

800.00 Tournament Etiquette: The first tenet of Taekwon Do is *Courtesy*.

800.01 Proper dress for officials and competitors:

- 1) clean white uniform;
- 2) black belt uniforms appropriately trimmed with black;
- 3) full-length sleeves and pant legs;
- 4) mended and patched uniforms are acceptable, uniforms with gaping holes, or the like, are not;
- 5) Bailey's Traditional Taekwon Do emblems are recommended but not required, as follows:
 - a) school badge on left front;
 - b) Taekwon Do badge with school location centered on back;
 - c) American and Korean flags one inch below shoulder seams on sleeves, American flag on the right sleeve;
 - d) Judges, Referees and Chief Referees badges worn on the right sleeve, just below the flag or one inch below the shoulder seam, if flags are not worn;
 - e) Instructor's badge immediately below judges and/or referee badge on right sleeve;
 - f) emblems or trims, other than those listed above, are not acceptable.
- 6) No safety pins on uniforms.
 - a) T-shirts may be worn under uniform, but must be tucked into pants.
 - b) Whole sets of clothes, jackets, etc. should not be worn beneath the uniform.
- 7) No jewelry should be worn during competition; Referees must examine any rings, neck chains, etc. that a competitor claims cannot be removed. Approving plain wedding bands, turning the stone to the inside of the fist, binding with a pad or covering for safety are options available for the Referee's consideration. The Referee's primary responsibility is safety. Refusal to remove jewelry that the Referee has determined to be unsafe eliminates the competitor from the tournament. The Referee should escort the eliminated competitor to the Tournament Director with an explanation.

800.02 The Tournament Director designates competitor's seating areas:

- 1) Sit with legs folded or kneeling.
- 2) Only the participants for each competition should gather at the ring.
- 3) Competitors, who are not competing in the ring, should sit in the designated competitors' seating area; officials are not expected to search for a competitor who has chosen to disregard the designated seating, and, if too much of a delay is caused, the competitor's match may be forfeited.
- 4) Officials have the responsibility of keeping the tournament progressing in a timely manner. Instructors have the responsibility of educating their students on tournament etiquette. Competitors have the responsibility of exhibiting *courtesy* and *self-control*.

800.03 Competitors, instructors and officials should always sit or kneel when gathered around a ring, except when they are in action as competitors or officials. A standing group obstructs visibility.

800.04 All junior competitors are expected to observe the same rules and procedures as adult competitors. Instructors are responsible for the actions of their junior students. Designate supervisors or baby-sitters, if necessary!

810.00 General Ring Preparation

810.01 The Tournament Director appoints Chief Referees. Under ordinary conditions, the Chief Referee is in full charge of the assigned ring. For unusual conditions or conflicting opinions, the Chief Referee consults the Tournament Director.

810.02 The minimum number of officials per ring is as follows:

- 1) one Chief Referee;
- 2) one alternate Referee;
- 3) seven certified Judges who will act as follows:
 - a) four corner Judges;
 - b) two Scorekeepers;
 - c) one Timekeeper;
 - d) Recorders, as needed;
 - e) Board Inspector, as needed,
 - f) One Tournament Advisor.

Standby officials will be assigned to each ring pending number of certified officials per tournament. Certified Referees may fill some of the Judges' positions.

The officials in any given ring should represent as many schools and areas as possible. *Integrity* is the second tenet of Taekwon Do and fair judging is the goal of all officials.

810.03 The Chief Referee gathers the officials together for a short conference prior to the start of the tournament. The Chief Referee assigns Judge and Referee positions, designates the competitors' seating area for the ring, and determines the length of the rest breaks, and when officials may rotate positions, including the standby officials. Rotation, here, refers to rotating corner Judges with Timekeeper and Scorekeepers. The rotation of corner Judges after each match is a center Referee's option; not required.

Referees rotate to the center position at the Chief Referee's inclination. The recommended rotation is a new Referee for each new division; however, that is entirely up to the Chief Referee.

810.04 The Chief Referee examines the ring for appropriate size (20' X20'), and necessary equipment:

- 1) chairs for officials (7), five on one side, two on the opposite side, all facing toward the ring;
- 2) stop watch, flags, sash and scorecards;
- 3) paper, pens and clipboards.

