

Tournament Rules

I. Forms and Weapons competition

- A. The contestants will demonstrate their form before a judging panel or 3 or 5 judges.
- B. The proper contestant starting protocol will be to enter the ring state their name, the name of their school, and the form to be performed. The contestant will then begin the form. At the end of the form the contestant will turn away from the judges and allow them to score the performance.
- C. Each judge will give a score from 0-10 points, using tenths of a point increments as appropriate.
- D. If there are 5 judges, the highest and lowest scores will be discarded. The remaining 3 scores will be totaled for a final score.
- E. Placing will be determined by highest scores:
 - 1st Place ♦ Highest total score
 - 2nd Place ♦ Second highest score
 - 3rd Place - Third highest (and so on if other positions are awarded)
- F. In the event of ties, they will be broken as follows:
 - 1. If there were 5 judges and 5 scores, re-total using all 5 scores to see if the tie can be broken.
 - 2. Between the two contestants that are tied, the higher award would go to the contestant that would have a higher single score.
 - 3. Finally, if there remains a tie, the tied contestants will simultaneously perform their form. Judges will select winner by simple hand indication.
- G. All forms performed must be traditional Korean forms.

II. Breaking competition

- A. The contestants will be allowed 3 misses at each station, but must complete all breaks.
- B. A breaking station will be defined as a break location where all breaks are completed in a continuous motion.
- C. There are no limitations to variations in techniques, or the number of boards or other materials used for breaking.
- D. Breaking materials other than boards must be supplied by the contestant. All boards used for breaking competition must be purchased at the tournament site to provide fair equality in judging.
- E. For general safety reasons, breaks using fire or glass will not be permitted in competition.
- F. Scoring will be between 5-10 points, using half points as appropriate.
- G. If a contestant fails to complete all breaks or expends the allotted misses they will receive flat fives from all judges.
- H. A miss will be construed to be a miss break, therefore only those attempts where the contestant makes contact with the target and does not complete the break, will be counted as a miss; missing the target will not be counted as a miss break.
- I. Tie breaking:
 - 1. Each tied contestant will perform a single board break.
 - 2. The contestant must provide the ♦tie breaker♦ board, if required.

III. Sparring competition

A. Equipment

- 1. Mouth pieces and groin protectors (for males) are mandatory.
- 2. Safety Equipment is mandatory and will consist of:
 - a. Approved padded head covering.
 - b. Approved padded foot coverings
 - c. Approved padded hand coverings.
- 3. Chest, arm and leg guards are optional, but must be of a soft material.

B. Judges and Referees

- 1. The Ring Master and the referees will be responsible for the conduct of the match. (also see Ring Master role and responsibilities)
- 2. The Ring Master will award/eliminate points based on input from the referees.

C. Matches

1. Matches will be set up based on the ♦Bye System♦.
2. The winner of each bout will be the competitor that either reaches 5 points first or has the higher score at the end of the bout time limit.
3. Bouts will be for two minutes of running time unless stopped by the Ring Master.
4. In the case of a tied score at the end of two minutes, a ♦sudden death♦ match will follow. The competitor who scores the first score will be declared the winner.
5. In the case of a disqualification, the other competitor will advance as the winner of that bout.
6. If a contestant is unable to continue due to his own fault, the match will be awarded to the opponent, at the recommendation of the Ring Master.
7. The bout will be given to neither if one opponent is disqualified and the other can not continue.

D. Target Areas

Target	Point value	Description
1. Facial area	2	A controlled, unblocked kick to the facial area. That is area of the head that is front and side, where there is normally no hair. A controlled kick will be from 3♦ to light contact.
2. Body front(chest & stomach)	1	Controlled contact(kick or punch) above the belt and below the throat.
3. Body sides	1	Controlled contact(kick or punch) above the belt, below arm pit.

E. Illegal Target Areas

1. Eyes, ears, throat, neck, back of body, below belt, all parts covered with hair.

F. Legal Techniques

1. Foot techniques: All kicking techniques
2. Hand techniques: Fist Punch ♦ forward or reverse.

G. Illegal Techniques

1. Knee attacks, sweeps, throws, finger tips, knife hand & ridge hand chops, back fists, or any other techniques specified as illegal.

H. Points

1. Points will be awarded by the Ring Master.
2. Referees can give a verbal indication of a point; at which time the Ring Master will stop the bout and call for point verification from all referees.
3. One point will be given for a clean, controlled legal technique to the body.
4. Two points will be given for a clean, controlled kick (3♦ to light contact) to the facial area.

I. Warnings

1. Attacking with illegal techniques
2. Attacks to illegal target areas.
3. Intentional contact
4. Intentionally/ or excessively stepping out of the ring
5. Intentionally exposing back area to opponent.
6. Falling on the floor to avoid attacks.
7. Other: including stalling tactics, etc.

J. Minus Points

1. When a competitor receives a third warning of ANY kind.
2. Any contact to the head areas with the hands.
3. Any kick contact to the open facial area causing redness.

K. Disqualifications

1. Excessive contact to illegal target areas.
2. Injuries to opponent by use of illegal techniques.
3. Bad/disrespectful behavior, language or manners.
4. Harassment of judges, referees or officials; by the competitor, coach or spectator. (note: this can be cause for ejection from the tournament site,without refund)
5. Excessive contact to the facial area (e.g. drawing blood)
6. Acquiring two minus points.