for rule infractions. This will be displayed after all competitors from a team have completed their attempts.

4.1.8 PROCEDURE IN THE EVENT OF A TIE IN TEAM EVENT

In the event that two or more teams score the same amount the team will be asked to select one of the three eligible techniques, the same competitor who performed that technique previously will then be asked to attempt the chosen technique with an additional board than their previous attempt for this technique. The order of team competitors will be as previously.

Scores will be applied as per the rules.

This procedure will be repeated until a clear winner is determined.

4.1.9 EQUIPMENT AND BOARDS

The boards must be set in an appropriate board holder that will secure the stability of the boards as well as safety of the competitors.

It is recommended that the board holders are made of solid materials with cushioned areas around the boards covering the metal parts of the equipment.

Heights should be adjustable to the nearest 3cm as indicated by the competitor.

Holders should be set up sequentially with sufficient distance on either side of holders such that it will allow competitors good access to the machine and it is against a solid wall or braced in a circle against each other.

Plastic (nylon) re-breakable boards UMAB will be used and the minimum number per technique will be determined by the tournament committee.

Boards will be labelled sequentially and placed in the holder in the same order and direction for each competitor to standardise the method and ensure fairness for competitors.

Umpires will measure whether a board is sufficiently cracked to score a point by examining the boards in the holder after the attempt has been completed.

Scores for competitors will be shown on a two sided flip chart by the umpire indicating the final score for each attempt.

4.2.0 JUDGES PROTOCOL

4.2.1 INDIVIDUAL

For Qualification

- a. The Jury panel will consist of a Jury President and one assistant, three equipment assistants and a minimum of two experienced knowledgeable umpires.
- b. Umpires and equipment assistants will line up facing the Jury President table and will bow to the Jury President on the command of the lead umpire and then move to the breaking equipment.
- c. Umpires will have a list of competitors and will identify the competitor by examining their entry card that will be provided to the jury table and confirming the technique they have chosen to use for qualification and the number of boards to be presented, on their arrival at the breaking area.
- d. Umpires will indicate to the competitor that they should ask the assistants to adjust the height of the boards to the appropriate position using verbal and physical instructions but must not touch the boards or the holder,
- e. Once boards are ready, one umpire will hold a flag in front of the boards and command the competitor to adopt an L stance guarding block,
- f. When the competitor adopts the stance the umpire will drop the flag saying Sijak and the other umpire starts the stopwatch.
- g. The competitor then has 30 seconds to make their measure (one only or points will be deducted), return to I stance guarding block , make their attempt and return to an L stance guarding block, at which point the umpire will stop the timer.
- h. During this time the umpires will watch for both minus point and disqualification infringements.

Minus points are applied according to the following schedule:

- | | |
|---|------------|
| • Failing to take a measure | 1point |
| • Taking more than one measure
each additional measure | 1point for |
| • Not returning to an L-stance guarding block following the measure | 1point |
| • Loss of balance when performing or following the attempt | 1point |
| • Not returning to an L-Stance guarding block following the attempt | 1point |
| • Taking more than 30 seconds for attempt
each 5 secs over | 1point for |

Disqualification is applied for:

- Incorrect technique and tool used.
- Having both feet off the ground when kicking
- Having only one foot on the ground when striking with the hand
- Taking more than one attempt to break.
- Taking more than one step toward the board with intent to gain momentum.

- i. Once the attempt is completed the umpires will indicate (on a count of three) a successful attempt by raising their flags, an infringement by extending the flag to their right hand side and a disqualification by lowering their flag toward the ground. Only one umpire (**following consultation with the Jury President and the other Umpire**) is required to indicate a disqualification.
- j. If an attempt is successful the umpires will remove all of the boards with care and examine them to establish whether they are bent (cracked) or broken or neither and then determine the points to be allocated. This should be done in consultation with the other umpire to determine the points to be deducted for infringements.
- k. Once the points are calculated the umpire will on a count of three display the score on a flip card and record the score on the scoresheet and indicate whether the competitor has scored sufficient points to qualify for the event. (qualification requires that a score of fifty percent of the total score possible for breaking all the boards is achieved).

