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# International Taekwon-Do Document

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## 'C' Referee's Course Manual 2012

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Group

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|      |   |    |
|------|---|----|
| 1.0  | Introduction .....                            | 3  |
| 2.0  | Umpire qualifications .....                   | 3  |
| 3.0  | Official Dress .....                          | 3  |
| 4.0  | Level 1 Referee Course Details .....          | 4  |
| 5.0  | Officials attitude .....                      | 4  |
| 5.1  | Officials Must .....                          | 4  |
| 6.0  | The Ring Council .....                        | 5  |
| 7.0  | Entering the Ring .....                       | 5  |
| 7.1  | Departing the Ring .....                      | 6  |
| 8.0  | Duties and Responsibilities of Referees ..... | 6  |
| 8.1  | Jurors Assistant 1 .....                      | 6  |
| 8.2  | ID Cards .....                                | 6  |
| 8.3  | Sparring Equipment Regulations .....          | 7  |
| 8.4  | Sparring Equipment Check .....                | 7  |
| 8.5  | Jurors Assistants 2 & 3 .....                 | 7  |
| 8.6  | Responsibilities .....                        | 8  |
| 8.7  | Individual & Team Sparring .....              | 8  |
| 8.8  | The Centre Referee .....                      | 9  |
| 8.9  | Individual & Team Patterns .....              | 9  |
| 9.0  | Individual & Team Sparring .....              | 11 |
| 9.1  | Starting the Match .....                      | 11 |
| 9.2  | End of First Round .....                      | 11 |
| 9.3  | End of Second Round .....                     | 11 |
| 9.4  | Event of a Draw .....                         | 12 |
| 9.5  | 4 <sup>th</sup> Round .....                   | 12 |
| 9.6  | General Tips .....                            | 13 |
| 9.7  | Team Sparring .....                           | 13 |
| 9.8  | Injuries .....                                | 13 |
| 10.0 | Referees Zone .....                           | 15 |
| 11.0 | Calls and Commands .....                      | 16 |
| 11.1 | How to give warnings .....                    | 18 |
| 11.2 | How to Give Fouls .....                       | 19 |
| 12.0 | Official Terminology .....                    | 21 |
| 13.0 | The Referees .....                            | 21 |
| 13.1 | Pattern Referees .....                        | 21 |
| 13.2 | System of Scoring for Patterns .....          | 22 |
| 13.3 | Corner Referees .....                         | 22 |
| 13.4 | General Notes .....                           | 23 |
| 13.5 | System of Scoring for Sparring .....          | 23 |
| 13.6 | Referee Posture .....                         | 25 |

## Section 1

### 1.0

#### Introduction

This is the official manual for all iTKD Umpires to assist them in their development and to act as a guide for their own personal reference. This manual should be used in conjunction with the iTKD rules documents and the Standards and Discipline documents as there are certain areas in the rules documents that will need to be referred to that can help you through the procedures, rules and responsibilities of officiating at Regional, National or International events. It will also clarify any points needed that are not featured in this manual. The S & D document shall provide the details of the dress code for all officials and competitors that are present at any iTKD sanctioned tournament and the expected behavior of all iTKD members.

## Section 2

### 2.0

#### Umpire Qualifications

iTKD **"A"** Grades shall be reserved for 4th Dan and above

iTKD **"B"** Grades shall be reserved for 1<sup>st</sup> – 3<sup>rd</sup> Dan and above

iTKD **"C"** Grade shall be reserved for coloured belt students and for anyone else who would like to be involved in officiating at any capacity – Juror's assistants, Corner or Centre Referee – there may be people that are interested in becoming an iTKD Official with no knowledge of the Taekwon-Do Patterns, then they can earn a **"C"** grade qualification but will not be able to referee a pattern competition.

The **"B"** grade qualification is the highest any ITFNZ referee can grade to at any of the iTKD courses. Any 4th Degree and above wishing to grade from a **"B"** to an ITF **"A"** grade is required to attend an official ITF course.

**Note:** The iTKD **"B"** grade qualification shall also be the equivalent to an ITF **"B"** grade qualification.

## Section 3

### 3.0

#### Official Dress

Details can be found in the ITFNZ Standards and Discipline documents found on the ITFNZ website under the reference section. It's not included here as standards change from time to time.

## Section 4

### 4.0

#### Level One Referee Course Details

This is the first level taught to anyone who is interested in becoming an official ITF Tournament Referee and upon completion of this course will be graded to a “C” grade qualification, providing they pass. See above for details.

The object of this course is to cover the basics of becoming an adequate referee with iTKD recognition. The duties performed at “C” grade level shall allow the referee to be competent as a juror’s assistant or patterns referee (up to two grades below their current rank, and not for parents not training etc) and be competent as a corner referee.

