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# International Taekwon-Do Under 18 Tournament Rules

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Tournament Advisory Group

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## SECTION I – GENERAL

### T 1. PURPOSE

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

### T 2. APPLICATION

These are to be applied at every iTKD Under 18 competition. They apply to all competitors except where stated otherwise. As is the nature with Under 18 competitions, there may not be enough officials to comply with T3 and/or competitor divisions are likely to be merged. In all these and any other cases, T57 will apply.

### T 3. OFFICIALS

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

### T 4. DUTIES

- a) One (1) Jury President will be seated at the Jury table during competition at all times and will be responsible for decisions as written in the Umpire rules.
- b) Five (5) Judges will be seated in a line at a distance of one (1) metre from the border of the ring facing the competitors during Pattern and Pre Arranged Free sparring competition. They will assign points in accordance with their judgement based on the competition rules and regulations.
- c) One (1) Centre Referee will be inside the ring to control the match during Free Sparring.
- d) Four (4) Judges will be seated at a distance of one (1) metre from the corner of the ring during Free Sparring. They will assign points in accordance with their judgement based on the competition rules and regulations.
- e) Three (3) Judges shall officiate in Power and Special Technique competition. They will assign points in accordance with their judgement based on the competition rules and regulations.
- f) At least one (1) Jury member will be seated at the Jury table to assist the Jury President at all times.
- g) One (1) Computer assistant member, supplied and fully trained by the Organizing Committee may be seated at the Jury table to keep match records.

### T 5. COMPETITORS

#### **Minikids**

Minikids competitors must be under 9 years old at the 1<sup>st</sup> of January and shall compete in the divisions laid down in the following rules. All competitors must be registered and current iTKD members. (Please note Minikids divisions are listed in Appendix 2 at the end of the rules)

#### **Pee Wee**

Pee Wee competitors must be from 9 to 10 years old at the 1<sup>st</sup> of January and shall compete in the divisions laid down in the following rules. All competitors must be registered and current iTKD members.

#### **Intermediate**

Intermediate competitors must be from 11 to 14 years old as at the 1<sup>st</sup> of January and shall compete in the divisions laid down in the following rules. All competitors must be registered and current iTKD members.

**Junior**

Junior competitors must be from 15 to 17 years old as at the 1<sup>st</sup> of January and shall compete in the divisions laid down in the following rules. All competitors must be registered and current iTKD members.

**T 6. DRESS REQUIREMENTS**

- a) Officials must wear the dress requirements as stated in the S & D document on the iTKD Website.
- b) Competitors must wear the “officially approved” iTKD Dobok as stated in the S & D document on the iTKD Website.
- c) Competitors are allowed, when not performing, to wear normal sportswear such as track suits, training shoes, etc. however it is at the discretion of the iTKD Tournament Committee.

For opening, medal, and closing ceremonies competitors will wear the official iTKD Dobok  
N.B.: Drinking of alcoholic beverages or smoking whilst wearing the Dobok is prohibited.

**T 7. SAFETY EQUIPMENT AND PROTECTIVE WEAR**

- a) Competitors must wear:
  - i. Black, Red or Blue coloured hand and feet safety equipment.
  - ii. Groin guards must be worn inside the Dobok trousers – male only.
  - iii. Red or Blue coloured head guard (all competitors).
  - iv. A clear coloured mouth guard

Safety equipment must be of an approved type and certified by the Tournament Advisory Committee

- b) Competitors may, optionally, wear the following:
  - i. Shin protectors
  - ii. Chest protectors - for female only - and must be worn inside the Dobok jacket.

These all being of an approved type consisting of elasticised material with sponge or rubber type padding and containing no metal, bone or hard plastic (accept for groin guards and Chest protectors), the use of zip, lace or stud fasteners is forbidden.

- c) No other protective or safety equipment may be worn, except in special circumstances with the approval of the Tournament Advisory 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.
- 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.

**T 8. MEDICAL ATTENTION**

All tournaments must have qualified First Aid personnel in attendance. Their recommendations with regard to competitor's further participation following injury, must be adhered to.

**T 9. INJURY LIABILITY – COMPETITORS**

The iTKD Board of Directors, The Tournament Advisory Group, and the hosting Organisation will not be held responsible for any injury or eventuality incurred during the event. All competitors, officials and helpers are to understand that Taekwon-Do is a contact sport.

**T 10. INSURANCE – FOR EVENT**

All hosts must ensure that the event booked has all the necessary public liability insurance, or any other insurances required by the venue to host such events.

