

General Competition Guidelines

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

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

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

Competitors will be expected to register in the most proper weight class division listed for that tournament. Any official or coach may question the weight of a prospective opponent prior to the beginning of the division. If a competitor's weight is questioned (protested) and his/her weight is found to be either over or under that weight class in which they have been assigned to compete, he/she will be disqualified from further competition that day. Competitors unable to make their weight prior to the beginning of competition may, with the permission of the tournament director, move into another weight division other than that for which they had registered.

All competitors' weights must be verified within 48 hours of the start of the individual competitor's sparring event day.

A weight may be measured twice if necessary to make weight.

The second reading of a competitor's weight may take place any time during the posted weigh-in times.

During the weigh-in, Black Belt Competitors, 14–17 and 18–34, competing in Olympic Sparring Adult Rules, will be required to show a photo ID.

Weigh-ins may be allowed in dobok, street clothes, or athletic shorts and t-shirt.

Competitors unable to make the weight for which they registered, MAY BE DISQUALIFIED or be allowed to change their registration and pay the required CHANGE ORDER FEE at check-in. Additionally any corrections made during the check-in process due to errors made on the competition application may result in an additional CHANGE ORDER FEE at check-in.

General Rules and Regulations For Olympic-Style Sparring

Article I. Protective Equipment

I.A. Mandatory Equipment. All competitors must wear:

I.A.1. Olympic style chest protector

I.A.2. Headgear, white for either player

I.A.2.a. As optional, the blue player may wear blue headgear and the red player may wear red headgear.

I.A.2.b. Other than the headgear, no other item shall be worn on the head.

I.A.3. Commercially manufactured Shin & instep protectors, i.e. Macho, Addidas, etc. (white only and must be worn underneath the dobok). **I.A.4.**

Forearm protectors (white only and must be worn underneath the dobok).

I.A.5. Mouth-guard

I.A.6. Males are required to wear groin protection (hard cup). Female groin protection is optional. All groin protection must be worn inside the dobok.

Article II. Personal Requirements

II.A. Personal Requirements & Compliance. Competitors shall keep their nails short and are forbidden to wear any metallic article that may injure or endanger an opponent. Any competitor whose hair, in the opinion of the Referee/Judges, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

II.B. Metallic Articles. The phrase "metallic articles" includes all hard objects, which may cause injury. It is not sufficient to cover a hard or metallic article such as a ring with tape or other covering. Eyeglasses are not allowed in sparring competition. Soft contact lenses are recommended.

II.C. Personal Hygiene. The personal hygiene of all competitors shall be of the highest standard. Any competitor wearing an excessively unkempt or dirty uniform will be required to change it immediately (i.e., within one minute). If the competitor cannot or will not comply, the Referee shall declare the opponent the winner.

II.D. Medical Tape. A maximum of two layers of tape are allowed except in the case of an injury. For an injury, the minimum amount of tape that will protect the area should be used. If there is a question, the Referee should have the wrapping examined and approved by the tournament physician. Under no circumstances will a hard splint or cast be allowed, no matter how small.

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

Article III. Compliance

III.A If a competitor, upon being called to the center of the ring to compete, is found in violation of Articles I and/or II (Protective Equipment and Personal Requirements) that competitor will receive one minute to come into compliance. If within that one minute the competitor returns to the center ready to compete, he/she will receive a kyong-go and the match will begin. If he/she does not return to the center ready to compete at the end of one minute an additional one minute count down will begin. If that competitor returns to the center within the second one minute period then the competitor will receive a gam -jeom and the match will begin. If the competitor does not return within the total two minute grace period then that competitor may be disqualified.

Article IV. Duties of Officials (Referees, Judges, Technical Advisors and Court Officials)

IV.A. The Referee shall:

- IV.A.1.** Control the competition
- IV.A.2.** Physically inspect the competitors before the match
- IV.A.3.** Give pre-competition instructions when necessary, declare the beginning and the end of the match, and give warnings and commands such as “**Kal-yeo**” (break) and “**Kye-sok**” (continue)
- IV.A.4.** Announce the deduction of points and disqualifications, announce verbally invalid scores, and maintain control of the ring
- IV.A.5.** Make every effort to ensure the safety of the competitor
- IV.A.6.** Stop the timekeeper’s clock when necessary
- IV.A.7.** State his/her opinion about decisions, deduction of points, warnings, and the winner, when requested by the Technical Advisor
- IV.A.8.** The Referee may stop the match due to a mismatch. This can be done with or without consultation of the Judges.
- IV.A.9.** Collect the scorecards from the Judges and submit them to the Technical Advisor at the end of each round when using paper scoring.
- IV.A.10.** In the event of a tie at the end of regulation, a ‘sudden death round’ will follow. The first point scored or first full deduction point (any combination of kyong-gos or a gam-jeom) decides the match. In the event there is still no winner, the decision will be made using the rules of superiority.