810.05 The Chief Referee checks with the Tournament Director as soon as the ring is organized, preferably before the tournament officially begins. The Chief Referee is responsible for obtaining the ring assignments from the Tournament Director and returning them as soon as completed.

810.06 Officials should arrive early. Officials who arrive after the tournament has begun, must have given the Tournament Director prior notice that they would be late and with valid reason, or may forfeit their officiating capacity for the day.

810.07 After most of the eliminations, the original rings may be disbanded and new rings formed for the finals. The Tournament Director will designate the new rings.

811.00 Officials' Responsibilities

811.01 The Chief Referee has full responsibility for procedures, fairness and safety of all officials and competitors active in the assigned ring.

The Chief Referee also has the responsibility to act as a teacher and guide for all the officials in the assigned ring.

Unless stated as Chief Referee, the word, Referee, will refer to the official assigned, by the Chief Referee, to the center position in the ring.

811.02 The Chief Referee rotates equal rest breaks for all officials in the assigned ring, including self. Judges cannot rotate for rest breaks during hyung or breaking competition; all other officials continue with rotation. After a hyung or breaking division has begun, the Judges cannot be changed until the division has been completed. If a Judge cannot continue judging a hyung or breaking division that has already started, the entire division will have to be judged again with the new panel of Judges; even if there is only one new Judge. This unusual circumstance must be brought to the attention of the Tournament Director before the division restarts.

811.03 Scorekeepers have the responsibility of giving their complete attention to the Referee while a match is in progress. Conversations with each other or anyone else, during a match or performance, are not permitted.

Scorekeeper # 1: calls out each competitor's name, records the winner of each match and notifies the Referee when a round has been completed. At the end of each round, the Referee determines whether or not a draw for a by or position will be necessary.

Scorekeeper # 2: verifies the final score with Scorekeeper #1 and calls out the final score and the winner.

Both Scorekeepers record points and warnings as called by the Referee.

Discrepancies in the scoring should be verified through the Referee, as they occur; not between the two Scorekeepers. Scorekeepers may request that the Referee stop time to verify score discrepancies. The sooner the better.

811.04 The Timekeeper's responsibility is to pay full attention to the Referee and to the match in progress.

The Timekeeper stops the watch:
upon orders from the Referee;
for an obvious injury;
when a competitor kneels.

As soon as the clock is stopped, the Timekeeper notifies the Referee that it has been stopped. The remaining time is not announced. The clock starts again at the Referee's command. At all other times, the clock runs continuously for two minutes.

811.05 The Recorders have the responsibility of writing down the Judges' scores during hyung and breaking competition, crossing out the highest and lowest scores for each competitor and totaling the remaining three scores to determine the first, second and third place winners. Adding in the crossed out scores of tied competitors breaks tied scores. Highest score wins. If scores are still tied after the crossed out scores are added in, the Referee determines the winner.

811.06 Officials assigned to a Chief Referee, including standby officials, stay with that Referee's ring, except for designated rest breaks, until the Chief Referee formally disbands the ring. Officials may not stand-in for officials assigned to other rings. Standby officials should be seated near the ring, ready to be called.

815.00 Tournament Advisors

815.01 Tournament Advisors have the following responsibilities:

- directing traffic at the door to help spectators, competitors and fellow officials to seating areas and/or assignments;
- being available to answer questions or offer help;
- reminding forgetful students and officials not to gather in standing groups that block the spectators' view of the competitions;
- reminding young students, and sometimes, their parents, that anyone in uniform should be in the designated seating areas; even, out of uniform, young students must be with a parent or other adult supervisor while on the premises of the tournament;
- helping maintain communications between the Tournament Director, Chief Referees and other Tournament Advisors.

