



**International[®]
Taekwon-Do**



INTERNATIONAL TAEKWON-DO RICCARTON INC



Riccarton Round Robin Series Tournament Rules - 2022

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SECTION I - GENERAL

T 1. PURPOSE

The purpose of these rules is to:

- a. elevate the quality of Taekwon-Do by scoring every aspect,
- b. to provide an equal opportunity for all participants to show the best of their abilities in friendly competition with one another,
- c. **ensure equity for all athletes,**
- d. **restrict dangerous situations, behaviours, or actions,**
- e. **identify unacceptable behaviour,**
- f. **level and align the judgement criteria of Jury Members, Referees and Umpires,**
- g. **protect the authority of the Jury Members, Referees and Umpires.**

These rules will also provide a friendly, safe and fair environment for competitors to gain experience, and improve their Taekwon-Do. It is through this friendly rivalry that competitors will be self-motivated to strive for the goal of personal improvement and not winning at all costs.

T 2. APPLICATION

These are to be applied at the Riccarton Round Robin Tournament Series of International Taekwon-Do Riccarton. (Riccarton) a Taekwon-Do club affiliated to International Taekwon-Do Foundation of New Zealand Inc. (the Foundation).

*These rules are based on the **International Taekwon-Do Federation - Official ITF Rules of Competition - World Championships and World Cup Events version 2022v1**. Departures from those rules are in blue font italics and/or green font bold for changes from the 2020 Riccarton Round Robin Rules.*

T 3. OFFICIALS

The *Tournament Arbiter* is responsible to approve, assign and assemble all the Jury Members, Referees and Umpires for the *tournament*.

The *Tournament Arbiter* is responsible for the following matters:

- a. **To strictly observe and enforce Jury Presidents, Referees, and Umpire dress requirements.**
- b. **To assign Jury Presidents, Referees, and Umpires to ring councils.**
- c. **To assign ring councils to specific rings.**
- d. **To appoint the substitution and the rotation of Jury Presidents, Referees, and Umpires in effort to maintain fairness and neutrality.**
- e. **To supervise, advise and correct Jury Presidents, Referees, Umpires, and Computer Operator during their work process.**
- f. **To investigate protests, deliberate upon their validity and provide the final decision.**
- g. **To take any disciplinary action, such as though not limited to replacement, suspension or termination of Jury Presidents, Referees, Umpires, and Computer Operator.**
- h. **To develop and implement improvements to the Umpire manuals/documentation.**

UMPIRE CLASS & REQUIREMENTS

Officials will be qualified in accordance with the Rules for Qualifying Umpires.

For Riccarton Round Robin all officials should be qualified as follows:

- a. Tournament Arbiter will be an A Grade or B Grade Umpire will be an appointed by International Taekwon-Do Riccarton, and will be present to oversee the Ring Councils and settle disputes.
- b. The Ring Councils shall be made up of officials who are qualified at the following grades:

Age division	4-10	11-14	15-17		18+	
Belt division	All	All	CB	BB	CB	BB
Jury Presidents	C	C	B	B	B	B
Patterns Referees	C	C	C	B	C	B
Centre Referees (sparring)	C	C	B	B	B	B
Corner Referees (sparring)	C	C	C	B	C	B
Power Test Referees	C	C	C	B	C	B
Special Technique Referees	C	C	C	B	C	B

- c. if there are not enough officials with high enough qualifications the Tournament Arbiter can allow a lower Grade official to perform these duties at their discretion.

There shall be a minimum of one (1) qualified fulltime equivalent official from each visiting school/club per 5 competing members of that school/club at each tournament, rounded up. Such officials are to have completed an umpire's course within the prior **36-months** and are to have registered by the entry cut-off date. If the required number of officials are not provided this may result competitors from that club/school not being able to compete. Clubs/schools without access to enough officials may 'borrow' them from another club/school, other than the host club/school: International Taekwon-Do Riccarton. Exemptions to this may be applied for to the Tournament Arbiter.

T 4. DUTIES

- a. **Jury President** One (1) Jury President will be seated at the Jury table **at all times during competition and will be responsible for the overall management and administration of the Ring Council and its activities, including though not limited to: competitor performance evaluation and decisions, umpire evaluations, protests, and Ring Council/Tournament Arbiter interaction, as written in these Rules of Competition. The Jury President must at all times be up to date with these Rules of Competition.**
 - i. **The Jury President and the Tournament Arbiter are the only officials authorized to disqualify a competitor in accordance with article T38 and for T39 of these rules, according to procedure laid out in Article T39.**
 - ii. **The Jury President is responsible to supervise all matches and the Umpires' behaviours, in their assigned ring, and as such, is permitted to give their opinion and advice at any time.**
 - iii. **The Jury President is the supervisor of the Jury Members, Centre Referee and Umpires within their assigned ring council and is permitted to substitute them in case of absence or inefficiency.**
 - iv. **The Jury President must complete, indicate time of completion, and sign the competition reports. These reports must be delivered directly to the Tournament Arbiter at the end of each division and/or category.**
 1. **In pattern competition:**
 - a) **The Jury President will preside over and verify the drawing of the designated patterns.**

- b) In the event of an incorrect situation, the Jury President may call the Umpire(s) for clarification or direction.
 - c) Once the *Umpires* have forwarded their results, the Jury President must stand up and indicate the winner.
 - d) The competitor having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in *their* favour, shall be declared the winner and shall advance to the next round of competition.
 - e) In case of a draw, the Jury President must stand up and cross *their* arms in front of *their* chest. *If a tie break is required, they* then must preside over and verify the drawing of one (1) designated pattern to be the tie-breaker. The competitors/teams will then carry on until the places are decided.
2. In sparring competition:
- a) In the event of an incorrect situation, the Jury President may call for a "time stop"; and might call the Centre Referee and/or Corner Umpires for clarification or direction.
 - b) The Jury President must communicate the foul(s) and warning(s) to the *Jury Assistant* during the bout, verifying that they are assigned to the correct competitor.
 - c) Once the Referees have forwarded their results, the Jury President must stand up and indicate the winner.
 - d) The competitor having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in *their* favour, shall be declared the winner and shall advance to the next round of competition.
 - e) *Not used.*
 - f) In case of a draw, the Jury President must stand up and cross *their* arms in front of *their* chest. *If a tie break is required, the competitors* will then carry on until the places are decided.
3. In power and special technique competition:
- a) The Jury President must communicate the given point(s) to the *Jury Assistant* and verify that they are entered correctly.
 - b) In the event of an incorrect situation, the Jury President may call for a "time stop"; and might call the Centre Referee and/or corner Umpires for clarification or direction.
 - c) In case of a draw situation the Jury President will select by drawing one (1) item to be the tiebreaker.
 - d) Individual competitors having obtained the highest scores shall be declared 1st, 2nd and 3rd places winners.
 - e) *Not used.*
4. *Not used.*
- b. **Jury Member** At least one (1) Jury Member will be seated at the Jury table at all times and **will be responsible to assist the Jury President with the overall management and administration of the Ring Council and its activities, including though not limited to: umpire rotation, Ring Council/Coach/ Competitor Interaction, coach dismissal and replacement, and competitor management**
- i. The Jury Members must at all times be up to date with *these* Rules of Competition.
 - ii. The Jury Members assist the Jury President in the administration of the ring council and all matches in order to declare the winner(s).
- c. **Computer Operator** One (1) Computer Operator *will be assigned to maintain the competition draw and complete data entry of results.*