After Qualification

- a) The umpire will determine from the competitor the number of boards to be attempted for each technique and ensure the equipment is set up with the appropriate number for each technique.
- b) The umpire will then follow the same protocol as for the qualification round from point 1.6.1 b) to point h)
- c) Once the points are calculated the umpire will on a count of three display the score on a flip card and record the score on the scoresheet and then move to the next technique repeating this procedure
- d) Once all techniques have been completed the umpire will display the final score on the flipboards.
- e) On completion of all competitor's attempts the lead umpire will ensure that equipment assistants and umpires line up facing the Jury President and bow before being dismissed.

In the event of a Tie

- a) The umpire will determine from the competitors which technique they wish to perform as a tiebreaker.
- b) The Umpire will ensure that an additional board is added from last attempt by the competitor on that technique.
- c) The competitor will then follow the procedure as previously and as indicated by the umpire.
- d) The umpire will show the scores after a successful attempt and the winner will be shown after all tied competitors have completed their technique.
- e) In the event of a further tie this procedure will be repeated until a clear winner is determined.

4.2.2 TEAM

Protocol

- a) The umpire will have a list of teams with competitors names and the technique they will perform as indicated on the list.
- b) The umpire will confirm from the competitor the number of boards above the minimum for each technique and ensure the target is set at the correct height.
- c) Once equipment is set up for all techniques the umpire will indicate to team members to adopt an L stance guarding block .
- d) From here the umpires follow the same procedure used for individual competitors

In the event of a Tie

- a) The umpires will determine from the tied teams the technique they wish to perform as a tiebreaker.
- b) The umpire will ensure that the same competitor who performed that technique previously for that team performs again with an additional board being added than the last attempt by the competitor on that technique.
- c) The competitor will then follow the procedure as previously and as indicated by the umpire.
- d) The umpire will show the scores after a successful attempt and the winner will be shown after all tied competitors have completed their technique.
- e) In the event of a further tie this procedure will be repeated until a clear winner is determined.

4.2.3 DIAGRAMMATIC REPRESENTATION OF THE SET UP ETC.



4.2.4 UMPIRE SIGNALS

show umpire signals using cartoon figures

RULES OF COMPETITION

SPECIAL TECHNIQUES

ITF HQ

5.1.0 INTRODUCTION:

The purpose of this competition is to determine the competitor/team that can, using correct jumping/flying technique with balance and strategy, achieve the most points on performing the five/three defined techniques. The techniques to be performed would be, dependent on the division, either, “Jumping upward front snap kick (twimyo nopi ap cha busigi), jumping turning kick (twimyo dollyo chagi), flying spinning side piercing kick (twio dolmyo yop cha jirugi), Jumping reverse turning kick (twimyo bandae dollyo chagi), Flying overhead side piercing kick (twio nomo yop cha jirugi)”, OR “Jumping upward front snap kick (twimyo nopi ap cha busigi), jumping turning kick (twimyo dollyo chagi) and Flying overhead side piercing kick (twio nomo yopcha jirugi)”,.

Prior to being given the opportunity to perform the whole range of techniques and in order to secure an appropriate standard of competition, the competitor for the individual event will be required to attempt a qualifying technique of his/her choosing. This chosen technique will be entered on his/her competition application. The umpire committee will determine the minimum height required to be achieved for qualification.

The strategic component of this event will be brought into the play once competitors have qualified. Competitors may then choose the height of the board (above the minimum set by the umpire committee) that they wish to attempt to hit. Competitors will then perform all techniques sequentially from their assigned station. Each competitor will only be allowed one attempt per technique.

The order of competitors will be decided by randomisation of the competitors/team names using an appropriate lottery system (either electronic or manual).

Main components for each section of the competition:

5.1.1 RULES AND PROCEDURE:

5.1.2 DIVISIONS

The special technique event can be divided into individual and team events that can be further divided by gender and age group

Note:

Junior is 14-17 years (at date of competition)

Adult 18-35 years (at date of competition)

Senior 36+ years (at date of competition)

See Chart below:

Type of event	Gender	Division and number of members	Jumping upward front snap kick	Jumping turning kick	Flying spinning side piercing kick	Jumping reverse turning kick	Jumping upwards side piercing kick
Individ	Male	Junior	Y	Y	Y	Y	Y
		Adult	Y	Y	Y	Y	Y
		Senior	Y	Y	Y	Y	Y
	Female	Junior	Y	Y			Y
		Adult	Y	Y			Y
		Senior	Y	Y			Y
Team	Male	Junior x 5	Y	Y	Y	Y	Y
		Adult x 5	Y	Y	Y	Y	Y
		Senior x 5	Y	Y	Y	Y	Y
	Female	Junior x 3	Y	Y			Y
		Adult x3	Y	Y			Y
		Senior x3	Y	Y			Y

Note: the number of team competitors is indicated in the division box

Description of techniques

There are 5 techniques for males and 3 for females in the remaining individual age/gender divisions to be performed. The detailed description is presented in Table.

