



# **Official Rules for Colorado State Tang Soo Do Invitational**



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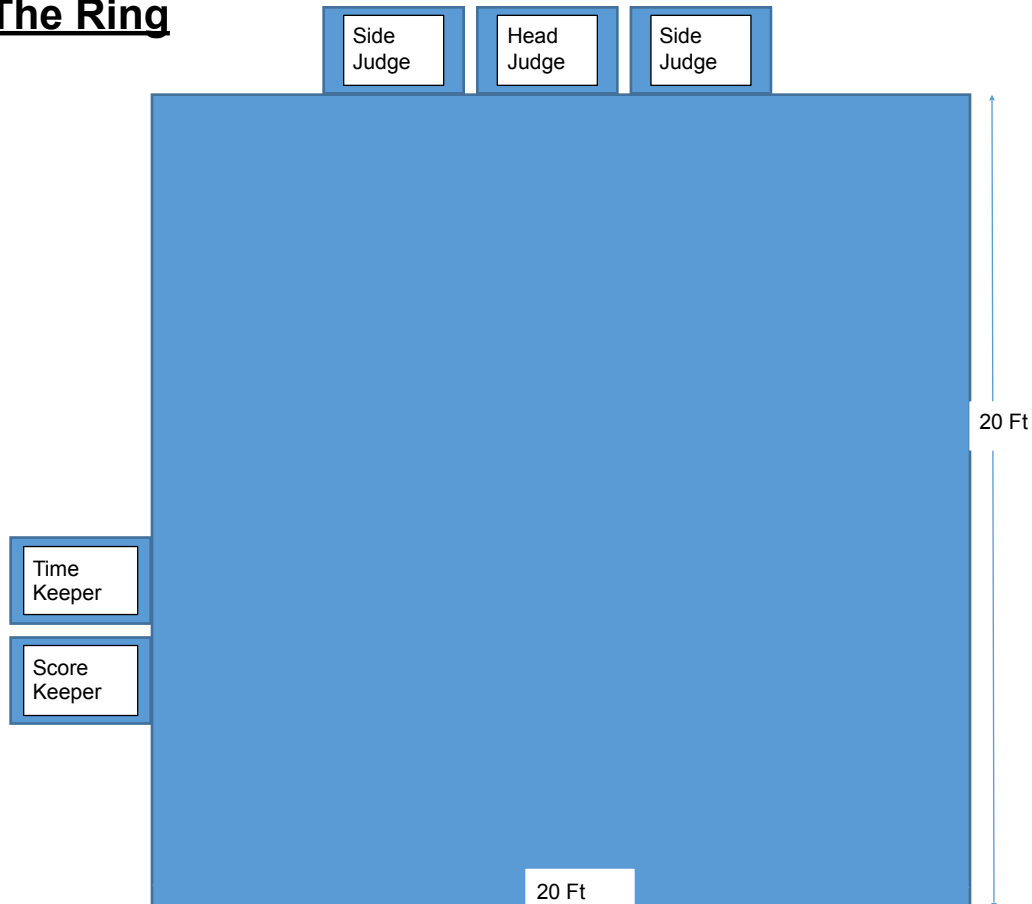
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## **Section 2: Form/Combinations Competition**

### **1.1: The Ring**



- The ring is 20' x 20'. It should be flat, level and free from all obstructions.
- The ring will be defined by 3" orange vinyl tape, or some similar boundary.
- Head Judge and Side Judges will sit at the front of the ring. There will be 3 judges or more for all form rings.
- The Timekeeper and the Scorekeeper will be seated at the side of the Ring. There will be 1 Timekeeper and 1 Scorekeeper for all Form competition.
- Competitors will be seated to the rear and, if necessary, to the side opposite the Timekeeper/Scorekeeper



## **1.2: Prior to Competition**

- All competitors must be in full Dobok (uniforms) with appropriate flags. The uniform must be clean and the belt tied properly. Judges must check prior to competition that uniform is correct. NO T-SHIRTS! If a student does not have a proper uniform, the Head Judge will ask the student to take him/her to their parent/guardian.
- Prior to competition all competitors must be checked in with the Scorekeeper.
- If a competitor is late use the following protocol:
  - 1) If Division is not completed, have them register with the Timekeeper, and have them go last.
  - 2) If Division is finished: The Head Judge will talk to the competitor or guardians, explaining that the competition is finished and no further competitors will be scored. The Head Judge will then convey the name of the competitor and the outcome of the conversation with the competitor or guardians to a Sa Bom.