820.00 Sparring

820.01 The Referee is responsible for all activities in the assigned ring.

- 1) **Procedures:** i.e., examining the ring and equipment, assigning officials to their positions, designating the seating area for competitors, determining the length of rest breaks and rotation of the official's positioning.
- 2) **Safety:** cleared and orderly ring, no jewelry or safety pins worn by competitors, verifying that competitors understand the rules, controlled techniques.
- 3) **Fair judging:**
 - a) Officials represent as many schools as possible in each ring;
 - b) Judges are not neglected: checking with each Judge after every break in the action. A Judge who feels unnecessary stops contributing, and they are all necessary.
 - c) Keeping the action going. The clock is running. Referee's should check with Judges quickly and get the match restarted.
 - d) Referees separate competitors if a flurry of techniques is exchanged that cannot be seen clearly by the officials.
 - e) The Referee has the right, sometimes the obligation, to overrule anything, but this right should be used wisely and rarely or the judges begin to feel unnecessary. The Referee is closest to the action and should have the best view. The Referee must be 100% certain before overruling.
 - f) The Referee may not award a point without confirmation from at least two Judges.
 - g) Judges or the Referee may suggest warnings. The Referee determines whether or not a warning is given. The Referee does not need any confirmation to give a warning.
 - h) The Referee may choose to "caution" a competitor, if he feels that a warning is not necessary, but does not want the questionable action to be repeated. The Scorekeepers do not record a "caution" as it does not affect the score.
 - i) The Referee determines disqualification from a match after consulting each corner Judge. Grounds for disqualification may be confirmed by the Judges, however, confirmation is not necessary for disqualification. The Referee may determine disqualifying a competitor is necessary based on his own observation or the confirmation by any Judge. The Referee should ask each corner Judge the following three questions:
 - (i) What did you see?
 - (ii) Was the injured competitor moving forward, moving backward or standing still?
 - (iii) Was the candidate for disqualification attempting control or out of control?

- 4) **Clear understanding between competitors, officials and spectators.**
 - a) The Referee must speak clearly and loudly so all understand when a point has been awarded or a warning given and why; hand signals and showmanship promote clearer understanding and make matches more interesting to spectators.
 - b) Referees should make eye contact with Scorekeepers and Timekeeper when speaking to them to be sure that they understood a point, warning or clock stoppage.
- 5) **Keeping the action in the ring continuing.** If an injury or other commotion disrupts the ring, it is the Referee's responsibility to find a solution to the interruption and continue with the competition immediately. If this means moving the whole division to another ring, verify with the Tournament Director and proceed.
- 6) **Responsible for all draws for bys or delays.**
 - a) All divisions with uneven numbers of competitors, totaling more than three, in any round must draw for a "by". The winner of the draw is an automatic winner in that round. Competitors who have already won a by in a previous round, are not eligible to draw for another by, unless all the remaining competitors have already drawn a by also.
 - b) The first round of drawing for any division that requires a by or a delay will be drawn at the beginning of the tournament and will be the responsibility of the Tournament Director. All remaining draws are the responsibility of the Referee.
 - c) To determine the winner of a by, the Referee draws lines on a piece of paper, one shorter than the others, and numbered according to the remaining number of competitors. The Referee holds the paper so that the length of the lines is not visible and has each competitor choose a line. The competitor who chooses the shortest line has drawn the by for that round and the competition continues to the next round. The Scorekeeper notifies the Referee when each round has been completed. The Referee reviews the next round of competitors, if there is an even number, the competition continues; if the number is uneven and more than three, another by is drawn.
 - d) Whenever there are only three competitors remaining, all three must draw for a sparring position, whether or not they have drawn a by in a previous round. The two competitors who draw similar lines spar the first match. The third competitor has drawn a "delay" and spars the loser of the first match in the second match. If the loser of the first match loses again, he is third place and the winners of the first and second matches spar each other for first and second places. However, if the loser of the first match wins the second match, he is second place; the loser of the second match is third place and the winner of the first match is first place.

820.02 Judges have the responsibility of full attention to each match.

- 1) All Judges must be confident. Calls for points should be immediate and definite. Do not be afraid to admit a mistaken call and retract the flag before confirmation. Only call points that are clearly visible. If not seen, do not guess or assume that a technique was good or that it hit the proper target. No matter how good it sounded, it has to be clearly seen to be confirmed.
- 2) Judges have the right and responsibility to move along the two sides of the ring from their corner positions for better visibility, staying *outside* of the ring.
- 3) Any Judge may signal the Referee that an official's conference is necessary. The signal is both flags together circled above the head. An official's conference may be called to ask a question, clarify a call, make a suggestion, or register a complaint. For example, one Judge may think that the match is getting out of control and would like verification from the remaining Judges before he makes the suggestion that one and/or both opponents receive a warning for excessive contact or improper attitudes. Judges do not gather together for an official's conference; instead the Referee consults each individually.
- 4) Judges do not call for disqualification of a competitor; they report their visual observations to the Referee who then determines whether or not a disqualification is appropriate.

