Head Table



Referee

Handbook

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)ate:			

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Rules of Competition

Safety Equipment

All contestants shall wear an approved trunk protector, head protector, groin guard, forearm protector, shin-instep protector, and a mouth protector. Jewelry is to be removed and finger and toe nails are to be neatly trimmed. Only two layers of tape are allowed except in the case of an injury where the minimum amount of tape for safety is allowed.

Legal Techniques 1 Point

- One point shall be awarded for each closed fist or kicking technique delivered accurately and powerfully to the mid-section and sides of the torso (blue or red area of chest protector), in the absence of any violations. One point shall be awarded for each kicking technique delivered accurately with light, controlled contact to the front or side of the head forward of the ears. No punching to the head is allowed
- Fist and foot contact is permitted to the upper torso (white area of the chest protector) but not scored unless the opponent is legitimately knocked down. Foot sweeps and throwing techniques are not allowed. **Heavy contact to the head with the foot is not permitted and can result in a warning, deduction, or disqualification.**

Warnings (Kyong-go) - 1 Point for every 2 warnings

1 Touching Acts	3 Attacking Acts
 a Grabbing the opponent b Holding the opponent with the hands or arms c Pushing the opponent with the shoulder, body, hands or arms d Touching the opponent with the trunk 	 a Butting or attacking with the knee b Intentionally attacking the groin c Intentionally stamping or kicking any part of the leg or foot d Hitting the opponent's face with the hand or fist also: Heavy contact to the head with the foot
2 Negative Acts	4 Undesirable Acts
 a Intentionally crossing the alert line b Evading by turning the back to the opponent c Intentionally falling down d Pretending injury 	 a Gesturing to indicate scoring or deduction on the part of the contestant or the coach by raising hand (self-cheering) b Uttering undesirable remarks or any misconduct on the part of the contestant or the coach c Leaving the designated mark on the part of the coach during match

Deductions (Gam-Jeom) - 1 Point

1 To	ouching Acts	3 A	3 Attacking Acts		
a b	Throwing the opponent Intentionally throwing the opponent by grab- bing the opponent's attacking foot in the air with the arm	C	Attacking the fallen opponent Intentionally attacking the back and/or the back of the head Attacking the opponent's face severely with the hand or fist also: Excessive contact to the head with the foot		
2 Ne	egative Acts	4 l	Undesirable Acts		
a b	Crossing the boundary line Intentionally interfering with the progress of the match	ł	Intentional attack after the Referee's declaration of Kalyeo Violent or extreme remarks or behavior on the part of the contestant or the coach		

Disqualification

- Disqualification occurs if there is a total of three minus points or severe unsportsmanlike conduct.
- Heavy contact to the head with the hand or foot that results in an injury or inability to continue.

Judges Notes

Poomse

- Poomse should be judged on the correct and orderly execution of each movement and proficiency of:
 - a Beginning and ending on the same spot
 - b Power & speed through muscle tension and relaxation
 - c Mental concentration
 - d Focused eye and head movements
 - e Accurate Targets

- f Inhaling and exhaling at the proper moments
- g Balance
- h Rhythm
- i Synchronization of the entire body movement
- i Taekwondoistic attitude
- Score from 9.1 to 10.0. Use a baseline score of 9.6 for a decent poomse. Increase or decrease the score based upon the criteria above. Score after the first poomse. Score opponents relative to each other. Don't change your scoring technique half way through the round.
- Ties are broken by re-performing the poomse with fresh scoring. Announce that there is a tie and there will be fresh scoring to avoid protests.

Awarding Points

- A point requires good technique and power. "trembling shock" or "abrupt displacement". However, don't over
 emphasis this and never issue any points. If in doubt, score. Scores are needed to determine winners. Consider
 that less power is required for kids. Also consider that smaller contestants will not be able to displace larger contestants as easily.
- A point is awarded even if the attacker falls down after the technique, unless the attacker intentionally falls down
 to avoid being hit with a counter technique. Touching the ground when executing a hook kick is allowed. The
 reasoning is that creative kicking techniques are encouraged, and the rule structure should not be so rigid as to
 prevent the development of new creative kicking techniques.
- If a legal technique if followed by a violation, the Referee must call that violation to prevent the judges from scoring the technique.
- A kick to the head which displaces the head, even though the defender's hands are in the way, *is* considered a point. A kick to the arm which results in a knock down *is not* a point.
- Axe kick to the shoulder is okay and awarded a point since the neck and shoulder area above the collar bone are considered part of the "permitted face area".
- When assessing warnings and deductions, take into account whether the technique was *intentional* or the *unavoidable* result of a clash. Most warnings and deductions require *intentional* actions.