## **1.3: Time Keeper**

In the Form competition, the Time Keeper will be responsible for:

- registering the competitors before the competition starts.
- They will also verify the results with the Score Keeper during the competition.
- After the competitors have finished their form, the Score Keeper will call out the Judges scores as displayed on the score cards, log the scores and tally them with the calculator provided.
- After all the competitors have finished and the results have been checked and confirmed by the Head Judge, the Time Keeper will be responsible for delivering the results directly to the Announcer.
- The Time Keeper will have no input on scores of competitors or any other aspect of the Form competition.



## **1.4: Score Keeper**

In the Form competition, the Score Keeper will be responsible for:

- Aiding the Time Keeper in registering the competitors prior to the start of the competition.
- The Score Keeper will call the competitors up in the order they are registered.
- When all competitors have gone, the Head Judge will review the scores with the Score Keeper, at which time the Score Keeper will inform the Head Judge of any ties that exist for the top three places, which the Head Judge will resolve per the tie breaking procedures.

## **1.5: Beginning of Competition**

- In divisions of 7 or less, competitors will be called one at a time, in divisions of 8 or more, two at a time.
- The Scorekeeper will call the competitors to the ring. The Head Judge will confirm the name of each competitor with the Scorekeeper and then ask for presentation one at a time, starting with the competitor on the judge's left hand side.
- Once the competitors do their presentation, at that point the judge will give them permission to begin their form. They can then begin at their own discretion.
- Once competitors are done with their competition, they will return to Choon Bi/Ready position, and await their scores.



## **1.6: When Competitors finish form**

- Head judge will call the competitors to attention.
- The Head Judge will instruct the competitors to turn and kneel awaiting the score.
- Judges will keep their eyes on their own score sheet and not look around as the other judges determine their scoring.
- Head Judge should confirm judges are ready to give score, announce the name of the competitor to be scored and ask for judges' call with "Judges, Call!" Or "Judes, Score!"
- Judges should immediately produce their score for that competitor. They should be looking straight ahead with the score facing the Scorekeeper.
- The Timekeeper will then read the individual scores from each judge.
- The Judges will then rotate the score to the back for Kwan Jang Nim / the head table and the spectators in the back to see and then rotate them to the front one more time for the spectators to see.
- The Head Judge will then call the competitors to attention and thank them, have them bow courtesy, and send them back out of the Ring.
- The Scorekeeper will immediately add up the scores using the calculator provided; with the Timekeeper checking their work, and then call the next Competitors.
- When all Competitors have Finished: The Head Judge will go to the Scorekeeper and review the scores carefully to ensure there are no mistakes. The three highest totals will be 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in descending order.



## **1.7: If Competition ends in a Tie**

If there is a tie for one of the top three places they are resolved as follows:

- 1) Tie for 1<sup>st</sup> place: The two Competitors are called up and give presentation again, one at a time as in regulation competition. They do their form at the same time. After both have completed their form, the Head Judge calls them to attention, has them bow courtesy, turn around and take a knee. The judges will cover their eyes and Head Judge will call out, "Judges, Call!" The Judges will then immediately point to the Competitor they believe won. The consensus vote is the winner. The other Competitor is automatically the 2<sup>nd</sup> place winner.
- 2) Tie for 2<sup>nd</sup> place: Same procedure as for 1<sup>st</sup> place, with the other competitor not selected automatically in 3<sup>rd</sup> place.
- 3) Tie for 3<sup>rd</sup> place: Same procedure as tie for 1<sup>st</sup>
- 4) Three way tie for 1<sup>st</sup> place:
  - Drop the highest score from each competitor's score and total the remaining scores.
  - If all 3 new totals are different, that is your 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place winners.
  - If one score totals higher and the other 2 are still tied, the high score is the winner and the other 2 go for 2<sup>nd</sup> and 3<sup>rd</sup> using the protocol for a 2<sup>nd</sup> place tie.
  - If one is lower, and the 2 higher scores are tied, the low score is 3<sup>rd</sup> and the other 2 go for 1<sup>st</sup> and 2<sup>nd</sup> using the 1<sup>st</sup> place tie protocol.
  - If all 3 are still tied, drop the low score and repeat the above protocol.