- 5) Judges make calls with flags as follows:
- a) Both flags snapped out signal the beginning of the action.
 - b) Red or white flag held out at arm's length designates a 1/2 point for the red or white competitor. (Red wears a sash in the back of his belt. White does not wear a sash.)
 - c) The red or white flag held straight up designates a full point for the red or white competitor.
 - d) Flags tapped on the floor signal that a competitor is out of bounds.
 - e) The red or white flag held upside down calls for a foul or rule infraction against the competitor.
 - f) Flags crossed in front of the face show that the Judge could not see.
 - g) Flags circled overhead request a conference. The Referee will stop time and confer with each Judge individually. The Referee announces the problem and the decision after any conference.
 - h) Flags held pointing toward each other and moving back and forth designate a clash of simultaneous techniques by both competitors; no score.
 - i) At the end of the match, the winning competitor's flags are snapped straight up as the Referee announces the winner and snapped down as the Referee removes the sash.

820.03 Legal Techniques

Hand Techniques:

straight punch (to body only);
knife hand, inward, outward and reverse;
hammer fist;
back fist.

Foot Techniques:

front kick (ball of the foot or heel weapon);
side kick;
roundhouse kick (ball of foot weapon only);
back kick;
crescent kicks, inward or outward;
hook kick;
ax kick;
twisting kick.

Aerial variations of all the above hand and foot techniques.

820.04 Target Areas:

- 1) front of the body from belt up, including the belt;
- 2) side of body from belt to armpit;
- 3) back of body, a six inch strip up the center of the back from the belt to the neck, (shoulder blades and kidneys are not targets.);
- 4) all of neck and head.

820.05 Points:

A legal technique lightly striking, not penetrating, a target area of the body, or pulled within four inches of striking the head or neck, not touching, and confirmed by a combination of at least three officials, is considered point-worthy. The confirmation can come from three of the corner Judges or from two corner Judges and the Referee. Point-worthy contact to the body must be light, not penetrating. All techniques to the head or neck must be pulled within four inches, never touching.

To pull, or control an attack, the arm or leg used to execute the technique must be bent when the weapon reaches the target area and must recoil to the chamber immediately. If the arm or leg had been fully extended, penetrating the body or touching the head, serious injury would have been the result. Thus, any technique executed with a fully extended arm or leg, will not be considered point-worthy, since the technique was not controlled and the full potential has already been expended. A special note on hook kicks and crescent kicks: they are point-worthy when pulled in front of the neck or head and are not point-worthy when pulled over the head or in front, back or side of the body; in this sentence, the word *pulled* is not interchangeable with the word *controlled*, all attacks must be controlled.

Only one point will be awarded for any number of combinations. Judges call all scoring techniques in a combination. The first technique in a combination that is confirmed by three officials earns the point, so aware Judges do not overlook second, third or fourth scoring techniques.

820.06 Point Value:

½ point is awarded for a point-worthy technique executed with one or both feet touching the ground. A full point is awarded for a point-worthy technique executed with both feet off the ground.

820.07 Illegal Techniques

- 1) striking opponent with elbows, knees, fingertips or palm heel;
- 2) straight punch toward the head or neck;
- 3) grabbing, or grappling with opponent;
- 4) any attack directed at a target below the belt;
- 5) any attack directed at arms or legs;
- 6) take downs;
- 7) blind techniques (kicking or punching without looking).

820.08 Grounds for Disqualification:

- 1) being overly aggressive or uncontrolled;
- 2) any contact to the head or neck;
- 3) faking an injury;
- 4) showing a lack of respect for tournament officials , including the Tournament Director;
- 5) repeatedly using illegal techniques;
- 6) excessive contact;
- 7) deliberately or negligently exposing self to injury.

