



International Taekwon-Do Federation (I.T.F.)

By Laws

I.T.F. Umpire Rules - Rules and Regulations

Appendix 3 – Umpire’s Procedures & Signals

In force as of January 1st, 2015 (Amended Dec 14, 2014)

(Pages 1-23)



UMPIRE’S PROCEDURES AND SIGNALS

The following document documents and illustrates the official ITF Procedures and Hand Signals to be used by all Officials when conducting competitions.

It is important to ensure that all officials administer and conduct the operation of their assigned duties in strict accordance with these procedures. This will help to ensure that competitors, coaches and spectators clearly understand how the events of the competition operate, and will further help develop the competitor’s and coach’s confidence in the proceedings of the competition.

Therefore it is critical that the procedures and signals are followed precisely, and without deviation, so as to avoid any confusion or misinterpretation. We ask that all officials, coaches and competitors become familiar with and follow these procedures and signals.

On behalf of
ITF Umpire and ITF Tournament Committee



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JURY PRESIDENT HAND SIGNALS



Waiting to give decision



Draw



Blue Wins



Red Wins



Disqualify (Blue)



Time Stop (JUNG JI)



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Call one (1) Corner Official to the Jury Table



Call all Officials to the Jury Table



Send one (1) Corner Official back to his/her chair



Send all Corner Officials back to their chairs



Corner Official / Center Referee approaches the Jury Table and bows



Corner Official / Center Referee receiving directions. Center Referee waits in parallel stance with hands clasped behind back



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INSPECTING THE COMPETITOR'S SAFETY EQUIPMENT

(in case it will not be done outside the ring by other indicated Umpires)



1. Direct competitor to extend their arms for inspection



2. Check the front surface of the gloves



3. Check the top surface of the gloves and wrists



4. Check the palm and underside of the gloves



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5. Check for mouth guard



6. Check for groin protection

(Mandatory for Males, Optional for Females)
(Must be worn inside the dobok trousers)



7. Check the top of the foot padding



8. Check the heel portion of the foot protector



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9. Direct competitor to turn around: check helmet and look for metal/plastic hair fasteners



10. Verify the competitor's I.D. number.



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BOWING IN



1. Referee calls in Red Competitor “Hong”



2. Referee calls in Blue Competitor “Chong”



3. Competitors face the Jury Table. “Charyot”



4. Competitors bow to the Jury Table. “Kyong-Ye”



5. Competitors face the Center Referee. “Charyot”



6. Competitors bow to the Center Referee. “Kyong-Ye”



7. Competitors face each other. “Charyot”



8. Competitors bow to each other. “Kyong-Ye”



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STARTING THE MATCH



9. Step Back into ready position. *“Junbi”*



10. Extend arm between competitors



11. Indicate round number. *“Il Hue Jong”*



12. Keeping arm between competitors, visually check to ensure Jury President and all Corner Judges are ready to begin.



13. Drop arm to begin. *“Sijak”*



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AT THE END OF A MATCH



1. Drop hand between competitors to stop for end of match. “Guman”



2. Referee directs Red competitor back to center “Hong”



3. Referee directs Blue competitor back to center “Chong”



4. Competitors face each other. “Charyot”



5. Competitors bow to each other. “Kyong-Ye”



6. Competitors face the Center Referee. “Charyot”



7. Competitors bow to the Center Referee. “Kyong-Ye”



8. Competitors face the Jury Table. “Charyot”



9. Competitors bow to the Jury Table. “Kyong-Ye”



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AT THE END OF A MATCH *(continued)*



10. Center Referee takes the competitor's arms.



**11. Raise winners arm.
(Winner Blue "Chong Sung")**



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ADDITIONAL SIGNALS 1



Nothing Happened



Time Stop
“Jung-Ji”



Fight



Listen



No Talking



Time Stop for Injury



Direct opponent back to coach in the event of an injury



Directing both competitors to their coaches



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ADDITIONAL SIGNALS 2



Coach: No Talking



Coach: Sit Down



Directing Red Competitor to return inside the ring after exiting the playing area

(Return at least 1 meter inside of the ring)



Referee directs Blue competitor to back up



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WARNINGS

Warnings may be issued for the following offences:

See photographs on next page.