## **1.7: If Competition ends in a Tie (cont.)**

### 4) Three way tie for 1st place(cont):

- If all 3 had identical scores, all 3 will have to repeat their form, without presentation. The Competitors will then be re-scored.
- If this fails to decide the issue, the Head Judge will ask a Master to resolve any remaining ties.

### 5) Three way ties for 2<sup>nd</sup> and 3<sup>rd</sup>: Same procedure as above to determine 2<sup>nd</sup> and/or 3<sup>rd</sup> placings.

## **1.8: Completion of Competition**

### When order of finish is clearly determined:

- The Head Judge will write in the names of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place winners in the given places on the Forms sheet.
- The Time Keeper and Scorekeeper will review for accuracy.
- The Head Judge will then sign the Sheet and give it to the Time Keeper to deliver to the announcements podium.
- The Time Keeper will wait to give the results directly to the announcer.

### Trophy presentation:

- All competitors will line up in straight lines, with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place on a separate line in front; 1<sup>st</sup> to the right, 2<sup>nd</sup> in the middle and 3<sup>rd</sup> to the left.
- All Participant trophies are to be handed out immediately to the competitors that did not place.
- Then the judges will stand in front of the winners awaiting the announcer's call to present the trophies. The junior judge will present the 3<sup>rd</sup> place trophy, the next in seniority, the 2<sup>nd</sup> place trophy, and the Head Judge will present the 1<sup>st</sup> place trophy.





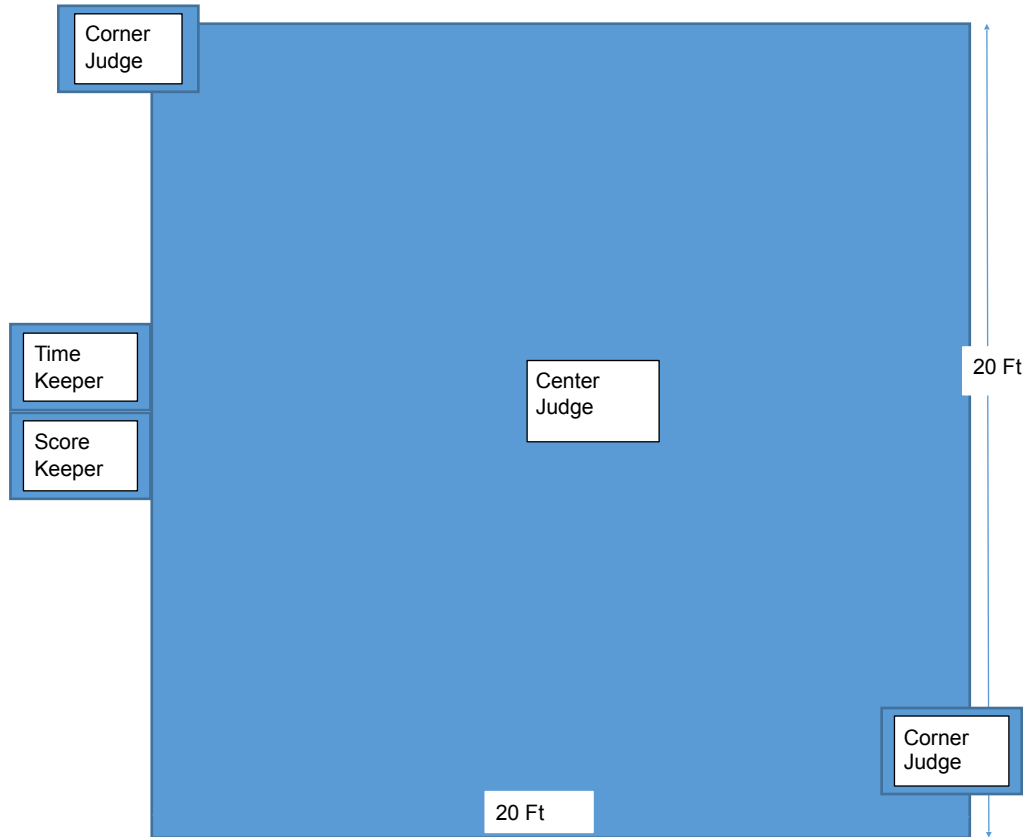
## **1.8: Completion of Competition (cont.)**