IV.B. The Judges shall:

- IV.B.1.** When using three Judges, they shall be positioned in an equilateral triangle – one on each front corner and one between the two remaining corners. When using four Judges, they shall be positioned at the four corners of the competition area.
- IV.B.2.** Record points, warnings, infractions, and disqualifications on the Scorecard if using paper scoring. Score point with controls when using electronic scoring.
- IV.B.3.** Deliver the completed scorecard to the Referee following the end of each round if using paper scoring.
- IV.B.4.** State their opinions forthrightly when requested by the Referee

IV.C. The Technical Advisor shall:

- IV.C.1.** Consult with the Referee and Judges if necessary.
- IV.C.2.** Inspect the scorecard for accuracy (when using paper scoring).
- IV.C.3.** Confirm the winner only on the basis of the scorecard and inform the Referee (when using paper scoring)
- IV.C.4.** In the case of questions, the Technical Advisor should consult with the appropriate Judge or Referee.
- IV.C.5.** Sign each contested match’s scorecard and present it to the Protest committee in the case of a protested match (when using paper scoring).
- IV.C.6.** Oversee scorekeeper and timekeeper.

IV.D. Assistants: Computer Operator, Timekeeper, Weigher and Score Keeper shall perform the following functions:

- IV.D.1. The Computer Operator** shall follow instructions from the Referee to record penalties and keep time electronically.
- IV.D.2. The Timekeeper** shall be responsible for keeping the official time by starting and stopping the clock on the Referee’s orders, and for announcing the expiration of the official time period.
- IV.D.3. NOTE:** Although the Referee has not declared “**keu-man**”, the match shall be regarded as having ended when the prescribed time is over. Penalties and point(s) can be awarded after time as long as the penalty and point(s) occurred during regulation time.
- IV.D.4. The Weigher** shall determine the competitors’ weights according to regulations and in the presence of a designated certified Referee.
- IV.D.5. The Score Keeper** shall keep a record of the results of each contest (win, loss).

Article V. Official Signals and Language

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

V.A. Referee.

V.A.1. Before the Match:

- V.A.1.a. Calling the Competitors:** Standing at his mark in the ring, the Referee with both arms bent at the elbow at a 45 degree angle and the index finger extended, calls the competitors to their marks by saying “**Chung**” (blue) and pointing the right index finger down to a 45 degree angle and slightly forward towards the athlete’s mark in the ring, and then repeating the same procedure with the left hand for “**Hong**” (red).
- V.A.1.b. Bow in the Competitors:** The Referee shall raise both arms (triceps parallel to the floor and at chest level), hands open (palms facing inward) and forearms bent vertically at the elbows and say “**Char-yeot**” (attention), to indicate that the competitors should face one another and come to attention. Next the Referee shall extend the palms downward and parallel to the floor at chest level while saying “**Kyeong-rye**” (bow) to indicate that the competitors should bow to one another.
- V.A.1.c. Examine The Competitors:** The Referee shall then physically examine the two competitors (Blue first) to insure that all the requirements listed in Article I & II above have been followed.

V.A.2. To Start the Match:

- V.A.2.a.** The Referee shall then assume a front stance, left foot

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forward, and execute a chest level right knife hand downward strike between the opponents while commanding, "Joon-bi" (ready).

V.A.2.b. Next, the Referee shall extend both arms out to the side at a 45 degree angle as he/she pulls the left foot back to a "cat stance", simultaneously bringing the arms in parallel to the floor, shoulder width apart, palms facing inward and command "Shi-jak" (begin).

V.A.3. To Temporarily Halt the Match: The Referee shall say "Kal-yeo" (break) while extending the right hand in a sharp, shoulder-level knifehand downward strike between the opponents while standing in a left foot forward walking stance.

