

Official ITF Rules of Competition

For all World Championship and World Cup Events



INTERNATIONAL TAEKWON-DO FEDERATION

Version 2026-1

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SECTION I - GENERAL

T1. PURPOSE

The purpose of these rules is to:

- 1.1. Elevate the quality of ITF Taekwon-Do competition by scoring every aspect.
- 1.2. To provide an equal opportunity for all participants to show the best of their abilities in friendly competition with one another.
- 1.3. Ensure equity for all athletes.
- 1.4. Restrict dangerous situations, behaviours, or actions.
- 1.5. Identify unacceptable behaviour.
- 1.6. Level and align the judgement criteria of Jury Members, Referees and Umpires.
- 1.7. Protect the authority of the Jury Members, Referees, and Umpires.
- 1.8. Delineate the Rights and Duties of Jury Members, Referees and Umpires.

T2. APPLICATION

These are to be applied at every official ITF Taekwon-Do World Championship and ITF Taekwon-Do World Cup competition and apply to both male and female competitors except where stated otherwise.

T3. OFFICIALS

3.1. Umpire Committee

The Chairman of the Umpire Committee is responsible to approve, assign and assemble all the Jury Members, Referees and Umpires for the ITF Championships.

The Umpire Committee consists of the Chairman of the Committee and a minimum of two (2) members, and no more than five (5) members, as appointed by the ITF Board of Directors. The Umpire Committee is responsible for the following matters:

- 3.1.1. To strictly observe and enforce Jury Presidents, Referees, and Umpire dress requirements.
- 3.1.2. To assign Jury Presidents, Referees, and Umpires to ring councils.
- 3.1.3. To assign ring councils to specific rings in co-ordination with the needs of the Tournament Committee.
- 3.1.4. To appoint the substitution and the rotation of Jury Presidents, Referees, and Umpires in effort to maintain fairness and neutrality.
- 3.1.5. To supervise, advise and correct Jury Presidents, Referees, Umpires, and IT-Umpire during their work process.
- 3.1.6. To investigate protests, deliberate upon their validity and provide the final decision.
- 3.1.7. To take any disciplinary action, such as though not limited to replacement, suspension or termination of Jury Presidents, Referees, Umpires, and IT-Umpire.
- 3.1.8. To develop and implement improvements to the Umpire manuals/documentation.

3.2. Umpire Class & Requirements

There are three qualifications of official ITF Umpires, Class A, Class B and IT-Umpire

3.2.1. The criteria to qualify as an "A" Class Umpire is:

- 3.2.1.1. Minimum age of 21 years
- 3.2.1.2. Certified ITF 4th degree holder or above
- 3.2.1.3. To have an ITF "B" Class Umpire certificate
- 3.2.1.4. To participate in an ITF Class A Umpire Course
- 3.2.1.5. To apply for and receive the official "A" Class Umpire certificate

3.2.2. The criteria to qualify as a "B" Class Umpire is:

- 3.2.2.1. Minimum age of 18 years.
- 3.2.2.2. 1st degree holder or above.
- 3.2.2.3. To participate in a Class B Umpire Course.
- 3.2.2.4. To apply for and receive the official ITF "B" Class Umpire certificate.

3.2.3. The criteria to qualify as a IT-Umpire:

- 3.2.3.1. Minimum age of 18 years.
- 3.2.3.2. 1st degree holder or above.
- 3.2.3.3. To have an ITF "A" or "B" Class Umpire certificate.
- 3.2.3.4. To participate in an ITF IT-Umpire Course and be qualified by the ITF IT Committee.

3.3. Minimum Qualification for Umpiring at World Championships and World Cup

3.3.1. The criteria to qualify as an Umpire for World Championship events are:

- 3.3.1.1. Possess an ITF Class "A" Umpire certificate for
- 3.3.1.2. To have participated in an official ITF Umpire Course within the two previous calendar years (See calculation below)
- 3.3.1.3. To have participated in an official ITF International Instructor Course within the two previous calendar years (See calculation below)
- 3.3.1.4. To apply for acceptance and be approved for participation through their National Association / Allied Association. Only the National Association can forward a singular master application for consideration. This form must include all applicants from the country.

Calculation: (Year of the Event) – (Year of the Course) must equal 0, 1 or 2

Example: Year of event 2018 - Year of course 2016 = 2 → 2018-2016 = 2
 ✓ This Umpire IS eligible for participation

Year of event 2018 - Year of course 2015 = 3 → 2018-2015 = 3
 × This Umpire is NOT eligible for participation

3.3.2. The criteria to qualify as an Umpire for World Cup events are:

- 3.3.2.1. Possess an ITF Class “B” Umpire certificate
- 3.3.2.2. To have participated in an official ITF Umpire Course within the two previous calendar years (See calculation below)
- 3.3.2.3. To have participated in an official ITF International Instructor Course within the two previous calendar years. (See calculation below)
- 3.3.2.4. To apply for acceptance and be approved for participation through their National Association / Allied Association. Only the National Association can forward a singular master application for consideration. This form must include all applicants from the country.

Calculation: (Year of the Event) – (Year of the Course) must equal 0, 1 or 2

Example: Year of event 2018 - Year of course 2016 = 2 → 2018-2016 = 2
✓ This Umpire IS eligible for participation

Year of event 2018 - Year of course 2015 = 3 → 2018-2015 = 3
× This Umpire is NOT eligible for participation

3.4. Ring Council

(See also: Glossary of Terms)

- 3.4.1. The active ring council for pattern competition consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, five (5) Umpires, and two (2) Equipment Verifiers.
- 3.4.2. The active ring council for sparring competition consists of: one (1) Jury President, one (1) Jury Member, one IT-Umpire, one (1) Center Referee, four (4) Corner Umpires, and two (2) Equipment Verifiers.
- 3.4.3. The active ring council for power breaking competition consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, one (1) Center Referee, two (2) Umpires, one (1) Equipment Verifier.
- 3.4.4. The active ring council for special techniques competition consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, one (1) Center Referee, two (2) Umpires, one (1) Equipment Verifier.
- 3.4.5. The active ring council for pre-arranged free sparring competition consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, five (5) Umpires, and two (2) Equipment Verifiers.
- 3.4.6. Every possible effort should be made to ensure that, when possible, no two (2) members of any singular Ring Council are from the same country.
- 3.4.7. In the event that there are two (2) or more members of a singular Ring Council from the same country, duties must be adjusted so that no two (2) members of the same country are actively engaged in refereeing or scoring the competition at the same time.
- 3.4.8. Officials will be changed as necessary within the ring council to ensure that the Center Referee in Sparring divisions is not a member from the same country as either of the two competitors in that same match.
- 3.4.9. Officials will be changed as necessary within the ring council to ensure that the Corner Referee in Team Sparring divisions is not a member from the same country as either of the two teams in that same match.

T4. DUTIES

4.1. Jury President

One (1) Jury President will be seated at the Jury table at all times during competition and will be responsible for the overall management and administration of the Ring Council and its activities, including though not limited to: competitor performance evaluation and decisions, umpire evaluations, protests, and Ring Council/Umpire Committee interaction, as written in the Official ITF Rules of Competition.

The Jury President must at all times be up to date with the Official ITF Rules of Competition.

4.1.1. The Jury President and the Umpire Committee are the only officials authorized to disqualify a competitor in accordance with article T38 and for T39 of these, according to procedure laid out in Article T39.

4.1.2. The Jury President is responsible to supervise all matches and the Umpires' behaviours, in their assigned ring, and as such, is permitted to give his opinion and advice at any time.

4.1.3. The Jury President is the supervisor of the Jury Members and IT-Umpire within their assigned ring council and is permitted to substitute them in case of absence or inefficiency.

4.1.4. The Jury President must complete, indicate time of completion, and sign the competition reports. These reports must be delivered directly to the Tournament Committee at the end of each division and/or category.

4.1.4.1. In pattern competition:

4.1.4.1.1. The Jury President will preside over and verify the electronic drawing of the designated patterns.

4.1.4.1.2. In the event of an incorrect situation, the Jury President may call the Umpire(s) for clarification or direction.

4.1.4.1.3. Once the Referees have forwarded their results, the Jury President must stand up and indicate the winner.

4.1.4.1.4. The competitor and/or team having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.

4.1.4.1.5. In case of a draw, the Jury President must stand up and cross his/her arms in front of his/her chest and then must preside over and verify the electronic drawing of one (1) designated pattern to be the tie-breaker. The competitors/teams will then carry on until the places are decided.

4.1.4.2. In sparring competition:

4.1.4.2.1. In the event of an incorrect situation, the Jury President may call for a "time stop"; and might call the Center Referee and/or Corner Umpires for clarification or direction.

4.1.4.2.2. The Jury President must communicate the foul(s) and warning(s) to the IT-Umpire during the bout, verifying that they are assigned to the correct competitor.

4.1.4.2.3. Once the Referees have forwarded their results, the Jury President must stand up and indicate the winner.

4.1.4.2.4. The competitor having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.

- 4.1.4.2.5. The Team having obtained - after the 5 bouts - the majority of the total of Umpire votes shall be declared the winner and shall advance to the next round of competition.
- 4.1.4.2.6. In case of a draw, the Jury President must stand up and cross his/her arms in front of his/her chest. The competitors/teams will then carry on until the places are decided.
- 4.1.4.3. In power and special technique competition:
 - 4.1.4.3.1. The Jury President must communicate the given point(s) to the IT-Umpire and verify that they are entered correctly.
 - 4.1.4.3.2. In the event of an incorrect situation, the Jury President may call for a "time stop"; and might call the Center Referee and/or corner Umpires for clarification or direction.
 - 4.1.4.3.3. In case of a draw situation the Jury President will select by drawing one (1) item to be the tiebreaker.
 - 4.1.4.3.4. Individual competitors having obtained the highest scores shall be declared 1st, 2nd and two 3rd places winners.
 - 4.1.4.3.5. Teams having obtained the highest scores shall be declared 1st, 2nd and two 3rd places winners.
- 4.1.4.4. In pre-arranged free sparring competition:
 - 4.1.4.4.1. In the event of an incorrect situation, the Jury President may call for a "time stop"; and may call the Umpires for clarification or direction.
 - 4.1.4.4.2. Once the Referees have forwarded their results, the Jury President must stand up and indicate the winner.
 - 4.1.4.4.3. The team having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.
 - 4.1.4.4.4. In case of a draw, the Jury President must stand up and cross his/her arms in front of his/her chest. The competitors/teams will then compete again until the places are decided.

4.2. Jury Member

- 4.2.1. At least one (1) Jury Member will be seated at the Jury table at all times and will be responsible to assist the Jury President with the overall management and administration of the Ring Council and its activities, including though not limited to: umpire rotation, Ring Council/Coach/ Competitor Interaction, coach dismissal and replacement, and competitor management
 - 4.2.1.1. The Jury Members must at all times be up to date with the Official ITF Rules of Competition.
 - 4.2.1.2. The Jury Members assist the Jury President in the administration of the ring council and all matches in order to declare the winner(s).

4.3. IT-Umpire

One (1) IT-Umpire member will be seated at the jury table at all times in order to operate the electronic system and keep match records.

The IT-Umpire is responsible for:

- 4.3.1. The operation of the electronic scoring system and data entry.
- 4.3.2. Keeping the official time for each match.
- 4.3.3. Recording warnings and fouls as indicated by the Jury President in accordance with the Official ITF Rules of Competition.

4.4. Umpires – Patterns

One (1) Head Umpire, and Four (4) Umpires, will be seated a minimum of one (1) meter outside of the ring and facing the competitors during Patterns competition. They will grade the competitor's performances according to their judgement, assessing deductions to the competitor's score, based upon the Official ITF Rules of Competition.

- 4.4.1. Umpires must at all times be up to date with the Official ITF Rules of Competition.
- 4.4.2. Head Umpires are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these Rules.
- 4.4.3. Umpires are permitted to take part in consultations when requested by the Jury President.
- 4.4.4. Umpires are not permitted to talk to each other at any time during a competitor's performance.
- 4.4.5. Umpires must sit correctly (upright, with the back straight and with the soles of the feet on the floor), with a space of 150cm on either side of his colleagues).
- 4.4.6. Umpires must carefully and comprehensively observe the competitors' performances and behaviours, taking these into consideration when assessing their score according to the required parameters.

4.5. Center Referee – Free Sparring

One (1) Center Referee will be inside the ring to control the match during Free Sparring.

- 4.5.1. Center Referees must at all times be up to date with the Official ITF Rules of Competition.
- 4.5.2. Center Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these Rules.
- 4.5.3. Center Referees are permitted to take part in consultations when requested by the Jury President.
- 4.5.4. If necessary, Center Referees should re-check the ITF Dobok, safety equipment, groin guard, and the shin protectors of the competitors.
- 4.5.5. Center Referees are responsible to direct all matches, give all directions and commands, make all the announcements, and use the correct hand gestures, to administer the competition in the ring to which they are assigned.
- 4.5.6. Center Referees are the only official authorised to assign warning(s) and/or foul(s) to competitors in the ring to which they are assigned.

4.6. Umpires – Free Sparring

Four (4) Umpires will be seated, a minimum of one (1) meter outside and, at each corner of the ring during Free Sparring. They will assign points in accordance with their judgement based on the Official ITF Rules of Competition.

4.6.1. Corner Umpires must at all times be up to date with the Official ITF Rules of Competition.

4.6.2. Corner Umpires are permitted to take part in consultations when requested by the Jury President.

4.6.3. Corner Umpires are not permitted to talk at any time during a competitor's performance.

4.6.4. Corner Umpires must sit correctly (upright, with the back straight and with the soles of the feet on the floor).

4.6.5. Corner Umpires shall score electronically point(s) as indicated in the Official ITF Rules of Competition.

4.7. Center Referee – Power Test

One (1) Center Referee will be inside the ring to control the match, assign points for legal breaks (in conjunction with Umpires), verify correct procedure, and will assess any infractions or fouls necessary.

4.7.1. Center Referees must at all times be up to date with the Official ITF Rules of Competition.

4.7.2. Center Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these rules.

4.7.3. Center Referees are permitted to take part in consultations when requested by the Jury President.

4.7.4. Center Referees are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in these rules.

4.7.5. Center Referees must clearly display the correct number of points scored for each technique.

4.8. Umpires – Power Test

Two (2) Umpires shall officiate in Power Test competition. Working in conjunction with the Center Referee, they will assign points for legal breaks, will verify correct procedure, and will indicate any infractions, in accordance with their judgement based on the Official ITF Rules of Competition.

4.8.1. Umpires must at all times be up to date with the Official ITF Rules of Competition.

4.8.2. Umpires are permitted to take part in consultations when requested by the Jury President.

4.8.3. Umpires are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in Official ITF Rules of Competition.

4.9. Center Referee – Special Technique

One (1) Center Referee will be inside the ring to control the match during Special Technique.

4.9.1. Center Referees must at all times be up to date with the Official ITF Rules of Competition and manuals concerning the Jury President, Referees and corner Umpires.

4.9.2. Center Referees are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these rules.

4.9.3. Center Referees are permitted to take part in consultations when requested by the Jury President.

4.9.4. Center Referees are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in these rules.

4.9.5. Center Referees must clearly display the correct number of points scored for each technique.

4.10. Umpires – Special Technique

Two (2) Umpires shall officiate in Special Technique competition. Working in conjunction with the Center Referee, they will assign points for legal breaks, will verify correct procedure, and will indicate any infractions, in accordance with their judgement based on the Official ITF Rules of Competition.

4.10.1. Umpires must at all times be up to date with the Official ITF Rules of Competition.

4.10.2. Umpires are permitted to take part in consultations when requested by the Jury President.

4.10.3. Umpires are responsible to check the board(s) and/or target height, and the correct execution of technique for each attempt as indicated in Official ITF Rules of Competition.

4.11. Umpires – Pre-Arranged Free Sparring

One (1) Head Umpire, and Four (4) Umpires, will be seated a minimum of one (1) meter outside of the ring and facing the competitors during Pre-Arranged Free Sparring competition. They will grade the competitor's performances according to their judgement, assessing deductions to the competitor's score, based upon the Official ITF Rules of Competition

4.11.1. Umpires must at all times be up to date with the Official ITF Rules of Competition.

4.11.2. Head Umpires are permitted to issue commands, give instructions and otherwise direct the competitors according to the procedures of these Rules.

4.11.3. Umpires are permitted to take part in consultations when requested by the Jury President.

4.11.4. Umpires are not permitted to talk to each other at any time during a competitor's performance.

4.11.5. Umpires must sit correctly (upright, with the back straight and with the soles of the feet on the floor), with a space of 150cm on either side of his colleagues).

4.11.6. Umpires must carefully and comprehensively observe the competitors' performances and behaviours, taking these into consideration when assessing their score according to the required parameters.

4.12. Equipment Verifier and Assistants

At least one (1) Umpire will be assigned to each ring to function as an Equipment Verifier and Assistant, to check each competitor's identification card, safety equipment, and clothing prior to allowing them to enter the ring. They are also responsible for verifying coach's identification cards, clothing and associated permitted equipment prior to allowing them access to the ringside.

4.13. Anti-Doping Aides

Two (2) Umpires will be assigned to function as Anti-Doping aides to assist the Anti-Doping Committee.

4.14. Present on time

All Umpires must be present at all meetings scheduled by the Umpire Committee. All Umpires must present themselves at the appointed meeting place, one hour prior to the start of their assigned event

4.15. Behaviour

All Umpires must observe the following rules:

- 4.15.1. They must behave with conscience and dignity.
- 4.15.2. They must pay maximum attention during competition.
- 4.15.3. They must be impartial when giving a decision.
- 4.15.4. They must distance themselves from the competitors during the daily competition.
- 4.15.5. They must not consume alcoholic beverages prior to or during daily competition.
- 4.15.6. Cellular/electronic devices for personal use during competition hours is prohibited.

4.16. Evaluation

Each Umpire is responsible for giving their own evaluation and/or decision in accordance with these rules.

4.17. Other Duties

All officials may be assigned other duties as required by either the Jury President or the Tournament, Umpire and IT Committee (TUIC).

4.18. Rank vs Position

Officials shall be assigned positions based upon experience, skill sets, available positions, needs of the event and ease of communication. Appropriate respect for rank shall be shown, however rank is not a prevalent factor in assigning duties. All officials must be open to performing in any position, regardless of rank held.

T5. COMPETITORS

The competing age of the competitors is defined by the formula below.

Year of competition - Year of birth – 1 = Competitors' competing age

Example: Year of event 2019 - Year of birth 2001 - 1 = 17 → 2019 - 2001 - 1 = 17

This Competitor is only allowed to compete as a Junior

Year of event 2019 - Year of birth 2000 - 1 = 18 → 2019 - 2000 - 1 = 18

This Competitor is only allowed to compete as an Adult

<i>World Championship</i>		<i>World Cup</i>	
5.1. Age Divisions	Description	5.1. Age Divisions	Description
12-14 years old	Pre-Junior	12-14 years old	Pre-Junior
15-17 years old	Junior	15-17 years old	Junior
18 years and older	Adult	18-35 years old	Adult
		36-45 years old	Senior
		46 years and older	Veterans
<p>5.2. All pre-junior or junior competitors must be 1st, 2nd or 3rd degree.</p> <p>All adult competitors must be 1st, 2nd, 3rd, 4th, 5th or 6th degree.</p>		<p>5.2. All colored belt competitors must be 4th, 3rd, 2nd or 1st gup.</p> <p>All black belt pre-junior or junior competitors must be 1st, 2nd or 3rd degree.</p> <p>All black belt adult, senior or veteran competitors must be 1st, 2nd, 3rd, 4th, 5th or 6th degree.</p>	
<p>5.3. All competitors must be holders of an ITF Black Belt Certificate and registered in ITF online system for their current rank, must be healthy and registered with the National Association of the country represented and must provide proof of identification via a valid passport or legal national identification.</p>		<p>5.3. All competitors must be registered in ITF online system with their current rank, must be healthy and registered with the National Association or Allied Association of the country represented and must provide proof of identification via a valid passport or legal national identification.</p> <p>Competitors who are affiliated to their country's National Association or Allied Association will be permitted to register and compete at the World Cup, as a member of an associated club, school or team.</p> <p><i>(Exceptions to this are determined by the BoD.)</i></p>	

5.4. The competition for the Pre-Junior age division shall be called:
"ITF Taekwon-Do Pre-Junior World Championship".

The competition for the Junior age division shall be called:
"ITF Taekwon-Do Junior World Championship".

The competition for the Adult age division shall be called:
"ITF Taekwon-Do World Championship".

5.4. The competition for all age divisions is the same event and shall be called:
"ITF Taekwon-Do World Cup."

5.5. Every degree holder 4th and above must have an ITF Instructor Certificate and must have paid their ITF Plaque fee of the current year.

T6. DRESS REQUIREMENTS

(See also: Appendix 2, Appendix 7)

6.1. The ITF Umpire's dress code consists of:

- 6.1.1. A blue suit jacket,
- 6.1.2. White, long-sleeved shirt,
- 6.1.3. Blue trousers,
- 6.1.4. Blue tie,
- 6.1.5. White socks,
- 6.1.6. White sport shoes

Note:

The Umpire Committee may, at its discretion, change the above dress requirements, for certain events, due to weather, health, or other requirements.

<i>World Championship</i>	<i>World Cup</i>
6.2. Clothing	6.2. Clothing
6.2.1. Dobok Competitors must wear the “officially approved” ITF Dobok. Refer to Appendix 2 – Approved Clothing	6.2.1. Dobok Competitors must wear the “officially approved” ITF Dobok. Refer to Appendix 2 – Approved Clothing Both, Black Belt and Coloured Belt Doboks MAY have the country, club, or school name written on the back of the Dobok, above or below belt level. Letters must be all black in colour and measuring between 4cm-8cm in height. This is in addition to the required markings. Refer to Appendix 2 – Approved Clothing
6.2.2. Black Belts	6.2.2. Belts:
6.2.2.1. Pre-Junior and Junior Black Belt: Refer to Appendix 2 – Approved Clothing	6.2.2.1. The Pre-Junior and Junior Black Belt. Refer to Appendix 2 – Approved Clothing
6.2.2.2. Adult Black Belt: Refer to Appendix 2 – Approved Clothing	6.2.2.2. The Adult, Senior and Veterans Black Belt. Refer to Appendix 2 – Approved Clothing
	6.2.2.3. All Coloured Belts. Refer to Appendix 2 – Approved Clothing
6.2.3. Competitors are allowed, when not performing, to wear normal sportswear such as tracksuits, training shoes, etc. however it is at the discretion of the ITF Tournament Committee.	6.2.3. Competitors are allowed, when not performing, to wear normal sportswear such as tracksuits, training shoes, etc. however it is at the discretion of the ITF Tournament Committee.
6.2.4. For opening/closing ceremonies and medal awarding ceremonies, countries may wear the official ITF Dobok or the official country training suit, but all team members must be dressed the same.	6.2.4. For opening/closing ceremonies and medal awarding ceremonies, countries may wear the official ITF Dobok or the official school, club or country training suit, but all team members must be dressed the same.

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| <p>6.2.5. For the medal awarding ceremony all competitors must wear either the full ITF Dobok and/or the full National tracksuit. No mixing of dobok and tracksuit permitted.</p> | <p>6.2.5. For the medal awarding ceremony all competitors must wear either the full ITF Dobok and/or the full tracksuit. No mixing of dobok and tracksuit permitted.</p> |
| <p>6.3. Drinking of alcoholic beverages or smoking while wearing the Dobok is prohibited.</p> | |

T7. SAFETY EQUIPMENT AND PROTECTIVE WEAR

(See also: Appendix 7, Appendix 8, Glossary of Terms)

- 7.1. Competitors must wear:
 - 7.1.1. Red or Blue coloured hand and feet safety equipment, in accordance with the colour required for their position on the master draw list.
 - 7.1.2. Red or Blue coloured head guard, in accordance with the colour required for their position on the master draw list
 - 7.1.3. Groin guards (mandatory for males) must be worn inside the Dobok.
 - 7.1.4. Mouth guards (must be transparent, non-coloured)
- 7.2. Competitors may optionally wear:
 - 7.2.1. Shin protectors must be worn inside the Dobok trousers.
 - 7.2.2. Breast protectors (for females) must be worn inside the Dobok jacket.
 - 7.2.3. Groin guards (for females) must be worn inside the Dobok trousers.
 - 7.2.4. Approved soft frame, prescription sport glasses. Written approval must have been requested and granted from the ITF TUIC prior to the event. See Appendix 8 – Approved Equipment.
- 7.3. All Safety Equipment (except mouth guards and groin protection) **MUST** be a Competition Approved model as produced by an official ITF supplier. All Competition Approved Equipment / Suppliers shall be indicated in the event's official invitation letter and on the ITF website.
- 7.4. Safety Equipment may **NOT** contain any metal, bone or hard plastic (except for groin guards and breast protectors). The use of zip, lacing, or stud fasteners is forbidden.
- 7.5. No other protective or safety equipment may be worn, except in special circumstances with the approval of the ITF TUIC. Written approval must have been requested and granted from the ITF TUIC prior to the event.
See Appendix 8 – Approved Equipment.
- 7.6. All competitors with long hair **MUST** tie their hair up in a secure fashion. Hair must be kept in place and/or covered using items of a soft material or elastic nature only.
 - 7.6.1. No hard material, metal, grips or slides are allowed.
 - 7.6.2. No hair adornments, such as though not limited to, flags, streamers, lacing, embellishments or other such shall be worn on or in the hair while the competitor is in the competition playing area.
 - 7.6.3. For sparring divisions: Any hair fasteners and/or covering must fit fully within the confines of the safety headguard.

- 7.7. Head / neck coverings may be worn by all competitors. Head / neck coverings **MUST**:
- 7.7.1. Be constructed of a solid white colour,
 - 7.7.2. Be made of a soft and/or elastic material,
 - 7.7.3. NOT contain any hard materials, metal, grips or slides,
 - 7.7.4. Fit, and remain, fully within the confines of the safety headguard and the dobok jacket while the competitor is sparring.
- 7.8. Undergarments, of a soft or elastic nature **ONLY**, may be worn beneath the competitor's dobok (beneath the top and/or trousers).
- 7.8.1. Undergarments (Only those garments that are visible while competitor is competing) **MUST**:
- 7.8.1.1. Be of a solid white colour,
 - 7.8.1.2. Be made of a single layer of soft and/or elastic material,
- 7.8.2. Undergarments **MUST NOT**:
- 7.8.2.1. Provide additional protection from impact,
 - 7.8.2.2. Contain any hard materials, metal, grips or slides.
 - 7.8.2.3. Extend past the distal portion of either the wrist or the ankle.
- 7.9. No jewellery, body piercings, watches, fitness monitors, headphones/earbuds, communication devices, or other such adornments/items may be worn on the competition floor.
- 7.10. Tape/soft bandaging/soft strapping may be used for medical or first aid reasons, provided:
- 7.10.1. That is not used in an excessive manner,
 - 7.10.2. No hard plastic/metal fasteners, laces, studs or mechanical fasteners are to be used,
 - 7.10.3. No mechanical means of support are included in the bandaging/taping/strapping. (Including though not limited to: bracing/stays/splints, mechanical joints/articulations/hinges...)
 - 7.10.4. The Umpire Committee is satisfied that it's use does not give the competitor any undue advantage,
 - 7.10.5. All Tape/soft bandaging/soft strapping **MUST** be either white or skin-coloured if it is visible while competitor is competing. Any Tape/soft bandaging/soft used on areas not visible (i.e. knee) may be of any colour so long as the colour is not plainly visible through the material of the dobok.

7.10.6. Tape/soft banding/soft strapping may NOT be used in the following circumstances:

7.10.6.1. Special Technique: NO tape/soft bandaging/soft strapping may be used on any joint of the competitor's lower extremities. (Knees, ankles, toes)

7.10.6.2. Power Breaking: NO tape/soft bandaging/soft strapping may be used on any part of the competitor's attacking tool or the joints associated with the break being performed. (Fingers, wrist, elbow, toes, ankle, knee).

7.10.6.2.1. Tape/soft bandaging/soft strapping may be used on parts of the body not directly involved in the breaking process

7.10.6.2.2. Example 1: Breaking with right fore-fist and competitor has banding on left elbow due to injury in sparring)

7.10.6.2.3. Example 2: Breaking with left side piercing kick and competitor has a bandaid/plaster on left hand due to a laceration)

7.11. Any and all competitor safety equipment, protective wear, taping/bandaging/strapping, clothing and/or accessories/adornments may be subject to inspection and approval or rejection by either the ITF Tournament and/or Umpire Committees. Said inspection and determination of the committee involved in final and binding.

