

WTA East Coast Invitational Championship Guidelines and Competition Rules

Dividing Divisions: The Tournament Director has the option of dividing each belt division into further weight classes (light, middle, welter, etc.) depending on the number of competitors in each division or age groups. The maximum number of weight classes will be at the discretion of the tournament director. The sponsoring organization may also further divide belt classes (separate white and yellow belt competitors into separate divisions).

Combining Divisions: If the number of competitors for any one division is less than eight, the tournament Director has the option of combining age, belt and weight groups into a single group and assigning the divisions of novice, intermediate, advanced and Black.

Competitor Positioning. The referee, standing in the center of the ring, will call the competitors to take their place for competition. The Blue competitor shall always line up on the right side of the Referee as he faces the ring's scoring table.

Uniform Requirements

A. All contestants must wear a clean white dobok.

B. Black trim on the collar/lapel of the dobok is allowed for black belts only.

C. Athletes may wear a t-shirt underneath the dobok.

D. No Jewelry can be worn. Inappropriate or unsafe uniforms will not be allowed. No rolled sleeves will be allowed and the cuff of the sleeve must be no higher than one half of the distance between wrist and elbow. The cuff of the pant may not be rolled and must be no higher than one-half the distance between the ankle and knee. Uniforms must be neatly hemmed at the cuff of the sleeve and the pant leg. Uniform jacket may not be tucked into the pants.

E. All competitors must wear a belt appropriate to their rank with the knot of the belt in the front.

F. Junior black belts (15 years of age and younger) are permitted to wear "Poom belts" (half-red, half-black) as well as "Poom collars". All others must wear a solid Black Belt. Embroidery on belts is acceptable.

Officials' attire:

Option 1--Slacks, blazer and tie (or a suit), and athletic shoes.

Option 2-- A white dobok (uniform) and belt, athletic shoes, and identification lanyard (provided at Check-in).

Coaches' attire: A white dobok (uniform) and belt, athletic shoes, and identification lanyard (provided at Check-in).

Ring Personnel: The contest shall be conducted by one Center Referee and two "Roaming" Ring-Side Judges along with one or two Ring assistants managing the ring's electronic scoring and flow of paperwork.

Methods of Scoring

A. Forms: Individual Scored Forms- Competitors will perform their form one at a time with Ring Officials scoring each athlete with a numeric score.

B. Sparring: Bracketed, single elimination matches for divisions with 4 or more contestants. If a division has only 3 contestants, a double elimination match will be run.

C. A “bye” system shall be used which guarantees four semi-finalists. All byes shall be awarded during the first round of competition.

Situations Not Covered by Rules: If a situation is not covered by the Tournament rules, the Tournament Director or their appointee (the tournament rules arbitrator) will provide a ruling.

Protests

A. Filing a Protest. In case there is an objection to a decision; the appointed coach (and he/she alone) representing the athlete may file a written protest to the Tournament Arbitrator and/or Tournament Director, along with a fee of \$75 (cash only). The protest will be submitted on an official protest form. The appointed coach **MUST** inform the Referee of that match immediately following the match that it is their intent to protest the match. The written protest itself must be filed immediately and a decision made by officials as to whether the protest will be upheld or denied, so that the next match may begin as quickly as possible.

B. Deliberation Process.

1. After reviewing the protest application, the content of the protest must be arranged according to the criterion of “acceptable” or “unacceptable”.

2. If necessary, the arbiter can hear opinions from the Referee, Judges.

3. Videotapes **WILL NOT** be admitted as evidence to confirm or disconfirm the protest.

4. Errors in determining the match results: Mistakes in calculating the match score or misidentifying a contestant shall result in the decision being reversed.

5. Error in application of rules: When it is determined by the arbiter that the Referee made a clear error in applying the competition rules, the outcome of the error shall be corrected and the Referee shall be counseled.

6. Errors in factual judgment: When the arbiter decides that there was clearly an error in judging the facts such as impact of striking, severity of action or conduct, intentionality, timing of an act in relation to a declaration or area, the decision shall not be changed and the official(s) who have made the error shall be counseled.