## **T 11. RING SIZE**

Will be dependent on the availability of mats, and will be subject to change. Not all rings may have mats.

## **T 12. RESULT RECORDING**

The iTKD sanctioned electronic system for competition may be used and the results shown to enable competitors, officials and spectators to follow the course of the event whilst it is in progress. If this isn't available, paper recording will be used.

## **T 13. DELEGATES**

A delegate of the individual or team may be any person authorised by their club or region. A delegate registers the competitors, submits the documents, lodges complaints and co-operates with the other officials at the competition.

## **T 14. COACHES**

For any individual and/or team competition only one (1) coach must officiate close to the ring at the designated place. Coaches are not allowed to wear back packs. Coaches must be seated at least one (1) meter away from the competition ring. Coaches must not interfere in the competition with action or words. Coaches are the only ones allowed to present an official protest.

Failure to abide by the above mentioned may render the coach liable to be removed from their advisory position. The removal time shall be decided by the Tournament Advisory Committee. A removed coach must be replaced by another coach or by a competitor within a two (2) minute time limit. If another requested coach is not present within the two (2) minute time period the competitor shall be disqualified.

## **T 15. AWARDS (Male and Female)**

Divisions are: (excluding Minikids)

- 10th-8th Gup (**new**)
- 7th-5th Gup (**new**)
- 4th -1st Gup (current)
- 1st-3rd Dan (current)

The TAG may merge divisions as they see fit with the safety of the competitor foremost and depending on entry numbers.

See Appendix 3 for the scoring points allocation.

**T 16. OFFICIAL TERMINOLOGY**

(A)	CHA RYOT	ATTENTION
(B)	KYONG YE	BOW
(C)	JUN BI	READY
(D)	SHIJAK	BEGIN
(E)	HAECHYO	SEPARATE
(F)	GAESOK	CONTINUE
(G)	GOMAN	END
(H)	JU UI	WARNING
(I)	GAM JUM	DEDUCTING POINTS
(J)	SIL KYUK	DISQUALIFICATION
(K)	HONG	RED
(L)	CHONG	BLUE
(M)	JUNG JI	TIME STOP
(N)	DONG CHON	DRAW
(O)	IL HUE JONG	FIRST ROUND
(P)	I HUE JONG	SECOND ROUND
(Q)	SAM HUE JONG	THIRD ROUND
(R)	SUNG	WINNER

## T 17. DIVISION OF COMPETITION

Competition is divided into INDIVIDUAL and TEAM match. Sparring, Pattern & Pre Arranged Free Sparring will be ruled by the pyramid tournament system. Power and Special Techniques competition will be decided by the highest points obtained. Divisions may be merged with the competitors safety in mind.

**NOTE: The competitors age as at the start date of each tournament is the age for which they will be entered for the Under 18 Tournament Series.**

**NOTE 2: Minikids divisions are listed at the end of these rules under Appendix 2**

**Mini Kids:** 4-8 years of age and 10th-9th Gup (see appendix 2 for specific rules)

- 10th-9th gup (*including triple yellow*) Non Contact Sparring, fundamentals, power punch, high kick

**Mini Peewee** 4-8 years of age and 8th gup -1st gup (new division)

- 8th-5th gup light contact sparring, patterns, high kick, power punch
- (same rules as per minikids for power/special)
- 4th-1st gup light contact sparring, patterns, power (side kick, turning kick, elbow)
- special (high kick, overhead kick, turning kick)

**Peewee:** 9 &10 years of age (all ranks)

- 10 & 9th Gups: fundamentals, Non Contact sparring, power punch, high kick
- (same rules as minikids)
- 8-5th gup: Patterns, light contact sparring, power punch, high kick
- (same rules as per minikids for power/special)
- 4th-1st dan: (same as normal)

**Intermediate** 11-14 years of age at tournament date. (all ranks)

- 10th-9th Gup ( high kick, power - side kick, light contact sparring, fundamentals) \*\*
- 8th-5th Gup (same as normal, new sparring divisions)
- 4th-1st gup (same as normal)
- Black belts (same as normal)

**Junior** 15-17 years of age at tournament date (all ranks)

- 10th-9th high kick, power side kick, light contact sparring to 8th gup, fundamentals
- 8th-5th high kick, power side kick, Patterns, Sparring (new divs)
- 4th-1st (same as normal)
- Black belts (same as normal)

### TEAM

The only team event at the Under 18 is pre-arranged. Both competitors may be any age, gender, rank or combination of the above.