V.A.4. To Award the Joo-eui:

V.A.4.a. The Referee shall break the competitors with the "Kal-yeo" command at the spot where the violation took place, and will then turn to the timekeeper and declare "Shi-gan" (Non-injury time-out).

V.A.4.b. He/she will face the perpetrator of the offense and acknowledge them with "Chung or Hong" while pointing to the perpetrator's forehead with the right forefinger, extending the interior of the arm to 135 degrees.

V.A.4.c Finally, the Referee will turn the right palm forward to the contestant's face and wave it once from right to left to right and declare a "Joo-eui" (warning). (The Referee does not have to state the reason for the Joo-eui.)

V.A.5. To Award a Kyong-go (Half-Point Deduction):

V.A.5.a. The Referee shall break the competitors with the "Kal-yeo" command at the spot where the violation took place, and will then turn to the timekeeper and declare "Shi-gan" (Non-injury time-out).

V.A.5.b. Next, the Referee will face the perpetrator of the offense and place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator's forehead, extending the interior of the arm to 135 degrees and acknowledge them as either Chung or Hong. Next he/she will place his/her right fist, forefinger extended to his/her left shoulder and then point at the forehead of the pertinent contestant, arm fully extended and declare "Kyong-go" (Half-Point Deduction).

V.A.6. To Award a Gam -jeom (Full-Point Deduction):

V.A.6.a. The Referee shall break the competitors with the "Kal-yeo" Command at the spot where the violation took place, and then turn to the timekeeper and declare "Shi-gan" (Non-injury time-out).

V.A.6.b. Next, the Referee will face the perpetrator of the offense, then place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator's forehead, extending the interior of the arm to 135 degrees and acknowledge them with either "Chung or Hong".

V.A.6.c. Still facing the perpetrator, the Referee will assume Char-yeot stance, drop the hands down to his/her sides, close the fist and then vertically raise his/her right fist, forefinger extended, and declare "Gam-jeom" (Full-Point Deduction).

V.A.7. To Continue the Match:

The Referee shall say "Kye-sok" (continue) while striking sharply downward from the ear with a right knifehand and returning upward.

V.A.8. To End the Match: The Referee shall say "Keu-man" (stop) and command the competitors return to the starting position. The Judges then bring the completed scorecards to the Referee who then approaches the Technical Advisor's table, bows and then presents them to the Technical Advisor. The Technical Advisor then determines the winner and informs the Referee. The Referee then returns to his position in the center of the ring (when using paper scoring). The Referee will bow out the competitors following the same procedure used in

V.A.1.b. Bow in the Competitors. (Athletes should not remove their headgear until they are bowed out.)

V.A.9. To Award the Winner: Next, the referee will instruct the athletes to remove their headgear. Still standing between the two competitors and facing the Technical Advisor, he/she will drop both hands to the his/her side, raise the right arm with the closed fist to the sternum, continuing to raise the right arm in a knifehand up at a 45-degree angle with the palm facing upward and declare "Chung Sung" if Blue is the winner. If Red is the winner, follow the same procedure with the left hand and declare "Hong Sung".

Notes:

Article VII. Duration of Competition

VII.A. Colored Belt Rounds. All colored belt matches shall consist of two 90-second rounds with a 30-second rest between rounds.

VII.B. Black Belt Rounds. All preliminary Black belt matches shall consist of two, two-minute rounds with a 30-second rest between rounds. For Team Trials, National Championships and Junior Olympic Games Competition ONLY, Black belt finals matches (14-17 and 18-34) shall be three, two-minute rounds with a one-minute rest between rounds.

VII.C. Advanced & Black Belts Combined. When Red/Brown belts are combined with Black belts all matches shall consist of two, two-minute rounds with a 30-second rest between rounds.

VII.D. Rest Time Between Semi-Final & Final Match. Competitors shall be allowed at least two-minutes rest between semi-final and final matches.

Article VIII. Authorized Implements For Scoring

VIII.A. Forefist. No open hand, knife hand, ridge hand, or palm heel strikes are allowed.

VIII.B. Foot. Refers to any part of the foot below the ankle.

Article IX. Authorized Areas For Scoring

IX.A. Head Area (*Foot Only*). The 'head area' is all areas above the collarbone, including neck, face, ears, top and back of head.

