

CTF Tournament Rules

A. PURPOSE OF CTF TOURNAMENT SYSTEM

The CTF Tournament System is designed to offer an additional learning situation for its members. In order for a positive learning situation to occur, it is the responsibility of all Tournament Officials, Instructors and Black Belts to ensure that the Tournament is conducted as follows:

- Competition is safe.
- Competition is fair.
- Competition is challenging.

In order that competition is a positive experience for all competitors, the CTF Instructors should insure that any student competing is adequately prepared both physically and emotionally for the competition experience. By nature of competition, there is only one winner and many more losers. A competitor who sets his focus solely on winning is likely to be disappointed. He will find it much more productive to focus on competition as

- a means of measuring himself against others,
- a motivational force for continued practice and improvement,
- an opportunity to view others with greater skills and experience so he can set goals and
- an opportunity to identify personal strengths and weaknesses.

The Instructor should try to ensure that not only the students, but also the parents of juniors, understand the competition rules as well as the purpose of competition. Below are a couple of articles that you may wish to share with your potential competitors and parents of your junior students to help explain the importance and purpose of competition.

TOURNAMENT COMPETITION

How to get the most from competing.

Tournaments are a great way to have fun and meet new people. Every tournament is like a family reunion where we get to see people we might never see otherwise.

You can gain a new perspective on Taekwondo from observing students from other schools. By watching the high rank black belt divisions, I have realized what is possible. Everyone needs inspiration and this is a good source. I might not have challenged myself enough simply because I didn't know what could be achieved.

Tournaments provide excellent training experiences. First, they serve as motivation for students to concentrate on their training as they prepare for the tournament. Next they provide the student with valuable experience in performing before a group. This helps the student who is extremely nervous to confront and control his anxiety. I must admit though that the "butterflies" will never go away unless you cease to care about the results. By watching other students of similar age and rank, the student may notice areas where he can improve. Go to the tournament with the attitude that you want to learn from others.

Before you can enjoy and learn from your experience, you must go to the tournament with the right attitude. Not everyone who competes in a tournament wins. In fact, only one person will win in each division. It is how we learn to deal with not being that one person that develops our character. It is what we learn from our performance that will allow us to return next time and improve our performance. I have always found that I learned a great deal from my losses and very little from my wins! *There is no shame in losing if you lose gracefully and have done your best.*

A NOTE TO PARENTS

Parents are often the unsung heroes of their children's Taekwondo success. Their support is critical if a child is going to reach his potential in Taekwondo, whether he competes or just trains. By providing positive support you can help your children realize that they can reach difficult goals through hard work. If you can give them the little push they sometimes need to get past a difficult time then you are helping them learn a valuable life lesson. Nothing worth having is gained without effort.

You, too, can make a child's tournament experience a positive one. Encourage your child to train hard before the tournament so that he will have the best preparation possible. Nothing is more embarrassing to a child or adult than forgetting your pattern.

Teach your child that true winning means having performed your best whether or not you win a trophy to take home. It takes a lot of courage for your child perform in front of the judges and audience and, therefore, he is already a winner by just stepping into the ring.

B. OFFICIALS

- 1) Chairman of the Tournament: The duty of the Chairman of the Tournament is general supervision of the event. All officials and competitors are under the Chairman's jurisdiction. The Chairman has ultimate responsibility for resolution of any disputes and any decisions made at the tournament.
- 2) Arbitration Committee: The Arbitration Committee will consist of the Tournament Chairman and any senior Black Belts whom he may appoint at each tournament. The Arbitration Committee has the responsibility to help ensure that the tournament is run safely and fairly and see that the rules are properly interpreted.
- 3) Tournament Director: The Tournament Director and Staging Manager will be appointed from the 5th degrees and up of the Federation by the Tournament Chairman to serve on an annual basis. The Tournament Director will be responsible for the assignment, overseeing training and supervision of Officials to the rings. The Tournament Director will oversee the Staging Manager who will be responsible for assigning competitors to their rings.
- 4) Master of Ceremonies: The Tournament Chairman will appoint The Master of Ceremonies annually. The Master of Ceremonies will be responsible for introductions of senior officials, calling competitors to rings and announcing results, as well as any other appropriate announcements during the tournament.
- 5) Master Level Referee's Qualifications: Master Level Referees represent our most experienced referees. They must possess at least the rank of 5th Degree Black Belt. They must have completed all rules clinics and exams satisfactorily. They must have years of continuous tournament experience in all judging positions exhibiting complete knowledge and understanding of the intent of all tournament rules, excellent judgment in their application and unquestionable integrity at all times. When, in the judgment of the National Director, they have met these qualifications, he will award this rank. Master Level Referees should wear their special black shirt (with Master Level Referee designation) at tournaments so they will be easily recognizable.
- 6) Chief Referee's Qualifications: Chief Referees must meet qualifications of all prior levels of officials through Center Referee including recent satisfactory completion of a Tournament Rules Clinic. In addition, they must have a minimum of two active continuous years of recent tournament experience as a Center Judge and receive

at least 2 nominations by the Tournament Chairman, Director, or Master Level Referees.

- 7) Center Referee's Qualifications: Center Referees must be at least 18 years old and possess the rank of 3rd Degree Black Belt (Decided Rank) and above. They must be of equal or greater rank than the competitors in the division that they are judging. Chief Referees must successfully complete regional or national rules clinics to qualify for certification. They must also have sufficient ring experience and demonstrate good judgment and an understanding of the application of tournament rules. Attendance at the Black Belt Meeting held prior to tournament competition is **mandatory** so that they will be aware of any rules updates or problems encountered at prior tournaments unless the Tournament Chairman specifically exempts them.
- 8) Senior Corner Judge's Qualifications: Senior Corner Judges must have met the qualifications of a Corner Judge as well as demonstrate a minimum of 2 continuous years of recent tournament experience as a corner judge. They must demonstrate a thorough knowledge of the tournament rules and have successfully completed a tournament rules clinic and exam within the last 6 months. They must receive at least 2 nominations from the Tournament Chairman, Director, or Master Level Referee.
- 9) Corner Judge's Qualifications: Corner Judges must possess the rank of 1st Black Decided and demonstrate mature judgment. In addition, they must be tall enough to see all sparring from an enhanced viewpoint. They must attend the Black Belt meetings held before each tournament and successfully complete regional or national rules clinics annually.
- 10) Scorekeeper & Timekeepers: The Scorekeepers and Timekeepers should be adults and people of alertness and responsibility or any Black Belt in appropriate dress. This is an ideal position for adult competitors and any 1st Recommended or inexperienced Black Belt to learn more about the tournament process and begin to develop the skills needed to be a competent Corner Judge. Black belts serving as timekeepers must be at least 10 years old and scorekeepers must be 13 years old.