## **T 18. COMPETITORS NUMBERS – INDIVIDUAL AND TEAM**

### **INDIVIDUAL JUNIOR**

The number of individual junior competitors or teams who may enter each item is unrestricted. These competitors may be individuals and/or team members.

## **T 19. ORDER OF MATCH**

The order of match shall be according to the tournament competition schedule.

## **T 20. DRAW FOR ORDER OF COMPETING**

A Computer will make the draw for competitors and teams for the competition. Bye will be decided at the draw.

## **T 21. WEIGHT CHECK**

Random weight checks may be carried out at the event. Any competitor found to be outside their weight division will be disqualified immediately. It is the competitors and coaches responsibility to ensure they are entered in the correct division. Competitors competing outside their normal divisions due to the merging of that division will not be disqualified during a weight check.

## **T 22. ANNOUNCEMENTS**

According to the tournament competition schedule it will be set and announced in which ring an event will take place and it is the responsibility of the competitors/teams to be close to the ring 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 ring and must be in possession of any equipment required.

Should the individual/team not come forward to the ring within one (1) minute after the call then they will be disqualified.

## **T 23. EQUIPMENT CHECK**

Competitor's Dobok and/or equipment check will take place outside of the ring by a Referee/Ring Marshal 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. At the time command of the Referee/Ring Marshal 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.

## **T 24. COURTESY**

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

## SECTION II - PATTERN

### T 25. GROUPS

**Male and Female.**

### T 26. ELIMINATIONS AND DECISIONS

The pyramid system of elimination will be used. Competitors will compete 1 to 1 and will perform simultaneously two (2) Designated Patterns appropriate to their rank (see Article T.27).

**Coloured Belts:** The selection of designated patterns will follow the same process as it is for Black Belts. Competitors that have recently graded are expected to know all their patterns, including their current grade, providing they have been given their grading results before the time of entry. Otherwise they may enter as their previous rank.

**Black Belts:** The first designated pattern will be one of the three patterns regarding the current level of degree.

For both, the second designated pattern is from pattern Chon-Ji to the level of degree or gup.

The designated patterns shall be drawn from a basket or electronically by the Jury President. The Judges shall give from 0 to 10 points for each pattern performance based on the technical content, power, balance, breathing and sine wave. The competitor with the highest obtained points shall go forward to the next round. In the case of a draw another designated Pattern, from all the remaining patterns, shall be drawn from a basket or electronically and must be performed until the winner is decided. In the case of lower ranks where all available patterns have been performed, it is permissible to repeat a pattern.

### T 27. PERFORMANCE- INDIVIDUAL

7-8 Grade will compete with the designated Patterns being any from Chon-Ji to Do-San

5-6 Grade will compete with the designated Patterns being any from Chon-Ji to Yul-Gok

3-4 Grade will compete with the designated Patterns being any from Chon-Ji to Tae-Gae

1-2 Grade will compete with the designated Patterns being any from Chon-Ji to Choong-Moo

1st degree will compete with 1st degree with the designated Patterns being any one from CHON-JI to GE-BAEK.

2nd degree will compete with 2nd degree with the designated Patterns being any one from CHON-JI to JUCHE.

3rd degree will compete with 3rd degree with the designated Patterns being any one from CHON-JI to CHOI-YONG.

**Any division may be merged at the organisers discretion with the competitors safety in mind.**

**Coloured belts must perform the same designated patterns, so if a 7<sup>th</sup> and 8<sup>th</sup> gup are competing together, the highest designated pattern will be Dan Gun.**

**Awarding the match:**

Judge A	Judge B	Judge C	Judge D	Judge E	Result
Red	Red	Red	Any	Any	<b>Red</b>
Red	Red	Draw	Draw	Draw	<b>Red</b>
Red	Red	Blue	Draw	Draw	<b>Red</b>
Red	Red	Draw	Blue	Blue	<b>Draw</b>
Any	Draw	Draw	Draw	Draw	<b>Draw</b>

If there are insufficient Judges available three (3) Judges can be used . In that case the following decisions will apply:

Judge A	Judge B	Judge C	Result
Red	Red	Any	<b>Red</b>
Red	Draw	Draw	<b>Red</b>
Red	Draw	Blue	<b>Draw</b>
Draw	Draw	Draw	<b>Draw</b>

**NOTE:** All warnings and fouls are reset at the beginning of the 3<sup>rd</sup> round and at the beginning of the 4<sup>th</sup> round should there be any.

**T 30. OFFICIALS FOR PATTERN DIVISION**

One (1) Jury President, two (2) Jury Members and five (5) Referees.

