



INTERNATIONAL
TAEKWON-DO
FEDERATION

2022

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



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Sparring

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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+		
<u>Male</u>	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.

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:**



7.1.4 SCORESHEETS

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	
<p style="font-size: 1.2em;">Winner:</p>				

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

Addendum: Hand signals

Hand signals of the Center referee Bow before the bout



CR call
competitors



They face the Jury table and bow



They face each other and bow

Hand signals of the Center referee Starting/stopping the bout



CR steps back to start the bout



CR indicates the round number & check whether JP & CJ are ready



CR drops the hand down & starts the bout "Sijak"
umpire training course

CR drop hand between competitors to stop or for end of match. "Goman"

Hand signals of the Center referee Bow after the first round



CR stops the bout



CR brings competitors to spot, makes them bow



CR sends competitors
to their seat for break
and coaching

umpire training course

Hand signals of the Center referee Bow after the second round



CR stops the bout
Using "Goman" command



CR brings
competitors to
spot, makes
them bow



CR makes
competitors
face the JP
and bow



umpire training course

Hand signals of the Center referee Indicating the result



CR grabs dobok at wrists
of competitors



Raise winners arm. (Winner blue "chong Sung")
Or raises both competitors arms (Draw
"Dong Chong")

Hand signals of the Center referee Other signals



CR stops the time (injury,
equipment fix etc.)



CR indicates nothing happened



CR bring competitors to ready and restarts the bout "gaesok"
Umpire training course

Hand signals of the Center referee Giving Warnings



CR stops the bout saying
"Haechyo"



CR brings feet together and points at
the offending competitor



CR steps back and points gives a
warning "Ju ui Hana"
umpire training course



CR indicates the infraction



CR restarts the bout "gaesok"

Signals of the Center referee For Warnings



**RAISING THE ARM
PRETENDING TO
HAVE SCORED**

**STEPPING OUT OF THE
RING/INTENTIONALLY
AVOIDING SPARRING**

FALLING DOWN

**UNINTENTIONAL
ATTACK
TO
ILLEGAL TARGET/
(LIKE TURNING
PUNCH)**

OTHER INFRINGEMENTS

**HOLDING/GRABBING/PUSHING/FAKING
LIKE INWARD BLOCK**

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Hand signals of the Center referee Giving Fouls



CR stops the bout



CR points at the competitor
who committed the offence



CR indicates the infraction
with the correct hand signal



CR indicates the
offending competitor
and announces one
Foul while circling his
hand above his head.
"Gam Jung Hanna"

Signals of the Center referee For Fouls

Leg sweeping

Heavy Contact/ Using knee etc /Loss of temper/intentional attack

Attacking a fallen opponent

Deliberately grabbing or holding

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Signals of the Center referee Directed towards the coach



Do not argue/talk



Sit down