## 9th United States Goodwill Tang Soo Do Association® Championships







# 2015 Rules NATIONAL CHAMPIONSHIPS

NEW LONDON, CT JUNE 26-27

Charles B. Luce Field House
Connecticut College, New London, CT 06320

http://camelathletics.com/facilities/photos/index#

#### **Contact Information:**

**USGTSDA Web Site - www.usgtsda.com** 

Tournament Director: KJN Steven Voelker Director of Competition: KJN Wesley Jenkins





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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. A full set of rules is available upon request.

- 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 one (1) competitor at a time.
- Weapons Hyung will be demonstrated one (1) competitor at a time.
- No sharpened blades of any kind, at any level will be allowed. <u>NO EXCEPTIONS!</u>
- 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.
- 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. No coaching from the sidelines at any time. Respectful and positive cheering for all competitors is encouraged.
- 12. Judges and referees are to remain on duty regardless if contestants are from their studio. The highest level of integrity is expected with respect fair and impartial decisions for all contestants.
- 13. Unless assigned to another duty by the Tournament Director of Competition, all Officials should remain in the same ring for all categories of the competition.
- 14. Complaints or appeals from the contestants during the Championship will not be allowed. Competitors' Instructor shall report to the Chief Arbitrator or Tournament Director of Competition for review and they will determine any corrective action. Demonstrations of discord are subject to official censorship.





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# **Rules for Hyung & Weapons Hyung Competition**

## **Scoring**

- 1. Hyung (forms) and Weapons Hyung will be demonstrated one (1) competitor at a time.
- 2. The first three (3) competitors will go before receiving their score. Each contestant thereafter will receive their score upon completion of their form.
- 3. 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.
- 4. When score is tied with five (5) Judges present 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.
- 5. If there is a tie with three (3) Judges present 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.
- 6. If a weapon is dropped the contestant may restart or if a form competitor loses their place they may restart. A penalty deduction of one full point will be deducted from the totaled score. Dropping the weapon a second time results in disqualification. A Black Belt who drops their weapon is automatically disqualified.

#### **Protocol**

- 1. All contestants in the division line up and bow to the panel of judges.
- 2. Contestants should come forward when their names are called answering in a clear and loud manner ("Yes Sir/Ma'am").
- 3. Contestants "on deck" may stand up and get ready when their names are called to compete, also acknowledging in a clear and loud manner ("Yes Sir/Ma'am").
- 4. First contestant announces his/her name,and Hyung as follows:
  - "Judges my name is [first and last name]. With your permission I will demonstrate (or perform) [name of Hyung]."
- 5. Bow and move back to the starting position, once more announce the hyung in a clear and loud manner, and begin.
- 6. The first three (3) contestants will perform and return to their seat without scores. When the third is finished he or she will step back and remain for his or her score. The first two will then return for their scores.
- 7. Center Judge will announce "Judges Score"; all judges must show their own judgment simultaneously for the contestant without hesitation or interference. Score boards or finger indications may apply.
- 8. All scores will be recorded and totaled. Center Judge will then advise the scorekeeper of any point deductions.
- 9. When scores are given, contestants must bow and leave the ring, without turning their back to the judges.





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## **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' forms 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 Dae, Sip Soo, Kong sang Koon Seo
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 Passai Seo, Passai Dae, Chil Sung Sam Ro 2nd Gup (Red) 3rd Gup (Red) Passai Seo, Passai Dae, Chil Sung Sam Ro 4th Gup (Green) Pyong Ahn O Dan, Chil Sung II Ro 5th Gup (Green) Pyong Ahn Sa Dan, Chil Sung II Ro 6th Gup (Green) Pyong Ahn Sam Dan, Chil Sung II Ro 7th Gup (Orange) Pyong Ahn Ee Dan, Chil Sung Ee Ro 8th Gup (Orange) Pyong Ahn Cho Dan, Chil Sung Ee Ro 10th & 9th Gup (White/Yellow/Gold) Gicho Hyung II 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 Director of Competition prior to the event. NO LIVE BLADES – NO EXCEPTIONS.* 

#### **Awards**

- 1. Upon completion of the competition in the assigned ring, all contestants will line up.
- 2. The Center Judge will announce the winner and places, ending with 1st 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 Center Judge.
- 5. Winners' awards shall be presented by at the awards podium.





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# **Rules for Sparring Competition**

#### General

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.

## **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.

#### **Judges**

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

#### **Match Time Allowed**

- 1. Eliminations 2 minutes
- 2. Finals 2 minutes
- 3. Overtime Additional 1 minute round(s). The two contestants will compete for an additional one minute round; highest point totals win. If there is still a tie after the 1st Overtime round, the tie will be broken with an additional one minute round and 1st point wins "Sudden Victory." If there are no points scored in the round, there will be a 30 second break and additional one 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, one additional minute, Most Points
- 5. 2nd Overtime 1st point scored will determine the winner

#### **Points**

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

- 1. Hand technique to all valid areas 1 point
- 2. Kicks to all valid areas 1 point
- Side step with clear and immediate block punch combination 2 points (full hip rotation and stance change must be present)





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- 4. Spin Kicks to all valid areas 2 points
- 5. Jump Spin Kicks with trail leg above the waist (belt) 3 points

#### **Target Area for Valid Points**

- 1. Body front and side above the waist (belt)
- 2. Head head gear

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

#### **Illegal Techniques**

The following attacks will NOT be scored:

- 1. Striking the face, hitting below the belt, or anywhere on the back.
- 2. Holding or clinching the opponent or falling on him/her after the effective attack by fist or foot.
- 3. Continued attack while holding or clinching the opponent.
- 4. 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.

### **Warnings**

When the Center or Corner Judge sees an unintentional illegal action, a "warning" can be made. Coaching from the sideline will result in a warning to the coached competitor. Two warnings to any competitor are a point deduction from their score along with each time thereafter.

#### **Out of Bounds**

Stepping one whole foot out of the ring is out of bounds. Going out to avoid fighting results in a (warning/warning/deduct point). Each time thereafter a point will be deducted for going out of bounds. Fighting out is not a penalty.

#### **Fouls**

A one point deduction will be made for striking a non target area, attacking a fallen opponent, intentional attack after the fight is stopped, and any unauthorized technique (**no warnings** are given in regard to any foul).

Any three fouls will result in disqualification. The judges must have a majority to call a point or foul.

Injuring your opponent, excessive contact or misconduct will result in immediate disqualification.

Penalty - 1 Point Deduction

#### **Awards**

- 1. Upon completion of the competition in the assigned ring, all contestants will line up.
- The Center Judge will announce the winner and places, ending with 1st 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 Center Judge.
- 5. Winners' awards shall be presented by at the awards podium.





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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). Divisions may be combined by the tournament officials.
- 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. Two (2) Fighting sequences with applications from the Hyung being performed are allowed but not required.
- 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. Dan Team Finals will held on Saturday.
- 13. If you have any questions contact Tournament Directors.

# **Dan Team Sparring Competition**

- 1. Teams will consist of 3 male.
- 2. There will be two age categories Adults (17 yrs & above)
- 3. Dan team members will be Cho Dan Bo to Masters Rank.
- 4. There will be 3 two minute matches.
- 5. The first 2 matches will be to 5 points or two minutes which ever comes first.
- 6. The third match will be unlimited points for two minutes.
- 7. The winning team will be based on total points from all 3 matches.
- 8. Dan Team Finals will be held on Saturday.
- 9. If you have any questions contact the Tournament Director or the Director of Competition.