## SECTION III - SPARRING

### T 31. DIVISIONS

#### INDIVIDUAL

##### RANK DIVISIONS

As per T.15

##### PEE WEE WEIGHT DIVISIONS

	Male	Female
Micro	Up to 25kg	Up to 25kg
Light	Over 25kg to 32kg	Over 25kg to 32kg
Middle	Over 32kg to 39kg	Over 32kg to 39kg
Light Heavy	Over 39kg to 46kg	Over 39kg to 46kg
Heavy	Over 46kg to 55kg	Over 46kg to 55kg
Hyper	Over 55kg	Over 55kg

##### INTERMEDIATE WEIGHT DIVISIONS

	Male	Female
Micro	Up to 40kg	Up to 35kg/
Light	Over 40kg to 46kg	Over 35kg to 41kg
Middle	Over 46kg to 52kg	Over 41kg to 47kg
Light Heavy	Over 52kg to 58kg	Over 47kg to 53kg
Heavy	Over 58kg to 65kg	Over 53kg to 60kg
Hyper	Over 65kg	Over 60kg

##### JUNIOR WEIGHT DIVISIONS

	Male	Female
Micro	Up to 50kg	Up to 45kg
Light	Over 50kg to 56kg	Over 45kg to 50kg
Middle	Over 56kg to 62kg	Over 50kg to 55kg
Light Heavy	Over 62kg to 68kg	Over 55kg to 60kg
Heavy	Over 68kg to 75kg	Over 60kg to 65kg
Hyper	Over 75kg	Over 65kg

### T 32. DURATION OF BOUTS AND DECISIONS

#### Individual

Individual elimination and final bouts will be two (2) rounds of two (2) minutes duration with a one minute break between rounds. In the case of a draw, a further one (1) minute round will take place and if it results in a further draw then the first scored point assigned by at least two (2) Referees at the same split second will decide who the winner is. The Bout times may be reduced dependent on entry numbers.

**Awarding the match**

Judge A	Judge B	Judge C	Judge D	Result
Red	Red	Red	Any	<b>Red</b>
Red	Red	Draw	Draw	<b>Red</b>
Red	Red	Blue	Draw	<b>Red</b>
Red	Red	Blue	Blue	<b>Draw</b>
Any	Draw	Draw	Draw	<b>Draw</b>

**T 33. TARGET AREA**

- a) Head at the front, sides and top of the head but not at the back.
- b) Trunk of the body from shoulder 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).

**T 34. POINT AWARDS**

- a) One (1) point will be awarded for:
  - Hand attack directed to mid or high section.
  - Hand attack while in air (both feet must be off the ground) directed to mid and/or high section.
- b) Two (2) points will be awarded for:
  - Foot attack directed to mid section.
  - Jumping or flying kick directed to mid section.
- c) Three (3) points will be awarded for:
  - Foot attack directed to high section.
  - Jumping or flying kick directed to high section.

**T 35. LIGHT CONTACT SCORING PROCEDURE SYSTEM**

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

- a) Executed correctly.
- b) Dynamic, that is to say it is delivered with strength, purpose, speed and precision.
- c) Controlled on the target.

**T 36. MINUS POINTS/FOULS**

One point will be deducted for the following offences:

- a) Heavy contact.
- b) Attacking a fallen opponent.
- c) Leg sweeping.
- d) Holding/grabbing.
- e) Intentional attack to a target other than mentioned in art. T33.

**T 37. WARNINGS**

Warnings will be assigned for the following offences:

- a) Pretending to have scored a point by raising one or both arms.
- b) Stepping completely out of the ring (both feet).
- c) Falling down, whether intentional or not (it means any part of the body, other than the feet, touching the ground).
- d) Faking a blow, pretending to be injured to gain an advantage.
- e) Intentionally avoiding sparring.
- f) Adjusting equipment during the bout without the consent of the Centre Referee.
- g) Unintentional attack to a target other than mentioned in art. T33.

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. The athlete who pushed shall receive a warning.