No	Technique		Description
	English	Korean	
1	Jumping upward front snap kick	Twimyo nopi ap cha busigi	Performed using the ball of the foot to a target at a height and parallel to the ground.
2	Jumping turning kick	Twimyo dollyo chagi	Performed using the ball of the foot hitting the target at height at a right angle to the target. (note the target will be vertically oriented).
3	Flying spinning side piercing kick	Twio dolmyo yop cha jirugi	Performed using footsword after spinning in the air to a target at a height. (note the target will be vertically oriented).
4	Jumping reverse turning kick	Twimyo bandae dollyo chagi	Performed using the heel of the foot, striking the target at a height at a right angle. (note the target will be vertically oriented).
5	Flying overhead side piercing kick	Twio Nomo Yop Cha Jirugi	Performed using the footsword to a vertically oriented target after flying over a tape at a set height.

STARTING HEIGHTS FOR BOARDS

WORLD CHAMPIONSHIP SPECIAL TECHNIQUE BOARD HEIGHTS			
Korean	English	Heights junior and senior (cm)	Heights adults (cm)
Male junior, adult and senior			
Twimyo Nopi Ap Cha Busigi	Jumping upward front snap kick	250	260
Twimyo Dollyo Chagi	Jumping turning kick	230	240
Twio Dolmyo Yop Cha Jirugi	Flying spinning side piercing kick	210	220
Twimyo Bando Dollyo Chagi	Jumping reverse turning kick	210	220
Twio Nomo Yop Cha Jirugi)".	Flying overhead side piercing kick	130	140
Female Junior, adult and senior			
Twimyo Nopi Ap Cha Busigi	Jumping upward front snap kick	210	220
Twimyo Dollyo Chagi	Jumping turning kick	190	200
Twio Nomo Yop Cha Jirugi)".	Flying overhead side piercing kick	110	120

PROCEDURE

5.1.3 PROCEDURE FOR QUALIFICATION FOR INDIVIDUAL COMPETITION

- The competitors' for individual competition will enter on their competition entry form their preferred qualification technique and the heights above the minimum of the other techniques.

- b. When it is a competitor's turn to qualify they will indicate to the umpire their chosen technique and be directed to the equipment that will be set at the minimum height to qualify using that technique.
- c. The umpire will then hold a flag in front of the competitor and indicate to the competitor to adopt an L stance guarding block, ready position
- d. When the competitor has adopted this position the umpire will drop the flag and give the command "Sijak" which will indicate to the competitor that they have 30 seconds to complete their attempt to hit the target following the procedure outlined here.
- e. The competitor must (compulsory) perform a single measure (but should not touch the target when doing so). This measure need only be a single step forward or may be a full attempt to jump without touching the target, before returning to L stance guarding block
- f. The competitor must then perform their attempt to hit the target using the appropriate tool and technique as indicated in table2 above.
- g. Balance must be maintained throughout the execution of the technique and until it is completed including on landing with the competitor returning to an L-stance guarding block following their attempt.
- h. When the attempt has been completed the umpires will indicate that the attempt is valid by raising their flag, if however an umpire considers an infringement has been made they will indicate by extending their flag to their right hand side. If they consider the technique warrants disqualification the umpire will indicate this by lowering their flag.
- i. Competitors may have points deducted for the following infringements

Failing to take a measure	0.5 point
Taking more than one measure additional measure	0.5 point for each
Not returning to an L-stance guarding block following the measure	0.5point
Loss of balance when performing or following the attempt	0.5point
Not returning to an L-Stance guarding block following the attempt	0.5point
Taking more than 30 seconds for attempt secs over	0.5point for each 5
Touching the tape when performing Flying overhead side piercing kick (twio nomo yop cha jirugi)	0.5point.