Head of Court Notes

Determination of Winner

By Points:

There is always a winner. The following sequential order is followed to determine that winner.

- 1) The most points after subtractions of deductions and <u>pairs</u> of warnings. (single warnings are discarded)
- 2) If a tie, then the higher score before subtractions.

By Decision of Superiority:

If there is still a tie, then the Referee must make a <u>Decision of Superiority</u> related to the initiative shown during the contest. In sequential order of importance, initiative refers to:

- 1) technical dominance (aggressive match management.)
- 2) the greater number of techniques executed
- 3) the use of more advanced techniques
- 4) the competitor displaying the best competitive manner.

Details on Calculating the Final Score:

- 1) Collect the score sheets from the Referee. Transfer the information from the score sheets to your master sheet, one box at a time. Calculate the points for Chung, round 1. Then Hong round 1. Then Chung, round 2. Then Hong, round 2. Then warnings, and then deductions. Be patient and methodical. Use the same approach and sequence every time. Don't rush.
- 2) To declare a point, two or more judges must call the point. A good rule of thumb is to use the "second highest number" -- so if the judges scores are 1, 2, and 3, the answer is 2; if the scores are 1, 3, and 3, the answer is 3. By using the "second highest number" method, you will not have to mentally search for the agreement. Everyone should agree on the amount of warnings and deductions. If not, call the judges and Referees in for confirmation.
- 3) Total all columns. Then subtract out deductions and pairs of warnings to arrive at a final score. *Single warnings* are discarded
- 4) If there is a tie, go with the score before deductions and warnings were subtracted. If there is still a tie, ask the Referee for a "Decision of Superiority".
- 5) Put all the score sheets together, fold them once, and mark them with a match number that corresponds to the Free Sparring Tree. Use a letters A, B, C, with a circle around them. This way, the markings won't get confused with first, second and third place. Tuck them aside in an orderly manner.

Referee Notes

Starting the Ring

- The Referee is in charge. Take charge, organize the ring, and get things moving quickly. Don't waste time.
- Start with roll call. At roll call, assign hogul colors, check if competitors are well matched.
- If competitors are missing or get added, <u>always</u> re-balance the tree based upon the power-of-two lot table
- Make sure your judges, time keeper, and score keeper are attentive.
- Double check the tree between rounds. Many mistakes are made by the scorekeeper writing down the wrong winner. Have them write down the winner when your are at the front desk after you have made your decision but before you return to declare the winner.

Running the Ring

- Your first fight sets the tone for the whole ring. Set a good example.
- Be forceful in the delivery of all your verbal commands.
- Run fights back to back with very little wasted time in between. If there is a conflict, refer it to the head table and proceed with the next fight.
- If your judges are scoring differently, work with them to resolve this.
- When you break the fight to declare a warning or deduction, immediately make a mental note of the color of the fighter who will receive the penalty so that you don't forget a moment later.
- If an opponent is knocked down, there is a *mandatory* 8 count unless a serious injury has occurred in which case the match should be stopped. If the opponent cannot continue after the 8 count, count to 10 and finish the match
- Form an equal sided triangle between you and your fighters. The distance between any two people will naturally be just outside of kicking range. This keeps you away from danger, but close enough to be aware. If the fighters move to the alert line (edge of the ring), position yourself between them and the alert line so that they will naturally move back to the center. Don't show your back to the Head of Court.