T8. MEDICAL ATTENTION

(See also: Appendix 7, Appendix 9, Glossary of Terms)

8.1. All World Championship and World Cup events must have a minimum of one (1) qualified Medical Doctor, appropriate numbers of qualified medical personnel, and appropriate medical equipment/supplies in attendance at all times. Additional medical personnel and/or equipment may be required as per contract or host country legal requirement.

8.2. The official Tournament Medical Doctors' recommendations prohibiting a competitors' further participation following injury must be adhered to.

8.3. Only the official ITF Tournament Doctor will be permitted to provide primary medical care on the competition floor during the event.

T9. INJURY LIABILITY AND INSURANCE – COMPETITORS

9.1. All competitors must have valid insurance coverage in order to compete. The ITF Board of Directors, ITF Tournament Committee, ITF Umpire Committee, ITF IT Committee, ITF Officials, and the hosting Organization will not be held responsible for any injury, loss, or eventuality incurred during the event.

9.2. The cost of accident insurance, treatment, and third-party insurance of the competitors is the responsibility of the National Association. The host of the event has the responsibility to obtain appropriate accident insurance and third-party insurance for the tournament.

T10. INSURANCE – FOR EVENT

All hosts must ensure that the event booked has all the necessary public liability insurance, fire certificates and Government licences that are all required to host such events in their locality.

T11. RING SIZE

(See also: Appendix 7, Appendix Rings, Glossary of Terms)

- 11.1. All rings must be covered with an approved jigsaw type mat.
- 11.2. For Sparring, the competition ring will consist of an 8 by 8 meters matted playing surface and must have an additional one (1) meter wide (minimum) safety perimeter of a contrasting colour of mat, delineating the border between “In Play” and “Out of Play”.
- 11.3. For Pattern and Pre-Arranged Free Sparring competition, the ring will consist of an 8 by 8 meters matted playing surface and must have an additional one (1) meter wide (minimum) safety perimeter of a contrasting colour of mat. All areas of the floor are “In Play”.
- 11.4. For Power Breaking and Special Technique, the competition ring will consist of an 8 by 8 meters matted playing surface and must have an additional one (1) meter wide (minimum) safety perimeter of a contrasting colour of mat. All areas of the floor are “In Play”.
- 11.5. In the event that an elevated ring is used, it must consist of a 14 x 14 meters (minimum) surface area, with a minimum height of 50 cm, and maximum height of one (1) meter. Actual playing area dimensions will be in accordance with the above noted events, with the extra safety perimeter area being of a contrasting colour of mat, delineating the border between “In Play” and “Out of Play”.
- 11.6. Lighting must not be lower than five (5) meters above the elevated center ring.
- 11.7. The official Jury table must be located in front of, and at the same level of, the ring.

T12. RESULT RECORDING

All tournaments will have several forms of visual display of results for the benefit of participants and audience. In general, results should be shown as often as possible so as to enable the competitors to follow the course of the event whilst it is in progress.

T13. DELEGATES

<i>World Championship</i>	<i>World Cup</i>
A delegate of the individual or team may be any person authorised by the National Association. A delegate registers the competitors, submits the documents, lodges complaints and co-operates with the other officials at the competition.	A delegate of the individual, school and/or team may be any person authorised by the National Association and/or Allied Association. A delegate registers the competitors, submits the documents, lodges complaints and co-operates with the other officials at the competition.

T14. COACHES

(See also: Appendix 2, Appendix 9, Appendix Rings, Glossary of Terms)

- 14.1. One (1) and only One (1) registered coach must be present at the ringside, seated in the designated coach's chair
- 14.2. The minimum age for coaches is 18 years.
- 14.3. Coaches must wear a training suit, gymnastic shoes and carry a towel.
- 14.4. Coaches are not allowed to wear bags, packs and/or be in possession of any other non Taekwon-Do items in the competition area.
- 14.5. Coaches must remain seated, at least one (1) meter outside of the playing area of the competition ring, in their designated position.
- 14.6. Coaches must not interfere in the competition with action or words.
- 14.7. Coaches are the only persons permitted to present an official protest.
- 14.8. Failure to abide by the above mentioned may render the coach liable to be removed from his advisory position. The Tournament, Umpire and IT Committee (TUIIC) shall decide the time and duration of removal
- 14.9. A coach who has been disqualified during a match must be replaced within two (2) minutes.
 - 14.9.1. This may be done by another registered coach.
 - 14.9.2. This may be done by a registered competitor wearing a coach's outfit.
 - 14.9.2.1. Valid only for the match in progress.
- 14.10. If another coach is not present within the two (2) minute time period, the competitor shall be disqualified.

T15. AWARDS (Male and Female)

Complete number of medals and trophies see Schedule 6 - Numbers of Categories, Medals and Trophies

<i>World Championship</i>	<i>World Cup</i>
15.1. <u>Medals:</u> 15.1.1. Individual 1 st , 2 nd and two (2) 3 rd place winners are awarded with medals. 15.1.2. Team 1st, 2nd and two (2) 3rd place winners are awarded with medals. 6 Medals per team in Sparring, Pattern, Power Breaking and Special Technique team categories. 2 Medals per team in Pre-Arranged team categories.	15.1. <u>Medals:</u> 15.1.1. Individual 1 st , 2 nd and two (2) 3 rd place winners are awarded with medals. 15.1.2. Team 1st, 2nd and two (2) 3rd place winners are awarded with medals. 6 Medals per team in Sparring and Pattern team categories. 2 Medals per team in Pre-Arranged team categories.
15.2. <u>Trophies:</u> 15.2.1. Individual (one for each) Male Pre-Junior Overall Champion Female Pre-Junior Overall Campion Male Junior Overall Champion Female Junior Overall Campion Male Overall Champion Female Overall Campion	

15.2.2. Team (one per team)

Male Pre-Junior Overall Champion
Female Pre-Junior Overall Champion
Male Junior Overall Champion
Female Junior Overall Champion
Male Overall Champion
Female Overall Champion

15.2.3. Medals which count toward the OVERALL CHAMPION (Individual or Team) cannot be won without at least 4 competitors/teams in the category.

15.2.4. Nation Classification

15.2.4.1. The first (1st), second (2nd) and third (3rd) classified Nation will be awarded with one trophy. This applies separately to each world championship listed under T5.4.

15.2.4.2. In order to have the Nations Classification all medals from Individual and Team events (Male and Female) will count except for Individual and Team Overall Champion.

15.2.4.3. In the case of the Team it will be counted as a single Gold and not multiplied by 6, for example the winning Team for Pattern will have only one Gold added to the overall total and not 6 gold.

T16. OFFICIAL TERMINOLOGY

(See also: Appendix 3, Appendix 7, Glossary of Terms)

16.1.	CHARYOT	ATTENTION
16.2.	KYONG YE	BOW
16.3.	JUNBI	READY
16.4.	SIJAK	BEGIN
16.5.	HAECHYO	SEPERATE
16.6.	GAESOK	CONTINUE
16.7.	GOMAN	END
16.8.	BARO	RETURN
16.9.	SHIOT	RELAX
16.10.	JU UI HANNA	ONE WARNING
16.11.	GAM JUM HANNA	ONE FOUL (deduct one point)
16.12.	SIL KYUK	DISQUALIFICATION
16.13.	HONG	RED
16.14.	CHONG	BLUE
16.15.	JUNG JI	TIME STOP

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| 16.16. DONG CHONG | DRAW |
| 16.17. IL HUE JONG | FIRST ROUND |
| 16.18. I HUE JONG | SECOND ROUND |
| 16.19. SAM HUE JONG | THIRD ROUND |
| 16.20. SA HUE JONG | FOURTH ROUND (First Point) |
| 16.21. SUNG | WINNER |

T17. DIVISION OF COMPETITION

All divisions are listed in Schedule 1, 2, 3, 4 and 5.

T18. COMPETITORS NUMBERS – INDIVIDUAL AND TEAM

<i>World Championship</i>	<i>World Cup</i>
<p>18.1. INDIVIDUAL</p> <p>18.1.1. The number of individual competitors who may enter each item is restricted to two (2) competitors from each country.</p>	<p>18.1. INDIVIDUAL</p> <p>18.1.1. Any number of individual competitors may enter each event.</p> <p>18.1.2. These competitors may be individuals or team members.</p> <p>18.1.3. Competitors must compete in their designated age category for all divisions and are not permitted to compete in either a higher or lower age category at any time. For example, if a competitor is registered as a junior, they cannot compete as a member of the adult team.</p> <p>18.1.4. Competitors must compete only in their designated rank division and are not permitted to compete in either a higher or lower rank division.</p> <p>18.1.5. Competitors may compete for only one (1) club/school as registered. Competitors are not permitted to compete for more than one (1) club/school, or for different clubs/schools in different divisions</p>
<p>18.2. TEAM POOL (Male and Female)</p> <p>All registered competitors can be considered as Team Pool Members and can be used for team events according to their age group and gender.</p>	<p>18.2. TEAM POOL (Male and Female)</p> <p>All registered competitors can be considered as Team Pool Members and can be used for team events according to their age group and gender.</p>
<p>18.3. TEAM (Male and Female)</p> <p>Out of the Team Pool Members a minimum of 5 competitors + 1 reserve (optional) may compete in Pattern, Sparring, Special Technique and Power Breaking events.</p>	<p>18.3. TEAM (Male and Female)</p> <p>Out of the Team Pool Members 5 competitors + 1 reserve (optional) may compete in Pattern events, and 3, 4 or 5 competitors + 1 reserve (optional) may compete in Sparring, events.</p>

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| <p>18.4. The Coach must present the team list and team competitors ID Cards (5 plus 1 optional reserve) to the Jury President just before the beginning of the team competition division and each subsequent match.</p> <p>18.4.1. At the beginning of each team match, the coach MUST present the appropriate Competitor ID Cards (one for each competitor that is to compete in team division).</p> <p>18.4.2. Once the Competitor ID Cards have been presented for a division then NO changes to the members of that team are permitted during that division.</p> <p>18.4.3. Teams may not change the members of the team from one match to the next. Entire division of competition must be completed with the same 6 members.</p> <p>18.5. The Team must consist of the same 5 plus 1 optional reserve for the entire division.</p> | <p>18.4. The Coach must present the team list and the team competitors ID Cards to the Jury President just before the beginning of the team competition division and each subsequent match.</p> <p>18.4.1. At the beginning of each team match, the coach MUST present the appropriate Competitor ID Cards (one for each competitor that is to compete in team division).</p> <p>18.4.2. Once the Competitor ID Cards have been presented for a division then NO changes to the members of that team are permitted during that division.</p> <p>18.4.3. Teams may not change the members of the team from one match to the next. Entire division of competition must be completed with the same members.</p> <p>18.4.4. Competitors may compete for only one (1) National Association, Allied Association, Club or School per event.</p> <p>18.5. The Team must consist of the same for the entire division.</p> <p>18.5.1. Team Patterns:
Five (5) + 1 reserve (optional) competitors must compete in Pattern competition.</p> <p>18.5.2. Team Sparring
A minimum of three (3) competitors, and a maximum of five (5) competitors + 1 reserve (optional), must compete in Sparring competition.</p> |
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T19. ORDER OF MATCH

The order of competition is subject to time requirements, and the overall schedule of the tournament.

T20. DRAW FOR ORDER OF COMPETING

20.1. Competitor placement on the event/division draw sheet, and all byes will be decided by random computer draw.

<i>World Championship</i>	<i>World Cup</i>
<p>20.2. First, second and third place winners from the previous ITF World Championship from the same category will be placed at the top and bottom of the pyramid system. Medals, which count towards the overall trophies, cannot be won without at least 4 competitors or teams in the event. Bye will be decided at the draw.</p> <p>20.3. The competition draw will be held at least 48 hours prior to the event and the draws will be available on the ITF website.</p>	<p>20.2. First, second and third place winners from the previous ITF World Cup from the same category will be placed at the top and bottom of the pyramid system. Medals, which count towards the overall trophies, cannot be won without at least 4 competitors or teams in the event. Bye will be decided at the draw.</p>

T21. REGISTRATION / WEIGHT CHECK

All competitors must attend the official registration at the weigh in location.

The 1st weight check will be within 24 hours prior to the beginning of the competition. Competitors not making their weight at the 1st weigh in shall have one (1) hour time to present themselves for the 2nd and last weigh in. If he/she doesn't make the weight, then he/she shall be removed from the sparring category and shall not be allowed to enter any other weight category.

T22. ANNOUNCEMENTS

According to the tournament schedule, announcements will be made as to which square an event will take

place. It is the responsibility of the competitor/team to be close to the square so they may compete without

delay when called. They will be called to the red or blue side of the square and must have completed the pre-stage process appropriate for the category.

Should the individual/team not present themselves in the square when they are called forward to perform, the Jury President will give a time of one (1) minute from that point, to come forward. Failure to appear within the timescale will result in disqualification.

T23. REPLACEMENT OF EQUIPMENT OR CLOTHING

(See also: Appendix 7, Appendix 8)

Any equipment or clothing that is required to be replaced (e.g. defective sparring equipment or contaminated dobok) during the performance will have a time penalty of three (3) minutes for this replacement to be carried out. Failure to replace the defective equipment or clothing will result in the competitor being disqualified and the match points being awarded to the opponent where appropriate.

T24. COURTESY

(See also: T38, Appendix 7)

Competitors must at all times bow to the Jury and also to each other at the beginning and end of each performance/match.

SECTION II - PATTERN

T25. GROUPS

Pattern competitors will be organized into groups according to gender, age, degree, according to the categories listed in Schedule 1.

T26. ELIMINATIONS AND DECISIONS – INDIVIDUAL

26.1. The pyramid system of elimination will be used.

<i>World Championship</i>	<i>World Cup</i>
26.2. Competitors will compete 1 to 1 and will perform two (2) Designated Patterns appropriate to their degree (see Article T.27).	26.2. 26.2.1. Colored Belt Competitors will compete 1 to 1 and will perform one (1) Designated Patterns appropriate to their rank (see Article T.27). 26.2.2. Black Belt Competitors will compete 1 to 1 and will perform one (1) Designated Pattern in the elimination rounds and two (2) Designated Patterns in the final round, appropriate to their degree (see Article T.27).
26.3. 26.3.1. The first Designated Pattern will be randomly chosen from one of the last three patterns appropriate to their degree (see Article T.27).	26.3. 26.3.1. For Black Belts, the Designated Pattern (or first Designated Pattern in the final) will be randomly chosen from one of the last three patterns appropriate to their degree (see Article T.27).
26.3.2. The second Designated Pattern will be chosen randomly from all the remaining patterns appropriate to their degree (see Article T.27).	26.3.2. The second Designated Pattern in Black Belts final will be randomly chosen from all the remaining patterns appropriate to their degree (see Article T.27). 26.3.3. For Coloured Belts, the Designated Pattern will be randomly chosen from one of the last three patterns appropriate to their rank (see Article T.27).
26.4. The Jury President shall randomly draw the designated patterns electronically.	
26.5. In the event that two competitors clash (come into contact) during the performance of their pattern, the competitor that is found to be responsible for the clash will receive a score of zero (0) points for that pattern.	
26.6. The Umpires shall give a score between 0 and 10 points (refer to appendix 1).	
26.7. The competitor having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.	
26.8. In the case of a draw, an additional Designated Pattern will be randomly chosen from the remaining appropriate patterns and must be performed until the winner is decided.	

T27. PERFORMANCE– INDIVIDUAL

- 27.1. 1st degree will compete with 1st degree with the designated Patterns being from CHON-JI to GE-BAEK.
- 27.2. 2nd degree will compete with 2nd degree with the designated Patterns being from CHON-JI to JUCHE.
- 27.3. 3rd degree will compete with 3rd degree with the designated Patterns being from CHON-JI to CHOI-YONG.
- 27.4. 4th, 5th and 6th degree will compete with 4th, 5th and 6th degree with the designated Patterns being from CHON-JI to MOON-MOO.
- 27.5. In the case a new black belt pattern category needs to be defined with competitors bearing different degrees (eg. 3rd and 2nd Dan) in that category, the pattern pool from the lowest rank is used.
- 27.6. Fouls for the scored pattern will be given by the Jury President, indicated by the Center Referee and will result in a deduction of 1.0 point from each Umpire score (see appendix 1 – scoring procedure).

<i>World Championship</i>	<i>World Cup</i>
	<p>27.7. 4th and 3rd Gup will compete together in a category. 4th Gup will compete with the Designated Pattern being from CHON-JI to JOONG-GUN. 3rd Gup will compete with the Designated Pattern being from CHON-JI to TOI-GYE.</p> <p>27.8. 2nd and 1 Gup will compete together in a category. 2nd Gup with the Designated Pattern being from CHON-JI to HWA-RANG. 1st Gup will compete with the Designated Pattern being from CHON-JI to CHOONG-MOO.</p> <p>27.9. In case two colour belt competitors with different ranks competing against each other in the same bout, the designated pattern will be chosen from the pattern pool of the competitor with the lowest rank in that match.</p>

T28. ELIMINATIONS AND DECISIONS – TEAM

- 28.1. The pyramid system of elimination will be used.

<i>World Championship</i>	<i>World Cup</i>
<p>28.2. Both teams shall perform one (1) optional and one (1) designated Pattern in the following order Team 1 – 1st optional pattern (from CHON-JI to CHOONG-MOO). Team 2 – 1st optional pattern (from CHON-JI to CHOONG-MOO). Team 1 – 2nd designated pattern being any of KWANG GAE, PO EUN or GE-BAEK. Team 2 – 2nd designated pattern being any of KWANG GAE, PO EUN or GE-BAEK.</p>	<p>28.2. Both teams shall perform one (1) optional in the following order Team 1 – 1st optional pattern (from CHON-JI to GE-BAEK). Team 2 – 1st optional pattern (from CHON-JI to GE-BAEK).</p>

28.2.1. The designated pattern will be drawn when both teams present for the bow in.

28.3. The Umpires shall give a score between 0 and 10 points (refer to appendix 1).

28.4. The team having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.

<i>World Championship</i>	<i>World Cup</i>
28.5. In the case of a draw, an additional designated pattern will be randomly chosen from KWANG-GAE to GE-BAEK and must be performed until the winner is decided.	28.5. In the case of a draw, an additional optional pattern must be performed until the winner is decided. The same optional pattern or any other optional pattern from CHON-JI to GE-BAEK can be performed.
28.6. All registered competitors who match the team category by age and gender can be selected for the team competition, even if they are not registered as a team member.	
28.6.1. Coaches will be given a list at the main table for each of their teams for each category entered.	
28.6.2. In case that 5 members on the list, the coach must select all 5 team members.	
28.6.3. In case 6 or more members are on the list, the coach must select 6 team members.	
28.6.4. This list must be signed by the coach and returned to the main table.	
28.6.5. A member of the ITF-TUIC must also sign the list.	
28.6.6. The ITF-TUIC member copies the list and gives the copy to the coach.	
28.6.7. This can be done as soon as the championship/cup begins and must be done at least 60 minutes before the scheduled time for the corresponding category.	
28.6.8. Once the list has been created and signed, changes are allowed up to 60 minutes before the scheduled time for the corresponding category (following the correct procedure described in T28.6.).	

T29. PERFORMANCE – TEAM

<i>World Championship</i>	<i>World Cup</i>
29.1. Teams (five (5) competitors) must perform one (1) optional pattern from CHON-JI to CHOONG MOO and one (1) designated Pattern being any of KWANG GAE, PO EUN or GE-BAEK.	29.1. 29.1.1. For black belts: Each Team of five (5) competitors must perform together one (1) Optional Pattern. The Optional Pattern being any from CHON-Ji to GAE-BAEK. 29.1.2. For coloured belts: The grade of the lowest ranking team member defines the selected optional pattern. Regulated in individual pattern rule T27.7. and T27.8.
29.2. Team members may perform movements individually, or together, as they choose, but it must be seen to be teamwork.	
29.3. Teams must prepare their entrance and exit to the ring by lining up at the border of the ring, facing the Umpires.	
29.4. Fouls for the scored pattern will be given by the Jury President, indicated by the Center Referee and will result in a deduction of 1.0 point from each Umpire score (see appendix 1 – scoring procedure).	

T30. OFFICIALS FOR PATTERN DIVISION

The active ring council consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, five (5) Umpires, and two (2) Equipment Verifiers.

SECTION III - SPARRING

T31. DIVISIONS

Sparring competitors will be organized into divisions according to gender, age and weight, in accordance with the categories as listed in Schedule 2

T32. DURATION OF BOUTS AND DECISIONS

<i>World Championship</i>	<i>World Cup</i>
32.1. Individual 32.1.1. Individual elimination and final bouts will be two (2) rounds of two (2) minutes duration with a one- minute break between rounds.	32.1. Individual 32.1.1. Individual Bouts 32.1.1.1. Coloured Belt elimination bouts will be one (1) round of two (2) minutes duration. 32.1.1.2. Black Belts elimination bouts will be (1) round of three (3) minutes duration. 32.1.1.3. Coloured Belts final bouts will be one (1) round of two (2) minutes. 32.1.1.4. Black Belts final bouts will be two (2) rounds of two (2) minutes duration with a one- minute break between rounds.
32.1.2. In the case of a draw, a further one (1) minute round will take place 32.1.3. If it results in a further draw then the first scored point assigned by at least two (2) Referees at the same split second will decide who the winner is.	
32.2. Team 32.2.1. Each team bout will be one (1) round of two (2) minutes. 32.2.2. In team matches all of the judge's decisions from the five (5) bouts shall be counted. However, when all five (5) bouts are finished and the result is a draw then each coach will select one (1) competitor to spar an extra bout of two (2) minutes. The team whose competitor wins this bout will be the winner. 32.2.3. If at this time it results in a further draw, then the first scored point assigned by at least two (2) Referees at the same split second will decide who the winner is. 32.2.4. All five (5) bouts must take place and be completed. If one of the competitors withdraws in the event of an injury or to gain an advantage the opponent will be declared the winner. They will then be awarded 4 points to their total team score.	

T33. TARGET AREA

33.1. Head

33.1.1. At the front, sides, and top of the head, but not at the back.

33.1.2. Excluding the neck.

33.2. Trunk of the body

33.2.1. From shoulder to navel vertically

33.2.2. From a line drawn from the armpit vertically down to the waist on each side (that is frontal area only, excluding the back).

T34. POINT AWARDS

34.1. One (1) point will be awarded for any legal Hand Attack directed to mid or high-section.

34.2. Two (2) points will be awarded for any legal Foot Attack directed to mid-section.

34.3. Three (3) points will be awarded for any legal Foot Attack directed to high-section.

T35. LIGHT CONTACT SCORING PROCEDURE SYSTEM

In competition technique is valid according to a light contact system if:

35.1. Correctly Executed.

35.2. Dynamic (i.e., it is delivered with strength, purpose, speed and precision).

35.3. Controlled on the target.

NB: Refer to Glossary of Terms - Light Contact (formerly Appendix 7)

T36. MINUS POINTS/FOULS

One point will be deducted for the following offences:

36.1. Heavy contact. Refer to Glossary of Terms - Heavy Contact - (formerly Appendix 7)

36.2. Attacking a fallen opponent.

36.3. Leg sweeping.

36.4. Holding/grabbing.

36.5. Intentional attack to a target other than mentioned in art. T33.

36.6. Unsportsmanlike Conduct*

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

T37. WARNINGS

Warnings will be assigned for the following offences:

- 37.1. Pretending to have scored a point by raising one or both arms.
- 37.2. Stepping completely out of the ring (both feet).
 - 37.2.1. N.B. If a competitor is pushed out of the ring with intent (without undergoing a technique) then he will not receive a warning. The competitor who pushed shall receive a warning.
- 37.3. Falling down, whether intentional or not (it means any part of the body, other than the feet, touching the ground).
- 37.4. Faking a blow, pretending to be injured to gain an advantage.
- 37.5. Intentionally avoiding sparring.
- 37.6. Adjusting equipment during the bout without the consent of the Center Referee.
- 37.7. Unintentional attack to a target other than mentioned in art. T33.
- 37.8. Pushing with the hands, shoulders or body.

The sum of three (3) warnings automatically results in the deduction of one (1) point.

T38. DISQUALIFICATION

- 38.1. Misconduct against officials or ignoring instructions.
- 38.2. Uncontrolled or excessive contact. Refer to Glossary of Terms - Excessive Contact (formerly Appendix 7)
- 38.3. Receiving three (3) minus points/fouls directly given by the Center Referee.
- 38.4. Being under influence of alcoholic beverages or drugs.
- 38.5. Loss of temper.
- 38.6. Insulting an opponent, coach and or official.
- 38.7. Biting, scratching.
- 38.8. Attacking with the knee, elbow, or forehead.
- 38.9. Being determined culpable for causing a loss of consciousness. (See article T. 39).

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

T39. INJURY

- 39.1. When a competitor is injured, the Center Referee must stop the match and call the Doctor. There will be a total of three (3) Minutes of time allowed per MATCH, for the doctor to diagnose, treat the wound and decide about the match and competitor continuation.
 Note: The three-minute injury time will begin at the moment the doctor is in front of the injured competitor and will end when the doctor departs. This amount of time will be recorded, and if the doctor is called again to the same match, the injury clock will resume counting down from the last point. Any competitor requiring more than three (3) minutes total accumulated time of medical attention during a match will not be allowed to continue and will forfeit the match.
 Regardless of the remaining injury time, in the case of a concussion examination, the concussion examination time is at least 2 minutes.
- 39.2. When a competitor cannot compete anymore because of the Doctor's decision and according to the decision of the Ring Council (Jury President, Center Referee and Corner referees).
 - 39.2.1. he/she is the winner if his/her opponent is culpable.
 - 39.2.2. he/she is the loser if his/her opponent is not culpable.
- 39.3. An injured competitor that is unfit to fight cannot continue for the time/day(s) set according to the Doctor's decision.
- 39.4. A competitor that refuses to accept the Doctor's and/or the Ring Council decision will be disqualified and taken out of the competition.

- 39.5. If two competitors injure themselves at the same time and both are unfit to fight according to the Doctor's decision, the winner is the contender that has more scored points at that moment. If the competitors are even, the Ring Council will decide about the bout.

Due process for rule T39

- a. Apply rule T39

Note: procedure to determine culpability

- a.1. Anytime a potential disqualification occurs in the context of T39, the ring council must consult with a member of the Umpire Committee in order to verify that the due process is being followed prior to taking a decision.
- a.2. Culpability for disqualification must come "*as a direct result*" of a potentially prohibited action delivered with intention and/or lack of control, and, as a consequence of such action, resulted in a competitor's inability to continue the match. In this case the Jury President may apply a disqualification.
- a.3. In order to determine culpability, the following steps must be followed by the Jury President:
 - a.3.1. The ring council must call for a member of the Umpire Committee to oversee and advise on this procedure,
 - a.3.2. The Umpire Committee member will consult first with the Jury President, then with the Center Referee in order to best determine the situation and outcome
 - a.3.3. If no decision can be determined at this point, the Umpire Committee member may choose to call the Umpires (individually) in order to determine their opinion
 - a.3.4. Prior to making a final decision, the Umpire Committee member has the ability to consult with any person they consider relevant in order to gain more information,
 - a.3.5. The Umpire Committee member, considering all information learned, will then make a final decision on the outcome of the match.

NOTE A:

A competitor that is culpable for causing a loss of consciousness or causing a concussion in sparring competition may be disqualified. The unconscious or concussed competitor shall not be able to compete again during the whole event, and as such will forfeit any remaining matches or events.

NOTE B: Concussion and Awareness of Concussion Potential.

In reference to the ITF Concussion policy, the ITF stipulate that once concussion is recognised, then the competitor must be removed from the competition, and further medical assistance given in line with the severity of the injury. Due to this concern and the hidden dangers of secondary impact syndrome it is imperative that the doctor is called for an assessment if any symptoms are witnessed by the Center Referee or Coach.