## Section 5

### 5.0

#### Referees Attitude

The referees are the key to running a professional yet enjoyable tournament where the competitors can be assured that fair competition and correct following of the ITF Rules are being adhered too. The way in which the referees conduct themselves and make their decisions directly affects all of the competitors, their country, region, clubs/schools, families and the general public. Therefore it is important that all referees must keep in mind that they are not representing their country, club/school or region, they are there to perform their duties as referees and therefore must exhibit a professional attitude and remain impartial and neutral at all times.

### 5.1

#### **Officials must:**

- Have extensive knowledge of the current iTKD Rules of Competition.
- Be able to make fair, unbiased decisions during competition.
- Have the integrity to stand behind and justify their decisions at all times.
- Be able to concentrate and give their full attention to the match in hand.
- Must be punctual and respect the tournament schedule.
- Conduct themselves according to the tenets of Taekwon-Do and the Student Oath.

## Section 6

### 6.0

#### The Ring Council

Each ring is governed by a **Ring Council**. The Ring Council is responsible for the administration of the competition within their ring. Each member is equally responsible and dedicated to ensure that:

- The safety of each competitor is paramount
- The “ITKD Rules of Competition” are being followed and applied fairly.
- Fair and impartial decisions are being made.
- The matches progress correctly and efficiently.

The Ring Councils are overseen by the **Tournament Advisory Group (TAG)**. In the case of a dispute or disagreement, each tournament’s appointed arbiter is responsible for the final decisions.

The Ring Council consists of the following Officials:

- |                          |                        |     |
|--------------------------|------------------------|-----|
| <input type="checkbox"/> | Jury President (Juror) | (1) |
| <input type="checkbox"/> | Juror’s Assistant      | (3) |
| <input type="checkbox"/> | Centre Referee         | (1) |
| <input type="checkbox"/> | Referees               | (4) |

## Section 7

### 7.0

#### Entering the Ring

The following is the correct procedure for the Ring Council to enter their ring:

1. All of the ring council members line up outside the right side of their ring (Facing the jury table)
2. For a full ring council complement, they will be in the following order: Juror’s assistant 1 & 2, juror, juror’s assistant 3, referee’s 1 & 2, centre referee, referee’s 3 & 4
3. The juror and their assistants march in to stand behind the table, the centre referee and the other 4 referee’s march in and stop at the front of the Jury Table facing the juror.
4. The centre referee gives the command “Face the Juror”, “CHARYOT”, then “KYONG YE”.
5. The Centre Referee takes one step back and the referee immediately to their right gives the command “Face the Referee”, “CHARYOT”, then “KYONG YE”.

6. All Officials then take their seats in an appropriate manner and prepare for their duties.

## 7.1

### **Departing the Ring**

After all the matches in the ring have been completed, and the tournament arbiter has indicated that there are no more matches to take place. The following procedure is used to close and depart the ring.

1. The referees line up in front of the juror's table as they did when entering, as do the juror and their assistants
2. The Centre Referee takes one step back and the referee immediately to their right gives the command "Face the Referee", "CHARYOT", then "KYONG YE".
3. The centre referee steps back into line and gives the command "Face the Juror", "CHARYOT", then "KYONG YE".
4. All officials are then free to depart the ring although handshaking is customary

## Section 8

### 8.0

#### **Duties and Responsibilities of Referees**

The Duties of the referees that are part of the ring council or that are assisting at each ring shall follow the procedure as instructed in the following categories.

### 8.1

#### **Juror's assistant 1**

It is the responsibility of the juror's assistant (previously the ring marshal) to ensure that each competitor enters the ring in the correct attire and from the correct side according to how they are placed on the draw sheet. The top name on the sheet (red) will be entering from the right hand side facing the juror and therefore shall be wearing Red hands, feet and helmet, where applicable in a sparring bout.

### 8.2

#### **ID Cards**

They receive the competitors ID card (some smaller tournaments do not use ID cards) and pass it on to the Jury table until the competitor has been eliminated from the competition. They then return it to the correct competitor or their coach.

## 8.3

### **Sparring Equipment Regulations**

A complete list of what is approved and what is not is in the iTKD 2013 Tournament rules.

## 8.4

### **Sparring Equipment Check**

The juror's assistant shall examine each competitors sparring equipment before they can enter the ring to ensure that it is in good repair and must be one of the sanctioned companies products that supports iTKD. Dipped foam type sparring equipment shall not be permitted unless it is a helmet. Place either a blue or red ribbon on the back of the competitor's belt unless they have blue or red hand and feet.

