



Traditional Tang Soo Do Federation



Tournament Guidelines

Each Ring shall consist of one Head Referee, four side Judges and a Scorekeeper/Timekeeper. Our goal is to work together with great teamwork and provide a fun, fair & successful day for everyone. The Head Referee should be the senior ranking instructor, and is responsible for overseeing the general operation of the ring. Any questions or conflicts should be directed to the Head Referee. The Head Referee should work closely with the Scorekeepers and Timekeepers to ensure proper administration of the rings.

The four side Judges should watch and listen attentively to their ring. Follow the directions of the Head Referee and refer any questions directly to him/her. Sit at attention with confidence. Show good discipline and respect at all times. Remember, you are an example to the competitors. Do not leave your ring without permission.

Scorekeepers and Timekeepers should follow the directions of the Head Referee. Fill out all paperwork completely and write neatly and clearly. Remember someone must later record the results. If you have any questions, please ask.

In the event that there are not enough people to fully administer the ring it will be permissible to have two referees within the ring, both of which will be able to score. Additionally in this case there will be an arbitrator outside the ring who will only be involved in the event of a difference of opinion of the two ring referees.

Forms / Patterns Ring Procedure

As the competitor divisions are completed in the staging area they are sent to their assigned ring. The Head Referee lines the competing competitors up and the scorekeeper gathers the registration information. The scorekeeper should be sure to fill out all Ring and Division information on the score sheets. The ring is called to attention, with the four / five officials lining up facing the competitors. The Head Referee bows the competitors in and directs them to sit at attention, until they are called to compete. When the ring is ready to begin, the scorekeeper calls the name of the competitor up and the next competitor on deck. The competitor bows, enters the ring and prepares to compete.

Forms / Patterns

Before starting the competition, all competitors in the section will line up facing the judges, the Head Referee will then ask the students and judges to face the head table and bow to the head table, then the competitors en block will face the judges and bow to the judges, the judges and the competitors will then sit down and wait for the competition to start,

To start the competition the competitors name will be called followed by the next competitor to compete who will be ready "on deck". This procedure will continue until the end of the competition.

The competitor enters the ring and bows to the panel of judges, the competitor will then advance to towards the judges, they are not required to announce their name and the Form that they intend to perform. The judges will then give permission to begin; the competitor will then start when they are ready. In the case of children guidance can be given as to starting position.

The competitors will be judged by five (5) scores. When the competitor has finished the Head Referee will ask the competitor to turn around. Once the competitor is facing the opposite direction the Referee will call for score. Each Judge will then present their score simultaneously to the scorekeeper.

The scorekeeper records the score for that competitor. Removing the highest and lowest then adding the remaining three tabulates the score. The highest score of the group indicates the winner. In the case of a tie, the highest and lowest scores are added back in to break the tie. If the tie still remains, the competitors are asked to once again perform their form, this time side by side.

When they are finished, they are asked to face the rear and the Head Referee calls for the decision. The Judges show their decision with the raising of their left or right hand.

At the finish of the ring, all competitors are lined up facing the Judges and Referee. The place winners are called forward and the prizes are distributed. All competitors are then called to attention, bow and are dismissed.

Guidance for Judges:

Competitors may perform Forms that are not familiar, in this event you will be unable to determine if moves have been missed or performed incorrectly, in this case you should judge the performance on its technical merit; that is power, balance, technique & effort.

Any form is allowed for any grade

Free Sparring

The ring is called to attention, with the three officials lining up facing the competitors. The competition is started by all the competitors being brought to attention by the Head Referee, the co-referee's and all the competitors will then face and bow to the head table. The competitors then turn and face the referee's and bow to each other.

When the ring is ready to begin, the scorekeeper calls the name of competitor's up and announces the names of the next two competitors. Both competitors enter from the side of the ring where the scorekeeper is located. Both competitors bow before entering the ring and then proceed to the center of the ring as indicated by the referee. It is the Head Referee's full responsibility to ensure that the correct sparring protection & headgear is worn by all competitors; this is mandatory.

The Head Referee extends his or her arms out with hands held at shoulder height. The hands should be held tight and strong with the palms facing outwards towards the competitors. The Head Referee simultaneously snaps the palms to face inward, indicating to the competitors to face each other.

The Head Referee again simultaneously dropping the hands inward, palms facing the ground at chest height, indicating to the competitors to bow to each other.

At this time the Head Referee raises the colored tag in the right hand to indicate the person on the right, and places the colored tag around the back of the competitor's belt.

Moving back to attention the Head Referee calls "Ready" The Referee then steps between the competitors. Calling for "fighting stance" the Head Referee extends both arms outward, pushing the competitors back to their position.

