

Tournament Rules

The fights will be fought **in light- to semi contact!**

1. General

The size of the area will be a minimum of **6 x 6 metres**, up to a **maximum of 9 x 9 metres** including a protection zone. The Sparring area should consist of a non slippery solid surface of preferably matted, but in all cases edged with 50mm wide coloured strip and with two centrally placed starting marks placed 2 meters apart.

Bandages and strapping

All competitors with injuries which require bandages or strapping of any type must satisfy the judges of their needs and obtain approval of the type of bandaging before performing (i.e. no hard materials or pins can be worn, neither can bandaging give extra support so that it constitutes an advantage to that competitor). Any doubts or questions of this rule will be decided upon the day of the competition by the Chief Referee.

Jewellery

No jewellery, watches or any other adornments may be worn. Hair may be kept in place using material of a soft elastic nature only, no grips or slides are allowed.

Medical attention

All tournaments must have at least one doctor or paramedic, plus first aid in attendance.

Injury Liability

As stated all competitors must sign a tournament entry form which contains words or wording exonerating the T.A.G.B., tournament organisers and all other competitors from any liability through injury sustained during the course of the tournament.

Insurance

All T.I. tournament organisers must ensure that the event has all the necessary public liability insurance required to hold the event. They must also obtain permission from the T.A.G.B. council for the event to be held.

Official commands

The following are the only recognised commands that the referees and instructors will issue to competitors during a tournament.

- 1. Cha ryot - Attention
- 2. Kyong ye - Bow
- 3. Chun bi - Ready stance
- 4. Si jak - Start
- 5. Hye Chyo - Break
- 6. Barro - Return to ready stance

Dispute procedure

For all events in all tournaments, any disputes arising will be dealt with as follows:

a) Tournament Chief Umpire: All organisers will appoint a person to act as 'Tournament Chief Umpire'. This person must be present in the arena throughout the whole of the tournament. Generally this person will be the most experienced official present at the event. He or she will also appoint a deputy if, for any reason the chief umpire is called away.

b) All competitors who wish to dispute a decision must do so through their instructor to the area manager or chief umpire. Neither the competitor nor any other person other than the instructor is allowed to approach the area manager or chief umpire directly.

- c) In order to give a final decision on any dispute, the chief umpire or his/her deputy may call officials, competitors or instructors as he/she so desires in order to give evidence or opinions on the dispute. This strictly prohibits spectators.
- d) On reaching a decision, the tournament chief umpire will notify all parties concerned. This decision will be binding and cannot be appealed against.
- e) Instructors, competitors or team captains who persist in arguing against a decision made by the chief umpire may, at his/her discretion, have their whole team or club disqualified from further events in the tournament.

2. SAFETY EQUIPMENT AND PROTECTIVE WEAR

- a) **All competitors must wear the following equipment:-**
- 1) Groin guard protector of an approved type (male competitors)
 - 2) Hands and Feet protective equipment of an approved type.
Hands protective equipment in TAGB-Style, min. 8 oz.
 - 3) Shin protector of an approved type.
 - 4) Head guard of an approved type.
 - 5) Gum shield.
- b) **Optional equipment:**
- 1) Chest protector, this excludes body armor (female competitors)
 - 2) Groin guard protectors (female competitors)

The sportswear must be clean, a t-shirt and trousers or a dobuk
No protective or safety equipment may be worn, other than those of an approved type, consisting of elasticised material with sponge or rubber type padding and containing no metal, bone or similar hard material whatsoever, nor involving the use of zip, lace or stud fasteners.

3. Officials: Continuous Sparring (Running time)

- 4 Corner judges seated at each corner of the sparring area. 1 Referee standing
- 1 Timekeeper seated at edge of sparring area
- 1 Recorder seated at edge of sparring area

Officials: Point Stop Sparring

- 1 Refree standing
- 1 Mirror Judge (standing opposite)
- 1 Umpire (who will work the line between the table and the corner on ther left hand side)
- 1 Timekeeper seated at the table
- 1 Recorder seated at the table

Dress

- Female: Official referees T-Shirt
Grey or black skirt or trousers
Soft soled shoes (white)
- Male: Official referees T-Shirt
Grey or black trousers
Soft soled shoes (white)

4. Duration of fights for continuous and point stop sparring: 2x1 1/2 min (black belts) or 1x2 min. (colored belts) round. Finals will be 2x11/2 min rounds with a break of 1 min in between. In continuous sparring, if the fight ends in a tie after the regular time, it will be extended by **1 extra min** after 1 min break. The clickers must be zeroed after every round! If the result is again a draw, it will be extended by another **1 extra min** after 1 min break. **PLEASE NOTE** After the second extension, neither the Referee as the corner judges are allowed to give a draw, but must instead award one or the other fighter as winner on technical merit. In point stop sparring if the fight ends in a tie, then the first point in the extension will be the winner. (Sudden Death) The clock will only be stopped if the referee indicates "time stop".