### **T 38. DISQUALIFICATION**

- a) Misconduct against officials or ignoring instructions.
- b) Uncontrolled or excessive contact.
- c) Receiving three (3) minus points/fouls directly given by the Centre Referee.
- d) Being under influence of alcoholic beverages or drugs.
- e) Loss of temper.
- f) Insulting an opponent, coach and or official.
- g) Biting, scratching.
- h) Attacking with the knee, elbow or forehead.
- i) Causing a KO. (see T.39)

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

### **T 39. INJURY**

- a) When a competitor is injured, the Centre Referee must stop the match and call the Doctor/medical representative. At the moment they are in front of the injured competitor, they have a maximum of 3 minutes to diagnose, treat the wounds and decide about the match and competition continuation.
- b) When a competitor cannot compete anymore because of the Doctor's decision and according to the decision of the Ring Council (Jury President, Centre Referee and Corner referees)
  - i. he/she is the winner if his/her opponent is responsible.
  - ii. he/she is the loser if his/her opponent is not responsible.
- c) An injured competitor that is unfit to fight cannot continue for the time/day(s) set according to the Doctor's decision.
- d) A competitor that refuses to accept the Doctor's and/or the Ring Council decision will be disqualified and taken out of the competition.
- e) If two competitors injure themselves at the same time and both are unfit to 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.

N.B.: A competitor that causes a KO (meaning to be unconscious) or causes a concussion in sparring competition will be disqualified. The opponent that receives a KO or concussion shall not be able to compete again during the whole event.

#### **T 40. BOUT PROCEDURE INDIVIDUAL**

Sparring competitors will commence the bout on the start positions. At the command of the Centre Referee the competitors bow in turn to the Jury table, Centre Referee and then to each other. The Centre Referee will then start the Light Contact Sparring with the command "SHI-JAK" and the competitors will 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. An audible signal of time will end the round and/or bout. The reverse for bowing will ensure and the result will be declared.

In a draw situation, warnings and/or minus points are not carried forward. If a competitor leaves the ring they must re-start one (1) metre inside the ring.

#### **T 41. TIMING**

On the first "Shi-Jak" (Start) command from the Centre Referee the timekeeper starts the clock until full time, unless the Centre Referee calls for a "time out" by saying "Jung-Ji. At this time the timekeeper stops the clock until the next "Gae-sok" (Continue) command is given.

#### **T 42. OFFICIALS FOR SPARRING COMPETITION**

One (1) Jury President, two (2) Jury Members, one (1) Centre Referee and four (4) Corner Referees.

## SECTION IV – POWER

(Number of Board recommendations are covered in Appendix 1)

**Note: A qualifying 1 break round may be used if the number of competitors exceeds 20**

### T 43. DIVISIONS

Male and Female Groups.

It is compulsory for each competitor to attempt, according to the mentioned order, all the items listed for his/her group.

#### MALE

- a.- Ap-Joomuk Jirugi
- b.- Sonkal Taerigi
- c.- Yop Cha Jirugi
- d.- Dollyo Chagi
- e.- Badae Dollyo Chagi

#### FEMALE

- a.- Sonkal Taerigi
- b.- Yopcha Jirugi
- c.- Dollyo Chagi

### T 44. PROCEDURE

- a. Machines designed for the specific test will be used.
- b. The number of boards for each item is indicated in the appendix.
- c. Is permitted to step forward, to slide, skip and or jump.
- d. A forearm guarding block must be adopted before and after each attempt to break the board(s).
- e. For Sonkal Taerigi the strike may be either inward or outward.
- f. Each competitor is allowed one minute per technique to set the correct heights for all breaking techniques listed.

The following procedure shall take place:

- g. After a red flag signal by the referee, each competitor has one minute per item to attempt to bend or separate the board(s) of the breaking items which must include one (1) pre-judgement of distance with one (1) touch allowed, followed by the attempt to break the board(s).
- h. Competitors that exceed the prescribed time shall receive 0 points for any item not yet performed
- i. A forearm guarding block ready posture must be adopted before and after the attempt to break the board.
- j. Referees may disallow an attempt for failure to maintain the following.
  - Correct balance and posture throughout the attempt.
  - Use of the correct attacking tool in the correct manner.
- k. Referees must examine each board before each attempt.
- l. Each separated board will count as three (3) points
- m. Each bent board will count as one (1) point.
- n. In the event of a tie the Jury President will randomly draw one item from the list of eligible techniques to be the tiebreaker.



- o. The Jury President will decide how many boards are to be used.
- p. The competitors will perform the chosen technique according to the procedures above.
- q. In the case of a further tie, this procedure will continue until a winner is found, or in the opinion of the jury president it is unsafe for either competitor to do so, in which case a draw will be declared.

#### **T 45. OFFICIALS FOR POWER BREAKING**

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

## SECTION V – SPECIAL TECHNIQUE

(Height recommendations are covered in Appendix 1)

**Note: A qualifying 1 break round may be used if the number of competitors exceeds 20**

### T 46. DIVISIONS

It is compulsory for each competitor to attempt, according to the mentioned order, all the items listed for his/her group.

