

# ***National Championships***

4<sup>th</sup> United States Goodwill Tang Soo Do Association® Championships

26 – 27 June 2009



**Capital Clubhouse**

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## Championship General Rules

These rules apply to all contestants regardless of rank and/or affiliation. Rules are intended to promote a safe and respectful atmosphere for all competitors and their guests.

1. All contestants must be in proper uniform. White Dobok Pants & Traditional Jackets (not "V" neck or pull over type). Sleeve and pant cuffs must not be cut or folded 3" higher than the wrist or ankle.
2. Hyung (forms) will be demonstrated two (2) competitors at a time.
3. Weapons forms will be demonstrated one (1) competitor at a time.
4. No sharpened blades of any kind, at any level will be allowed. NO Exceptions!
5. Contestants must furnish or supply their own safety equipment.
6. All members must conduct themselves with courtesy and respect. Disrespect towards Officials, Tournament staff, fellow competitors or spectators will not be tolerated.
7. Proper discipline and attitude must be shown at all times.
8. All advanced ranking members should show exemplary conduct and look after junior ranking members.
9. Whether taking part or attending as a spectator, all contestants must follow the rules of the Championship.
10. Only contestants and officials are permitted on the competition area.
11. Judges and referees are to remain on duty regardless if contestants are from their studio. Highly respectful, fair decisions are expected.
12. Unless assigned to another duty by the Tournament Directors, all Officials should remain in the same ring for all categories of the competition.
13. Complaints or appeals from the contestants during the Championship will not be allowed. Competitors' Instructor shall report to the Chief Arbitrator or Tournament Directors for review and they will determine any corrective action. Demonstrations of discord are subject to official censorship.

## Rules for Hyung & Weapons Hyung Competition

### General Rules

1. Officials for competition shall consist of:
  - a. One Ring Master (highest Dan Member of the Judges panel)
  - b. Two or Four Judges (minimum of 2; and 4 judges whenever possible)
  - c. One Ring Director
2. Competition is open to all ages.
3. Competition is for all ranks, White Belt through Ko Dan Ja rank.
4. Competition will be divided by age, rank, sex and weight as necessary to promote safety and fairness.

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## **Duties**

### **Ring Master**

1. Conduct competition and direct contestants, judges and ring director.
2. Receive division assignments.
3. Inspect any weapon being used and disallow any that are deemed unsafe.
4. Check scoring totals in all weapons and forms categories.
5. Return results and all equipment to the tournament director after completing each assigned division.
6. Announce winner's decision, present awards and report records to the Tournament Director.

### **Judges**

1. Score using fair judgment.
2. Assist Ring Master in administering decision.
3. Assist Ring Director in all ring management as needed.

### **Ring Director**

1. Coordinate activities in their ring with the Ring Master and Tournament Director.
2. Check contestants' attendance and report any missing or unregistered contestants.
3. Call contestants to the ring and the "on-deck" contestant(s).
4. Accurately write down and tabulate the scores.

## **Scoring**

1. High and low scores are dropped when five (5) Judges are present. Remaining scores are added. When there are three judges, all scores are added.
2. When score is tied with 5 Judges add in low score to break the tie, and then add in high score if needed. If the tie is not broken the same or a new form may be demonstrated, upon completion both contestants face the judges and a show of hands will determine the winner.
3. If there is a tie with 3 Judges the same or a new form may be demonstrated, upon completion both contestants face the judges and a show of hands will determine the winner.

## **Protocol**

1. All contestants in the division line up and bow to the panel of judges.
2. Ring Master instructs and reminds the contestants of competition rules and has them sit.
3. Ring Director calls name of 1<sup>st</sup> & 2<sup>nd</sup> contestant and the next two (2) contestants "on deck".
4. Contestants should come forward when their names are called answering in a clear and loud manner ("Yes Sir/Ma'am").
5. Contestants "on deck" may stand up and get ready when their names are called to compete, also acknowledging the Ring Director in a clear and loud manner ("Yes Sir/Ma'am").
6. First contestant stands on right side facing the judges, 2<sup>nd</sup> contestant stands to the left side.