7. The decision of the arbiter will be final and there will be no means of further appeal.

General Rules and Regulations for Point Sparring

Protective Equipment

A. Mandatory. All competitors must wear:

1. A mouth-guard
2. Full hand protectors - foam dipped/vinyl only.
3. Full foot protectors - foam dipped/vinyl only.
4. Full headgear including a padded top - foam dipped/vinyl only. Headgear that includes padding under and around the chin, or a face shield, **WILL NOT BE ALLOWED.**
5. Male competitors must also wear groin cup and supporter on the inside of the Dobok.
6. Safety equipment may not be taped for any reason.
7. Head, hand, and feet protectors can be any solid color.

B. Optional. Competitors may wear:

1. Cloth or foam shin, shin/instep protectors
2. Cloth or foam forearm guards
3. Foam dipped/vinyl breast (women) and foam dipped/vinyl rib protectors, at their discretion
4. All optional equipment must be worn under the dobok

NOTE: Only “sport” eyeglasses will be allowed in point sparring competition. Soft contacts are highly recommended.

C. Medical Tape. A maximum of two layers of tape is allowed except in the case of an injury. For an injury, tournament medical team should approve the minimum amount of tape that will protect the area. Under no circumstances will a hard splint or cast be allowed, no matter how small.

D. Drugs. The administration or use of any drugs (except antibiotics or other medically prescribed therapeutics), alcohol, stimulants, or injections in any part of the body, either before or during a match, to or by any contestant is absolutely prohibited. Any contestant violating these rules will be disqualified.

Compliance

If a competitor, upon being called to the center of the ring to compete, is found in violation of Protective Equipment and Personal Requirements that competitor will receive two minutes to come into compliance. If within that two minutes, the competitor returns to the center ready to compete, he/she will not receive a penalty and the match will begin. If he/she does not return to the center, ready to compete, an additional one minute count down will begin. If that competitor returns to the center within this additional one minute period, then the competitor will receive a kyong-go and the match will begin. If the competitor does not return within the total 3 minute grace period then that competitor will receive a Gam-jeom for each additional minute they delay the start of the match.

Duties of Officials (Referees, Judges) and Ring Table Personnel (Computer Operators)**A. The Center Referee shall:**

1. Make every effort to insure the safety of the competitors
2. Control the competition and manage the ring. Oversee the computer operator/scorekeeper
3. Physically inspect the competitors before the match
4. Give pre-competition instructions when necessary, declare the end of the match, and give warnings and commands such as “kal-yeo” (break) and “kye-sok” (continue)
5. Call penalties, qualifications and cast a vote for points as he/she sees fit
6. Stop the timekeeper’s clock when necessary
7. Independently state his/her opinion about decisions, penalties, warnings, and the winner when requested by the Tournament Arbitrator or Director.
8. The Referee may stop the match due to a mismatch. This can be done with or without consultation of the Corner Judges.
9. Verify that the recorded scores are correct prior to the awarding of the match
10. Present and discuss a Coaches Protest to the Tournament Arbitrator in the case of a protested match.

B. The Corner Judges shall:

1. Be positioned around the ring and assist the Referee as needed
2. Cast a vote for point through the use of the flag as each occurs
3. Offer an opinion on disqualification and minus points ONLY when asked by the Center Referee
4. Indicate by use of hand signal when face contact is made ONLY upon request of Center Referee

C. The Computer Operator(s) Shall Perform The Following Functions:

1. Shall follow instructions from the Referee to record penalties and keep time electronically
2. Shall be responsible for keeping the official time by starting and stopping the clock on the Referee’s orders, and for announcing the expiration of the official time period
3. **NOTE:** Although the Referee has not declared “keu-man”, the match shall be regarded as having ended when the prescribed time is over. Penalties and point(s) can be awarded after time as long as the penalty and point(s) occurred during regulation time.
4. Shall keep a record of the results of each contest (win, loss)

Referee Stops Contest (RSC)

The Referee may stop any match under the following circumstances:

- A.** When the Referee or tournament physician determines that a contestant should not continue.
- B.** When the contestant's coach throws in a towel to stop the fight.
- C.** When a contestant protests a Referee's call and does not continue the contest at the Referee's command within one minute.
- D.** When the Referee declares a mismatch.