#### MALE

- a.- Twimyo Nopi Ap Cha Busigi
- b.- Twimyo Dollyo Chagi
- c.- Twio Dolmyo Yop Cha Jirugi
- d.- Twimyo Bandae Dollyo Chagi
- e.- Twimyo Nopi Yop Cha Jirugi

#### FEMALE

- a.- Twimyo Nopi Ap Cha Busigi
- b.- Twimyo Dollyo Chagi
- c.- Twimyo Nopi Yop Cha Jirugi

### T 47. PROCEDURE

- a. A machine designed for the specific test will be used.
- b. Heights are measured from the ground to the bottom edge of the target board.
- c. After a red flag signal of the referee, each competitor has one minute for each item in order to pre-judge the distance – compulsory, with no touch allowed, followed by the attempt to move the board.
- d. Competitors that exceed the prescribed time, or touch board during their pre-judging shall receive 0 points
- e. A forearm guarding block ready posture must be adopted before and after the attempt to move the board.
- f. Referees may disallow a break for failure to maintain the following:
  - i. Use of the correct attacking tool in the correct manner.
  - ii. Knocking down the obstacle when performing Twimyo Nopi Yop Cha Jirugi
  - iii. Falling down (i.e. any part of the body, other than the feet, touching the ground).
- g. Referees must examine each board before each attempt.
  - i. Each fully moved board will count as three (3) points
  - ii. Each half moved board will count as one (1) point.
- h. In the event of a tie the Jury President will select one item from the list by drawing to be the tie - breaker. He/She will decide how high the jump will be. The tied competitors will then carry on until the places are decided or in the opinion of the jury president it is unsafe for either competitor to do so, in which case a draw will be declared.

### T 48. OFFICIALS FOR SPECIAL TECHNIQUES

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

## SECTION VI – PRE ARRANGED FREE SPARRING

### T 49. DIVISIONS

Male, Female and/or Mixed Couples. Both competitors may be any age, gender, or rank or combination of the above.

### T 50. PROCEDURE

Each Team shall consists of two (2) participants that follow a prepared scenario which enables them to skilfully exhibit a wide variety of techniques without fear of injury. 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:

- a) Choreography & Team work.
- b) Technical Content.
- c) Sine-wave.
- d) Power.
- e) Breathing.
- f) Execution of only one (1) acrobatic sequence of technique for each of the team competitors.

Competitors shall enter the ring, bow and both must assume an L-Stance guarding block. At the command shi-jak by one of the competitors the bout time will start. The bout ends with a final blow and when one of the competitors shouts goman and assumes an L-stance guarding block.

Teams shall compete according to the following rules and regulations:

- a) Pre arranged free sparring shall consist of movements as shown in the ITF Encyclopedia, Manuals or CD Rom and as taught during the International Instructor Courses.
- b) Attacking techniques must be blocked or avoided and must be performed with realism.
- c) Competitors may be from 8 gup to 3rd degree and may be Male, Female and/or Mixed Couples.
- d) Bout duration shall consist of one (1) round: minimum 60 seconds – maximum 75 seconds.
- e) Teams that exceed the 75 seconds duration of bout shall receive 0 points.
- f) Teams that perform less than the required minimum of 60 seconds shall receive 0 points.
- g) Protection gear may be worn as written in art.T.7.a. point ii and T.7. b.
- h) Only one (1) acrobatic sequence of technique, that is not part of the Taekwon-Do syllabus, may be performed during the bout for each of the team competitors.
- i) Teams performing more than one acrobatic sequence of technique during the bout shall receive 0 points.
- j) In the case of a draw an extra bout must be performed until the places are decided.

### T51. OFFICIALS FOR PRE ARRANGED FREE SPARRING

One (1) Jury President, two (2) Jury Members and five (5) Referees.

## SECTION VII – DISPUTE PROCEDURE

### T 52. PROTEST

- a) Only the Coach can present a protest when a decision seems to violate the rules.
- b) Each protest must be written on the official protest form and presented to the Tournament Arbiter within five (5) minutes from the end of the match. The protest must be precise and circumstantial and must be accompanied by a tax (\$100) in order to limit such protests to cases where decisions are really questionable. Only in cases where the Tournament Arbiter positively accepts the protest will the settled tax be returned to the coach.
- c) The Umpire Committee will then examine the circumstances of the protest and will decide:
  - i. to validate the match.
  - ii. to repeat the match.
  - iii. to assign the victory of the match to the loser.
  - iv. to disqualify both competitors.
- d) In the case of a protest the winner cannot compete again before the decision of the Umpire Committee has been made.