- j. If one umpire (**following consultation with the Jury President and the other Umpire**) disqualifies the competitor, the competitor is eliminated and will not continue.
- k. A competitor may be disqualified for the following reasons
 - i. Incorrect technique
 - ii. Incorrect tool used

- iii. Breaking the tape or knocking over the obstacle in jumping side piercing kick.
- l. The reason for disqualification in these cases is that the competitor may gain an advantage by not performing the technique correctly or by using a different tool to that required.
- m. On successful completion of an attempt the umpires will allocate points, with three (3) points should the target move more than 90 degrees from its starting position, two (2) points should the target move between 45-90 degrees from its starting point and one (1) point should the target be touched but not move more than 45 degrees. Any infringement points will then be deducted from the score after discussion between the three umpires to provide the final score for the attempt.
- n. In order to proceed further in the special technique competition competitors must achieve a minimum final score of at least 1.5 points.

5.1.4 PROCEDURE FOR INDIVIDUAL SPECIAL TECHNIQUES AFTER QUALIFICATION

The procedure for competition after qualification is synonymous with the qualification method except that competitors' will have selected the height of the target above or at the minimum for each attempt. This is done at item a) in the procedure and the height of the target attempted is recorded by the umpire.

Each 5cm above the minimum height will increase the competitors score by one (1) point should they hit the target.

(This procedure allows competitors to use strategy to improve their scores above the minimum height and allows them to demonstrate their best performance for this event.)

Note: It is not compulsory for the competitor to attempt each technique but the total score for all techniques attempted will be summarized in determining the winner.

Competitors may be randomly assigned to a group and complete the technique designated for the group. As each group completes the technique it moves to the next sequential station until each group has completed all techniques

5.1.5 PROCEDURE IN THE EVENT OF A TIE

In the event that two or more competitors score the same amount the competitors will be asked to select one of the five eligible techniques, they will then be asked to attempt the chosen technique at a height of 5cm higher than their previous height for this technique. The order of competitors will be as previously.

Scores will be applied as per the rules.

This procedure will be repeated until a clear winner is determined.

5.1.6 PROCEDURE FOR TEAM SPECIAL TECHNIQUE

- a) On the entry form for team special competition the team members will indicate the technique they have chosen and the height of boards selected at or above the minimum set by the umpire committee.
- b) On presenting to the competition area, the team competitors will indicate to the umpire their chosen technique and be directed to the special technique equipment for their designated target that will be set at the selected height required for that technique.
- c) Competitors will confirm to the umpire and equipment assistant their chosen height at or above the minimum for the target using verbal commands.
- d) Once all competitors in the team have set the correct height for their target and have adopted an L Stance guarding block the umpires will hold the flag in front of the competitors.
- e) The umpires will then signal when each competitor should start their attempt by dropping their flag. The umpires will perform this sequentially from station one to three or five (depending on the division) as each attempt is completed.
- f) Competitors should follow the same procedure as indicated for individual special technique.
- g) As per individual competition, scores will be allocated according to the number of points gained after deduction points for rule infractions. This will be displayed after all competitors from a team have completed their attempts. **(NB: Each 5cm above the minimum height will increase the competitors score by one (1) point should they hit the target.)**

5.1.7 PROCEDURE IN THE EVENT OF A TIE IN TEAM EVENT

In the event that two or more teams score the same amount the team will be asked to select one of the five eligible techniques, the same competitor who performed that technique previously will then be asked to attempt the chosen technique at a height of 5cm higher than their previous height for this technique. The order of team competitors will be as previously.

Scores will be applied as per the rules.

This procedure will be repeated until a clear winner is determined.

5.1.8 EQUIPMENT

- a. The target should be 30x30 cm in size and covered with a soft surface and must be set in an appropriate holder that will allow stability of the target as well as safety of the competitors.
- b. It is recommended that the holders are made of solid materials with cushioned areas around the extending arm to the target so that it covers the metal parts of the equipment.
- c. Heights should be adjustable to the nearest cm as indicated by the competitor.

- d. Holders should allow the target to be positioned horizontally or vertically.
- e. Holders should be set up sequentially with sufficient distance on either side of holders such that it will allow competitors good access to the machine and it is away from any wall or obstacle.
- f. All holders should be placed on and surrounded by rubber matting such that the entire running and landing area is covered.
- g. Targets should be spring loaded at the attachment point to the holder such that when struck they can move readily more than 90 degrees.
- h. Two umpires will observe carefully the angle at which a target moves when struck by the competitor.
- i. Scores for competitors will be shown on a two sided flip chart by the umpire indicating the final score for each attempt.