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7. Standing at the edge of the ring; both contestants bow together before entering the ring.
8. First contestant announces his/her name, Dojang/Nation and Hyung as follows:  
*"Judges my name is [first and last name]. I'm from [studio name and nation]. With your permission I will demonstrate (or perform) [name of Hyung]."*  
Second contestant will follow with his/her introduction.
9. Both bow together and move back to their starting position, once more announce the hyung in a clear and loud manner, and begin.
10. The first pair of contestants will perform and return to their seat without scores. When the second pair is finished they will step back and remain for their score. The first pair will then return for their score.
11. The Ring Master commands "Judges Score"; all judges must show their own judgment simultaneously for the 1st contestant without hesitation or interference. Score boards or finger indications may apply. This will be repeated for the 2nd contestant.
12. Ring director shall record all scores and the total score.
13. When both scores are given, contestants must bow together and leave the ring, without turning their back to the judges.

## Permitted Hyungs

The only Hyungs permitted are those required by a contestant up to their current rank or the one(s) needed to exit their current rank. There will be no exceptions. Accepted Hyungs shall be as listed herein.

Note to instructors: Organizational Hyung requirements may over ride this list. See the Tournament Directors if you have questions regarding your students' demonstrations.

## Dan Ranks

Oh Dan (5th Dan) and above	All forms listed below plus, Ji On, Oh Ship Sa Bo
Sa Dan (4th Dan)	All Chil Sung, All Yuk Ro, Wan Shu , Sei San
Sam Dan (3rd Dan)	Kong Sang Koon, Sip Soo
Ee Dan (2nd Dan)	Chil Sung Oh Ro, Lo Hai, and Nai Han Ji Sam Dan
Cho Dan (1st Dan)	Chinto, Chil Sung Sa Ro, Nai Han Ji Ee Dan

*Any junior level form may be demonstrated in all age and rank divisions.*

## Gup Ranks

1st Gup & Cho Dan Bo (Red)	Nianchi Cho Dan, Chil Sung Sam Ro
2nd Gup (Red)	Passai Seo, Passai Dae, Chil Sung Sam Ro
3rd Gup (Red)	Passai Seo, Passai Dae, Chil Sung Sam Ro
4th Gup (Green)	Pyong Ahn O Dan, Chil Sung Il Ro
5th Gup (Green)	Pyong Ahn Sa Dan, Chil Sung Il Ro
6th Gup (Green)	Pyong Ahn Sam Dan, Chil Sung Il Ro
7th Gup (Orange)	Pyong Ahn Ee Dan, Chil Sung Ee Ro
8th Gup (Orange)	Pyong Ahn Cho Dan, Chil Sung Ee Ro

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10th & 9th Gup (White)

Gicho Hyung Il Bu, Ee Bu, Sam Bu

*Any junior level form may be demonstrated in all age and rank divisions.*

## Permitted Weapons Hyung

Contestants are encouraged to demonstrate a weapons hyung consistent with their rank and ability. Weapons shall be controlled at all times (before, during and after demonstration). Check with your instructor if you have any questions regarding your form selection prior to the event. *Note to instructors: Any questions regarding the acceptability of a weapons form can be reviewed with the Tournament Directors prior to the event.*

## Awards

1. Upon completion of the competition in the assigned ring, all contestants will line up.
2. The Ring Master will announce the winner and places, ending with 1<sup>st</sup> place.
3. Winners and runners up should step forward bow when their name is called.
4. Congratulations or other remarks will be given by the Ring Master.
5. Winners' awards shall be presented by the Judges at the awards podium.

## Record

Upon completion, the Ring Master will collect all materials and equipment and will record all the winners and necessary remarks on the assignment envelope. This must be returned to the Tournament Directors. Assigned Ring Master, Judges and Ring Director must remain in the same ring for further assignment unless dismissed by Tournament Directors.

## Rules for Sparring Competition

### General

#### Ring

The competition area shall be 20ft by 20ft. This rule may be altered according to the floor situation. However, the area shall be no less than 15ft by 15ft. Each ring must be equally squared off and two lines for the contestant's starting position marked.