C. OFFICIALS' RESPONSIBILITIES

1. Tournament Director: The Tournament Director is responsible for the fair and smooth running of the Tournament Divisions. His responsibilities fall into several areas: overseeing the Staging Manager, assigning judges to rings, supervision of rings and problem resolution. His priorities are (1) safety, (2) fairness and (3) development of personnel.
 - a. Assignment of Judges: The Tournament Director will attempt to assign judges from different schools to a ring, however, if absolutely necessary, two of the judges may be from the same school. No Judge should be assigned to judge his own student, a classmate in his school or a family member. This is not a question of that judge's ability to be fair but rather a reflection of the CTF's desire to have no apparent cause for a competitor, instructor or spectator to perceive bias. The CTF wishes that its most senior and experienced judges be assigned the role of Center Judge. Corner judges also need to be closely monitored and any judge lacking attention or judgment should be immediately replaced and counseled. Inexperienced judges and new black belts should work as timekeepers and scorekeepers for several tournaments before being assigned to judging positions.
 - b. Supervision and Problem Resolution: The Tournament Director and the Master Level Referees are in the best position to monitor the performance of all judges and other tournament officials. They should note both excellent as well as subpar performance and pass this information on to that person's instructor. Past performance of the judges should be a primary consideration in Judge's Ring Assignments.
 - c. The Tournament Director is the first step in the Problem Resolution process. Most problems should be handled at this level without the need to involve the Tournament Chairman.
 - d. The Tournament Director should advise the Chairman of the Tournament of any significant or repetitive problems which he may encounter.
2. Staging Manager:
 - a. The Staging Manager should make sure that all competitors have properly signed Tournament Cards, are in the appropriate age group and have appropriate uniforms and sparring gear.

- b. The Staging Manager is responsible for assigning the competitors to their divisions as set out below.
 - i. Competitors are divided by rank, age and sex into various divisions. If there are significant differences in the size of the various competitors, then they may be divided into weight classes for sparring.
 - ii. In order to have competitive divisions, it is ideal to have divisions of 7 or more so that there are more losers than winners in a division. In younger divisions, boys and girls can compete together quite well, however, only with the consent of their parents.
 - iii. In beginner divisions (white & yellow belts), males and females can compete in the same division without risk.
 - iv. In junior divisions, the recommended age span is 2 years.
 - v. The Tournament Chairman must approve combining divisions. Then parental consent is required for a junior competitor to compete in a “higher” or more difficult division (i. e. older age group, higher rank group or females with males-except white & yellow belts).
 - vi. **Safety of the competitors is our primary criteria in the establishment of Tournament Divisions.**
 - vii. Black Belt Divisions are preset based on the National Championship rules.
3. Master Referee: The Master Referee will be responsible for the centering of any tournament division including National Championship Black Belt Divisions as well as any other officiating responsibility requested. They shall conduct Tournament Rules Clinics necessary to provide training and evaluation of all ring officials. They are primarily responsible for the training and evaluation of Center Judges during tournaments by allowing them to center rings under their supervision. Master Referees are also responsible for setting up all Double Elimination brackets.
4. Chief Referee: The Chief Referee will be responsible for the centering of regular black belt divisions at Nationals and the black belt and advanced belt divisions at all other tournaments as well as any other officiating responsibility requested. They may also be asked to corner National Championship Black Belt Divisions.

The Chief Referee is responsible for training and evaluating all officials assigned to his ring.

5. Center Referee: The Center Referee should only center beginner and intermediate belt divisions, never black belt or advanced adult divisions. They may conduct forms in any division of lower rank except National Championship divisions. The Center Referee is responsible for training and evaluating all officials assigned to his ring.

6. Duties of a Center Judge conducting sparring matches:
 - a. The Center Judge (*may be a Master, Chief or Center Referee, as appropriate for the division level*) will be responsible for starting and ending each sparring match. He has complete authority over both contestants and all ring officials. His duties are to:
 - i. Ensure the safety of the competitors by
 1. Inspecting all competitors' equipment prior to the beginning of each match and making sure it is proper equipment.
 2. Control the tempo of the match and give warnings or penalty points for rules infractions when they may occur. He also has the power to disqualify a contestant at any time. However, it is suggested that he discuss rule violations with corner judges before charging penalty points or disqualifying a contestant.
 - ii. Call for and award points.
 - iii. Stop time when necessary for injury, equipment problems or special instructions to the officials or competitors.
 - iv. Supervise the timekeeper and scorekeeper. Make certain that the scorekeeper properly records all points.
 - v. Announce the winner by holding up the winner's hand to complete the match.

7. Duties of the Center Judge conducting the forms competition:
 - a. Determine that no conflicts of interest exist among the judges and competitors.

- b. Determine if the form was completed properly, including all moves in the proper sequence. If a form is not completed properly, the Center Judge should advise the other judges.
- c. Review the scorekeeper's records for accuracy prior to announcing the winners.
- d. See that the results and competitor's cards are taken to the officials' table.
- e. Announce the names of the winners at the end of the competition and make the presentation of the first-place awards in each division.

8. General Responsibilities of the Center Judge:

- a. Under no circumstances should any official other than a Master Referee judge one of their own students, other students from their own school or a member of their immediate family. This rule is not an indication of lack of trust in the judgment or fairness of our officials but is necessary to maintain the undisputable appearance of fairness, which is of paramount importance to our competitors and spectators.
 - b. Briefly explain rules to all ring officials and competitors
 - c. Collect competitors' entry cards and make certain all cards have the proper signature. ALL CARDS MUST BE SIGNED AND TURNED IN AT THE END OF THE MATCH TO THE OFFICIAL'S TABLE.
 - d. Maintain control of the ring and ensure all judging is accurate and unbiased.
 - e. Supervise the corner judges. Instruct them where necessary. Training the corner judges is an essential part of the tournament process.
 - f. Supervise the timekeeper and scorekeeper, making certain they are handling their responsibilities accurately and review all paperwork for completeness and accuracy.
 - g. If there is a problem or question, he should consult with one of the following:
 - i. Master Referee
 - ii. Tournament Director or
 - iii. Chairman of the Tournament.
9. Senior Corner Judges: The Senior Corners should act as corners in rings requiring a higher level of experience, e.g. higher rank or adult competitors. They may act as a corner in any division except National Championship Black Belt Divisions.