5.1.9 JUDGES PROTOCOL

5.2.0 INDIVIDUAL

For Qualification

- a. The Jury panel will consist of a Jury President and one assistant, three equipment assistants and two experienced knowledgeable umpires.
- b. Umpires and equipment assistants will line up facing the Jury President table and will bow to the Jury President on the command of the lead umpire and then move to the special technique area.
- c. Umpires will have a list of competitors and will identify the competitor by examining their entry card that will be provided to the jury table and confirming the technique they have chosen to use for qualification and the height of the target or obstacle to be presented, on their arrival at the breaking area.
- d. Once the target is ready, one umpire will hold a flag in front of the competitor and command the competitor to adopt an L stance guarding block.
- e. When the competitor adopts the stance the umpire will drop the flag saying Sijak and the other umpire starts the stopwatch.
- f. The competitor then has 30 seconds to make their measure that need only be a single step forward or may be a full attempt to jump without touching the target (one only or points will be deducted), return to L stance guarding block, make their attempt to hit the target and return to an L stance guarding block, at which point the umpire will stop the timer.
- g. During this time the umpires will watch for both disqualification and minus point infringements.

Minus points are applied according to the following schedule:

- Failing to take a measure 0.5 point
- Taking more than one measure 0.5 point
for each additional measure
- Not returning to an L-stance guarding block following the measure 0.5point
- Loss of balance when performing or following the attempt 0.5point
- Not returning to an L-Stance guarding block following the attempt 0.5point
- Taking more than 30 seconds for attempt 0.5point for
each 5 secs over
- Touching the tape when performing flying overhead side piercing kick (*twio nomo yop cha jirugi*) 0.5point.

Disqualification is applied for:

- Incorrect technique
 - Incorrect tool used
 - Breaking the tape or knocking over the obstacle in jumping side piercing kick.
- h. Once the attempt is completed the umpires will indicate on a count of three a successful attempt by raising their flags, an infringement by extending the flag to their right hand side and a disqualification by lowering their flag toward the ground. Only one umpire (**following consultation with the Jury President and the other Umpire**) is required to indicate a disqualification.
- If an attempt is successful the umpires will determine the points to be allocated according to the amount of movement of the target. This should be done in consultation with the other umpire to determine the points to be deducted for infringements.
- i. Once the points are calculated the umpire will on a count of three display the score on a flip card and record the score on the scoresheet and indicate whether the competitor has scored sufficient points to qualify for the event. (qualification requires that a score of fifty percent of the total score possible for hitting the target is achieved i.e. 1.5points).

After Qualification

- a) Umpires will record the heights chosen by all competitors for each technique prior to them performing any further techniques.
- b) The umpire will then ensure the assistants set up the equipment at the desired height for the competitor for each technique.
- c) Once the target is ready, one umpire will hold a flag in front of the competitor and command the competitor to adopt an L stance guarding block.
- d) When the competitor adopts the stance the umpire will drop the flag saying *Sijak* and another umpire starts the stopwatch.
- e) The competitor then has 30 seconds to make their measure that need only be a single step forward or may be a full attempt to jump without touching the target (one only or points will be deducted), return to L stance guarding

block , make their attempt to hit the target and return to an L stance guarding block, at which point the umpire will stop the timer.

- f) During this time the umpires will watch for both disqualification and minus point infringements.
- g) From this point the same procedure that was used for the qualification event will be followed. (**NB: Each 5cm above the minimum height will increase the competitors score by one (1) point should they hit the target).**)
- h) The Jury President will record all results as they are displayed from the umpires.
- i) Once all attempts have been completed and results compiled the Jury President will display the competitors overall score.
- j) On completion of all competitor's attempts the lead umpire will ensure that equipment assistants and umpires line up facing the Jury President and bow before being dismissed.

In the event of a Tie

- a) The umpires will determine from the tied competitors the technique they wish to perform as a tiebreaker.
- b) The Umpire will ensure that the equipment is set 5 cm higher than the last attempt by the competitor on that technique.
- c) The competitor will then follow the procedure as previously and as indicated by the umpire.
- d) The umpire will show the scores after a successful attempt and the winner will be shown after all tied competitors have completed their technique.
- e) In the event of a further tie this procedure will be repeated until a clear winner is determined.