Check to ensure that any shin pads or arm pads are of foam rubber type material and not made of hard plastic.

The juror's assistant can work in pairs as this will speed the process up. They should have at least three bouts ready in advance. Remember to collect the ribbon after each match and record the winner's name onto the draw sheet in the space provided. Regularly check with the juror to ensure that each match is following the same order as that written on their draw sheet, to eliminate mistakes.

Their duties will also include maintaining the ring; ensuring helmets/tags are available, setting up for sparring after patterns etc. and ensuring gloves and cleaning materials are available ringside.

The juror's assistant is not responsible to get the competitors to the ring; they are merely there to get them ready to compete at the time of their respective bouts.

The juror's assistant cannot disqualify competitors for having incorrect gear or for not turning up, only the juror can do that.

## 8.5

### **Juror's assistants 2 & 3**

#### **Duties**

There are two juror's assistants who are seated either side of the juror at the ring table to assist them in their role throughout the duration of the competition. One Member is responsible for running the time clock, indicating the beginning, ending, and continuation of round and matches. The other member is responsible for recording the Warnings, Fouls and Round Numbers either by written form or by the flipping of numbered cards. They shall assist the juror with checking of the results and running the results sheets to the head table. Each assistant must be mature and competent as they are also responsible for calculating results.

Each assistant shall pay full attention to each match to ensure that they have the full attention of the centre referee as they hand out warnings, fouls or call for time outs.

## 8.6

### Responsibilities

- Assist the juror with the administration of the ring.
- Receives the competitors I.D. Cards, ensuring they are the correct competitor.
- Updates the Country/Region marker for their ring (when applicable)
- Records the start and stop time (prearranged only)
- Keeps track of the time and rings the bell signaling the start and end of each match and also any time outs or injury stops. (sparring only)
- Records warnings, fouls and round numbers (sparring only)
- Verifies the Designated Pattern draw, following the correct procedure.
- Delivers the scorecards to the Head Table for recording.
- Calls for medical aide when necessary
- Assists the efficient operation of the ring.
- Acts as a liaison between the Jury Council, the Umpire Committee and Tournament Arbiter

## 8.7

### Individual and Team Sparring

#### Duration of sparring matches

|                     | Elimination Matches   | Break between rounds | Third Round   | First Point Scored |
|---------------------|-----------------------|----------------------|---------------|--------------------|
| Individual Sparring | 2 rounds of 2 minutes | 1 minute             | 1 x 1 minute  | No time limit      |
| Team Sparring       | 1 round of 2 minutes  | N/A                  | 1 x 2 minutes | No time limit      |

**Note:** Once the match has begun, the juror's assistant does not stop the clock until the prescribed time has run out. The only time the clock is stopped is when the centre referee indicates "Jung-Ji" (Time Stop). This is usually reserved for the case of injury or replacement of competitor's equipment. The clock is then restarted when the centre referee restarts the match.

In the event of injury, the juror's assistant must start a second clock upon the arrival of medical assistance. The medic then has two minutes to diagnose and treat the injury. At the end of the two minutes, the competitor must present themselves for the competition. Refer to the rules on who gets eliminated if necessary.

#### Duration of pre-arranged sparring matches



|                       | Elimination Matches | Time Limit   |
|-----------------------|---------------------|--|
| Pre-arranged Sparring | 1 round             | A minimum time of 60 seconds to a maximum time of 75 seconds |

**Note:** When one of the competitor's calls 'sijak', the clock is started. When one of the competitors calls 'goman', the clock is stopped. If the time is less than 60 seconds, or greater than 75 seconds, the competitors are disqualified.

## 8.8

### The Centre Referee

The centre referee is responsible for controlling the matches. In patterns, the centre referee is seated in the middle of the referees, and issues the commands to the competitors.

In sparring, the centre referee is present in the ring to control the match and to administer sanctions (Warnings, Fouls) in order to enforce the Rules of Competition. The centre referee is responsible to the juror, however the centre referee is in charge of sanctions. It would be advisable though to adhere to the juror's recommendations. The centre referee and the juror work as a team.

They should be capable of issuing warnings and fouls in a matter of seconds to keep the action going for as long as possible and ensure that the juror and their assistant have seen the warning/foul being awarded.

The centre referee will ensure that they are at an appropriate distance from the competitors as to not interfere with the match, but close enough to be able to step in immediately if necessary. It is important that the centre referee does not turn his back to the juror and tries to avoid getting in the way of the referees.

Centre referees must be confident in their decision making and they should be familiar with the correct terminology and hand signals used in a sparring match. They shall not feel threatened by any competitor or coach and have the right to send a coach from the ring if they are feeling intimidated by that person's actions or any abuse that may be directed toward them.