10. Corner Judges Duties: The judges (three per ring including the Center Judge) score each match according to the rules in parts E & F below. Corner judges should address any questions they may have to the Center Judge. It is extremely important that corner judges remain extremely alert and focused on the match in their ring.
11. Timekeeper's Responsibilities: The timekeeper must control the stopwatch. At the expiration of the two (2) minute round, the timekeeper should loudly yell "Time" and simultaneously throw in the bean bag. The timekeeper should only start and stop time when directed by the Center Referee. They must continually remain alert and attuned to the match and the Center Referee's instructions.
12. Scorekeeper's Responsibilities: The scorekeeper must accurately record and tally the scores as indicated by the judges in forms divisions and the Center Referee (only) in sparring divisions. The scorekeeper must remain alert and write legibly and completely on the scorekeeping forms. The Scorekeeper will repeat the score as indicated by the Center Referee during sparring matches. The scorekeeper should also legibly record the names of all ring officials as well as the beginning and ending times on each division's forms.

D. GENERAL COMPETITION RULES

1. Rings for Competition: Rings for competition shall be square and either 18 or 20 feet per side. Each ring should be clearly numbered and have clear boundaries and center marks for free sparring.

2. Official's General Orders: All officials must remain in their ring until form and sparring competition and concluding paperwork are complete and awards are distributed. Ring officials should not leave until they receive permission from the Center Judge. Judges will show no prejudice in judging students and will give their undivided attention to the competitors. The Center Judge will explain rules to competitors before each competition. He will then answer questions.

3. Paperwork required: The Center Judge is responsible for:
 - a) Collecting the competitors' entry cards and verifying that they are properly signed.
 - b) Once forms are completed, the Center Judge should prepare for sparring competition in that division.
 - c) Reviewing and turning in result sheets and entry cards with the ring packets to the Head table immediately after the competition is concluded. Result sheets must be complete, correct and legible.
 - d) Result sheets include the beginning and ending time of the division as well as if any competitor did not receive their awards or chevrons.
 - e) Announcing the winners in the center of the ring immediately after each division competition. He will also congratulate each winner and shake his hand.
 - f) Awarding chevrons to each competitor and any 2nd Tier awards.

4. No coaching from the sidelines is allowed during competition.

E. FORM COMPETITION RULES

1. Form Variations: The Center Judge will instruct judges to recognize small differences in form techniques by students from different schools and regions. The CTF has grown very fast; consequently, small differences in technique may have been taught. Therefore, judges should score on general forms criteria. Officials should not talk among themselves during forms or between forms competitors as a matter of courtesy to competitors unless a judge has a question regarding the accuracy of the form performed and requires confirmation from the Center Judge. Any discussion should be as brief as possible.
2. Ring Procedure:
 - a. Each competitor should answer "Yes Sir!" loudly and with enthusiasm when his name is called.
 - b. The competitor should first bow into the ring, then run to the mark in the center of the ring. He should stand at attention with his feet together and hands down at his side as in class.
 - c. The competitor will then give his name and the name of the form he wishes to perform.
 - d. He should at all times follow the directions of the judges.
 - e. The Center Judge will bow him in and then give him the command to begin the form on his (the competitor's) own count.
 - f. Competitors should stay in the position of the last movement of their form until given the command "Bah-roh."
 - g. They should stay in the ring until dismissed by the Center Judge.
3. The first three competitors will complete their forms before their scores are decided. Each judge will give a score of 6 through 9.9 using 1/10 points, such as 6.1, 8.2... All scores will be added to determine the competition winner.

4. If there are 10 or more competitors in a division, there will be two rounds – a qualifying and a final round. All competitors will compete in the qualifying round and the competitors with the top four (4) scores will advance to the final round where they will compete again to determine the winner. If there are ties in the qualifying round, all competitors who have the top four (4) scores will advance. There will be no tie breaker in the qualifying round.

5. ***In the event of a tie***, the tied competitors will be asked to perform again. The competitor may choose to either repeat the same form or choose another form appropriate to their rank. They will be allowed only ONE chance to complete their pattern during the tie break. Once they have performed, the judges will score the tied competitors to select the winner. *Ties are to be properly run off by having the tied competitors repeat their form and rescore them rather than being decided in conference or otherwise.* If the same competitors tie a second time, they should, once again, perform a pattern of their choice, and the judges will score them using hundredths of a point in order to break the tie.

6. Use of the following scale may assist in judging; however, the intention of the scoring system is to rank the competitors in a division. Judges should remember to leave sufficient room between their early scores to place later competitors. The proper procedure would be to have the first three competitors perform before scoring anyone. All three would then receive their scores, thus setting the standard for the division. The remaining competitors will then be scored as they complete their form.

<u>Rank</u>	<u>Average-Maximum Scores</u>
Beginner (White/Yellow Belt)	7.0 - 8.0
Intermediate (Green/Blue Belt)	7.5 - 8.5
Advanced (Red/Brown Belt)	8.5 - 9.5
Black Belts	9.0 - 9.9

For example, an average white belt form would receive a score of 7.0, a below average white belt form would receive a score of 6.8 and the highest score you could award a white belt would be 8.0. If any competitor performs an incomplete pattern, you would award them a 6.0.

7. Completed Forms will be graded on the 4 primary criteria (secondary criteria for scoring is listed in the other rows):

STANCES	HANDS	KICKS	PRESENTATION
Geometry	Geometry	Geometry	Formality (Attitude)
Balance	Power	Balance	Difficulty Level of the Form
Stepping	Focus	Power	Eye Control
			Rhythm

8. **Score each competitor in the Four (4) Categories listed above.**

- a. **You may score each category as follows:**

Excellent - 0

Good - .1

Fair - .2

Poor - .3

- b. **Total your scores for the four categories and subtract that total from the Maximum Score for the division you are scoring (see 6 above).**

- c. **EXAMPLE – You are judging a Black Belt Division**

Stances - 0

Hands - .2

Kicks - .3

Presentation -.1

TOTAL -.6

When taken from a MAX of 9.9, the competitor will receive a 9.3 score.