5. TIMING

The timekeeper starts the clock at the first "si jak" by the referee. The clock is being stopped if the referee indicates time stop, to issue a warning or deal with an injury. The clock is again re-started on "si jak" and continues until full time when the item is wrapping in.

6. SCORING & RESULT PROCEDURE.

Continuous

The four corner judges will award points as they are seen by using hand held recorders (clickers) these to be clearly marked left hand clicker blue, right hand clicker red. On completion of the bout and after the bowing procedure, the referee will call show, at which time the corner judges will immediately hold in the air the clicker showing the highest score, in the event of a draw, both clickers are held up with the arms crossed.

At this point the referee himself will make a decision and then award the bout as either a win or a draw. A win can only be awarded if 3 or more of the 5 judges including the referee award the bout one way. Any less than this majority is awarded a draw.

Should it become apparent that a competitor is being completely dominated by a superior opponent, the referee may after consultation with the corner judges, stop the bout and award a win to the superior competitor. The result being announced as "win by mismatch"

Point Stop

The referee will stop the bout with the command 'hye chyo' if any judge indicates a clean technique has been scored.

The other judges must immediately issue a signal (Un sighted/ No score / Score)

If any two from either the referee, mirror judge or umpire agree that a technique has been scored, an appropriate amount of points will be awarded by the referee. Two out of the three officials must agree on the points scored for it to be registered.

The only exception to this rule will be the ability of the referee to override the two officials if he/she has definitely seen a score and the two officials are showing unsighted techniques.

These points will be displayed by the recorder on either blue or red score cards and these cards will be situated at the recorder's table for all to see. The red card will be on the right of the table and the blue card will be on the left hand side. (the left and right being determined by the score keeper as he/she sits at the table).

The officials should try to make their decisions as quickly as possible so that the bout continues at a reasonable pace. Any demerit points will be added onto the opponents score.

If a competitor scores 10 points, then the bout will be stopped and awarded to that competitor.

Bout procedure

The bout will commence with competitors on the start positions each with either a red or a blue waist marker. At the direction of the referee, the contestants bow in turn to the referee, and then to each other. The referee will start the sparring with the command "si jak", the contestants continue to spar until the referee issues the command "time stop" in order to call time or to issue an infringement warning. At this point the competitors return to the start positions before the bout is restarted. On completion of time, the timekeeper will warp an item into the area to sign the referee that the time is over. **The bout ends of the final command "hye chyo" by the referee.** The competitors are then instructed to bow to each other and then to the referee and await the result.

7. The clock will only be stopped if the referee indicates "time stop".

8. **Forbidden hand techniques:** inside hand, back fist strike out of a spin, side fist strike, knife hand strike, elbow strike, throws, push with the arms, grabbing any part of the opponent.

9. Forbidden foot techniques: Any kicks below the belt, leg sweeping out of a spin, leg sweeping with the instep, back sole or the side sole.

10. Allowed target areas: Head:

All of the head and neck area
(excluding the throat)

Upper part of the body:

Above the belt, front and side

Trunk of the body from neck to lower abdomen vertically and
from a line draw from armpit vertically down to the waist of
each side (i.e. frontal area only, excluding the back)

11. Forbidden target areas: The throat, the eyes, the back, the legs, the joints and the arms.
Any area below the belt.

12. Forbidden behaviour: turning the back against the opponent, clear out, forbidden clinch, blind techniques, throws, to bite, to spit, to scratch, to attack an opponent who is lying on the floor, deliberately stepping out of the area, an attack after the command “**stop**”.

13. Disobeying the rules will or could (depending on the grade of the offence) result in warning, minus points or even disqualification! The penalties given to the competitor are at the discretion of the Referee and are based on his judgement alone. But if a fighter is to be disqualified, then the referee must consult with the judges first.

14. POINTS AREA AWARDED AS FOLLOWS:

1 point awarded for any hand technique to any target area.