IX.B. Trunk. This area includes the entire trunk which is covered by the hogu between the armpit and the pelvis. This includes the back, except for the spine. Attack by fist and foot techniques are permitted

Article X. Points (Valid Scores)

Points shall be awarded when permitted techniques are delivered accurately and powerfully to legal scoring areas.

I.A. Points Awarded for Legal Attacks to Legal Scoring Areas.

X.A.1. One point for an attack on the scoring area of the trunk

X.A.2. Two points for an attack (foot) to the head

X.A.3. One additional point shall be awarded in the event that the Referee deems that a knock down has occurred and the Referee counts. After counting, the Referee shall instruct the recorder to add one additional point if the technique causing the knockdown was scored a point.

X.B. Invalidation of points. When a contestant scores a point or points through the use of an infraction, the point(s) shall be annulled.

X.B.1. To remove point(s) that were scored due to the use of an infraction the Referee should face the perpetrator and issue the appropriate penalty,

then turn to face the Technical Advisors table, wave the right palm face high from left to right and then back to center.

X.C. When using electronic scoring, in cases where each Judge awards a different score for a legal attack to the head area (i.e., Judge A gives one point, Judge B gives two points, and Judge C gives no points) and no point is recognized as a valid one, any of the officials or coaches may indicate the mistake and ask for confirmation. The Referee may declare "Shi-gan" to stop the contest and gather the Judges to ask for statements. After discussion, the Referee will publicize the resolution.

Article XI. Definitions

XI.A. Knock Down.

A Knock down occurs when:

XI.A.1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent's delivered technique and / or:

XI.A.1.a. A contestant is staggered, showing no intention or ability to pursue the match.

XI.A.1.b. The Referee determines that the contest cannot continue as the result of any power technique being delivered.

XI.B. Knock Out. A Knock out is declared when a contestant cannot show a willingness to continue, the Referee shall continue the count as long as the other contestant remains downed.

XII.A.8. In case both contestants are downed and fail to show a willingness to continue by the count of ten, the winner shall be decided by the points scored before the knockdowns.

XII.B. Procedures to be followed after knock out. In the case of a knock out by head attack, the competitor may not enter another sparring competition until after 30 days and after receiving a physical examination and clearance from a physician.

Article XIII. Procedures for Suspending A Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, etc. or for an injury that is not defined as a knockdown such as accidental falling or an injury from a prohibited act.

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

XIII.A.1. Declare "Kal-yeo" to stop the competitor action

XIII.A.2. Order the timekeeper to suspend the time by declaring "Shi-gan" (non-injury timeout) using the proper hand signal

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

Article XII. In The Case Of A Knockdown

XII.A. The Referee shall:

XII.A.1. Stop the attacking fighter by commanding “Kal-yeo” and keep the two competitors apart. Determine severity of injury.

XII.A.2. Count aloud from one to ten, at one-second intervals, making the appropriate hand signals indicating the passage of time. There is a mandatory eight count.

XII.A.3. When a contestant who has been knocked down cannot demonstrate a willingness to continue the contest by the count of Yeo-dul (eight), the Referee will announce the other contestant the winner by KO.

XII.A.4. If the downed contestant stands up and is recovered by the count of eight and has demonstrated a willingness to continue, the Referee shall turn to the timekeeper and declare “Shi-gan” (Non-injury time-out) and announce “Chung, Il Joem” or “Hong, Il Joem” (add one bonus point if the technique causing the standing eight count was scored a point).

XII.A.5. After the addition of the bonus point, the Referee shall continue the contest by announcing “Kye-sok”.

XII.A.6. The Referee shall continue the count regardless of the end of the round or the contest time.

XII.A.7. In case both contestants are downed, and one of them receive another injury ‘time out’ for the same injury.

XIII.C. If the injured competitor cannot continue the match after one minute the Referee shall:

XIII.C.1. Declare the injured competitor the loser if the injury was not the result of an attack.

XIII.C.2. Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor.

XIII.C.3. Declare the injured competitor the loser if the injury was the result of a prohibited act that would have been assessed a Kyong-go penalty.

XIII.C.4. Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a Gam-jeom penalty.

XIII.C.5. Declare a winner based on the score before the injury if both contestants are injured and cannot continue.

