



INTERNATIONAL  
TAEKWON-DO  
FEDERATION

2022

**INTERNATIONAL TAEKWON-DO FEDERATION  
HEADQUARTERS  
WORLD CUP, CONTINENTAL AND NATIONAL  
SPARRING CHAMPIONSHIP RULES**



INDEX:

PG Number

**Sparring**

**3-12**

2.1.0 Introduction, 2.1.1 rules and procedure, 2.1.2 divisions individual, 2.1.3 divisions for team  
2.1.4 duration of bouts (a) individual (b) team, 2.1.5 target area, 2.1.6 point awards,  
2.1.7 point stop and controlled technique scoring system, 2.1.8 warnings, 2.1.9 minus points/fouls  
2.2.0 disqualification, 2.2.1 injury, 2.2.2 bout procedure, individual and team 2.2.3 individual,  
2.2.4 team, 2.2.5 timing, 2.2.6 equipment, 2.2.7 judges protocol 2.2.8 procedure for judges,  
2.2.9 movement of referees, 2.3.0 referee signals, 2.3.1 equipment, 2.3.2 marshals,  
2.3.3 determination of winner in individual continuous sparring

**Additional information**

**13-16**

6.1.0 competition area size, 6.1.1 registration, 6.1.2 weigh in, 6.1.3 equipment check, 6.1.4  
scoresheets, , 6.1.6 sparring,

# **WORLD CUP, CONTINENTAL AND NATIONAL CHAMPIONSHIPS ITF HQ 2020 SPARRING**

## **2.1.0 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 length of bouts will be determined by the experience and age of competitors and should a “tie” occur another round will occur of a set 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, rank and then weight. In the case of team sparring, each team will consist of 6 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.

## **2.1.1 RULES AND PROCEDURE:**

### **2.1.2 DIVISIONS INDIVIDUAL**

In a competition with such a broad base of competitors it is not possible to specify every division prior to the event and consequently broad divisions are outlined on the online entry form however it should be understood that divisions will be determined by the entries received.

All efforts will be made to match age, gender, weight/height and rank. Outlined below are the fundamental categories from which divisions will be made.

Individual Non-Contact Sparring: Color Belts Kids (6-8 years)

Individual Controlled Technique Sparring: All students in categories of Children/Juniors/Adults/Seniors

- Team Controlled Technique Sparring Color Belts Juniors

- Team Controlled Technique Sparring Color Belts Adults and Seniors

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

### **2.1.3 TEAM**

JUNIOR or ADULT–SENIORS TEAM

Each Team (Male and/or Female of any rank) should consist of five (5) competitors and one (1) reserve (note penalties apply if insufficient competitors are put forward in a team).

## **2.1.4 DURATION OF BOUTS AND DECISIONS**

### **2.1.4 (a) INDIVIDUAL**

NON CONTACT KIDS BOUTS: one round of 1.5 minutes, where there is a 'tie' an additional one minute will be added and where there is a further "tie" the first point scored will be the winner.

CONTROLLED TECHNIQUE SPARRING: 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 children's 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 tie, a further one (1) minute round will take place and if it results in a further tie then the first scored point assigned by at least two (2) Referees at the same split second will decide the winner.

### **2.1.4 (b) TEAM**

Each team bout will be one (1) round of two (2) minutes .

In team matches, points from all of the five (5) bouts shall be summed by each judge to decide the winning team. The winning team will be decided by the majority decision of the judges at the conclusion of all 5 bouts as per the "determination of the winner in team sparring rule later in this document". If, at the end of the five (5) bouts the result is a tie then each coach will use the competitor who has not competed to spar an extra bout of two (2) minutes. The team whose competitor wins this bout will be the winner. (NB: If one team cannot provide a competitor for this bout, the team that can will be declared the winner).

If at this time the bout is a tie then the bout between the two sixth competitors 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 should take place and be completed however where a team consists of less than 5 competitors, for each bout that they cannot present a competitor, the opposing team will be granted 5 points on the scoresheet of each judge for that bout. If one of the competitors withdraws in the event of an injury or to gain an advantage the opposing team will be declared the winner and their team will be granted 5 points on the scoresheet of each judge for that bout. (Except where the injury is caused by the opponent and the jury panel in consultation with the medical practitioner determines the injured competitor cannot continue. In this case the injured competitors team will be allocated 5 points for the bout).

## **2.1.5 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).

### **2.1.6 POINT AWARDS**

#### **NON CONTACT SPARRING (Kids only)**

The competitors try to show a variety of correct, dynamic and controlled (CDC) offensive and defensive Taekwon-Do techniques in interaction with and responding on a sparring partner without actually touching the sparring partner. This should follow normal sparring rules. i.e. only attacking the target areas as determined above.