Procedures for Suspending a Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, or for an injury such as accidental falling or an injury from a prohibited act.

A. To suspend a match for any reason other than injury the Referee shall:

1. Declare "Kal-yeo" to stop the competitor action.
2. Order the scorekeeper to suspend the time by declaring "Shi-gan" (non-injury timeout) using the proper hand signal.

B. To suspend a match for injury the Referee shall:

1. Declare "Kal-yeo" to stop the competitor action
2. Order the timekeeper to suspend match time and start injury time by pointing to the scorekeeper with the right fist, the index finger extended, at a 45 degree angle and declaring "Kye-shi" (injury timeout).
3. Allow the injured competitor to receive first aid.
4. Confer with the medical staff to make a determination as to whether or not the match should continue.

C. If the injured competitor cannot continue the match, the Referee shall:

1. Declare the injured competitor the loser if the injury was not the result of an illegal attack or an attack to an illegal target.
2. Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor
3. Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a penalty
4. Declare a winner based on the score before the injury if both contestants are injured and cannot continue.
5. May consult with the Judges and/or tournament arbitrator to make a decision.

Awarding Points

A majority of the officials must concur for a point(s) to be awarded. If necessary, the center referee may call a time out ("shi-gan") to confer with the corner officials so as to award the

correct score, if any. An example of this would be two officials calling points, however, one official calls for one point and the other official calls for two points.

Duration of Competition

A. Colored Belt Rounds. All colored belt matches shall consist of one 2 minute round.

B. Black Belt Rounds. All Black belt matches shall consist of one 2 minute round.

C. Rest Time between Semi-Final & Final Match. The 2 Competitors losing in the Semi-Finals will Spar for 3rd Place before the final match is ran. There will be a 2 minute rest period before the match determining 3rd Place is ran.

Authorized Implements for Scoring Points

A. Hand. Closed fist (fore-fist [straight or hooking] and back-fist), knife-hand, ridge-hand, and hammer-fist. All other hand techniques will be considered unauthorized and the proper penalty will be assessed.

B. Foot. Any part of the foot below the ankle

Authorized Areas for Scoring Points

A. Head Area. Only that area of the head protected by the headgear shall be considered a legal target area including that area of the forehead covered by the gear. The face area shall NOT be a target area!

B. Body Area. Includes the front and sides of the trunk above the belt and below the neck.

Illegal Target Areas: Illegal target areas include:

A. The face area

B. The neck and throat

C. The back, including the kidney area

D. The groin

E. The joints

F. The legs

Points (Valid Scores)

A. One point shall be awarded for any valid hand or foot technique executed to the legal body area.

B. One point shall be awarded for any valid hand technique executed to the legal head area.

C. Two points shall be awarded for any valid foot technique executed to the legal head area. For head techniques to be awarded a point or points, the contact must be light. Contact to the legal scoring area of the body must be light to moderate. A majority of the Judges and Referee **must** also concur that a valid point was indeed scored.

In the Event of a Tie Score

- A. If at the end of regulation time the score is tied, the competitors shall continue the match in a “Tie-breaker” round to determine the winner. The tiebreaker round will continue until the first full-point net-change in score is obtained.
- B. This may occur through actual scoring or penalties.

Prohibited Acts

- A. The Referee shall declare penalties on any prohibited acts.
- B. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.
- C. Penalties are divided into Kyong-go (1/2 point) and Gam-jeom (full point) penalties.
- D. Two Kyong-go’s shall be counted as a one-point penalty. The last odd kyong-go shall not be counted in the grand total.
- E. A Gam-jeom shall be counted as a one-point penalty. All Gam-jeom’s are counted in the grand total.
- F. **Joo-eui** (*Verbal Warning*)
 - 1. Only one Joo-eui per infraction, per match, per competitor.
 - 2. A Joo-eui does not affect points, but a “Kyong-go” must be given in the event the athlete repeats the same act during the match. Therefore, if an official gives a Joo-eui for falling down, he must give a Kyong-go if the athlete falls again and it is not the result of a knockdown or the result of being pushed down by the other athlete.
 - 3. Joo-eui’s are only given for prohibited acts related to Kyong-go’s and never for Gam-jeom’s.