General Notes:

- The Referee is in charge of the ring. The Head of Court may over rule the Referee, but this should be done on a discretionary basis, and only if necessary.
- The Head of Court should support the Referee in the Referee's decisions.
- The Head of Court should advise and coach the Referee if the Referee is in training. However, all coaching and advice should be given in private.
- It is very important to not undermine the authority of the Referee in public as this can severally impact the Referee's authority and his ability to perform his job.
- If a dispute cannot be quickly resolved, such as opinions on judging, defer the problem to the Head Table and continue with the next match.
- Keep a close eye on the Free Sparring tree and make sure the correct contestants are fighting and the correct contestant gets awarded first place. *** This is the biggest source of errors in a tournament ***
- Watch out for old Judge's sheets that have Chung on Hong on opposite sides of the paper than your Head of Court sheet.
- If the judges are scoring unevenly, call them up and ask them to explain their points. Uneven scoring usually indicates non-uniform scoring criteria. Make sure everyone is scoring to the same criteria.
- At the end of each round, collect the score sheets together and fold them in half. Mark then with a letter, starting at A for the first round, B for the second round, etc. Put this letter adjacent to the match on the free sparing tree. Use letters instead of numbers so they will not be confused with the numbers use to award first, second, and third place.

Hand Signals

General Notes

- Getting the point or deduction right is more important than the hand signal
- Right hand is always used. Use chareot position. Don't step forward with the hand movement.
- Hand movements are the same for Kyong-go (warning) and Gam-Jeom (deduction) except for ending movement.
- End with pointing to the opponent for Kyong-go and arm straight up for Gam-Jeom



Free Sparring Lot Table

Number of Competitors	Subtract From	Gives Number of Byes	Competitors in Round One	Competitors in Round Two
24	32	8	16	16
23	32	9	14	16
22	32	10	12	16
21	32	11	10	16
20	32	12	8	16
19	32	13	6	16
18	32	14	4	16
17	32	15	2	16
16	16	0	16	8
15	16	1	14	8
14	16	2	12	8
13	16	3	10	8
12	16	4	8	8
11	16	5	6	8
10	16	6	4	8
9	16	7	2	8
8	8	0	8	4
7	8	1	6	4
6	8	2	4	4
5	8	3	2	4
4	4	0	4	2
3	4	1	2	2
2	2	0	2	0

Chose the number of byes in the first round by subtracting the number of competitors from the next highest power of two (4,8,16,...). All byes move to the second round. Everyone else fights in the first round. Then the second round will have a power of two competitors, and no further byes will be needed.

Staffing and Organization

Personal Required at Ring Side

- · Head of Court
 - Supervises proceedings. Tallies scores. Scores if there are only two corner judges.
- Referee
 - Runs the ring. Responsible for keeping things moving and making sure everyone is aware of their duties.
- Judges
 - Sit at opposite corners of the ring and keep score.
- Score Keeper
 - Maintains the tree. Does roll-call if Referee approves.
 - The most common mistakes made is putting down the wrong winner. This is because either the colors were wrong, or a lack of communication. The Score Keeper *must* always double-check the name and Chung/ Hong assignment. Color mistakes are often made during second fights when competitors are wearing their color from the first fight.
 - The winner should be filled in the chart in the presence of the Referee or head of court, after the Referee or head of court tallies score, and before the winner is announced.
- Time Keeper
 - Times the rounds and the time between rounds.
 - The clock is only stopped if the Referee instructs the Time Keeper to stop the clock.

Personal Required at the Head Table

Referee Chairman	
Dispute Chairman	
Person to handle ring assignments	
Person to announce	
Person to manage staffing of Score Keepers and Time Keepers	
Person to transfer ring assignments to the wall	

Recommended Floor Layout

- Tables for the rings are located in the center of the room, back to back. This way, no spectators are behind the tables. There should be sufficient room for officials to walk between the tables.
- Front table is a U shape with an small opening in the middle. The U shape prevents people from walking behind the table. The small opening in the middle allows easy access to the center corridor of tables.

Procedure for Awarding Medals

- Run all charts in a ring first, and then award medals. If there are multiple charts, jump between charts so that fighters will not have to fight back to back fights in the finals.
- When all fights are complete, <u>clearly</u> mark the winners. Bring the results to the announcer at the Head Table and return with the medals. Line up all ring contestants, the Head Table will announce the results, and the medals are handed out in the ring. The score keeper then gets new charts from the Head Table for the next division.