2 points awarded for foot technique to mid section area

3 points awarded for foot technique to high section area.

All the technique must be clear (to pull back the technique)

Touch contact is defined as 'the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of touch is felt by the opponent.'

16. DEMERIT POINTS & DISQUALIFICATIONS

- a) One point will be deducted from the competitors score by referee for the following offences:
- I) Stepping out of the area twice (i.e. on the 2nd, 4th, 6th and every other subsequent occasion) A competitor is considered to have “stepped out” when one full fully crosses the perimeter line.
 - II) Loss of balance on each occasion (a competitor is considered to have lost balance when any part of the body other then the feet, come in contact with the floor)
 - III) Grabbing any part of the opponent or their dobok after the referee’s warning.
 - IV) Tripping or leg sweeping the opponent on every occasion.
- b) Discretionary “point aways” or “official warnings” may be awarded by the referee after one warning for the following:
- i) Talking
 - ii) Unsportsmanlike behaviour.
 - iii) Intentional lack of effort
 - iv) Excessive contact and/or over aggression.
- c) Disqualifications will be awarded by the referee for the following:
- i) Intentional contact or unnecessary aggression.
 - ii) Repeated on “point away” offences.

- iii) Showing dishonour or disrespect to the officials, competitors or the area.
- iv) On the second occasion that an official warning is awarded (i.e. a red card is shown after the showing of a yellow card)

** NOTE: When points are deducted by the referee the corner judges must calculate this by adding them to the opponents score on their hand held clickers.

17. CONTACT & INJURY

Excessive contact is penalised at the referee's discretion.

All competitors must have their licence with them at all times and at every competition.

As detailed previously above, contact is penalised but if in the opinion of the referee a competitor steps forward into a technique, which otherwise would have been correctly focused, points will be awarded to the attacker as if it were a 'decisive blow'.

If a competitor is unable to continue in such a situation, the bout will be awarded to the attacker. In all other cases of unintentional and intentional contact, where a competitor is unable to continue, he/she will be awarded the bout. Subject to the referee's discretion.

ACCUMULATIVE DISQUALIFICATION

During a sparring competition, a referee may award an "official warning" (yellow card) for offences during the previous section headed "Demerit points and disqualifications". Any competitor who receives 2 official warnings during the entire competition immediately upon receipt of the 2nd official warning should be disqualified (red card).

The referee must announce to the competitor, corner judges and recorder that an official warning is being given by showing a yellow card. The recorder marks the official warning against the competitor's name on the competitor's list. Then before the start of the next and all subsequent bouts, the recorder will announce that the competitor is carrying an official warning.

Disqualification must be announced by the referee who will show a red card to the competitor, corner judges and recorder.

18. PROTESTS

The scores of the judges are incontestable.

Protests against the decisions of the judges can only be accepted if the tournament rules have not been followed correctly.

Objections must be done to the head referee immediately. An objection fee of CHF 100.-- or EURO 80.-- has to be paid to him. If the protest is granted the fee will be paid back.

19. INDIVIDUAL POWER (DESTRUCTION)

In two separate groups – Male and Female.

Dan grades will compete in one "all in" division in each group.

Techniques: The number and type of techniques may vary, and can be chosen by the host depending on equipment and material available, but they should normally consist of six standard techniques.

Each competitor may enter a hand and a foot technique.

Performance Area

Ideally the same as sparring, but always with the safety of competitors and spectators in mind.

Equipment

Horse type holder for wood etc and any other special holder for flying or any other special technique.

Officials and Judges

A minimum of two judges to set a standard and to disallow incorrect technique.

Techniques

The number and type of technique may vary and can be chosen by the organiser and will be sent out in the information pack prior to the tournament.

Procedure

In each event, a minimum break will be set by the judges.

Each competitor will have only one attempt to break with only one prejudging of distance allowed.

On command from the official, each competitor will adopt ready stance and then attempt to break in one continuous movement.

When each competitor has attempted the minimum break, those who were successful will attempt to break using the opposite hand or foot, the winner being the competitor with the highest number of breaks.

In the event of a draw between two or more competitors, these will then attempt higher breaks, (i.e. more boards) dropping out of the competition as they fail.

In the event of a further draw, the competition will be decided upon body weight (i.e. the lightest of the competitors being awarded the competition).