- d. **Umpires – Patterns** One (1) Head Umpire , and **Two (2)** Umpires, will be seated a minimum of one (1) metre outside of the ring and facing the competitors during Patterns competition. They will grade the competitor’s performances according to their judgement, assessing deductions to the competitor’s score, based upon **these Rules of Competition**.
- i. Umpires must at all times be up to date with **these Rules of Competition**.
 - ii. Head Umpires are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these Rules.
 - iii. Umpires are permitted to take part in consultations when requested by the Jury President.
 - iv. Umpires are not permitted to talk to each other at any time during a competitor’s performance.
 - v. Umpires must sit correctly (upright, with the back straight and with the soles of the feet on the floor), with a space of 150cm on either side of **their** colleagues).
 - vi. Umpires must carefully and comprehensively observe the competitors' performances and behaviours, taking these into consideration when assessing their score according to the required parameters.
- e. **Centre Referee – Free Sparring** One (1) Centre Referee will be inside the ring to control the match during Free Sparring.
- i. Centre Referees must at all times be up to date with **these Rules of Competition**.
 - ii. Centre Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these Rules.
 - iii. Centre Referees are permitted to take part in consultations when requested by the Jury President.
 - iv. If necessary, Centre Referees should re-check the ITF Dobok, safety equipment, groin guard, and the shin protectors of the competitors.
 - v. Centre Referees are responsible to direct all matches, give all directions and commands, make all the announcements, and use the correct hand gestures, to administer the competition in the ring to which they are assigned.
 - vi. Centre Referees are the only official authorised to assign warning(s) and/or foul(s) to competitors in the ring to which they are assigned.
- f. **Umpires – Free Sparring** Four (4) Umpires will be seated, a minimum of one (1) metre outside and, at each corner of the ring during Free Sparring. They will assign points in accordance with their judgement based on **these Rules of Competition**. *Where there are insufficient Judges available the Tournament Arbiter may approve the use of only three (3) Judges.*
- i. Corner Umpires must at all times be up to date with **these Rules of Competition**.
 - ii. Corner Umpires are permitted to take part in consultations when requested by the Jury President.
 - iii. Corner Umpires are not permitted to talk at any time during a competitor’s performance.
 - iv. Corner Umpires must sit correctly (upright, with the back straight and with the soles of the feet on the floor).
 - v. Corner Umpires shall score electronically point(s) as indicated in **these Rules of Competition**.
- g. **Centre Referee – Power Test** One (1) Centre Referee will be inside the ring to control the match, assign points for legal breaks (in conjunction with Umpires), verify correct procedure, and will assess any infractions or fouls necessary
- i. Centre Referees must at all times be up to date with **these Rules of Competition**.
 - ii. Centre Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these rules.

- iii. Centre Referees are permitted to take part in consultations when requested by the Jury President.
- iv. Centre Referees are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in these rules.
- v. Centre Referees must clearly display the correct number of points scored for each technique.
- h. Umpires – Power Test Two (2) Umpires shall officiate in Power Test competition. Working in conjunction with the Centre Referee, they will assign points for legal breaks, will verify correct procedure, and will indicate any infractions, in accordance with their judgement based on *these* Rules of Competition.
 - i. Umpires must at all times be up to date with *these* Rules of Competition.
 - ii. Umpires are permitted to take part in consultations when requested by the Jury President.
 - iii. Umpires are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in Official ITF Rules of Competition.
- i. Centre Referee – Special Technique One (1) Centre Referee will be inside the ring to control the match during Special Technique.
 - i. Centre Referees must at all times be up to date with *these* Rules of Competition and manuals concerning the Jury President, Referees and corner Umpires.
 - ii. Centre Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these rules.
 - iii. Centre Referees are permitted to take part in consultations when requested by the Jury President.
 - iv. Centre Referees are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in these rules.
 - v. Centre Referees must clearly display the correct number of points scored for each technique.
- j. Umpires – Special Technique Two (2) Umpires shall officiate in Special Technique competition. Working in conjunction with the Centre Referee, they will assign points for legal breaks, will verify correct procedure, and will indicate any infractions, in accordance with their judgement based on *these* Rules of Competition
 - i. Umpires must at all times be up to date with *these* Rules of Competition.
 - ii. Umpires are permitted to take part in consultations when requested by the Jury President.
 - iii. Umpires are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in Official ITF Rules of Competition.
- k. Umpires – Pre-Arranged Free Sparring *Not used.*
- l. Equipment Verifier and Assistants (Ring Marshalls) At least one (1) *Official/Umpire* will be assigned to each ring to function as an Equipment Verifier and Assistant, to check each competitor's *identity*, safety equipment, and clothing prior to allowing them to enter the ring. They are also responsible for verifying coach's *identity*, clothing and associated permitted equipment prior to allowing them access to the ringside.
- m. Anti-Doping Aides *the Tournament Arbiter will assume any Anti-Doping responsibilities.*
- n. Present on time All *Officials/Umpires* must be present at all meetings scheduled by the *Tournament Arbiter*. All *Officials/Umpires* must present themselves at the appointed meeting place, *10 minutes* prior to the start of their assigned event.
- o. Behaviour All Umpires must observe the following rules:
 - i. They must behave with conscience and dignity.
 - ii. They must pay maximum attention during competition.

- iii. They must be impartial when giving a decision.
- iv. They must distance themselves from the competitors during the daily competition.
- v. They must not consume alcoholic beverages prior to or during daily competition.
- vi. Cellular/electronic devices for personal use during competition hours is prohibited.
- p. **Evaluation** Each Umpire is responsible for giving their own evaluation and/or decision in accordance with these rules.
- q. **Other Duties** All officials may be assigned other duties as required by either the Jury President or the Tournament, Umpire and IT Committee (TUIC).
- r. **Rank vs Position** Officials shall be assigned positions based upon experience, skill sets, available positions, needs of the event and ease of communication. Appropriate respect for rank shall be shown, however rank is not a prevalent factor in assigning duties. All officials must be open to performing in any position, regardless of rank held.
- s. *The Tournament Manager will be responsible for the successful planning and directing of the tournament.*
- t. *The Floor Manager is responsible for all equipment and hygiene.*

T 5. COMPETITORS

To achieve the intent and purpose of these competitions, all competitors will automatically be entered into all events. Exemptions for competing in any events can be made to the Tournament Arbiter through the competitor's instructor.

Competitors shall compete in the divisions laid down in the following rules and must be of the appropriate age at the first day of the competition. Competitors in all divisions must be healthy and a current member of the Foundation and a club/school of the Region.

GENDER DIVISIONS

- a. *Male*
- b. *Female*

AGE DIVISIONS

The competing age of the competitors is defined by **their age on 1 July of the year of the tournament, so they will compete in the same divisions for all tournaments in the series.**

Competitors must be the age listed in the categories below, as of the actual date of official weigh-in, and shall compete in the divisions laid down in the following rules.

Age Division	Description
a. 4 -7 years old	Kids and / or Kubz
b. 8 - 10 years old	Pee Wee
c. 11 - 14 years old	Pre-Junior
d. 15 - 17 years old	Junior
e. 18 – 35 years old	Senior
f. 36 - 45 years old	Advanced Senior
g. 46 years and older	Veteran

BELT DIVISIONS

a. Individual Patterns	Kids	PW	PJnr	Junior	Senior	Ad Snr	Vet
i. Kubz syllabus,	✓	-	-	-	-	-	-
ii. white belt (10th Gup),	✓	✓	-	-	-	-	-
iii. white belt (9th Gup),	✓	✓	-	-	-	-	-
iv. white belt (10 th & 9th gup)	-	-	✓	✓	✓	✓	✓
v. yellow belt,	✓	✓	✓	✓	✓	✓	✓
vi. green belt,	✓	✓	✓	✓	✓	✓	✓
vii. blue belt,	✓	✓	✓	✓	✓	✓	✓
viii. red belt, and	✓	✓	✓	✓	✓	✓	✓
ix. I-VI dan black belts.	✓	✓	✓	✓	✓	✓	✓

b. Individual Sparring	Kids	PW	PJnr	Junior	Senior	Ad Snr	Vet
i. Kubz syllabus	✓	-	-	-	-	-	-
ii. white belt (10th & 9th gup)	✓	✓	-	-	-	-	-
iii. yellow and green belts,	✓	✓	-	-	-	-	-
iv. white to green belts, and	-	-	✓	✓	✓	✓	✓
v. blue to I-VI dan black belts.	✓	✓	✓	✓	✓	✓	✓

c. Individual Special Technique	Kids	PW	PJnr	Junior	Senior	Ad Snr	Vet
i. Kubz syllabus	✓	-	-	-	-	-	-
ii. white belt (10th & 9th gup)	✓	✓	-	-	-	-	-
iii. yellow and green belts,	✓	✓	-	-	-	-	-
iv. white to green belts, and	-	-	✓	✓	✓	✓	✓
v. blue to I-VI dan black belts.	✓	✓	✓	✓	✓	✓	✓

d. Individual Power Test	Kids	PW	PJnr	Junior	Senior	Ad Snr	Vet
i. Kubz syllabus	✓	-	-	-	-	-	-
ii. white belt (10th & 9th gup)	✓	✓	-	-	-	-	-
iii. yellow and green belts,	✓	✓	-	-	-	-	-
iv. white to green belts, and	-	-	✓	✓	✓	✓	✓
v. blue to I-VI dan black belts.	✓	✓	✓	✓	✓	✓	✓

COMPETITORS WHO CHANGE RANK CLOSE TO A TOURNAMENT

- Competitors will fill in the entry form with their rank as at the closing date indicated on the entry form. Once registered, competitors may not re-register as their new or old rank.
- Competitors registering before they have been given their grading results may enter as their previous rank, but must do so for all events, and the competitor will wear the uniform and belt that matches the rank they are competing as.
- Competitors are expected to know all the patterns relevant to the rank they are competing as.