#### Officials

Each ring shall consist of the following officials: 1 Ring Master, 2 or 4 Judges (minimum of 2), Time Keeper and Score Keeper.

#### Appearance and Dress

Safety protection is mandatory. Head, hand, foot and mouth protection is required for all competitors. Male competitors must also wear groin protection. Additional safety equipment is optional but must be approved by the Ring Master.

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## **Duties and position of officials**

### **Ring Master**

1. Receive full ring assignment and equipment from the Tournament Directors and return them at the end of the competition.
2. Review sparring brackets separate any contestants from the same school, prior to the first round of competition.
3. Completely control the match in the ring.
4. Physically inspect the contestants before match.
5. Give full instruction of rules prior to the match.
6. Declare beginning and end, warnings, and deduction of points, disqualification, etc.

### **Judges**

1. Assist the Ring Master and be positioned at the corners of the ring.
2. Report points and warnings to the Ring Master.
3. Assist the Ring Master in determining the winner.
4. Assist the Ring Master referee in all matters.

### **Ring Director**

1. Coordinate activities in their ring with the Ring Master and Tournament Director.
2. Check contestants' attendance and report any missing or unregistered contestants.
3. Call contestants to the ring and the "on-deck" contestant(s).
4. Accurately write down and tabulate the scores.

### **Time Keeper**

1. Sit alongside the Ring Director, near to the Ring Master.
2. Receive time watch from the Ring Director.
3. Check the match time and indicate beginning and end of the match.
4. The clock starts at the beginning of the match, and continues for the entire two minutes or until the Ring Master tells the time keeper to stop the clock.

## **Competition Ethics**

### **Participants**

Complaints or appeals will not be allowed. Contestants shall inform their own instructor of any perceived unjustifiable judgments or conduct in the ring.

### **Instructors, Parents, Spectators**

Coaching is not allowed. Provocative behavior at the side of the ring will not be tolerated. If you feel that the application of the rules has been improper, report it to the Tournament Directors.

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## Judges

Studio, Organizational or National prejudice, careless applications of the rules or lack of attentiveness, shall result in immediate dismissal from your duties.

## Protocol

1. Assigned Ring Master will receive division assignments, equipment, and a list of Judge's assignments from the Tournament Directors.
2. As soon as all of the officials and contestants have reported to their ring:
  - a. draw byes (see "Bye-Out System" below);
  - b. have contestants line up according to their height and weight;
  - c. avoid putting contestants from the same studio (when possible) together in the first round
3. Bow to the judges. The Ring Master will then briefly review all the important rules and regulations to all the contestants.
4. Collect all entry tickets if need be and review bye-outs according to the number of participants.
5. Have all contestants sit straight and quietly at the side of the ring.
6. When the Ring Director calls a contestant's name, the contestant should respond by answering in a loud clear manner ("Yes Sir/Ma'am") and then report to the ring and bow together with opponent before entering the ring.
7. At the same time, the Ring Director will call the names of the next contestants to prepare "on deck".
8. The Ring Master will physically inspect the competitors and may remove any unauthorized objects or equipment and make any necessary adjustments.
9. The clock starts at the beginning of the match and continues for the entire time or until the Ring Master tells the time keeper to stop the clock. Do not stop the clock each time the fighters stop.
10. Ring Master calls the contestants to "Face Me and bow then face each other and bow."
11. Ring Master calls to the Judges to be ready for the match; then calls competitors to be ready on the starting lines.
12. The Ring Master then starts the match by declaring "GO". The Ring Master may use physical gestures to prevent illegal beginnings prior to the start of the match, such as one foot and hand between the contestants. At the command "GO", the Ring Master should step clear to prevent interference with the contestants.
13. Stopping the match: On any occasion, such as scoring a point or an illegal action, the Ring Master or any Judge shall say "STOP"; the contestants should stop the action and return to their starting lines and wait for further instruction. The match time will continue to run unless the Ring Master deems it necessary to declare a time out. The Time Keeper should stop the watch when asked by the Ring Master to "STOP TIME".
14. The match ends upon legal time completed, winning points have been reached or disqualification. The Ring Master shall call "STOP" to stop action when notified by the Time Keeper that time has elapsed. The contestants shall resume their positions and bow to each other, then face the Ring Master and bow.
15. Upon final confirmation of the winner by the judges/officials, the Ring Master shall grasp both the competitor's hands and raising the winner's hand declares "Winner."
16. The contestants shall shake hands and be dismissed from the ring with a bow when they exit.