1. Pretending to have scored a point by raising an arm.

Attempting to influence the umpires through acting or suggestion.

2. Stepping completely out of the ring.

Two feet must be completely out of the ring, or one foot out and the other off the ground.

Note: This rule does not apply when the competitor has been forcibly pushed (with the hands or body) out of the ring.

3. Falling down, whether intentional or not.

When any part of the body other than the feet touches the ground for any period of time.

4. Faking an injury.

Pretending to have an injury to gain a win or to run the clock down.

5. Intentionally avoiding sparring.

Running away, evading the opponent, or using the Center Referee as a shield.

6. Unintentional attack to an illegal target.

Any prohibited target, both above and below the belt.

7. Adjusting equipment during the bout without the consent of the Center Referee.

Attempting to delay time or any other manipulation of time.

8. Pushing with the hands, shoulders or body.

Using the hands, shoulders or body to create distance, unbalance or relocate the opponent.



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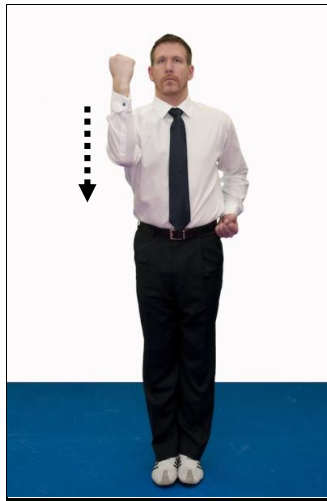
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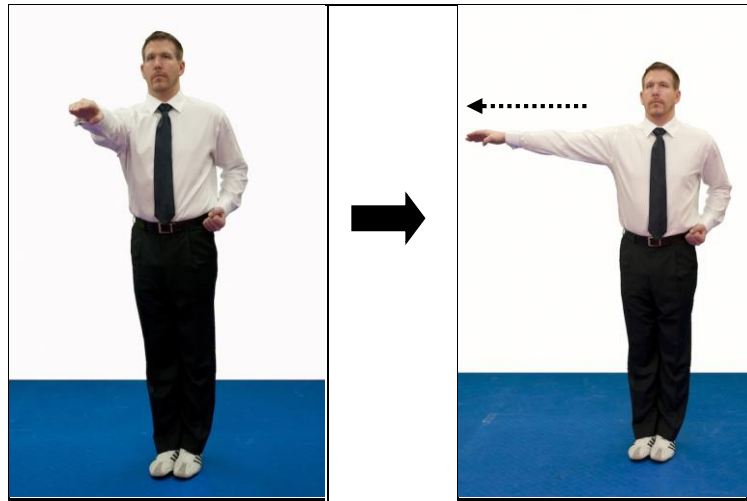


WARNINGS



1. Pretending to score a point by raising an arm.

(Pull closed fist straight down from eye level to shoulder level)



2. Stepping outside of the ring with both feet.

5. Intentionally avoiding sparring.

7. Adjusting equipment without consent of the Referee.

(Draw a horizontal line outward across your body from center line to side of body)



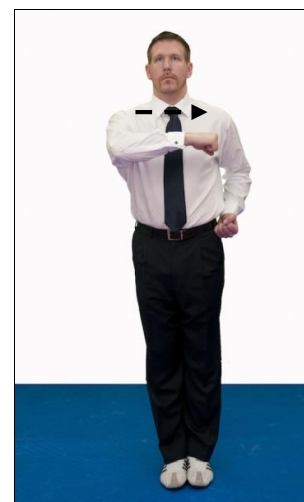
3. Falling Down.

(Extend both hands, palms down, parallel to the floor while lowering the body by bending at the knees)



4. Faking an Injury
8. Pushing

(Execute an outer forearm inward block)



6. Unintentional attack to an illegal target.

(Execute an angle punch)



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FOULS

Fouls may be issued for the following offences (See photographs below).