## 8.9

### Individual & Team Patterns

#### **General Duties**

During the Pattern competition, the centre referee acts as the spokesperson for the referees who are evaluating the competitors' performance. Their duties are the same as the other referees, however, they are the person to issue the commands and direct the competitors.

#### **Pattern Match Procedure**

- The centre referee is responsible for calling the competitors onto the competition arena and commands the competitors to face the Juror and bow, then commands them to face each other and bow once again.
- The centre referee commands the competitors to “Junbi” to bring them into the ready position appropriate for their first designated pattern, before giving the command of “Sijak”.
- After the competitors have completed their pattern, the referees will then record their score on the score sheet (or electronically) and repeat after the competitor has finished their second designated pattern.
- Once the competitors have completed both patterns they will wait for their result.
- The juror’s assistant shall then collect the score sheets from the referees accepting the forms with two hands and a bow and then delivers them to the juror for checking.
- The juror then stands and announces the winner.
- The centre referee then commands the competitors bow to each other, then the juror before leaving the ring.

With the **Team Event** follow the same procedure with the two teams formed up in a straight line with the captain of each team at the front facing the juror. Once the two teams have bowed to the juror and each other the designated pattern shall be selected and displayed for all to see.

In the team event the first team (red) shall assemble at one edge of the ring and then make their entrance. There are no commands issued out at this point. Each team is free to execute their optional (teams do one optional and one designated, individuals do two designated) pattern in their own manner.

Once the optional pattern is complete the referees shall mark their score sheet. Then the blue team shall perform their optional pattern. Once both teams have completed their optional patterns the red team shall return to the ring and perform their designated pattern, be scored then leave the ring. The second team shall then return to the ring and perform their designated pattern.

After the two teams have completed their patterns and left the ring the centre referee will call the teams onto the ring and face each other, bow then face the front and await the result before bowing to the juror. In the case of a draw another designated pattern shall be drawn and both teams shall perform the pattern and then be scored. This procedure shall continue until a winner is found.

## 9.0

### **Individual & Team Sparring**

#### **General Duties**

The centre referee is responsible for controlling the operation of the match and the conduct of the competitors. They carefully watch the match, stopping the bout for any infraction of the rules. It is their responsibility to control the safety of the competitors in the ring and to administer sanctions for illegal, unsafe, or unsportsmanlike conduct. The centre referee works in conjunction with the juror at all times.

## 9.1

### **Starting the Match**

- The centre referee calls competitors into the ring “HONG, CHONG”
- They ensure that the competitors bow firstly to the juror and then to each other before the commencement of the bout.
- The centre referee then calls “Junbi” and the competitors step back into a forearm guarding block, behind the line while the centre referee has their hand stretched out between the competitors.
- They then raise one finger to indicate the start of round one, announce “IL HUE JONG” and complete a quick visual check that all referees are paying attention.
- The centre referee then drops their arm and issues the command to begin “SIJAK”

## 9.2

### **At the end of the first round**

- The centre referee issues the command to break “HETCHO”
- Competitors return to their respective positions in the centre of the ring and face each other
- They bow and are then directed to go to their respective coaches.
- The centre referee waits in the centre of the ring until the commencement of the second round begins. They should stand 1 metre back from the centre of the ring in an at-ease stance until the start of round two.

At the start of round two the centre referee follows the same format as they did at the beginning of round one, with the exception of announcing “I HUE JONG” round two. There is no bowing to the juror again, just each other.

## 9.3

### **At the end of the second round.**

- Follow the same procedure as that of the end of round one, except use the word “GOMAN’ as the final call.
- As this should be the end of the match the centre referee will then wait in the centre of the ring until the corner referees bring their score sheets to them. There is no need to look at each sheet, this is the jurors job and the sheets should be ordered face down for the Juror

- They will then approach the jury table with the score sheets, bow and pass them on to the juror for checking.
- They will then step back one metre from the table and wait in an at ease stance until the juror verifies the scores.
- When ready the juror will indicate for the centre referee to return to the centre of the ring and bring both competitors back to their respective marks in the middle of the ring.
- The competitors must have all their sparring gear with them in case a further round is called.
- At the same time that the juror indicates the winner, the centre referee shall raise the winners arm.
- Once the winner has been declared the competitors will then bow to each other at the centre referees command, before bowing to the juror.
- The centre referee will step back and stand in an 'at ease' position and wait until the next bout.

## 9.4

### In the event of a drawn match.

- The juror will reset the warnings back to 0, but fouls are carried through.
- The centre referee will then get the competitors to bow each other again then call "Junbi"
- The competitors step back into a forearm guarding block while the centre referee has their hand stretched out between the competitors and announces "SAM HUE JONG" and again completes a visual check on the referees to ensure they are ready.
- The centre referee drops their arm and the command "SIJAK" to begin.