G. Kyong-go Penalties (Half-Point Penalties).

- 1. Evading by turning the back to the opponent
- 2. Intentionally Falling down
- 3. Avoiding the match
- 4. Grabbing, holding or pushing the opponent
- 5. Pretending injury
- 6. Crossing the boundary line with both feet
- 7. Uttering undesirable remarks or misconduct

H. Gam-jeom Penalties (Full Point Penalties)

- 1. Attacking the opponent after “Kal-yeo”
- 2. Throwing down the opponent by grappling the opponent’s attacking foot in the air with the arm or by pushing the opponent with the hand

3. Making contact with an unauthorized implement
 4. Making non-incident contact to an unauthorized area
 5. Excessive contact (may also result in disqualification)
 6. Interrupting the progress of the match on the part of the contestant or coach
 7. Attacking the fallen opponent
 8. Uncontrolled Attack
 9. Violent or extreme remarks or behavior on the part of the contestant or coach
- I.** When a contestant intentionally refuses to comply with the competition rules or the Referee's order, the Referee may declare the contestant the loser by disqualification.
- J.** Any combination of half point or full point penalties, which brings the total of full penalty points to three (3), shall cause that competitor to be declared the loser.
- K. Automatic Disqualification**
1. Injuring the opponent's face or neck*
 2. Injuring the opponent by a malicious or excessive attack**
 3. Injuring and/or rendering an opponent unable to continue by using an unauthorized attacking implement or by attack to an unauthorized area
 4. Significant unsportsman-like conduct on the part of the contestant or coach

** Drawing blood does NOT automatically infer that the attack was excessive or malicious, or that the face or neck was, indeed, injured.*

*** The Referee, with or without the consensus of the Judges, shall determine if the attack was malicious or excessive.*

General Rules and Regulations for Forms/Patterns Competition

Large divisions may be divided (by the tournament director or staging personnel) into two or more divisions according to age or rank.

Scoring: Scores will be awarded on the basis of beauty, grace, rhythm, focus, power, and technique.

Judging Procedure.

A. Three Officials shall be seated in the front of the scorer's table, with the Ring Referee sitting in the middle chair.

B. The first three competitors will complete their forms before their scores are decided. This is done to set a "baseline" score for the division.

C. Points shall be awarded on a scale of 6.0 to 9.9 in tenth of point (.1) increments, 6.0 being the lowest score awarded for a completed pattern. 7.5 shall be the score awarded by an Official for what that Official deems to be an average (grade of "C") performance for that age and rank division in which the player.

A score of 6.0 to 6.9 indicates a grade of "D" (below average).

A score of 7.0 to 7.9 indicates a grade of "C" (average to good).

A score of 8.0 to 8.9 indicates a grade of "B" (very-good to excellent).

A score of 9.0 to 9.9 indicates a grade of "A" (outstanding to near perfect).

D. Anyone under Black Belt may begin a pattern a second time with a two-tenths (.2) deduction from the total score. This deduction is assessed by the ring's scorekeeper, *not* each individual Judge's score. Black Belts will not be allowed a second chance.

E. In the case of a tie, both competitors shall repeat their form/pattern individually (competitors may choose to do a different form/pattern, but are not required to do so). Once both competitors have finished, they will both be called to the center of the ring and the winner will be determined by a show of hands on the Referees command, "Judges Call!"

Forms/Patterns Can Not Be Altered or Modified. Do not add or leave out kicks or movements. Doing so can result in disqualification.

Proper Protocol for Athlete Introduction to Referee.

A. When a player is called to perform his/her form, they will approach the Referee in order to give their name and the name of their form.