1. Heavy Contact

Contact made to an opponent without any attempt to control or retract: the technique, the delivery of technique or the emotion of the competitor.

2. Attacking a fallen opponent.

Attacking a competitor when any part of their body other than the feet touches the ground for any period of time.

3. Leg Sweeping.

Any attempt, using the feet, to take the opponent to the ground.

4. Holding or grabbing.

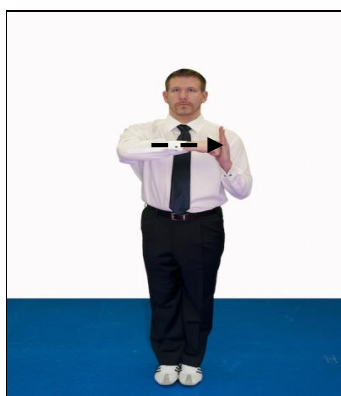
Retaining any part of the body.

5. Intentional attack to an illegal Target

Targeting and /or contact to any prohibited target, both above and below the belt.

6. Unsportsmanlike Conduct.

To include any action taken by competitor that shows disrespect, lack of following directions or other unacceptable behaviours towards umpire, other competitors or officials, including though not limited to: Failure or refusal to follow referee's directions, intentionally leaving ring / manipulation of time, inappropriate behaviour/language....)

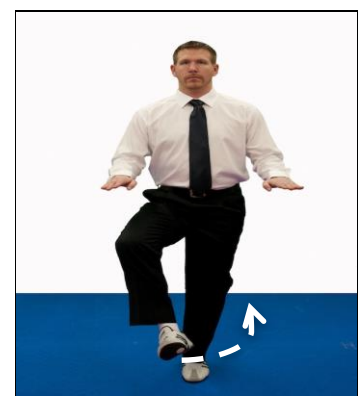


- 1. Heavy Contact
- 4. Holding/Grabbing
- 5. Intentional attack to an illegal target
- 6. Unsportsmanlike Conduct

(Execute an angle punch into the open palm)



- 2. Attacking a fallen opponent
- (Execute a low front snap kick)*



- 3. Leg Sweeping
- (Execute a sweeping kick)*



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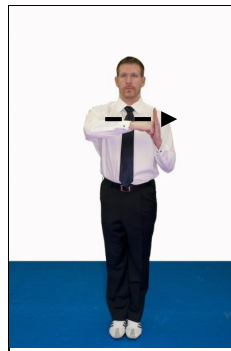
GIVING WARNINGS & FOULS

How to give a Warning or Foul

- The Center Referee stops the bout, stepping between the two competitors and dropping his/her hand, at the same time announcing "HAECHYO".
- The Center Referee stands upright in a close stance.
- The Center Referee then uses the correct hand signal to indicate what offense has been committed.
- The Center Referee then steps back with one leg into walking stance, raising and/or circling one finger in the air and pointing with the other hand to the offending party.
- The Center Referee announces WARNING "JU UI HANNA" or FOUL "GAM JUNG HANNA".
- After the signal has been made the Center Referee returns to a ready position, raises his/her hand and issues the command to continue "GAESOK".



1. Center Referee stops the match. "Haechyong"



2. Center Referee indicates the infraction with the correct hand signal.

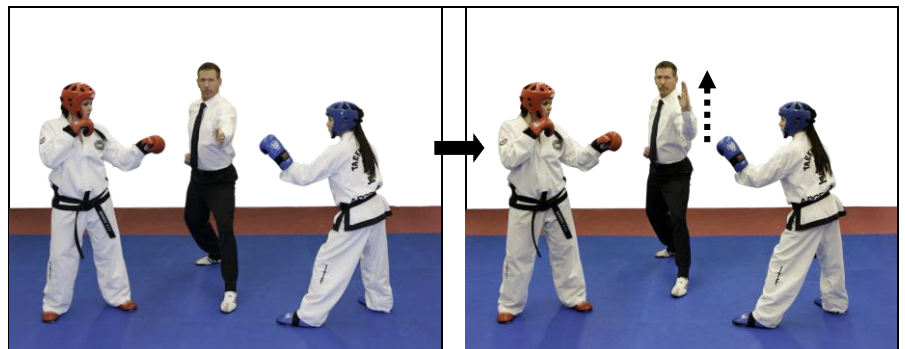
(i.e. FOUL: Intentional attack to an illegal target)