T 6. DRESS REQUIREMENTS

a. The ITF Umpire's dress code consists of:

- i. A blue suit jacket,
- ii. White, long-sleeved shirt,
- iii. Blue trousers,
- iv. Blue tie,
- v. White socks,
- vi. White sport shoes

The *Tournament Arbiter* may, at *their* discretion, change the above dress requirements, for certain events, due to weather, health, or other requirements.

b. Dobok

- i. Competitors, while competing must wear the “official approved” ITF Dobok *as laid down in the Foundations Standards & Disciplines Document with badges officially approved by the Foundation.*

c. Black Belts

- i. The Junior Black Belt must have a one (1) cm wide white stripe running horizontally along the entire length of the belt, from one end to the other. This stripe must be situated in the centre of the belt and must be visible on only one (1) face of the belt.
- ii. The senior Black Belt is completely black.
- iii. Junior and/or Senior Black Belts must indicate the competitor's degree in Roman numerals and could indicate the competitors name at one side of the belt. The other side of the belt could indicate the name “International Taekwon-Do Federation”, Taekwon-Do in Korean Characters and/or the Taekwon-Do Tenets in Korean. The Colour of The writing must be in gold.

d. Competitors are allowed, when not competing, to wear normal sportswear such as track suits, dressing gowns, training shoes, etc. however it is at the discretion of the *Tournament Arbiter*.

e. For the medal awarding ceremony all competitors must wear either the full ITF Dobok and/or the full School or Club tracksuit. No mixing of dobok and tracksuit permitted.

f. Drinking of alcoholic beverages or smoking whilst wearing the Dobok is prohibited.

T 7. SAFETY EQUIPMENT AND PROTECTIVE WEAR

For Sparring competitions the following rules also apply.

a. Competitors must be in possession of and wear:

- i. Red or Blue *or black* coloured hand and feet safety equipment, in accordance with the colour required for their position on the master draw list (*colour must be either black or the same colour as the competitor*).
- ii. Red or Blue coloured head guard, in accordance with the colour required for their position on the master draw list
- iii. Groin guards (mandatory for males) must be worn inside the Dobok.
- iv. Mouth guards (must be transparent, non-coloured)

b. Competitors may, optionally, wear the following:

- i. Shin protectors must be worn inside the Dobok trousers.
- ii. Breast protectors (for females) must be worn inside the Dobok jacket;
- iii. Groin guards (for females) must be work inside the Dobok trousers;
- iv. **Approved soft frame, prescription sport glasses. Approval must have been requested and granted from the *Tournament Arbiter* prior to the event.**

- c. All Safety Equipment (except mouth guards and groin protection) **MUST** be an Approved *type and certified by the Foundation*.
- d. Safety Equipment may NOT contain any metal, bone or hard plastic (except for groin guards and breast protectors). The use of zip, lacing, or stud fasteners is forbidden.
- e. No other protective or safety equipment may be worn, except in special circumstances with the approval of the *Tournament Arbiter*.
- f. **All competitors with long hair MUST tie their hair up in a secure fashion. Hair must be kept in place and/or covered using items of a soft material or elastic nature only.**
 - i. **No hard material, metal, grips or slides are allowed,**
 - ii. **No hair adornments, such as though not limited to, flags, streamers, lacing, embellishments or other such shall be worn on or in the hair while the competitor is in the competition playing area,**
 - iii. **For sparring divisions: Any hair fasteners and/or covering must fit fully within the confines of the safety headguard.**
- g. **Head / neck coverings may be worn by all competitors. Head / neck coverings MUST:**
 - i. **Be constructed of a solid white colour,**
 - ii. **Be made of a soft and/or elastic material,**
 - iii. **NOT contain any hard materials, metal, grips or slides,**
 - iv. **Fit, and remain, fully within the confines of the safety headguard and the dobok jacket while the competitor is sparring.**
- h. **Undergarments, of a soft or elastic nature ONLY, may be worn beneath the competitor's dobok (beneath the top and/or trousers).**
 - i. **Undergarments (Only those garments that are visible while competitor is competing) MUST:**
 - 1. **Be of a solid white colour,**
 - 2. **Be made of a single layer of soft and/or elastic material,**
 - ii. **Undergarments MUST NOT:**
 - 1. **Provide additional protection from impact,**
 - 2. **Contain any hard materials, metal, grips or slides.**
 - 3. **Extend past the distal portion of either the wrist or the ankle.**
- i. **No jewellery, body piercings, watches, fitness monitors, headphones/earbuds, communication devices, or other such adornments/items may be worn on the competition floor.**
- j. **Tape/soft bandaging/soft strapping may be used for medical or first aid reasons, provided:**
 - i. **That is not used in an excessive manner,**
 - ii. **No hard plastic/metal fasteners, laces, studs or mechanical fasteners are to be used,**
 - iii. **No mechanical means of support are included in the bandaging/taping/strapping. (Including though not limited to: bracing/stays/splints, mechanical joints/articulations/hinges...)**
 - iv. **The Umpire Committee is satisfied that it's use does not give the competitor any undue advantage,**
 - v. **All Tape/soft bandaging/soft strapping MUST be either white or skin-coloured if it is visible while competitor is competing. Any Tape/soft bandaging/soft used on areas not visible (i.e. knee) may be of any colour so long as the colour is not plainly visible through the material of the dobok.**
 - vi. **Tape/soft bandaging/soft strapping may NOT be used in the following circumstances:**
 - 1. **Special Technique: NO tape/soft bandaging/soft strapping may be used on any joint of the competitor's lower extremities. (Knees, ankles, toes)**

2. **Power Test: NO tape/soft bandaging/soft strapping may be used on any part of the competitor's attacking tool or the joints associated with the break being performed. (Fingers, wrist, elbow, toes, ankle, knee).**
 - a) **Tape/soft bandaging/soft strapping may be used on parts of the body not directly involved in the breaking process**
 - b) **Example 1: Breaking with right fore-fist and competitor has banding on left elbow due to injury in sparring)**
 - c) **b. Example 2: Breaking with left side piercing kick and competitor has a bandaid/plaster on left hand due to a laceration)**
- k. **Any and all competitor safety equipment, protective wear, taping/bandaging/strapping, clothing and/or accessories/adornments may be subject to inspection and approval or rejection by the *Tournament Arbiter*. Said inspection and determination of the committee involved in final and binding.**

T 8. MEDICAL ATTENTION

All tournaments must have a minimum of one (1) qualified medical personnel (holding a current First Aid certificate), and appropriate medical equipment/supplies in attendance at all times.

The official Tournament *medical personnel's* recommendations prohibiting a competitors' further participation following injury must be adhered to.

Only the official *medical personnel's* will be permitted to provide primary medical care on the competition floor during the event.

T 9. INJURY LIABILITY AND INSURANCE - COMPETITORS

The Foundation, and Club will not be held responsible for any injury, eventuality, and/or loss sustained by competitors while attending the event or otherwise.

All competitors should have medical insurance in case of injury.

T 10. INSURANCE – FOR EVENT

All hosts must ensure that they have public liability insurance.

T 11. RING SIZE

- a. All rings must be covered with an approved jigsaw type mat.
- b. For sparring, the competition ring will consist of an 8 by 8 metre matted playing surface, and must have an additional one (1) metre wide (minimum) safety perimeter of a contrasting colour of mat, delineating the border between “in play” and “out of play”.
- c. For Pattern, the competition ring will consist of an 8 by 8 metres of mat of one colour, surrounded by a one (1) metre wide perimeter of a contrasting colour of mat. All areas of mat are “in play”.
- d. For Power Test and Special Technique, **ring will consist of an 8 by 8 metres of mat of one colour, surrounded by a one (1) metre wide perimeter of a contrasting colour of mat. All areas of mat are “in play”.**
- e. Any elevated ring will consist of a 14 x 14 metre (minimum) matted playing surface, with a minimum height of 50cm, and a maximum height of one (1) metre. Actual playing dimensions will be in accordance with the above noted events, with extra safety perimeter area being of a contrasting colour of mat, delineating the border between “in play” and “out of play”.
- f. Lighting must not be lower than five (5) metres above the height of the ground or any elevated ring.
- g. The official Jury table must be located in front, and at the same level of, the ring.

