

ITF Competition Rules

TOURNAMENT RULES

SECTION 1 - GENERAL

Article 1. PURPOSE

The purpose of these rules is to elevate the quality of Taekwon-Do by scoring every aspect and to provide an equal opportunity for all participants to show the ultimate of their abilities in friendly competition with one another.

Article 2. APPLICATION

These are to be applied at every International and National Taekwon-Do competition for degree holders. They apply to male and female except where stated otherwise.

Article 3. OFFICIALS

The Juries, Referees and Judges, will be selected from the roles of certified Umpires in the International Taekwon-Do Federation.

Article 4. DUTIES

A. Jury will normally consist of 3 senior Umpires who will be seated in place of honour, in front, and will render the final decision in case of a tie or dispute.

B. Referee will be in the square to control the match.

C. Judges for patterns will be seated in a line facing the competition. Judges for sparring will be seated at the four corners of the square. They will give points in accordance with their judgement.

D. Timekeepers will be seated at ringside to check and indicate the beginning, end and continuation of each match.

E. Recorder will be seated at ringside to keep match records.

Article 5. COMPETITORS

JUNIOR COMPETITORS

Junior competitors must be 13 to 17 years old at the beginning of the championships and will compete in the divisions laid down in the following rules, but all competitors must be I, II or III degree rank and must be holders of current I.T.F. certificate and membership cards. Competitors in all divisions must be healthy and registered with their National associations.

SENIOR COMPETITORS

Senior competitors must be over 18 years and older at the beginning of the championships and will compete in the divisions laid down in the following rules, but all competitors must be I, II, III or IV degree rank and must be holders of current I.T.F. certificates and membership cards. Competitors in all divisions must be healthy and registered with their National associations.

Article 6. DRESS

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- A.** Officials will wear the dress requirements as laid down in the I.T.F Umpires rules.
- B.** Competitors, while competing must wear the "official approved" TKD dobok with only badges also officially approved by the I.T.F. The black belt must be of the official dimensions and must indicate the competitor's degree. A number will be given to all competitors and this must be worn on the lower back part of the dobok at all times. Female competitors may wear a white T-shirt under the dobok jacket.
- C.** Competitors are allowed, when not performing, to wear normal sportswear such as track suits, dressing gowns, training shoes, etc. however it is at the discretion of the Tournament Adjudication Committee. For opening and closing ceremonies countries may wear the official ITF dobok or the official country training suit, but all team members should be dressed the same. No participant in the parade is permitted to carry cameras, flags, banners, etc...other than authorised, on the field during the opening and closing ceremonies. Any participant committing a breach of the above regulations, will liable to sanctions.
- D.** Drinking of alcoholic beverages or smoking while wearing the dobok is prohibited.

Article 7. SAFETY EQUIPMENT AND PROTECTIVE WEAR

A. Competitors must wear:

- i.) Safety equipment of an approved type on their hands and feet.
- ii.) Groin guard protectors must be worn INSIDE the dobok trousers.

B. Competitors may, optionally, wear the following:

- i.) Shin protectors.
- ii.) Breast protectors (female only).
- iii.) Mouth Guards.
- iv.) Head Guard (Juniors only)

These all being of an approved type consisting of elasticised material with sponge or rubber type padding and containing no metal, bone or hard plastic or similar hard material whatsoever, nor involving the use of zip, lace or stud fasteners.

C. No other protective or safety equipment may be worn, except in special circumstances with the approval of the Tournament Adjudication Committee.

D. All competitors with injuries which require bandaging or strapping of any kind must satisfy the Tournament doctor of their need, and obtain approval of type before performing i.e. no pins or hard material can be worn, neither can bandaging give extra support so that it constitutes an advantage to that competitor.

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

Article 8. MEDICAL ATTENTION

All tournaments must have a Doctor(s) and qualified First Aid personnel in attendance. Doctor's recommendations, with regard to competitors' further participation, following injury, must be adhered to.

Article 9. INJURY LIABILITY AND INSURANCE - COMPETITORS

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All competitors must sign a tournament entry form and have full Insurance coverage for all eventualities.

Article 10. INSURANCE - FOR EVENT

All hosts must ensure that the event booked has all the necessary public liability insurance, fire certificates and Government licences which are all required to host such events.

Article 11. SQUARE

Square size will be 9 by 9 metres floor space. When the square is elevated then the elevations must be at least 2 metres greater in size than the Square. Elevations may be from 50 cm to 100 centimetres. Lighting must not be lower than 5 metres above the ground. The official table where the Jury, Recorder and Timekeeper are seated is beside the square.