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## The Bye-Out System

The following system should be followed so that the decision of a bye-out will have taken place in the first round of the eliminations. If followed correctly, all of the remaining rounds should come out even.

1. Gather all competitors of that division in the assigned ring.
2. Count the number of competitors and check the chart to see the number of competitors versus the number of bye-outs.
3. Collect tickets of the competitors. Select appropriate number of bye-outs.
4. Use "Use Ladder Chart" and write out the competition ladder.
5. Have Ladder Chart approved and signed by the Exec Committee Member before the starting competition.
6. Bye-out competitors will be fighting in the second round.
7. It is necessary to use the bye-out system in order to eliminate any odd number of competitors for each round and to eliminate any final round-robin decision. Use the following chart to decide the number of bye-outs in your division.
8. The losers from the final 2 matches of eliminations will compete for 3rd and 4th place.

## Match Time Allowed

1. Eliminations – 2 minutes
2. Finals – 2 minutes
3. Overtime – Additional 2 minute round(s). The two contestants will compete for the entire two minutes; highest point totals win. If there is still a tie after the 1st Overtime round, the tie will be broken with an additional 2 minute round and 1st point wins "Sudden Victory". If there are no points scored in the 2 minutes, there will be a 30 second break and additional 2 minute or "Sudden Victory" round(s). This will continue until the tie is broken.

## Winning Points

1. Eliminations – Most Points
2. Finals – Most Points
3. Time Is Up – Most Total Points
4. Overtime – 1st Tie, 2 minutes, Most Points
5. 2nd Overtime – 1st point scored will determine the winner

## Weight Classifications

	Men	Women
Lightweight	169 lbs. & under	129 lbs. & under
Middleweight		130 lbs & above
Heavyweight	170 lbs. & above	

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## Points

Points shall be called for techniques having correct form, distance, balance, focus and control.

### Foot Techniques

1. All valid areas – 1 point
2. Spin Kicks all valid areas – 2 points
3. Jump Spin Kicks with trail leg above the waist – 3 points

### Hand Techniques

1. All valid areas – 1 point
2. Side step with clear and immediate block punch combination – 2 points (full hip rotation and stance change must be present)

### Illegal Techniques

The following attacks will NOT be scored:

1. Holding the opponent or falling on him/her after the effective attack by fist or foot.
2. Continued attack in clinching form.
3. If either fighter has both feet out of the ring, as long as one leg is in the ring score is valid. However, if "STOP" has not been called for the fighter going out of the ring, the judges will vote on whether a point is valid.

## Scoring

1. All Judges & Ring Master have 1 vote for score
2. All points/penalty: Majority vote determines point. (In a 2 or 3 point call there must be a majority or it will be considered as "one point").

### The Ring Master

The Ring Master is free to move anywhere within the contest area. The Ring Master will issue warnings, points, or any other order, such as breaks in the contest. Ring Master has one vote to award in a decision.

### The Corner Judges

Two or Four Judges are positioned at each corner of the contest area. If they see a point scored, the shout out "CALL". Upon a judge's "call" the Ring Master must stop the match and request all "Judges Call" for points. Judges have one vote to award in a decision.

### Target Area for Valid Points

The legal areas for hand and foot techniques are as follow:

1. Head – front & side
2. Body – front & side, above the belt

NOTE: No contact is allowed to the head and light contact to all legal target areas of the body.