3. Center Referee steps back, indicates the offending competitor and announces one Foul while circling his hand above his head. "Gam Jung Hanna"



4. Center Referee returns competitors to Ready Position.



5. Center Referee raises hand and issues command to continue. "Gaesok"



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DISQUALIFICATIONS

Disqualifications may be issued for the following offences:

1. Misconduct against officials or ignoring instructions.

Any ignoring of instructions or disrespect against officials of the Ring Council.

2. Uncontrolled or excessive contact.

Contact made to an opponent without any attempt to control or retract: the technique, the delivery of technique or the emotion of the competitor.

3. Receiving three (3) minus points/fouls directly given by the Centre Referee.

Upon receipt of the third (3rd) minus points/foul (for any infraction or combination of infractions), a competitor will automatically be disqualified.

4. Being under influence of alcoholic beverages or drugs.

Suspected of being under the influence of any substance that may impair physical or mental abilities, including medication.

5. Loss of temper.

Failure to control behaviour, words and/or emotions.

6. Insulting an opponent, coach and/or official.

Any disrespect directed towards ANY official, coach, competitor or individual associated with the event.

NOTE: A competitor that insults an opponent, coach or official will be disqualified from the rest of the competition.

7. Biting, scratching.

Use of the teeth or nails to attack an opponent.

8. Attacking with the knee, elbow or forehead.

Use of prohibited attacking tools.

9. Being negatively responsible for causing a loss of consciousness

Being negatively responsible for causing a loss of consciousness. (Momentary, short term, or long term)

See Rule T. 39 *A competitor that causes a KO (meaning to be unconscious) or causes a concussion in sparring competition will be disqualified. The opponent that receives a KO or concussion shall not be able to compete again during the whole event.*



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DISQUALIFICATIONS

How to give a Disqualification

- The Jury President stands, points at the disqualified competitor and raises his opposite hand in a closed fist with the underside of the fist facing out.
- The Jury President issues the decision of “SIL KYUK”
- The Center Referee raises the hand of the opposite competitor, indicating the winner.



The Jury President stands, points at the disqualified competitor and raises his opposite hand in a closed fist with the underside of the fist facing out, and issues the command to disqualify “SIL KYUK”



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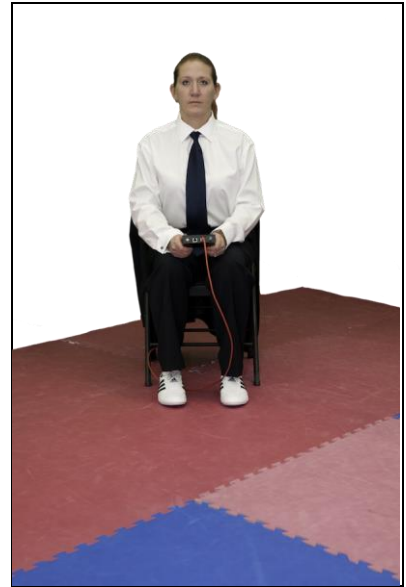
CORNER UMPIRE POSTURES