Article 12. RESULT RECORDING

All tournaments will have several forms of visual display of results for the benefit of participants and audience. Results should generally be shown as often as possible so as to enable the competitors to follow the Course of the event whilst it is in progress.

Article 13. DELEGATES

A delegate of the individual or team may be any person authorised by the National Governing Body. A delegate registers the competitors, submits the documents, lodges complaints and co-operates with the other officials at the competition.

Article 14. COACHES

For individual or team sparring there will be only 1 coach close to the square, but he/she must not interfere in the competition by action or words. During the tournament, coaches must wear a training suit, gymnastic shoes and carrying a towel, during sparring they will be seated at least 1 meter away from the square. He/she must not speak to referees. He/she is the only one allowed to present an official protest. Failure to the above mentioned rules will render the coach liable to be disqualified from his advisory position.

Article 15. AWARDS (Male and female)

JUNIOR CHAMPIONSHIPS - INDIVIDUAL

Male Pattern	3 GOLD - 3 SILVER - 6 BRONZE
Female Pattern	3 GOLD - 3 SILVER - 6 BRONZE
Male Sparring	5 GOLD - 5 SILVER - 10 BRONZE
Female Sparring	5 GOLD - 5 SILVER - 10 BRONZE
Male Power	1 GOLD - 1 SILVER - 2 BRONZE
Female Power	1 GOLD - 1 SILVER - 2 BRONZE

Male Special Technique	1 GOLD - 1 SILVER - 2 BRONZE
Female Special Technique	1 GOLD - 1 SILVER - 2 BRONZE
Male Overall Champion	1 GOLD
Female Overall Champion	1 GOLD

SENIOR CHAMPIONSHIPS - INDIVIDUAL

Male Pattern	4 GOLD - 4 SILVER - 8 BRONZE
Female Pattern	4 GOLD - 4 SILVER - 8 BRONZE
Male Sparring	5 GOLD - 5 SILVER - 10 BRONZE
Female Sparring	5 GOLD - 5 SILVER - 10 BRONZE
Male Power	1 GOLD - 1 SILVER - 2 BRONZE
Female Power	1 GOLD - 1 SILVER - 2 BRONZE
Male Special Technique	1 GOLD - 1 SILVER - 2 BRONZE
Female Special Technique	1 GOLD - 1 SILVER - 2 BRONZE
Male Overall Champion	1 GOLD
Female Overall Champion	1 GOLD

Only points gained in individual events will count for Overall Winner of the Individual Events. However, in the event of two or more competitors having the same number of Gold medals then the Silver and the Bronze medals will count in determining the Overall Winner. In the event that this also results in a tie then the competitors will be awarded with the same medals. N.B.: Medals which count towards the OVERALL CHAMPION cannot be won without at least 4 competitors for the event.

NATION CLASSIFICATION

In order to have the Nations Classification all points from Individual and Team events (male and female) will count except for Individual and Team Overall Winner. In the case of the Team it will be counted as a single Gold and not multiplied by 6, for example the winning Team for Pattern will have only one Gold added to the overall total and not 6 gold. The first classified Nation will be awarded with one trophy.

Article 16. OFFICIAL TERMINOLOGY

- A.** CHA RYOT - attention
- B.** KYONG - bow
- C.** JUN BI - ready
- D.** SHIJAK - begin
- E.** HAECHYO - separate
- F.** GAESOK - continue
- G.** GOMAN - end
- H.** JU UI - warning
- I.** GAM JUM - deducting points
- J.** SIL KYUK - disqualification
- K.** HONG - red
- L.** CHONG - blue
- M.** JUNG JI - time stop

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Article 17. DIVISION OF COMPETITION

Competition is divided into INDIVIDUAL and TEAM match and will be decided by the pyramid tournament system.

INDIVIDUAL JUNIOR

Individual match is divided into:

Pattern Male/Female - I, II, III Degree divisions

Sparring Male/Female - Micro, Light, Middle, Heavy & Hyper weight divisions

Power - Male/Female

Special Technique - Male/Female

SENIOR

Individual match is divided into:

Pattern Male/Female - I, II, III, IV Degree divisions

Sparring Male/Female - Micro, Light, Middle, Heavy & Hyper weight divisions

Power - Male/Female

Special Technique - Male/Female

N.B.: Individual competitors may enter all items.