B. Players should not give their school name or instructor's name.

C. Black Belt competitors are also required to state their current rank.

Official Forms/Patterns By Rank & Style

Divisions	ITF	WTF	TSD/MDK
Novice White, Yellow Orange	Chon-Ji Dan-Gun Do-San	Pal Gwe 1-2 Taeguk 1-2	Ki-Cho (KiBon) 1-3 Pyung-An/Pinan 1 Basic Form 1-3
Intermediate Green Purple Blue	Won-Hyo Yul Gok Joong-Gun Toi-Gye	Pal Gwe 2-6 Taeguk 2-6	Ki-Cho (Ki Bon) 3 Pyung-An/Pinan 1-4
Advanced Red, Brown, Red/Black (non-“poom” Belt)	Toi-Gye Hwa-Rang Choong-Moo	Pal Gwe 6-8 Taeguk 6-8	Pyung-An/Pinan 4-5 Passai (Bassai)
1st Dan	Kwang-Gae, Po-Eun Ge-Baek	Koryo	Jin Do Jit-Te
2nd Dan	Eui-Am Choon-Jang Ko-Dang, Juche	Keumgang	Ro-Hai
3rd Dan	Sam-Il, Yoo-Sin Choi-Yong	Taebaek	Kong San Kun
4th Dan	Yon-Gae, Ul-Ji Moon-Moo	Pyongwon	Wan Shu
5th Dan	So-San Se-Jong	Sip Jin	Ji-On
6th Dan	Tong-Il	Jitae	O Sip Sa Bo Tae Guik Kwon
7th Dan		Chonkwon	Sei-Shan So Rim Jang Kwon
8th Dan		Hansu	Sip Soo
9th Dan		Ilyeo	

General Rules and Regulations for Continuous Sparring

Only open to Advanced Level/Rank and Black Belt Level/Rank competitors (Brown, Red, Black, or any combination of these colors; example: a half black and half red belt, a brown belt with a black stripe running through the middle of it.)

Protective Equipment: Same as Point Sparring

Compliance: Same as Point Sparring

Duration of Competition: All matches shall consist of two non-stop 90-second rounds with a 30-second rest between rounds.

Rest Time between Semi-Final and Final Match: Competitors shall be allowed at least two-minutes rest before the semi-final (match for 3rd and fourth Place) and before the final match (for 1st and 2nd Place).

Awarding Points:

Officials will keep score using “Scoring controllers”. A majority of officials must score a one-point or two-point score within $\frac{1}{4}$ of a second of each other in order for a score to register on the scoring screen. A majority of the officials must concur for a point(s) to be awarded.

If necessary, the center referee may call a time out (“shi-gan”) to confer with the corner officials so as to award the correct score due to a button error. (for example, a corner official mistakenly pressed the single point button for a kick to the head instead of the 2 point button.)

If there is a legal attack to the head area and two-points are not scored, any of the officials or coaches may ask for confirmation of the head kick. The Referee shall gather the Judges to ask for statements. After discussion, the Referee will add the point if it is confirmed by the corner judges.

Points (Valid Scores)

- A.** One point shall be awarded for any valid hand or foot technique executed to the legal body area.
- B.** One point shall be awarded for any valid hand technique executed to the legal head area.
- C.** Two points shall be awarded for any valid foot technique executed to the legal head area. For head techniques to be awarded a point or points, the contact must be light. Contact to the legal scoring area of the body must be light to moderate. A majority of the Judges and Referee **must** also concur that a valid point was indeed scored.