Correct Posture: Standing



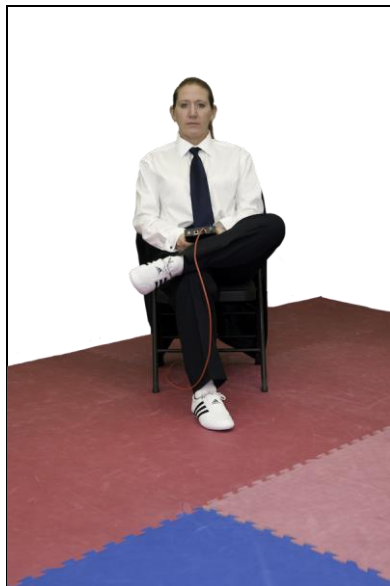
Correct Posture: Standing



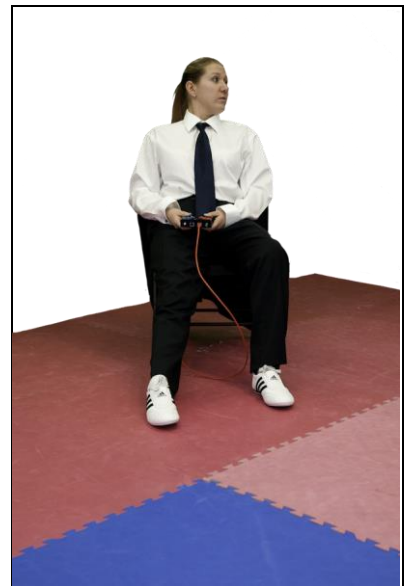
Correct Posture: Seated



Incorrect Posture: Seated



Incorrect Posture: Seated



Incorrect Posture: Seated



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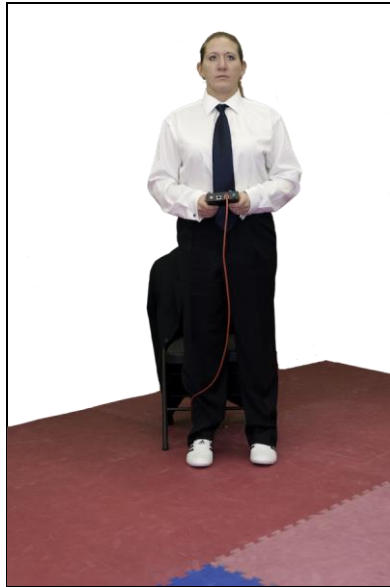
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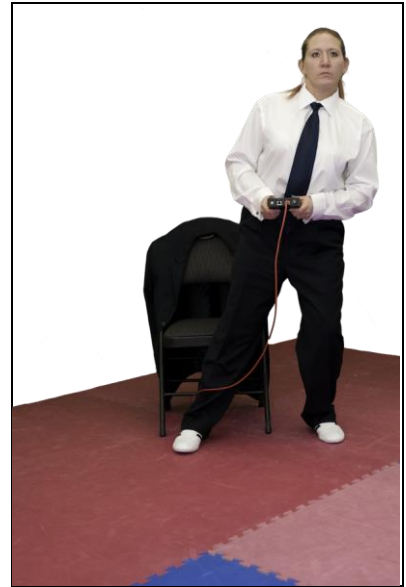
CORNER UMPIRE POSTURES *(continued)*



**First Point Scored
One step to the side (Left)**



**First Point Scored
Standing**



**First Point Scored
One step to the side (Right)**



**First Point Scored
Incorrect Posture**



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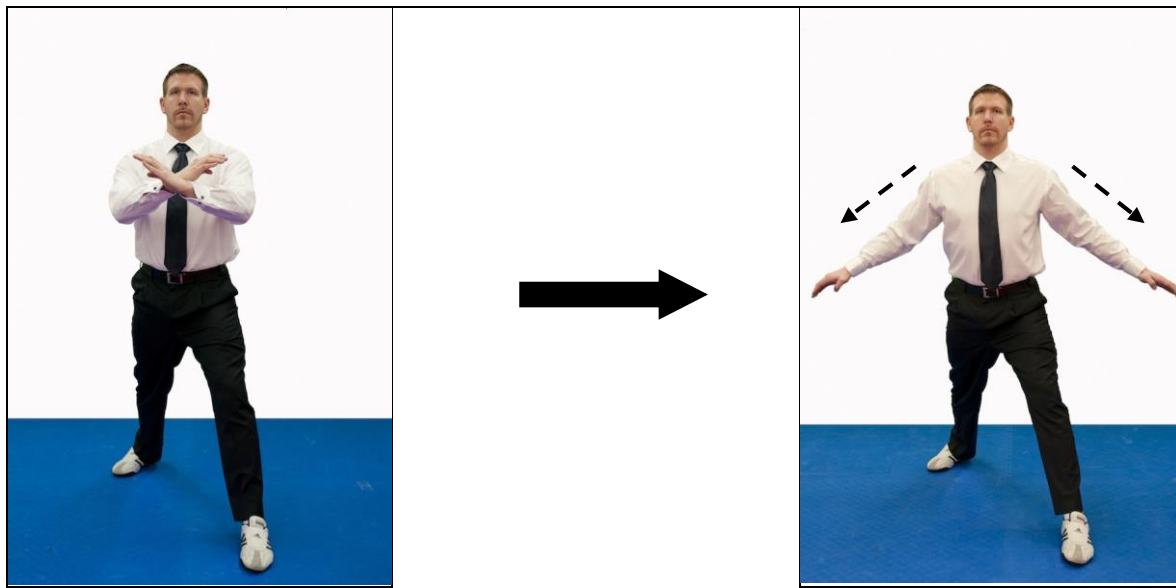
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HAND SIGNALS