T 12. RESULT RECORDING

All tournaments should 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.

T 13. DELEGATES

A Delegate or Manager of an individual or Club may be any person authorised by Riccarton. A delegate registers the competitors, submits the documents, lodges complaints and cooperates with the other officials at the competition.

T 14. COACHES

- a. For individual competition one (1) coach only must be present at ringside, seated in the designated coach's chair.
- b. The minimum age for coaches is 15 years.**
- c. Coaches must wear a tracksuit, gym shoes and carry a towel.
- d. Coaches are not allowed to wear **bags, packs and/or be in possession of any other** non Taekwon-Do items in the competition area.
- e. Coaches must remain seated, at least one (1) meter outside of the playing area of the competition ring, **in their designated position.**
- f. Coaches must not interfere in the competition by action or words.
- g. Coaches are the only persons allowed to present an official protest.
- h. Failure to abide by the above mentioned may render the coach liable to be removed from their advisory position. The *Tournament Arbiter* shall decide the time and duration of the removal. **A removed coach must be replaced by another registered coach, within a two (2) minute time limit.**
- i. A removed coach must be replaced by another coach, or by a competitor wearing a coach's outfit, within a two (2) minute time limit.
- j. If another coach is not present within the two (2) minute time period the competitor shall be disqualified.
- k. *For sparring competition, the coach must wear disposable gloves for the duration of the bout, and attend to any blood spilled from the competitor they are seconding upon instruction from the centre referee. The coach shall dispose of their gloves in the nominated disposal facility immediately following the completion of the bout.*

T 15. AWARDS (Male and Female)

INDIVIDUAL

Pattern (per division)	1 GOLD	1 SILVER	1 BRONZE
Sparring (per division)	1 GOLD	1 SILVER	1 BRONZE
Power Test (per division)	1 GOLD	1 SILVER	1 BRONZE
Special Technique (per division)	1 GOLD	1 SILVER	1 BRONZE

<i>Best Overall Senior/Veteran Male</i>	<i>1 TROPHY – awarded at final Adult/Youth tournament</i>
<i>Best Overall Senior/Veteran Female</i>	<i>1 TROPHY – awarded at final Adult/Youth tournament</i>
<i>Best Overall Junior/Pre-Junior Male</i>	<i>1 TROPHY – awarded at final Adult/Youth tournament</i>
<i>Best Overall Junior/Pre-Junior Female</i>	<i>1 TROPHY – awarded at final Adult/Youth tournament</i>
<i>Best Overall Pee Wee/Kids Male</i>	<i>1 TROPHY – awarded at final Kids/Kubz tournament</i>
<i>Best Overall Pee Wee/Kids Female</i>	<i>1 TROPHY – awarded at final Kids/Kubz tournament</i>

Points gained in all tournaments in the series will count towards the Best Overall winners. Only Gold medals will count towards the Best Overall Winner. However, in the event of two or more individuals having the same number of Gold medals then the Silver and then the Bronze medals will count in determining the Best Overall Winner.

In the event that this also results in a tie then the following procedure shall take place. Where there are four (4) competitors in a category/division one (1) point shall be given. Where there are up to eight (8) competitors, 2 points shall be given and over nine (9) competitors, 3 points shall be given, with the most points determining the Best Overall Winner.

In the event that this also results in a tie then the Best Overall award shall be jointly awarded.

T 16. OFFICIAL TERMINOLOGY

a.	CHA RYOT	ATTENTION
b.	KYONG YE	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
n.	DONG CHON	DRAW
o.	IL HUE JONG	FIRST ROUND
p.	I HUE JONG	SECOND ROUND
q.	SAM HUE JONG	THIRD ROUND
r.	SUNG	WINNER

T 17. DIVISION OF COMPETITION

Competition is for INDIVIDUAL events only, with the following events:

- a. Individual events:
 - i. Patterns,
 - ii. Sparring,
 - iii. Power Test, and
 - iv. Special Technique.

There will be four pairs of tournaments over the course of the year, and the winners of the events from all the tournaments will be decided by the best scores obtained.

Each of the four tournaments will be separated into a pair of tournaments, one an Adult/Youth tournament and the other a Kids/Kubz tournament. The following table is a guide on which tournament in the pairs a competitor should compete in.

Age division	ADULT/YOUTH				KIDS/KUBZ			
	Kids & PW	P Jnr	Jnr	Snr+	Kids & PW	P Jnr	Jnr	Snr+
Patterns	-	Blue- Black	✓	✓	✓	White- Green	-	-
Sparring	-	>46kg (M) >41kg (F)	✓	✓	✓	<46kg (M) <41kg (F)	-	-
Power Test	-	Blue- Black	✓	✓	✓	White- Green	-	-
Special Technique	-	Blue- Black	✓	✓	✓	White- Green	-	-

The above splits may not always be achievable in individual circumstances, and a change may be granted by the Tournament Arbiter through a competitor's instructor.

In some circumstances a competitor may need to do some events at the Senior/Junior tournaments and the remaining events at the Kids/Kubz tournament, but a competitor can only compete in each event once in each tournament pairing. In this circumstance the competitor only needs to pay the entry fee for one of the tournaments in the pair.

T 18. COMPETITOR NUMBERS

- a. Any number of individual competitors may enter each event.

- b. These competitors may be individuals only.
- c. Competitors *may compete in a different age category than* their designated age category *with the approval of the Tournament Arbiter but* most compete in the same age category for all divisions, and are not permitted to compete in *different age divisions for different individual events*.
- d. Competitors must compete only in their designated rank division and are not permitted to compete in either a higher or lower rank division.
- e. Competitors may compete for only one (1) club/school as registered. Competitors are not permitted to compete for more than one (1) club/school, or for different clubs/schools in different divisions. *Competitors must have received approval from their club/school to compete in each tournament.*

NUMBER OF COMPETITORS PER DIVISION

Divisions with only a single competitor, by a date determined by the Tournament Arbiter may be cancelled, with a refund of fees. If a default after this date by other competitor(s) leaves only one competitor, a Gold medal will be awarded. A single competitor can elect to compete in a higher grade or weight division with the approval of the Tournament Arbiter.

T 19. ORDER OF MATCH

The order of match shall be according to the tournament competition schedule, and subject to change with time requirements and the overall schedule of the tournament.

T 20. DRAW FOR ORDER OF COMPETING

- a. *The draw will be approved by the Tournament Arbiter in advance of it being made public.*
- b. *Any changes to the draw must be approved by the Tournament Arbiter.*
- c. *Draws will be made public at the start of the event.*

T 21. REGISTRATION / WEIGHT CHECK

Checking the weight of competitors will not be earlier than 24 hours and not later than one hour before the sparring competition. Competitors not making their weight at the first weigh in shall have one (1) hour time to present themselves for the second and last weigh in. If a competitor does not make weight at this time, additional weigh-in attempts are only allowed with the permission of the *Tournament Arbiter*. If the competitor does not make weight, they will only be allowed to enter another weight category with the permission of the *Tournament Arbiter*.

T 22. ANNOUNCEMENTS

- a. According to the tournament schedule it will be announced in which ring an event will take place. It is the responsibility of the competitors to be close to the ring so that they may compete without delay when called upon to do so.
- b. They will be called to the red or blue side of the ring complete with any equipment (such as safety equipment) that they require.
- c. Should they not come forward immediately then their name and/or Club will be called for a second time.
- d. Should the individual still not come forward to the ring within one (1) minute from the second call then they will be disqualified.

T 23. EQUIPMENT CHECK

- a. *Competitors' Dobok and/or equipment check will take place outside of the ring to ensure that they are of an officially approved type and that they are not defective.*
- b. *Competitors MUST present themselves at the ring when called, AND BE IN POSSESSION OF, AND WEARING, the appropriate colour of safety equipment, in accordance with their position on the draw sheet.*
- c. Any equipment or clothing that is required to be replaced (e.g. defective sparring equipment or contaminated dobok) during the performance will have a time penalty of three (3) minutes for this

replacement to be carried out. Failure to replace the defective equipment or clothing will result in the competitor being disqualified and the match points being awarded to the opponent where appropriate.

