

<u>By Laws</u>



ITF World Junior & Senior Tournament Rules – Rules and Regulations

(in force of January 1<sup>st</sup>, 2013)

# **Clarification of Rules**

(Amended Feb 3<sup>rd</sup>, 2017)

# T 5. Competitors

JUNIORS

- Minimum Age of 14 years on October 10<sup>th</sup> 2017
- All competitors born in the year **<u>1999</u>** are **<u>Juniors</u>** for this event.
- Please note that all junior competitors are required to wear an approved ITF Junior Black Belt.

## T 7. SAFETY EQUIPMENT AND PROTECTIVE WEAR

c. No other protective equipment may be worn, except in special circumstances with the **approval** of the Tournament Committee.

# **T 8. MEDICAL ATTENTION**

The World Championship event must have a minimum of two (2) qualified Medical Doctors, two (2) ambulances with attendants, additional appropriate qualified First Aid personnel, and appropriate equipment in attendance at all times. Doctors' recommendations regarding competitors' further participation following injury must be adhered to.

## T 18. COMPETITORS NUMBERS – INDIVIDUAL AND TEAM

- a. At the beginning of each team match, the coach MUST present the appropriate number of Competitor ID Cards (one for each competitor that is to compete in that particular team match).
- b. Once the Competitor ID Cards have been presented for a particular match, then NO changes to the members of that team are permitted during that match.
- c. Teams are free to change the members of the team from one match to the next (as long as all members are drawn from the originally presented list of 10 competitors).

# T 21. REGISTRATION / WEIGHT CHECK

All competitors must attend the official registration at the weigh in location.

## T 26. ELIMINATIONS AND DECISIONS – INDIVIDUAL

- a. Competitors will compete 1 to 1 and will perform simultaneously two (2) Designated Patterns appropriate to their degree (see Article T.27).
- b. The first designated pattern will be one of the last three patterns regarding the level of degree of the Division.
- c. The second designated pattern will be chosen from all the remaining patterns within their degree.
- d. The Jury President shall randomly draw the designated patterns electronically.
- e. In the case of a draw another designated Pattern, from all the remaining patterns, shall be drawn electronically and must be performed until the winner is decided.
- f. 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.
- g. 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 the pattern one (1) meter closer to the judge's table.



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## **T36. MINUS POINTS/FOULS**

- f. Unsportsmanlike Conduct\*
- \* To include any action taken by a competitor that shows disrespect, lack of following directions or other unacceptable behaviours towards umpires, officials, or other competitors, including though not limited to: Failure or refusal to follow referee's directions, intentionally leaving ring/manipulation of time, inappropriate behaviour/language....)

#### T 38. DISQUALIFICATION

i. Being negatively responsible for causing a loss of consciousness (See article T. 39).

## T 39. INJURY

a. When a competitor is injured, the Centre Referee must stop the match and call the Doctor. There will be a total of three (3) Minutes of time allowed per MATCH, for the doctor to diagnose, treat the wound and decide about the match and competitor continuation.

Note: The three-minute injury time will begin at the moment the doctor is in front of the injured competitor, and will end when the doctor 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.

N.B. A competitor that is negatively responsible 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.



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## T 50. PROCEDURE

- a. Each Team shall consist of two (2) participants that follow a prepared scenario, which enables them to skilfully exhibit a wide variety of techniques without fear of injury.
- b. Each Team shall perform one at a time and the Referees shall assign points from 0-10 according to the performance, taking into consideration the following criteria:
  - i. Technical Content
  - ii. Teamwork, Choreography and Difficulty
  - iii. Power
- c. Execution of up to, but not more than, a total of three (3) acrobatic sequence of technique per team.
- d. Both competitors must assume an L-Stance guarding block.
- e. At the command "Shi-Jak" by one of the competitors, the bout time will start.
- f. The bout ends with a final blow and when one of the competitors shouts "Goman", at the same time he/she assumes an L-stance guarding block.
- g. In case of a draw, each team will perform again, receiving new scores, until a winner has been declared.
- h. Competitor must enter the ring from opposite sides as in free sparring procedure.

Teams shall compete according to the following rules and regulations:

- a. Pre-Arranged free sparring shall consist of movements as shown in the ITF Encyclopaedia, Manuals or CD ROM, and as taught during the International Instructor Courses.
- b. Attacking techniques must be blocked and/or avoided and must be performed with realism. No unblocked contact is permitted with exception of a final incapacitating attack.
- c. Teams must be Black Belts from 1st to 6th degree, and may be Male, Female or Mixed Couples.
- d. Bout duration shall consist of one (1) round: minimum sixty (60) seconds, maximum seventy-five (75) seconds.
- e. Teams that perform less than the required minimum of sixty (60) seconds shall receive zero (0) points.
- f. Teams that exceed the seventy-five (75) seconds duration of bout shall receive zero (0) points.
- g. Protective equipment may be worn as written in art.T.7.a. Point ii and T.7. b.
- h. Each Team of Competitors may perform up to, but not more than, a total of three (3) acrobatic sequences of technique, (Techniques that are not part of the Taekwon-Do syllabus), during the bout.
- e. Teams performing more than three (3) acrobatic sequences of technique during the bout shall receive zero (0) points.
- f. In the case of a draw an extra bout must be performed until the places are decided.



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## **Power Breaking**

KOREAN	ENGLISH	BOARDS Junior	BOARDS Senior
MALE – Junior and Senior	<u>r</u>		
Ap-Joomuk Jirugi	Forefist Front Punch	2	3
Sonkal Taerigi	Knifehand Strike	2	3
Yopcha Jirugi	Side Piercing Kick	3	4
Dollyo Chagi	Turning Kick	2	3
Bandae Dollyo Chagi	Reverse Turning Kick	2	3
<u>FEMALE – Junior and Se</u>	<u>nior</u>		
Sonkal Taerigi	Knifehand Strike	1	2
Yopcha Jirugi	Side Piercing Kick	2	3
Dollyo Chagi	Turning Kick	1	2

## **Special Technique**

KOREAN	ENGLISH	HEIGHTS	HEIGHTS
		Junior	Senior

## MALE – Junior and Senior

Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	250 cm	260 cm
Twimyo Dollyo Chagi	Flying Turning Kick	230 cm	240 cm
Twimyo Bandae Dollyo Chagi	Flying Reverse Turning Kick	210 cm	220 cm
Twio Dolmyo Yop Cha Jirugi	360 Mid Air Kick	210 cm	220 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	130 cm	140 cm

## **FEMALE – Junior and Senior**

Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	210 cm	220 cm
Twimyo Dollyo Chagi	Flying Turning Kick	190 cm	200 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	110 cm	120 cm



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Ring Layout for Special Technique

- 1. Twimyo Nopi Ap Cha Busigi
- 2. Twimyo Dollyo Chagi
- 3. Twimyo Bandae Dollyo Chagi
- 4. Twio Dolmyo Yop Cha Jirugi
- 5. Twio Nomo Yop Chagi

