

ITF – Team Championships. competition rules

Article 1

Purpose

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

Article 2

Application

These are to be applied at International Team Championships. They apply to all competitors, colour and Black Belts, male and female except where stated otherwise.

Article 3

Officials

The Juries, Referees and Judges, will be selected according to the rules of certified Umpires.

Article 4

Duties

One (1) Jury President will be seated at the Jury table, and will be responsible for decisions as written in the Umpire rules.

There may be additional Umpires seated at the table to help with time keeping and scoring.

One (1) Center Referee will be in the square to control the match.

Three (3) There will be a minimum of 3 Judges for patterns will be seated in a line facing the competition.

Four (4) Judges for sparring will be seated at the four corners of the square. They will give points in accordance with their judgement.

Three (3) Judges for Special Technique and Power Test will signal if the technique or break is successful.

Article 5

Competitors

Junior competitors must be 12 to 17 years old on the 1st January in the year that championships are held and may compete in the divisions laid down in the following rules..

Senior competitors must be 18 years old or above on the 1st January in the year the championships are held and compete in the divisions laid down in the following rules

All Competitors must present their current ITF certificates or passports to check the year of birth. Competitors in all divisions must be healthy and registered with their National Associations. T

The age of the competitor on the 1st January in the year of the championships will determine which age group they compete in.





Article 6 Unifrom

Officials will wear the dress requirements as laid down in the I.T.F. Umpires rules.

Competitors, while competing must wear TKD dobok with badges officially approved by the I.T.F. The black belt must be of the official dimensions and must indicate the competitor's degree. The country name must be worn on the back part of the dobok above belt level at all times. Female competitors may wear a white T-shirt under the dobok jacket.

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

For opening and closing ceremonies countries may wear the official ITF dobok or the official country training suit, but all team members should be dressed the same. No participant in the parade is permitted to carry cameras, flags, banners, etc. other than those authorized, on the field during the opening and closing ceremonies. Any participant committing a breach of the above regulations, will be liable to sanctions.

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

Sponsorship is allowed on the right or left sleeve measuring 5 x 8 cm.

Article 7 Safety Equipment and protective wear

- a. Competitors must wear: i.) Red or blue coloured hand and feet safety equipment of an approved type. ii.) Groin guards must be worn inside the dobok trousers. iii) Mouth Guard. iv) Head Guard.
- b. Competitors may optionally wear: i.) Shin protectors. ii.) Breast protectors (must be worn INSIDE the dobok jacket) (female only)

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

- c. No other protective or safety equipment may be worn, except in special circumstances with the approval of the Tournament Committee.
- d. All competitors with injuries which require bandaging or strapping of any kind must satisfy the Tournament doctor of their need, and obtain approval of type before performing i.e. no pins or hard material can be worn, neither can bandaging give extra support so that it constitutes an advantage to that competitor. e. No jewellery, watches or other adornments may be worn, hair may be kept in place using a material of a soft elastic nature only, no grips or slides are allowed.

Article 8 Medical Attention

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





Article 9

Injury liability and insurance - competitors

All competitors must be in possession of Insurance coverage as the host is not responsible for any eventuality and/or injury.

Article 10

Insurance - for event

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

Article 11

Square

Square size will be 8x8 meters floor space. A jig saw - padding floor must be used at all times. When the square is elevated then the elevations must be at least two (2) meters greater in size than the square. Elevations may be from 50 cm to 100 centimeters. Lighting must not be lower than five (5) meters above the ground. The official Jury table is in front of the square.

Article 12

Result recording

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

Article 13

Delegates

A delegate of the individual or team should be a senior member or head coach. A delegate registers the competitors, submits the documents, lodges complaints and co-operates with the other officials at the competition.

Article 14

Coaches

For individual or team competition there must be only one (1) coach close to the square. During the tournament, coaches must wear a training suit, gymnastic shoes and carry a towel. They will be seated at least one (1) meter away from the square. They must not interfere in the competition by action or words. They are the only ones allowed to present an official protest. Failure to abide by the above mentioned rules may render the coach liable to be disqualified from his advisory position.





Article 16

Official Terminology

Cha Ryot - Attention
Kyong - Ye Bow
Jun Bi - Ready
Shijak - Begin
Haechyo - Separate
Gaesok - Continue
Goman - End
Ju Ui - Warning
Gam Jum - Deducting Points
Sil Kyuk - Disqualification
Hong - Red
Chong - Blue

Article 17

Division of competition

Competition is divided into Team matches and will be decided by the pyramid tournament system.

Article 18

Draw for order of competing

Each draw will be automated after the closing date and will be available before the competition. Teams from each country will be kept at separate ends of the draw wherever possible. None of the competitors or teams can win 2 rounds one after another without competing unless it is due to the withdrawal of their opponent due to previous injury. Byes will be decided by the computer.