ONLY IN THE EVENT OF A PLAY OFF, A PARTIALLY BROKEN BOARD OR BOARDS (i.e. BENT BOARDS) WILL CONSTITUTE A SUPERIOR TECHNIQUE AND THEREFORE A WIN.
IF MORE THAN ONE PERSON BENDS THE SAME AMOUNT OF BOARDS IN A PLAY OFF, THE BODY WEIGHT RULE APPLIES.

MENS POWER TESTS

HAND (both hand) Black Belt Only

Knife Hand Strike
Reverse Knifehand Strike

FOOT (both feet's) yellow – black Belt

Side Kick
Turning Kick 180 °

FLYING FOOT KICK Black Belt Only

Flying back reverse turning side kick 180°
Flying back reverse turning side kick 360°

LADIES POWER TESTS

HAND (both hand) Black Belt Only

Knife Hand Strike
Reverse Knifehand Strike

FOOT (both feet's) yellow – black Belt

Side Kick
Turning Kick 180°

FLYING FOOT KICK Black Belt Only

Flying back reverse turning side kick 180 °
Flying back reverse turning side kick 360 °

PATTERNS – BLACK BELT INDIVIDUAL (Children, Male, Female Veterans)

Each competitor to perform a free choice pattern from any of the patterns listed below. The winner will be the competitor with the highest score.

WTF
Koryo
Geum gang
Taebeck
Pyongwon
Sipjin
Jitae

ITF
Kwang Gae
Ge-Baek
Ko-Dang
Choi Yong
Sam-II
Ul-Ji
Yong-Ge
So San

ITF
Po-Eun
Choong Jang
Eui-Am
Yoo Sin
Tong-II
Se-Jong
Moon-Moo
Juche

CHILDREN DIVISIONS: THE MAXIMUM AGE FOR CHILDREN DIVISIONS IS UPTO & INCLUDING 16 YEARS OF AGE. (evidence of age will be required at weigh in)

COLOURED BELT PATTERNS. Applicable for all divisions Men/Women/Veterans/Children.
Yellow to Green belts: Chon Ji, Dan Gun, Do-San or Won Hyo

Blue to Red Belts: Yul Gok, Joong Gun, Toi-Gye or Hwa Rang

Judges, Officials and Performance Area

Officials

Three or five judges, (at the discretion of the chief tournament umpire), including a senior official (seated on the perimeter in a line facing the start position)

Note: The senior official will sit in the centre of the judges
One instructor (standing to issue commands)
Two recorders (seated on the perimeter facing judges)

Area

Performance areas should ideally be between 6 x 6 and 9 x 9 metres, as in sparring but with an inverted white "T" marked in the centre. (Start position)
Contestants are expected to stand with their heels on the exact centre of the "T" until the order "junbi" is given.

Scoring Procedures and Standards

Each judge will deduct 0.1 from the intended score for each of the following:

- a) Omission of one or more steps or moves (3 or more steps or move will result in disqualification as this would constitute an incomplete pattern).
- b) Failure to complete the pattern in a continuous performance (i.e. hesitation or loss of balance, a hesitation of longer than 3 seconds will be considered failure to complete the pattern and therefore also warrant disqualification).
- c) Incorrect technique e.g. A forearm block instead of a knifehand block. A high kick instead of a middle kick, etc
- d) An incorrect ready position.
Note: The above are only a few examples of incorrect techniques.
- e) Incorrect diagram. This incorporates not finishing on the "T" as the diagram would obviously be incorrect

If a competitor fails to complete the pattern, they will be brought back to ready stance and dismissed. No score will be shown by the judges.

Method of Scoring

Each judge will record their score on the score cards, on the command "show" given by the senior judge sitting in the centre of the judges. They will immediately hold up the score cards and keep them in that position until the recorder acknowledges that all scores have been recorded. The red score card will be held in the right hand and the blue card held in the left hand.

The recorder will then record all the scores of three or five judges, then deduct the highest and lowest scores (only if there are five) given by the judges and total up the remaining scores. This total is recorded as the competitors score.

In the event of a tie between two or more individual pattern competitors, the senior judge or chief referee may, if he wishes, select a further pattern to be performed by those competitors only, or a choice pattern may be allowed.

Note:

In the coloured belt patterns, a competitor who has a clear winning score does not have to go into a second round unless two sets of three judges are used.

The same applies if there is a clear first and second place. Only competitors with equal scores need to go on to a further round.