TEAM JUNIOR AND SENIOR

Team match is divided into:

Pattern - Male/Female

Sparring - Male/Female

Power - Male/Female

Special technique - Male/Female

Each team may perform Pattern, Sparring, Power and Special Technique. In Sparring competitors may be any weight.

Article 18. COMPETITORS NUMBERS - INDIVIDUAL AND TEAM

INDIVIDUAL

The number of individual competitors who may enter each item is restricted to 1 person from each country. These competitors may be individuals or team members.

TEAM

Team (NOT NECESSARILY CHOSEN OUT OF THE INDIVIDUAL COMPETITORS) must consist of 5 competitors + 1 reserve (optional) and the same must be used for all events. Any 5 may perform in Pattern. Any 5 may perform in Sparring. Any 5 may perform in Power. Any 5 may perform in Special Technique.

Article 19. ORDER OF MATCH

Pattern, Sparring, Power, Special Technique. This should be followed where possible but is subject to the requirements of the time, and schedule, of the tournament overall.

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Article 20. WEIGHT CHECK

Checking the weight of competitors will not be earlier than 24 hours and not later than one hour before competition.

Article 21. DRAW FOR ORDER OF COMPETING

Competitors and Teams are drawn publicly. Medals which count towards the overall trophies cannot be won without at least 4 competitors or teams for the event. None of the competitors or teams can win 2 rounds one after another without competing unless it is due to the withdrawal of their opponent due to previous injury. Bye will be decided at the draw. After the drawing of the competitors or team numbers is completed, then registration will be closed.

Article 22. ANNOUNCEMENTS

It will be announced in which square an event will take place and it is the responsibility of the competitor/team to be close to the square so that they may compete without delay when called upon to do so. The individual/team number and country will be called and they must go to the side of the square complete with any equipment (such as safety equipment) which they require. Should they not come forward immediately then the number, name and country will be called for a second time. Should the individual/team still not come forward to the square then they will be disqualified.

Article 23. EQUIPMENT CHECK

The Referee will check to ensure that doboks, equipment, etc.. are of an officially approved type and that they are not defective. Should any item(s) not be satisfactory then they must be changed and the competitor/team has a maximum of 3 minutes in which to do so following which he/they will be disqualified and the match points awarded to the opponent where appropriate.

Article 24. COURTESY

Competitors must at all times bow to the Jury and also to each other at the beginning and end of each performance/match.

SECTION 2 - PATTERN

Article 25. GROUPS

Male and female.

Article 26. PATTERN - INDIVIDUAL

The pyramid system of elimination will be used.

Competitors will compete 1 to 1 and will perform simultaneously 1 designated Pattern and 1 optional Pattern (within their degree, see Article 27). The Judges will choose the better one to go forward to the next round.

Article 27. PERFORMANCE AND DECISIONS - INDIVIDUAL

I degree will compete with I degree with the designated Pattern being any one from CHON-JI to GE-BAEK.

II degree will compete with II degree designated Pattern being any one from CHON-JI to JUCHE.

III degree will compete with III degree designated Pattern being any one from CHON-JI to CHOI-YONG.

IV degree will compete with IV degree designated Pattern being any one from CHON-JI to MOON-MOO.

In individual matches the following decisions will apply

i.) When 3 or more judges give a decision in favour of one competitor then that competitor is the winner.

ii.) When 3 judges give a draw and 2 judges give a decision in favour of one competitor then that competitor is the winner.

iii.) When 2 judges give a decision in favour of one competitor and 1 judge gives for the other and 2 judges give a draw, then the competitor with 2 judges in favour is the winner.

iv.) When 2 judges give a decision in favour of one competitor and the other 2 judges give a decision in favour for the other, and 1 judge gives a draw, then another designated Pattern must be performed, until the winner is decided.

Article 28. ELIMINATION - JUNIOR AND SENIOR - TEAM

The pyramid system of elimination will be used.

Designated patterns draw will take place whilst both teams are on the mat. A coin will be tossed to decide which team goes first. The first team will perform 2 patterns and the second team will do likewise. The judges will choose the better one to go forward to the next round.

Article 29. PERFORMANCE AND DECISIONS - TEAM

Each Team (5 competitors) must perform together 1 designated and 1 optional Pattern. The designated Pattern and optional Pattern being any from CHON-JI to GE-BAEK. They may line up in any format they choose and team members may perform movements individually, or together, as they choose, but it must be seen to be teamwork., for example: one member may not perform moves of the Pattern on his own without the others following in unison.