POWER AND SPECIAL TECHNIQUE BREAKING

Disallowing a Break



No Break

(Hands start in X-Knifehand Position then separate downwards)



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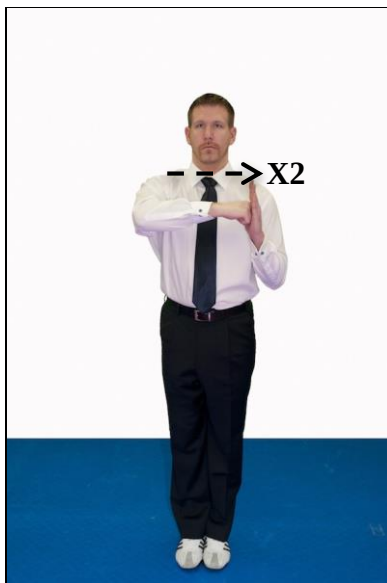
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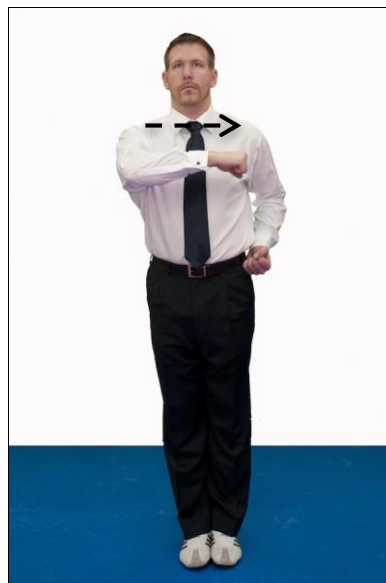
HAND SIGNALS **POWER AND SPECIAL TECHNIQUE BREAKING**

Disallowed Breaks *(continued)*



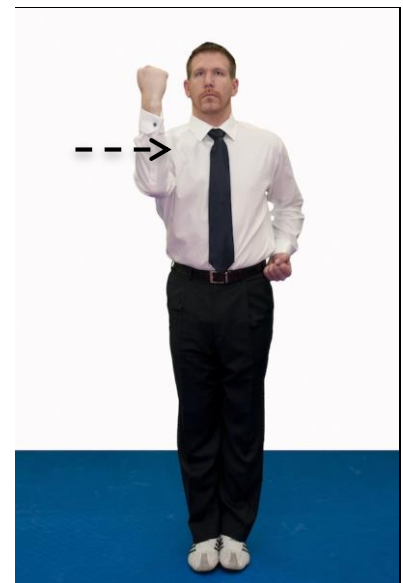
1. Touching the Board more than Once

(Execute an angle punch, touching the opposite hand twice)



2. Illegal / Incorrect Tool

(Execute an angle punch)



3. Incorrect Technique

(Execute an outer forearm inward block)



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HAND SIGNALS **POWER AND SPECIAL TECHNIQUE BREAKING**

Disallowed Breaks *(continued)*



4. Loss of Balance

(Extend both hands, palms down, parallel to the floor while lowering the body by bending at the knees)



5. No Guarding Block

(Execute Middle Forearm Guarding Block, L-Stance)