5.2.1 TEAM

Protocol

- a. The umpire will have a list of teams with competitors names and the technique they will perform indicated on the list.
- b. The umpire will confirm from all competitors the height of the target for each technique and ensure the target is set at the correct height. (note all competitors must confirm the height of their target before any competitor in the team event make their attempt).
- c. Once equipment is set up for all techniques the umpire will indicate to team members to adopt an L stance guarding block .
- d. From here the umpires follow the same procedure used for individual competitors from 4.2.0 d) –i)
- e. On completion of all competitor's attempts the lead umpire will ensure that equipment assistants and umpires line up facing the Jury President and bow before being dismissed.

In the event of a Tie

- f) The umpires will determine from the tied teams the single technique they wish to perform as a tiebreaker.
- g) The umpire will ensure that the same competitor who performed that technique previously for that team performs again with the target being set 5 cm higher than the last attempt by the competitor on that technique.
- h) The competitor will then follow the procedure as previously and as indicated by the umpire.
- i) The umpire will show the scores after a successful attempt and the winner will be shown after all tied competitors have completed their technique.
- j) In the event of a further tie this procedure will be repeated until a clear winner is determined.

5.2.2 DIAGRAMMATIC REPRESENTATION OF THE SET UP ETC.

- a. A diagrammatic representation of the holder should be drawn showing the ability to adjust the holder to a minimum height of 75cm and a maximum height of 2800cm

5.2.3 UMPIRE SIGNALS

show umpire signals using cartoon figures

RULES OF COMPETITION

PRE-ARRANGED SPARRING

ITF HQ

6.1.0 INTRODUCTION:

The purpose of this competition is to determine the best overall team that can perform a sequence of pre-arranged sparring techniques using techniques from the fundamental movements and patterns as described in the Encyclopaedia of Taekwon-Do with the best possible technique, power, sine wave, breath control, team work and choreography as determined by a pyramid selection procedure. Each team member is required to perform only a single “acrobatic” technique that is not part of the Taekwon-Do syllabus during the sequence. The scoring will involve each team being initially allocated a score of twenty points with points being deducted for errors during the performance of the routine. The order of competition will be decided by randomisation of the competitors’ (teams) names using an appropriate lottery system (either electronic or manual).

6.1.1 RULES AND PROCEDURE:

6.1.2 DIVISIONS

The pre-arranged sparring event can be divided by age.

Note:

Junior is 14-17 years (at date of competition)

Adult 18-35 years (at date of competition)

Senior 36+ years (at date of competition)

A team will consist of two competitors from the same division irrespective of gender or rank (degree).

6.1.3 PROCEDURE FOR COMPETITORS FOR PRE-ARRANGED SPARRING

1. Teams will compete sequentially in a pyramid system.
2. Teams will be allocated to the draw randomly with one team allocated as Blue and the other as Red.
3. Both teams will line up (with one team member in front of the other) at the rear of the ring on the appropriate side (blue or red) and will be called forward by the centre referee to the centre of the ring.
4. Then on the instruction of the centre referee they will adopt (attention) charyot stance, bow to the jury panel, then face the other team and bow before moving off the mats on the instruction of the centre referee by walking backwards to the edge of the mats.
5. The Red team members will line up at the rear of the mats, then on the instruction of the centre referee will move to the centre of the mats, adopt (attention) charyot stance and, on the centre referees command they will bow to the jury panel, then face each other, bow to their team member and then adopt an L-Stance forearm guarding block facing each other.

6. Both competitors will perform the pre-arranged starting on the command Sijak from one of the competitors.
7. The competitors will complete the sparring with a final connecting blow and the command Goman with that competitor adopting and L-Stance guarding block.
8. The entire routine from sijak to goman will have a duration of between a minimum of 60 and maximum of 75 seconds.
9. When performing the techniques should be performed with realism and attacking techniques must be either blocked or avoided apart from the final blow that will complete the routine.
10. The competitors may include “one” acrobatic technique each, that is not part of the Taekwon-Do syllabus during the routine.
11. On completion of the routine the competitors will adopt attention stance facing each other and bow, and then face the judges in attention stance and bow before moving off the mats.
12. The blue team will then be brought forward and following the same procedure as red team will perform their prepared routine to completion and then move off the mats.
13. Both teams will then be brought forward again to face each other and bow and then face the referees and bow, following which the Jury President will announce the winner
14. In the case of a Tie, both teams will repeat their performance until a decision is achieved.