### T 53. DECISIONS

- a) In order to give a decision the Umpire Committee may call on anyone else they desire to give evidence concerning the protest.
- b) On reaching a decision the Umpire Committee will notify all parties concerned of this decision.
- c) The Umpire Committee will at all times base their decision on the rules laid down in this document and their decision cannot conflict with the rules of this document.

### T 54. DISQUALIFICATION

Team Coaches/Managers/Representatives or Individuals who persist in arguing against decisions made by the Umpire and/or Tournament Arbiter might be removed by the Tournament Arbiter from all further events at the championship. The Tournament Advisory Group will consider the matter at a later date with a view to further action being taken.

### T 56. ITF ANTI – DOPING CONTROL

Doping control will be in accordance with ITF Anti Doping Rules and WADA Anti Doping Policy.

### T 57. UNEXPECTED EVENTS

The Tournament Advisory Group shall make a decision in the case of a problem that may appear that is not mentioned in the Tournament rules.

### T 58. iTKD TOURNAMENT ADVISORY GROUP

The iTKD Tournament Advisory Group consists of members appointed by the Board of Directors.

### T 59. iTKD UMPIRE COMMITTEE

The iTKD Umpire Committee consists of the iTKD Chairman of the Umpire Committee and two (2) to four (4) members. The Chairmen and members are appointed by the Board of Directors of iTKD.

### T 60. COPIES OF RULES

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

# Appendix 1

## Power

### Power Recommendations

#### 1

- a) The Tournament Arbiter for each tournament may announce changes to these requirements on the day.
- b) Divisions listed below may or may not be included or may be combined at each event.

### Power

#### Divisions

- a. Male and female black belt individuals
- b. Male and female coloured belt individuals, Pee Wee, Intermediate, and Junior blue belt and above

#### Female

technique	peewee <11	Intermediate Colour/BB 11-14	Junior colour 15-17	Junior BB 15-17
elbow	½	1	NA	NA
knifehand	NA	NA	1	1
side piercing kick	1	1	2	2
turning kick	½	1	1	1

#### Male

technique	peewee <11	Intermediate Colour/BB 11-14	Junior colour 15-17	Junior BB 15-17
elbow	½	1	NA	NA
punch	NA	NA	NA	NA
knifehand	NA	NA	1	1
side piercing kick	1	1	2	2
turning kick	½	1	1	2
reverse turning kick	NA	NA	1	1

## Special Technique

### Special Technique Recommendations

#### 2

- a) The Tournament Arbiter for each tournament may announce changes to these requirements on the day.
- b) Divisions listed below may or may not be included or may be combined at each event.

#### DIVISIONS

- a) Male and female black belt individuals
- b) Male and female coloured belt individuals, Pee Wee, Intermediate, and Junior blue belts and above

#### Female

technique	peewee <11	Intermediate Colour/BB 11-14	Junior colour 15-17	Junior BB 15-17
high	1.5	1.8	1.9	2.0
turning	1.3	1.6	1.7	1.8
side	0.7	0.8	0.9	1.0

#### Male

technique	peewee <11	Intermediate colour/BB 11-14	Junior colour 15-17	Junior BB 15-17
high	1.6	1.9	2.0	2.1
turning	1.4	1.7	1.8	1.9
reverse	NA	NA	NA	1.7
midair	NA	NA	NA	1.7
side	0.8	0.9	1.0	1.1

# Points System

## How points are allocated

The Under 18 Tournaments are a 3 Tournament Series where competitors earn points which count towards them placing in a 'best overall' category.

Best overall awards are calculated across all three tournaments. The rank on at the **date of last tournament** will be used for best overall calculations. (previously rank at first tournament)

## Changing ranks

Points now follow you through any rank you change - so if you gain 4 gold medals as a black stripe and grade to black belt, all those points will count going into the 3rd tournament as a black belt.

Best overalls: (only awarded in final tournament)

- Minikid (m/f) 4-8 years 10-9th gup (includes triple yellow) must be part of the mini-kids syllabus (otherwise qualify as White belt)
- White belt (m/f) 9-17 years 10-9th gup (**new**)
- Yellow (m/f) 4-17 years 8th-7th gup
- Green (m/f) 4-17 years 6th-5th gup
- Blue (m/f) 4-17 years 4th-3rd gup
- Red (m/f) 4-17 years 2nd-1st gup
- Black (m/f) 9-17 years 1st-3rd Dan

Trophies for Pre-arranged now instead of medals.