### Ring dismissal:

- When all trophies have been presented, all trophies must be placed on the ground and the Head Judge will call the competitors to attention, facing the head table.
- The Head Judge will have all competitors bow courtesy to Kwan Jang Nim or the head table.
- Guardians may not come on the floor to get children. They must wait until the ring is dismissed. No Exceptions!
- If the ring is a White, Gold, or Orange belt ring, the judges will keep the competitors in that ring until they are taken to the Goal Setting Seminar.
- The Goal Setting Seminar will be held for all the White Gold and Orange Belts to help them to set their goals to be a black belt.
  - o All judges of the rings will bring the student out the the seminar and stay to assist for the whole time.
  - o All parents will then come out to the seminars with the students.
  - o There will be a powerpoint presentation, as well as ( possibly) a physical training seminar
  - o Judges will help to hand out paperwork, make appointments, and keep control of the young students.

## **Section 2: Sparring Competition**

### **2.1: The Ring**



- The Ring is 20' x 20'. It should be flat, level and free from all obstructions.
- The Ring will be defined by 3" orange vinyl tape, or some similar boundary.
- Center Judge will stand in the center of the ring and Side Judges will sit at the opposite corners of the ring. There will be 3 judges or more for all sparring rings below Black Belt.
- At the start of the Match, the Center Judge stands facing away from the Head Table, with the White Fighter on their left and the Red Fighter to their right.



## **2.1: The Ring(cont)**

- The Center Judge and the competitors return to this starting position when a call for point or stop is made.
- The Corner Judge to the right of the Center Judge sits with the Red Flag in their right hand and the White Flag in their left.
- The Corner Judge to the left of the Center Judge sits with the White Flag in their right hand and the Red Flag in their left.
- The Timekeeper and the Scorekeeper will be seated at the side of the ring. There will be 1 Timekeeper and 1 Scorekeeper for all sparring competition.
- Competitors will be seated at the back of the ring.

## **2.2: Prior to Competition**

- Sparring Brackets: Head Judge will count the number of competitors in the ring and obtain the the proper sparring bracket from the head table. It is wise to take the next two brackets up as well, in case of late arrivals. The Score Keeper and Time Keeper will then go to the competitors and fill in the bracket.
- Competitors will be seated to the back of the ring preparing for competition to begin.



## **2.3 - Required Equipment**

- All safety equipment must be of the foam dipped variety. No other equipment is permitted - i.e. cloth shin/insteps, hard plastic body armor, etc.
- All competitors are required to have the following gear:
  - Closed toe foot pads
  - Hand pads
  - Shin Pads
  - Helmet
  - Mouthpiece
  - Rib Guards - for competitors 14 and under
  - Groin Cups - For all male competitors
- Students may have the option of the following type of gear:
  - Face gear with full masks on them
- Equipment Check: While the Score Keeper is filling in the bracket, the Corner Judges will make an equipment check. Problems with safety equipment should be immediately brought to the attention of the Head Judge so they can help the student and parents rectify the situation. Under no circumstance can a competitor be allowed to spar with unsafe or unproved safety equipment. Items that will be looked for:
  - Significantly frayed or torn safety equipment. No tape will be permitted on the equipment.
  - Safety equipment, such as the face mask on the head gear, that has been altered by the competitor.



## **2.4: Commands during competition**

- Center Judge is in charge of the ring. Only Center Judge can make a call for “BREAK”.
- Only Center Judge can call for point by declaring “JUDGES CALL”
- Upon hearing a Corner Judge say “CALL”, the Center Judge should then “BREAK” the competitors and call for point.
- The Center Judge is the only person who can call for start, or stop, of time. The clock will start on command of “SPAR” and stop for the command “STOP TIME”

## **2.5: Time Keeper**

In the Sparring competition, the Time Keeper will be responsible for:

- Registering the competitors and filling the brackets with the Score Keeper before the competition starts.
- The Time Keeper will be responsible for keeping the running time during each match.
- When the Center Judge makes the first call for the competitors to “Spar”, the clock will be started and continue to run for two minutes.
- The clock can only be stopped if the Center Judge calls “Stop Time”.
- The clock will resume from the time it was stopped at when the Center Judge makes the next call to “Spar”.
- When two minutes have elapsed, the Time Keeper will call “Time” loudly so that the Center Judge can hear.
- After the all competitors have finished and the results have been checked and confirmed by the Head Judge, the Time Keeper will be responsible for delivering the results directly to the Announcer.
- The Time Keeper will have no input on points for the competitors or any other aspect of the Sparring competition.