You should then consider how you scored the other competitors and adjust this score up or down .1 in order to rank the competitors.

9. The Center Judge will have the Scorekeeper walk behind the Judges and receive the scores secretly. **Only the Tournament Chairman may release the scores.**
10. All Competitors may perform **any** form up to the highest pattern of their current rank. The judges will factor in the difficulty level of the pattern in determining the competitor's score.
11. Below are the forms typically taught at each level. Competitors may select their patterns from the appropriate category for their rank or any lower rank. They will be automatically disqualified if they choose a pattern from a higher rank.

Beginner Division

White, Yellow, Orange

Chon-Ji

Dan-Gun

Song Song

Do-San

Intermediate

Green, Purple,
Blue

Yong Gom

Won-Hyo

Joong-Gun

Yul-Gok

Toi-Gye

Advanced

Brown, Red

Hyun Sil

Hwa-Rang

Choong-Moo

Black Belt

1st rec'd

Kwang-Gae

Hyun Sil

1st degree

Po-Eun

Sil Hyun

Ge-Baek

2nd rec'd

Eui-Am

Sil Hyun

2nd degree

Choon-Jang

Ko-Dang

Juche

3rd rec'd

Sam-Il

Black Belt (cont.)

3 rd degree decided	Sam-Il Choi-Yong	Yoo-Sin
4 th degree	Yon-Gae Moon-Moo	Ul-Ji
5 th degree	So-San	Se-Jong
6 th degree	Tong-Il	

12. FORM EXECUTION -

- a) Incomplete patterns will be graded as a 6.0. An incomplete pattern is defined as one where three or more moves are omitted or added either in sequence or randomly throughout the pattern.
- b) In the event a competitor gets turned around and does the proper moves in the wrong direction or on the wrong side (left v. right), then the pattern will be scored a 6.0 (if the error includes at least 3 moves).
- c) In the event of an **INCOMPLETE PATTERN** in the **initial round** of competition, all colored belts are allowed two chances to complete their form without penalty during regular **competition in Colored Belt Divisions**. **If a colored belt is competing in a Black Belt Division, they will only be allowed one attempt.**
 - i. Judges must grant a second "try" on a "clean sheet" basis as though it were the first try.
 - ii. Black Belts must complete their form on the first "try."
 - iii. The lowest score to be given is a "6."
 - iv. If any judge questions whether a competitor completes their form accurately, they should immediately bring this to the attention of the Center Judge with a minimum of discussion.
 - v. This rule does NOT apply during a forms tie break situation. Competitors in the tie break will be allowed only ONE chance to complete their pattern.

- vi. This rule is intended only to allow new and inexperienced competitors a chance to get over their nervousness.
- d) Omitted moves – In the event a competitor omits only 1 or 2 moves, the pattern will be considered complete. The corner judges should confer with the center judge once the competitor finishes but before scoring to confirm the number of omitted moves. Each judge will then score the competitor's performance NOT penalizing the competitor for the omitted moves. The center judge will then direct the scorekeeper to deduct $\frac{1}{2}$ point for each move omitted from the competitor's total score. (For example, each judge scores the competitor a 9.5 for a total of 28.5 points but the competitor had left out 2 moves. The center would have the scorekeeper reduce the score by 1 point for a final score of 27.5). The deduction should be indicated clearly on the score sheet.

13. ANNOUNCING WINNERS –

- a. The judges will determine the winners when the last competitor has finished his form.
- b. The Center Judge will have the competitors line up and stand at attention.
- c. The Center Judge will then call names of the winners beginning with Third Place.
- d. The contestant will bow to the judges after the awards have been presented.
- e. The Center Judge will dismiss them and send them to the AWARDS Podium. The Timekeeper will accompany them with the ring paperwork.
- f. The students will answer loudly, "Thank you, Sir!" and quickly leave the floor.

F. SPARRING RULES

1. **Ring Procedure for Competitors:** Each competitor should answer "Yes Sir!" loudly with enthusiasm when his name is called. The competitor should first bow into the ring, then run to the mark indicated by the Center Judge in the center of the ring. The Center Judge will inspect each competitor's sparring equipment before the beginning of each match. The competitors will then follow any instructions from the Center Judge. The competitor should not talk unless directly addressed by the Center Judge or one of the corner judges.

2. **White Belts and Yellow Belts** will compete with Drill Work and One-step Sparring Combinations as outlined below:
 - a. Due to the differences in terminology among CTF schools, the Center Judge (or his designee) will demonstrate the techniques called for in the Drill Work.
 - b. Matches may be run either as single elimination according to the same Bye System used in Free-Sparring or graded similarly to forms.
 - c. The competitors may do the one-steps either with or without partners.
 - d. If the Bye System is used, winners will be determined by a judge's decision. Rounds will be two (2) minutes in length. The Center Judge will call for a decision, and all three Judges will hold up the colored flag indicating the winner.
 - e. If the Center Judge chooses to score each competitor as in forms, then he will conduct the competition in a similar manner to forms. The competitor with the highest total points wins. If there is a tie, the tie will be run off in the same manner as forms competition.
 - f. Judging criteria are stances, geometry, execution, focus, power and difficulty of techniques.

3. **Sparring "Bye" System:** The proper Bye System should be set up before any sparring begins. If the Center Judge has difficulty, he should ask one of the Master Level Referees, the Tournament Directors or the Chairman for help. Entries should be closed, and byes picked five minutes after last call.

4. **Single Elimination Matches** – With the exception of Spar Wars, matches will be single elimination unless there are only two or three competitors in the division.
2nd Tier Division –

- a. Applies to Intermediate and Advanced Divisions only
- b. Purpose is to give competitors more sparring experience.
- c. Applies to divisions with 5 or more competitors.
- d. If a competitor loses his 1st fight, he will then be eligible to compete in the 2nd Tier Division.
- e. The primary bracket will be completed first (unless the 2nd Tier winner would move into the bracket for 3rd and 4th place.
- f. 2nd Tier brackets must be set up by a Master Referee.

5. **Double Elimination Matches** –

- a. If there are only three competitors, the match will be run as a double elimination with the first competitor to lose twice receiving third place.
- b. If there are only two competitors in a division, then they will fight for the best two out of three matches.
- c. SPAR WARS - All matches will be run as Double Elimination with the exception of Beginner Divisions.
- d. NATIONAL BLACK BELT DIVISIONS – These divisions are pre-seeded based on qualifying points and tournament competition. Double elimination does NOT apply to these divisions.