820.09 Loss of Point:

- 1) For losing balance while executing a technique and falling of your own accord without immediate recovery. A combination of three officials must confirm the fall for a loss of ½ point. Judges do not ignore a fall; call it as you see it.
- 2) For receiving three warnings in a given match. ½ point is lost with the third warning and ½ point is lost for each warning following the third warning.

820.10 Warnings:

Warnings are given by the Referee at his or her discretion. Judges may suggest a warning be given but the Referee makes the final decision. A competitor can receive a warning for :

- 1) voluntarily running out of bounds;
- 2) using illegal techniques;
- 3) using excessive contact;
- 4) displaying a lack of respect for opponent or officials;
- 5) deliberately or negligently exposing self to injury.

- 820.11 Leg sweeps are permitted as balance sweeps but not for takedowns. Sweeps should be used only after most of the opponent's weight has been taken off the leg that is to be swept. The sweeper foot must be moving slowly when it makes contact with the opponents leg. Judges must be able to see a definite difference between a leg sweep and a kick to the leg, which is an illegal technique. It is up to the competitor to show that difference.
- 820.12 The match is won by the competitor with the most points at the end of two minutes, or by the competitor who scores three full points first.
- 820.13 If the score is tied at the end of regulation time, the competitors will go into overtime. The first competitor is to be awarded a ½ or full point will be the winner in "sudden victory". Overtime is not timed.
- 830.00 Hyung**
- 830.01 The Referee appoints five Judges and two Recorders from his ring. Judges cannot rotate or take breaks during a division of hyung or breaking.
- 830.02 The Referee designates seating for competitors and officials and verifies that recorders have the correct papers.
- 830.03 The Referee conducts hyung performance:
- 1) calls competitor's name from a list provided by the Tournament Director;
 - 2) gives attention command and requests the name of the hyung to be performed;
 - 3) announces hyung and commands "ready", (competitor should bow, step to ready position and ki-yup);
 - 4) commands to begin;
 - 5) when hyung has been completed, the Referee directs the competitor to kneel facing the Judges;
 - 6) when Judges appear ready, the Referee calls for a simultaneous show of scores;
 - 7) when the recording is complete, the Referee calls for removal of the scores and commands the competitor to stand, bow and return to the competitor's seating area.
- 830.04 Competitors each perform their pattern individually. They are allowed only one chance. If a competitor forgets his pattern and asks if he may "start over" the Referee may allow him to begin again, but he can only be evaluated on his first attempt.
- 830.05 Judges must concentrate on the competitor's performance at all times.
- 830.06 Evaluation of a hyung is based on five primary and five secondary guidelines.
- 1) **Stances:** correct and appropriate; good balance.
 - 2) **Chambers** for hands and feet: each technique beginning and ending with the correct chamber.
 - 3) **Power:** every block, every punch, every kick is strong and focused.
 - 4) **Technique:** correct and applied effectively.
 - 5) **Concentration:** eyes never leave the imaginary opponents.

830.07 The preceding guidelines are the major area of concern when evaluating a hyung. However, there are other guidelines to help a Judge make a decision when two or more competitors are very close in ability. These are as follows:

Congruity: harmoniousness; appropriateness; not jerky; unlike a robot.

Breath Control: a quote from Taekwondo by General Choi Hong Hi: "Students should also practice disguised breathing to conceal any outward sign of fatigue. An experienced fighter will certainly press an attack when he realizes his opponent is on the point of exhaustion." Since a hyung is a defense and attack situation against numerous opponents, disguised breathing should be of even greater importance.

Beginning and ending at the same point. If the pattern is not finished at the exact place where it started, re-evaluate each movement. Sometimes pivoting on the heel instead of on the ball of the foot makes a big difference in positioning. Generally, the pivot is on the ball of the foot.

Timing: one second is allowed for each movement of a hyung. That is, one second per step, giving the competitor time to move in a good, solid stance. The technique from the stance should be executed as quickly as possible and still maintain maximum power.

Showmanship: Best described as the ability to attract and hold the attention of a crowd. A Ki-yup may attract attention, but focus, intensity and realism are necessary for observers to see the involvement and to become involved in the performance of the pattern. Observers include Judges.