6.1.4 JUDGES PROTOCOL

1. The Jury panel will consist of a Jury President and one assistant and the judging panel will consist of five experienced and knowledgeable umpires.
2. The judging panel will march onto the ring in single file and line up in front of the Jury President facing the table and in front of their chairs.
3. The centre judge will call all judges to “charyot” and then make the judges bow to the Jury President.
4. The centre judge will then take one step forward and turn to face the other judges before the Jury President asks the judges to bow to the centre judge.
5. The judges will take then their place on their chairs which will be spaced a minimum of 1 metre apart in a single line horizontal to the jury table.
6. The Jury President will indicate to the two teams to come forward onto the mats and bow to the jury panel and then each other.
7. The Jury President will then instruct the teams to leave the mats.
8. The Jury President will then bring on the two competitors from the red team, bring them to attention and bow to the jury and then each other before adopting L-Stance forearm guarding block.
9. When the competitor indicates the start of the routine using the “Sijak” command the assistant will start the timer. On completion of the routine the assistant will indicate to the jury panel whether the team has performed within the time restriction of 60-75 seconds.
10. The jury panel will then tally their scores using the criteria set out below.

11. The Jury President will then dismiss the red team and bring on the blue team to perform, following the appropriate procedure.
12. The Jury President will indicate to the two teams to come forward onto the mats and bow to the jury panel and then each other.
13. On completion of the routine the judges again tally the score and the assistant will collect the completed sheets from the jury panel members and take them to the Jury President who will announce the winner by determining which team has won based on the scoresheets of the majority of judges.
 - a. If three or more judges decide one team is the winner then that team wins.
 - b. If two judges score for one team, two for a draw and one for the other team, the team with two judges in favour is the winner.
 - c. If two judges score for one team and two judges for the other team and one judge decides as a draw then the score is a draw.
 - d. If three judges score a draw the result is a draw.
14. In the case of a draw the Jury President will ask the teams to repeat their performance until a clear winner is decided.
15. Whilst the competitors perform the judges will score utilising the method outlined below.

6.1.5 SCORING METHOD:

A score of twenty points will be allocated to each team prior to commencement.

A single point will be deducted per occurrence for each of the following infringements

1. Inappropriate/inaccurate technique
2. Losing balance
3. Inaccurate stance
4. Incorrect breathing
5. Stepping completely outside of the ring with both feet
6. Lack of power
7. Lack of Sine-Wave
8. Incorrect preparation or execution of technique (i.e. crossing, pre-action...)

Additionally up to six points (in one point increments) may be deducted at the end of the performance for lack of choreography and teamwork.

6.1.6 Disqualification:

Give zero points for the entire routine if the team

1. Is outside the required time restrictions
2. Performs more than one acrobatic sequence for each member of the team
3. Fails to block and/or evade an opponent's attack at any time other than the final blow and/or final sequence

WORLD CHAMPIONSHIP RULES OF COMPETITION ITF HQ Additional information

7.1.0 COMPETITION AREA SIZE

- The competition area should be 9m x 9m with a surrounding region of 1m to provide safety. If deemed necessary by the tournament director this competition area may be reduced to 8m x 8m with a surrounding region of 1m. If the ring is elevated then the surrounding region should be 2m to provide additional safety for competitors.
- The maximum elevation of the competition area should be no more than 50cm.
- Lighting : Should be at least 4 metres above the ground.
- The ring must be covered with competition mats measuring at least 2 cm in thickness approved by the Competition and Umpire Committee
- On the edge of the mat, to the side front of the Jury President there should be a Red and Blue competition mat to indicate where the competitors should enter the ring for patterns (there should be at least two meters between these mats) and another red and blue mat halfway down the side of the mats to indicate where the competitors enter for sparring. The intersection of these points will indicate the starting position for sparring.

7.1.1 REGISTRATION

- Registration will be completed on the day before competition begins with the Tournament director organising appointments for coaches to provide necessary documentation to the Tournament event committee. This will include all competitors Passports with the image being compared to that provided to that used for online registration.
- It is the responsibility of the team coach and manager to ensure that the paperwork is in order prior to the appointment with the Event organising committee members. If the appropriate paperwork is not provided in a timely manner as determined by the event organiser, the team manager and coach will be given 30 minutes to organise the paperwork and then return for processing of the competitors.
- If the team manager and coach cannot provide the appropriate paperwork at this time they risk either individual competitors or the entire team being excluded by the Tournament director.
- Note the event organiser will make every effort prior to the event to educate team managers and coaches of the procedure for registration.