Duties of Officials (Referees, Judges, and Computer Operators)

- A.** The Referee shall:
 1. Control the competition
 2. Physically inspect the competitors before the match
 3. Give pre-competition instructions when necessary, declare the beginning and the end of the match, and give warnings and commands such as kal-yeo (break) and kye-sok (continue)

4. Announce penalties and disqualifications and verbally announce invalid scores.
5. Make every effort to ensure the safety of the competitor
6. Stop the timekeeper's clock when necessary
7. Independently state his/her opinion about decisions, penalties, warnings, and the winner, when requested by the Tournament Director or Arbitrator.
8. The Referee may stop the match due to a mismatch. This can be done with or without consultation of the Tournament Director or Arbitrator.
9. When using paper scoring, collect the scorecards from the Judges and submit them to the Team Leader at the end of each round

B. The Judges shall:

1. Be positioned in an equilateral triangle, one on each front corner and one between the two remaining corners
2. Record points, warnings, infractions, and disqualifications on the scorecard if using paper scoring. Score point with controllers when using electronic scoring
3. Deliver the completed scorecard to the Referee following the end of each round if using paper scoring.
4. State their opinions forthrightly when requested by the Referee or Tournament Director or Arbitrator.

C. The Computer Operator shall:

1. Follow instructions from the Referee to record penalties and keep time electronically.
2. Be responsible for keeping the official time by starting and stopping the clock on the Referee's orders, and for announcing the expiration of the official time period
3. NOTE: Although the Referee has not declared keu-man, the match shall be regarded as having ended when the prescribed time is over. Penalties and point(s) can be awarded after time as long as the penalty and point(s) occurred during regulation time.
4. Keep a record of the results of each contest (win, loss).

Referee Stops Contest (RSC)

The Referee may stop any match under the following circumstances:

- A.** When the Referee or tournament physician determines that a contestant should not continue.
- B.** When the contestant's coach throws in a towel to stop the fight.
- C.** When a contestant protests a Referee's call and does not continue the contest at the Referee's command within one minute.
- D.** When the Referee declares a mismatch.

Procedures for Suspending a Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, or for an injury such as accidental falling or an injury from a prohibited act.

A. To suspend a match for any reason other than injury the Referee shall:

1. Declare “Kal-yeo” to stop the competitor action.
2. Order the scorekeeper to suspend the time by declaring “Shi-gan” (non-injury timeout) using the proper hand signal.

B. To suspend a match for injury the Referee shall:

1. Declare “Kal-yeo” to stop the competitor action
2. Order the timekeeper to suspend match time and start injury time by pointing to the scorekeeper with the right fist, the index finger extended, at a 45 degree angle and declaring “Kye-shi” (injury timeout).
3. Allow the injured competitor to receive first aid.
4. Confer with the medical staff to make a determination as to whether or not the match should continue.

C. If the injured competitor cannot continue the match, the Referee shall:

1. Declare the injured competitor the loser if the injury was not the result of an illegal attack or an attack to an illegal target.
2. Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor
3. Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a penalty
4. Declare a winner based on the score before the injury if both contestants are injured and cannot continue.
5. May consult with the Judges and/or tournament arbitrator to make a decision.

Authorized Implements for Scoring Points: Same as Point Sparring

Authorized Areas for Scoring Points: Same as Point Sparring

Illegal Target Areas: Same as Point Sparring

In the Event of a Tie Score: Same as Point Sparring

Prohibited Acts: Same as Point Sparring

Infractions: Same as Point Sparring

Automatic Disqualification: Same as Point Sparring

General Rules and Regulations for Weapons Form Competition

Large divisions may be divided (by the tournament director or staging personnel) into two or more divisions according to age or rank.

Scoring: Scores will be awarded on the basis of weapon handling and dexterity, beauty, grace, rhythm, focus, power, and technique.

Judging Procedure.

A. Three Officials shall be seated in the front of the scorer's table, with the Ring Referee sitting in the middle chair.

B. The first three competitors will complete their forms before their scores are decided. This is done to set a "baseline" score for the division.

C. Points shall be awarded on a scale of 6.0 to 9.9 in tenth of point (.1) increments, 6.0 being the lowest score awarded for a completed pattern. 7.5 shall be the score awarded by an Official for what that Official deems to be an average (grade of "C") performance for that age and rank division in which the player.

A score of 6.0 to 6.9 indicates a grade of "D" (below average).

A score of 7.0 to 7.9 indicates a grade of "C" (average to good).

A score of 8.0 to 8.9 indicates a grade of "B" (very-good to excellent).

A score of 9.0 to 9.9 indicates a grade of "A"(outstanding to near perfect).