T40. BOUT PROCEDURE – INDIVIDUAL AND TEAM

40.1. INDIVIDUAL

- 40.1.1. Sparring competitors will commence the bout on the start positions, each with a red or blue pair of hands, feet and head equipment to differentiate between them. Mouth protection gear of a transparent colour must be worn at all times. At the command of the Center Referee the competitors bow in turn to the Jury table, Center Referee and then to each other.
- 40.1.2. The Center Referee will then start the sparring with the command “SIJAK” and the competitors will continue to spar until the Referee issues the command “HAECHYO”.
- 40.1.3. At this point the competitors will cease to spar and will remain where they are until restarted.
- 40.1.4. An audible signal of time will stop the scoring and the Center Referee will end the round and/or bout. The reverse order of bowing will take place, and the result will be declared.
- 40.1.5. In a draw situation, warnings and/or minus points are not carried forward.
- 40.1.6. If a competitor leaves the ring, they must re-start one (1) meter inside the ring.

40.2. TEAM

- 40.2.1. The bout procedure for team sparring will be the same as that for individual sparring.
- 40.2.2. A coin will be tossed between the two (2) coaches to determine which team sends its first competitor into the ring.
- 40.2.3. The teams must then alternate.
- 40.2.4. All registered competitors who match the team category by age and gender can be selected for the team competition, even if they are not registered as a team member.
 - 40.2.4.1. Coaches will be given a list at the main table for each of their teams for each category entered.
 - 40.2.4.2. In case that 5 members on the list, the coach must select all 5 team members.
 - 40.2.4.3. In case 6 or more members are on the list, the coach must select 6 team members.
 - 40.2.4.4. This list must be signed by the coach and returned to the main table.
 - 40.2.4.5. A member of the ITF-TUIC must also sign the list.
 - 40.2.4.6. The ITF-TUIC member copies the list and gives the copy to the coach.
 - 40.2.4.7. This can be done as soon as the championship/cup begins and must be done at least 60 minutes before the scheduled time for the corresponding category.
 - 40.2.4.8. Once the list has been created and signed, changes are allowed up to 60 minutes before the scheduled time for the corresponding category (following the correct procedure described in T40.2.4.).

T41. TIMING

On the first “Sijak” (Start) command from the Center Referee the timekeeper starts the system timer until full time (audible signal). The system timer will run continuously unless the Center Referee calls for a “Time Out” by saying “Jung-Ji”. At this time the timekeeper stops the system timer until “GaeSok” (Continue) command is given.

T42. OFFICIALS FOR SPARRING COMPETITION

The active ring council consists of: one (1) Jury President, one (1) Jury Member, one IT-Umpire, one (1) Center Referee, four (4) Corner Umpires, and two (2) Equipment Verifiers

SECTION IV – POWER BREAKING

T43. DIVISIONS

Power Breaking competitors will be organized into groups according to gender and age, in accordance with the categories as listed in Schedule 3.

T44. PROCEDURE – INDIVIDUAL AND TEAM

- 44.1. Machines designed for the specific test will be used. The number and type of plastic boards for each item will be indicated in appendix 6 - Boards and Heights.
- 44.2. Machines shall have a range of a minimum and maximum initial height that shall be written in appendix 6 - Boards and Heights.
- 44.3. In power breaking it is permitted to step forward, to slide, skip and or jump. However, a forearm guarding block must be adopted before and after each attempt to break the board(s).
- 44.4. For Sonkal Taerig the strike may be either inward or outward.

<i>World Championship</i>	<i>World Cup</i>
44.5. A total time of two (2) minutes is allowed to set the correct heights for the power breaking items listed.	<p>44.5. A total time of one (1) minute is allowed to set the correct heights for the power breaking items listed.</p> <p>44.5.1. Competitors must choose: one (1) hand technique, and one (1) foot technique from the in the appendix 6 - Boards and Heights noted list of techniques.</p> <p>44.5.2. Competitors must announce their choice of technique to the Center Referee prior to beginning the bout.</p>
44.6. The following procedure shall take place:	
44.6.1. After a red flag signal from the referee, the competitor has a maximum of fifty (50) seconds (per technique) to attempt to bend or separate the board(s).	
44.6.2. Each attempt must include one (1) pre-judgement of distance (only one touch allowed) followed by the attempt to break the boards.	
44.6.3. A forearm guarding block ready posture must be adopted before and after the attempt to break the board.	
44.7. Competitors and/or Teams that exceed the time will receive 0 points for any break outside the prescribed time limit.	
44.8. Referees may disallow an attempt for failure to maintain the following:	
44.8.1. Correct balance and posture throughout the attempt.	
44.8.2. Use of the correct attacking tool in the correct manner.	
44.9. Umpires must examine each board before each attempt.	
44.10. Each separated board will count as three (3) points and each bent board will count as one (1) point.	
44.11. The highest scores will set 1st, 2nd and up to two (2) 3rd place winners. Only in the event that two (2) competitors tie for third place with the same total score, in the same round of breaking, will there be two 3rd place winners.	
44.12. The competitor may opt for a refusal on any particular technique.	
44.13. In the event of a tie:	
44.13.1. The jury president will select one item from the list by drawing to be the tiebreaker.	44.13.1. The jury president will select hand or foot technique by drawing to be the tiebreaker.

- 44.13.2. The Jury President will decide how many boards are to be used.
- 44.13.3. The competitors will perform the chosen technique according to the procedures above.
(In team competition, the coach decides separately for each technique which team member will perform the tiebreaker technique.)
- 44.13.4. In the case of a further tie, this procedure will continue until the places are decided.

<i>World Championship</i>	<i>World Cup</i>
<p>44.14. Teams</p> <p>44.14.1. Teams (5 competitors + 1 reserve) will perform items as indicated in Appendix 6, applying the procedures described in T44.</p> <p>44.14.2. All registered competitors who match the team category by age and gender can be selected for the team competition, even if they are not registered as a team member.</p> <p>44.14.2.1. Coaches will be given a list at the main table for each of their teams for each category entered.</p> <p>44.14.2.2. In case that 5 members on the list, the coach must select all 5 team members.</p> <p>44.14.2.3. In case that 6 or more members on the list, the coach must select 6 team members</p> <p>44.14.2.4. A member of the ITF-TUIC must also sign the list.</p> <p>44.14.2.5. This can be done as soon as the Championship begins and must be done at least 60 minutes before the scheduled time for the corresponding category.</p> <p>44.14.2.6. Once the list has been created and signed, changes are allowed up to 60 minutes before the scheduled time for the corresponding category (following the correct procedure described in T44.16.2.).</p> <p>44.14.3. The order of breaking (listed in Appendix 6) is decided by the competitor.</p> <p>44.15. Competitors and/or Teams that did not score any points at their first round of breaking will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.</p>	

T45. OFFICIALS FOR POWER BREAKING

The active ring council consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, one (1) Center Referee, two (2) Umpires, and one (1) Equipment Verifier.

SECTION V – SPECIAL TECHNIQUE

T46. DIVISIONS

Special Technique competitors will be organized into groups according to gender and age, in accordance with the categories as listed in Schedule 4.

T47. PROCEDURE – INDIVIDUAL AND TEAM

- 47.1. Machines designed for the specific test will be used. The number and type of plastic boards for each item will be indicated in appendix 6 - Boards and Heights.
- 47.2. Machines shall have a range of a minimum and maximum initial height that shall be written in appendix 6 - Boards and Heights.
- 47.3. The following procedure shall take place:
 - 47.3.1. After a red flag signal from the referee, the competitor has a maximum of fifty (50) seconds (per technique) to attempt to bend or separate the board(s).
 - 47.3.2. Each attempt must include one (1) pre-judgement of distance (only one touch allowed) followed by the attempt to break the boards.
 - 47.3.3. A forearm guarding block ready posture must be adopted before and after the attempt to break the board.
- 47.4. Competitors and/or Teams that exceed the time or touch the board during the pre-judging will receive 0 points for any break outside the prescribed time limit.
- 47.5. Referees may disallow an attempt for failure to maintain the following:
 - 47.5.1. Failure to utilize the correct attacking tool in the correct manner.
 - 47.5.2. Knocking down the obstacle when performing Twimyo Nopi Yop Cha Jirugi.
 - 47.5.3. Falling down (it means any part of the body, other than the feet, touching the ground.
 - 47.5.4. Stepping completely out of the ring.
- 47.6. Referees must examine regularly each machine and or board before each attempt.
- 47.7. Each fully broken board will count as three (3) points and each half-broken board will count as one (1) point.
- 47.8. The highest scores will set 1st, 2nd and up to two (2) 3rd place winners.
Only in the event that two (2) competitors tie for third place with the same total score, in the same round of breaking, will there be two 3rd place winners.
- 47.9. In the event of a tie:
 - 47.9.1. The Jury President will select one item from the list by drawing to be the tiebreaker.
 - 47.9.2. He/She will decide how high the jump will be.
 - 47.9.3. The tied competitors will then carry on until the places are decided.
 - 47.9.4. The competitors will perform the chosen technique according to the procedures above.
(In team competition, the coach decides separately for each technique which team member will perform the tiebreaker technique.)
 - 47.9.5. In the case of a further tie, this procedure will continue until the places are decided.

<i>World Championship</i>	<i>World Cup</i>
47.10. Teams	
47.10.1. Teams (5 competitors + 1 reserve) will perform items as indicated in Appendix 6, applying the procedures described in T47.	
47.10.2. All registered competitors who match the team category by age and gender can be selected for the team competition, even if they are not registered as a team member.	

47.10.2.1. Coaches will be given a list at the main table for each of their teams for each category entered.

47.10.2.2. In case that 5 members on the list, the coach must select all 5 team members.

47.10.2.3. In case that 6 or more members on the list, the coach must select 6 team members

47.10.2.4. A member of the ITF-TUIC must also sign the list.

47.10.2.5. This can be done as soon as the Championship begins and must be done at least 60 minutes before the scheduled time for the corresponding category.

47.10.2.6. Once the list has been created and signed, changes are allowed up to 60 minutes before the scheduled time for the corresponding category (starting with the procedure described in T47.10.2.).

47.11. Competitors and/or Teams that did not score any points at their first round of breaking will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.

T48. OFFICIALS FOR SPECIAL TECHNIQUES

The active ring council consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, one (1) Center Referee, two (2) Umpires, and one (1) Equipment Verifier.

SECTION VI – PRE-ARRANGED FREE SPARRING

T49. DIVISIONS

Pre-Arranged Sparring competitors will be organised, in accordance with the categories as listed in Schedule 5.

T50. PROCEDURE

- 50.1. Each Team shall consist of two (2) participants that follow a prepared scenario, which enables them to skilfully exhibit a wide variety of techniques without fear of injury.
- 50.2. Each Team shall perform one at a time.
- 50.3. The Umpires shall give a score between 0 and 10 points (refer to appendix 1).
- 50.4. Execution of up to, but not more than, a total of three (3) acrobatic sequence of technique per team.
- 50.5. Both competitors shall enter the ring and bow.
- 50.6. Both competitors must assume an L-Stance guarding block.
- 50.7. At the command “Sijak” by one of the competitors, the bout time will start.
- 50.8. The bout ends with a final blow and when one of the competitors shouts “Goman”, at the same time he/she assumes an L-stance guarding block.
- 50.9. In case of a draw, each team will perform again, receiving new scores, until a winner has been declared.
- 50.10. Competitors must enter the ring from opposite sides as in free sparring procedure.

Teams shall compete according to the following rules and regulations:

- 50.11. Pre-Arranged free sparring shall consist of movements as shown in the ITF Encyclopaedia, Manuals or CD ROM, and as taught during the International Instructor Courses.
- 50.12. Protective equipment may be worn as written in art.T.7. a. Point ii and T.7. b.
- 50.13. Attacking techniques must be blocked and/or avoided and must be performed with realism. No unblocked contact is permitted with exception of a final incapacitating attack.
- 50.14. Bout duration shall consist of one (1) round: minimum sixty (60) seconds, maximum seventy-five (75) seconds.
- 50.15. Teams that perform less than the required minimum of sixty (60) seconds shall receive zero (0) points.
- 50.16. Teams that exceed the seventy-five (75) seconds duration of bout shall receive zero (0) points.
- 50.17. Each Team of Competitors may perform up to, but not more than, a total of three (3) acrobatic sequences of technique, (Techniques that are not part of the Taekwon-Do syllabus), during the bout.
- 50.18. Teams performing more than three (3) acrobatic sequences of technique during the bout shall receive zero (0) points.
- 50.19. The team having obtained the majority of umpire votes and with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and shall advance to the next round of competition.
- 50.20. In the case of a draw an extra bout must be performed until the places are decided.
- 50.21. Teams may be Black Belts from 1st to 6th degree, and can be Male, Female or mixed couples.
- 50.22. Fouls for the scored pattern will be given by the Jury President, indicated by the Center Referee and will result in a deduction of 1.0 point from each Umpire score (see appendix 1 – scoring procedure).

T51. OFFICIALS FOR PRE-ARRANGED FREE SPARRING

The active ring council consists of: one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, five (5) Umpires, and two (2) Equipment Verifiers.

SECTION VII – DISPUTE PROCEDURE

T52. PROTEST

- 52.1. Protests can ONLY be presented by an official coach, and ONLY when there is an apparent violation of the official rules.
- 52.2. Coach must request a Protest Form from the Jury President immediately after the completion of the match.
- 52.3. Jury President will provide the coach with the official Protest Form, after having received the official Protest Fee.
- 52.4. Ring activities will NOT be stopped unless the issue at hand immediately affects the next match or makes it difficult to continue with the draw. Only then will the ring activities be stopped, and only until such time as the protest is resolved.
- 52.5. Each protest must be written on the official Protest Form, in the ENGLISH language.
- 52.6. Each completed Protest Form must be presented to the Jury President of the match in question, no later than five (5) minutes after having received the form.
- 52.7. The protest must be precise and circumstantial.
- 52.8. Jury President will then deliver the completed Protest Form and Protest Fee to the Umpire Committee.
- 52.9. The Umpire Committee will then examine the circumstances of the protest and will decide either.
 - 52.9.1. To validate the match.
 - 52.9.2. To repeat the match.
 - 52.9.3. To assign the victory of the match to the opponent. (Sparring, Patterns, Pre-Arranged)
 - 52.9.4. To assign or remove points, warnings, fouls, time as necessary
 - 52.9.5. To disqualify both competitors.

The Protest Fee will only be returned to the protesting coach in the event that the ITF Umpire Committee upholds and validates the protest. Should the coach lose the protest, the Protest Fee will be forfeit.

T53. PROTEST – DECISIONS

- 53.1. In order to give a decision, the Umpire Committee may call on any individual they desire to give evidence concerning the protest.
- 53.2. On reaching a decision the Umpire Committee will notify all parties concerned of this decision.
- 53.3. The Umpire Committee will base their decision on the rules laid down in this document and their decision cannot conflict with the rules of this document.

T54. DISQUALIFICATION

Team Managers/Representatives or Individuals who persist in arguing against decisions made by the Tournament Committee may, at their discretion, have the whole team, school or club or the individual, disqualified from all further events at the championship.

The Tournament Committee will consider the matter at a later date with a view to further action being taken.

T55. TEAM/COMPETITOR WITHDRAWAL

In case of teams or individuals withdrawing from the championship as a protest then the following will result.

- 55.1. Automatic disqualification from that event which means no placing for that event, and therefore no medals.
- 55.2. Automatic disqualification from all further events at the championship
- 55.3. Further disqualification from further events as decided by the ITF Disciplinary Committee and the ITF Board of Directors.

T56. ITF ANTI – DOPING CONTROL

Doping control will be in accordance with ITF Anti Doping Rules and WADA Anti Doping Policy.

T57. ITF CONCUSSION POLICY

All concussions will be assessed, treated and outcomes defined by the concussion policy.

T58. UNEXPECTED EVENTS

Any and all cases not stated herein will be dealt with and discussed by the Tournament, Umpire and IT Committees (TUIC) who, to the best of their ability, will reach a fair and equitable decision. The Tournament, Umpire and IT Committees (TUIC) decision shall be final.

T59. COPIES OF RULES

The official, most current copy of the Official ITF Rules of Competition, as held by the Tournament, Umpire and IT Committee (TUIC), must be present at all tournaments and be accessible to all coaches and officials.

T60. IMPLEMENTATION

May 1st, 2026

Under the Authority of the: ITF Umpire Committee, ITF Tournament Committee, and ITF Information Technology Committee.

S1. Schedule 1 – Patterns Groups

(see T 25.)

Patterns competitors will be organized into groups according to gender, age and rank, in accordance with the categories listed below.

Individual Pattern categories with less than four (4) competitors will be merged with another category.

This new category will use the patterns appropriate to the lowest rank.

<i>World Championship</i>	<i>World Cup</i>
1.1. Individual	1.1. Individual
1.1.1. Male	1.1.1. Male
1.1.1.1. Pre-Junior	1.1.1.1. Pre-Junior
13250 Individual Male Pre-Junior Pattern 1 st Dan	13230 Individual Male Pre-Junior Pattern 4 th -3 rd Gup
13260 Individual Male Pre-Junior Pattern 2 nd - 3 rd Dan	13240 Individual Male Pre-Junior Pattern 2 nd -1 st Gup
	13250 Individual Male Pre-Junior Pattern 1 st Dan
	13260 Individual Male Pre-Junior Pattern 2 nd - 3 rd Dan
1.1.1.2. Junior	1.1.1.2. Junior
14250 Individual Male Junior Pattern 1 st Dan	14230 Individual Male Junior Pattern 4 th -3 rd Gup
14260 Individual Male Junior Pattern 2 nd Dan	14240 Individual Male Junior Pattern 2 nd -1 st Gup
14270 Individual Male Junior Pattern 3 rd Dan	14250 Individual Male Junior Pattern 1 st Dan
	14260 Individual Male Junior Pattern 2 nd Dan
	14270 Individual Male Junior Pattern 3 rd Dan
1.1.1.3. Adult	1.1.1.3. Adult
15250 Individual Male Pattern 1 st Dan	15230 Individual Male Pattern 4 th -3 rd Gup
15260 Individual Male Pattern 2 nd Dan	15240 Individual Male Pattern 2 nd -1 st Gup
15270 Individual Male Pattern 3 rd Dan	15250 Individual Male Pattern 1 st Dan
15280 Individual Male Pattern 4 th -6 th Dan	15260 Individual Male Pattern 2 nd Dan
	15270 Individual Male Pattern 3 rd Dan
	15280 Individual Male Pattern 4 th -6 th Dan
	1.1.1.4. Senior
	16230 Individual Male Senior Pattern 4 th -3 rd Gup
	16240 Individual Male Senior Pattern 2 nd -1 st Gup
	16250 Individual Male Senior Pattern 1 st Dan
	16260 Individual Male Senior Pattern 2 nd Dan
	16270 Individual Male Senior Pattern 3 rd Dan
	16280 Individual Male Senior Pattern 4 th -6 th Dan
	1.1.1.5. Veterans
	17230 Individual Male Veterans Pattern 4 th -3 rd Gup
	17240 Individual Male Veterans Pattern 2 nd -1 st Gup
	17250 Individual Male Veterans Pattern 1 st Dan
	17260 Individual Male Veterans Pattern 2 nd Dan
	17270 Individual Male Veterans Pattern 3 rd Dan
	17280 Individual Male Veterans Pattern 4 th -6 th Dan

1.1.2. Female

1.1.2.1. Pre-Junior

- 23250 Individual Female Pre-Junior Pattern 1st Dan
- 23260 Individual Female Pre-Junior Pattern
2nd - 3rd Dan

1.1.2.2. Junior

- 24250 Individual Female Junior Pattern 1st Dan
- 24260 Individual Female Junior Pattern 2nd Dan
- 24270 Individual Female Junior Pattern 3rd Dan

1.1.2.3. Female Adult

- 25250 Individual Female Pattern 1st Dan
- 25260 Individual Female Pattern 2nd Dan
- 25270 Individual Female Pattern 3rd Dan
- 25280 Individual Female Pattern 4th-6th Dan

1.2. Team

1.2.1. Male

1.2.1.1. Pre-Junior

- 63270 Team Male Pre-Junior Pattern

1.1.2. Female

1.1.2.1. Pre-Junior

- 23230 Individual Female Pre-Junior Pattern
4th-3rd Gup
- 23240 Individual Female Pre-Junior Pattern
2nd-1st Gup
- 23250 Individual Female Pre-Junior Pattern
1st Dan
- 23260 Individual Female Pre-Junior Pattern
2nd - 3rd Dan

1.1.2.2. Junior

- 24230 Individual Female Junior Pattern 4th-3rd Gup
- 24240 Individual Female Junior Pattern 2nd-1st Gup
- 24250 Individual Female Junior Pattern 1st Dan
- 24260 Individual Female Junior Pattern 2nd Dan
- 24270 Individual Female Junior Pattern 3rd Dan

1.1.2.3. Adult

- 25230 Individual Female Pattern 4th-3rd Gup
- 25240 Individual Female Pattern 2nd-1st Gup
- 25250 Individual Female Pattern 1st Dan
- 25260 Individual Female Pattern 2nd Dan
- 25270 Individual Female Pattern 3rd Dan
- 25280 Individual Female Pattern 4th-6th Dan

1.1.2.4. Senior

- 26230 Individual Female Senior Pattern 4th-3rd Gup
- 26240 Individual Female Senior Pattern 2nd-1st Gup
- 26250 Individual Female Senior Pattern 1st Dan
- 26260 Individual Female Senior Pattern 2nd Dan
- 26270 Individual Female Senior Pattern 3rd Dan
- 26280 Individual Female Senior Pattern 4th-6th Dan

1.1.2.5. Veterans

- 27230 Individual Female Veterans Pattern 4th-3rd Gup
- 27240 Individual Female Veterans Pattern 2nd-1st Gup
- 27250 Individual Female Veterans Pattern 1st Dan
- 27260 Individual Female Veterans Pattern 2nd Dan
- 27270 Individual Female Veterans Pattern 3rd Dan
- 27280 Individual Female Veterans Pattern 4th-6th Dan

1.2. Team

1.2.1. Male

1.2.1.1. Pre-Junior

- 63240 Team Male Pre-Junior Pattern 4th-1st Gup
- 63270 Team Male Pre-Junior Pattern 1st-3rd Dan

1.2.1.2. Male Junior
64270 Team Male Junior Pattern

1.2.1.3. Male Adult
65280 Team Male Pattern

1.2.2. Female

1.2.2.1. Pre-Junior
73270 Team Female Pre-Junior Pattern

1.2.2.2. Female Junior
74270 Team Female Junior Pattern

1.2.2.3. Female Adult
75280 Team Female Pattern

1.2.3. Each Team (Male and/or Female of any degree and weight) must consist of five (5) competitors and one (1) reserve (optional).

1.2.4. Age classes cannot be combined. *See Rule T5.

1.2.1.2. Junior
64240 Team Male Junior Pattern 4th-1st Gup
64270 Team Male Junior Pattern 1st-3rd Dan

1.2.1.3. Adult
65240 Team Male Pattern 4th-1st Gup
65280 Team Male Pattern 1st-6th Dan

1.2.1.4. Senior
66240 Team Male Senior Pattern 4th-1st Gup
66280 Team Male Senior Pattern 1st-6th Dan

1.2.1.5. Veterans
67240 Team Male Veterans Pattern 4th-1st Gup
67280 Team Male Veterans Pattern 1st-6th Dan

1.2.2. Female

1.2.2.1. Pre-Junior
73240 Team Female Pre-Junior Pattern 4th-1st Gup
73270 Team Female Pre-Junior Pattern 1st-3rd Dan

1.2.2.2. Female Junior
74240 Team Female Junior Pattern 4th-1st Gup
74270 Team Female Junior Pattern 1st-3rd Dan

1.2.2.3. Female Adult
75240 Team Female Pattern 4th-1st Gup
75280 Team Female Pattern 1st-6th Dan

1.2.2.4. Female Senior
76240 Team Female Senior Pattern 4th-1st Gup
76280 Team Female Senior Pattern 1st-6th Dan

1.2.2.5. Female Veterans
77240 Team Female Veterans Pattern 4th-1st Gup
77280 Team Female Veterans Pattern 1st-6th Dan

1.2.3. Each Team (Male and/or Female) must consist of five (5) competitors and may have one (1) optional reserve.

1.2.3.1. Coloured Belts must compete with Coloured Belts and may be of any gup from 4th to 1st.

1.2.3.2. Black Belts must compete with Black Belts. Colored Belts and may be of any degree from 1st to 6th. Black Belts

S2. Schedule 2 – Sparring Divisions

(see T 31.)

Sparring competitors will be organized into divisions according to gender, age and weight, in accordance with the categories as listed below.

Individual Sparring categories with less than four (4) competitors will be merged with another category.