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## **Recognized Offensive Techniques for Legal Points**

### **Hand Techniques**

Head and Body only: Back Fist, Reverse Punch, Ridge Hand and Front Lunge Punch

### **Foot Techniques**

Any standing, spinning or jumping kicks with correct speed, power, focus and control

### **Illegal Techniques**

Boxing Jab, hook, uppercut, cross punches, using the head, elbows, back wrist, open hand (except ridge hand), and knee kick are NOT allowed.

## **Warnings**

When the Ring Master or a Corner Judge sees an unintentional illegal action, a "warning" can be made. Two warnings to any competitor are a point deduction from their score. Warnings will be called for the following techniques and contacts:

1. Throwing
2. Sweeping
3. Grabbing/ Holding
4. Running out of the ring
5. Escaping fighting by showing back to opponent
6. Pushing Techniques
7. Intentional falling
8. Stalling
9. Deliberately attacking an unauthorized vital area
10. Pretending pain or injury
11. Using illegal techniques and targets

## **Penalty – 1 Point Deduction**

One point will be deducted from a competitor for a majority call of any of the following:

1. Attacking a fallen opponent
2. Intentional attack after declaration of fight to stop
3. Attempting use of an unauthorized technique
4. 2 warnings will result in 1 point deduction from the competitor's score
5. 1 penalty will result in 1 point deduction

## **Disqualifications**

Competitors may be disqualified from the contest by the Ring Master for any of the following:

1. Any 2 penalty points awarded
2. Injuring the opponent's face with fist

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3. Injuring the opponent's face by malicious attack
4. Any excessive contact as determined by the referee and judges
5. Misconduct against referee or judges
6. Conduct unbecoming to the Tang Soo Do Spirit

## Handling Injury

When a contestant is not able to continue the match due to injury, the party responsible for the injury will be disqualified. If the injury is not due to the actions of the other contestant, the determination by consensus of the judges shall be final.

## Awards

Winners' awards shall be presented at the ring (unless there is a specific area designated for presentation) as follows 1st place by Ring Master, 2nd place by 1st judge, 3rd place by 2nd judge.

All contestants will line up and the Ring Master will announce the winners and places.

Winners should step forward from the line.

Congratulations or other remarks shall be given by the Ring Master.

Bow to the judges and dismiss the division.

## Record

Upon completion, the Ring Master will collect all materials and equipment and will record all the winners and necessary remarks on the assignment envelope. This must be returned to the Tournament Directors as soon as possible.

Ring Master, Judges and the Ring Director must remain in the same ring for further assignment unless dismissed by the Tournament Directors.

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## **Team Hyung Competition**

1. Team will consist of 3 to 5 members.
2. No age requirement.
3. Dan Team members may be 1st Dan, 2nd Dan or 3rd Dan.
4. Gup Team members may be any age. Divisions shall be beginner/intermediate (white/orange/green) and intermediate/advanced (green/red).
5. The form must be empty hand and should not exceed the level of the most junior member performing.
6. One (1) Hyung will be selected for the competition. All team members must perform the same Hyung.
7. No fighting sequences.
8. No props to include weapons or board breaking, etcetera.
9. No costumes. Traditional Dobok as described previously in rules.
10. Pattern, direction, timing, speed and rhythm may be altered. Reasonable adjustments and additions to the footwork can be made as the members move from position to position.
11. The presentation must remain congruent with the essence of the Hyung.
12. If you have any questions contact Tournament Directors.

## **Team Dae Ryun (Sparring) Competition**

1. Team will consist of 2 men & 1 woman.
2. Teams are allowed 1 male & 1 female alternate.
3. Team members may be Red Belt, 1st Dan, 2nd Dan or 3rd Dan.
4. All Championship Sparring Competition Rules will be adhered to.
5. The first 2 matches will be 2 minutes or to a five (5) point spread. The 4th match will be two (2) minutes and total (unlimited) points.
6. Total Cumulative points from all matches will determine winning Team.
7. Team Captains will send out competitors on an alternating basis, determined prior to the first match. Coin flip shall decide first team to send out.
8. Women must spar women and men must spar men.
9. If the match ends in a tie following the third and final fight the “anchor” competitors will continue in one (1) minute tie breaker rounds until the tie is broken to decide the winner.