The Head Referee then slides back into fighting stance. A point is called by shouting loudly **POINT!**, the Head Referee then calls for verification, the two centre referees simultaneously raise their hands indicating how the point/ warning should be given, the referee calls out the points voting so that everyone is aware what has been scored.

Upon completing the point awarding the Head Referee the steps between the competitors. Calling for "fighting stance" the Head Referee extends both arms outward, pushing the competitors back to their position. The Head Referee then slides back into fighting stance away from the competitors, indicating for the match to continue.

The time runs for two minutes continuous. Upon time running out the Timekeepers calls "Time" loudly to stop the match. The Head Referee then steps in to stop the match and shouts "stop". The competitors return to attention. The Head Referee raises both hands, palms facing inward. The Head Referee simultaneously drops the hands inward, palms facing the ground at chest height, indicating to the competitors to bow to each other.

The Head Referee then grasps the arm of each competitors raising the arm and calling the winner of the match. The competitor's then back out of the ring at the same point as they entered, exit and bow to the Head Referee and confirm their names to the scorer if they have won.

Matches

Each match will last two minutes. In the case of a tie, the competitors will continue "sudden death", until the first point is scored.

The time will not stop unless indicated by the Head Referee to do so e.g. in the case of an injury.
The time does not stop for point verification.

Calling Points

In scoring points, the Head Referee and each co-referee will have one equal point. The Head Referee and the other inside referee carryout all the scoring, if no majority then the voting of the outside referee is taken into consideration.

To call a point either of the inside referees call "Point," the outside referee is NOT allowed to call point, the inside referees take full responsibility for the calling of the points.

Awarding a point - Raise the right or left arm high into the air and indicate with your fingers how many points to be awarded.

No Point - Lower both arms crossed towards the ground.

Did not see - Raise both hands crossed in front of the eyes. Indicates No vote and has no effect on the totaling of the votes. ***NB. A No see vote is not taken into account when deciding majority basis***

Points are awarded on a majority basis

A warning can constitute a point, to call a warning the referees call Point in order to stop the match.

Upon calling for verification the judges points down and outward calling warning.

Warnings require a majority rule.

Dissent or bad respect can lead to immediate disqualification and immediate exit from the entire tournament.

A valid technique will score:

One point, = A punch

Two points: = Any body kick

Three points: = Any head kick

(N.B. Warning rule and allocation of points, warnings can also constitute a valid point.)

Legal Scoring Techniques

Any Kick or punch to the following Legal Target areas

Head - side and front of head but not top or back of head

Body - side and front of body but not back

Illegal Target Areas and therefore Warning offences

Any Attack to the following areas

Any area below the belt

Back of Body

Back or top of Head

Additionally

The head is a scoring area for a punching technique for age 14 yrs and above only

Good control is Mandatory! Contact should be (non/ light), in the event of excessive contact the referee and judges will decide as to whether the contact was intentional or accidental and give warnings accordingly.

Drawing blood is an automatic disqualification unless there is a unanimous decision from all judges and referee that the cause of drawing blood was not the fault of the attacker

Invalid techniques that will result in a Warning

Elbow Strike
Ridge Hand
Spear Hand
Grabbing/Holding
Spinning Hand Techniques
Any technique to the back or top of head, also the back area
Below the belt techniques
Sweeping / Takedown Techniques
Persistent turning your back
Running out of the ring

After the second warning each resulting warning will result in one point being added to the opponents score.

Protective Material

Mandatory

Soft foam hand and foot protection – to be supplied by the competitor
Head guard – should be supplied by the competitor

Strongly advised but not Mandatory

Mouth Guards
Groin Protection
Shin protection

Uniform

It is preferred that all competitors wear traditional white uniform, trimmed uniforms are also acceptable, **but wherever possible please avoid coloured uniform.**

Notes for Scorekeeper / Timekeepers

Please pay close attention, the Referee needs your full attention. Write Neat and Cleanly.

Keep track of awarded points during Free-Fighting. Ask the Referee to verify your scoring.
If you are approached with a question or complaint, refer them to the Referee.

Please do not be afraid to ask questions or for help!

Breaking

Breaking will be allowed for all students of 12 yrs and over. (FOR COLOUR BELTS)
2 stations (4 Boards)

Breaking will be allowed for all students of 10 yrs and over. (FOR BLACK BELTS)

3 stations (6 Boards)

Students will be permitted to break with any technique as long as the judging panel permits, (E.G) if the break attempted is safe.

All breaking material will be supplied by the Traditional Tang Soo Do Federation

Only 1 attempt will be permitted for all grades.

If there is no winner then NO Medals will be issued

Weapons

Any traditional weapon can be used (E.G.) Long Staff, Sword, Dagger, and Fan.

This division is open to Black Belts ONLY