## 9.5

### If the match results in another draw after the third round

The 4<sup>th</sup> round or first point round requires 2 judges to score the same point technique, or the competitors continue sparring.

- The centre referee directs the corner referees to stand for the 4th round or "first point scored" and take up their red and blue flags
- The centre referee then calls "Junbi" and the competitors step back into a forearm guarding block, while the centre referee has their hand stretched out between the competitors.
- The centre referee drops their arm and the command "SIJAK" to begin.
- During this round, the centre referee will stop the bout if either a warning or a foul is committed. Warnings are issued in the usual way and if a competitor gathers 3 warnings, they are the loser as they have lost a point. A foul issued also means that competitor loses
- When they see a valid scoring technique, the centre referee will stop the match bring the competitors back into the centre of the ring and ask the question "SUNG" (Score). At that point, if the corner referees saw a legal scoring technique, they will raise the coloured flag of the appropriate scoring competitor.

- If two corner referees indicate a legal scoring technique performed by the same competitor, then that competitor becomes the winner. If there are not two corner referees scoring for the same competitor, the bout continues
- Once the match has been decided the competitors will face each other, bow, then bow to the juror who will then announce the winner at the same time the centre referee raises the winner's arm.
- Once the winner has been announced the centre referee will step back and stand in an at-ease position and wait until the next bout.

## 9.6

### General Tips

- Ensure that you never turn your back to the juror. Try to work in a triangle at the back of the ring facing the juror so that you have good eye contact with them.
- Try to keep the competitors between you and the juror.
- Rely on your juror to help you out, and refer to them for advice if necessary.
- Make sure that your hand signals are clear and decisive so everyone can see them.
- Look for every violation of the rules and indicate appropriately.
- Try to maintain a good distance from competitors, close enough to engage a break, but far enough as to not interfere with the match.
- Call all warnings and fouls, but start the match as quickly as possible.
- Do not explain your decisions to the competitors

## 9.7

### Team Sparring

Once again the same format is used as that of an individual sparring bout with the exception of the time and number of rounds per team match. Follow the same start procedure as that of the team patterns competition, where the two teams line up side by side facing the juror. The centre referee will then toss a coin and the winning captain will then have the choice of sending the first sparer in or having their opponents send in the first competitor. At the end of the match follow the same procedure as that of the individual sparring matches.

## 9.8

### Injuries

If an injury occurs in the ring, the centre referee follows the following procedure.

- The centre referee issues the command to break "HAECHYO".
- The centre referee announces "JUNG-JI" indicating Time Stop.
- The centre referee sends the non-injured competitor back to their coach.
- The juror's assistant responsible calls for medical assistance.
- At this point only the injured competitor, centre referee, medic and coach are permitted on the competition floor.
- Once the medic arrives the juror's assistant starts another clock and the medic then has two minutes to assess the situation and treat the injury.

- After the two minutes has elapsed it is then up to the medic to announce as to whether the competitor shall be capable of returning to the match. If the competitor is unable to carry on the centre referee will consult with the juror to decide which competitor is at fault. If necessary, the juror may call any or all of the corner referees to give their remarks on the situation.
  - I. If the injured party is found to be at fault, the other competitor will be awarded the win, and the injured party will be unable to continue.
  - II. If the non-injured party is found to be at fault, then they will be disqualified and the injured party awarded the win. As the injured competitor has been deemed unfit to continue, even though they have been awarded the win, they will not be able to continue any further in the competition.
- At the end of the two-minute treatment time the injured competitor must continue or be disqualified as above
- The juror will then make a decision on what, if any, sanction is to be given.
- The centre referee then continues the match as per normal.