D. Anyone under Black Belt may begin a pattern a second time with a two-tenths (.2) deduction from the total score. This deduction is assessed by the ring's scorekeeper, *not* each individual Judge's score. Black Belts will not be allowed a second chance.

E. If a colored belt drops their weapon while performing, they may begin the pattern a second time with a two-tenths (.2) deduction from the total score. This deduction is assessed by the ring's scorekeeper, *not* each individual Judge's score. Black Belts will not be allowed a second chance.

F. In the case of a tie, both competitors shall repeat their form/pattern individually (competitors may choose to do a different form/pattern, but are not required to do so). Once both competitors have finished, they will both be called to the center of the ring and the winner will be determined by a show of hands on the Referees command, "Judges Call!"

Proper Protocol for Athlete Introduction to Referee.

A. When a player is called to perform his/her form, they will approach the Referee in order to give *their name and the name of their form*. ***Players should not give their school name or instructor's name.***

B. Black Belt competitors are also required to state their current rank.

APPENDIX

Official Signals and Language for Point and Continuous Sparring.

Officials shall use authorized gestures and terminology, as indicated below during the competition.

A. Referee

Before the Match

1. Calling the Competitors: The Referee stands at his mark in the ring, with both arms bent at the elbow at a 45 degree angle and the index fingers extended. He then calls the competitors to their marks by saying “ Chung” (blue) and pointing the right index finger down to a 45 degree angle and slightly forward towards the athlete’s mark in the ring, and then repeating the same procedure with the left hand for “ Hong” (red).

2. Competitor’s Entry into the Ring. Competitors will enter the ring ready to compete, wearing all the required safety gear.

3. Bowing in the Competitors : The Referee will come to attention and say “Face Me”, at which point both competitors will turn and face the referee. The referee will then say “Char-yeot” (attention), to indicate that the competitors should come to attention. Next the referee will say “Kyeong-rye” (bow) to indicate that he and the competitors should bow to each other. The Referee will then say “face each other”, raise both arms, triceps parallel to the floor and at eye level), hands open (palms facing inward) and forearms bent vertically at the elbows and say “Char-yeot” (attention), to indicate that the competitors should come to attention. The Referee will then extend the palms downward and parallel to the floor at chest level while saying “Kyeong-rye” (bow) to indicate that the competitors should bow to one another.

4. Examine the Competitors: The Referee shall then physically examine the two competitors (blue first) to insure that all the requirements have been followed.

To Start the Match: The Referee shall then assume a short front stance, left foot forward, and execute a chest level right knife hand downward strike between the opponents while commanding, “Joon-bi” (ready). The Referee shall Then say “Shi-Jak” (Begin) returning the knife-hand strike upward again.

To Temporarily Halt the Match: The Referee shall say “Kal-yeo” (break) while extending the right hand in a sharp, shoulder-level knife-hand downward strike between the opponents while standing in a left foot forward walking stance.

To temporarily halt the match for a Point Call (Point Sparring Only)

1. The Referee shall say “Kal-yeo” (break). Both competitors will automatically return to their starting position. Standing between them with both arms parallel to the floor, palms down and fingertips touching, the Referee will command “Judges Call”.

2. Upon his own command for “Judges Call” the Referee shall indicate his vote for point by extending the appropriate arm, with the palm up, in the direction of the contestant who he/she thinks scored a valid point.

3. Judges must indicate by use of flags whether a point (s) was scored and by which player.

4. Upon verification that a point(s) was/were scored, the Referee will, using the arm nearest the competitor scoring the point(s), bend the elbow and extend the index finger towards the Ring's Score Table, announcing the player's color, either "Red" or "Blue".. Using the same arm, he/she will extend either one or two fingers towards the competitor and announce the number of points to be awarded, "one point" or "two points".

To Award a Warning for a minor infraction:

1. The Referee shall break the competitors with the "Kal-yeo" command at the spot where the violation took place, immediately turn to the Score Table and crossing his/her index fingers call "Shi-gan" (non-injury time-out) to temporarily stop time.
2. He/she will then face the perpetrator of the offense, explain the minor infraction, and give a verbal warning that the next instance of this infraction will result in a penalty for the competitor.