T 24. COURTESY

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

SECTION II - PATTERN

T 25. GROUPS

- a. Age divisions
- b. Belt divisions

Patterns divisions must contain at least two (2) competitors, and should have at least eight (8) competitors. If the Tournament Arbiter deems the number of competitors in any division is insufficient, divisions may be merged as follows:

- i. *rank divisions may be combined:*
 - 1. *kubz and white belts, and/or*
 - 2. *white and yellow belts, and/or*
 - 3. *green and blue belts, and/or*
 - 4. *red and I-VI degree black belts.; then*
- ii. *age groups may be combined:*
 - 1. *Kids and Pee Wee; and/or*
 - 2. *Pee Wee and Pre-Junior; and/or*
 - 3. *Pre-Junior and Junior, and/or*
 - 4. *Junior and Senior, and/or*
 - 5. *Junior, Senior, Advanced Senior and Veteran; and/or*
 - 6. *Senior, Advanced Senior and Veteran; then*
- iii. *rank divisions and age divisions may be further combined.*

All competitors in a division will be merged, and not split into parts, unless there are concerns for competitor safety and overall fairness.

T 26. ELIMINATIONS AND DECISIONS

- a. The *round robin* system will be used.
 - i. Competitors will compete 1 to 1 and will perform simultaneously two (2) Designated Patterns appropriate to their degree/grade, (see T 27). *If the Tournament Arbiter deems that the division is sufficiently large then:*
 - 1. *the division may be separated into pools, with each pool using the round robin system, and a number of winners from each pool competing in a finals pool using the pyramid system of elimination, and/or*
 - 2. *the number of patterns performed may be reduced to one (1) Designated Pattern.*
 - ii. The Judges will choose a winner for each match.
 - iii. *All competitors will compete against all other competitors in their division.*
- b. In the event that two competitors clash (come into contact) during the performance of their pattern, the competitor that is found to be responsible for the clash will receive a score of zero (0) points for that pattern.
- c. Competitors must begin their patterns horizontally in line with one another with the exception of pattern UL-JI, where the Red Competitor (Hong) **must** begin their pattern one (1) meter closer to the judges table.
- d. **The Umpires shall give a score between 0 and 10 points, after having deducted points for errors, for each pattern performance based upon technical content, power, balance, breathing and sine wave.**

The following decisions will apply:

The Competitor obtaining the majority of Umpire votes, with a minimum of two (2) Umpire votes in their favour, shall be declared the winner of that match.

- a. The winner of a match shall receive two (2) points.
- b. The loser of a match shall receive zero (0) points.
- c. In the event of a draw both competitors receive one (1) point; no further patterns shall be performed.
- d. Once all matches are completed the three highest scores will set 1st, 2nd and 3rd place winners.

In the event of a draw between two competitors in the division:

- a. the points from the individual match between the two competitors will be used to determine a winner,
- b. If there is still a tie, the competitors will perform an additional Designated Pattern as selected by random draw, until the winner is decided.

In the event of a draw between three (3) competitors in the division:

- a. the points from the individual matches between the competitors will be used to determine if there is a difference in scores to determine placings, eliminating any competitors who are not in a top 3 position,
- b. if there is still a tie, the three competitors will simultaneously perform an additional Designated Pattern as selected by random draw, against the other competitors they are tied with until a winner is decided.

In the event of a draw between four (4) or more competitors in the division:

- a. the points from the individual matches between the competitors will be used to determine if there is a difference in scores to determine placings, eliminating any competitors who are not in a top 3 position. If the number of tied competitors reduces to two (2) or three (3) competitors then follow the above procedure,
- b. if there is still a tie, the competitors will perform an additional Designated Pattern as selected by random draw, in a round robin system against the other competitors they are tied with, eliminating any competitors who are not in a top 3 position. If the number of tied competitors reduces to two (2) or three (3) then follow the above procedures,
- c. if there is still a tie between four (4) or more competitors then a pyramid system of elimination will be conducted, with the Jury President randomly drawing the matches.

Performing additional patterns:

- a. the additional designated pattern shall be a pattern appropriate for their rank, (see Article 27),
- b. in the event of a tie between competitors of differing ranks, the designated pattern will be chosen from patterns SAJU MAKGI, up to and including the highest pattern appropriate, for the competitor holding the lowest rank in that match (See Article 27),
- c. in the event of a continued tie, the same process will continue, performing patterns which have not yet been performed during a tie-break match, until all patterns appropriate to that rank, in accordance with Article 27, have been performed,
- d. if a further tie continues, an additional designated pattern from those already performed, appropriate to that rank, in accordance with article T 27, until the winner is decided.

T 27. PERFORMANCE

Competitors will compete with the designated Patterns being any one from the following table:

Division	Lowest Pattern / Exercise	Highest Pattern
<i>White Belt</i>	<i>SAJU JURIGI / MAKGI</i>	<i>CHON-JI</i>
<i>Yellow Belt</i>	<i>SAJU JURIGI / MAKGI</i>	<i>DO-SAN</i>
<i>Green Belt</i>	<i>CHON-JI</i>	<i>YUL_GUK</i>
<i>Blue Belt</i>	<i>CHON-JI</i>	<i>TOI -GAE</i>
<i>Red Belt</i>	<i>CHON-JI</i>	<i>CHONG-MOO</i>
<i>I Degree to VI Degree Black</i>	CHON-JI	MOON-MOO

Where two competitors are of different ranks, the highest pattern that may be asked is that of the rank of the lowest ranked competitor.

SAJU JURIGI and SAJU MAKGI will be performed both sides, with right side first.

Pre-Juniors / Kids / Mini Kids / Kubz who are:

- a. *8th Gup and above need to be graded to their grade +1 (One white stripe) to be expected to know the pattern for their grade.*
- b. *9th Gup Red are expected to know CHON-JI,*
- c. *10th Gup Black and higher are expected to know SAJU JURIGI and SAJU MAKGI,*
- d. *10th Gup Red stripes are expected to know SAJU JURIGI only,*
- e. *10th Gup White to 10th Gup Blue, and Kubz are not required to do SAJU JURIGI and SAJU MAKGI but will perform basic movements under the direction of an umpire.*

T 28. TO T29. NOT USED

T 30. OFFICIALS FOR PATTERN DIVISION

One (1) Jury President, one (1) Jury Member, and *three (3) Referees, and one (1) Ring Marshall.*

SECTION III - SPARRING

T 31. DIVISIONS

INDIVIDUAL

- Gender divisions.
- Weight divisions.
- Age divisions.
- Belt divisions.

Sparring divisions must contain at least two (2) competitors, and should have at least four (4) competitors. If the Tournament Arbiter deems the number of competitors in any division is insufficient, divisions may be merged as follows:

- several weight divisions may be combined into one division as long as competitor safety is able to be maintained;*
- age groups may be combined:*
 - Kids and Pee Wee; and/or*
 - Pee Wee and Pre-Junior; and/or*
 - Pre-Junior and Junior, and/or*
 - Junior and Senior, and/or*
 - Junior, Senior, Advanced Senior and Veteran; and/or*
 - Senior, Advanced Senior and Veteran; then*
- rank divisions (including Kubz) may be combined.*

All competitors in a division will be merged, and not split into parts, unless there are concerns for competitor safety and overall fairness. Further merging of divisions will only be made if Tournament Arbiter is satisfied that if competitor safety is able to be maintained.

If the Tournament Arbiter deems that the division is sufficiently large then the division may be separated into pools, with each pool using the round robin system, and a number of winners from each pool competing in a finals pool using the pyramid system of elimination.