XIII.C.6. May consult with the Judges to make a decision

Article XIV. Sudden Death Round and Rules of Superiority

XIV.A. To determine the winner at the end of the regulation time the computer or Score Keeper (if using paper scoring) will calculate points scored, minus deduction points throughout all of the rounds. Deduction points are not added back to break a tie.

XIV.B. In the event the score is tied a sudden death round will follow. The players will be directed back to their coaches’ seat for the normal rest period between rounds. During the sudden death round, the first point scored or the first full point deduction (combination of kyong-gos or a Gam-jeom) will decide the winner. If the match is still not decided then the rules of superiority will be used to determine the winner. The Judges and Referee will decide the winner based on initiative shown during the sudden death round only. This will be done through the use of a superiority card.

XIV.C. The following procedure will be used to determine the winner: **XIV.C.1.**

From the center and while facing the scoring table, the Referee will retreat two steps backward from the athletes and wait for the Judges to complete their superiority cards.

XIV.C.2. The Judges will immediately lower their heads and select a winner on the superiority card. The Judges may not lift their heads until they have completed the card.

XIV.C.3. The Judges will deliver their scorecards to the Referee, decision side down (to conceal their decisions until the Referee has made his own). After collecting the cards, the Referee will complete his card and then he will then turn over the Judges’ cards and tabulate them on the bottom of his card. In the event that the outcome is 2:2 then the Referee shall decide the winner.

XIV.C.4. The Referee will then advance two steps forward, returning to his/her original position at the center of the ring. He/she will then bow out the competitors and award the winner by declaring “Chung Sung” or “Hong Sung”.

XIV.D. The decision of superiority will be made in the following manner:

XIV.D.1. The one who has shown initiative, which is defined as:

XIV.D.1.a. Technical dominance of the opponent through aggressive match management

XIV.D.1.b. The greater number of techniques executed

XIV.D.1.c. The use of more advanced techniques, both in difficulty and complexity

XIV.D.1.d. Display of better competition manner

Article XV. Decision

XV.A. Determination of the winner shall be made as follows:

1. Win by K.O.
2. Win by Referee stops contest (RSC).
3. Win by Score or Superiority.
4. Win by seven point gap
5. Win by Withdrawal.
6. Win by Disqualification.
7. Win by Referee’s punitive declaration.

XV.B. Seven Point Gap Rule

1. For ages 14 & Up, the match ends immediately upon a seven point gap In score.
2. For ages 13 & Under, the seven point gap is not considered until the end of the 1st round. If a seven point gap or greater exists at the end of the 1st round then the match is over. Otherwise the 2nd round will begin and continue until a seven point gap is obtained.

Article XVI. Prohibited Acts

XVI.A. The Referee shall declare penalties on any prohibited acts.

XVI.B. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.

XVI.C. Penalties are divided into Kyong-go (1/2 point) and Gam-jeom (full point) deductions.

XVI.D. Two Kyong-gos shall be counted as a deduction of one point. However, the last odd kyong-go shall not be counted in the grand total.

XVI.E. A Gam-jeom shall be counted as a minus one point. All Gam-jeoms are counted in the grand total.

XVI.F. Joo-eui (*Verbal Warning*)

XVI.F.1. Only one Joo-eui per infraction, per round, per competitor. **XVI.F.2.** A Joo-eui does not affect points, but a “Kyong-go” must be given in the event the athlete repeats the same act during the same round. Therefore, if an official gives a Joo-eui for falling down, he must give a Kyong-go if the athlete falls again and it is not the result of a knockdown or the result of being pushed down by the other athlete. **XVI.F.3.** Joo-euis are only given for incidents related to Kyong-gos and never for Gam -jeoms.

XVI.G. Kyong-go Penalties (*Half-Point Deductions*).

- XVI.G.1.** Evading by turning the back to the opponent
- XVI.G.2.** Intentionally Falling down
- XVI.G.3.** Avoiding the match
- XVI.G.4.** Grabbing, holding or pushing the opponent
- XVI.G.5.** Attacking below the waist
- XVI.G.6.** Pretending injury
- XVI.G.7.** Butting or attacking with the knee
- XVI.G.8.** Hitting the opponent’s face with the hand
- XVI.G.9.** Crossing the boundary line with both feet
- XVI.G.10.** Uttering undesirable remarks or misconduct

XVI.H. Gam-jeom Penalties (*Full Point Deductions*)