In team matches the following decisions will apply

i.) When 3 or more judges give a decision in favour of one team then that team is the winner.

ii.) When 3 judges give a draw and 2 judges give a decision in favour of one team then that team is the winner.

iii.) When 2 judges give a decision in favour of one team and 1 judge gives for the other and 2 judges give a draw, then the team with 2 judges in favour is the winner.

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iv.) When 2 judges give a decision in favour of 1 team and the other 2 judges give a decision in favour for the other, and 1 judge gives a draw, then another designated Pattern must be performed, until the winner is decided.

Article 30. OFFICIALS FOR PATTERN DIVISION

1 Jury President, 2 Jury Members, 5 Referees, 1 Recorder, one of the Referees will give the commands.

SECTION 3 - SPARRING

Article 31. DIVISIONS INDIVIDUAL

A. Male and Female groups.

B. Weights

JUNIOR WEIGHT DIVISIONS

Male:

A. MICRO	Up to 52kg
B. LIGHT	Over 52 to 58kg
C. MIDDLE	Over 58 to 63kg
D. HEAVY	Over 63 to 70kg
E. HYPER	Over 70kg

SENIOR WEIGHT DIVISIONS

Male:

A. MICRO	Up to 54kg
B. LIGHT	Over 54 to 63kg
C. MIDDLE	Over 63 to 71kg
D. HEAVY	Over 71 to 80kg
E. HYPER	Over 80kg

JUNIOR WEIGHT DIVISIONS

Female:

A. MICRO	Up to 42kg
B. LIGHT	Over 42 to 48kg
C. MIDDLE	Over 48 to 53kg
D. HEAVY	Over 53 to 60kg
E. HYPER	Over 60kg

SENIOR WEIGHT DIVISIONS

Female:

A. MICRO	Up to 52kg
B. LIGHT	Over 52 to 58kg
C. MIDDLE	Over 58 to 63kg
D. HEAVY	Over 63 to 70kg
E. HYPER	Over 70kg

TEAM

JUNIOR AND OR SENIOR - TEAM

Each Team (Male and Female of any degree and weight) will consist of 5 competitors and 1 reserve.

Article 32. DURATION OF BOUTS

Each individual bout will be 2 rounds of 2 minutes duration with a one minute break between rounds. Finals will be 3 rounds of 2 minutes duration with a one minute break between rounds.

Each team bout will be 1 round of 2 minutes.

In individual matches the following decisions will apply:

i.) When 3 or 4 corner referees give a decision in favour of one competitor then that competitor is the winner.

ii.) When 3 or 4 corner referees say that it is a draw then a further one minute round will take place. If this results in a further draw then the first scored point will decide who is the

winner.

iii.) When 2 corner referees give a decision in favour of one competitor (2 for one competitor + 1 for the other + 1 given it as a draw or 2 for one competitor + 2 giving it as a draw) then that competitor is the winner.

iv.) When 2 corner referees give a decision in favour of one competitor and the other 2 corner referees give a decision in favour of the other competitor then a one minute extension will follow. If at this time it results in a further draw then the first scored point will decide who is the winner.

v.) When 3 corner referees give a decision in favour of one competitor in case of the first scored point bout then that competitor is the winner.

In team matches the following decisions will apply

i.) When 3 or 4 corner referees give a decision in favour of one competitor then that competitor is the winner and 2 points will be added to the team score.

ii.) When 3 or 4 corner referees decide that it is a draw then 1 point will be added to each team score.

iii.) When 2 corner referees give a decision in favour of one competitor (2 for one competitor + 1 for the other + 1 given it as a draw or 2 giving it as a draw) then that competitor who got the decision of the 2 corner referees is the winner and 2 points will be added to the team score.

iv.) When 2 corner referees give a decision in favour of one competitor and the other 2 corner referees give a decision in favour of the other competitor then the result will be a draw and 1 point will be added to each team score.

v.) When all 5 bouts are finished and the result is a draw then each coach will select one competitor to spar an extra bout. The team whose competitor wins this bout will be the winner. If at this time it results in a further draw then the first scored point will decide who is the winner.

vi.) When 3 corner referees give a decision in favour of one competitor in case of the first scored point bout then that competitor is the winner.

Article 33. TARGET AREA

A. Head and neck area at the front and sides but not at the back.

B. Trunk of the body from neck 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).

Article 34. 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 section, foot attack directed to mid section, perfect block.