INDIVIDUAL RANK DIVISIONS

- White, yellow and green belts, and*
- Blue and red and I-VI degree black belts.*

WEIGHT DIVISIONS BY AGE DIVISION

Gender division	MALE				FEMALE			
	Kids & PW	P Jnr	Jnr	Snr+	Kids & PW	P Jnr	Jnr	Snr+
Micro	<25kg	<40kg	<50kg	<57kg	<25kg	<35kg	<45kg	<50kg
Light	25-32kg	40-46kg	50-56kg	57-63kg	25-32kg	35-41kg	45-50kg	50-56kg
Middle	32-39kg	46-52kg	56-62kg	63-70kg	32-39kg	41-47kg	50-55kg	56-62kg
Light Heavy	39-46kg	52-58kg	62-68kg	70-78kg	39-46kg	47-53kg	55-60kg	62-68kg
Heavy	46-55kg	58-65kg	68-75kg	78-85kg	46-55kg	53-60kg	60-70kg	68-75kg
Hyper	>55kg	>65kg	>75kg	>85kg	>55kg	>60kg	>70kg	>75kg

In individual sparring matches competitors shall participate in the category according to their weight. It is not allowed to participate in any other weight class, *unless the division has been merged by the Tournament Arbiter.*

T 32. DURATION OF BOUTS & DECISIONS

Matches will all be for the following durations:

a. *Kids & Pee Wee divisions*

Rank	Competitors	Rounds	Round time	Break time
White belt	2-4	1	2 min	-
	5+	1	1.5 min	-
Yellow and green belts	2-4	1	2 min	-
	5+	1	1.5 min	-
blue to I-VI dan black belts	2-4	1	2 min	-
	5+	1	1.5 min	-

b. *Pre-Junior divisions*

Rank	Competitors	Rounds	Round time	Break time
White to green belts	2-4	1	2 min	-
	5+	1	1.5 min	-
blue to I-VI dan black belts	2-4	2	2 min	60 sec
	5+	2	1.5 min	45 sec

c. *Junior, Senior and Veterans divisions*

Rank	Competitors	Rounds	Round time	Break time
White to green belts	2-4	1	3 min	-
	5+	1	2 min	-
blue to I-VI dan black belts	2-4	2	2 min	60 sec
	5-7	2	1.5 min	45 sec
	8+	1	3 min	-

The following decisions will apply:

The Competitor obtaining the majority of Umpire votes, with a minimum of two (2) Umpire votes in their favour, shall be declared the winner of that match.

- The winner of a match shall receive two (2) points.
- The loser of a match shall receive zero (0) points.
- In the event of a draw both competitors shall receive one (1) point; no further patterns shall be performed.
- Once all matches have been completed the three highest scores will set 1st, 2nd and 3rd place winners.

In the event of a draw between two competitors in the division:

- The points from the individual match between the two competitors will be used to determine a winner.
- If there is still a tie, the competitors will perform an additional one (1) minute round will take place, to determine a winner.
- If there is still a tie then a further and final round will take place with the first scored point assigned by at least two (2) referees at the same split second will decide the winner.

In the event of a draw between three (3) or more competitors in the division:

- The points from the individual matches between the competitors will be used to determine if there is a difference in scores to determine placings, eliminating any competitors who are not in a top 3 position. If the number of tied competitors reduces to two (2) competitors then follow the above procedure.
- If there is still a tie between three (3) competitors then:
 - the Jury President randomly draw two (2) of the three competitors to complete a tie break per the above procedure for a tie between two (2) competitors; then
 - the winner will complete a tie break per the above procedure for a tie between two (2) competitors against the third competitor, and the winner of this match places ahead of the other two competitors.

- iii. *if the two remaining competitors cannot place, they are eliminated; otherwise they follow the above procedure for a tie between two (2) competitors.*
- f. *If there is still a tie between four (4) or more competitors then a pyramid system of elimination will be conducted, with the Jury President randomly drawing the matches, with each match following the procedure for a tie between two (2) competitors.*

T 33. TARGET AREA

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

T 34. POINT AWARDS

- a. One (1) point will be awarded for any legal hand attack directed to mid- or high-section.
- b. Two (2) points will be awarded for any legal foot attack directed to mid-section.
- c. Three (3) points will be awarded for any legal foot attack directed to high-section.

T 35. LIGHT CONTACT SCORING PROCEDURE SYSTEM

In competition a technique is valid according to a light contact system if:

- a. executed correctly,
- b. dynamic, (i.e. it is delivered with strength, purpose, rapidity and precision), and
- c. controlled on the target.

T 36. MINUS POINTS / FOULS

One point will be deducted for the following offences:

- a. heavy contact;
- b. attacking a fallen opponent;
- c. leg sweeping;
- d. holding/grabbing;
- e. intentional attack to a target other than mentioned in Article T33;
- f. unsportsmanlike conduct; or

Unsportsmanlike conduct includes any action taken by a competitor that shows disrespect, lack of following directions or other unacceptable behaviour towards umpires, official or other competitors including though not limited to: Failure or refusal to follow referees direction, intentionally leaving ring/manipulation of time, inappropriate behaviour/language...)

T 37. 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);
 - i. N.B. If a competitor is pushed out of the ring with intent (without undergoing a technique) then he will not receive a warning. The competitor who pushed shall receive a warning.
- c. falling down, whether intentional or not (i.e. any part of the body, other than the feet, touching the ground);
- d. faking a blow, 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 an target other than mentioned in Article T33; or
- h. pushing with either the hands of body.

The sum of three (3) warnings automatically means deducting one (1) point.

T 38. DISQUALIFICATION

A competitor will be disqualified and the result will be awarded to the opponent in the following circumstances:

- a. misconduct against officials or ignoring instructions;
- b. uncontrolled or excessive contact;
- c. receiving three (3) minus points/fouls given by the Centre Referee;
- d. being under influence of alcoholic beverages or drugs;
- e. loss of temper;
- f. insulting an opponent, coach, and/or official;
- g. biting, and scratching;
- h. attacking with the knee, elbow or forehead; or
- i. being negatively responsible for a loss of consciousness (see article T39).

A competitor that insults an opponent, coach or official will be disqualified from the rest of the competition.

T 39. INJURY

- a. When a competitor is injured, the Centre Referee must stop the match and call for *medical personnel*. There will be a total of three (3) minutes of time allowed per match for the *medical personnel* to diagnose, treat the wound and decide about the match and competitor continuation.
 - i. **Note: The three-minute injury time will begin at the moment the *medical personnel* is in front of the injured competitor and will end when the *medical personnel* departs. This amount of time will be recorded, and if the doctor is called again to the same match, the injury clock will resume counting down from the last point. Any competitor requiring more than three (3) minutes total accumulated time of medical attention during a match will not be allowed to continue and will forfeit the match. Regardless of the remaining injury time, in the case of a concussion examination, the concussion examination time is at least 2 minutes.**
 - ii. *If a competitor is able to continue but time is needed to treat wounds or to stop a nosebleed the bout will be postponed for one bout. This will also be allowed for pre-existing medical conditions such as asthma. The remaining time in the bout will be recorded and the bout will continue with that amount of time. If there is no improvement on the completion of the bout then the competitor is deemed unable to continue.*
- 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. they are the winner if his/her opponent is culpable.
 - ii. they are the loser if his/her opponent is not culpable.
- c. An injured competitor that is unfit to compete, cannot continue for the time/day(s) set according to the *medical personnel's* decision
- d. A competitor that refuses to accept the *medical personnel's* and/or the Ring Council's 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 continue, according to the First-Aid personnel'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.

- f. *In the event that blood is spilled from a competitor, or any other injury occurs the referee shall ensure that the ring in which they are officiating has been adequately cleaned and is in a hygienic state before the restarting of the bout*

DUE PROCESS FOR RULE T39

- a. **Apply rule T39**
- b. **Note: procedure to determine culpability**
- i. Anytime a potential disqualification occurs in the context of T39, the ring council must consult with the *Tournament Arbiter* in order to verify that the due process is being followed prior to taking a decision.
 - ii. Culpability for disqualification must come “as a direct result” of a potentially prohibited action delivered with intention and/or lack of control, and, as a consequence of such action, resulted in a competitor’s inability to continue the match. In this case the Jury President may apply a disqualification.
 - iii. In order to determine culpability, the following steps must be followed by the Jury President:
 1. The ring council must call for the *Tournament Arbiter* to oversee and advise on this procedure,
 2. The *Tournament Arbiter* will consult first with the Jury President, then with the Centre Referee in order to best determine the situation and outcome
 3. If no decision can be determined at this point, the *Tournament Arbiter* may choose to call the Umpires (individually) in order to determine their opinion
 4. Prior to making a final decision, the *Tournament Arbiter* has the ability to consult with any person they consider relevant in order to gain more information,
 5. The *Tournament Arbiter*, considering all information learned, will then make a final decision on the outcome of the match.

NOTE A: A competitor that is culpable for causing a loss of consciousness or causing a concussion in sparring competition may be disqualified. The unconscious or concussed competitor shall not be able to compete again during the whole event, and as such will forfeit any remaining matches or events.

NOTE B: Concussion and Awareness of Concussion Potential.

In reference to the ITF Concussion policy, the ITF stipulate that once concussion is recognised, then the competitor must be removed from the competition, and further medical assistance given in line with the severity of the injury. Due to this concern and the hidden dangers of secondary impact syndrome it is imperative that the doctor is called for an assessment if any symptoms are witnessed by the Centre Referee or Coach.