<i>World Championship</i>	<i>World Cup</i>
2.1. Individual	2.1. Individual
2.1.1. Male	2.1.1. Male
2.1.1.1. Pre-Junior	2.1.1.1. Pre-Junior
13171 Individual Male Pre-Junior Sparring up to 40 kg	13141 Individual Male Pre-Junior Sparring 4 th -1 st Gup up to 40 kg
13172 Individual Male Pre-Junior Sparring over 40 to 45 kg	13142 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 40 to 45 kg
13173 Individual Male Pre-Junior Sparring over 45 to 50 kg	13143 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 45 to 50 kg
13174 Individual Male Pre-Junior Sparring over 50 to 55 kg	13144 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 50 to 55 kg
13175 Individual Male Pre-Junior Sparring over 55 to 60 kg	13145 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 55 to 60 kg
13176 Individual Male Pre-Junior Sparring over 60 to 65 kg	13146 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 60 to 65 kg
13177 Individual Male Pre-Junior Sparring over 65 kg	13147 Individual Male Pre-Junior Sparring 4 th -1 st Gup over 65 kg
	13171 Individual Male Pre-Junior Sparring 1 st -3 rd Dan up to 40 kg
	13172 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 40 to 45 kg
	13173 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 45 to 50 kg
	13174 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 50 to 55 kg
	13175 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 55 to 60 kg
	13176 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 60 to 65 kg
	13177 Individual Male Pre-Junior Sparring 1 st -3 rd Dan over 65 kg
2.1.1.2. Junior	2.1.1.2. Junior
14171 Individual Male Junior Sparring up to 50 kg	14141 Individual Male Junior Sparring 4 th -1 st Gup up to 50 kg
14172 Individual Male Junior Sparring over 50 to 55 kg	14142 Individual Male Junior Sparring 4 th -1 st Gup over 50 to 55 kg
14173 Individual Male Junior Sparring over 55 to 60 kg	14143 Individual Male Junior Sparring 4 th -1 st Gup over 55 to 60 kg
14174 Individual Male Junior Sparring over 60 to 65 kg	14144 Individual Male Junior Sparring 4 th -1 st Gup over 60 to 65 kg
14175 Individual Male Junior Sparring	14145 Individual Male Junior Sparring 4 th -1 st Gup

over 65 to 70 kg
 14176 Individual Male Junior Sparring
 over 70 to 75 kg
 14177 Individual Male Junior Sparring
 over 75 kg

over 65 to 70 kg
 14146 Individual Male Junior Sparring 4th-1st Gup
 over 70 to 75 kg
 14147 Individual Male Junior Sparring 4th-1st Gup
 over 75 kg
 14171 Individual Male Junior Sparring 1st-3rd Dan
 up to 50 kg
 14172 Individual Male Junior Sparring 1st-3rd Dan
 over 50 to 55 kg
 14173 Individual Male Junior Sparring 1st-3rd Dan
 over 55 to 60 kg
 14174 Individual Male Junior Sparring 1st-3rd Dan
 over 60 to 65 kg
 14175 Individual Male Junior Sparring 1st-3rd Dan
 over 65 to 70 kg
 14176 Individual Male Junior Sparring 1st-3rd Dan
 over 70 to 75 kg
 14177 Individual Male Junior Sparring 1st-3rd Dan
 over 75 kg

2.1.1.3. Adult

15181 Individual Male Sparring up to 57 kg
 15182 Individual Male Sparring over 57 to 63 kg
 15183 Individual Male Sparring over 63 to 69 kg
 15184 Individual Male Sparring over 69 to 75 kg
 15185 Individual Male Sparring over 75 to 81 kg
 15186 Individual Male Sparring over 81 to 87 kg
 15187 Individual Male Sparring over 87 kg

2.1.1.3. Adult

15141 Individual Male Sparring 4th-1st Gup
 up to 57 kg
 15142 Individual Male Sparring 4th-1st Gup
 over 57 to 63 kg
 15143 Individual Male Sparring 4th-1st Gup
 over 63 to 69 kg
 15144 Individual Male Sparring 4th-1st Gup
 over 69 to 75 kg
 15145 Individual Male Sparring 4th-1st Gup
 over 75 to 81 kg
 15146 Individual Male Sparring 4th-1st Gup
 over 81 to 87 kg
 15147 Individual Male Sparring 4th-1st Gup
 over 87 kg
 15181 Individual Male Sparring 1st-6th Dan
 up to 57 kg
 15182 Individual Male Sparring 1st-6th Dan
 over 57 to 63 kg
 15183 Individual Male Sparring 1st-6th Dan
 over 63 to 69 kg
 15184 Individual Male Sparring 1st-6th Dan
 over 69 to 75 kg
 15185 Individual Male Sparring 1st-6th Dan
 over 75 to 81 kg
 15186 Individual Male Sparring 1st-6th Dan
 over 81 to 87 kg
 15187 Individual Male Sparring 1st-6th Dan
 over 87 kg

2.1.2. Female

2.1.2.1. Pre-Junior

- 23171 Individual Female Pre-Junior Sparring
up to 40 kg
- 23172 Individual Female Pre-Junior Sparring
over 40 to 44 kg
- 23173 Individual Female Pre-Junior Sparring
over 44 to 48 kg
- 23174 Individual Female Pre-Junior Sparring
over 48 to 52 kg

2.1.1.4. Senior

- 16141 Individual Male Senior Sparring 4th-1st Gup
up to 63 kg
- 16142 Individual Male Senior Sparring 4th-1st Gup
over 63 to 70 kg
- 16143 Individual Male Senior Sparring 4th-1st Gup
over 70 to 77 kg
- 16144 Individual Male Senior Sparring 4th-1st Gup
over 77 to 84 kg
- 16145 Individual Male Senior Sparring 4th-1st Gup
over 84 kg
- 16181 Individual Male Senior Sparring 1st-6th Dan
up to 63 kg
- 16182 Individual Male Senior Sparring 1st-6th Dan
over 63 to 70 kg
- 16183 Individual Male Senior Sparring 1st-6th Dan
over 70 to 77 kg
- 16184 Individual Male Senior Sparring 1st-6th Dan
over 77 to 84 kg
- 16185 Individual Male Senior Sparring 1st-6th Dan
over 84 kg

2.1.1.5. Veterans

- 17141 Individual Male Veterans Sparring 4th-1st Gup
up to 68 kg
- 17142 Individual Male Veterans Sparring 4th-1st Gup
over 68 to 76 kg
- 17143 Individual Male Veterans Sparring 4th-1st Gup
over 76 to 84 kg
- 17144 Individual Male Veterans Sparring 4th-1st Gup
over 84 kg
- 17181 Individual Male Veterans Sparring 1st-6th Dan
up to 68 kg
- 17182 Individual Male Veterans Sparring 1st-6th Dan
over 68 to 76 kg
- 17183 Individual Male Veterans Sparring 1st-6th Dan
over 76 to 84 kg
- 17184 Individual Male Veterans Sparring 1st-6th Dan
over 84 kg

2.1.2. Female

2.1.2.1. Pre-Junior

- 23141 Individual Female Pre-Junior Sparring
4th-1st Gup up to 40 kg
- 23142 Individual Female Pre-Junior Sparring
4th-1st Gup over 40 to 44 kg
- 23143 Individual Female Pre-Junior Sparring
4th-1st Gup over 44 to 48 kg
- 23144 Individual Female Pre-Junior Sparring
4th-1st Gup over 48 to 52 kg

- 23175 Individual Female Pre-Junior Sparring
over 52 to 56 kg
- 23176 Individual Female Pre-Junior Sparring
over 56 to 60 kg
- 23177 Individual Female Pre-Junior Sparring
over 60 kg

- 23145 Individual Female Pre-Junior Sparring
4th-1st Gup over 52 to 56 kg
- 23146 Individual Female Pre-Junior Sparring
4th-1st Gup over 56 to 60 kg
- 23147 Individual Female Pre-Junior Sparring
4th-1st Gup over 60 kg
- 23171 Individual Female Pre-Junior Sparring
1st-3rd Dan up to 40 kg
- 23172 Individual Female Pre-Junior Sparring
1st-3rd Dan over 40 to 44 kg
- 23173 Individual Female Pre-Junior Sparring
1st-3rd Dan over 44 to 48 kg
- 23174 Individual Female Pre-Junior Sparring
1st-3rd Dan over 48 to 52 kg
- 23175 Individual Female Pre-Junior Sparring
1st-3rd Dan over 52 to 56 kg
- 23176 Individual Female Pre-Junior Sparring
1st-3rd Dan over 56 to 60 kg
- 23177 Individual Female Pre-Junior Sparring
1st-3rd Dan over 60 kg

2.1.2.2. Junior

- 24171 Individual Female Junior Sparring
up to 45 kg
- 24172 Individual Female Junior Sparring
over 45 to 49 kg
- 24173 Individual Female Junior Sparring
over 49 to 53 kg
- 24174 Individual Female Junior Sparring
over 53 to 57 kg
- 24175 Individual Female Junior Sparring
over 57 to 61 kg
- 24176 Individual Female Junior Sparring
over 61 to 65 kg
- 24177 Individual Female Junior Sparring
over 65 kg

2.1.2.2. Junior

- 24141 Individual Female Junior Sparring 4th-1st Gup
up to 45 kg
- 24142 Individual Female Junior Sparring 4th-1st Gup
over 45 to 49 kg
- 24143 Individual Female Junior Sparring 4th-1st Gup
over 49 to 53 kg
- 24144 Individual Female Junior Sparring 4th-1st Gup
over 53 to 57 kg
- 24145 Individual Female Junior Sparring 4th-1st Gup
over 57 to 61 kg
- 24146 Individual Female Junior Sparring 4th-1st Gup
over 61 to 65 kg
- 24147 Individual Female Junior Sparring 4th-1st Gup
over 65 kg
- 24171 Individual Female Junior Sparring 1st-3rd Dan
up to 45 kg
- 24172 Individual Female Junior Sparring 1st-3rd Dan
over 45 to 49 kg
- 24173 Individual Female Junior Sparring 1st-3rd Dan
over 49 to 53 kg
- 24174 Individual Female Junior Sparring 1st-3rd Dan
over 53 to 57 kg
- 24175 Individual Female Junior Sparring 1st-3rd Dan
over 57 to 61 kg
- 24176 Individual Female Junior Sparring 1st-3rd Dan
over 61 to 65 kg
- 24177 Individual Female Junior Sparring 1st-3rd Dan
over 65 kg

2.1.2.3. Adult

- 25181 Individual Female Sparring up to 50 kg
- 25182 Individual Female Sparring over 50 to 55 kg
- 25183 Individual Female Sparring over 55 to 60 kg
- 25184 Individual Female Sparring over 60 to 65 kg
- 25185 Individual Female Sparring over 65 to 70 kg
- 25186 Individual Female Sparring over 70 to 75 kg
- 25187 Individual Female Sparring over 75 kg

2.1.2.3. Adult

- 25141 Individual Female Sparring 4th-1st Gup up to 50 kg
- 25142 Individual Female Sparring 4th-1st Gup over 50 to 55 kg
- 25143 Individual Female Sparring 4th-1st Gup over 55 to 60 kg
- 25144 Individual Female Sparring 4th-1st Gup over 60 to 65 kg
- 25145 Individual Female Sparring 4th-1st Gup over 65 to 70 kg
- 25146 Individual Female Sparring 4th-1st Gup over 70 to 75 kg
- 25147 Individual Female Sparring 4th-1st Gup over 75 kg
- 25181 Individual Female Sparring 1st-6th Dan up to 50 kg
- 25182 Individual Female Sparring 1st-6th Dan over 50 to 55 kg
- 25183 Individual Female Sparring 1st-6th Dan over 55 to 60 kg
- 25184 Individual Female Sparring 1st-6th Dan over 60 to 65 kg
- 25185 Individual Female Sparring 1st-6th Dan over 65 to 70 kg
- 25186 Individual Female Sparring 1st-6th Dan over 70 to 75 kg
- 25187 Individual Female Sparring 1st-6th Dan over 75 kg

2.1.2.4. Senior

- 26141 Individual Female Senior Sparring 4th-1st Gup up to 57 kg
- 26142 Individual Female Senior Sparring 4th-1st Gup over 57 to 63 kg
- 26143 Individual Female Senior Sparring 4th-1st Gup over 63 to 69 kg
- 26144 Individual Female Senior Sparring 4th-1st Gup over 69 to 75 kg
- 26145 Individual Female Senior Sparring 4th-1st Gup over 75 kg
- 26181 Individual Female Senior Sparring 1st-6th Dan up to 57 kg
- 26182 Individual Female Senior Sparring 1st-6th Dan over 57 to 63 kg
- 26183 Individual Female Senior Sparring 1st-6th Dan over 63 to 69 kg
- 26184 Individual Female Senior Sparring 1st-6th Dan over 69 to 75 kg
- 26185 Individual Female Senior Sparring

1st-6th Dan over 75 kg

2.1.2.5. Veterans

- 27141 Individual Female Veterans Sparring 4th-1st Gup up to 60 kg
- 27142 Individual Female Veterans Sparring 4th-1st Gup over 60 to 67 kg
- 27143 Individual Female Veterans Sparring 4th-1st Gup over 67 to 74 kg
- 27144 Individual Female Veterans Sparring 4th-1st Gup over 74 kg
- 27181 Individual Female Veterans Sparring 1st-6th Dan up to 60 kg
- 27182 Individual Female Veterans Sparring 1st-6th Dan over 60 to 67 kg
- 27183 Individual Female Veterans Sparring 1st-6th Dan over 67 to 74 kg
- 27184 Individual Female Veterans Sparring 1st-6th Dan over 74 kg

2.2. Team

2.2.1. Male

2.2.1.1. Pre-Junior

63170 Team Male Pre-Junior Sparring

2.2.1.2. Junior

64170 Team Male Junior Sparring

2.2.1.3. Adult

65180 Team Male Sparring

2.2. Team

2.2.1. Male

2.2.1.1. Pre-Junior

- 63140 Team Male Pre-Junior Sparring 4th-1st Gup
- 63170 Team Male Pre-Junior Sparring 1st-3rd Dan

2.2.1.2. Junior

- 64140 Team Male Junior Sparring 4th-1st Gup
- 64170 Team Male Junior Sparring 1st-3rd Dan

2.2.1.3. Adult

- 65140 Team Male Sparring 4th-1st Gup
- 65180 Team Male Sparring 1st-6th Dan

2.2.1.4. Senior

- 66140 Team Male Senior Sparring 4th-1st Gup
- 66180 Team Male Senior Sparring 1st-6th Dan

2.2.1.5. Veterans

- 67140 Team Male Veterans Sparring 4th-1st Gup
- 67180 Team Male Veterans Sparring 1st-6th Dan

2.2.2. Female

2.2.2.1. Pre-Junior

73170 Team Female Pre-Junior Sparring

2.2.2. Female

2.2.2.1. Pre-Junior

- 73140 Team Female Pre-Junior Sparring 4th-1st Gup
- 73170 Team Female Pre-Junior Sparring 1st-3rd Dan

2.2.2.2. Junior

74170 Team Female Junior Sparring

2.2.2.3. Adult

75180 Team Female Sparring

2.2.3. Each Team (Male and/or Female of any degree and weight) must consist of five (5) competitors and one (1) reserve (optional).

2.2.2.2. Junior

74140 Team Female Junior Sparring 4th-1st Gup

74170 Team Female Junior Sparring 1st-3rd Dan

2.2.2.3. Adult

75140 Team Female Sparring 4th-1st Gup

75180 Team Female Sparring 1st-6th Dan

2.2.2.4. Senior

76140 Team Female Senior Sparring 4th-1st Gup

76180 Team Female Senior Sparring 1st-6th Dan

2.2.2.5. Veterans

77140 Team Female Veterans Sparring 4th-1st Gup

77180 Team Female Veterans Sparring 1st-6th Dan

2.2.3. Each Team (Male and/or Female) must consist of a minimum of three (3), and a maximum of five (5) competitors and may have one (1) optional reserve.

2.2.3.1. Coloured Belts must compete with Coloured Belts and may be of any gup from 4th to 1st.

2.2.3.2. Black Belts must compete with Black Belts. Black Belts and may be of and weight division and of any degree from 1st to 6th.

2.2.3.3. Age classes cannot be combined. *See Rule T5

2.2.3.4. In a case that a team consists of only three (3) competitors, then they will forfeit right (8) judge's decisions.

2.2.3.5. In a case that a team consists of only four (4) competitors, then they will forfeit four (4) judge's decisions

S3. Schedule 3 – Power Breaking Divisions

(see T 43.)

Power Breaking competitors will be organized into groups according to gender and age, in accordance with the categories as listed below.

<i>World Championship</i>	<i>World Cup</i>
3.1. Individual	3.1. Individual
3.1.1. Male	3.1.1. Male
3.1.1.1. Junior 14370 Individual Male Junior Power Breaking	
3.1.1.2. Adult 15380 Individual Male Power Breaking	3.1.1.2. Adult 15380 Individual Male Power Breaking 1 st -6 th Dan
	3.1.1.3. Senior 16380 Individual Male Senior Power Breaking 1 st -6 th Dan
	3.1.1.4. Veterans 17380 Individual Male Veterans Power Breaking 1 st -6 th Dan
3.1.2. Female	3.1.2. Female
3.1.2.1. Junior 24370 Individual Female Junior Power Breaking	
3.1.2.2. Adult 25380 Individual Female Power Breaking	3.1.2.2. Adult 25380 Individual Female Power Breaking 1 st -6 th Dan
	3.1.2.3. Senior 26380 Individual Female Senior Power Breaking 1 st -6 th Dan
	3.1.2.4. Veterans 27380 Individual Female Veterans Power Breaking 1 st -6 th Dan
3.1.3. Each competitor may attempt all the items listed in Appendix 6 for his/her group	3.1.3. Each competitor may attempt one (1) hand technique and one (1) foot technique. Chosen by themselves from the techniques listed in Appendix 6:

3.2. **Team**

3.2.1. Male

3.2.1.1. Junior

64370 Team Male Junior Power Breaking

3.2.1.2. Adult

65380 Team Male Power Breaking

3.2.2. Female

3.2.2.1. Junior

74370 Team Female Junior Power Breaking

3.2.2.2. Adult

75380 Team Female Power Breaking

3.3. Each team may attempt all the items listed in Appendix 6 for his/her group.

3.4. Each Male and Female Team (of any degree and weight) must consist of five (5) competitors and one (1) reserve (optional).

S4. Schedule 4 – Special Technique Divisions

(see T 46.)

Special Technique competitors will be organized into groups according to gender and age, in accordance with the categories as listed below.

<i>World Championship</i>	<i>World Cup</i>
4.1. Individual	4.1. Individual
4.1.1. Male	4.1.1. Male
4.1.1.1. Pre-Junior 13470 Individual Male Pre-Junior Special Technique	4.1.1.1. Pre-Junior 13440 Individual Male Pre-Junior Special Technique 4 th -1 st Gup 13470 Individual Male Pre-Junior Special Technique 1 st -3 rd Dan
4.1.1.2. Junior 14470 Individual Male Junior Special Technique	4.1.1.2. Junior 14440 Individual Male Junior Special Technique 4 th -1 st Gup 14470 Individual Male Junior Special Technique 1 st -3 rd Dan
4.1.1.3. Adult 15480 Individual Male Special Technique	4.1.1.3. Adult 15440 Individual Male Special Technique 4 th -1 st Gup 15480 Individual Male Special Technique 1 st -6 th Dan
	4.1.1.4. Senior 16440 Individual Male Senior Special Technique 4 th -1 st Gup 16480 Individual Male Senior Special Technique 1 st -6 th Dan
	4.1.1.5. Veterans 17440 Individual Male Veterans Special Technique 4 th -1 st Gup 17480 Individual Male Veterans Special Technique 1 st -6 th Dan
4.1.2. Female	4.1.2. Female
4.1.2.1. Pre-Junior 23470 Individual Female Pre-Junior Special Technique	4.1.2.1. Pre-Junior 23440 Individual Female Pre-Junior Special Technique 4 th -1 st Gup 23470 Individual Female Pre-Junior Special Technique 1 st -3 rd Dan
4.1.2.2. Junior 24470 Individual Female Junior Special Technique	4.1.2.2. Junior 24440 Individual Female Junior Special Technique 4 th -1 st Gup 24470 Individual Female Junior Special Technique 1 st -3 rd Dan

4.1.2.3. Adult

25480 Individual Female Special Technique

4.1.3. Each competitor may attempt all the items listed in Appendix 6 for his/her group.

4.2. **Team**

4.2.1. Male

4.2.1.1. Pre-Junior

63470 Team Male Pre-Junior Special Technique

4.2.1.2. Junior

64470 Team Male Junior Special Technique

4.2.1.3. Adult

65480 Team Male Special Technique

4.2.2. Female

4.2.2.1. Pre-Junior

73470 Team Female Pre-Junior Special Technique

4.2.2.2. Junior

74470 Team Female Junior Special Technique

4.2.2.3. Adult

75480 Team Female Special Technique

4.3. Each team may attempt all the items listed in Appendix 6 for his/her group.

4.4. Each Male and Female Team (of any degree and weight) must consist of five (5) competitors and one (1) reserve (optional).

4.1.2.3. Adult

25440 Individual Female Special Technique

4th-1st Gup

25480 Individual Female Special Technique

1st-6th Dan

4.1.2.4. Senior

26440 Individual Female Senior Special Technique

4th-1st Gup

26480 Individual Female Senior Special Technique

1st-6th Dan

4.1.2.5. Veterans

27440 Individual Female Veterans Special Technique

4th-1st Gup

27480 Individual Female Veterans Special Technique

1st-6th Dan

4.1.3. Each competitor may attempt all the items listed in Appendix 6 for his/her group.

S5. Schedule 5 – Pre-Arranged Sparring Divisions

(see T 49.)

Pre-Arranged Sparring competitors will be organized into groups according to age, in accordance with the categories as listed below.

<i>World Championship</i>	<i>World Cup</i>
5.1. Team	5.1. Team
5.1.1. Pre-Junior 53570 Team Pre-Junior Pre-Arranged Sparring	5.1.1. Pre-Junior 53570 Team Pre-Junior Pre-Arranged Sparring 1 st -3 rd Dan
5.1.2. Junior 54570 Team Junior Pre-Arranged Sparring	5.1.2. Junior 54570 Team Junior Pre-Arranged Sparring 1 st -3 rd Dan
5.1.3. Adult 55580 Team Pre-Arranged Sparring	5.1.3. Adult 55580 Team Pre-Arranged Sparring 1 st -6 th Dan
	5.1.4. Senior 56580 Team Senior Pre-Arranged Sparring 1 st -6 th Dan
	5.1.5. Veterans 57580 Team Veterans Pre-Arranged Sparring 1 st -6 th Dan
5.2. A Pre-Arranged Team can be	
5.2.1. two (2) male competitors	
5.2.2. two (2) female competitors	
5.2.3. or one (1) male and one (1) female competitor	

S6. Schedule 6 – Numbers of Categories, Medals and Trophies
(see S 1., S 2., S 3., S 4., S 5)

6.1. World Championships

			Pre-Arranged	Special Team	Special	Power Team	Power	Pattern Team	Pattern 4	Pattern 3	Pattern 2	Pattern 1	Sparring	Sparring 7	Sparring 6	Sparring 5	Sparring 4	Sparring 3	Sparring 2	Sparring 1
Pre-Junior	male	black	53570	63470/73470	13470/23470			63270/73270			13260/23260	13250/23250	63170/73170	13177/23177	13176/23176	13175/23175	13174/23174	13173/23173	13172/23172	13171/23171
	female	black		64470/74470	14470/24470	64370/74370	14370/24370	64270/74270		14270/24270	14260/24260	14250/24250	64170/74170	14177/24177	14176/24176	14175/24175	14174/24174	14173/24173	14172/24172	14171/24171
Junior	male	black	54570	64470/74470	14470/24470	64370/74370	14370/24370	64270/74270		14270/24270	14260/24260	14250/24250	64170/74170	14177/24177	14176/24176	14175/24175	14174/24174	14173/24173	14172/24172	14171/24171
	female	black		65480/75480	15480/25480	65380/75380	15380/25380	65280/75280	15280/25280	15270/25270	15260/25260	15250/25250	65180/75180	15187/25187	15186/25186	15185/25185	15184/25184	15183/25183	15182/25182	15181/25181
Adult	male	black	55580	65480/75480	15480/25480	65380/75380	15380/25380	65280/75280	15280/25280	15270/25270	15260/25260	15250/25250	65180/75180	15187/25187	15186/25186	15185/25185	15184/25184	15183/25183	15182/25182	15181/25181
	female	black		66490/76490	16490/26490	66390/76390	16390/26390	66290/76290	16290/26290	16280/26280	16270/26270	16260/26260	66190/76190	16187/26187	16186/26186	16185/26185	16184/26184	16183/26183	16182/26182	16181/26181
Medals	gold	208	6	6	6	6	6	6	4	2	36	4	24	6	36	6	6	6	6	6
	silver	208	6	6	6	6	6	6	4	2	36	4	24	6	36	6	6	6	6	6
	bronze	416	12	12	12	12	12	12	8	4	72	8	48	12	72	12	12	12	12	12

In the team competitions Sparring, Pattern, Power Breaking and Special Technique the teams to be awarded will receive 6 medals each.

In the Pre-Arranged team competitions, the teams to be awarded will receive 2 medals each.

Categories total:	95			
Medals total:	832	208 gold	208 silver	416 bronze
Trophies total:	21	6 for Individual Overall		
		6 for Team Overall		
		1 for 1st Place of Nation Classification World Championship		
		1 for 2nd Place of Nation Classification World Championship		
		1 for 3rd Place of Nation Classification World Championship		
		1 for 1st Place of Nation Classification Junior World Championship		
		1 for 2nd Place of Nation Classification Junior World Championship		
		1 for 3rd Place of Nation Classification Junior World Championship		
		1 for 1st Place of Nation Classification Pre-Junior World Championship		
		1 for 2nd Place of Nation Classification Pre-Junior World Championship		
		1 for 3rd Place of Nation Classification Pre-Junior World Championship		

			Sparrring 1	Sparrring 2	Sparrring 3	Sparrring 4	Sparrring 5	Sparrring 6	Sparrring 7	Sparrring Team	Pattern 1	Pattern 2	Pattern 3	Pattern 4	Pattern Team	Power	Power Team	Special	Special Team	Pre-Arranged
Medals	gold	450	20	20	20	20	16	12	12	120	20	20	8	6	120	6	0	20	0	10
	silver	450	20	20	20	20	16	12	12	120	20	20	8	6	120	6	0	20	0	10
	bronze	900	40	40	40	40	32	24	24	240	40	40	16	12	240	12	0	40	0	20

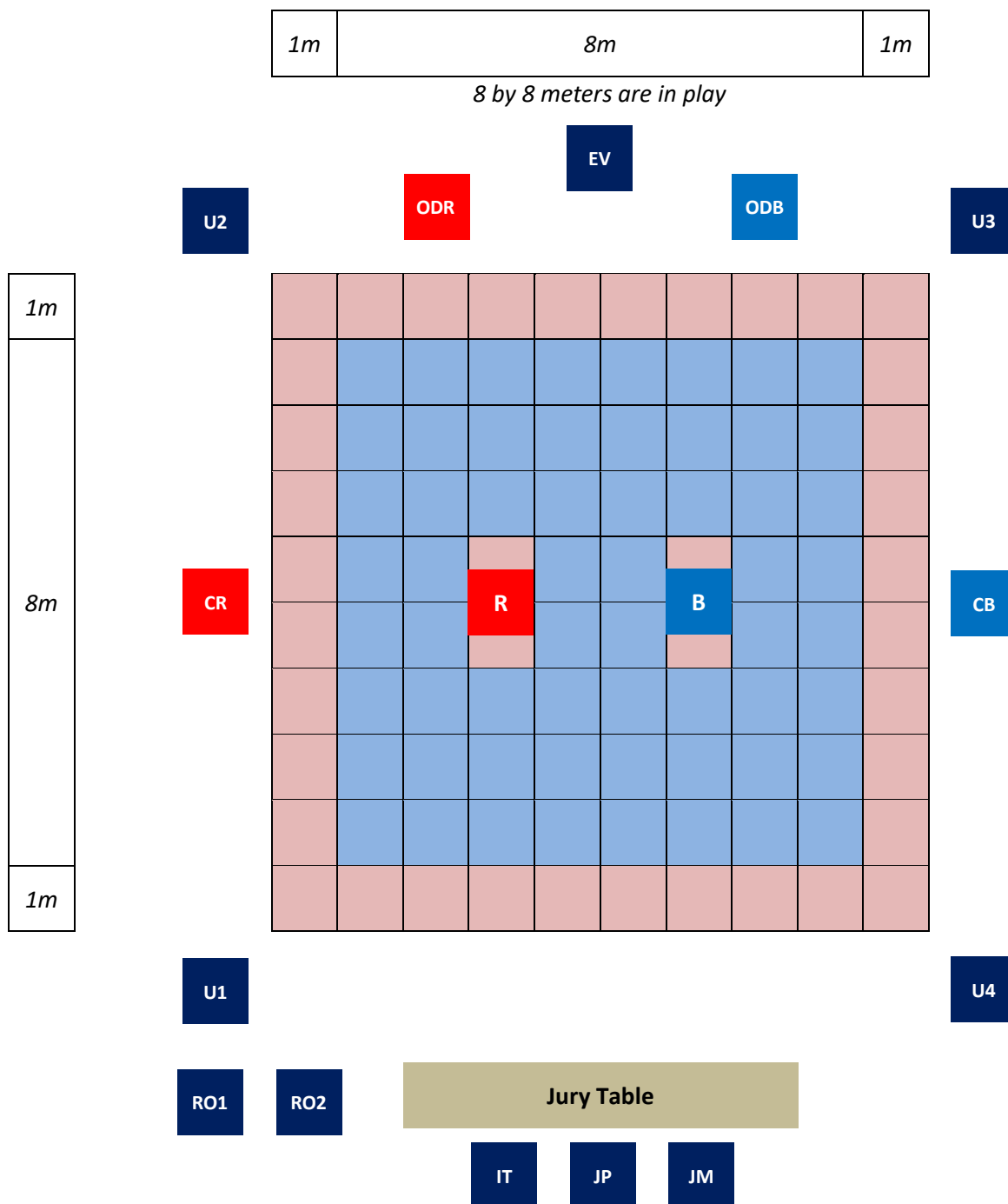
In the team competitions Sparrring and Pattern the teams to be awarded will receive 6 medals each.

In the Pre-Arranged team competitions the teams to be awarded will receive 2 medals each.