6. **Double Elimination Brackets** - **ONLY** the **Tournament Chairman**, or a **Master Referee** may set the brackets used for double elimination.

7. **Judging Procedures**

- a) The three judges will stand, forming a triangle. The Center Judge should stand at the peak, facing the scorer and timekeeper so he can monitor them.

- b) In order to judge well and fairly, every judge must focus totally on the match and move appropriately to maintain clear lines of sight.
- c) The judges will remain in the same rough triangle but move together with the Center Judge, initiating the movement.
- d) No judge should just stand in one place, nor should any judge move so much faster than the others that he crosses in front of another judge.
- e) If a judge sees a point or penalty occur, he should kiyap loudly and all judges should return to their starting position.
- f) The Center Judge will then say “Judges”, and each judge, once he has made his decision how he will call, will raise his flag to chest level, parallel to the ground.
- g) Once all three judges have raised their flags, the Center Judge will call for points, and the judges should all **immediately** hold up the appropriate number of fingers for points and the appropriate colored flag or indicate any other appropriate call. Under no circumstances should a judge indicate his intention to call points, warnings, no see or block prior to the Center Judge’s call for points nor should he delay once the call is made.

8. **Green Belt through Black Belt** will Free Spar as outlined below:

a. Length of Match:

i. The most points scored at the end of each two (2) minute round will determine the winner **or**

ii. **COLORED BELT DIVISIONS** - The match will end when the first competitor accumulates a total of five (5) points.

iii. **BLACK BELT DIVISIONS**

➤ REGIONAL TOURNAMENTS – Black belt matches will continue until the 2-minute time has elapsed or until one competitor accumulates a 5 point lead. When this occurs, the Center Referee will stop time and call the match.

➤ NATIONAL CHAMPIONSHIP DIVISIONS –

➤ PRELIMINARY DIVISION MATCHES - Black belt matches will continue until the completion of 1 round of 2 minutes or until one

competitor accumulates a 10-point lead. When this occurs, the Center Referee will stop time and call the match.

- QUALIFYING DIVISION MATCHES - Black belt matches will continue until the completion of 2 rounds of 2 minutes each or until one competitor accumulates a 10-point lead. When this occurs, the Center Referee will stop time and call the match.
- FINAL CHAMPIONSHIP ROUND – The match will continue for the full time (two rounds of two minutes each) regardless of the differential in the score.
- Time will run continuously unless the Center Judge should indicate otherwise, such as, time out for a verification on a call, an injury, or a warning.

b. Judges' calls:

- i. Point Scored - The judge should indicate he saw the score by holding up the appropriately colored flag in one hand and fingers to indicate the point value of the technique with the other hand.
- ii. No See - The judge should cover his eyes indicating he did not see the score.
- iii. No point - The judge should cross his arms in an "X" indicating there was no point. This could mean the technique was blocked, was overextended, jammed or too weak, did not strike a legal target, the striking competitor was out of bounds, the technique did not exist, etc.
- iv. Warning or penalty – Once he has indicated his position on points (i., ii., or iii. Above), the judge shall point the colored flag (representing the offending competitor) at the ground and wave it in a circle.

The majority decision of the judges will determine if the point is awarded.

- A "no see" is not counted as a vote.
- A "no point" is counted as a "no" vote.

For example, a "no see", a "no point" and a "point" call will equal no (0) points. Two "no sees" and a "point" call will equal a point.

c. Match ending in a tie:

- i. Ties will be determined by a "sudden victory;" that is, the first competitor to lead by a point wins.
- ii. There must be confirmation of any point scored in overtime. If two judges call for a point, the competitor will win regardless of whether the third judge votes "no see" or "no point". If only one judge calls for a point and the other two judges call "no see", no point is scored in overtime.
- iii. Penalty points as well as proper point scores may decide overtime matches.

d. Competitor out of bounds:

Out of bounds is defined as having both feet outside of the protected ring area. The Center Judge should IMMEDIATELY call "Break" and reposition both players at the center of the ring, calling for any warnings, penalties or scores. No points may be awarded to a player that is Out of Bounds. However, warnings and penalties can be scored against the out of bounds competitor.

e. Scoring of points:

i. Points are scored by placing valid hand and foot techniques on or in proximity of a legal target area - with varying criteria on technique depending on rank and division and competitors.

ii. There are three-point classifications: one-point, two-point and three-point techniques:

- One (1) Point is awarded for a legal hand technique to a legal body or head (in advanced or black belt divisions only) or a legal foot technique to a legal body target area.
- Two (2) points will be awarded for any kicking technique scoring to the head, face, or back of the head above the neck (side of neck and throat are illegal targets).
- Two (2) points will be awarded for jumping kicks to legal body target areas.
- Two (2) points will be awarded for a **jump rear hand punch** to any part of the head (allowed only in black belt divisions, **including when an Advanced belt competes in a Black Belt Division**).
 - A jump punch will qualify for two points ONLY if the **striking hand begins the technique in the rear hand position**. The judges will not consider the landing position of the feet, but only if the competitor jumped while executing the strike.
- Three (3) points will be awarded for a jumping kick to the "head" target area.

NOTE: There shall be no minimum distance from the ground to qualify jumping kicks. The only criterion is that the non-kicking leg be off the ground.

- If the judges score different point levels, e.g. one judge scores one point for a body kick and another judge scores two points for a head kick, the Center Judge should call “time out” and discuss with the Corner Judges the sequence of events for clarification. The Center Judge will then award the proper number of points. If two judges have scored two points and one judge only one point, the majority rule will apply.
- f. Legal hand techniques:
 - i. Punches, back fist or hammer fist, ridge hand or knife hand strikes.
- g. Legal kicks:
 - Any kick executed while standing with good balance or while jumping and landing with good balance. You may score a kick by contacting the legal target area with any portion of the foot below the ankle.
- h. Target Areas: The front and sides of the body above the "belt" are legal for hand and foot techniques in all divisions. The head, face and back of the head above the neck are legal for kicks in all divisions. Hand techniques to the head and face are legal in Red and Black Belt divisions. All other parts of the body except arm and leg blocking areas are illegal target areas.
 - Points are scored only for techniques to legal target areas. Warnings, penalty (minus) points or disqualification may result for blows to non-target or non-blocking areas.
- i. Contact rules are relative to division.
 - i. Head Contact – We expect light controlled contact to the head and face.
 - ii. Body Contact – We expect light to medium controlled contact.
 - iii. Colored Belt competition - students are allowed to score face kicks without contact if the kick could have made contact and the other competitor makes NO attempt to defend. If a Colored Belt makes light contact with a kick to the head, points will be awarded.