T 40. BOUT PROCEDURE

- a. **INDIVIDUAL**
- i. Sparring competitors will commence the bout on the start positions each with a red or blue set of headgear to differentiate between them. *They will also be wearing the same colour hand and feet gear as their headgear or competitors may alternatively wear a black set of hand and feet gear.* Mouth protection gear of a transparent colour must be worn at all times. At the command of the Centre Referee the competitors bow in turn to the Jury table, Centre Referee, and then to each other.
 - ii. The Centre Referee will then start the Light Contact Sparring with the command “SHI-JAK” and the competitors continue to spar until the Referee issues the command “HAECHYO”.
 - iii. At this point the competitors cease to spar and remain where they are until restarted.

- iv. An audible signal of time will end the round and/or bout. The reverse order of bowing will ensue and the result will be declared.
- v. In a draw situation: warnings and/or minus points are not carried forward.
- vi. If a competitor leaves the ring, they must re-start one (1) metre inside the ring.

T 41. 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.

T 42. OFFICIALS FOR SPARRING COMPETITION

One (1) Jury President, one (1) Jury Member, one (1) Centre Referee and four (4) Corner Referees, *and one (1) Ring Marshalls. Where there are insufficient Judges available the Tournament Arbiter may approve the use of only three (3) Judges.*

SECTION IV - POWER

T 43. DIVISIONS

INDIVIDUAL

- a. Gender divisions
- b. Age divisions
- c. *Belt divisions*

It's *preferred* for each competitor to attempt, according to the list order, all the items listed for their group.

Power divisions must contain at least two (2) competitors, and should have at least eight (8) competitors. If the Tournament Arbiter deems the number of competitors in any division is insufficient, divisions may be merged as follows:

- i. *age groups may be combined:*
 1. *Kids and Pee Wee; and/or*
 2. *Pee Wee and Pre-Junior; and/or*
 3. *Pre-Junior and Junior, and/or*
 4. *Junior and Senior, and/or*
 5. *Junior, Senior, Advanced Senior and Veteran; and/or*
 6. *Senior, Advanced Senior and Veteran; then*
- ii. *rank divisions (including Kubz) may be combined.*

All competitors in a division will be merged, and not split into parts, unless there are concerns for competitor safety and overall fairness.

INDIVIDUAL POWER TEST ITEMS BY DIVISION

Gender division	MALE						FEMALE					
	Age division	<i>Kids</i>	<i>PW</i>	PJnr & Junior		Senior +		<i>Kids</i>	<i>PW</i>	PJnr & Junior		Senior +
Belt division	<i>All</i>	<i>All</i>	White-Green	Blue-Black	White-Green	Blue-Black	<i>All</i>	<i>All</i>	White-Green	Blue-Black	White-Green	Blue-Black
Ap joomuk jurigi	-	-	-	✓	-	✓	-	-	-	-	-	-
Ap Palkup Taerigi	-	-	✓	-	✓	-	-	-	✓	✓	✓	✓
Sonkal Taerigi	-	-	✓	✓	✓	✓	-	-	✓	✓	✓	✓
Yop Chagi	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Dollyo Chagi	-	-	✓	✓	✓	✓	-	-	✓	✓	✓	✓
Bandae Dollyo Chagi	-	-	-	✓	-	✓	-	-	-	✓	-	✓
<i>Naeryo Chagi</i>	✓	✓	-	-	-	-	✓	✓	-	-	-	-
<i>Sonkal Naeryo Taerigi</i>	✓	✓	-	-	-	-	✓	✓	-	-	-	-

T 44. PROCEDURE

- A machine designed for the specific test will be used.
- In power breaking it is permitted to step forward, to slide, skip and or jump.
- A forearm guarding block must be adopted before and after each attempt to break the board(s).
- For Sonkal the strike may be either inward or outward.
- A standard foam pad will be placed on the front of all power test board breaks.

Each competitor will be allowed:

- to select the number and strength of boards for each attempt for each item, and*
- a maximum of three (3) attempts at each item listed in their division.*

The following procedure shall take place for each attempt.

- After a red flag signal of the referee, each competitor has one (1) minute *per attempt*, to attempt to bend or separate the board(s) which must include one (1) pre-judge of distance with touching allowed, followed by the attempt to break the board(s).
- If the time limit is exceeded before the attempt is made then the competitor receives zero (0) points.*
- A forearm guarding block ready posture *is to be* adopted before and after the attempt to break the board. *If a competitor does not make a forearm guarding block before or after the attempt, then they will have their score for that item reduced by:*
 - 10% if they missed one guarding block; and*
 - 20% if they missed both guarding blocks.*
- Referees may disallow an attempt for failure to maintain the following:
 - correct balance and posture throughout technique, and
 - correct attacking tool in the correct manner.
- Referees must examine each board before and after each attempt and *award points according to the power test points table.*
- The highest score for each item will be added together, and only the highest score for each item will be counted towards the overall competitor's score. The highest scores will set 1st, 2nd and 3rd place winners.*
- In the event of a tie the Jury President will select by drawing one (1) item to be the "Tie-breaker". They will decide how many boards are to be used. The tied competitors will then carry on until the places are decided.

If all competitors in the division did not score any points at their attempts during the match, then all competitors will deemed to have tied for first place, and a tie-breaker will take place.

If at least one competitor in a division scores any points in any round then, competitors that did not score any points over all rounds during the match will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.

POWER TEST SCORING AGES 15+

- White, Red and Black polar boards will be used for ages 15+.
- When multiple polar boards are included in a single break the:
 - most difficult board will be at the front and the weakest board at the bank, and
 - score from each board that is separated or bent will be added together and multiplied by the number of boards in the break (see appendix).

Polar Board	Each Separated Board	Bent board
White	Five (5) points	Two (2) points
Red	Six (6) points	Three (3) points
Black	Seven and ½ (7.5) points	Four and ½ (4.5) points

POWER TEST SCORING AGES 5-14

- a. Black, Brown, Blue, Green, Orange, Yellow, and White Peg boards will be used for 5-14 years.
- b. When attempting to break two (2) PEG boards together at least one (1) of the boards must be a back PEG board, and when attempting to break three (3) boards at least two (2) must be black PEG boards, and so forth.
- c. When multiple PEG boards are included in a single break the:
 - i. most difficult board will be at the front and the weakest board at the bank, and
 - ii. score from each board that is separated or bent will be added together, there will NOT be any multiple factor in the score.

PEG Board	Each Separated Board	Bent board
White	One (1) point	½ (0.5) points
Yellow	Two (2) points	One (1) point
Orange	Three (3) points	One and ½ (1.5) point
Green	Four (4) points	Two (2) points
Blue	Five (5) points	Two and ½ (2.5) points
Brown	Six (6) points	Three (3) points
Black	Seven (7) points	Three and ½ (3.5) points

T 45. OFFICIALS FOR POWER BREAKING

Two (2) Referees (one will also perform the duties of the Jury President), and one (1) Ring Marshall/crew.

SECTION V - SPECIAL TECHNIQUE

T 46. DIVISIONS

INDIVIDUAL

- a. Gender divisions
- b. Age divisions
- c. *Belt divisions*

It's *preferred* for each competitor to attempt, according to the list order, all the items listed for their group.

Special Technique divisions must contain at least two (2) competitors, and should have at least eight (8) competitors. If the Tournament Arbiter deems the number of competitors in any division is insufficient, divisions may be merged as follows:

- i. *age groups may be combined:*
 1. *Kids and Pee Wee; and/or*
 2. *Pee Wee and Pre-Junior; and/or*
 3. *Pre-Junior and Junior, and/or*
 4. *Junior and Senior, and/or*
 5. *Junior, Senior, Advanced Senior and Veteran; and/or*
 6. *Senior, Advanced Senior and Veteran; then*
- ii. *rank divisions (including Kubz) may be combined.*

All competitors in a division will be merged, and not split into parts, unless there are concerns for competitor safety and overall fairness.