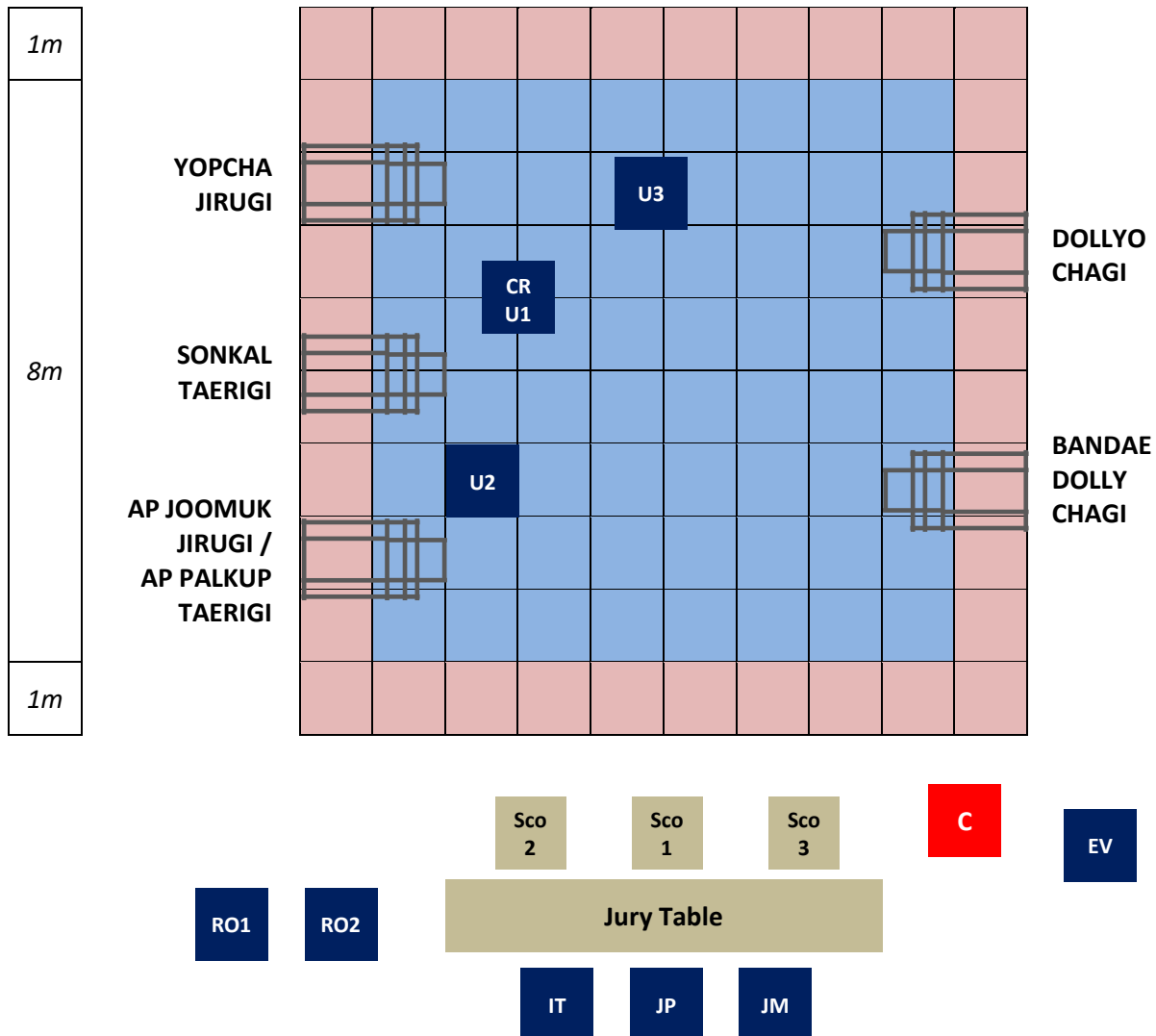
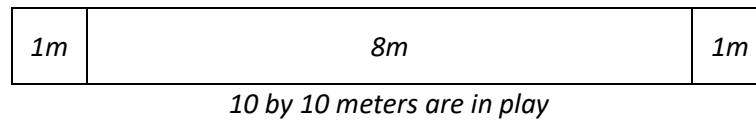
Medals total: 1800 450 gold 450 silver 900 bronze

Categories total: 245

D2. Diagram 2. Ring Size – Sparring, Team Sparring

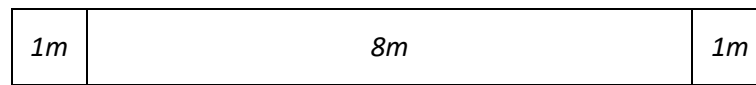


D3. Diagram 3. Ring Size – Power Breaking (Word-Championships)

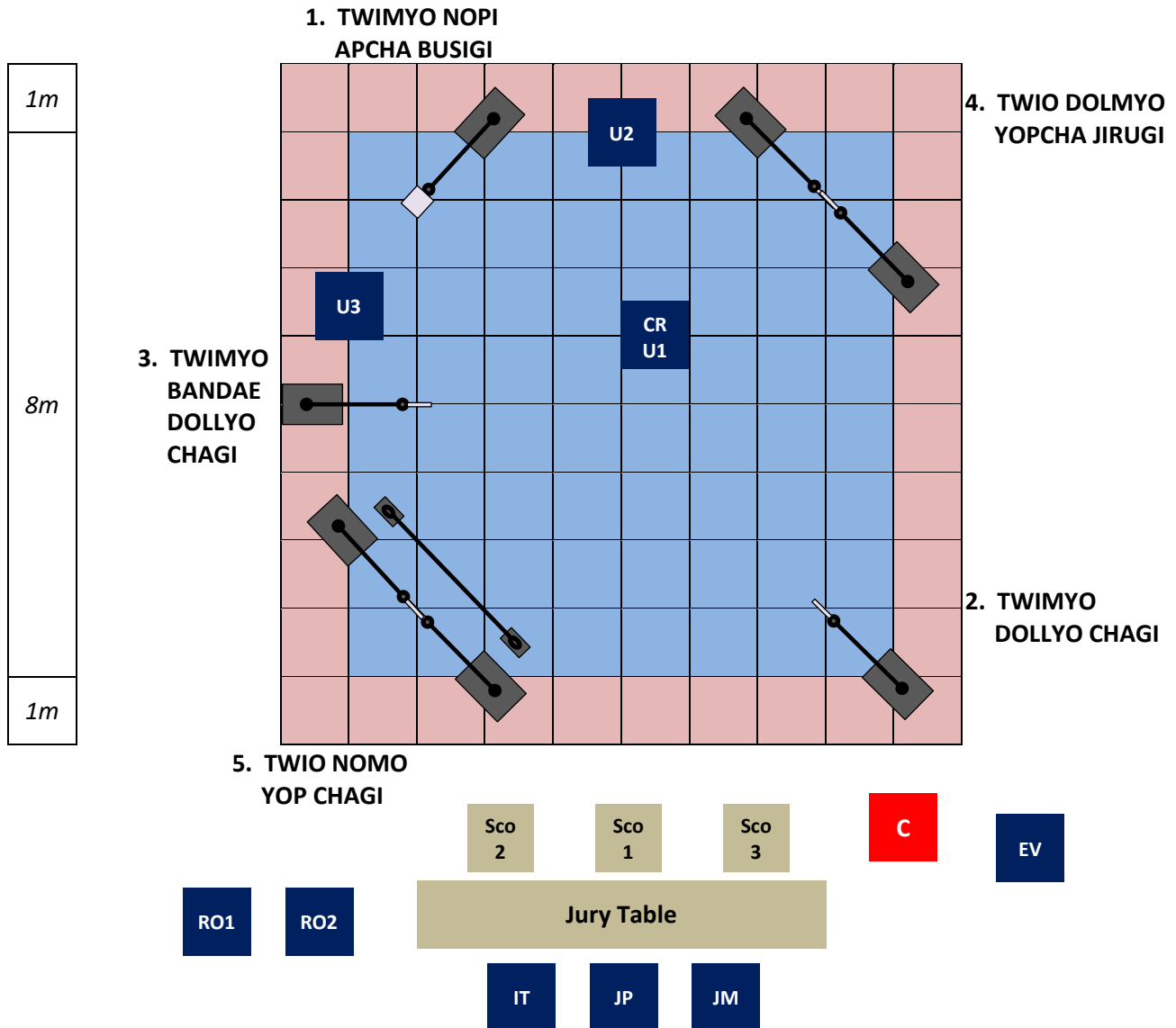


Power Breaking Machines from an ITF TUIC approved type are required.
A minimum of five (5) are required.
The horizontal positions of the boards in the ring are fixed. They can only be changed vertically.

D4. Diagram 4. Ring Size – Special Technique (Word-Championships)



10 by 10 meters are in play



Special Technique Machines from an ITF TUIC approved type are required.

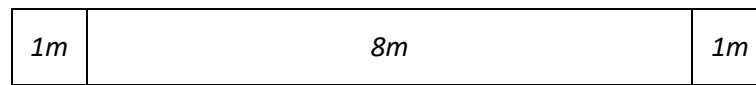
A minimum of five (5) are required however, where possible, seven (7) is preferred.

For the techniques Twio Dolmyo Yopcha Jirugi and Twio Nomo Yop Chagi, two (2) of each of these machines are required. One (1) from each side.

The horizontal positions of the boards in the ring are fixed. They can only be changed vertically.

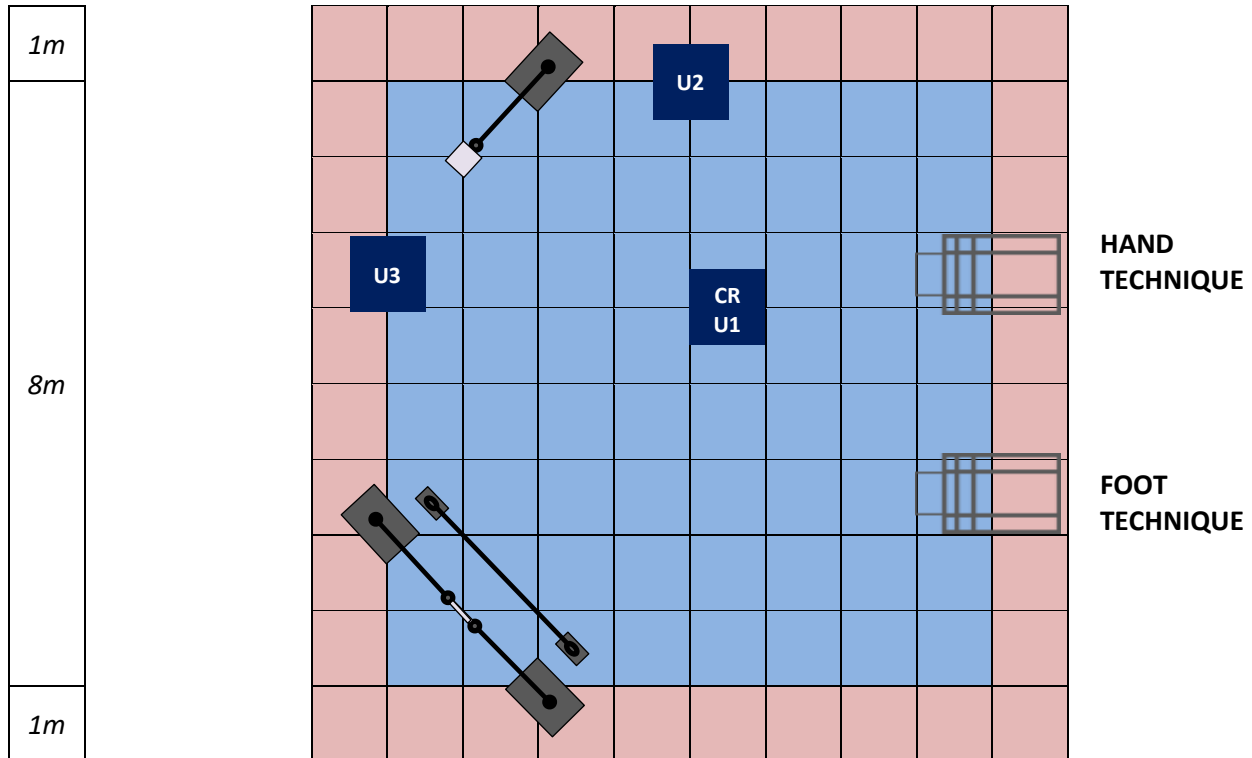
To change the distance between the hurdle and the board for the technique Nomo Yop Cha Jirugi, the hurdle can be moved in forward and backward.

D5. Diagram 5. Ring Size – Special Technique / Power Breaking (World Cup Events)

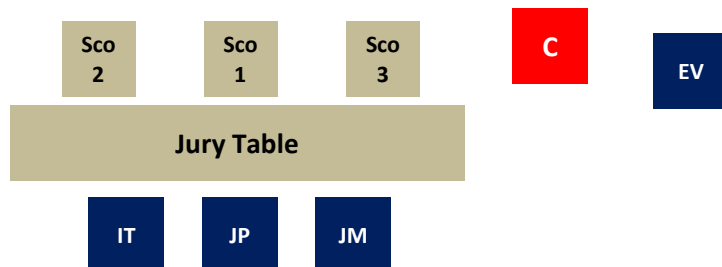


10 by 10 meters are in play

**1. TWIMYO NOPI
APCHA BUSIGI**



**2. TWIO NOMO
YOP CHAGI**



Special Technique Machines from an ITF TUIC approved type are required.

A minimum of three (3) are required.

For the technique Twio Nomo Yop Chagi, two (2) of these machines are required. One (1) from each side.

The horizontal positions of the boards in the ring are fixed. They can only be changed vertically.

To change the distance between the hurdle and the board for the technique Nomo Yop Cha Jirugi, the hurdle can be moved in forward and backward.

All machines (special and power) are in the ring always.

E.g. Power machines will not be moved out during Special Technique categories.

A1. Appendix 1 – Scoring Procedure

1.1. Purpose

The purpose of this Appendix 1 – Scoring Procedure is to:

- 1.1.1. Standardize the judgement criteria of Jury Members, Referees and Umpires.
- 1.1.2. Protect the authority of the Jury Members, Referees, and Umpires.
- 1.1.3. Outline the Rights and Duties of Jury Members, Referees and Umpires.

1.2. Application

These rules are to be applied at every official ITF sanctioned championship for degree holders.

1.3. Individual Pattern

- 1.3.1. Competitors will compete according to procedures defined in T25, 26, 27, 28 and 29.
- 1.3.2. Both competitors will perform, the designated patterns appropriate to their degree. (See article T27. of the Official ITF Rules of Competition).
- 1.3.3. The first designated pattern will be chosen at random from the last three patterns appropriate to their level of degree.
- 1.3.4. The second designated pattern will be chosen at random from the remaining patterns appropriate from Chon-Ji up to their level of degree.
- 1.3.5. All designated patterns shall be drawn at random using the ITF Electronic Scoring System and shall be overseen and verified by the Jury President.

Scoring Procedure

- 1.3.6. Umpires shall score all point(s) electronically as indicated in the Official ITF Rules of Competition, and the following decisions will apply:
 - Level 1: Umpires will deduct up to SIX (6) points in total (in .2 increments only) for each technical error noted or will give a total score of 0 if a major penalty event is noted.
 - Level 2: Umpires award up to FOUR (4) points (in 0.5 increments only) for performance in the areas of Overall Rhythm and Sine Wave (2 points), and Overall Power (2 points).

Total Score: The TUIC sanctioned Electronic System will calculate the total score for each competitor issued on the points awarded by each umpire in level 1 and 2.
- 1.3.7. The competitor obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.
- 1.3.8. In the case of a draw, another designated pattern must be performed (with the previous designated patterns removed from the draw) until the winner is decided.

INDIVIDUAL PATTERN - SCORING PER PATTERN

Level 1: You start 6 points– Please deduct for each penalty committed

Level 2: You can add 4 points in total for performance

PRE & POST PERFORMANCE PENALTIES (DEDUCT ONE (1) FULL POINT) FOR ANY OF THE FOLLOWING OCCURRENCES. MAXIMUM OF 1 FOUL PER PATTERN	
Fouls	Incorrect technical performance of Charyot Sogi (Crossing of arms in preparation; Stamping while coming to attention....)
	Not walking directly from edge of the ring to the pattern starting position
	Performing any stamping actions during entry into the ring
	Pausing during entry or exit from the ring to perform any technique or action
	Unsportsmanlike behaviour
DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO.....	
Scoring Level 1 (Maximum of 6 points total for deduction) ... for each mistake.	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height, or incorrect alignment
	Losing balance
	Not returning to the starting spot (within a distance of one shoulder radius)
	Returning to the starting spot with the wrong foot
	Stepping completely out of the ring (See Glossary)
	Inaccurate or Incorrect Stepping (foot placement after kicking, spot turning, pivoting, foot to foot placement, shifting, sliding....)
	Inaccurate or Incorrect Preparation or Execution of technique (i.e. crossing, pre-action, flying, jumping...)
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion (i.e. continuous, connecting, slow, fast, natural, normal)
	Attacking or defending with a wrong technique
	Incorrect suspension (holding) or termination (retraction) of a kick, according to the technical definition for that technique.
	Hesitating and/or stopping for more than a split of a second
	Lack of, and/or incorrect application of power in an individual movement
	Inaccurate or Incorrect Breathing in an individual or combination of movements (i.e. continuous, connecting, slow, fast, natural, normal)
	Inaccurate or incorrect Sine-Wave in an individual movement.
GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties (Given during Level 1 scoring)	Stopping the pattern completely or pausing for more than 2 seconds
	Failing to perform the designated pattern requested or performing a pattern out with the grade of the competitor
	Starting the pattern toward the wrong direction (side/front/rear)
	Starting a pattern with a different ready position than that specified by the technical directions of the pattern.
	Adding or omitting any movement or changing any sequence of movements that are not prescribed by the technical direction of the pattern. (e.g. performing two or more rising blocks in sequence rather than punches in Dan-Gun; mixing patterns)
	Failing to complete the prescribed sequence and direction of steps that complete the pattern diagram.
ADD A MAXIMUM OF 2 POINTS AT THE END OF THE PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2 (Button 2: Maximum of 2 points)	Overall Rhythm and Sine Wave
ADD A MAXIMUM OF 2 POINTS AT THE END OF THE PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2 (Button 3: Maximum of 2 points)	Overall Power

1.4. Team Pattern

1.4.1. Both teams shall perform both one (1) optional and one (1) designated pattern in the following order:

- Team 1 – Optional pattern
- Team 2 – Optional pattern
- Team 1 – Designated pattern
- Team 2 – Designated pattern

1.4.2. Scoring Procedure

Umpires shall score all point(s) electronically, as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

Level 1: Umpires will deduct up to SIX (6) points in total (in .2 increments only) for each technical error noted or will give a total score of 0 if a major penalty event is noted.

Level 2: Umpires award up to FOUR (4) points (in 0.5 increments only) for performance in the areas of Teamwork (2 points), and Choreography and Difficulty (2 points).

Total Score: The TUIC sanctioned Electronic System will calculate the total score for each team issued on the points awarded by each umpire in level 1 and 2.

1.4.2.1. The team obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.

1.4.2.2. In the case of a draw, another designated pattern must be performed (with the previous designated patterns removed from the draw) until the winner is decided.

TEAM PATTERN– SCORING PER PATTERN

Level 1: You start 6 points– Please deduct for each penalty committed

Level 2: You can add 4 points in total for performance

PRE & POST PERFORMANCE PENALTIES (DEDUCT ONE (1) FULL POINT) FOR ANY OF THE FOLLOWING OCCURRENCES. MAXIMUM OF 1 FOUL PER PATTERN	
Fouls	Incorrect technical performance of Charyot Sogi (Crossing of arms in preparation; Stamping while coming to attention....)
	Not walking directly from edge of the ring to the pattern starting position
	Performing any stamping actions during entry into the ring
	Pausing during entry or exit from the ring to perform any technique or action
	Unsportsmanlike behaviour

DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO	
Scoring Level 1 ... (Maximum of 6 points total for deduction) ... for each mistake.	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height, or incorrect alignment
	Losing balance
	Not returning to the starting spot (within a distance of one shoulder radius)
	Returning to the starting spot with the wrong foot
	Stepping completely out of the ring (See Glossary)
	Inaccurate or Incorrect Stepping (foot placement after kicking, spot turning, pivoting, foot to foot placement, shifting, sliding....)
	Inaccurate or Incorrect Preparation or Execution of technique (i.e. crossing, pre-action, flying, jumping...)
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion (i.e. continuous, connecting, slow, fast, natural, normal)
	Attacking or defending with a wrong technique
	Not withdrawing a snap kick immediately after execution (Front/Sidefront/Turning/Middle or High Twisting Kick)
	Failure of at least one competitor to continue the prescribed rhythm of the pattern at all times, (The pattern is considered in motion when 1 or 5 members continue the sequence)
	Hesitating and/or stopping for more than a split of a second
	Lack of, and/or incorrect application of power
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Sine-Wave in an individual movement and/or incorrect or inaccurate Rhythm in stepping or transitioning between movements.

GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties (Given during Level 1 scoring)	When the whole team stops the pattern completely or pause for more than 2 seconds
	Failing to perform the designated pattern requested or performing a pattern out with the grade of the competitor(s) within the team.
	Starting the pattern toward the wrong direction (side/front/rear)
	Starting a pattern with a different ready position than that specified by the technical directions of the pattern.
	Adding or omitting any movement, or changing any sequence of movements that are not prescribed by the technical direction of the pattern. (eg performing two or more rising blocks in sequence rather than punches in Dan-Gun; mixing patterns)
	Failing to complete the prescribed sequence and direction of steps that complete the pattern diagram.

Note: In Team Pattern the same single infraction (e.g., more than one team members have performed an inaccurate stance or more than one team members perform the same movement at the incorrect height or alignment) can only be assigned a **single 1 x 0.2pts** deduction for that particular infraction and not cumulative multiple 0.2pts deductions.

ADD A MAXIMUM OF 2 POINTS AT THE END OF THE PERFORMANCE (In 0.5 increments) FOR:	
Scoring Level 2 (Button 2: Maximum of 2 points)	Teamwork
ADD A MAXIMUM OF 2 POINTS AT THE END OF THE PERFORMANCE (In 0.5 increments) FOR:	
(Button 3: Maximum of 2 points)	Choreography, and Difficulty

1.5. Individual Sparring

Corner Umpires shall score all point(s) electronically, as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

- 1.5.1. The competitor obtaining the majority of umpire votes with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and advance to the next round of competition.
- 1.5.2. In the case of a draw, then a one (1) minute extension will follow.
- 1.5.3. In the case of another draw, the first scored point will decide who the winner is.

1.6. Team Sparring

Corner Umpires shall score all point(s) electronically as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

- 1.6.1. The team obtaining - after five (5) sparring bouts - the majority of total umpire votes shall be declared the winner and advance to the next round of competition.
- 1.6.2. In the case of a draw after the five (5) sparring bouts, each coach will select one (1) competitor to spar an extra bout of two (2) minutes.
 - 1.6.2.1. The competitor obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, shall be declared the winner and the Team shall advance to the next round of competition.
 - 1.6.2.2. In the case of another draw, the same competitor will spar again until the first scored point is made; the competitor with the majority of umpire votes, with a minimum of two (2) Umpire votes in his favour, will be declared the winner and the Team shall advance to the next round of competition.
 - 1.6.2.3. In the event that a competitor is: 1) withdrawing, 2) injured and therefore unable to continue competing according to the doctor's decision; 3) disqualified; or 4) receives three (3) directly given fouls, the other team shall receive four (4) points.

Implementation:

In the event that a competitor is withdrawing, injured, disqualified or receives 3 fouls, the Jury President will give permission to the IT-Umpire to execute the "Disqualify - (Red or Blue)" command on the computer, resulting in the opposing team automatically receiving 4 points.

1.7. **Power**

Umpires shall score all point(s) electronically as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

- 1.7.1. For each individual technique a competitor will have a maximum of 50 seconds from the starting command given by the Referee, until the final guarding block in the technique sequence has been executed.
- 1.7.2. Competitors and/or Teams shall receive 0 points per technique that exceeds the allocated time written in A1.7.1.
- 1.7.3. Referees may disallow an attempt for failure to maintain the following:
 - 1.7.3.1. Correct balance and posture throughout the attempt.
 - 1.7.3.2. Correct attacking tool in the correct manner.
- 1.7.4. Referees must examine each board before each attempt.
- 1.7.5. Each separated board will count as three (3) points and each bent board will count as one (1) point.
- 1.7.6. The highest scores will decide the 1st, 2nd and two (2) 3rd place winners. (Only in the event that two (2) or more competitors tie for third place, with the same total score in the same round of breaking, will there be two 3rd place winners.)

<i>World Championship</i>	<i>World Cup</i>
1.7.7. In the event of a tie, the Jury President will randomly draw one item from the list of techniques to be the tiebreaker.	1.7.7. In the event of a tie, the Jury President will randomly draw between hand and foot techniques to be the tiebreaker. The competitor can choose which hand or foot technique they will execute.
1.7.8. The Jury President will decide how many boards are to be used. The coaches shall indicate the competitors to perform. In the case of another tie this order will proceed until a winner is decided.	
1.7.9. Competitors and/or Teams that did not score any points at their first attempt during the match will not be allowed to continue the power breaking competition to determine any place and will not receive any medal.	

1.8. Special Technique

Umpires shall score all point(s) electronically as indicated in the Official ITF Rules of Competition and the following decisions will apply:

- 1.8.1. For each individual technique a competitor will have a maximum of 50 seconds from the starting command given by the Referee, until the final guarding block in the technique sequence has been executed.
- 1.8.2. Competitors and/or Teams shall receive 0 points per technique that exceeds the allocated time written in A1.8.1.
- 1.8.3. Referees may disallow a break due to the following:
 - 1.8.3.1. Using incorrect attacking tool or in the incorrect manner.
 - 1.8.3.2. Knocking down the obstacle when performing Twio Nomo Yop Chagi.
 - 1.8.3.3. Falling down (when any part of the body, other than the feet, touches the ground).
 - 1.8.3.4. Stepping completely out of the ring.
- 1.8.4. Referees must examine regularly each machine and/or board.
- 1.8.5. Each fully broken board will count as three (3) points and each half-broken board will count as one (1) point.
- 1.8.6. The highest scores will decide the 1st, 2nd, and two (2) 3rd place winners. (Only in the event that two (2) or more competitors tie for third place, with the same total score in the same round of jumping, will there be two 3rd place winners.)
- 1.8.7. In the event of a tie, the Jury President will select one item from the list to be the tiebreaker. He/She will decide how high the jump will be. The tied competitors will then carry on until the places are decided.
- 1.8.8. Competitors and/or Teams that did not score any points at their first attempt during the match will not be allowed to continue the special technique competition to determine any place and will not receive any medal.

1.9. **Pre-Arranged Free Sparring Competition**

Umpires shall score all point(s) electronically, as indicated in the Official ITF Rules of Competition. The team obtaining the majority of umpire votes shall be declared the winner and advance to the next round of competition according to the following criteria:

- 1.9.1. The team obtaining the majority of umpire votes, with a minimum of two (2) Umpire votes in his favor, shall be declared the winner and advance to the next round of competition.
- 1.9.2. In the case of a draw, both teams will perform an additional time, until the winner is decided.

Each team shall perform one at a time, and the Umpires shall give a score between 0 and 10 points, after having deducted points for errors, for each performance taking into consideration the following criteria:

1.9.3. **Scoring Procedure**

Umpires shall score all point(s) electronically, as indicated in the Official ITF Rules of Competition, and the following decisions will apply:

- 1.9.3.1. Level 1: Umpires will deduct up to SIX (6) points in total (in .2 increments only) for each technical error noted or will give a total score of 0 if a major penalty event is noted.
- Level 2: Umpires award up to FOUR (4) points (in 0.5 increments only) for performance in the areas of Teamwork (2 points), and Choreography and Difficulty (2 points).
- Total Score:** The TUIC sanctioned Electronic System will calculate the total score for each team issued on the points awarded by each umpire in level 1 and 2.