Penalty or disqualification may result from two classes of infractions – PLAY AND FOUL:

When a PLAY penalty occurs, the Center will call the competitors back to the center of the ring and issue a warning for the 1st offense, then a minus point for the 2nd offense. If the competitors commit additional play penalties during the Match, then they will be charged alternating 1 warning and then a 1 minus point.

➤ List of PLAY PENALTIES

- ***Avoiding competition*** by running out of bounds or falling down
 - **Out of bounds rulings** depend on whether the competitors have "fought" out or "run" out of the ring. A competitor who runs out of bounds to escape the attacker will be issued a warning for the first offense. Each subsequent infraction results in penalty point deductions. Competitors "fighting" out or ejected from the ring by their opponent will not be warned or penalized. If that happens, or if a competitor inadvertently steps out of bounds, the referee will call both competitors back to the center of the ring.
 - **Falling down** is when any part of the competitor, other than their feet, makes contact with the ground. Falling down to avoid an attacker will be judged similarly to running out of bounds.
- ***Incidental* contact using Illegal Body Parts*** – (e.g., Underfist, Fingertip or similar "spearing" techniques)
- ***Incidental* contact to illegal targets*** (e.g. – Low kicks or kicks to the back)
- ***Minor Contact infractions***
- ***Incidental* hand contact to the face in Green and Blue Belt divisions***

****Incidental Contact is accidental and light contact.***

➤ FOUL PENALTIES

All FOULS will be handled as follows:

After bringing the competitors back to the center of the ring, the Center Referee will decide whether a FOUL warrants a penalty or disqualification of the attacker based on the circumstances, such as Intent, attitude, prior warnings, amount of force used, and safety of the other player.

➤ List of FOULS –

- **Excessive contact** is when the level of contact exceeds expectations as outlined below.
 - Level of Contact –
 - **HEAD** - When attacking the head, light controlled contact is expected.
 - **BODY** - Body contact may be light to medium and controlled.
 - Contact rules are relative to division.
 - Intentional contact to the head with hand techniques in Green and Blue Belt divisions will be considered a FOUL penalty
- Malicious attacks
- Intentionally attacking after the Center calls break
- Intentionally or forcefully attacking other than legal targets
- Intentionally attacking a fallen opponent
- Attacking with force using Illegal Body Parts – (e.g., Elbows, Knees, Shins)
- Grabbing or intentionally trapping an opponent's arm, leg or uniform
- Tripping, throwing, or foot sweeping an opponent
- Exhibiting unsportsmanlike conduct at any time before, during, or after the match while under direction of the Center referee (such conduct elsewhere may draw other Federation action).

In the Event of Injury - If a competitor is injured, the opponent should turn his back and kneel down in a show of courtesy and respect for the injured partner. The Center Referee should immediately call the Tournament Medic AND the Tournament Chairman to the ring.

The Tournament Medic will examine the injured player and determine what further medical action is needed and IF the player can continue.

If the injured player cannot continue, the Tournament Chairman will determine the winner of the match and if anyone can advance to the next round considering all of the facts and circumstances surrounding the match and the injury.

NOTE: Pretending Pain or Injury: Competitors should not pretend pain as a device to improve competition standing or to gain judges' sympathy. Competitors should always demonstrate integrity and indomitable spirit. Competitors' complaints of contact, blood, or tears have no bearing on whether too much contact was made. The decision is simply whether the attacker used too much power or penetration.

g. CONCUSSION POLICY

- If a competitor receives a blow to the head, the Center Referee must stop time and examine the competitor for any symptoms of dizziness or disorientation. If the Center feels ANY cause for concern, they should stop the match and immediately call for the Chief Medic AND the Tournament Chairman for evaluation.
- If the Chief Medic determines there was a concussion, the competitor will be required to withdraw.
- The Tournament Director will speak with the judges to determine if the contact was due to an infraction or excessive force in order to determine the winner of the match.

h. **Sparring Bracket Guidelines** – Competitors are assigned to their brackets randomly with the following exceptions:

- Byes should be distributed evenly and fairly within the brackets.
- In the first round, competitors from the same school should not be paired together if at all possible. The intent is to allow them to spar with people from a different school in the first round; and
- In the final regional qualifier of the year, the 1st place and 2nd place qualifiers in the Black Belt Divisions will be seeded at different ends of the brackets.
- Colored Belt 2nd Tier Brackets –
 - Intermediate and Advanced Divisions Only
 - Does not apply to brackets with less than 5 competitors nor to Double Elimination tournaments.
 - The 2nd Tier bracket is for competitors who lose their 1st fight. Receiving a bye is not considered a fight.
 - All of these competitors will have a second chance to fight for a consolation award in a 2nd Tier Bracket. This bracket will not begin until the Regular Brackets are complete. Once they lose a second time, they will be out of the competition. The Center should follow the rules above in setting up the 2nd Tier Bracket.

G. COMPETITOR'S APPEARANCE AND DRESS

1. Uniforms: All Competitors will wear clean, pressed white uniforms.
2. Sparring Equipment:

The following sparring safety equipment is mandatory **(NO EXCEPTIONS ALLOWED)** where indicated or strongly recommended where not required. All gear must fit properly and be in good condition, free from tears and without tape.

- **Mandatory** Safety gear on the hands must be foam and cover the top portion of the hand extending downward from above the wrist to within one (1) inch from the end of the fingertips (the thumb is included).
 - **Mandatory** Safety gear on the feet must be foam and cover the entire top of the feet, including the heels and all toes.
 - **Mandatory** - All males must wear protective groin cups inside the dobok pants.
 - **Mandatory** Head gear is required for **ALL** competitors. The head gear must cover the entire hair line and be made of an approved foam with a padded top. Head gear is recommended for all divisions regardless of age or gender.
 - **Mandatory** - Mouthpieces are mandatory in all divisions.
 - **Optional** protective equipment such as cloth or dipped foam shin and arm guards may be worn. The use of rib, or other guards or braces must be approved by the Tournament Director or the Tournament Chairman (criteria includes opponent's safety, intent of the "guards" and student's special needs or problems).
 - The Tournament Chairman must approve all sparring gear that is not dipped foam.
3. Other Items:
 - Eyeglasses are not to be worn during sparring competition as they represent a safety hazard. Competitors are urged to wear contact lenses or sports safety glasses. No jewelry or hard braces may be worn. All finger and toenails are to be clipped short.
 - Braces on the teeth or a permanent wire retain may be worn, however, the competitor must cover the appliances with a mouthpiece designed to be worn with them.