830.08 Instructors will give different priorities when teaching hyung. Two people taught the same hyung differently can still be judged fairly by evaluating the student on how well he performs what he has been taught.

830.09 At the end of the competition, the Recorders cross out the high and low scores of each competitor and add the remaining three scores to determine each competitor's total score. Adding in the crossed out high and low scores of tied competitors to break ties.

830.10 When the division has been completed, the Referee has competitors and Judges stand, bow to each other and bow to the Referee. The competitors are dismissed back to the designated seating area. Officials are informed of the next event, cautioned about tournament courtesy: not standing around blocking the spectator's view of other competition and not leaving the ring without the Referee's or Relief Judge's permission.

830.11 Referee returns completed papers to the Tournament Director and requests next assignment.

840.00 Breaking

840.01 Referee appoints five Judges, two Recorders and one Board Inspector for his ring. Judges cannot rotate or take breaks during a division of breaking.

840.02 Referee:

- 1) calls competitor's name from the list provided by the Tournament Director;
- 2) calls the next competitor to be on stand-by and ready to begin as soon as the first competitor is scored;
- 3) calls the competitor, asks what will be performed, the technique, how many boards, etc.. The Referee then notifies the Judges of the competitor's name and proposed technique. The competitor is allowed time to set up his material and practice. A word of caution: too much time taken "psyching up", setting up or practicing may become very boring to the audience, including the Judges;
- 4) helps arrange the breaking material so that all Judges can see clearly; it is preferable that Judges can see clearly while remaining seated instead of milling around for a better view;
- 5) Calls competitor to attention, competitor bows and proceeds with break. Competitors are allowed one attempt to complete the proposed technique. If they do not accomplish what they propose, their score will be determined accordingly, not to exceed one point. The "rule of thumb" is 10% of the score that would have been awarded for the completed break. Competitor's do not get a second chance to break, unless the Referee determines that the failure of the break was the fault of someone or something other than the competitor. This is a rare occurrence and is determined by the Referee alone. However, a problem with the holders or other distractions may be brought to the Referee's attention by other official's. (Never by the competitor.)
- 6) Competitor bows and kneels facing the Judges while the Judges determine the scores; Referee only, checks the boards after the break to verify the number broken. No one should finish breaking a cracked or partially broken board until the Referee has finished his examination.
- 7) When the Judges appear ready, the Referee calls for a simultaneous show of scores;
- 8) When recording is complete, the Referee calls for removal of scores, commands the competitor to stand, bow and be seated in the competitor waiting area.

840.03 Boards used for breaking must be 1x 12 inch pine or spruce cut into 10 inch lengths. The Board Inspector examines all the boards before each competitor sets up. Any extra materials attached to the boards must be replaceable without need of tools, i.e. tape and separators are permitted; nails and screws are not.

Competitors are limited to one breaking entry. One jump for any number of hand or foot techniques done before landing is considered one entry. Simultaneous hand and/or foot techniques must be in the air to be considered one entry. Follow-through techniques in the air or on the ground are considered one entry, i.e. breaking separated boards.

840.04 Competitors will be scored on a scale from 0 to 10 based on the following guidelines:

- 1) **Power:** determined by the number of boards and how they are held. More power is required to break three boards with a side kick when the boards are hand-held instead of braced in a board holder. More power is required to break three boards with a side kick when the boards are suspended rather than hand-held.
- 2) **Difficulty:** i.e., jumping higher, jumping farther, turning, turning while jumping, more turns per jump, more techniques per jump, direction changes, etc.
- 3) **Confidence:** competent exhibition of a well-practiced technique.
- 4) **Concentration:** visible and complimentary focus of mind and body.
- 5) **Technique:** clean and correct weapons in action.

840.05 When the division has been completed, the Referee has competitors and Judges stand, bow to each other and bow to the Referee. The competitors are dismissed. Officials are informed about the next event, cautioned about tournament courtesy: not standing around the ring in groups that block the spectator's view and not leaving the ring without the Referee's or Relief Judge's permission.

840.06 Referee returns completed papers to Tournament Director and requests next assignment.