## **2.6: Score Keeper**

In the Sparring competition, the Score Keeper will be responsible for:

- Aiding the Time Keeper in registering the competitors and filling the brackets prior to the start of the competition.
- The Score Keeper will call the competitors up to spar according to the brackets.
- The Score Keeper will confirm with the Center Judge who is the “White Fighter” and who is the “Red Fighter”; placing a “W” and an “R” by the name of the corresponding competitors to ensure proper awarding of points.
- The Score Keeper will keep the tally of points as they are awarded during the match.
- If one of the fighters tallies the necessary Five points to take the match before the end of the two minute round, the Score Keeper will call “Match”.
- When “Match” or “Time” are called, the Score Keeper will relate the points tallied by each fighter to the Center Judge, Who will announce the point totals for each Fighter and declare the Winner.
- If there is a tie after “Time” is called, the Score Keeper will inform the Center Judge, who will resolve the match according to the tie breaking procedure.
- The Score Keeper will have no input on points awarded to competitors or any other aspect of the competition.



## **2.7: Competition**

- After Brackets are set, Competitors will be called into the ring by the Score Keeper. One will be designated as the “White Fighter” and the other as the “Red Fighter” and the judge will then place a red sash on the back of the belt of that fighter. Center Judge should quickly verify that the Score Keeper has designated the proper competitors as “White” and “Red” before starting the match.
- Before starting the match, the Center Judge should confirm that the Corner Judges, Time Keeper and Score Keeper are ready to start. When this is confirmed the Center Judge will put the competitors on their marks, set them in a sparring stance and call “SPAR”.
- Matches are to be kept on a 2 minute running clock. The Center Judge may stop the clock by calling “Stop Time”. There should be no stoppage of time except for the following reasons:
  - Distress or injury of a competitor: Center Judge must determine if the competitor can continue and allow a reasonable amount of time to let the competitor compose themselves
  - Equipment problem such as foot or hand gear coming off

### **The Center Judge is the only person who may call for start or stop of the clock.**

- Matches are determined by first competitor to score 7 points or the competitor with the highest point total at the end of the 2 minute round
- When call for point is made, the Center Judge will call “BREAK”, set the competitors on their marks and declare “JUDGES CALL”. The Center Judge will decide based on the flags and their own call to which competitor the point(s) are to be awarded, if there is no point, or a warning to be issued. The Center Judge will reset the competitors to their marks, check and announce the current score of the match for Red and White competitors and then call “SPAR”.
- The clock is not stopped for call of point.



## **2.7: Competition (cont.)**

- If a competitor tallies five points before the two minute round is completed, the Score keeper calls “Match”. The Center Judge will confirm the if the tally is correct and end the match.
- At the end of the 2 minutes the Time Keeper will call “TIME” loudly enough for the Center Judge to hear and the Center Judge should immediately call for “Break” and make one final call for point.
- If match ends in Tie: There will be a one minute “Sudden Death” round, with the first point scored deciding the winner. If the one minute round ends with neither competitor scoring, there will be a 30 second rest period, followed by another one minute “Sudden Death” round. This process repeats until someone scores a point.
- When Competitors Finish Match: The Center Judge will quickly check the with the Score Keeper to ensure that the point total is correct and the proper competitor has been entered into the winners bracket. They will then return to the center, announce the point total for the “WHITE” fighter, than the “RED” fighter and raise the hand of the winning fighter, declaring them the winner.
- The winning competitor will be sent to the back of the ring to continue and the losing will be sent to the side of the ring opposite the Time Keeper and Score Keeper to watch the rest of the competition.
- When the semi-finals of the bracket are complete the two losing competitors from the semi-finals will spar to determine third place. The two winners of the semi-finals will then spar for first and second.