In Black Belt patterns, the highest scoring individuals (up to a maximum of 8 competitors) will go through to a second round where they may perform a pattern selected from their particular grade. If it is considered by the chief umpire that the first rounds scoring has shown a clear trophy winning group, he or she may decide a second round is not necessary. This will be decided upon the day by the chief umpire of the competition.

Poor standard	9.0
Average standard	9.5
Perfect standard	10.0

Speedkicking

As Speedkicking the fast will come with the paw on a punch pad called.

The fighters come individually to Speedkicking.

The initial position of the athlete is the gear position (Gunnun-Sogi) the arms on the side. The punch pad is held by an official at the correct height (height or waist belt of the competitor).

The athlete starts out with the gear position and results as quickly and as many kicks with the rear leg (only frontal snap kicks, Ap-Chagi, mae-geri) as possible within 30 seconds. The rear leg starts from the gear position and must follow every step back into the gear position are exporting to the leg behind the leg on the ground, brought. The punch pad must be made each time.

Two referees are with the clickers, the number of clean kicks. After the 30 seconds, the clicks of both referees are added together and divided by 2 (average of both referees) and the result added to the start list.

At the time the jury table is monitored by 30 seconds and stopped by calling of "stop" after the time. If two or more competitors have the same number of kicks and to fight these medals, so do it again against each other to compete in the individual competition until a winner is clear from this contest.

Categories:

- Kat.1 children up to 10 years
- Cat 2 children from 10 years up to 13 years

Weapon Forms

Two Category

1. Colored belts(Senioren)
2. Black belts (Senioren)

Female an Male in same category.

As weapons are all traditional wood and metal weapons

SCORING PROCEDURE AND STANDARDS

Each judge will deduct 0.2 from the intended score for each occasion on which the following mistakes are made:

- a)Omission of one or more steps
- b)Failure to complete the pattern in a continuous performance, (hesitation, loss of balance).
- c)Incorrect technique.
- d)Incorrect diagram.

If a competitor fails to complete the pattern they will be brought back to ready stance and dismissed. No score will be shown by the judges.

METHOD OF RECORDING SCORING. Each judge will record their score on the score cards and on the command "show" given by the senior judge, will immediately hold up the score cards and keep them in the position until the recorder acknowledges that all the scores have been recorded. In the event of a tie between two or more individual pattern competitors, the judges will select a further compulsory pattern to be performed by the tied competitors.

Following is added information for the 29.March 2014:

- Fighting area: The fighters can only go max. 6 times in the fighting area (twice on Saturday and twice on Sunday). The badges with the categories will be controlled and we make a stamp every time as fighters enter.
- The fighters must be ready for the start. If they are not on the fighting place in 30 seconds, then they will be disqualified. It is the competitors/coaches responsibility to be at the fighting area on time.
- Only the fighters and the coaches can be in the fight area (no masseurs and relatives and so on). Fighters who have lost have to leave the area and sit down on the grandstand as a spectator.

All information you can see on our homepage:

www.taekwon-do.ch

The organizer refuses any liability.

The participants must arrange their own insurance against accidents or damages!

For the rest, are our Taekwon-Do tournament-rules, for this event, valid.

Referee hand signals



CHARYOT



KYONG YE



JUNBI / HYE CHYO



SI JAK



BARRO



TIME OUT



GRABBING



EXCESSIVE CONTACT



PRIVATE WARNING



MINUS ONE POINT



TALKING ON SQUARE



TURNING BACK ON OPPONENT



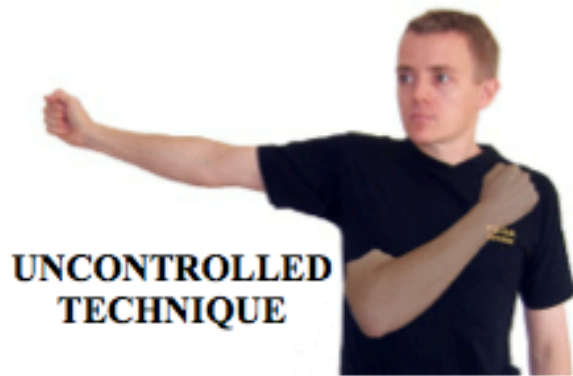
LOW KICKING



LOSS OF BALANCE



TRAVELLING





**JUDGE
UNSIGHTED**



1 POINT



2 POINTS



NO SCORE



3 POINTS

TAE KWON DO INTERNATIONAL, SWITZERLAND
President, Renato Marni, 6. Dan

Davos, 5. Decembre 2013