B. Two (2) points will be awarded for: Foot attack directed to high section, hand attack while in air (both feet must be off the ground) directed to high section, jumping or flying kick directed to mid section.

C. Three (3) points will be awarded for: Jumping or flying kick directed to high section.

Article 35. SCORING PROCEDURE

In competition a technique is valid when:

- A.** it is executed correctly,
- B.** it is dynamic, that is to say it is delivered with strength, purpose, rapidity and precision,
- C.** it is controlled on the target,
- D.** perfect block:
 - i.) defender must maintain complete balance,
 - ii.) an appropriate blocking tool must be used,
 - iii.) block must be powerful and accurate,
 - iv.) defence must be maintained at a proper distance,
 - v.) opponents balance must be broken.

Article 36. DISQUALIFICATION

- A.** Misconduct against officials or ignoring instructions.
- B.** Heavy contact.
- C.** Committing 3 fouls.
- D.** Any competitor suspected of being under influence of alcoholic beverages or drugs.

Article 37. FOULS

One point will be deducted for the following offences:

- A.** Loss of temper,
- B.** insulting an opponent in any way,
- C.** biting/scratching/clawing,
- D.** attacking with the knee, elbow or forehead,
- E.** attacking a fallen opponent,
- F.** contact.

NB. The sum of 3 warnings automatically means deducting 1 point.

Article 38. WARNINGS

Warnings will be assigned for the following offences:

- A.** Attack to an illegal target,
- B.** stepping completely out of the ring (both feet),
- C.** falling down, whether intentional or not (this means any part of the body, other than the feet, touching the ground),
- D.** holding/grabbing/pushing,
- E.** sweeping,
- F.** faking a blow, pretending to be injured to gain an advantage,
- G.** intentionally avoiding sparring,
- H.** pretending to have scored a point by raising the arm.

N.B.: If an athlete is pushed out of the ring with intent (without undergoing a technique) then he will not receive a warning.

Article 39. INJURY

- A.** When a competitor is injured, the Centre Referee must stop the match and call the Doctor. The Doctor must diagnose, treat the wounds and decide about the match continuation.
- B.** When a contender cannot fight on because of Doctor's decision:
- i.) he is the winner if his opponent is responsible;
 - ii.) he is the loser if his opponent is not responsible.
- C.** An injured competitor that is unfit to fight, according to the Doctor's decision, cannot fight again during the event.
- D.** A competitor that refuses to accept the Doctor's decision will be disqualified.
- 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 Jury President will decide about the bout.

Article 40. BOUT PROCEDURE - INDIVIDUAL AND TEAM

INDIVIDUAL

The bout will commence with the competitors on the start positions each with a red or blue marker to differentiate between them. 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 Sparring with the command "SHI-JAK" and the competitors 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. On completion of time the timekeeper will signal audibly to warn the Centre Referee, but the bout only ends on the final comment "GOMAN" by the Centre Referee. The reverse for bowing will ensure and the result will be declared. In a draw situation warnings and/or minus points are not carried forward. If a competitor leaves the square they must re-start 1 metre inside the square.

TEAM

Bout procedure will be as individual. A coin will be tossed. The winner of the toss decides which team send its first competitor into the ring . The teams must then alternate.

Article 41. TIMING

On the first "SHI-JAK" (Start) command from the Centre Referee the timekeeper starts the clock and this continues until full time unless the Centre Referee calls for a "time out" by saying "Goman". At this time the timekeeper stops the clock until the next "Gae-sok" (Continue) command is given.

Article 42. OFFICIALS FOR SPARRING COMPETITION

1 Jury President, 2 Jury Members, 1 Centre Referee, 4 Corner Referees, 1 Timekeeper and 1 Recorder.

SECTION 4 - POWER

Article 43. DIVISIONS

Male and Female Groups.

It is compulsory for each competitor to attempt each item listed, for his/her group.

JUNIOR AND SENIOR

MALE

- A. Ap-joomuk jirugi
- B. Sonkal Taerigi
- C. Yopcha Jirugi
- D. Dollyo Chagi
- E. Bandae Dollyo Chagi

FEMALE

- B. Sonkal Taerigi
- C. Yopcha Jirugi
- D. Dollyo Chagi

Article 44. PROCEDURE - INDIVIDUAL AND TEAM

INDIVIDUAL - ONE COMPETITOR ONE EVENT.