1 Point is awarded to each competitor for entering

1 Point is awarded for placing 3<sup>rd</sup> in any event

3 Points are awarded for placing 2<sup>nd</sup> in any event

5 Points are awarded for placing 1<sup>st</sup> in any event

## Combining of Divisions

- Competitors who are placed in a combined division of different ranks, weights and/or ages for whatever reason will compete against each other with only one set of points available for all in that division
- If a competitor is unable to be moved into a new division due to safety reasons or for any other reason, they will still receive a 1<sup>st</sup> placing.

## Appendix 2

### Minikids Divisions

#### Minikids Divisions

Minikids are defined as:

- 10th-9th Gups (including triple yellow)
- below 9 years of age (as at start of tournament)

## 1

- The Tournament Arbiter for each tournament may announce changes to these requirements beforehand by way of the iTKD Website or by email to the Tournament Organiser.
- Divisions listed below may or may not be included or may be combined at each event.

#### Fundamental Technique

##### Divisions

1 division combining all male and female Minikid competitors

Competitors will enter the ring in the same way as for a patterns competition. They will be asked to demonstrate fundamental techniques at the juror's discretion. Judges will score as to whom they think has the better technique either by way of flags or electronically. Centre referee calls commands for flag decisions, juror announces winner.

*5 officials minimum (per ring) - 1 marshall, 3 judges, 1 juror.*

#### Sparring Divisions

1 division combining all male and female Minikid competitors (matched by height.)

Competitors will enter the ring in the same way as for a normal sparring competition, full safety gear is recommended but not compulsory. **Mouthguard is recommended but not compulsory for minikids.**

The match is to be NON CONTACT ONLY.

Centre ref maintains a safe distance between the competitors at all times.

Competitors will demonstrate their techniques against their opponent for two 1 minute rounds. Judges will score as to who they think has the "better technique" either by way of flags or electronically (better technique can be described as not just accurate and proper technique, but also the 'coolest' and 'most complicated' moves, eg flying kicks and punches). Experienced Minikids may spar in gear against equally suited opponents with normal Peewee rules at the Juror's discretion.

*5 officials minimum (per ring) - 1 marshall, 3 judges, 1 juror.*

Parents are allowed to second for minikids, provided they use the usual safety and protective gear (bucket, gloves and paper towels).

#### Rounds:

2 x 1 minute rounds

Match = Draw, further 1 minute round

Draw again, 4<sup>th</sup> round= 1 x 30 second match (the most super, amazing combination move coupled with proper technique)

If it is still a draw: Juror calls out specific techniques - whomever can perform them the best in a sparring situation should win - this is done until someone wins. Eg, hand techniques, kicks, flying kicks, flying hand techniques, flying combination kicks, flying combination techniques.



## **Power Punch**

### Divisions

1 division combining all male and female Minikid competitors

Competitors will be asked to punch a hand held pad held by the judge. The 3 pads travelling the farthest will medal (Gold, Silver, Bronze). Two attempts only.

*3-4 officials required.*

1-2 pad holders (depending on division size), 1 official keeping track of who is punching and how many attempts as well as who is winning, 1 official to keep track of the medal placers by getting the mini-kid to stand in either the gold, silver or bronze spot, mini-kids are shuffled as the pads are hit further than someone in a placement.

Technique allows for walking stance punch on the spot, reverse and obverse, a single stepping walking stance punch is also allowed. No run ups are allowed. The pad is marked from the **first landing point**.

## **Specialty**

### Divisions

1 division combining all male and female Minikid competitors

Competitors will perform a flying high front kick against either a specialty machine or hand held pad. The pad will be raised until all place-getters are decided. Two attempts at each height only.

*2-3 officials required (per ring)*

1 for keeping track of who is kicking and attempts; 1-2 pad holders depending group size (more than 10 mini-kids, 2 are required).

Technique needs to be a scissor kick, pad must be touched with kicking foot. The height is determined in relation to that person.(see listed heights below). The competitor needs to measure up before attempting the kick to set the relative height.

**Rules will not be amended by non TAG on the day by any judge.**

## **List of Heights**

### Head

Wrist (arm stretched straight above head same as measure up for flying high kick)

Forefist (arm stretched straight above head same as measure up for flying high kick)

Longfist (arm stretched straight above head same as measure up for flying high kick)

Fingertips (arm stretched straight above head same as measure up for flying high kick)

Pad holder puts flat fingertips on top of the mini-kids finger tips

Pad holder puts a wrist on top of the mini-kids finger tips

Pad holder puts a side fist on top of the mini-kids finger tips.