## **2.8: Competition (cont.)**

- Three competitor bracket: In the special case of a three competitor bracket one, one fighter will receive a bye and the other two will spar to determine who advances. First, Second, and Third will be determined as follows:
  - o If the fighter receiving the bye wins the second match they are the First place winner. The fighter who advanced from the previous round is Second and the loser from the previous round is Third.
  - o If the fighter who won the first match wins the second match, they are the first place winner. The fighter who lost in the first round will then get the opportunity to spar the fighter who received the bye, and lost, to determine Second and Third.

## **2.8: Use of Flags for Scoring Competition**

Note: Use of flags to indicate score is the tradition of the Martial Arts. Flags should rest on the knees at all times until call for point is made. Your indication should be made with eyes straight ahead, it should be made immediately and decisively. Any sign of indecision is unacceptable.

- 1 flag pointing towards a competitor:  
1 point for that competitor



- 1 flag pointing towards a competitor  
with 2 fingers extended: 2 point  
technique for that competitor



## **2.8: Use of Flags for Scoring Competition (cont.)**

- 1 flag pointing towards a competitor with 3 fingers extended: 3 point technique for that competitor



- 2 flags, Crossed, pointing straight down: No point for either competitor



## **2.8: Use of Flags for Scoring Competition (cont.)**

- 2 flags Crossed, covering the eyes: Indication that you did not see the call. This judge will not be considered when tallying judges calls in determining the point



- 2 flags pointing towards ring boundary: Point occurred out of the ring



## **2.8: Use of Flags for Scoring Competition (cont.)**

- White flag twirling in circle: Warning to White Fighter



- Red flag twirling in circle: Warning to Red Fighter





## 2.9: Points in Sparring:

- 1 point Techniques:
  - o Reverse punch to the body, No other hand technique scores to the body
  - o All hand techniques to the head
  - o Kicks to the body
  
- 2 point Techniques:
  - o Kicks to the head
  - o Spinning Kicks to the head
  - o Back Kick to the body
  
- 3 point Techniques:
  - o Jump Spin Kick to the Head with both knees above the belt of the fighter executing the technique.
  - o Jump Back Kick to the Head with both knees above the belt of the fighter executing the technique.
  - o Tornado Kick to the Head with both knees above the belt of the fighter executing the technique.

**2.10: Awarding Points**

**Situation 1:**



All Judges indicate 1 point Red. 1 point to Red

**Situation 2:**



All Judges indicate 1 point White. 1 point to White

**2.10: Awarding Points (cont.)**

**Situation 3:**



Two Judges indicate 1 point Red, 1 Judge indicates point for the White. 1 point to Red

**Situation 4:**



Two Judges indicate 1 point White, one Judge indicates point for Red. 1 point to White



**2.10: Awarding Points (cont.)**

**Situation 5:**



All Judges indicate 2 point to White. 2 points to White

**Situation 6:**



All Judges indicate 3 point to Red. 3 points to Red

**2.10: Awarding Points (cont.)**

**Situation 7:**



Two Judges indicate 1 point Red, One Judge indicates 2 points for the Red.  
1 point to Red

**Situation 8:**



Two Judges indicate 2 points Red, One Judge indicates 1 point  
for the Red. 2 points to Red

**2.10: Awarding Points (cont.)**

**Situation 9:**



Two Judges indicate 1 point Red, One Judge indicates no point. 1 point to Red

**Situation 10:**



Two Judges indicate 1 point White, One Judge indicates did not see. 1 point to White

**2.10: Awarding Points (cont.)**

**Situation 11:**



One Judge indicates 1 point Red, Two Judges indicate no point. No Point

**Situation 12:**



One Judge indicates 1 point White, Two Judges indicate did not see. 1 point to White

**2.10: Awarding Points (cont.)**

**Situation 13:**



One Judge indicates 1 point Red, One Judge indicates no point, One Judge indicates did not see. No Point

**Situation 14:**



One Judge indicates 1 point White, One Judge indicates did not see, One Judge indicates out of ring. No Point

**2.10: Awarding Points (cont.)**

**Situation 15:**



One Judge indicates 1 point Red, One Judge indicates no point, One Judge indicates out of ring. No Point