- XVI.H.1.** Attacking the opponent after “Kal-yeo’
 - XVI.H.2.** Throwing down the opponent by grappling the opponent’s attacking foot in the air with the arm or by pushing the opponent with the hand
 - XVI.H.3.** Intentionally attacking the opponent’s face with the fist
 - XVI.H.4.** Interrupting the progress of the match on the part of the contestant or coach
 - XVI.H.5.** Attacking the fallen opponent
 - XVI.H.6.** Violent or extreme remarks or behavior on the part of the contestant or coach
- XVI.I.** When a contestant refuses to comply with the competition rules or the Referee’s order intentionally, the Referee may declare the contestant loser by penalties after one minute (announce Kye-shi).
- XVI.J.** Any combination of half point or full point deductions, which brings the total of “minus” points to four (4), shall cause that competitor to be declared the loser.
- XVI.K.** To reverse a violation call the Referee shall repeat the wrong signal, then wave the right palm twice horizontally from right to left as wide as the shoulders while facing the Technical Advisor table. He will then declare the proper infraction

Article XVII. Situations Not Covered By Rules

XVII.A. If a situation is not covered by the rules, the Tournament Chief Referee or Arbitration Committee will provide a ruling.

Article XVII. Protests

XVIII.A. Filing a Protest. In case there is an objection to a decision; the appointed coach (and he/she alone) representing the athlete may file a written

protest to the Chief Arbitrator or Tournament Arbitration Committee, along with a fee of \$25 (cash only). The protest will be submitted on the official protest form (See Appendix B). The appointed coach MUST inform the Referee or TA of that match immediately that it is their intent to protest the match. The written protest itself must be filed within a reasonable period of time. However, if the protest involves in error in the management of that division, such as miscalculating the score or misidentifying an athlete, the correction must take place immediately.

XVIII.B. Deliberation Process.

- XVIII.B.1.** After reviewing the protest application, the content of the protest must be arranged according to the criterion of “acceptable” or “unacceptable”.
- XVIII.B.2.** If necessary, the Arbitrator can hear opinions from the Referee, Judges, or Technical Assistant.
- XVIII.B.3.** If necessary, the Arbitrator can review the material evidence of the decisions, such as the written data (score sheets). Videotapes WILL NOT be admitted as evidence to confirm or disconfirm the protest.
- XVIII.B.4.** Errors in determining the match results: Mistakes in calculating the match score or misidentifying a contestant shall result in the decision being reversed.
- XVIII.B.5.** Error in application of rules: When it is determined by the Arbitrator that the Referee made a clear error in applying the competition rules, the outcome of the error shall be corrected and the Referee shall be disciplined.
- XVIII.B.6.** Errors in factual judgment: When the Arbitrator decides that there was clearly an error in judging the facts such as impact of striking, severity of action or conduct, intentionally, timing of an act in relation to a declaration or area, the decision shall not be changed and the official(s) who have made the error shall be disciplined/sanctioned.
- XVIII.B.7.** The decision of the arbitrator will be final and there will be no means of further appeal.

Article XIX. Safety Rules Governing Olympic-Style Sparring For Junior Competitors

The following special section of the Competition Rules shall apply to youths (5 to 13 years of age all belts and 14 to 17 year old colored belts and 14 to 17 year old Black Belts competing with Junior Rules) competing in the Olympic Style Division.

XIX.A. General Rules. The rules concerning a kick to the head area shall be as follows:

XIX.A.1. The competitor is encouraged to kick to the head area; however, the kick must be light contact with absolute control or the appropriate penalty shall be invoked.

XIX.A.2. The competitor who executes a successful technique (light contact) will be awarded two points.

XIX.A.3 The competitor who executes a kick to the face or neck, which does not cause injury, but, in the opinion of the Referee, is deemed excessive, will receive a one-point penalty (gam -jeom)

XIX.A.4. The competitor who executes a kick to the face or neck, which results in a minor injury, shall receive a one-point deduction. A minor injury is defined as an abrasion or bleeding caused by excessive contact. The Referee, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.

XIX.A.5. The competitor who executes a kick to the face or neck, which results in the inability of the opponent to continue sparring because of the injury, shall be disqualified. The Referee with or without consultation with the tournament physician, shall determine if the attack is excessive contact, and if the injury is a major one.