Article 19

Announcements

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





Article 20

Equipment check

Competitors dobok and/or equipment check will take place outside of the square to ensure that they are of an officially approved type and that they are not defective. Should any item(s) not be satisfactory then they must be changed. The competitor/team has a maximum of three (3) minutes to change what is requested, following which he/she/they will be disqualified and the match points awarded to the opponent where appropriate.

Article 21

Courtesy

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

Article 22

Team Championship Medal Awards

There will be medal awards for 1st, 2nd and joint 3rd teams in all events. Colour Belt and Black Belt Teams, Males and Females will compete separately. All members of the team (including 4th member) will receive an award.

There will be over all trophies presented to the team to achieve the most points over all disciplines. There will only be one trophy awarded to each "Overall Team Champions"
Each Team will get 3 points for a GOLD, 2 for a SILVER and 1 point for a BRONZE award.





Team Pattern

Article 23 Regulations

The pyramid system of elimination will be used.

Each Team will do one (1) Optional Pattern and one (1) Designated Pattern.

From the second round of the draw a coin will be tossed to decide which team goes first. The winning coach of the toss decides which team performs as first. The judges will choose the better one to go forward to the next round.

Article 24 Performance

Each Team (three (3) competitors) must perform together one (1) optional and one (1) designated pattern (***the Designated Pattern shall be of the level of the lowest team member or below. ie 4th Kup can be given from Chon Ji – Joong Gun.***)

They may line up in any format they choose and team members may perform movements individually, or together, as they choose, but it must be seen to be teamwork. For example: one team member may not perform moves of the Pattern on his own without the other team members following in unison.

Article 25 Decisions

Each Judge will indicate their decision on the command of the Centre Referee, decision can be either Red, Blue or Draw.

When the majority of judges give a decision in favor of one team then that team is the winner. In the event of a tie then another designated Pattern must be performed, until the winner is decided.





Team Sparring

Article 26 Regulations

The pyramid system of elimination will be used except when there are only 3 teams a "Round Robin" will be used. Each Team will be wearing Red or Blue coloured bibs.

Rounds are 3 minutes long and each member of the three (3) man team must fight in each round.

A coin will be tossed between the two (2) coaches. The winning coach of the toss decides which team sends its first competitor into the ring. The teams must then alternate.

At the command of the Centre Referee the competitors bow in turn to the Jury table and then to each other. The Centre Referee will then start the Sparring with the command "SHI-JAK" and the competitors continue to spar until the Referee issues the command "HAECHYO". At this point the competitors cease to spar and remain where they are until restarted. On completion of time an audible signal will warn the Centre Referee, but the bout only ends on the final comment "GOMAN" by the Centre Referee. The reverse for bowing will ensure and the result will be declared. If a competitor leaves the square they must re-start one (1) meters inside the square.

Article 27 Target area

Head at the front and sides but not at the back.

Trunk of the body from neck to navel vertically and from a line drawn from the armpit vertically down to the waist on each side (that is frontal area only, excluding the back).

Article 28 Point award

One (1) point will be awarded for: Hand attack directed to mid or high section.
Flying hand attack directed to mid or high section

Two (2) points will be awarded for: Foot attack directed to mid section. Jumping or flying kick directed to mid section.

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

Article 29 Scoring procedure

In competition a technique is valid when:

it is executed correctly.

It is dynamic, that is to say it is delivered with strength, purpose, rapidity and precision.

It is controlled on the target.





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Article 30

Warnings

Warnings will be assigned for the following offences:

Attack to an illegal target.

Stepping completely out of the ring (both feet).

Falling down, whether intentional or not (this means any part of the body, other than the feet, touching the ground).

Holding/grabbing/pushing.

Leg Sweeping.

Faking a blow, pretending to be injured to gain an advantage.

Intentionally avoiding sparring.

Pretending to have scored a point by raising the arm.

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

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

Article 31

Fouls

Fouls will be assigned for the following offences:

One point will be deducted for the following offences:

Loss of temper.

Insulting an opponent in any way.

Biting, scratching.

Attacking with the knee, elbow or forehead.

Attacking a fallen opponent.

Attack to an illegal target with contact.

Excessive Contact.

N.B.: Each Foul awarded is an automatic point deduction

Article 32

Disqualification

Students will be disqualified for the following offences:

Misconduct against officials or ignoring instructions.

Heavy contact.

Committing three (3) fouls.

Any competitor being under influence of alcoholic beverages or drugs.

If a Competitor is disqualified then the decision goes to the opponent. The Disqualified student can't be used in further Sparring bouts.





Article 33

Injury

When a competitor is injured, the Centre Referee must stop the match and call the Doctor. The Doctor must diagnose and decide within two (2) minutes about the match and competition continuation. A total of four (4) minutes is allowed to treat the wounds.

When a competitor cannot fight on because of Doctor's decision:

he/she is the winner if his opponent is responsible;

he/she is the loser if his opponent is not responsible.

An injured competitor that is unfit to fight, cannot fight again in a later bout. A competitor that refuses to accept the Doctor's decision will be disqualified and taken out of the competition.