Free Sparring Tree Assignment

Method #1: Pairing by Belt, Age, Weight, Height, and School

This method is used for local tournaments where there are only a few weight classes and therefore a large range of weights, and also an abundance of fighters from the same school. Once the fighters have been assigned to divisions based upon belt color, age, and weight class, sparring trees need to be filled out.

- 1) Arrange the fighters cards by height, shortest to tallest. When heights are similar, arrange by weight, lightest to heaviest. (If you end up having to do this at ring side, then height is the easiest to work with)
- 2) Pair up the fighters by similar heights and weights. This ensures the first fight is as fair as possible. Match fighters together from different schools if at all possible.
- 3) Calculate the number of byes needed from the Free Sparring Lot Table.
- 4) If there is one person from step 2 who did not get a partner, he gets one of the byes.
- 5) You will be left with an even number of byes. Distribute these to pairs of fighters based upon:
 - Randomly choosing pairs (2 byes per pair)
 - Evenly distribute byes between schools.
 - Evenly distribute between tall/heavy and short/light.

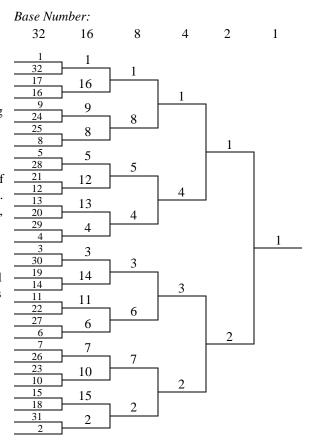
Note that if there is a large number of byes, focus on choosing who <u>doesn't</u> get a bye. This lessens your decisions and is quicker. For example, for 17 contestants, instead of choosing 15 byes, choose 2 people to fight in round one. Everyone else is in round two.

- 6) Build the tree with the shorter/lighter people at the top and the taller/heavier at the bottom so that updates are easier. This also creates round two matches which are more evenly matched Record the height and weight information on the tree so that the Score Keeper will have the information handy to rebalance the tree. When you are done, check that the number of matches in the second round is 2, 4, 8, 16, or 32.
- 7) To add a new contestant, move a contestant (based upon weight/height/school) who had a bye back one round. To remove a contestant, move the other fighter ahead one round.

Method #2: Official Lot Drawing

This method is the official USTU/WTF method for assigning trees, and should be used for State and above tournaments, where there is a small variance within the weight division, and there is a large number of schools represented.

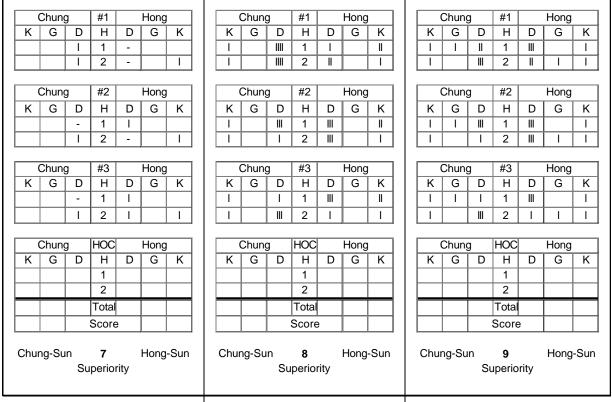
- 1) Choose a *Base Number* which is next highest power of two (2, 4, 8, 16, or 32) than the number of contestants. For example, The Base Number for 7 contestants is 8, and 9 contestants is 16.
- 2) Calculate the number of byes needed from the Free Sparring Lot Table.
- 3) Randomly assign each contestant a number between 1 and the Base Number. A deck of playing cards works well for this.
- 4) Sign contestants into the following tree, using the number shown here. Double check that the numbers from each match add up to the Base Number + 1.