- A. For each item the Tournament Adjudication Committee will set a standard.
- B. A wooden board (30x30x1.5 thick), or the plastic equivalent, or a machine designed for the specific test will be used.
- C. In power breaking it is permitted to make one step forward, to slide, to skip as long as the competitor does not jump, that means that one foot keeps Contact with the floor at all times. For Sonkal the strike may be either inward or outward.
- D. For each item, each competitor will have 1 attempt to break, only with 1 pre-judging of distance allowed. An L-Stance forearm guarding block ready posture must be adopted before and after the attempt to break. The attempt to break must be in one continuous movement. After the signal of the referee the competitor has 30 seconds to complete that item.
- E. Referees may disallow an attempt for failure to maintain the following:
 - i.) Correct balance and posture throughout technique.
 - ii.) Correct attacking tool in the correct manner.
- F. Referees must examine each board before each attempt.
- G. Each broken/separated board will count as 3 points and each cracked/bent board will count as 2 points.
- H. The winners will be the competitors with the highest scores after having attempted all items listed for their group.
- I. In the event of a tie the Jury President will select by drawing one item to be the "Tie-breaker". He will decide how many boards are to be used. The tied competitors will then carry on until the places are decided.
- J. Metal holders must be used to give uniform resistance to breaking for all competitors.

JUNIOR AND OR SENIOR - TEAM

(Male five (5) competitors + one (1) reserve;

Female three (3) competitors + one (1) reserve) will perform items as indicated in Article 43 and the procedure at a.-b.-c.-d.-e.-f.-g.-h.-i.-j. (Article 44) will be carried out.

Article 45. OFFICIALS FOR POWER BREAKING

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1 Jury President, 2 Referees and 1 Recorder will supervise each attempt.

SECTION 5 - SPECIAL TECHNIQUE

Article 46. MALE AND FEMALE GROUPS

It is compulsory for each competitor to attempt each item listed for his/her group.

JUNIOR AND SENIOR

MALE

- A. Twimyo Nopi Ap Cha Busigi
- B. Twimyo Nomo Yop Cha Jirugi
- C. Twio Dolmyo Yop Cha Jirugi
- D. Twimyo Dollyo Chagi
- E. Twimyo Bandae Dollyo Chagi

FEMALE

- A. Twimyo Nopi Ap Cha Busigi
- B. Twimyo Nomo Yop Cha Jirugi

- D. Twimyo Dollyo Chagi

Article 47. PROCEDURE - INDIVIDUAL AND TEAM

INDIVIDUAL

- A. In each event a wooden board (30 x 30 x 1.5cm thick), or the plastic equivalent, or a machine designed for the specific test will be used. The board thickness and height/length will be set by the Tournament Adjudication Committee prior to the event.
- B. For each item, each competitor will have 1 attempt to break only with 1 pre-judging of distance. An L-Stand forearm guarding block ready posture must be adopted before and after the attempt to break. The attempt to break must be in one continuous movement. After the signal of the referee the competitor has 30 seconds to complete that item.
- C. Referees may disallow a break for failure to maintain the following:
 - i.) Correct balance and posture throughout technique.
 - ii.) Correct attacking tool in the correct manner.
 - iii.) Knocking over any or all of the hurdles.
- D. Referees must examine each board before each attempt. Once a wooden board is used, it cannot be used again, even if it is not broken or cracked.
- E. Each broken/separated board will count as 3 points and each cracked/bent board will count as 2 points.
- F. The winners will be the competitors with the highest scores after having attempted all items listed for their group.
- G. In the event of a tie the Jury President will select by drawing one item to be the "tie-breaker". He will decide how high/long the jump will be. The tied competitors will then carry on until the places are decided.
- H. Metal holders must be used to give uniform resistance to breaking for all competitors.

JUNIOR AND OR SENIOR - TEAM

Teams (Male 5 competitors + 1 reserve; Female 3 competitors + 1 reserve) will perform items as indicated in Article 46 and the procedure at a.-b.-c.-d.-e.-f.-g.-h. (Article 47) will be carried out.

Article 48. OFFICIALS FOR SPECIAL TECHNIQUES

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1 Jury President, 2 Referees and 1 Recorder will supervise each attempt.

UMPIRE RULES

SECTION 1 - GENERAL

Article 1. PURPOSE

The purpose of these rules is to level and align the judgement criteria of Jury Members and Referees, to protect the umpiring authority and to point out the rights and duties of Jury Members and Referees.