NOTE: The competitors' safety is first and foremost in our desire for fun and fair competition.

H. General Rules for Power Breaking

Power Breaking Overview:

- Only Adults (18 and older) are allowed to compete in Breaking Divisions
- One attempt will be allowed at each break.
- Technique is not judged, only the total number of boards broken. Whoever breaks the most $\frac{3}{4}$ inch by 11 inch by 12 inch white pine boards with a kick and upper-body technique wins.
- All boards will be provided only by the CTF.
- Black belts will be notified when they are due to compete next – “on deck”. They will then immediately set up their boards on the board holder.
- Once a Black Belt is called to break, they have only ninety (90) seconds maximum to set up their boards and prepare to break. (including any practice attempts.)

Competition Procedure – REGIONALS:

- Numbers will be drawn to determine the order of breaking.
 - Exception – At Spar Wars, the Black Belts with the top 2 amounts of accumulated points will receive favored seeding and go last and next to last when breaking with both hand and foot. All other competitors will draw numbers and break as normal.
- All players will receive one attempt at breaking with a foot technique.
- Only after all players have attempted to break with a foot technique, will the upper body part of the breaking competition begin. The breaking order will be reversed.
- All players will receive one attempt to break with an upper-body technique.
- The competitor with the most broken boards combining both foot and upper-body techniques wins.

Ties – "Break-Off"

- First competitor by draw chooses whether the next break will be either by foot or upper-body technique, then proceeds to break. The 2nd competitor proceeds to break with the chosen type of break.
- If a tie still remains, then the 2nd competitor chooses the type of break and breaks first with the 1st competitor following.
- This process continues until a winner is decided.

I. JUDGING ETHICS

Demonstrations of prejudice, lack of ring attentiveness, inappropriate behavior, etc., shall be cause for warning from higher officials at any CTF tournament. Any such warnings shall become part of the judge's permanent record. Three warnings within a 12-month period will bring a mandatory two-year suspension from all official activities including judging or participating in tournaments or testings.

J. ADDITIONAL RULINGS

Any Center Judge, corner judge or any other ring official who is having difficulties in resolving a given problem should ask the Tournament Director or Tournament Chairman for help.

K. COMPLAINTS

Instructor, competitor or student complaints or appeals regarding matters of judgment during the tournament are not allowed. Decisions of responsible officials are final.

In the event of an error of a factual nature (such as a failure to turn the score, improper tallying of points, etc.), the error should immediately be brought to the attention of the Center Referee before the beginning of another match. If the Center Judge does not satisfactorily resolve the problem, then it should be brought to the attention of the Chairman of the Arbitration Committee. The Arbiters may then use any evidence they wish to determine the facts of the situation. Any decision by the Arbiters is final.

In the event of a perceived conflict of interest in a ring, the matter should immediately be brought to the attention of the Center Judge prior to the beginning of the Division. If the Center Judge does not satisfactorily resolve the matter, then it should be brought to the immediate attention of the Tournament Director and then to the Tournament Chairman.

CTF NATIONAL CHAMPIONSHIP RULES

1) QUALIFYING PROCESS

Individual Division Qualification: An individual must compete in the appropriate division for his age, rank and gender in both Regional and National Tournaments.

- a. **Age** - In order to avoid switching divisions, the age of any Black Belt competitor on July 1st of the competition year will be used to determine his age division for the entire competition year.
 - i. **ADULT BLACK BELTS** – May choose to compete in a younger division than their age group at the first tournament in which they participate. They may not change age divisions once they have competed at that first tournament.
 - ii. **JUNIOR BLACK BELTS** – May request permission to compete in an older age group by July 1st by applying in writing to the CTF National office. Grandmaster Hardin has sole discretion whether or not to grant them this permission. Once granted, the junior will compete in the older age group for the remainder of the tournament year. They may not go back to the younger division. **NO REQUESTS** will be allowed if not received by July 1st. This approval is for one Tournament competition year only.
- b. **Rank** – The Competitor must compete in the appropriate division for his rank at each tournament.
 - i. *The competitor may **not** carry over regional qualification points earned in one division to another division if he must change divisions due to a change in rank.*
 - ii. If an individual has qualified in a division and moves to a higher ranked division (due to rank promotion) before Nationals, then he would not be eligible to compete in the lower National Championship division and only in the higher division if he qualified in it after receiving his new rank.
 - iii. 2nd Degree Adult Black Belts (18 and older by July 1st of the Tournament Year) may request to compete in a higher rank division than their current rank group at the first tournament in which they participate. This request must be approved by their Instructor and the Tournament Chairman. Once the request is approved, they will

compete in the higher rank division for the remainder of the Tournament Year and cannot go back to their original rank division.

Black Belt Point Allocations when changing divisions

- i. If a black belt moves to a higher division, whether by election or at the request of the Staging Manager, during the tournament season, he/she may only carry his/her participation points, but not points earned by placing in the lower division, to the higher division. (Moving up an age or rank division).
- ii. If a Black Belt competes in a higher division at the request of the Staging Manager because their appropriate division did not make, he will retain any points earned by placing in that higher division when he moves back to his appropriate division.

Any exception to these rules must be approved in advance of the Tournament season (prior to February 15th) by the National Director of the CTF.

NATIONALS ELIGIBILITY – An individual must meet the following criteria to compete in Nationals Black Belt Divisions.

- i) They must be at least a 1st Degree Rec'd Black belt by July 1st of the Tournament Year.***
- ii) They must have competed in at least two (2) CTF regional tournaments during the current tournament year. (Participation as a red belt will qualify them to compete at Nationals).***

2) SEEDING PROCESS AT NATIONAL CHAMPIONSHIPS

Competitors will be seeded based on the number of Black Belt points they have accumulated during the CTF Tournament year.