Head Of Court Scoring Quiz

Chung #1 Hong	Chung #1 Hong	Chung #1 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
1	1 1 1	1 1 1 1	
2 1	2	2	
Chung #2 Hong	Chung #2 Hong	Chung #2 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
1	1 I I	1	
2		III 2 I I	
Chung #3 Hong	Chung #3 Hong	Chung #3 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
		1 1 1	
	II 2 III	2	
Chung HOC Hong	Chung HOC Hong	Chung HOC Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
1 1	1	1	
2	2	2	
-1 4 Total 3 0	Total	Total	
3 Score 3	Score	Score	
EXAMPLE			
Chung-Sun 1 Hong-Sun	Chung-Sun 2 Hong-Sun	Chung-Sun 3 Hong-Sun	
Superiority	Superiority	Superiority	
	' '	<u> </u>	
Chung #1 Hong	Chung #1 Hong	Chung #1 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
1 11 1111 1			
	2		
Olever version 1100 I I I I I I I I I I I I I I I I I	Ohara ar	Ohama #0 Hana	
Chung #2 Hong	Chung #2 Hong	Chung #2 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
	1		
	2	- 2	
Chung #3 Hong	Chung #3 Hong	Chung #3 Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
	2		
Chung LICC Liza	Chung LIOO Liere	Chung LICO Lieur	
Chung HOC Hong	Chung HOC Hong	Chung HOC Hong	
K G D H D G K	K G D H D G K	K G D H D G K	
	2	2	
Total	Total	Total	
Score	Score	Score	
Chung-Sun 4 Hong-Sun Chung-Sun 5 Hong-Sun Chung-Sun 6 Hong-Sun			
Chung-Sun 4 Hong-Sun Superiority	Chung-Sun 5 Hong-Sun Superiority	Chung-Sun 6 Hong-Sun Superiority	
Superiority	Superionty	Superiority	
	-	-	

Head Of Court Scoring Quiz



Chung			#1		Hong	ı	
K	G	D	Н	D	G	K	
Ι		Ι	1	-			
		III	2	-		I	
(Chun	g	#2		Hong	l	
K	G	D	Н	D	G	K	
Ι		II	1	-			
		II	2	-		I	
(Chun	9	#3		Hong		
K	G	D	Н	D	G	K	
Т		IIII	1	III			
		IIII	2	II		ı	
	Chun		HOC		Llong		
	Chun				Hong		
K	G	D	Н	D	G	K	
			1				
			2				
			Total				
			Score	•			

10

Superiority

Hong-Sun

Chung-Sun

Head Of Court Scoring Quiz (Answers)

Winner		Head Of Court	Winner		Head C	Of Court
Chung-Sun	1	Chung HOC Hong	Chung-Sun 6	; [Chung H	OC Hong
		K G D H D G K		Ī	K G D	H D G K
Hong-Sun		1	Hong-Sun	Ī	1 1 1	1 - I I
		2			1 1 -	2 1 1
Decision of		-1 4 Total 3	Decision of	Ī	-1 -2 1 To	otal 1 -1 -1
Superiority		3 Score 3	Superiority		-2 Sc	core -1
Chung-Sun	2	Chung HOC Hong	Chung-Sun 7	'		OC Hong
		K G D H D G K		ļ		H D G K
Hong-Sun			Hong-Sun	ļ		1 1
		2		ŀ		2 - I
Decision of		4 Total 4 0	Decision of			otal 1 0
Superiority		4 Score 4	Superiority	L	1 Sc	core 1
Oh O	•	Chuna HOC Hona	01	. г	Chara a	00
Chung-Sun	3	Chung HOC Hong K G D H D G K	Chung-Sun 8	١	3	OC Hong H D G K
Hong-Sun			Hong-Sun	ŀ		1
Hong-Sun			riong-Sun	ŀ		2
Decision of			Desision of	ŀ		
Decision of		2 Total 4 -1 2 Score 3	Decision of	ŀ		otal 5 -1
Superiority		2 Score 3	Superiority	L	5 50	core 4
Chung-Sun	4	Chung HOC Hong	Chung-Sun 9) [Chung H	OC Hong
		K G D H D G K	- -	Ī	K G D	H D G K
Hong-Sun		I III 1 III	Hong-Sun		1 1 11	1 III I
					I III	2
Decision of		-1 -1 5 Total 3	Decision of	Ī	-1 -1 5 To	otal 5 -1 -1
Superiority		3 Score 3	Superiority		3 Sc	core 3
				-		
Chung-Sun	5	Chung HOC Hong	Chung-Sun 10	0	3	OC Hong
		K G D H D G K		ļ		H D G K
Hong-Sun			Hong-Sun			1 -
				ļ		2 - I
Decision of		-1 -1 6 Total 5 -1 -1	Decision of			otal 0 0
Superiority		4 Score 3	Superiority		5 Sc	core 0