If two competitors injure themselves at the same time and both are unfit to fight, according to the Doctor's decision, the winner is the contender that has more scored points at that moment. If the competitors are even, the Ring Council will decide about the bout.

Article 34

Decisions

Four (4) Judge will score each fight, at the end of the bout the winner will be the one with most points after fouls and warnings are deducted. The Jury President will then indicate the winner of the bout.

When three (3) or four (4) corner referees give a decision in favor of one competitor then that competitor is the winner and **two (2) points will be added to the team score.**

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

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

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

When all three (3) bouts are finished and the result is a draw then each coach will select one (1) competitor to spar an extra bout of two (2) minutes. The team whose competitor wins this bout will be the winner.

If at this time it results in a further draw then the first scored point will decide who is the winner.

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





Team Power

Article 35 Procedure

Team Power – All three (3) Members line up at the Power Machines at the same time. They all get a chance to adjust the holder, measure and start in guarding block. On a signal all 3 techniques are performed simultaneously.

In power breaking it is permitted to make one step forward, to slide, or to skip, an L-stance forearm guarding block ready posture must be adopted before and after each attempt to break the board(s).

Referees may disallow an attempt for failure to maintain the following:

Correct balance and posture throughout technique.

Correct attacking tool in the correct manner.

Referees must examine each board before each attempt.

Each successful discipline break will count as two (2) points.

All boards must be broken, no points for “bent” boards.

If all 3 techniques are successful then a maximum of 6 points are awarded.

The four highest scores will set 1st, 2nd and two (2) 3rd place winners.

In the event of a tie, we will have a **Power Play Off**. Each tied team will select 1 member and then he/she can choose any technique and any number of boards. In the Power Play Off each broken board counts as one (1) point.

Article 36 Techniques

Juniors Teams 12-14 years

Ap Palkup Taerigi-	1x Black Board
Yopcha Jirugi -	2x White Boards
Dollyo Chagi -	1x Black Board

Juniors Teams 14-17 years

Ap Palkup Taerigi –	2x White Boards
Yopcha Jirugi -	2x White Boards
Dollyo Chagi -	2x White Boards

Senior Teams 18-34 years

Sonkal Taerigi-	1x Black Board
Yopcha Jirugi -	3x White Boards
Dollyo Chagi -	2x White Boards

Senior Teams Over 35 years

Palkup Taerigi –	2x White Boards
Yopcha Jirugi -	3x White Boards
Dwit Chagi -	2x White Boards

For Sonkal the strike may be either inward or outward.





Team Special Technique

Article 37 Procedure

Team Special Technique – All three (3) Members line up at the Special Technique Machines at the same time. They all get a chance to have one measure and then start in guarding block. On a signal all 3 techniques are performed simultaneously.

Referees may disallow an attempt for failure to maintain the following:

Correct balance and posture throughout technique.

Correct attacking tool in the correct manner.

Each successful Special Technique executed will count as two (2) points. If all 3 techniques are successful then a maximum of 6 points are awarded.

The four highest scores will set 1st, 2nd and two (2) 3rd place winners.

In the event of a tie, the Jury President will select one technique and the tied teams will then choose one competitor to go into the **Play Off**. This **Play Off** will be a knock out and the competitor who can execute the highest technique will win for their team.

Article 38 Special Techniques

Juniors Teams 12-14 years Male

Twimyo Nopi Apcha Busigi-	200cm
Twimyo Dollyo Chagi -	180cm
Twimyo 360 Dwit Chagi -	170cm

Juniors Teams 12-14 years Female

Twimyo Nopi Apcha Busigi-	190cm
Twimyo Dollyo Chagi -	180cm
Twimyo 360 Dwit Chagi -	170cm

Juniors Teams 14-17 years Male

Twimyo Nopi Apcha Busigi-	220cm
Twimyo Bandoe Dollyo Chagi -	200cm
Twimyo 360 Dwit Chagi -	190cm

Juniors Teams 14-17 years Female

Twimyo Nopi Apcha Busigi-	210cm
Twimyo Bandoe Dollyo Chagi -	190cm
Twimyo 360 Dwit Chagi -	180cm





Article 38 cont.

Senior Teams 18-34 years Male

Twimyo Nopi Apcha Busigi-	260cm
Twimyo Bandae Dollyo Chagi-	220cm
Twimyo 360 Dwit Chagi -	210cm

Senior Teams 18-34 years Female

Twimyo Nopi Apcha Busigi-	230cm
Twimyo Bandae Dollyo Chagi-	200cm
Twimyo 360 Dwit Chagi -	190cm

Senior Teams Over 35 years Male

Twimyo Nopi Apcha Busigi-	220cm
Twimyo Bandae Dollyo Chagi-	200cm
Twimyo 360 Dwit Chagi -	190cm

Senior Teams Over 35 years Female

Twimyo Nopi Apcha Busigi-	200cm
Twimyo Bandae Dollyo Chagi-	180cm
Twimyo 360 Dwit Chagi -	180cm