**Situation 16:**



One Judge indicates 1 point White, Two Judges indicate out of ring. No Point

**2.10: Awarding Points (cont.)**

**Situation 17:**



One Judge indicates 1 point Red, One Judge indicates point for the White, One Judge indicates no point. No Point

**Situation 18:**



One Judge indicates 1 point White, One Judge indicates point for Red One Judge indicates did not see. No Point

**2.10: Awarding Points (cont.)**

**Situation 19:**



One Judge indicates 2 point Red, One Judge indicates 1 point for the Red, One judge indicates 1 point White. 1 point to Red

**Situation 20:**



One Judge indicate 2 points Red, One Judge indicates 1 point for the White, One Judge did not see. No Point



**2.10: Awarding Points (cont.)**

**Situation 21:**



One Judge indicates 2 point Red, One Judge indicates did no see, One judge out of ring. No Point

**Situation 22:**



One Judge indicate 2 points Red, Two Judges indicates 3 point Red. 3 Points Red



## **2.10: Awarding Points (cont.)**

Many situations that will be encountered during the competition are covered in the above illustrations, but by no means all. Remember that majority rules in all cases. Remember that “Did Not See” means the judge has removed themselves from the vote and that the remaining judges constitute the vote. When a judge indicates “No Point” or “Out of Ring” they are to be counted in the voting as no point awarded. If all three judges counted in the voting agree on awarding points to the same fighter, but disagree on the points to be awarded, the majority point value is awarded. If only two judges agreed that a fighter was to be awarded points, but disagree on points to be awarded, the lower point value is awarded.



## **2.11: Warnings**

- Warnings are to be issued whenever a fighter goes outside the safety guidelines or protocol for Tang Soo Do sparring. Do not issue them lightly, but do not hesitate to do so when a fighter violates the spirit of the competition.
- If there is a need to call for a warning, there should be a call for “Break”. At that time, there should be a call for point. After it has been determined if points should be awarded, there should be a “Call for Warning”. If there is a consensus between the Judges that a Warning should be issued, the Head Judge will inform the Score Keeper and warning will be noted by the Score Keeper.
- If more than one warning has been issued to the same competitor, the Head Judge will make the determination of subtraction of a point from that competitor, or, if that fighter has no points at that time, addition of a point to the total of the opposing competitor. He will then inform the Score Keeper to make the appropriate adjustment.

The following will be cause for warning:

- Kicking or punching to the back
- Kicking or punching below the belt
- Kicking or hitting an opponent who is on the floor or out of the ring.
- Excessive aggression
- Passivity, i.e, stalling or running out of the ring repeatedly
- Arguing point with the Center Judge
- Use of illegal technique such as knee strikes or elbow strikes



## **2.12: Assessment of Penalty for Warnings:**

- 1st Warning: No penalty is assessed
- All subsequent warnings: Deduction of 1 point from the competitor. If the competitor is at zero points, 1 point will be added to the opposing competitor's total.

**2.13 Disqualification** Disqualification can occur for the following reasons at the discretion of the Center Judge:

- Drawing blood from the opponent, due to extreme contact.
- Extreme unsportsmanlike conduct, i.e. failure to heed warnings even with penalties
- Excessive arguing with the Center Judge, any rude or profane comments about any judge, the awarding of points, or their opponent.

**If a competitor is disqualified, It must immediately be brought to the attention of a Master to decide if further actions are required.**



## **2.14: Completion of Competition**

When Order of finish is clearly determined:

- The Head Judge will write in the names of the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place winners in the given places on the Sparring Bracket.
- The Time Keeper and Score Keeper will review for accuracy.
- The Head Judge will then sign the Bracket and give it to the Time Keeper to deliver to the announcements podium.
- The Time Keeper will wait to give the results directly to the announcer. Do not just leave it at the podium!
- Trophy presentation:
  - All competitors will line up in straight lines, with 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place on a separate line in front; 1<sup>st</sup> to the right, 2<sup>nd</sup> in the middle and 3<sup>rd</sup> to the left.
  - There are no participant trophies for sparring.
  - The judges will stand in front of the winners awaiting the announcer's call to present the winner's trophies. The most junior judge will present the 3<sup>rd</sup> place trophy, the next in seniority, the 2<sup>nd</sup> place trophy, and the Head Judge will present the 1<sup>st</sup> place trophy.