Agenda

Opening Ceremonies
1) United States National Anthem (sung by:)
 Everyone, including audience, stands When finished, the audience may sit.
2) Bow to the Flags
3) Bow to Head Table
4) "I would like to welcome all competitors, coaches, to theth <u>Annual Kim's Tae</u>
Kwon Do Championships. I would like to introduce the Director of today's tournament
9th degree Grand Master Woo Kon Kim".
5) <u>Master Kim's</u> speech and introduction of the head table:

6) Rules Demonstration

Referee Pledge:

On behalf of all the officials, Referees, and judges at the Kim's Tae Kwon Do Tournament, I hereby pledge that we will follow the Kim's Tae Kwon Do rules and regulations, and deliver all judgements in an impartial and fair manner.

Rules Demonstration

INTRODUCTION:

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	Good After-noon everyone, and welcome to the Kim's Tae Kwon Do Rules Demonstration. I would like to introduce:
	• our Referee (and head instructor of),,
	Degree Black Belt Instructor,, and
	Degree Black Belt Instructor
•	is a school of learning. This tournament is intended to allow first time competitors to
	enter the tournament, to learn the ropes, and compete safely.
	USTU & WTF Junior Olympic rules will be used for all age and belt categories today.
	That means that heavy contact to the head with the foot is <i>not</i> permitted and can result in a warning, deduction, or disqualification.
	For those of you with tournament experience and are used to heavy contact free sparring, you should be
	advanced enough in your TKD technique so that exercising control and demonstrating good technique should not
	be a problem.
•	The goal is no injuries!
EQ	UIPMENT:
	All contestants shall wear an approved trunk protector, head protector, groin guard, forearm protector, shin and instep protector, and a mouth protector. Jewelry is to be removed and finger and toe nails are to be neatly trimmed. Only two layers of tape are allowed. Athletic cups, shin and arm guards should be warn under the uniform
•	Athletic cups, snin and arm guards should be warn under the uniform
RO	UNDS:
•	There will be two minute rounds with a second break.
PO	INTS:
•	1 point for each valid technique
Mid	Section
•	The mid-section is the blue or red area of the chest protector.
	One point shall be awarded for each closed fist or kicking technique delivered accurately and powerfully to the
	mid-section and sides of the torso, in the absence of any violations. Sufficient power to the torso is demonstrated
	when the opponent's torso is "abruptly displaced" by the impact of the strike.
	[] FK
	[] RH
	[] SK
	[] BK
	[] Punch
Uppe	er Torso

The Upper Torso area is the white area of the chest protector above the colored area. This is not a scoring area. Fist and foot contact is permitted to the upper torso but not scored unless the opponent is legitimately knocked

down.

High Section No punching to the head is allowed. One point shall be awarded for each kicking technique delivered accurately with light, controlled contact to the front or side of the head forward of the ears. By light, controlled contact, I mean a light slap to the head with your foot. For example, RK to the side of the head Remember, heavy contact to the head is *not* permitted and can result in a disqualification. To reduce your chance of causing injury, aim for the head gear and avoid the open face. For example,] spin HK -- use the bottom of your foot, not your heel AK -- come down at a slight angle and clip the head gear. **NO POINTS:** Kicks which miss or which do not displace the mid-section of the body RK counter on someone who is moving in and doesn't stop Remember, mid-section kicks must produce "trembling shock". **CLENCHING:** A valid clench occurs when both contestants have stopped fighting, are chest to chest with their hands are straight down to the side and not past the body line of the other person. demo a valid clench ſ demo an invalid clench **WARNINGS:** 1 point off for every two warnings accumulated #1 Touching Acts Grabbing the opponent] grab a RK, for a moment to cause an off-balance and then AK Holding the opponent with the hands or arms hold while in a clench Pushing the opponent with the shoulder, body, hands, or arms push with hands and then AK] body push from a clench (extra)] trap an AK on your shoulder and then push the person down (extra) Touching the opponent with the trunk] body slam, chest to chest #2 Negative Acts Intentionally crossing the alert line BK and quickly run cross the alert line Evading the fight by deliberately showing your back to your opponent One person attacks with a running AK, the other person turns shows their back

