



taekwon-do
S O U T H A F R I C A



Basic

Tournament

Umpire & Official Rules/Guidelines

S O U T H A F R I C A 2022

Umpire Clothing

Umpires and officials are to wear Navy pants, white collar shirt, Navy Tie and non-marking sneakers (preferably white).

Basic Umpire rules

Basic terminology

Cha Ryot	-	Attention
Kyong Ye	-	Bow
Junbi	-	Ready
Sijak	-	Begin
Haechyo	-	Separate
Gaesok	-	Continue
Goman	-	End
Hong	-	Red
Chong	-	Blue
Jung Ji	-	Stop Time
Ju Ui Hana	-	One warning
Gam Jum Hana	-	One minus point

Patterns

- Table consists of 3/5 judges, 1 jury president and 1 table assistant
- Pattern competition will require one optional pattern and two optional patterns in the final to be performed. 12yrs and below only one Optional pattern also in finals. (Can be changed without notice Tournament Committee director)
- Competitor with majority of favourable decisions wins.
- Minus points in your head, not necessarily lose if stumble or forget one move. It could still be possible to win if most techniques were far superior to the other competitor.
- No tie can be recorded by a judge. Only win or lose.
- Patterns will be judged on the following:
 - Technical Content
 - Power
 - Rhythm

Sparring

Sparring Senior & Veteran (17/18yrs up)

Legal targets are head (front& side) and Torso (Front and side)

All hand techniques (controlled with recoil) can be used.

Sparring Junior (13 to 16/17)

Legal targets are head (front& side, only head tap contact) and Torso (Front and side)

All hand techniques controlled (with recoil) can be used.

Panther (12 below)

Legal targets are head guard (front & side, **only head tap contact to forehead and side of head**) and Torso (Front and side). **Only straight punches can be used.**

Panther (10 below)

Legal targets are Torso (front and side). **Only straight punches can be used.**

Compulsory safety equipment

- Gloves (approved by T.C)
- Boots (approved by T.C) (If both *kids* don't have then both wear chest protectors)
- Shin Pads (approved by T.C) (Parents can allow without for *kids*)
- Mouth Guard
- Groin Guard (Males) (Parents can allow without for *kids*)

Target Area

- Above the waist incl above the shoulders for 11yrs up not including above shoulders for 10yrs and below.
- Trunk of the body from neck to navel (vertically) and from a line drawn vertically down from armpit to waist on each side.
- No techniques directed toward back or back of head including past the back of the ear.

Points

- 1 point
 - Hand attack mid or high section
 - Foot attack mid section
 - Jumping hand attack mid section
- 2 points
 - Jumping / flying foot attack mid section
 - Foot attack high section
 - Jumping hand attack high section
- 3 point
 - Jumping / flying foot attack high section

Scoring Procedure

Technique only valid when

- Correct execution at proper distance
- Dynamic with speed, power and accuracy
- Execution must be controlled and make contact to legal target area: Front and side of the Torso, front and side of the head (Past the end of the ear is back of the head and not legal , arms do not count).
- **Our organisation allows a knock out win going forward or in defence, Provided it was a legal non excessive strike (ie, clean with recoil or clean reverse hooking/turning) intention of the attack will also be looked at. One should not be trying to knock out a person out of anger and over aggression.**

This differs to many organisations who only allow if opponent is moving forward.

- If there is a flurry of multiple punches, only a maximum 2 points can be scored. Often no points are scored if both are exchanging a flurry of punches at the same time, they cancel each other out. (Wait for it to finish before awarding points.)
- There is no two punch with kick follow up rule as it is in another of the organisations.

Duration of bout

- 1 x 2 min round and 2x2 min round in final – can be changed on day by TC
- 1x1min round and 2x1 min round in final. (12 and below)
- 1 minute rest between rounds
- Winner – competitor with majority favourable decisions
- In case of a tie – 30 second break and 1 minute extension. If still tied – Sudden death rules unlimited time and first to score a clean point wins. At least two judges must agree on a scoring point. In some cases the umpire could also get flags and be seen as a judge.

Warnings (Warnings are recorded at the table, not by the corner judge.)