PRE-ARRANGED SPARRING SCORING

Level 1: You start with 6 points– Please deduct for each penalty committed

Level 2: You can add 4 points in total for performance

PRE & POST PERFORMANCE PENALTIES (DEDUCT ONE (1) FULL POINT) FOR ANY OF THE FOLLOWING OCCURRENCES. MAXIMUM OF 1 FOUL PER PERFORMANCE

Fouls	Incorrect technical performance of Charyot Sogi (Crossing of arms in preparation; Stamping while coming to attention....)
	Not walking directly from edge of the ring to the pattern starting position
	Performing any stamping actions during entry into the ring
	Pausing during entry or exit from the ring to perform any technique or action
	Unsportsmanlike behaviour

DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO

Scoring Level 1 ... (Maximum of 6 points total for deduction) ... for each mistake.	Performing any technique without an accessible, legitimate target
	Attacking or defending with an incorrect application of technique
	Performing any offensive, defensive or evasive movement without purpose/function/need, except during acrobatic movements
	Losing balance
	Failure to maintain appropriate distance for attack and defense exchange
	Shouting or "Kihap" at any time during performance, with exception of the final sequence
	Lack of and/or incorrect application of power
	Stepping completely out of the ring by either one or both competitors (See Glossary)
	Hesitating and/or stopping for more than a split of a second. (i.e. Failure of at least one competitor to be engaged in action at all times.)
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique (i.e. crossing, pre-action, flying, jumping...)
	Inaccurate or Incorrect Sine-Wave and/or stepping Rhythm
	Inaccurate or Incorrect Stance
	Inaccurate or Incorrect Motion (i.e. continuous, connecting, slow, fast, natural, normal)
	Assisting opponent during execution of technique or movement
	Not withdrawing a snap kick immediately after execution (Front/Sidefront/Turning/Middle or High Twisting Kick)

GIVE 0 POINTS (for entire performance) FOR:

Terminal Penalties (Given during Level 1 scoring)	Not meeting the minimum and/or maximum time requirements
	Pausing and/or stopping for more than 2 full seconds at any time during the performance (Both athletes must have stopped the performance e.g. <i>forgetting the performance, or waiting for the clock at the end of the performance</i>)
	Performing more than three (3) acrobatic sequences per team
	Failure to block and/or evade an opponent's attack at any time other than the final blow and/or final sequence

Note: In the event that a single technique has multiple errors, deduct one penalty for each error performed

ADD A MAXIMUM OF 2 POINTS AT THE END OF THE PERFORMANCE (In 0.5 increments) FOR:

ScoringLevel 2 (Button 2: Maximum of 2 points.) (Button 3: Maximum of 2 points)	Teamwork
	Choreography, and Difficulty

1.9.4. Teams shall compete according to the following rules and regulations:

- 1.9.4.1. Pre-Arranged Free Sparring shall consist of movements as shown in the encyclopaedia, manuals and/or CD-ROM, and as taught during the International Instructor Courses (IIC).
- 1.9.4.2. Attacking techniques (with exception of the final blow) must be blocked or avoided and must be performed with realism.
- 1.9.4.3. Competitors may be from 1st to 6th degree and must be either male, female or mixed couples.
- 1.9.4.4. Bout duration shall consist of one (1) round: minimum 60 seconds – maximum 75 seconds.
- 1.9.4.5. Teams that exceed the 75-second duration of the bout shall receive 0 points.
- 1.9.4.6. Teams that perform less than the required minimum of 60 seconds shall receive 0 points.
- 1.9.4.7. Protection gear may be worn as written in Official ITF Rules of Competition art.T.7.a. Point ii and T.7. b.
- 1.9.4.8. No more than a total of three (3) acrobatic sequences of technique, that are not part of the Taekwon-Do syllabus, may be performed during the bout by each team.
- 1.9.4.9. If one or both team members perform more than a combined total of three (3) acrobatic sequences of technique during the bout, the team shall receive 0 points.

A2. Appendix 2 – Approved Clothing

2.1. APPROVED DOBOKS AND BELTS

In accordance with Article T6 the following items have officially been approved by the ITF Tournament, Umpire and IT Committees (TUIC) for use in ITF World Championship and World Cup Competitions.

NO OTHER doboks are currently approved, or permitted, for use in ITF World Championship or World Cup Competition.


2.2. DOBOKS

Competitors, while competing must wear the “official approved” TKD dobok with badges officially approved by the ITF. The black belt must be of the official dimensions and must indicate the competitor’s degree. Female competitors may wear a white T-shirt under the dobok jacket.

All ITF Approved Doboks must conform to the following criteria:

- 2.2.1. **Manufacturer Labels:** Approved Manufacturer/Suppliers will be permitted to place their logo, measuring no greater than 8cm wide by 5cm high, on the dobok in the following locations:
 - 2.2.1.1. On the Right (R) sleeve. Positioned on the outside of the arm, between the elbow and shoulder.
 - 2.2.1.2. On the Right (R) pant. Positioned on the front of the thigh, between the knee and the waist.
- 2.2.2. **Sponsorship:** Competitors are permitted to display personal sponsor’s logos, according to the following criteria:
 - 2.2.2.1. Total area of sponsorship must measure no greater than 8cm wide by 5cm high
 - 2.2.2.2. Located on the left (L) sleeve. Positioned on the outside of the arm, between the elbow and shoulder.
 - 2.2.2.3. Any sponsor logo or image must be in good taste and must be approved by the ITF Umpire Committee.
- 2.2.3. **National Emblem/Flag or National Association / School Crest:**
 - 2.2.3.1. For the World Championships: competitors are permitted to display either their national flag or national logo on their dobok on the front right (R) chest of their dobok, directly opposite the ITF Logo.
 - 2.2.3.2. For the World Cup Only: Competitors are permitted to display their national flag, national association or school/club crest on the front right (R) chest of their dobok, directly opposite the ITF Logo.
 - 2.2.3.3. If displayed, Flags, Logos, and crests **must** be located on the front right (R) chest of their dobok, directly opposite the ITF Logo.
 - 2.2.3.4. If displayed, Flags, Logos, and crests must be no larger 85 mm wide and 65 mm height.

**OFFICIALLY APPROVED ITF DOBOK MARKINGS FOR
WORLD CHAMPIONSHIPS AND WORLD CUP**



The diagram shows three pieces of ITF dobok: a front view of a jacket, a back view of a jacket, and a pair of pants. Colored arrows point from specific markings on the dobok to corresponding text boxes on the right. The arrows are: a gold arrow from the traditional ITF crest on the left chest to the first box; a blue arrow from the new ITF crest on the left chest to the second box; a blue arrow from the ITF sponsor logo on the right sleeve to the third box; a green arrow from the ITF sponsor logo on the right thigh to the third box; a red arrow from the personal sponsorship logo on the left sleeve to the fourth box; a green arrow from the national flag/emblem on the right chest to the fifth box; a purple arrow from the ITF label on the inside flap to the sixth box; a blue arrow from the country name on the back to the seventh box; an orange arrow from the ITF text on the pants to the eighth box; and a blue arrow from the ITF text on the pants to the eighth box.

- Traditional ITF Crest located on left (L) chest of jacket.
- Total Dimensions: 7cm high * 7cm wide
- NEW ITF Crest located on left (L) chest of jacket, below traditional ITF Crest.
- Total Dimensions: 9cm wide * 3.5cm high
- ITF Sponsor's logo ONLY at the right (R) sleeve of the jacket, above elbow level.
- ITF Sponsor's logo ONLY at the right (R) part of the dobok pants. Positioned on the front of the thigh, between the knee and the waist.
- Both areas shall measure no greater than 8cm long * 5cm high
- NO other logos allowed
- Personal Sponsorship is permitted only on the Left (L) sleeve of the jacket, above elbow level, measuring a maximum of 8cm long * 5cm high
- Logo must be approved by ITF Tournament and Umpire Committees.
- No Sponsor logos or publicity is allowed on any other part of the dobok pants and, or jacket
- National Flag or Emblem MAY be worn on the right (R) chest, opposite the ITF Crest
- Crest may be no larger than 85 mm wide and 65 mm height
- ITF Approved label must be printed on the inside flap of the jacket
- Country Name **MUST** be printed on the back (only World Championship, in World Cup **MAY** be printed the Country Name, the Club Name or nothing on the back)
- Must be located above or below the belt level
- Letters must be all black
- Height of letters: 4cm – 8cm
- New ITF text located horizontally on both legs of the pants at knee level
- Letters must be all black
- Total Dimensions: 7cm wide * 5cm high

2.3. **BELTS**

All ITF Approved Black Belts must conform to the following criteria:

2.3.1. Pre- Junior and Junior Black Belt: Junior Competitors under the age of 18 years must wear a Junior Black Belt.

2.3.1.1. The Pre-Junior and Junior Black Belt:

- 2.3.1.1.1. Of sufficient length to wrap only one time around the waist
- 2.3.1.1.2. Width is a maximum of five (5) cm.
- 2.3.1.1.3. Belt has a one (1) cm wide, white stripe running lengthwise through the center of the belt.
- 2.3.1.1.4. White stripe is on one side (face) of the belt only.
- 2.3.1.1.5. Belts must indicate the competitor's degree in gold-coloured Roman Numerals, positioned transversally across one end of the belt
- 2.3.1.1.6. The belt may optionally:
 - 2.3.1.1.6.1. Indicate the competitors name on one end of the belt.
 - 2.3.1.1.6.2. Indicate the name "International Taekwon-Do Federation" or "Taekwon-Do" in Korean
 - 2.3.1.1.6.3. Indicate the name of the wearer's National or Allied National Association
 - 2.3.1.1.6.4. The colour of any writing must be gold (yellow).

2.3.2. Adult Black Belt: Competitors aged 18 and over wear a Adult Black Belt

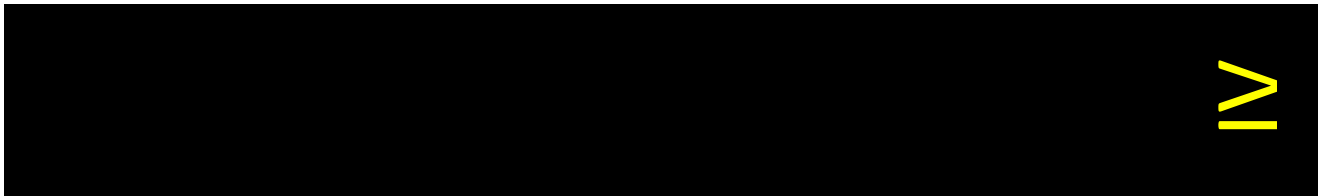
2.3.2.1. The Adult Black Belt

- 2.3.2.1.1. Of sufficient length to wrap only one time around the waist
- 2.3.2.1.2. Width is a maximum of five (5) cm
- 2.3.2.1.3. Colour is completely black.
- 2.3.2.1.4. Belts must indicate the competitor's degree in gold coloured Roman Numerals, positioned transversally across one end of the belt
- 2.3.2.1.5. The belt may optionally:
 - 2.3.2.1.5.1. Indicate the competitors name on one end of the belt.
 - 2.3.2.1.5.2. Indicate the name "International Taekwon-Do Federation" or "Taekwon-Do" in Korean
 - 2.3.2.1.5.3. Indicate the name of the wearer's National or Allied Association
 - 2.3.2.1.5.4. The colour of any writing must be gold (yellow).

Note:

The following images are examples and are not limited to type face, calligraphy and ITF-initials. However ITF crests or logos are not permitted on the belt.

Official Adult Black Belt – “MINIMUM REQUIREMENTS”

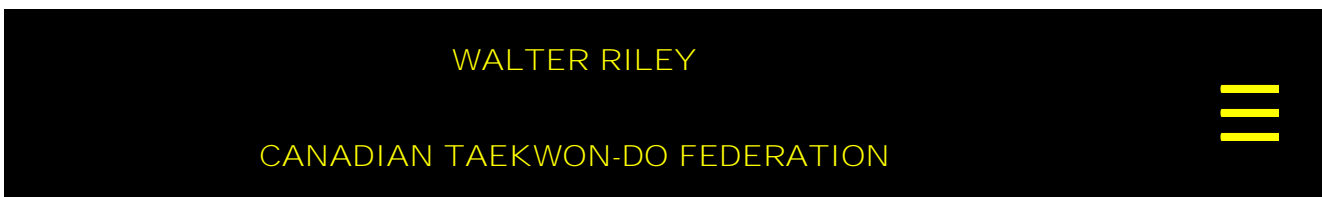


Official Pre-Junior and Junior Black Belt: “MINIMUM REQUIREMENTS”



This belt is to be worn by all black belt members under the in the competition valid age of 18.

Official Adult Black Belt with “OPTIONAL INFORMATION” for EXAMPLE



1. Name
2. Name of National or Allied Association

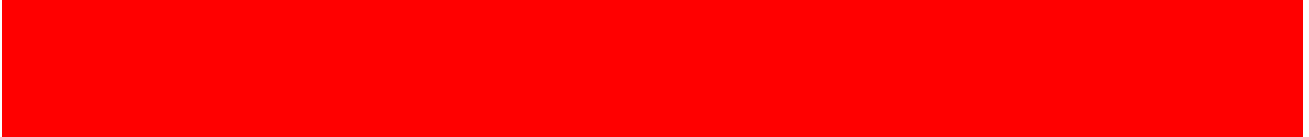
Official Pre-Junior and Junior Black Belt with “OPTIONAL INFORMATION” for EXAMPLE



1. Name
2. International Taekwon-Do Federation in Korean Calligraph

- 2.3.3. **All ITF Coloured Belts must confirm to the following criteria** (only World Cup):
- 2.3.3.1. All coloured belts for Juniors and Adults must be of one colour.
 - 2.3.3.2. A belt for an odd numbered gup must have a cross stripe in the appropriate color about 5cm from the left end of the belt.

Example 2nd gup



Example 1st gup



2.4. COACHES DRESS REQUIREMENTS

In accordance with *Article T14 of the Official ITF Rules of Competition*, criteria for Coach's Dress has been approved by the ITF Tournament, Umpire and IT Committees (TUIC) for wear in ITF World Championship and World Cup Competitions.

Coaches, while on the competition floor, must wear the "official approved" Coach's Dress with markings officially approved by the ITF. The Country Name must be written in the back of the shirt.

T 14. COACHES (excerpt)

"...Coaches must wear a training suit (i.e. pants, t-shirt or polo shirt and/or athletic jacket), gymnastic shoes and carry a towel. Coaches are not allowed to wear bag packs and/or other non Taekwon-Do items in the competition area..."



- Coaches **MUST** wear a training suit (i.e. T-Shirt, Polo Shirt, pants, and/or jacket)

- Coaches **MUST** wear gymnastic shoes

- Coaches **MUST** carry a towel

- Coaches **MAY** bring a water bottle

- Country Name **MUST** be printed on the back (only World Championship, in World Cup **MAY** be printed the Country Name, the Club Name or nothing on the back),
Recommended height of letters: 4cm – 8cm

- Coaches are **NOT** allowed to wear bag packs and/or other non Taekwon-Do items in the competition area



2.5. UMPIRE'S DRESS REQUIREMENTS

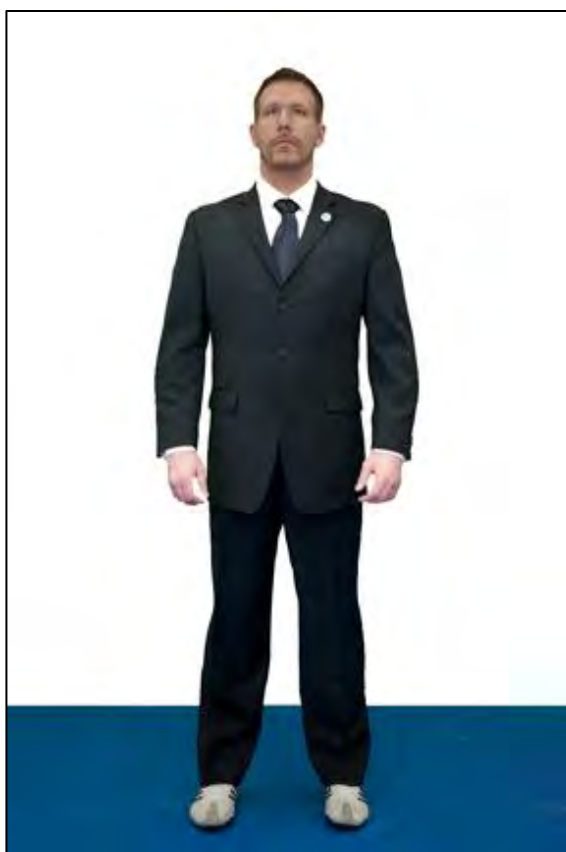
In accordance with *Article T6 of the Official ITF Rules of Competition*, the criteria for Umpire's Dress has been approved by the ITF Tournament, Umpire and IT Committees (TUIC) for wear in ITF World Championship and World Cup Competitions.

T 6. Dress regulation

The Umpire's dress code consists of:

- 2.5.1. Blue blazer/jacket,
- 2.5.2. White, long sleeved, shirt
- 2.5.3. Blue trousers,
- 2.5.4. Blue tie
- 2.5.5. White socks,
- 2.5.6. White gymnastic shoes
- 2.5.7. A pen.

The Umpire Committee may, at its discretion, change the above dress requirements, for certain international events, due to weather, health or other requirements.



and



- Blue blazer/jacket

- White, long sleeved, shirt

- Blue trousers

- Blue tie

- White Socks

- White gymnastic shoes

- A pen

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 Tournament Committee, ITF Umpire Committee and ITF IT Committee (TUIC)

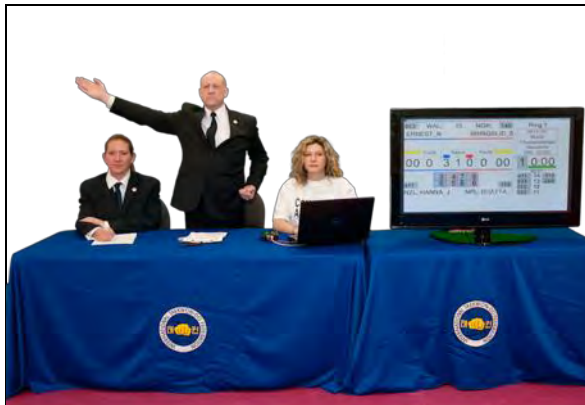
JURY PRESIDENT HAND SIGNALS



Waiting to give decision



Draw



Blue Wins



Red Wins



Disqualify (Blue)



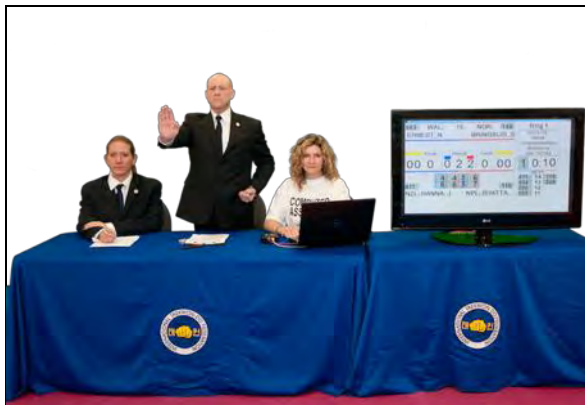
Time Stop (JUNG JI)



Call one (1) Corner Official to the Jury Table



Call all Officials to the Jury Table



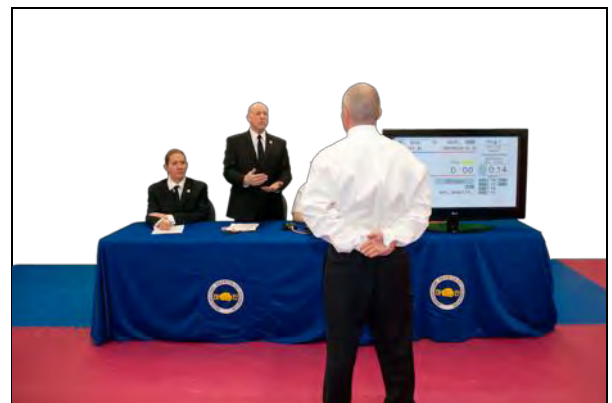
Send one (1) Corner Official back to his/her chair



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

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



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



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



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

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"

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"*

AT THE END OF A MATCH



1. Drop hand between competitors to stop for end of match. "Goman"



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"

AT THE END OF A MATCH *(continued)*



10. Center Referee takes the competitor's arms.



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

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

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**

3.1. **WARNINGS**

Warnings may be issued for the following offences:

See photographs on next page.

3.1.1. **Pretending to have scored a point or refuting a potential scored action by gesturing with the arm or hand.**

Attempting to influence the umpires through acting or suggestion.

3.1.2. **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.

3.1.3. **Falling down, whether intentional or not.**

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

3.1.4. **Faking an injury.**

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

3.1.5. **Intentionally avoiding sparring.**

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

3.1.6. **Unintentional attack to an illegal target.**

Any prohibited target, both above and below the belt.

3.1.7. **Adjusting equipment during the bout without the consent of the Center Referee.**

Attempting to delay time or any other manipulation of time.

3.1.8. **Pushing with the hands, shoulders or body.**

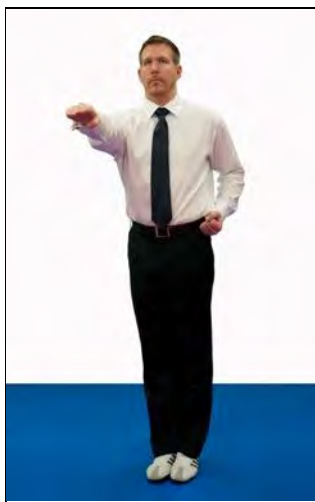
Using the hands, shoulders or body to create distance, unbalance or relocate the opponent.

WARNINGS



1. Pretending to have scored a point or refuting a potential scored action by gesturing with the arm or hand.

(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)

3.2. **FOULS**

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

3.2.1. **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.

3.2.2. **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.

3.2.3. **Leg Sweeping.**

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

3.2.4. **Holding or grabbing.**

Retaining any part of the body.

3.2.5. **Intentional attack to an illegal Target**

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

3.2.6. **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)*

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 JUM 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. "Haechyoo"



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 Jum Hanna"



4. Center Referee returns competitors to Ready Position.



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

3.3. **DISQUALIFICATIONS**

Disqualifications may be issued for the following offences:

3.3.1. **Misconduct against officials or ignoring instructions.**

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

3.3.2. **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.

3.3.3. **Receiving three (3) minus points/fouls directly given by the Center Referee.**

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

3.3.4. **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.

3.3.5. **Loss of temper.**

Failure to control behaviour, words and/or emotions.

3.3.6. **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.

3.3.7. **Biting, scratching.**

Use of the teeth or nails to attack an opponent.

3.3.8. **Attacking with the knee, elbow or forehead.**

Use of prohibited attacking tools.

3.3.9. **Being responsible for causing a loss of consciousness**

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

See Rule T. 39 *A competitor that is culpable for causing a loss of consciousness or causing a concussion in sparring competition may be disqualified. The unconscious or concussed competitor shall not be able to compete again during the whole event, and as such will forfeit any remaining matches or events.*

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”

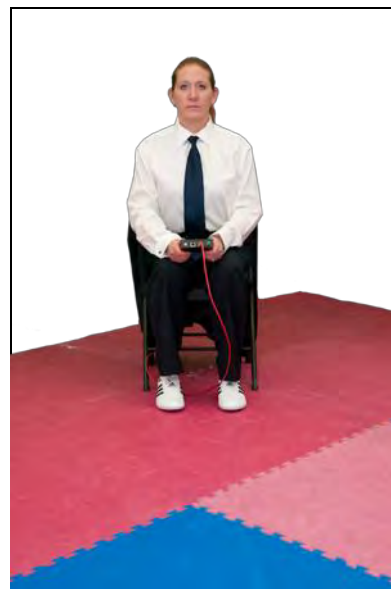
CORNER UMPIRE POSTURES



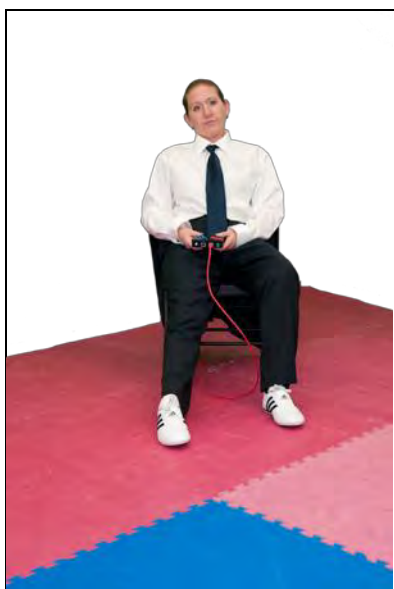
Correct Posture: Standing



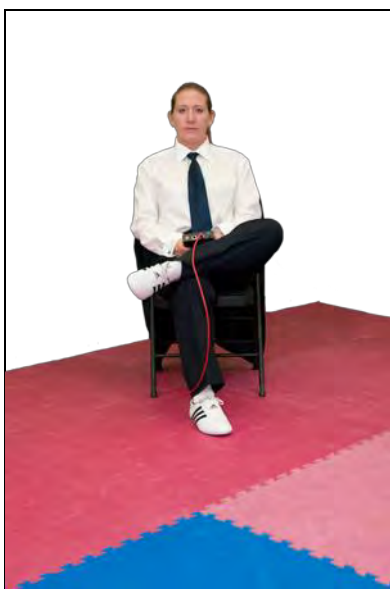
Correct Posture: Standing



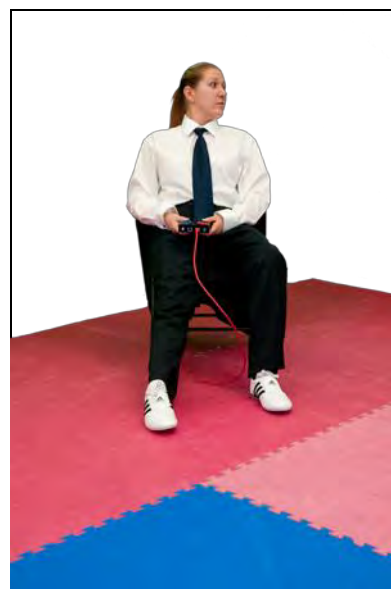
Correct Posture: Seated



 Incorrect Posture: Seated



 Incorrect Posture: Seated



 Incorrect Posture: Seated

CORNER UMPIRE POSTURES *(continued)*



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



**First Point Scored
Standing**



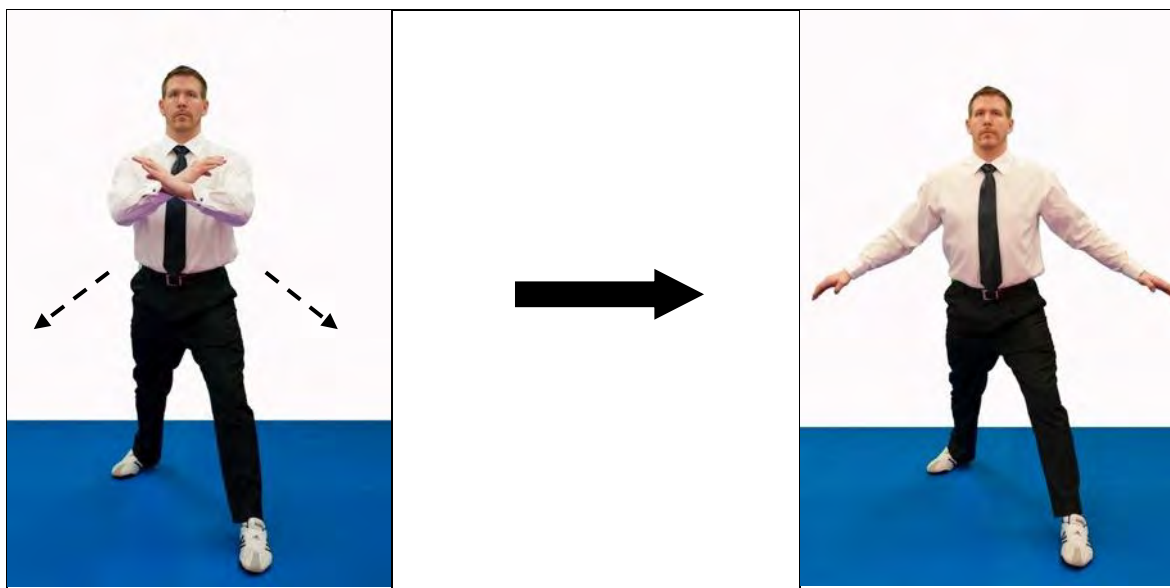
**First Point Scored
One step to the side (Right)**



**First Point Scored
Incorrect Posture**

HAND SIGNALS **POWER BREAKING AND SPECIAL TECHNIQUE**

No point awarded for Break



No Break

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

A4. Appendix 4 – NGB GUARANTEE

This document outlines the protocols regarding the Application for Approval for sponsorship/advertising items on competitors' doboks and equipment as well as the clothing and equipment of delegates. These protocols are considered of full force and effect as of September 31, 2013.

Please review these regulations and protocols and sign the attached SPONSORSHIP/ADVERTISING DISCLOSURE, indicating that you have read, understand and agree to comply with the attached protocols. Please forward the signed letter of disclosure to the Chair of the ITF Umpire Committee. This letter will be kept on file as your agreement for all members and delegates to abide by the protocols set forth and to accept any decision and or action necessary to enforce these protocols.

Should you have any questions or concerns, please do not hesitate to contact the Chair of the ITF Umpire Committee for clarification.

Best Regards

Grandmaster Abelardo Benzaquen	Chairman
Grandmaster Ruben Suarez	Member
Grandmaster Gordon Wallace	Member
Master Kurt Ottesen	Member

Attached: Sponsorship/Advertising Disclosure, Appendix 4 – Sponsorship Approval
CC: Our files

SPONSORSHIP / ADVERTISING DISCLOSURE
ASSURANCE OF ADHERENCE

One form for each sponsor: to be completed and signed by the Head of Delegation and forwarded to the ITF Umpire Committee, prior to the first day of the event.