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] BK and remain with back facing the opponent.

throw a HK and then intentionally fall down

Intentionally falling down to avoid being attacked

•	Pretending injury
	[] RK, then grabs his foot and starts hopping around
#3	Attacking Acts
•	Head butting or attacking with the knees, elbows, or open hands
	[] ridge hand strike to the chest
	[] knee to chest protector, or jumping knee strike to the head (extra)
•	Intentionally attacking the groin
	[groin kick. The other person jumps several feet in the air.
•	Intentionally stamping or kicking any part of the leg or foot.
	[] RK to the thigh
	[] punching an incoming RK
•	Any light contact to the head with the hand or fist
	[] backfist to the head gear
•	(KTA Only Special Rule) Heavy contact to the head with the foot
	[] intentional hard (in the Referee's judgement) RK to the head such that the head is visibly displaced
# 4	Undesirable Acts
•	Gesturing for points or warnings
	[any kick, followed by gesturing and saying "yes, yes, yes"!
•	Uttering undesirable remarks or unsportsmanlike conduct
•	The coach leaves the designated coaching area
DE	DUCTIONS:
# 1	Touching Acts
•	Throwing the opponent
	[] do a hip throw
	[] foot sweep
•	Intentionally throwing the opponent by grabbing the opponent's attacking foot in the air with the arm.
	[] RK which is blocked, held, and the defender pushes the attacker to the ground
# 2	Negative Acts
•	Crossing the Boundary Line
	[Intentionally running through the middle of an adjacent ring (when there are no boundary lines)
•	Intentionally interfering with the progress of the match
# 3	Attacking Acts
•	Attacking a fallen opponent
	[] RK, the person falls down, then you step on and over their body
•	Intentional attack to the back of the body or head
	[] step to the side and RK to the back
•	Attacking the opponent's face severely with the hand or fist
	[] round house punch to the head

•	(KTA e	Only S	Special Rule) Excessive force delivered to the head with the foot
	[]	spin HK that knocks the person down
	[]	AK to the face resulting in injury
# 4	Unde	sirab	le Acts
•	Intenti	onal a	attack after kalyeo
	[]	Referee yells kalyeo, then someone launches a spin HK or running AK
•	Violen	t or e	xtreme remarks or behavior on the part of the contestant or the coach
	[]	yelling at the Referee that last call was stupid.
DI	SQUA	LIF	ICATION:
•			nus points
•	•		nlike conduct
•	Heavy	conta	act to the head with the hand or the foot which results in injury as determined by the Referee
EN	DING	; :	
I w	ould lik	e to th	nank:
	• 01	ır Ref	eree (and head instructor of),
	• _	I	Degree Black Belt Instructor,, and
	• _	I	Degree Black Belt Instructor

for helping with the demo. Good luck to all the competitors.

Ring Assignments

Ring	Ring
Referee	Referee
Judge #1	Judge #1
Judge #2	Judge #2
Judge #3	Judge #3
Ring	Ring
Referee	Referee
Judge #1	Judge #1
Judge #2	Judge #2
Judge #3	Judge #3
Ring	Ring
Referee	Referee
Judge #1	Judge #1
Judge #2	Judge #2
Judge #3	Judge #3
Ring	Ring
Referee	Referee
Judge #1	Judge #1
Judge #2	Judge #2
Judge #3	Judge #3
Ring	Ring
Referee	Referee
Judge #1	Judge #1
Judge #2	Judge #2
Judge #3	Judge #3

Referee Sign Up

Name	Ref. Rank	WTF Dan	Your TKD School, Your Mailing Address	Phone #, E-mail Address