### 10.0

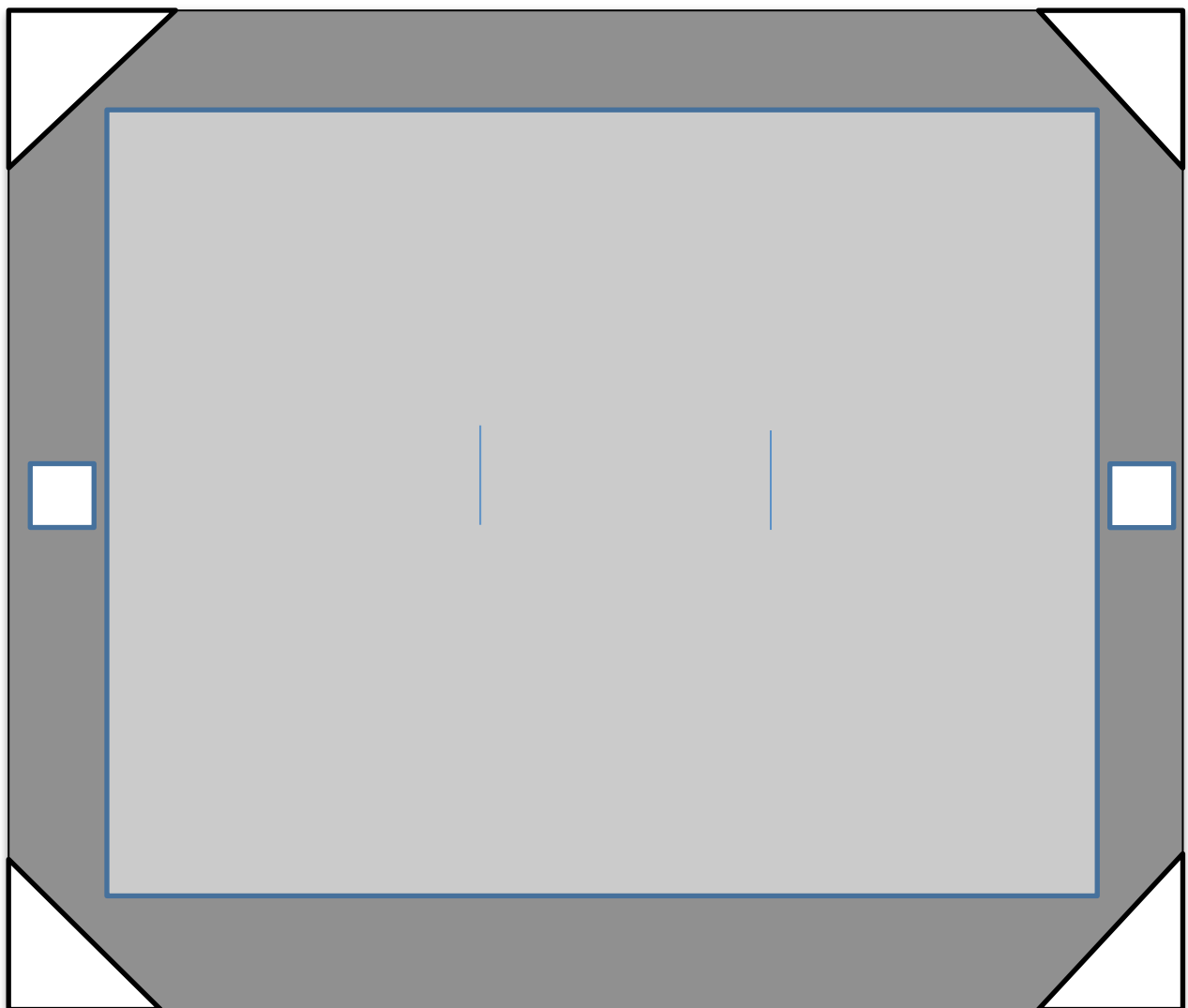
### The Referee's Zone

### The Referee's Zone

CHONG



HONG





## 11.0

### Calls and commands

## Centre Referee - Manual



a. Competitors enter the ring  
"CHARYOT"



e. Ready  
"JUNBI"



b. Competitors bow to the Jury table  
"KYONG-YE"



f. One finger up to indicate the first round  
"IL HUE JONG"



c. Competitors face each other  
"CHARYOT"



g. Move arm downwards and leg backwards – "SHI-JAK"



d. Competitors bow to each other  
"KYONG-YE"



h. Stop  
during the bout: "HAECHYO"

end of the bout : "GOMAN"