Head of Delegation: *(Insert Name)*

On behalf of: *(Insert name of National Governing Body or Allied National Association)*

Country: *(Insert name Country)*

Sponsorship of: *(Insert name of Competitor(s), or Team(s))*

Sponsored by: *(Insert name of Sponsor)*

In accordance with the Official ITF Rules of Competition: Appendix 2 – Approved Clothing, and Appendix 4 – Sponsorship Approval:

The above noted Chief of Delegation

1. does hereby assure that they have read and fully understand the regulations and requirements of Sponsorship/Advertising and does fully agree to follow said regulations,
2. does hereby assure that the above noted Sponsor and all associated images, logos, word marks and text does adhere strictly to, and meets the requirements of, Appendix 4 – Sponsorship Approval,
3. does hereby agree to abide by any decision made by the ITF Umpire Committee regarding the appropriateness of said sponsorship/advertising, in the event there is any doubt or question as to compliance or appropriateness of said sponsorship/advertising,
4. does hereby agree to accept any and all actions and or penalties applied by the ITF Umpire Committee in the event of non-compliance with, or a breach of, the above referenced regulations.

SIGNATURE: *(Insert Signature of Chief of Delegation)*

DATE: _____ *Day* / _____ *month* / _____ *year*

A5. Appendix 5 – SPONSORSHIP/ADVERTISING APPROVAL

5.1. OVERVIEW

These regulations are made pursuant to Article T6 of Official ITF Rules of Competition - Appendix 2 – Approved Clothing. Of specific note is the following clause:

5.2. Appendix 2 – Approved Clothing.

5.2.1. **Sponsorship:** Competitors are permitted to display personal sponsors' logos, according to the following criteria:

- 5.2.1.1. Total area of sponsorship must measure no greater than 8cm wide by 5cm high
- 5.2.1.2. Located on the left (L) sleeve. Positioned on the outside of the arm, between the elbow and shoulder.
- 5.2.1.3. Any sponsor logo or image must be in good taste and must be approved by the ITF Umpire Committee.

Competitors, teams and delegations participating in ITF World Championship and World Cup competitions must comply with these regulations. It is recommended that National Governing Bodies and/or Allied National Associations seeking clarification of any of the regulations do so by referring to the specific rules of competition.

We would encourage National Governing Bodies and/or Allied National Associations to seek clarification at the earliest possible time, in relation to designs, content or nature of sponsorship/advertising from the ITF Umpire Committee. National Governing Bodies and/or Allied National Associations are reminded to ensure compliance with these regulations prior to commencing the manufacturing or screening process.

Heads of Delegations for each National Governing Bodies and/or Allied National Associations are REQUIRED to submit an ASSURANCE OF ADHERENCE for each sponsor to be represented on their teams'/competitors' doboks, clothing and equipment, guaranteeing the Sponsor and all associated images, logos, word marks and text does adhere strictly to, and meets the requirements of, Appendix 4 – Sponsorship Approval. The responsibility of compliance rests solely on the National Governing Body and/or Allied Association.

Approval for each sponsorship/advertising is not necessary, as the ASSURANCE OF ADHERENCE is the guarantee of the National Governing Body and/or Allied National Association that said sponsorship/advertising is indeed in compliance. Only in the event of questionable sponsorship/advertising will formal approval from the ITF Umpire Committee be required.

The ITF Umpire Committee reserves the right to inspect any and all sponsorship/advertising on doboks, clothing and or equipment for compliance at any time during, and at any venue of the event, and to approve or disallow any sponsorship/advertising for non-compliance at any time.

All decisions made by the International Taekwon-Do Federation Umpire Committee in these regards shall be final and binding.

The ITF Umpire Committee has produced a practical guide ([Appendix 2 - ITF Approved Clothing](#)) on how to apply the formal regulations relating to sponsorship on the competitor's doboks. This can be found on the official ITF website.

All photographs, images, designations, messages, logos, trademarks, names and emblems are reproduced here for illustrative purposes only. All copyright, trademarks and other intellectual property rights vest in and remain the legal property of the rightful owners.

For any further clarification on the contents of this publication and matters relating to it, please contact the Chair of the ITF Umpire Committee.

5.3. **DEFINITIONS AND INTERPRETATION**

5.3.1. **Sponsorship /Advertising** Any designation, message, logo, trademark, name or emblem of any nature. All sponsorship must conform to the rules and regulations as outlined in the Official ITF Rules of Competition including limitations to size, placement and subject.

(**Note:** in calculating the area of any sponsorship referred to in these regulations, the usual mathematical formula will be used, and any outlines or box surrounds of the relevant designation, message, name, logo, emblem or mark, and all included space, shall be considered as part of the area of advertising.)

5.3.2. **Dobok** The official approved uniform worn by the competitor, as specified in the Official ITF Rules of Competition. Consists of pants and jacket of an approved model manufactured by an approved supplier.

5.3.3. **Belt** The belt worn by the competitor, with required rank indicated in gold/yellow-coloured roman numerals, marked transversely across a minimum of one end. Includes any/all officially permitted markings, as specified in the Official ITF Rules of Competition.

5.3.4. **Equipment** The officially mandated equipment of a competitor, and shall include without limitation; safety hand protectors, safety foot protectors, safety helmet, mouth guards, shin guards, groin protectors, under-dobok chest protectors, and equipment bags.

5.3.5. **Clothing** Any garments including though not limited to; athletic clothing (pants, jackets, shorts, t-shirts, sweaters, headbands), worn by competitors, coaches, dignitaries and supporters while in the competition area or any related venues at any time.

5.3.6. **Approved Supplier** Manufacturers that have received official approval from the International Taekwon-Do Federation to manufacture approved doboks, safety equipment, breaking boards and other related items.

5.3.7. **Delegation** Includes all persons in attendance that represent the national team and includes, though is not limited to; Chief of Delegation, dignitaries, coaches, assistants, managers, medical personnel, and includes any support persons associated with said team, in attendance at the competition sight or any competition associated venue.

5.4. **PROCEDURE - APPLICATION FOR APPROVAL OF SPONSORS IN QUESTION**

The following procedure is to be used to seek clarification and formal approval, **ONLY** in the event that a proposed sponsor may represent products, services or activities that may be questionable in accordance with the rules and regulations as set forth in this document.

- 5.4.1. Prior to procuring any sponsorship/advertising, activity or service that may be in question, National Governing Bodies, Allied National Associations, delegations and/or competitors should send a written request for approval to the Chair of the ITF Umpire Committee.
 - 5.4.1.1. Application for Approval shall include a description, in English, of the Sponsor's services, products and/or scope of business to ensure that it falls within the scope of ethical and moral acceptability
 - 5.4.1.2. Application for Approval shall include an English translation of any and all text included in the sponsorship/advertising
 - 5.4.1.3. Application for Approval shall include a true graphic or photo representation of the sponsorship/advertising in question
 - 5.4.1.4. Graphic or photo shall be provided in actual size.
 - 5.4.1.5. Exact measurements and dimensions shall be clearly marked on the graphic or photo.
 - 5.4.1.6. Exact placement of the sponsorship/advertising shall be clearly marked on the graphic or photo.
- 5.4.2. Upon receipt of Application for Approval, the ITF Umpire Committee shall review the application for compliance with the Official ITF Rules of Competition - Appendix 2 – Approved Clothing.
- 5.4.3. Compliance shall be assessed based upon actual compliance to the written rules and regulations as well as consideration given to the intent of the rules and regulations, and in respect of Tenets of Taekwon-Do and common ethical and moral considerations.
- 5.4.4. The ITF Umpire Committee shall forward a formal written reply to the applicant within twenty (20) working days.
- 5.4.5. Protests/Arbitration of decision shall not be considered.
- 5.4.6. Any non-approval will be documented with the reasons for non-approval.
- 5.4.7. The position and reply of the ITF Umpire Committee shall be final and binding.
- 5.4.8. Applicants/team managers should have a copy of the formal reply in their possession while in attendance at the event

5.5. GENERAL

- 5.5.1. Except as set out in the Official ITF Rules of Competition, sponsorship/advertising on competitors' Doboks and equipment is prohibited during the period of a competition.
- 5.5.2. Disciplinary action in accordance with the Official ITF Rules of Competition disciplinary action may be taken against a competitor or any other member of a delegation for any breach of these regulations. Such action shall be in accordance with the official rules, or, when not addressed in the rules, may include though shall not be limited to: requiring the offending articles to be removed, removal of the offending party from and competition related venue and or other administrative actions as deemed appropriate.
- 5.5.3. Without limiting the effect of the above, in the case of a competitor under the competing age of 18 (see article T5. of the Official ITF Rules of Competition), the appearance on or incorporation in any item of clothing, dobok or equipment, of any reference whatsoever to a product, service or other activity which is considered by ITF Umpire Committee as detrimental to the welfare, health or general interest of young persons, or is otherwise considered inappropriate or offensive, having regard to the age of the players, is prohibited.
- It is the view of International Taekwon-Do Federation, its Tournament, Umpire and IT Committees (TUIC) that examples of such products, services or related activities include, but are not limited to, alcohol, drugs, tobacco, and gambling.
- 5.5.4. Prior to procuring any sponsorship/advertising, activity or service that may be controversial or considered to be detrimental or inappropriate to young persons, Chiefs of Delegations should contact the ITF Umpire Committee to seek approval.
- 5.5.5. The appearance on, or incorporation in, any item of clothing, dobok, or equipment of any competitor or member of a delegation, of any distasteful, threatening, abusive, indecent, insulting, discriminatory or otherwise ethically or morally offensive message, or any political message, is prohibited. The sponsorship/advertising of alcohol, drugs, tobacco, or gambling products/services is expressly prohibited.
- 5.5.6. Any issues arising in relation to the interpretation or effect of these regulations shall be referred to the ITF Umpire Committee for its determination, which shall be final and binding.
- 5.5.7. A delegation shall supply on demand to the ITF Umpire Committee any item of clothing or equipment for consideration as to whether it complies with these regulations.

A6. Appendix 6 – BOARDS AND HEIGHTS

The following points outline the minimum boards to be used on the Power Breaking Competition, the minimum heights to be used in Special Technique and the procedures that need to be followed by competitors in each of these divisions.

For Power Breaking, the number of boards refers to the minimum numbers of official boards to be used to commence each technique. All boards are to be inserted into the approved machine in the same sequential order, in the same relative positioning, and in the same board holder machine for each break.

For Special Technique, the minimum height refers to the height of the board, as measured from the surface of the floor to the lowest edge of the board.

Approved types of Special Technique Machines, Power Breaking Machines and Power Breaking Boards are listed in the document “Approved Type of Special Technique and Power Breaking Machines for World Championships and World Cup Events” (published on the official ITF website).

6.1. Power Breaking

WORLD CHAMPIONSHIP POWER BREAKING BOARD COUNTS			
KOREAN	ENGLISH	BOARDS Junior	BOARDS Adult
<u>MALE – Junior and Adult</u>			
Ap-Joomuk Jirugi	Forefist Front Punch	2	3
Sonkal Taerigi	Knifehand Strike	2	3
Yopcha Jirugi	Side Piercing Kick	3	4
Dollyo Chagi	Turning Kick	2	3
Bandae Dollyo Chagi	Reverse Turning Kick	2	3
<u>FEMALE – Junior and Adult</u>			
Ap Palkup Taerigi	Front Elbow Strike	1	2
Sonkal Taerigi	Knifehand Strike	1	2
Yopcha Jirugi	Side Piercing Kick	2	3
Dollyo Chagi	Turning Kick	1	2
Bandae Dollyo Chagi	Reverse Turning Kick	1	2

WORLD CUP POWER BREAKING BOARD COUNTS				
KOREAN	ENGLISH	BOARDS Adult	BOARDS Senior	BOARDS Veteran
<u>MALE –18 years and above only</u>				
<i>One (1) hand technique and one (1) foot technique chosen from:</i>				
Ap-Joomuk Jirugi	Forefist Front Punch	3	2	2
Sonkal Taerigi	Knifehand Strike			
Yopcha Jirugi	Side Piercing Kick	4	3	3
Dollyo Chagi	Turning Kick			
Bandae Dollyo Chagi	Reverse Turning Kick			
<u>FEMALE –18 years and above only</u>				
<i>One (1) hand technique and one (1) foot technique chosen from:</i>				
Ap Palkup Taerigi	Front Elbow Strike	2	2	1
Sonkal Taerigi	Knifehand Strike			
Yopcha Jirugi	Side Piercing Kick	3	2	2
Dollyo Chagi	Turning Kick			
Bandae Dollyo Chagi	Reverse Turning Kick			

General Notes

- Competitors are not permitted to add weight to the machine at any time.
- The Center Referee will determine if the machine is properly positioned and stabilized correctly; from this point on, **NO** adjustment to the location or stability of the machine is permitted.

6.1.1. Power Breaking Procedure Overview

6.1.1.1. **A - ADJUST:**

- 6.1.1.1.1. Indicate higher or lower.
DO NOT TOUCH THE BOARDS OR MACHINES (not a disqualifiable offence)

6.1.1.2. **M - MEASURE:**

- 6.1.1.2.1. Make one (1) Forearm Guarding Block (signals ready)
- 6.1.1.2.2. Make one (1) Mandatory measurement for distance
For Power Breaking - a measure (or measurement) is defined as the deliberate extension of any attacking tool towards the target board(s).
- 6.1.1.2.3. Make one (1) Forearm Guarding Block (immediately prior to break)

6.1.1.3. **E - EXECUTE:**

- 6.1.1.3.1. Break boards
Make on (1) Forearm Guarding Block (immediately after break)

6.2. Special Technique

WORLD CHAMPIONSHIP SPECIAL TECHNIQUE BOARD HEIGHTS				
KOREAN	ENGLISH	HEIGHTS Pre-Junior	HEIGHTS Junior	HEIGHTS Adult
MALE – Junior and Adult				
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	230 cm	250 cm	260 cm
Twimyo Dollyo Chagi	Flying Turning Kick	210 cm	230 cm	240 cm
Twimyo Bandae Dollyo Chagi	Flying 180 Reverse Turning Kick	190 cm	210 cm	220 cm
Twio Dolmyo Yop Cha Jirugi	360 Mid Air Kick	190 cm	210 cm	220 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	120 cm	130 cm	140 cm
FEMALE – Junior and Adult				
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	200 cm	220 cm	230 cm
Twimyo Dollyo Chagi	Flying Turning Kick	180 cm	200 cm	210 cm
Twimyo Bandae Dollyo Chagi	Flying 180 Reverse Turning Kick	170 cm	180 cm	190 cm
Twio Dolmyo Yop Cha Jirugi	360 Mid Air Kick	170 cm	180 cm	190 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	100 cm	110 cm	120 cm

WORLD CUP SPECIAL TECHNIQUE BOARD HEIGHTS			
KOREAN	ENGLISH	HEIGHTS MALE	HEIGHTS FEMALE
Pre-Junior			
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	230 cm	200 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	120 cm	100 cm
Junior			
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	250 cm	220 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	130 cm	110 cm
Adult			
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	260 cm	230 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	140 cm	120 cm
Senior			
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	250 cm	210 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	120 cm	90 cm
Veterans			
Twimyo Nopi Ap Cha Busigi	Flying High Front Kick	240 cm	200 cm
Twio Nomo Yop Chagi	Flying Overhead Side Kick	110 cm	80 cm

General Notes

- The machine should be capable of indicating both a fully broken board and a half-broken board. The machine must be situated the same for each competitor.
- Competitors are not permitted to add weight to the machine at any time.
- Competitors are not permitted to touch the board or the machine at any time.
- The official will determine if the machine is properly positioned and stabilized correctly; from this point on, **NO** adjustment to the location or stability of the machine is permitted.
- The Tournament Committee will set the height for each technique.

6.2.1. Special Technique Procedure Overview

6.2.1.1. **A - ADJUST:**

DO NOT TOUCH THE BOARD, MACHINES OR OBSTACLES

6.2.1.1.1. This step is **ONLY FOR TWIO NOMO YOP CHAGI “FLYING OVERHEAD SIDE KICK”**

6.2.1.1.2. **NO ADJUSTMENTS** are allowed for any other breaks

6.2.1.1.3. The target board cannot be adjusted from its official horizontal position (left, right, forward, backward) on the tatami.

6.2.1.1.4. Indicate to the Umpire if the Twio Nomo Yop Chagi “Flying Overhead Sidekick” target board needs to be adjusted in vertical position (height), where the bottom edge of the target board may not be positioned any lower than the height of the hurdle.

6.2.1.1.5. Indicate to the Umpire if the Twio Nomo Yop Chagi “Flying Overhead Sidekick” hurdle needs to have the distance from the target board adjusted.

6.2.1.2. **M - MEASURE:**

6.2.1.2.1. Make one (1) Forearm Guarding Block (signals ready)

6.2.1.2.2. Make one (1) **Mandatory** measurement for distance

* For Special Technique – A measure is defined as taking a minimum of one (1) or more deliberate steps towards the target.

6.2.1.2.3. Make one (1) Forearm Guarding Block (immediately prior to break)

6.2.1.3. **E - EXECUTE:**

6.2.1.3.1. Break boards

6.2.1.3.2. Make on (1) Forearm Guarding Block (immediately after break)

A7. Appendix 7 – Glossary of Terms

This appendix has been removed.

Previous contents have been placed in the new section entitled “Glossary of Terms”, located at the end of these rules.

A8. Appendix 8 – Approved Equipment



Refer to Article T7 of the official Official ITF Rules of Competition for a list of officially approved equipment required for competition use.

ALL EQUIPMENT MUST be an officially approved model, of an ITF Board of Directors approved manufacturer. **NO OTHER** brands or models of safety equipment are currently approved, or permitted, for use in ITF sanctioned events.

Article T7 of the Official ITF Rules of Competition

8.1. T 7. SAFETY EQUIPMENT AND PROTECTIVE WEAR

8.1.1. Competitors **must** wear:

- 8.1.1.1. **Red or blue** coloured hand and feet safety equipment.
- 8.1.1.2. **Groin** guards must be worn inside the Dobok trousers – males only.
- 8.1.1.3. **Red or Blue** coloured head guard.
- 8.1.1.4. **Mouth** guards being of a **transparent** colour.

8.1.2. Safety equipment must be of an approved type and certified by the Board of Directors. Approved Equipment shall be indicated in the World Event official invitation letter and ITF website.

8.1.3. Competitors may, optionally, wear the following:

8.1.4. Shin protectors.

8.1.5. Breast protectors - for females only - and must be worn inside the Dobok jacket.

8.1.6. All approved equipment must consist of an elasticised material with sponge or rubber-type padding, and may not contain any metal, bone, or hard plastic (accept for groin guards and breast protectors). The use of zip, lace or stud fasteners is forbidden.

8.1.7. No other protective or safety equipment may be worn, except in special circumstances and with the approval of the Tournament Committee.

8.1.8. Soft, non-padded, strapping and taping may be permitted to give temporary aid to an injury as long as it **DOES NOT** provide protection that may give the wearer an advantage over an opponent. No hard plastic or metal fasteners can be used to secure any strapping. Strapping should be flesh coloured, or white. No multi-coloured strapping will be permitted

8.1.9. No jewellery, watches or other adornments may be worn.

8.1.10. Hair may be kept in place using a material of a soft elastic nature only, no grips or slides are allowed.

A9. Appendix 9 – Health and Safety

The following policies and procedures **MUST** be adhered to during the ITF World Cup and World Championships events. These procedures have been adopted in an effort to provide the best possible care and protection of all our members, coaches, competitors and officials; and as such, these procedures apply equally to all members, without exception.

9.1. MEDICAL EXAM GLOVES - COACHES

9.1.1. All coaches **MUST** be in possession of medical exam gloves at all times while at the ringside. Coaches **MUST** wear gloves on both hands any time they are dealing with potential bodily fluids.

(Silicone, Nitrile, Neoprene, Latex¹, or other such medical gloves are permitted. These may be powder-free for those coaches/competitors with allergies).

9.1.2. Coaches **MUST** supply their own gloves. Absolutely **NO GLOVES** will be supplied by the Tournament Host, Tournament Committee, or Medical team members.

9.2. MEDICAL EXAM GLOVES – UMPIRES (REFEREES & EQUIPMENT CHECK)

9.2.1. Referees **MAY CHOOSE** to wear medical exam gloves on both hands while executing their duties in the ring or while at ringside.

(Silicone, Nitrile, Neoprene, Latex¹ or other such medical gloves are permitted. These may be powder-free for those officials with allergies).

9.2.2. Equipment Check Umpires **MUST** wear medical exam gloves on both hands while executing their duties in the ring or while at ringside.

(Silicone, Nitrile, Neoprene, Latex¹ or other such medical gloves are permitted. These may be powder-free for those officials with allergies).

9.2.3. The Tournament Host **must** supply appropriate gloves at each ring table for use by Officials. These gloves **MUST NOT** be given to, or provided for coaches at any time.

9.3. MEDICAL CARE AT RINGSIDE

9.3.1. Only the ITF Approved Tournament Doctor(s) and/or their appointed medical staff are permitted at ringside and/or to attend to athletes while in competition or in the competition area.

9.3.2. The ITF Approved Tournament Doctor(s) and/or their appointed medical staff will have final say regarding medical care, and/or any decisions pertaining to the continued participation of an athlete, while on the competition floor.

9.3.2.1. Any competitor or coach failing or refusing to abide by the ITF Approved Doctor's decisions regarding continuation will be immediately disqualified from the competition and removed from the competition area.

9.3.3. Competitor/Team Doctors are permitted to care for competitors outside of the competition area only.

9.4. BODILY FLUIDS

- 9.4.1. Anti-bacterial spray and disposable paper towels must be present at each ring for use in cleaning blood/bodily fluid. (Anti-bacterial wipes are not recommended as they may mistakenly be used on athletes.)
- 9.4.2. Coaches are responsible for cleaning/disinfecting any of their competitors' blood/bodily fluid from the competition area, contaminated equipment, or any other item.
- 9.4.3. The Center Referee will direct coaches as to the need and appropriate time to enter the ring and clean/disinfect contaminated surfaces.
- 9.4.4. Coaches must immediately comply with the Center Referee's directions regarding health and safety issues. Arguing, delaying or refusing to comply with these directions will result in the coach being immediately removed from their coaching position and the permanent revocation of their coaching credential.
- 9.4.5. Umpires, Tournament Committee, Umpire Committee and IT Committee members are prohibited from cleaning bodily fluids at any time during the competition.

9.5. CONTAMINATED CLOTHING / EQUIPMENT

- 9.5.1. Competitors with excessive blood/bodily fluids on their dress will be required to remove and replace the soiled items at the umpire's discretion. If directed to replace an item, competitor must complete the change within the allotted three (3) minute timeframe.
- 9.5.2. Competitors with excessive blood/bodily fluids on their skin or safety equipment will be required to clean and disinfect the items at the umpire's discretion. If directed to replace an item, the competitor must complete the change within the allotted three (3) minute timeframe.
- 9.5.3. Contaminated clothing and/or equipment must not be placed on the floor, coach's chair, competition area, or any other competition related area/surface.
- 9.5.4. Contaminated items must be placed in a suitable plastic bag and sealed so as to minimize the potential of cross-contamination or transmission to other surfaces.
- 9.5.5. Coaches **MUST** remove all contaminated items from the tournament site as soon as reasonably possible, and either decontaminate or dispose of these items appropriately.

Note: ¹ Latex Gloves: Extreme care and caution must be used by coaches choosing to wear Latex medical gloves as latex allergies are very common and can be very severe. Coaches must carefully consider their own personal health as well as that of each of their athletes and other persons with whom they may come into contact. In consideration of the potential for allergic reaction, Latex gloves are NOT RECOMMENDED.

A10. Appendix 10 – Weigh In Procedures

In accordance with Article T 21 of the Official ITF Rules of Competition, **ALL COMPETITORS must attend the official registration at the weigh-in location and adhere to the following rules and procedures for Weight Verification.**

10.1. GENERAL NOTES

- 10.1.1. **ALL athletes of ALL weight divisions competing in Individual Sparring** must present themselves and mount the scale for official weight verification.
- 10.1.2. In **order** for an athlete to compete, their verified weight **MUST** fall within the prescribed minimum and maximum weights.——
 The maximum weight is:
 For the division in which they are officially registered or was merged plus 500 g clothing factor.
 The minimum weight is:
 For the division in which they are officially registered or was merged minus 4 kg allowed underweight plus 500 g clothing factor.
 e.g. If the weight division is over 50 kg to 55 kg, the minimum weight is 46.55 kg (50-4+0.5=46.5, so 46.55 is over 46.5) and the maximum weight is 55.5 kg (55+0.5=55.5).
 10.1.2.1. Please see official Schedule 2 for official weight categories.
- 10.1.3. Weight Verification is only for confirming the competitor's registered weight.
 - 10.1.3.1. It is an athlete's responsibility to ensure that their weight meets the minimum / maximum criteria prescribed for their registered division.
 - 10.1.3.2. **NO CHANGES OF DIVISIONS WILL BE ALLOWED!**
 - 10.1.3.2.1. **Athletes** are not permitted to move into another weight category from that which they originally registered or was merged for.
- 10.1.4. All athletes competing in Individual Sparring are permitted one (1) Official Weight Verification.
- 10.1.5. One (1) coach, ***and, if necessary, one translator*** per country **must** be present during their country's weight verification procedures.
- 10.1.6. If an athlete does not meet the minimum / maximum weight for their registered or merged division, they will be permitted one (1) additional opportunity to verify their weight.
 - 10.1.6.1. Competitors **not** making their weight during their first weight verification shall have one (1) hour of time to return and present themselves for the 2nd and final weight verification.
 - 10.1.6.2. Second verifications may be done earlier upon discretion and consent of the ITF Tournament Committee, and in compliance with Procedure 5.a

- 10.1.7. If, upon second verification of weight, an athlete fails to meet the minimum / maximum weight as prescribed for their registered or merged division, they will be disqualified from the event, with no refund of any monies paid.

10.2. PROCEDURE

- 10.2.1. One (1) Country Coach **and, if necessary, one translator** will approach the weight verification facility, with the following items in hand:
- 10.2.1.1. Competitor I.D. Card for each athlete
 - 10.2.1.2. Competitor Passport
 - 10.2.1.3. Declaration of Consent and Data Protection Form
- 10.2.2. Weight Verification Staff will confirm each athlete's name and category of competition.
- 10.2.3. Athlete will be asked to mount the scale
- 10.2.3.1. Do **Not** mount the scale prior to being asked.
- 10.2.4. Verifier will indicate weight AND indicate it on the Official Weight Verification manifest.
- 10.2.5. Verifier will indicate whether the athlete has satisfied the minimum / maximum criteria for their registered or merged division.
- 10.2.5.1. In the event an athlete does not meet the minimum / maximum weight for their registered or merged division, they will be asked to return within one (1) hour for their second verification.
 - 10.2.5.2. Any athlete requiring a second weight verification who fails to present themselves to the weight verification staff, within the allotted one (1) hour timeframe, WILL be disqualified from the event with no refund of any monies paid.
 - 10.2.5.2.1. There will be **NO TOLERANCE** within the time schedule.
DO NOT MISS YOUR ALLOTTED TIME.
- 10.2.6. Athlete will then dismount the scale and depart the Weigh-In Area.
- 10.2.7. In the interest of time and equality, **ALL ATHLETES** for a country must be prepared to mount the scale immediately upon request.
- 10.2.7.1. Please be prepared for your own weigh-in as the rest of your team is being verified.
 - 10.2.7.2. Remove all shoes and excess clothing prior to approaching scale.

10.3. REQUIRED CLOTHING

- 10.3.1. Competitors **MUST** wear the following items:
- 10.3.1.1. Official Approved ITF Dobok Trousers,
 - 10.3.1.2. T-shirt OR Polo Shirt
- 10.3.2. Clothing Factor: +500 grams
- 10.3.2.1. **NOTE:** Clothing factor is used as a standard measure to allow for any variations in competitor's weight due to the required clothing.

10.3.2.2. Clothing factor is **NOT A TOLERANCE** and is **ONLY** to allow for a variance in clothing weights.

10.3.3. It is **prohibited** to remove any of the required articles of clothing in attempt to lower the weight measurement.

10.3.4. It is prohibited to wear any extra articles of clothing, accessories, or carry any item onto the scale in attempt to raise the weight measurement.