INDIVIDUAL SPECIAL TECHNIQUE ITEMS BY DIVISION

Gender division	MALE						FEMALE					
	Age division	<i>Kids</i>	<i>PW</i>	<i>PJnr & Junior</i>		<i>Senior +</i>		<i>Kids</i>	<i>PW</i>	<i>PJnr & Junior</i>		<i>Senior +</i>
Belt division	<i>All</i>	<i>All</i>	<i>White-Green</i>	<i>Blue-Black</i>	<i>White-Green</i>	<i>Blue-Black</i>	<i>All</i>	<i>All</i>	<i>White-Green</i>	<i>Blue-Black</i>	<i>White-Green</i>	<i>Blue-Black</i>
Twimyo Nopi Ap Cha Busigi	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Twimyo Dollyo Chagi	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Twimyo Nopi Yop Cha Jirugi	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Twimyo Bandae Dollyo Chagi	-	-	✓	✓	✓	✓	-	-	✓	✓	✓	✓
Two Dolmyo Yop Cha Jirugi	-	-	✓	✓	✓	✓	-	-	✓	✓	✓	✓

T 47. PROCEDURE

- a. A machine designed for the specific test will be used **for Senior+, Junior and Pre-Junior divisions. Peewee and Kids divisions may utilise held targets if the use of machines is not appropriate as approved by the Tournament Arbiter.**

Each competitor will be allowed:

- a. *to select height of the target for each attempt for each item, and*
- b. *a maximum of three (3) attempts at each item listed in their division.*

The following procedure shall take place for each attempt:

- a. After a red flag signal of the referee, each competitor has one (1) minute per attempt, to attempt to move the board(s) which must include one (1) pre-judge of distance with no touching allowed, followed by the attempt to move the board(s).
- b. *If the competitor touches a board during their pre-judging or if the prescribed time is exceeded before the attempt is made then the competitor receives zero (0) points for that attempt, and that attempt counts as an unsuccessful attempt.*
- c. A forearm guarding block ready posture is to be adopted before and after the attempt to move the board. *If a competitor does not make a forearm guarding block before or after the attempt, then they will have their score for that item reduced by:*
 - i. 10% if they missed one guarding block; and
 - ii. 20% if they missed both guarding blocks.
- d. Referees may disallow a break for failure to maintain the following:
 - i. use of the correct attacking tool in the correct manner,
 - ii. knocking down the obstacle when performing Twimyo Nopi Yop Cha Jirugi, and
 - iii. falling down (i.e. any part of the body, other than the feet, touching the ground).
- e. Referees must examine each board before *and after* each attempt and:
 - i. each fully moved board will count as *one (1) point for every centimetre above the ground*, and
 - ii. each half moved board will count *as two (2) points less than if the board was fully moved*.
- f. The highest scores for each item will determine the competitor ranking for each item; tied competitors will receive the same score. The competitor will then be awarded the number of points according to their ranking for that item. The three lowest scores will set 1st, 2nd, and 3rd place winners.
- g. In the event of a tie the Jury President will select by drawing one (1) item to be the “Tie-breaker”. They will decide how high the jump will be. The tied competitors will then carry on until the places are decided.

If all competitors in the division did not score any points at their attempts during the match, then all competitors will be deemed to have tied for first place, and a tie-breaker will take place.

If at least one competitor in a division scores any points in any round then, competitors that did not score any points over all rounds during the match will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.

T 48. OFFICIALS FOR SPECIAL TECHNIQUES

Two (2) Referees (one will also perform the duties of the Jury President), and one (1) Ring Marshall / crew.

SECTION VI - DISPUTE PROCEDURE

T 49. TO T 51. NOT USED

T 52. PROTEST

- a. Protests can be presented ONLY by the Coach, and ONLY when there is an apparent violation of the rules.
- b. **Coach must request a Protest Form from the Jury President immediately after the completion of the match.**
- c. **Jury President will provide the coach with the official Protest Form, after having received the official Protest Fee.**
- d. **Ring activities will NOT be stopped unless the issue at hand immediately affects the next match or makes it difficult to continue with the draw. Only then will the ring activities be stopped, and only until such time as the protest is resolved.**
- e. **Each protest must be written on the official Protest Form, in the ENGLISH language.**
- f. **Each completed Protest Form must be presented to the Jury President of the match in question, no later than five (5) minutes after having received the form.**
- g. **The protest must be precise and circumstantial.**
- h. **Jury President will then deliver the completed Protest Form and Protest Fee to the *Tournament Arbiter*.**
- i. The *Tournament Arbiter* will then examine the circumstances of the protest and will decide:
 - i. to validate the match
 - ii. to repeat the match;
 - iii. to assign the victory of the match to the loser;
 - iv. to disqualify both competitors.
- j. In case of a protest the winner cannot compete again before the decision of the *Tournament Arbiter* has been made.

The Protest Fee will only be returned to the protesting coach in the event that the ITF Umpire Committee upholds and validates the protest. Should the coach lose the protest, the Protest Fee will be forfeit.

T 53. DECISIONS

- a. In order to give a decision the *Tournament Arbiter* may call on anyone else they desire to give evidence concerning the protest.
- b. On reaching a decision the *Tournament Arbiter* will notify all parties concerned of this decision.
- c. The *Tournament Arbiter* will at all times base their decision on the rules laid down in this document and their decision cannot conflict with the rules of this document.
- d. The *Tournament Arbiter's* decision is final and no further correspondence will be entered into, either during or after the tournament.

T 54. DISQUALIFICATION

Club Managers/Representatives or Individuals who persist in arguing against decisions made by the *Tournament Arbiter* may, at their discretion, have the whole club, or the individual, disqualified from all further events at the tournament.

The *Tournament Arbiter* will consider the matter at a later date with a view to further action being *taken by the Standards & Disciplines Committee*.

T 55. CLUB/COMPETITOR WITHDRAWAL

In case of clubs or individuals withdrawing from the championship as a protest then the following will result:

- a. Automatic disqualification from that event which means no placing for that event, and therefore no medals
- b. Automatic disqualification from all further events at the championship.
- c. Further disqualification from further events as decided by the Foundation Standards & Disciplines Committee and the Foundation Advisory Panel.

SECTION VII - GENERAL

T 56. ANTI-DOPING CONTROL

Doping control will be in accordance with the Foundation Anti-Doping Rules and WADA Anti-Doping Policy.

T 57. CONCUSSION POLICY

All concussions will be assessed, treated and outcomes defined by the concussion policy.

T 58. UNEXPECTED EVENTS

Any and all cases not stated herein will be dealt with and discussed by the *Tournament Arbiter* who, to the best of their ability, will reach a fair and equitable decision. The *Tournament Arbiter* decision shall be final.

T 59. COPIES OF RULES

A copy of the Tournament Rules must be present at all tournaments and be accessible to all competitors and officials.

T 60. IMPLEMENTATION

*They will come into effect from **31 March 2022** and shall bind all members of the Club and any other person involved with all Riccarton Round Robin Tournaments of the Club, until they are repealed or replaced.*

SECTION VIII - POWER BREAKING SCORING APPENDIX

a. Score summary for polar board breaks, if all boards are separated.

Boards	Abb.	Base score	Factor	Total Score
White	W	5.0	1	5.0
Red	R	6.0	1	6.0
Black	B	7.5	1	7.5
White White	WW	10.0	2	20.0
Red White	RW	11.0	2	22.0
Red Red	RR	12.0	2	24.0
Black White	BW	12.5	2	25.0
Black Red	BR	13.5	2	27.0
Black Black	BB	15.0	2	30.0
White White White	WWW	15.0	3	45.0
Red White White	RWW	16.0	3	48.0
Red Red White	RRW	17.0	3	51.0
Black White White	BWW	17.5	3	52.5
Red Red Red	RRR	18.0	3	54.0
Black Red White	BRW	18.5	3	55.5
Black Red Red	BRR	19.5	3	58.5
Black Black Red	BBR	21.0	3	63.0
Black Black Black	BBB	22.5	3	67.5
White White White White	WWWW	20.0	4	80.0
Red White White White	RWWW	21.0	4	84.0
Red Red White White	RRWW	22.0	4	88.0
Black White White White	BWWW	22.5	4	90.0
Red Red Red White	RRRW	23.0	4	92.0
Black Red White White	BRWW	23.5	4	94.0
Red Red Red Red	RRRR	24.0	4	96.0
Black Red Red White	BRRW	24.5	4	98.0
Black Black White White	BBWW	25.0	4	100.0
Black Red Red Red	BRRR	25.5	4	102.0
Black Black Red White	BBRW	26.0	4	104.0
Black Black Red Red	BBRR	27.0	4	108.0
Black Black Black White	BBBW	27.5	4	110.0
Black Black Black Red	BBBR	28.5	4	114.0
Black Black Black Black	BBBB	30.0	4	120.0