Article 2. APPLICATION

These are to be applied at every I.T.F. championships for degree holders.

Article 3. THE UMPIRE COMMITTEE

The Chairman of the Umpire Committee must appoint and assemble all the Jury Members and Referees for the I.T.F. Championships. The Umpire Committee consists of a minimum of three (3) members appointed by the Chairman of the I.T.F Umpire Committee. The Umpire Committee is responsible for the following matters:

- to have Umpire dress regulations strictly observed;
- to decide beforehand about the appointment of the "Ring Councils" and on which ring they will officiate in;
- to appoint the substitution and the rotation of referees in order to give everyone an opportunity to officiate and to assure fairness;
- to check Umpires during work process;
- to give a final judgement in case of complaint;
- to take any disciplinary action;
- to co-operate with the other Committees;
- to suggest improvements in Umpire Rules and or Manual.

Article 4. JUDGEMENTS

Every Umpire must apply his/her judgement criteria conforming the Umpire and Tournament Rules.

Article 5. UNEXPECTED EVENTS

All cases not stated herein will be dealt and discussed by the Umpire Committee that, to the best of his ability, will reach a fair and proper decision to apply.

Article 6. RING COUNCIL

Each ring must be governed by a Ring Council to supervise all events.

The Ring Council for Pattern competition consists of:

- one (1) Jury President
- two (2) Jury Members
- five (5) Referees
- one (1) Recorder

The Ring Council for Sparring competition consists of:

- one (1) Jury President
- two (2) Jury Members
- one (1) Centre Referee
- four (4) Corner Referees
- one (1) Recorder
- one (1) Timekeeper

The Ring Council for Power Breaking consists of:

- one (1) Jury President
- two (2) Referees
- one (1) Recorder

The Ring Council for Special Techniques consists of:

- one (1) Jury President
- two (2) Referees
- one (1) Recorder

Article 7. PATTERN COMPETITION - RIGHTS AND DUTIES OF THE REFEREE

- A.** At all times he must be updated with all the I.T.F. Tournament Rules, with the present Rules and with Manuals;
- B.** he is allowed, if required by the Jury President, to take part in consultations;
- C.** he is not allowed to talk at any time during the competition;
- D.** he must sit correctly (upright, with the back straight and feet together, with the soles of the feet on the floor) with a space of 150cm either side of his colleagues;
- E.** he must observe with attention the competitors' actions taking into consideration and judging the following parameters:

INDIVIDUAL PATTERN

TEAM PATTERN

- Technical Content
- Power
- Balance
- Breath control
- Rhythmic

- Presentation, Teamwork and Choreography
- Technical Content
- Power
- Balance
- Breath control
- Rhythmic

- F.** after each bout he must add all the points on his Pattern scoring form which will be collected by the Recorder and handed over to the Jury President;
- G.** in the event of a tie the Jury President will select by drawing one (1) designated Pattern to be the tie-breaker. The tied competitors/teams will then carry on until the winners are decided.

Article 8. RIGHTS AND DUTIES OF THE JURY PRESIDENT

- A.** At all times he must be updated with all the I.T.F. Tournament Rules, with the present

Rules and with all the Rules and Manuals concerning the Centre and Corner Referees;

B. he is the only official authorised to disqualify a competitor in accordance with Article 36 of the I.T.F. Tournament Rules;

C. he is the supervisor of the match, of the referees behaviour, and he is allowed to give his opinion at any time;

D. he is the supervisor of the timekeeper and the recorder, he is allowed to substitute them in case of absence or inefficiency;

E. in Pattern competition:

i.) he will decide by drawing the designated Pattern;

ii.) he will appoint one (1) Referee responsible to give commands;

iii.) in case of incorrect situations, he can call the Referee(s);

iv.) after receiving the Pattern Scoring Point Forms, he must check them and then, following the criteria indicated in Article 27-29 of the I.T.F. Tournament Rules, he must stand up to indicate the winner. In case of a draw, he must stand up crossing his arms in front of his chest and must select one (1) designated Pattern to be the tie-breaker. The tied competitors/teams will then carry on until the places are decided;

F. in Sparring competition:

i.) in case of incorrect situations, he can call the Centre Referee and/or Corner Referees and can call for "time stop";

ii.) he must take note of foul(s) and warning(s) and then, following the criteria indicated in Article 32 of the I.T.F. Tournament Rules, he must stand up to indicate the winner. In case of a draw, he must stand up crossing his arms in front of his chest;

G. in Power and Special Technique competition:

i.) he will appoint one (1) Referee to check the board(s) and the attempts and one (1) Referee to give the commands and/or point;

ii.) in case of a tie he will select by drawing one (1) item to be the tie-breaker;

H. he is the only official allowed in replacing the referees in case of insufficiency, accident or dispute;

I. he must fill out and sign the competition reports, that make the official documentation; at the end of each division/competition, these reports will be delivered to the Umpire Committee.