- a) Top seeding position will be given to the competitor with the most points.
- b) Second level seeding will be given to the competitor with the second highest number of points.
- c) Third level seeding will be awarded to the competitor with the third highest number of points.
- d) Competitors with the three highest number of points will automatically advance to the QUALIFYING rounds of sparring.
- e) All other competitors will compete in a preliminary series of rounds to determine who will advance to the QUALIFYING rounds. The winner of the Preliminary rounds will always advance to the QUALIFYING rounds and be paired with the 3rd place seeded competitor. If there was a tie for 3rd, then the 2nd place finisher in the Preliminary rounds will also advance.

3) FORMS COMPETITION RULES

- a) The standard CTF Tournament Rules for forms competition apply.
- b) All Black belts in the division will compete together in forms if they meet the Nationals Eligibility Rule.
- c) Qualifiers will be seeded with the lowest seed competing first and the top seed competing last.
- d) Judges will display forms scores immediately upon “judges call” by raising their scorecards.

4) SPARRING COMPETITION RULES

The standard CTF Tournament Rules for sparring competition will apply with the following exceptions:

- **PRELIMINARY MATCHES** - Preliminary matches will continue until the completion of 1 round of 2 minutes or until one competitor accumulates a 10-point lead. When this occurs, the Center Referee will stop time and call the match.
- **QUALIFYING MATCHES** - Qualifying matches will continue until the completion of 2 rounds of 2 minutes each or until one competitor accumulates a 10-point lead. When this occurs, the Center Referee will stop time and call the match.
- **FINAL CHAMPIONSHIP ROUND** – The match will continue for the full time (two rounds of two minutes each) regardless of the differential in the score.
- Time will run continuously unless the Center Judge should indicate otherwise; such as, time out for a verification on a call, an injury, or a warning.

The winner will be the competitor with the most points at the end of the match.

FINAL NATIONAL CHAMPIONSHIP ROUND ONLY – TIE-BREAK RULE

Only in the FINAL round described in paragraph 7 below to determine the National champion, in the event of a tie at the end of regulation sparring, the following rule will apply:

The clock will be reset, and the competitors will spar an additional one-minute round following a 30-second break. All other rules will remain the same. The winner will be determined at the end of the tie-break round. If the score is still tied, the competitors will fight another one-minute round, continuing until one competitor is determined the winner. Any penalties and warnings charged to a competitor in regulation will carry over to the tie-break rounds.

5) DETERMINATION OF THE NATIONAL CHAMPION

- a) The 1st place finisher in the Elimination Round Forms and Elimination Round Sparring will then compete again against each other in the Final Round.
- b) In the Final round, the difference in the total points earned by each competitor in the Forms competition (Initial round – scores in any tie breaker round will not be considered) will be determined and then doubled**. This difference will then be rounded as set out below and added to the forms winner's Point Sparring score to determine the National Championship Jacket winner.

Forms Winner's Form Score - (3 judges @ 9.5) 28.5
Sparring Winner's Form Score – (3 judges @ 9.3) 27.9

Difference .6
X 2

Forms Differential 1.2

- c) The forms champion will automatically get at least a 1 point advantage in the final round.
- d) Rounding method: If the Forms Differential determined in (b) above is less than 1.0, round up to 1 point and add it to the Forms Champion's score. If the doubled amount is between

1.0 and 1.4, then round down to 1 point;

1.5 and 2.4, then add 2 points;

2.5 and 3.4, then add 3 points;

3.5 and 4.4, then add 4 points;etc.

with any amount between .0 and .4 rounding down and any amount between .5 and .9 rounding up.

- e) In the event that the Forms Differential computed is greater than 10, the forms champion will receive a **MAXIMUM 10 point** lead.

** In the event that either the Forms or Sparring Winner was rescored in forms in order to break a tie, the first score earned will be used in the difference above. If the tie was between the Forms and Sparring Winner, then the Forms winner will have a 1 point advantage.

6) BOARD BREAKING

- One attempt will be allowed at each break.
- Technique is not judged, only the total number of boards broken. Whoever breaks the most $\frac{3}{4}$ inch by 11 inch by 12 inch white pine boards with a kick and upper-body technique wins.
- All boards will be provided only by the CTF.

Competition Procedure - NATIONALS:

- Competitors will be pre-seeded based on their qualifying points with the highest seeded competitor going last.
- All players will receive one attempt at breaking with a foot technique.
- Only after all players have attempted to break with a foot technique, will the upper body part of the breaking competition begin.
- All players will receive one attempt to break with an upper-body technique.
- The competitor with the most broken boards combining both foot and upper-body techniques wins.
- In the event of a tie, the following procedure will be followed.

Ties – "Break-Off"

- First competitor by draw chooses whether the next break will be either by foot or upper-body technique, then proceeds to break.
- The 2nd competitor then proceeds to break with the chosen type of break.
- If a tie still remains, then the 2nd competitor chooses the type of break and breaks first with the 1st competitor following.
- This process continues until a winner is decided.

OFFICIALS' DRESS

Instructors, judges and others identified as officials shall be properly dressed in uniforms or coat and tie (or women's equivalent). This is required for all judging activities and official Tae Kwon-Do events.

Testings & Tournaments:

- i. Proper CTF Uniform.
- ii. Slacks with a shirt & tie; sport coat is optional (no jeans when wearing a tie).
- iii. Instructors & School Owners - sport coat is encouraged.
- iv. TOURNAMENT PREFERRED DRESS - Master Level Referees – should wear their Master Referee shirt, preferably with khaki slacks or skirt. Center Referees and Corners should wear their appropriate Officials' shirt with dress slacks or one of the three options above.

Uniform Requirements:

1. Only white traditional uniforms may be worn with no pockets on the pants. Do not roll the sleeves up. Uniforms must be clean, pressed and in good repair.
2. The following patches may be worn on the CTF uniform:
 - i. CTF Patch on the left chest.
 - ii. WTA, USTL or School Patch on the right.
 - iii. The Black Belt Club patch may be worn on the right arm of the jacket near the shoulder.
 - iv. Black Belt Club Achievement patches may be worn on the collar of the jacket.
3. Formal Tae Kwon-Do Uniforms within the CTF guidelines must be worn to any CTF event unless the Instructor or Black Belt is in shirt, slacks and tie.
4. 5th Degree Black Belts and above should be in a suit or sports coat and slacks.
5. Women who do not wear the CTF Uniform must be in
 - v. Dress
 - vi. Slacks and shirt
 - vii. Skirt and blouse
 - viii. Pants suit (no jeans or tee shirts)