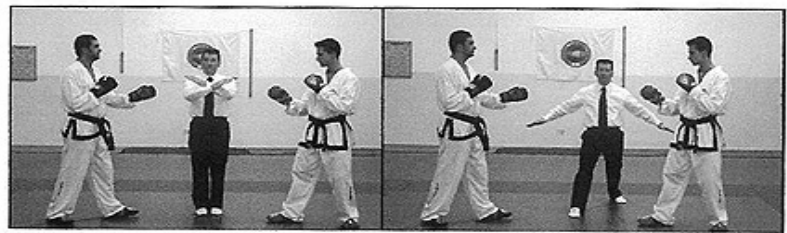




**i. Ready**  
**“JUNBI”**



**j. Continue**  
**“GAESOK”**  
moving hand upwards



**k. Nothing happened**



**l. Time stop**  
**“JUNG-JI”**



**m. Do not speak**



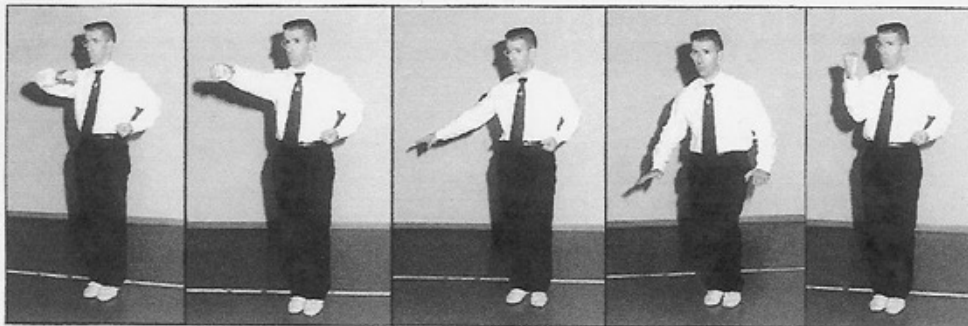
**n. Fight**

A time signal indicates the end of the first round. The Centre Referee calls for “GOMAN” (see page 1.h). The competitors bow to each other (see page 1.c) and leave the square to meet their coaches. After one (1) minute a time signal announces the continuing of the bout. The Centre Referee calls the competitors Hong – Chong to the centre ring. On command of the Centre referee they bow to each other (see page 1.c) and take position “JUNBI” (see page 1. e) The Centre Referee announces “I HUE JONG” -2<sup>nd</sup> round (see page 1.f) and calls for “SHI-JAK” (see 1.g) pulling his arm downwards.

## How to give Warnings

Procedure:

1. Stop the bout "HAECHYO" →
2. Show the warning (a-h)
3. Indicate the competitor and call "JU-UI HANNA" (i)
4. Raise the arm upwards to continue "GAESOK" (j)



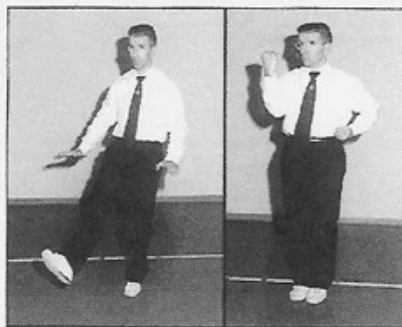
a. Attack to illegal target

b. Stepping out of the ring (both feet)  
g. Intentional avoiding sparring

c. Falling down

d. Holding Grabbing Pushing (perform like a inward forearm block)  
f. Faking a blow

(perform like a turning punch)



e. Sweeping (move the leg straight forward)

h. Raising the arm pretending to have scored

(move the arm downward from eye level to shoulder level in a straight line)



i. The Centre Referee indicates by pointing one finger to a competitor and calls "JU-UI HANNA"



j. Continue "GAESOK" moving hand upwards

## How to give Fouls (see procedure of warnings)



The Centre Referee indicates by pointing one finger to a competitor and calls "GAM JUM HANNA" circling the other hand with finger raised.



- a. Loss of temper
- b. Insulting
- c. Biting, scratching
- d. Attacking with the knee, elbow or forehead
- f. Attack to an illegal target with contact
- g. Contact



- e. Attacking a falling opponent  
(perform a front kick)

## Coach



The Coach must sit down and must not raise his voice. In case of incorrect situation(s) give a warning. At the second warning, after consulting the Jury President, send the coach away by pointing your finger first at the coach and then to one side away from the square.



After the bout the Centre Referee stands in the centre of the square, waits for the Corner Referees to collect their scoring forms and then hands them to the Jury President.



The Centre Referee hands the forms to the Jury President.



The Centre Referee stands one (1) metre away in front of the Jury Table



The Jury President sends the Centre Referee back to the Centre of the Ring

## How to declare the Winner



**Attention !**  
before the competitors enter the ring check if they are in possession the necessary equipment.

The Centre Referee takes the arm of each competitor and waits for the Jury President signal.



Raises the arm of the winner and takes one (1) step backwards



In case of a draw raises both arms and calls "JUNBI".

Shows 3 fingers to indicate 3<sup>rd</sup> round "SAM HUE JONG" and calls "SHI-JAK".

In case of an other draw same procedure as above. Shows a fist to indicate the bout of "first point winner" and calls "SHI-JAK".

## 12.0

### **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           |

## 13.0

### **The Referees**

The referees are responsible for impartially judging the performance of the competitors and assigning scores. For Patterns, they are seated 1 metre apart from each other, evenly spaced alongside the front edge of the ring, between the ring and the jury table. They must also be at least 1m from the front edge of the competition ring.

For sparring, the corner referees are seated outside each corner of the ring and are responsible for recording the points they assign to each competitors performance.