Article 9. DUTIES OF THE JURY MEMBERS

They must help and assist the Jury President, during Pattern and Sparring competitions, to check all the scoring forms in order to declare the winner(s).

A. At all times he must be updated with all the I.T.F. Tournament Rules, with the present Rules and with the Manuals concerning the Jury President and the Corner Referees;

B. he is allowed to take part in the consultations between the Jury Presidents and the Corner Referees if required;

C. he must check the I.T.F. Dobok, safety equipment, the groin guard and the shin protectors of the competitors;

D. he must direct the match, give all orders, make all the announcements and use the right gestures;

- E. he is the only official authorised to assign warning(s) and foul(s);
- F. once the Corner Referees have delivered their Scoring Point Forms to him, he must hand them to the Jury President bowing for respect;
- G. he can obtain, when required, the Jury President's opinion.

Article 11. SPARRING COMPETITION - RIGHTS AND DUTIES OF THE CORNER REFEREE

- A. At all times he must be updated with all the I.T.F. Tournament Rules, with the present Rules and with the Manuals concerning the Jury President and the Centre Referees;
- B. he is allowed to take part in the consultations between the Jury Presidents and the Centre Referee if required;
- C. he must sit properly and must observe with attention the competitors' actions;
- D. he must write, on the approved Scoring Point Form, point(s), foul(s) and warning(s);
- E. at the end of the match, he must deduct one (1) point from the total score for every three (3) warnings;
- F. he must deliver the completed Scoring Point Form, with his name signed, to the Centre Referee;
- G. when the competitors are fighting for "the first point", he stands up and after the signal "Sung" of the Center Referee indicates by raising a red or blue flag for the competitor that scores the first valid point.

Article 12. POWER - SPECIAL TECHNIQUES - RIGHTS AND DUTIES OF THE REFEREE

- A. At all times he must be updated with all the I.T.F. Tournaments Rules, with the present Rules and with the Manuals;
- B. he is allowed to take part in the consultations if required by the Jury President;
- C. when appointed by the Jury President, he must check the board(s) and/or target height, and the correct execution at each attempt as indicated in Article 44 and 47 of the I.T.F. Tournament Rules;
- D. when appointed by the Jury President, he must announce and show the scored points following the procedure indicated in Article 44 and 47 of the I.T.F. Tournament Rules.

Article 13. DRESS REGULATIONS

The Umpire's kit consists of:

- navy blue blazer jacket,
- white, long sleeved, shirt,
- navy blue trousers,
- navy blue tie (with no other colours or decorations),
- white socks,
- white gymnastic shoes,
- pen.

Article 14. PRESENTATION BEFORE THE COMPETITION

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All Jury members and Referees must present themselves at least one (1) hour before the beginning of each Tournament day.

Article 15. BEHAVIOUR

All officials must observe the following rules:

- A.** they must behave with conscience and dignity;
- B.** they must pay maximum attention during competition;
- C.** they must be at all times unbiased when giving a decision;
- D.** they must distance themselves from the competitors;
- E.** they must have a basic knowledge of First Aid assistance.

Article 16. UMPIRE CLASS AND REQUIREMENTS

1. "A" Class - Jury Member Umpires

The criteria for "A" Class Jury Member Umpire are:

- A.** minimum age of 25 years;
- B.** IV Degree holder or above;
- C.** to have a "B" Class Umpire certificate;
- D.** to have a minimum of three (3) years regular, domestic, umpiring experience immediately prior to the application for "A" Class Jury Member Umpire Course
- E.** succeed in obtaining the official "A" Class Jury Member Umpire certificate.
- F.** to officiate regularly at tournaments within the I.T.F. jurisdiction.

2. "B" Class Umpires

The criteria for the "B" Class Umpire are:

- A.** minimum age of 21 years;
- B.** II or III Degree holder;
- C.** to participate in an authorised I..T.F Umpire Course and succeed in obtaining the official "B" Class Umpire certificate;
- D.** to officiate regularly at tournaments within the I.T.F jurisdiction.