- Attack illegal target (without injury occurring)
- Stepping out ring
- Falling – intentional or not (this means no part of body touching ground except for feet)
- Holding/grabbing/pushing
- Sweeping
- Intentionally avoid sparring
- Pretending to gain points (celebrating)
- Pretending being hurt after being hit
- Excessive uncontrolled strike that doesn't make contact (next one could result in fault)
- **3 warnings = 1 minus point**

Faults (Faults are recorded at the table, not by the corner judge.)

- Loss of temper
- Misconduct to opponent in any way
- Knee/elbow/head
- Bite/scrabble
- Attacking fallen opponent
- Uncontrolled contact
- 3 faults = disqualification

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Disqualification

- Misconduct to referee and not obeying instructions
- Full uncontrolled contact with bad intentions resulting in the competitor not recovering in time to continue.
- Striking illegal target with opponent unable to continue (judged by medic and director)
- 3 direct Foul minus points
- Competitor under influence of alcohol/drug

Injuries

- When competitor is injured ref must stop match and get medical assistance. Injury must be attended to and decision of continuance made in **1 minute** – no more unless allowed by the tournament director in certain cases.
- If competitor cannot continue – fight decision must be made. If competitor cannot continue due to the opponents mistake – he/she wins. If competitor is injured due to own mistake – loses. If in final bout, the points up to that point may be looked at up to that point, depending on the infraction)
- Medic decision must be made on whether competitor cannot continue for that event, whole day or whole tournament.
- Competitor going against medics advice – disqualified
- If two competitors cannot continue at same time – go to scorecards

Sparring procedure

- One competitor will wear a blue tag (Chong)
- One competitor will wear a red tag (Hong)
- Bout starts at “Sijak” and paused for infractions at “Hecho” ends at “Goman”
- Our organisation allows a knock out win going **forward** or in **defence**, provided it was a legal non excessive strike (ie, clean with recoil or clean reverse hooking/turning) intention of the attack will also be looked at. One should not be trying to knock out a person out of anger and over aggression.
- All hand techniques are allowed, provided they are controlled with a recoil. (This also includes all types of punches as well as all parts covered with glove such as knife hand and reverse knife hand etc)

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Officials

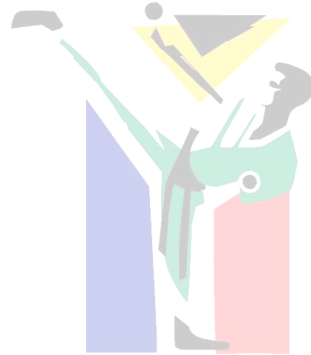
- 1 jury president
- 1 time keeper
- 1 recorder (Could also be time keeper)
- 1 center referee
- 4 corner judges but three could be used in certain instances.

General weight divisions where possible. Kids sparring is by age and where possible further broken up to fairer weights.

Teen and adult weight divisions are as follows:

Males: Micro Light (- 54kg); Light (-63kg); Middle(-71kg); Heavy (-80kg) and Hyper(80kg+)

Females Micro Light (-52k); Light -(58kg); Middle (-70kg) and Hyper (70kg+)



Power Breaking

Techniques

- Front Punch
- Knife hand (inward or outward)
- Side piercing kick
- Turning kick
- Reverse turning kick

taekwon-do
S O U T H A F R I C A

Procedure

- All techniques Should start and finish in L-stance guarding block (Not disqualified if not ending in L-Stance)
- Sliding/skipping is permitted, but no hop or jump. One foot must always remain in contact with the ground
- Amount of boards will be decided by the T.C
- Only one measure is allowed. Touching the board is permitted
- Only one attempt at breaking is allowed
- Broken board – 2 points
- Cracked board – 1 point
- Tie – judge will decide technique from a hat draw. Will continue until a winner is decide

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Special Technique Breaking

Techniques

- Jumping high kick
- Flying long distance side kick
- Flying mid-air kick
- Jumping turning kick
- Jumping reverse turning kick

Procedure

- All techniques should start and finish in L-stance guarding block (not disqualified if doesn't land in L-stance)
- One measure – No Touch
- Only one attempt to break is allowed
- Must land on feet or technique is disqualified
- Judges must examine boards at beginning and end of attempt
- Tie – judge will decide technique from a hat draw. Will continue until a winner is decided
- Broken board – 2 points
- Touch board – 1 point



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