## 13.1

### **Pattern Referees**

#### **Pattern referees**

It is the responsibility of each referee to pay attention to each bout carefully and to objectively score each competitor as they see fit without prejudice or favoritism. They should scrutinize each competitor's performance and mark accordingly keeping in mind the scoring system below.

## 13.2

### **System of Scoring for Patterns**

The system of scoring is as follows:

For each pattern performed, the competitor starts with 10 points. Referees deduct either 1 point or ½ a point for each inaccuracy or wrong move in the pattern, or give 0 points in extreme cases. Below is a guideline as to what some of the common deductions are for. So long as you are consistent with your deductions for each competitor for each round for each draw etc, it doesn't matter how many points you remove.

Deduct ½ point for:

- Incorrect or poor sign-wave
- Loss of balance
- None or poor breath control
- Little or no power
- Poor rhythm

Deduct 1 point for:

- Wrong technique
- Forgetting one technique
- Returning with the wrong foot,
- Not withdrawing side kick immediately

Deduct 10 points (give a zero score) for:

- Stopping completely for more than 2 secs (except in a team pattern)
- Forgetting two or more techniques
- Mixing patterns
- Starting pattern wrong direction
- Not doing designated or assigned pattern

Referees must ensure that they print their name on the score sheet, the division, ring, and bout numbers clearly in the space provided. This is necessary in the event of a dispute.

## 13.3

### **Corner Referees**

During each match, the corner referees are responsible to objectively grade the performance of each competitor or team recording each point as they see it.

After each match they then must add up all points on their score sheet, remembering to take off the minus points (three warnings constitute the loss of one point) or from fouls that may have been awarded to each competitor. They shall then stand up and move to the centre referee, bow and hand their score sheet over face down. The centre referee will pass

them on to the juror. The centre referee does not go to each of the corner referees as they are senior when in the ring.

## 13.4

### **General Notes**

- The referees are not allowed speak during the competition. With the exception of consulting the juror or the centre referee upon their request.
- Referees must sit correctly. (Upright, with their back straight and soles of their feet on the floor).
- They must remain seated throughout each match.
- They must pay attention to the action within their assigned ring and judge the competitor's objectively.
- Throughout the match, when a corner referee sees a legally scored technique, they shall indicate it on the score sheet in the appropriate column.
- Points shall be marked at an appropriate time and not necessarily straight away to avoid missing further scoring techniques from either competitor.
- Warnings and Fouls shall be recorded in the appropriate column as they occur for corner referees.

## 13.5

### **System of scoring for Sparring**

In both individual and team sparring the scoring is the same. Corner referees evaluate each competitor's performance and award points based on the correct execution of a legal technique aimed at a legal target. Various points are awarded for different target areas and difficulty of technique.

#### **Points Awarded**

One (1) point shall be awarded for the following:

- Hand attack directed to the mid or high section.
- Flying/jumping (both feet must be off the ground) Hand attack directed to the mid or high section.

Two (2) points shall be awarded for the following:

- Foot attack directed to the mid-section.
- Flying/jumping Foot attack directed at the mid-section.

Three (3) points shall be awarded for the following:

- Foot attack directed to the high section
- Flying/jumping kick directed to the high section.

#### **Warnings/Fouls:**

Corner referees are responsible for recording the number of warnings and fouls issued to each competitor. The jurors assistants will keep a running total of all warnings and fouls visible on the Jury table.

At the end of each match, the warnings and fouls are tallied and the appropriate penalty is applied against the total score. Warnings are carried into the 2<sup>nd</sup> round but wiped if a third round or first point scored round is needed whereas fouls carry all the way through (Note that a foul is only counted at the end of the second round and not again for a third or fourth round if there is one).

One point shall be deducted from a competitor's score sheet for every three warnings accumulated and for every foul committed. There is no limit to the amount of warnings any competitor may receive. Any competitor who receives a third foul shall be automatically disqualified by the juror and therefore shall be eliminated from competing any further.



## Corner Referee - Manual



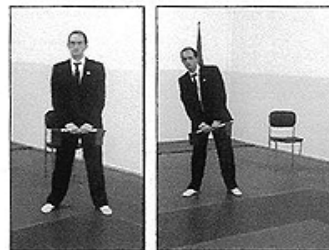
Good postures



Wrong postures



After the bout the Corner Referee stands up and hands the scoring form to the Centre Referee bowing for respect.



In case of the “first point” winner the Corner Referee stands up in front of his chair with the red – blue flag in his hand

The Corner Referee may move to have a better view



In case of a scored point the Centre Referee stops the bout. Only after the command “Sung” the Corner Referee indicates the winner by raising red or blue flag