7.1.2 WEIGH-IN

- The competitors for all sparring divisions must be weighed prior to their event to ensure they comply with the weights for the division in which they are registered. This will be overseen by members of the Umpire contingent for the event.
- Competitors will present their official identification tag that will be issued on registration and will have a recent photo of the competitor
- Competitors will generally be expected to weigh-in on the day before the competition starts however it may remain available until 2 hours before the competition begins.
- If a competitor does not comply with the weight for the division in which they are registered they will be given 1 hour to reduce weight. If on a second weigh-in they do not make the weight they will be disqualified for the individual sparring event in which they are registered.

7.1.3 EQUIPMENT CHECK

- Competitors for events that require safety equipment will be checked by officials just before their event.
- Competitors must present with their coach to the safety check area when requested and will then not be allowed to leave the competition area until they have completed that specific event.
- If the safety equipment is not deemed adequate by the official then the competitor will be given five minutes to replace the equipment with appropriate equipment.
- If the coach and competitor cannot provide approved equipment then they may be disqualified from competing.
- The event organiser will make all attempts to ensure that approved equipment is available for purchase within the venue. **Approved sparring equipment style:**



Not Permitted

7.1.4 SCORESHEETS

7.1.5 PATTERNS

Individual



Pattern Individual Scoring Form

bout no.		red		Blue	
	max.				
	points	D1	D2	D1	D2
Technical Content	10				
Power	5				
Balance	3				
Breath Control	3				
Rhythm	3				
Sub Total					
Total					

Judge: _____

Team



2 Pattern Team Scoring form

ring no.		red		Blue	
	max.				
	points	D1	D2	D1	D2
Technical Content	10				
Power	5				
Balance	3				
Breath Control	3				
Rhythm	3				
Presentation, Team Work & Choreography	3				
Sub Total					
Total D1 + D2					

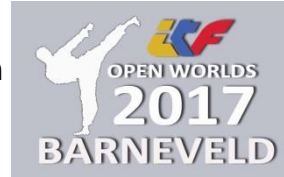
Judge: _____

Country: _____

Chair number: _____ Degree: _____

Traditional Patterns

Traditional Pattern Individual Scoring Form



bout no.		red		Blue	
	max.				
	points	D	O	D	O
Technical Content	10				
Power	6				
sharpness	3				
Balance	3				
Artistic expression	3				
Sub Total					
Total					

Judge: _____

7.1.6 SPARRING



individual Sparring Scoring Form

RED (HONG)	POINTS	BLUE (CHONG)
	1,2 or 3	
	SUB TOTAL	
	WARNINGS	
	MINUS POINTS	
	TOTAL	

REFEREE_____

Bout number_____

Ring Number_____

Team Sparring Scoring Form

Team:RED			Team:BLUE	
competitors			competitors	
name or number	points		name or number	points
	1, 2 or 3			1, 2 or 3
1			1	
2			2	
3			3	
4			4	
5			5	
Sub total			Sub Total	
warnings			warnings	
fouls			fouls	
TOTAL			TOTAL	

Winner:

IN CASE OF A DRAW ONE EXTRA MATCH

competitor	points		competitor	points
	1, 2 or 3			1, 2 or 3
warnings				
fouls				
TOTAL			TOTAL	
Winner:				

Scoresheet for Male Power Breaking

Division_____

[illegible]

Division_____

[illegible]

7.1.8 Scoresheet for Special techniques

Division _____



COMPETITOR NAME	ID NUMBER	SELECTED QUALIFIER INITIALS IN BOX	Jumping upward front snap kick height	SCORE	Jumping turning kick height	SCORE	Flying spinning side piercing kick height	SCORE	Jumping reverse turning kick height	SCORE	Jumping upwards side piercing kick height	SCORE	Total	Extra	Extra	Final score	Place	NOTES
MINIMUM HEIGHT																		

7.19 Pre-arranged Sparring Scoring Form



RED (HONG)	SUB TOTAL BY DEDUCTION	POINTS	SUB TOTAL BY DEDUCTION	BLUE (CHONG)
14-	=	Technical content points Deduct errors from 14 points	14-	=
6-	=	Team work/choreography Deduct up to 6 points	6-	=
TOTAL SCORE (SUM SUBTOTALS)				TOTAL SCORE (SUM SUBTOTALS)

REFEREE _____

Bout Number _____ Ring Number _____

7.1.10 Umpires Pledge:

I will always behave ethically

I will apply the rules impartially

I will never abuse my position

I will act to make all decisions just and fair

I will endeavour to make the competition as safe as possible