NOTE: Inability to continue because of fright, crying, or loss of will following a legal kick to the head does not constitute grounds for disqualification of the attacker.

XIX.B. Junior Olympic Style Divisions will be categorized by age, belt, weight and gender. The following divisions are for all ranks, ages 5 to 13:

Article XX. Methods Of Competition

XX.A. The competition system for all championships shall consist of single elimination.

XX.B. A 'bye' system shall be used at all championships, which guarantees four semi-finalists. All byes shall be awarded during the first round of competition.

General Rules and Regulations For Forms/Patterns Competition

Article I. Competition Shall Be Divided By Age, Belt and Gender In General.

I.A. All Ages and Belt Divisions.

I.B. In Junior Divisions (ages 5 to 17), where there are 40 or more athletes, that division will be divided into two divisions according to age.

Article II. Merits

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

Article III. Judging Procedure

Forms/patterns may be scored by one of the following two methods.

III.A. Individual Forms Competition

III.A.1 Judges shall be seated in the four corners with the Referee in front of the scorer's table.

III.A.2 Points shall be awarded on a scale of 7.0 to 10.0 in tenth of point (.1) increments, 7.0 being the lowest score awarded for a completed pattern. 8.0 shall be the score awarded by an Official for what that Official deems to be an average performance for that age and rank division in which the player competes.

III.A.3 Judges shall display the score of each competitor.

III.A.4 The highest and lowest scores shall be thrown out and the remaining three scores added to compute 'total score'.

III.A.5 In the case of a tie, the lowest score shall be added back to break the tie. If still tied, the highest score shall then be added back as well. If this procedure fails to break the tie, then both competitors shall repeat their form/pattern (competitors may choose to do a different form/pattern, but are not required to do so).

III.A.6 The Score Keeper shall record the computation of the total score on the score sheet and the Referee shall sign the division results sheet.

III.A.7 Anyone under Black Belt may begin a pattern a second time with a two-tenths (.2) deduction from the total score (not each individual Judge's score).

III.B. Single Elimination Bracketed Competition

III.B.1. Judges shall be seated in the four corners with the Referee in front of the scorer's table.

III.B.2. Two competitors perform forms/patterns simultaneously.

III.B.3. Judges shall display the appropriate flag for the competitor deemed to have the better performance according to the criteria of Article II (Merits).

III.B.4. The Score Keeper shall record the winner on the bracket sheet.

III.B.5. No competitor may begin a pattern a second time.

IV.C. Uniform and personal requirements same as in Sparring.

Article IV. Recognized Forms/Patterns

IV.A. The official Forms/Patterns accepted for competition shall be:

IV.B. Forms/Patterns Can Not Be Altered or Modified. Do not add or leave out kicks or movements. Doing so can result in disqualification. No variation from the above list will be accepted.

IV.C. Players may do ANY Form/Pattern listed for their division or one division below.

IV.D. Proper Protocol for Athlete Introduction to Referee.

IV.D.1. When a player is called to perform his/her form/pattern, they will approach the Referee in order to give their name and the name of their form. When approaching and backing away from the Referee, the competitor should do so quickly. The competitor, after having backed away from the Referee to begin their form/pattern, should begin when ready. Upon completion of the form/pattern the Competitor should return to “Joon-bi” without waiting for the Referee to command to do so.

IV.D.2. Players should not give their school name or instructor’s name.

IV.D.3. Black Belt competitors are also required to state their current rank.

Appendix C

Korean Terminology

Korean	Pronunciation	English
Char-yeot	Cher e ut	Attention
Chung	Chung	Blue
Chung Sung	Chung Sung	Blue Winner
Gam -jeom	Gam jum	Full Point Deduction
Hong	Hong	Red
Hong Sung	Hong Sung	Red Winner
Il Joem	Il Jum	Add Bonus Point
Ee Joem	E Jum	Add Two Bonus Points
Joo-eui	Jew we	Warning
Joon-bi	June bee	Ready Position
Kye-sok	Kay suk	Continue
Kal-yeo	Cal E O	Break
Keu-man	Ko Mon	Stop
Kye-shi	Kay She	Injury Time Out (60 seconds)
Kyong-go	Kung Go	Half Point Infraction
Kyeong-rye	Kyoung yeah	Bow
Shi-gan	She Gon	Non-Injury Time Out
Shi-Jak	She Jock	Begin