The referees decide which of the two competitors performed the best and determine a winner based on the following criteria.

- activity / involvement
- variety of (CDC) used techniques
- interactivity and responsiveness
- sporting behaviour

At the end of the bout the corner referees indicate the winner by raising the appropriate coloured flag.

#### **FOR ALL OTHER SPARRING**

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.

### **2.1.7 CONTROLLED TECHNIQUE SCORING SYSTEM**

In competition a technique is valid according to the controlled technique when it is:

- 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)

### **2.1.8 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.

### **2.1.9 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

### **2.2.0 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.

### **2.2.1 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.

## **2.2.2 BOUT PROCEDURE –INDIVIDUAL AND TEAM**

### **2.2.3 INDIVIDUAL**

Sparring competitors will commence the bout on their start positions, wearing either ITF HQ approved red or blue gloves or boots and head guard to differentiate between them. An ITF HQ approved mouthguard must be worn at all times and no unapproved protective wear, male competitors must wear groin protection.

#### **Non-contact Kids sparring: This sparring is for children under 9 years.**

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 non-contact kids 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 "Gaesock". 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 count to three and ask the other referees to indicate the result by raising their flags. The Jury President will then indicate the winner by raising their hand on the side of the winner and the centre referee will lift the hand of the winner.

#### **DETERMINATION OF THE WINNER IN NON-CONTACT KIDS 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

### Controlled Technique continuous sparring

This type of sparring is utilised for competitors who are **9 years and over** and are classified as children, junior, adult or senior.

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 “Gaesock”. 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.

#### 2.2.4 TEAM

Bout procedure will be as individual. 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.

#### 2.2.5 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.

#### 2.2.6 EQUIPMENT

Competitors must wear ITF HQ **approved** red or blue boots or gloves and headgear as well as mouthguards and no unapproved protective wear. Male competitors must wear groin guards and any competitor may choose to wear **approved** shin and forearm guards.

#### 2.2.7 JUDGES PROTOCOL

#### 2.2.8 PROCEDURE (ALL)

- 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 centre 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 centre 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

### Non-contact kids sparring:

- 10 If the centre referee notices any infringement of the rules the command “Haechyo” (stop) will be given and the appropriate infringement notification will be shown by the centre referee and recorded by the jury panel and shown on either the electronic display or manual display chart.
- 11 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.
- 12 The Centre referee will then count to three in Korean and on the third count the corner referees will indicate the competitor they believe won the bout by raising the coloured flag of the chosen competitor.
- 13 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 “Tie”.
- 14 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.
- 15 At the end of the round an audible signal will indicate to the centre 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. Results displayed in the same manner as previously.
- 16 The Jury President will then indicate the winner or a “Tie” using the appropriate signal.
- 17 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. If two corner referees or one corner and the centre referee do this at the same time 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.

### Continuous Sparring

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.

## **(ALL)**

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.

### **2.2.9 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.

### **2.3.0 REFEREE SIGNALS**

SHOW CARTOON ILLUSTRATIONS OF SIGNALS

#### **2.3.1 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)

#### **2.3.2 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, no unapproved protective wear 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 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.

#### **2.3.3 DETERMINATION OF THE WINNER IN INDIVIDUAL CONTINUOUS 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

# **WORLD CUP, CONTINENTAL AND NATIONAL CHAMPIONSHIPS ITF HQ 2020 RULES OF COMPETITION Additional information**

## **6.1.0 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 in the case of childrens competition this may be further reduced to 7m x 7m 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.

## **6.1.1 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.

### 6.1.2 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.

### 6.1.3 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**



## 6.1.4 SCORESHEETS

## 6.1.6 SPARRING

Individual



### 4. Sparring Scoring Form

RED (HONG)	sub total	points	sub total	BLUE (CHONG)
		1		
		2		
		3		
		sub total		
		warnings		
		-1 point		
		total		

Referee: \_\_\_\_\_  
\_\_\_\_\_

bout  
no: \_\_\_\_\_  
\_\_\_\_\_

## Team sparring



	RED team			BLUE team	
	competitor	score		competitor	Score
1			1		
2			2		
3			3		
4			4		
5			5		
	Sub total			Sub total	
	Warnings			Warnings	
	Fouls			Fouls	
	Total			Total	
	competitor	score		competitor	score
6			6		
	Warnings			Warning	
	Fouls			Fouls	
	Total			Total	