To Award a Kyong-go (Half-Point Penalty):

1. The Referee shall break the competitors with the "Kal-yeo" command at the spot where the violation took place and then turn to the Score Table and crossing his/her index fingers call "Shi-gan" (non-injury time-out) to temporarily stop time.
2. Next, the Referee will face the perpetrator of the offense point to the perpetrator's forehead and acknowledge them as either Red or Blue. Next he/she will place his/her right fist, forefinger extended to his/her left shoulder and then point at the forehead of the pertinent contestant, with the arm fully extended and declare "Kyong-go" (Half-Point Penalty).

To Award a Gam-jeom (Full Point Penalty):

1. The Referee shall break the competitors with the "Kal-yeo" Command at the spot where the violation took place and then turn to the Score Table and crossing his/her index fingers call "Shi-gan" (non-injury time-out) to temporarily stop time
2. Next, the Referee will face the perpetrator of the offense and point to the perpetrator's forehead with his/her right hand, extending the interior of the arm to 135 degrees and acknowledge them with either "Blue" or "Red".
3. Still facing the perpetrator, the Referee will drop the hand down to his/her side, close the fist and then vertically raise his/her fist, forefinger extended, and declare "Gam-jeom"(Full-Point Penalty).

To Continue the Match: The Referee shall say "Kye-sok" (continue) while striking sharply downward from the ear with a right knife-hand and returning upward again.

To Reverse or change a Violation Call: *In the event that a referee must reverse or change a violation call,* the Referee shall turn to the Score Table and crossing his/her index fingers call "Shi-gan" (non-injury time-out) to temporarily stop time. He will then approach the score table and indicate to the scorekeeper to reverse or change the incorrect violation and access the proper point deduction, if any.

To End the Match : The Referee shall say "Keu-man" (stop) and command the competitors return to the starting position. The Referee will bow out the competitors following the same procedure outlined to bow them in.

To Award the Winner: Still standing between the two competitors and facing the score table, the referee will bring the right knife-hand to his/her left shoulder, and then extend the knife-hand to the Blue players forehead and declare “ Chung Sung” if Blue is the winner. If Red is the winner, follow the same procedure with the left hand and declare “ Hong Sung”.

To Award the Medal Places: At the end of the competition, the Referee will line up the top 3 place winners by calling the names of the winners from 1st place to 3rd Place indicating where they should stand. The Referee will then announce the places starting with 3rd place and ending with 1st place while extending the appropriate number of fingers over the competitors head to indicate the place they won.

B. Corner Judges:

To temporarily halt the match for a Point Call: Point Sparring Only:

The Judge shall “Ki-hap” (yell) loudly while extending his/her flag to a position parallel to the floor at chest level. This signifies the intent to score a point if called to do so. Any Judge who sees a point should ki-hap and extend his/her flag to a position parallel to the floor at chest level regardless of the number of other officials who do so.

To Make a Call: Point Sparring Only: The Judge that has presented their flag, signifying the intent to score a point(s), will upon the referee’s command “Judges Call”, flip the flag perpendicular to the floor. The color of the flag corresponding to the player that the judge feels scored the point(s) will be pointed upward.

1. To award one point the judge will flip the appropriate color flag perpendicular to the floor upon the Referee’s command “Judges Call”.
2. To award two points the judge will flip the appropriate color flag perpendicular to the floor while raising a hand high above the shoulder and extending two fingers upon the Referee’s command “Judges Call”.

To Confer with the Referee: The Judge shall Ki-hap loudly to gain the Referee’s attention.

Belt Color Divisions. All age divisions shall consist of the following belt divisions:

Division Belt Colors

Novice White, Yellow Gold, & Orange Belts
 Intermediate Green, Blue, & Purple Belts
 Advanced Red, Brown & Red/Black (non-Poom)
 Black Belt Poom Belts (Red/Black) & 1st Dan and up