10.4. **CONSIDERATIONS**

10.4.1. Only one (1) **coach** and an athlete are allowed to be within proximity of the scale at a time.

10.4.1.1. All other competitors, coaches, parents, supporters, must wait at least **three (3)** meters from the scale at all times.

10.4.2. **Weigh-In Staff** will make the official determination of weight. This determination is deemed to be correct and final.

10.4.3. **Weigh-In Facility Scales** are deemed to be accurate and final.

10.4.4. **Disrespect**, arguing, inappropriate conduct, and/or poor behaviour will not be tolerated. Offenders will be asked to leave the weigh-in facility and will forfeit their opportunity to weigh-in.

10.4.5. It is **prohibited** to use the official scales for pre-verification.
Only in the event an athlete does not meet the minimum / maximum weight for their registered or merged division, they can use the official scale for a maximum of one (1) pre-verification, before they do the second weight verification.

10.5. **REQUIRED EQUIPMENT**

10.5.1. One (1) Weigh-In Area, consisting of a minimum of two (2) Weight Stations

10.5.1.1. Minimum Size 4m*4m

10.5.1.2. Two (2) Long Rectangular Tables (1 per Weight Station)

10.5.1.3. Four (4) Chairs (2 per Weight Station)

10.5.2. Two (2) **Calibrated Scales** – One located at each Weight Station

A11. Appendix 11 – Adjustments to the Official ITF Rules of Competition for e-Tournaments

11.1.1. **Adjustments** to the Official ITF Rules of Competition for E-Tournaments can be separated into three categories:

11.1.1.1. **Rules that will cause the competitor's video to be reset.**

11.1.1.1.1. If a video is reset by the Tournament, Umpire and IT Committee (TUIC), the competitor will be able to upload a new video, up to the published deadline for video uploads.

11.1.1.2. **Rules that will result in point deductions from the competitor's score.**

11.1.1.3. **Administrative rules that have no impact on the competitor's score.**

11.1.2. All exceptions or adjustments to the rules (*including though not limited to, criteria for rejection, point deduction or without influence*) will be made available via all of the following:

11.1.2.1. Published on the official Sportdata event website

11.1.2.2. Published in the event documentation

11.1.2.3. Announced during the coach's meetings

11.1.2.4. All rules, clarifications, amendments or other as announced during the coach's meetings are considered valid, in effect and enforceable.

11.2. **RULES THAT WILL CAUSE THE COMPETITOR'S VIDEO TO BE RESET**

If a video is reset by the Tournament, Umpire and IT Committee (TUIC), the competitor will be able to upload a new video, up to the posted deadline for video uploads.

11.2.1. Competitors or Teams must create and upload a valid video, prominently displaying the correct Match-Code, for each corresponding round of competition.

Note: The Sportdata system will create a Match-Code (created by Sportdata and published on the Sportdata website) for each round of the competition draw.

11.2.2. Videos must be uploaded within the time / date parameters listed for the event.

11.2.3. **The official procedure for creating and uploading a video for Individual Pattern is as follows:**

11.2.3.1. The FIRST FRAME of the video MUST start with a close up view of the competitor, visibly displaying the correct match code.

11.2.3.1.1. Close-up view must clearly show the head and shoulders of the competitor.

11.2.3.1.2. Match code MUST be readable (no glare from any mobile device screen).

11.2.3.2. The competitor MUST:

11.2.3.2.1. Put aside the match code without leaving the video.

11.2.3.2.2. Go directly to their starting point.

11.2.3.2.3. Bow correctly.

11.2.3.2.4. Perform the ready stance required for their pattern.

11.2.3.2.5. Begin the pattern immediately (without delay) and WITHOUT any commands.

11.2.3.2.6. Finish the pattern, return to the appropriate ready stance and then relax.

- 11.2.3.2.6.1. *In the case of competition with 2 patterns continue to point b-7.*
- 11.2.3.2.6.2. *In the case of competition with 1 pattern continue to point d-4.*
- 11.2.3.2.7. Competitors have a MAXIMUM of 10 seconds rest/preparation time between the two (2) patterns.
 - 11.2.3.2.7.1. The rest time begins at the moment the competitor relaxes after adopting the final ready stance at the end of the 1st pattern and ends when the competitor begins the ready stance for the start of the 2nd pattern.
- 11.2.3.3. The competitor **MAY** change the location of the 2nd pattern starting position during these 10 seconds.
- 11.2.3.4. The competitor **MUST**:
 - 11.2.3.4.1. Perform the ready stance required for their 2nd pattern
 - 11.2.3.4.2. Begin the pattern immediately (without delay) and WITHOUT any commands.
 - 11.2.3.4.3. Finish the pattern, return to the appropriate ready stance and then relax.
 - 11.2.3.4.4. Bow correctly.
- 11.2.3.5. The video should stop immediately following the bow.
- 11.2.3.6. NO commands, directions or advice are allowed to be given by a coach during the entire video.
- 11.2.4. **The official procedure for creating and uploading a video for Team Pattern and Pre-Arranged Sparring is as follows:**
 - 11.2.4.1. The FIRST FRAME of the video MUST start with all of the team members on the floor and positioned in the location where they will begin their pattern.
 - 11.2.4.1.1. NO marching in, marching out or changing of the positions are allowed.
 - 11.2.4.1.2. One team member must be positioned directly in front of the camera, displaying the correct match code.
 - 11.2.4.1.3. Close-up view must clearly show the head and shoulders of the competitor.
 - 11.2.4.1.4. Match code MUST be readable (no glare from any mobile device screen).
 - 11.2.4.1.5. All other team members MUST be visible on their starting positions and not moving about.
 - 11.2.4.2. The team member displaying the match code **MUST**:
 - 11.2.4.2.1. Put aside the match code without leaving the video.
 - 11.2.4.2.2. Go directly to their starting point where the whole team is waiting on their starting positions for the 1st pattern.
 - 11.2.4.3. All team members **MUST** bow together correctly.
 - 11.2.4.3.1. Team members may pivot on their spot in order to face the camera and perform the required bow.
 - 11.2.4.3.2. Team members **CANNOT** move location or change their position before the commencement of the pattern.
 - 11.2.4.3.3. Team members **MUST** perform the ready stance required for their pattern.

- 11.2.4.3.4. The team **MUST** begin the pattern immediately (without delay) and with the command given by the team leader/member only.
- 11.2.4.3.5. Finish the pattern, return to the appropriate ready stance and then relax.
 - 11.2.4.3.5.1. In the case of competition with 2 patterns continue to point b-7.
 - 11.2.4.3.5.2. In the case of competition with 1 pattern continue to point d-4.
 - 11.2.4.3.5.3. In the case of Pre-Arranged Sparring continue to point d-4.
- 11.2.4.3.6. Teams have a **MAXIMUM** of 15 seconds rest/preparation time between the two (2) patterns.
 - 11.2.4.3.6.1. The rest time begins at the moment the team relaxes after adopting the final ready stance at the end of the 1st pattern and ends when the team begins the ready stance for the start of the 2nd pattern.
- 11.2.4.4. The team **MAY** change the location of the 2nd pattern starting position during these 15 seconds.
- 11.2.4.5. The team **MUST**:
 - 11.2.4.5.1. Perform the ready stance required for their 2nd pattern
 - 11.2.4.5.2. Begin the pattern immediately (without delay) and with command given by the team leader/member only.
 - 11.2.4.5.3. Finish the pattern, return to the appropriate ready stance and then relax.
 - 11.2.4.5.4. Bow correctly.
 - 11.2.4.5.4.1. Team members may pivot on their spot in order to face the camera and perform the required bow.
 - 11.2.4.5.4.2. Team members **CANNOT** move location or change their position before the end of the bow protocol.
- 11.2.4.6. The video should stop immediately following the bow.
 - 11.2.4.6.1. ALL commands for bowing, calling the name of the pattern, giving directions (Junbi, Sijak, Goman , Baro) **MUST** be given by one team leader/member.
 - 11.2.4.6.2. NO commands, directions or advice are allowed to be given by a coach during the entire video.
- 11.2.5. **Additional criteria for camera set-up and competitor/team positioning.**
 - 11.2.5.1. The video **CANNOT** have any interruptions, edits, inclusions or be cut in any manner.
 - 11.2.5.2. Competitors must be full facing to the camera at the moment they start their performance for individual pattern.
 - 11.2.5.3. The video camera must stay on a fixed spot and cannot move laterally.
 - 11.2.5.3.1. Zooming or rotating (umpire view) on the spot is allowed.
 - 11.2.5.3.2. If the camera does not have a zoom, moving forward and backward to imitate zooming is allowed.
 - 11.2.5.3.3. Moving the camera laterally during any single pattern is not allowed.

11.2.5.3.4. Changing the position of the camera during the rest time (Maximum of 10 seconds for individual patterns and 15 seconds for team patterns.

11.2.6. Venue or Performance Area

11.2.6.1. In the case that someone cannot create a video in a sports hall, the video can be made in any other appropriate place. The Tournament, Umpire and IT Committee (TUIIC) reserves the right to make the final assessment as to whether the place of performance is appropriate.

11.2.6.2. Any posters or signage that is shown in the video cannot be of any questionable nature. The TUIIC reserves the right to determine the level of appropriateness. (See rule b-v)

11.2.7. Competitor Dress Code

The official dress code, as described in Article T6 and T7 of the Official ITF Rules of Competition of Competition must be complied with. In addition, the following amendments to Article T7 have been approved and adopted:

11.2.7.1. Head / scalp / neck coverings may be worn by all competitors. Head / scalp / neck coverings must be constructed of a solid white colour, be made of a soft and/or elastic material and must not contain any hard materials, metals, grips or slides.

11.2.7.2. Hair bands / retainers can be of any colour but be made of a soft and/or elastic material and must not contain any hard materials, metals, grips or slides.

11.2.7.3. Undergarments must be made of a soft or elastic nature only and may be worn beneath the competitor's Dobok (beneath the top and/or trousers). Undergarments must be of a solid white colour, be made of a single layer of soft and/or elastic material and must not provide additional protection or support from impact nor contain any hard materials, metal, grips or slides. Undergarments must not extend past the distal portion of either the wrist or ankle. Females **MUST** wear a white t-shirt or white underclothing beneath their Dobok top.

11.3. RULES THAT WILL RESULT IN POINTS REDUCTION

11.3.1. Competitors **MUST** visibly mark the starting point of their pattern on the ground. Failure to visibly mark the starting point will result in a deduction of 0.2 points.

11.3.2. If it is not visible or clear to the umpires that the competitor has returned to the starting point, within one shoulder width, it will result in a reduction of 0.2 points.

11.3.3. The competitor's image **MUST** always occupy a **MINIMUM** of 25% of the video screen height. If the preparation, the execution or the tool cannot be recognised due to the poor image quality or image size, 0.2 points will be deducted for every omission.

11.3.4. If a competitor's foot or hand tool is outside of the video frame, a deduction of 0.2 points will be made for every occurrence.

11.3.5. If a competitor or team performs their pattern or pre-arranged sparring sequence on any surface (eg grass, obstacles etc) that makes it difficult for the umpires to see and determine the correct formation of the tool or foot/hand placement, 0.2 points will be deducted for each and every occurrence. (See rule a-vi)

11.4. ADMINISTRATIVE RULES THAT HAVE NO IMPACT ON THE COMPETITOR'S SCORE

If the video recording is too large, it is possible that the video will be distorted or disrupted during streaming. This may appear as a pause or stop to the Umpires. It is recommended a total file size of no more than 200MB.

GLOSSARY OF TERMS

Acrobatic Sequence

An acrobatic sequence is defined as one (1) continuous series of techniques of an acrobatic, gymnastic, tumbling, or other like nature, performed by one competitor, which terminates upon the performance of an interceding TaeKwon-Do technique.

Acrobatic sequence/techniques include, though are not limited to; splits, flips, tumblers, rolls, dives, etc.

Adding a Movement

In Patterns, when a competitor/team performs more than the total number of movements than that required by the technical directions of the pattern, they have added a move. This will result in a total score of zero (0).

Approved Safety Equipment

Approved model of personal protective equipment (gloves, feet, headgear) from an official manufacturer, as approved by the I.T.F. Umpire Committee in accordance with their bylaws. Equipment must be in good condition, with no damage compromising the coverage or effectiveness of the protective features. No hard fasteners, plastic, laces, studs, zippers or metal are permitted. No repairs using tape or glue are permitted. *(Refer to Official I.T.F. releases for the official specifications pertaining to approved safety equipment.)*

Athletic Taping

Applying pressure-sensitive sport/therapeutic tape directly to the skin or over a soft pre-wrap in order to maintain a stable position of bones and muscles to physically hold muscles or bones in a certain position. Used to reduce pain and aids in recovery by restricting the motion of an injured joint for a temporary period of time.

Taping compresses soft tissues to reduce swelling, supports anatomical structures involved in the injury, secures dressing or bandages over wounds, protects the injured joint from re-injury, and or protects the injured part while the injured part is in the healing process.

Products include, though are not limited to:

- soft cotton under-wrap
- medical / surgical tape
- Kinesio Tape/ Spider Tech / KT Tape / Ortho Tape / Rock Tape
- Elastic Bandages / Tensor Bandages / Ace Bandages / Crepe Bandages

NOTE: Boxing wraps and other stiff wraps designed to provide excessive mechanical support are specifically PROHIBITED

*See also: Soft Bandaging/Strapping, Mechanical Support

Belt

The symbol of rank, worn as part of the official uniform of I.T.F. TaeKwon-Do practitioners. The belt must be worn wrapped once (1 time) about the waist and knotted in the front. The belt must be a true indication of the wearer's earned rank, by way of colour and/or stripe, and (for black belt competitors) by Roman numeral pertaining to their earned degree. (*Refer to Appendix 2 – Approved Clothing*)

Bent Board

A bent board is defined as any board that has a noticeable concave deviation from its normal joined position, and which remains in a position where it is no longer flat, with a noticeable line of separation at the joint.

Broken Board

1. In Power Breaking, a broken board is defined by the successful and complete separation of the two halves of a target board so that there is no portion remaining connected.

2. In Special Technique, a broken board is defined as the successful movement of the target surface from its plane of rest, to, or past, one of the pre-set scoring planes.

Fully Broken Board – A board that has been moved a minimum of 90 degrees from its plane of rest

Half-Broken Board - A board that has been moved a between 45 and 89 degrees from its plane of rest

Center Referee

The Official assigned to a specific Ring Council and tasked with the fair and professional operation of the competitions held in a specific ring. As such they are in command of the behaviour and actions of the competitors during a match, as well as the administration of penalties for infractions of the rules. Referees are responsible to, and take directions from, the Jury President of their assigned Ring Council.

Certified Official

Any Jury President, Jury Member, Center Referee, or Corner Umpire who has successfully taken the official I.T.F. Umpire Training Course and has been accredited by the I.T.F. Umpire Committee to grade the performance of any given event within the competition. Certified Officials must possess qualification of Class "A" ITF Umpire.

Chong

The "Blue" competitor.

The competitor whose name is listed in the second (lower) position on a match key, who takes their position on the left (L) side of the ring (to the left of the center when looking towards the front of Jury Table) when ready to compete.

Clothing Factor

A (+500 grams) factor used as a standard measure to accommodate for any variations in competitor's weight due to the required clothing for weight verification. The clothing factor is NOT A TOLERANCE AND IS ONLY to allow for a variance in clothing weights.

Coach

The official representative of an athlete with a minimum age of 18 years who has registered and received coach's accreditation by the Tournament and IT Committee. Only one registered coach, or a registered competitor acting as a coach, may be on the competition floor, represent an athlete, and/or present a protest.

Coaches must wear the appropriate Coach's Dress, wear protective medical gloves on their hands while at ringside, and carry a towel. Coaches must not bring any other items/equipment to the ringside.

Competition Floor

The area within the competition venue upon which the Rings, Head Table and Jury Tables are located. Only Officials, Competitors, Coaches and Qualified Medical Personnel are permitted to be on the competition floor. The competition floor should have a substantial barrier between it and the spectators/supporters.

Competitor

A registered member of an I.T.F. affiliated organization. Competitors must be in good standing, having earned and been issued an Official I.T.F. Certificate of Grade, as verified by means of an ITF Black Belt Identification Card and Degree Certificate Number.

Concussion

A serious cerebral or traumatic brain injury (TBI) resulting from the sudden jarring of the brain or spinal cord, usually caused by a blow

or fall, that may result in a bad headache, altered levels of alertness, or unconsciousness. A concussion temporarily interferes with the way your brain works, and can affect memory, judgment, reflexes, speech, balance, coordination, and sleep patterns.

Corner Umpire

The Officials who grade the performance of the competitors while engaged in a match. Corner Officials are responsible to, and take directions from, the Referee, who in turn is responsible to, and takes direction from, the Jury President of their assigned Ring Council.

Delegate

A person assigned administrative or special authority on behalf of a member school or organization, who is empowered to make decisions and take actions on behalf of the school's/organization's members.

Direct Result

"As a direct result" refers to the term used in U7: **Rights & Duties of the Jury President**; 2(a) **Due Process for T39**, 1(b) **Note: Procedure to determine responsibility** whereby the **BLUE** competitor has been injured and cannot continue the match due to the consequence of a potentially warned action or foul and the doctor has been called.

If it is the case that the **BLUE** competitor cannot continue the match, either due to the nature of the injury or that the allocated treatment time of 3 minutes has expired, the **RED** competitor can only be held negatively responsible if no additional match action has occurred since the consequence of the warned action or foul. If match action continues after the initial visit of the doctor and the match is stopped again due to a reoccurrence of the original injury, the **RED** competitor is not negative responsible AS THEY CANNOT BE SANCTIONED A SECOND TIME for the past (original) infraction and the **BLUE** competitor must surrender the match.

Displaced Obstacle

In Special Technique, if any part of the competitor's body, uniform or belt comes into contact with either the barrier or any of its components, and subsequently caused the barrier to be moved from its normal position of rest and either activated or dislodged, resulting in an incomplete and therefore ineligible attempt to break.

Disqualification

The disbaring of a competitor from continuing a match due to prohibited or unsportsmanlike actions, words, or behaviour. A competitor who has been disqualified from a match cannot win

that match; however they are still permitted to compete in any other match for which they are eligible. Depending on the type and severity of infraction, a Competitor may be disqualified for a match, an event, or an entire competition. Disqualified competitors are still permitted to receive any award(s) they may have earned up to and including the time of disqualification.

Dobok

The official uniform of I.T.F. TaeKwon-Do practitioners, consisting of both a jersey and pants, complete with the appropriate I.T.F. crest and all appropriate logo marks, as produced by one of the Official I.T.F. Suppliers. *(Refer to Appendix 2 – Approved Clothing)*

Doctor

A person licensed to practice medicine, as a physician or surgeon, appointed to be in charge of all first aid, emergency medical care, and medical decisions at a tournament.

Doctor - Tournament

The official Tournament Doctor(s), as appointed by the ITF Tournament Committee, is/are the final authority in any medical decision pertaining to the tournament and, as such, their decision is final and binding.

Excessive Contact

Any interpersonal contact during sparring competition, whether intentional or not, committed in gross violation of the rules, that is intended or likely to cause injury to the opponent; that is executed in an unsafe, uncontrolled, disrespectful or unsportsmanlike manner. These actions may or may not have caused injury and/or been the result of Negative Responsibility. This is a major violation of the rules that results in the offender being disqualified.

Falling Down

When any part of the competitor's body, (other than the feet) comes into contact, for any period of time, with the playing surface of the ring.

Final Sequence

In Pre-Arranged Sparring, the last continuous, uninterrupted series of blows, performed by one member of the team, which are not defended or interrupted in any manner by the opponent. The Final Sequence is the only series of unblocked attacks permitted throughout the performance. It is the terminal sequence designed to incapacitate or stop the opponent. The effects of this final sequence may be made evident by the opponent falling, twisting, flipping, or tumbling in representation of the impact.

The effect of the final blow is not considered an acrobatic sequence, so long as it is a single reaction (i.e., it is a logical representation of the final blow, such as flips resulting from the final impact, throws that are not avoided/released, sweeps that are not avoided or moved through, etc.).

First Aid

A person accredited to provide emergency care for injuries of a non-life threatening nature and appointed to provide care for all minor treatment of wounds or injuries at a tournament. In the event there is no official Tournament Doctor in authority, First Aid reserves the final authority in any medical decision pertaining to the tournament and, as such, their decision is final and binding.

Approved First Aid is any person certified at a minimum of an Advanced Level of First Aid or higher, including though not limited to: Doctors, Physiotherapists, Paramedics, First Responders, and Professional First Aid Personnel.

Forgetting a Movement

In Patterns, when a competitor/team performs *fewer* than the total number of movements required by the technical directions of the pattern, they have forgotten a move. This will result in a total score of zero (0).

Foul

A penalty issued to a competitor for a medium to severe infraction of the rules, resulting in the immediate deduction of one (1) point from that competitor's total score. The accumulation of three (3) fouls automatically results in a disqualification.

Head / Neck Covering

Head and / or neck coverings may be worn by all competitors. Head / neck coverings must be constructed of a solid white colour, be made of a soft and/or elastic material and must not contain any hard materials, metal, grips or slides.

For sparring divisions, all head covering must fit fully within the safety headguard, and neck coverings must fit and remain within the confines of the dobok jacket.

Heavy Contact

Any interpersonal contact that is administered with emotion, aggression, mal-intent and/or a loss of control, or any technique that is executed without an attempt to control or retract the attacking tool, and/or that causes the opponent's body (head or torso) to be displaced more than acceptable for the situation. This violation of the rules results in a foul being assessed against the offender.

Holding Gripping, grasping, or retaining any part of the opponent's body for any period of time. Holding is a violation of the rules and will result in a foul.

Hong The "Red" competitor.

The competitor whose name is listed in the first (upper) position on a match key, who takes their position on the right (R) side of the position on the right (R) side of the ring (to the right of the center when looking towards the front of Jury Table) when ready to compete.

Injury Time The three (3) minute maximum *accumulated* time period during a match in which the official timer is stopped, allowing the tournament medical personnel (doctor, or appropriate first aid attendant) to diagnose and treat an injury sustained during the course of the match.

The three-minute Injury Time will begin the moment the doctor is in front of the injured competitor, and will end when the doctor departs. This time will be recorded, and if the doctor is called again during the same match, the injury clock will resume counting down from the last time point recorded.

At the end of the three (3) minute Injury Time, the medical personnel must make a final declaration as to the competitor's ability to continue with the competition. Any competitor requiring more than three (3) total minutes of medical attention during a match will not be allowed to continue and will forfeit the match.

Regardless of the remaining Injury Time, in the case of a concussion examination, the Injury Time is at least 2 minutes.

Interfere (Interference) Any actions, articulations, words, sounds, or behaviours, which cause a disruption or distraction, or otherwise influence or manipulate a competition, a competitor's performance, the duties of an Official, or the potential outcome of a match.

Jump To propel oneself rapidly upward, such that momentum causes the body to become airborne and lose contact with the ground. The jump is executed at the moment when both feet are no longer in contact with the surface of the playing area.

Jury Member

One of two officials assisting the Jury President in the administration of a Ring Council. The Jury Member is responsible for aiding in the management of the Competition Draw; recording data (i.e. fouls, warnings, round number, winners); ensuring that the correct competitors are present when called; and performing any other necessary business of the Ring Council. Jury Members are responsible to, and take directions from, the Jury President of their assigned Ring Council.

Jury President

The Head Official in charge of and responsible for the overall administration of the rules of competition and the fair and professional operation of one (1) Ring Council at a tournament. The Jury President is the designated representative of the Tournament Committee for all matters pertaining to that individual ring and its operation and is responsible for the supervision of all other Officials assigned to that Ring Council.

Light Contact

Any interpersonal contact during sparring competition, whether intentional or not, that is executed with care, control, sportsmanlike behaviour, an attempt to control and retract the attacking tool, and does not result in the excessive displacement of the opponent's body (head or torso). This contact is deemed acceptable and does not result in either a warning or foul being assessed. This amount of contact is neither intended nor likely to cause damage or harm to the opponent.

Loss of Consciousness

An altered mental state characterized by the inability of a person to respond to verbal and physical stimuli, often resulting from impact or trauma to the head or spine.

Lowest Rank

For colour belts: The lowest rank is the 10th Gup and the highest rank is the 1st Gup.

For black belts: The lowest rank is the 1st Dan and the highest rank is the 9th Dan.

Measure

1. For Power Breaking - The extension of any attacking tool towards the target board(s).

2. For Special Technique – Taking a minimum of one (1) or more steps towards the target.

Mechanical Support

Any product that provides a competitor excessive support to a portion of their musculoskeletal system during their performance in competition, via the use of:

- Hard materials,
- Lacing, buckles, clips, rings or retainers
- Mechanical Bracing, stays, rods,
- Splints,
- Mechanical joints/articulations/hinges
- Heavy cotton/canvas/nylon straps/bandages (ie. boxing wraps)
- Tape of a nature other than medical/sport tape
- Other

*See also: Athletic Taping, Soft Bandaging/Strapping

Medical Decision

The final decision or declaration by the tournament's Qualified Medical Personnel regarding the treatment of injuries and/or the subsequent ability of a competitor to continue the competition, either immediately or in the near future.

The decision of the tournament's Qualified Medical Personnel is final and irrefutable; as such it must be respected and adhered to by all persons* (i.e. competitor, coach, officials, family). Any person insisting on contravening the Medical Decision will be immediately disqualified from the tournament and subject to future Administrative Action.

***NOTE:** The ITF TUC reserves the right to overrule a Medical Decision and prevent an athlete from returning to competition if, in their opinion, there is a continued risk to the competitor, the opponent, competition ethics, or other such concern. However, the ITF TUC cannot overrule a Medical Decision and allow a competitor to continue against medical advice.

Mixing Movements

In patterns, mixing movements occurs when a competitor performs two or more sequential movements from a pattern other than the pattern designated.

Negatively Responsible

A competitor that is deemed to be the cause of an injury or loss of consciousness due to having performed an action that is considered illegal, unsafe, unsportsmanlike, executed with a lack of control, or executed with the intent to cause harm to the opponent.

Official Protest

A formal complaint presented to the Tournament Committee by an accredited coach as to an action or decision in contravention of the

rules of competition, ethics, protocols and procedures, or concepts of equitable and fair play. An official protest can only be presented by an accredited coach and must be submitted in writing (in English) within five (5) minutes of receiving the official protest form. The official protest form must be requested immediately after the end of the corresponding match, accompanied by the appropriate tax.

Protests are presented to the Tournament Committee who will then meet, investigate, and make a decision as to the validity of the protest. The Tournament Committee's decision is final and binding.

Outside of the ring

The moment that a competitor comes into contact with any area of the floor, outside of the boundaries of the playing surface, and has no portion of either foot in contact with the playing area of the ring. (I.e. two feet completely out of the ring and in contact with the ground; or one foot out of the ring, making contact with the ground, while the other foot is off the ground.)

Playing Surface

The floor, or horizontal portion of the official competition area, which is considered "in play," and upon which a competitor is eligible to receive a score for their performance. The playing surface of the ring must be covered in non-slip safety matting.

Point Deduction

The result of a competitor having received any three (3) warnings for minor infractions of the rules. (Point Deductions are not the same as fouls, and as such, the accumulation of three (3) Point Deductions does not result in a disqualification.)

Pre Action

For Power Breaking or Special Technique - one (1) single and continuous backwards motion performed immediately prior to the attempt to break.

Pushing

The intentional use of any part of the body to exert force on the opponent, with the intention of unbalancing or relocating the opponent, and without the execution of a legal technique intended to score a point.

Ring

One of the official competition areas within a tournament, within which the competitions are conducted. A ring consists of the competition playing area, safety matting, Jury Table and chairs, Umpire Chairs, Coaches' Chairs, and all associated equipment and supplies.

Ring Council

The eight (8) officials assigned to a given ring in order to administer, manage, conduct and score the performance of the competitors. A ring council is comprised of one (1) Jury President, one (1) Jury Member, one (1) IT-Umpire, one (1) Center Referee and four (4) Corner Umpires.

Safety Matting

An approved flooring system comprised of sponge foam or equivalent, specifically designed to provide a measure of impact absorption and slip/fall resistance for martial arts competition.

Safety Matting must have a tactile or textured surface free of any lacquer or slippery treatment, which might contribute to loss of footing, falls or injury. Safety Matting must cover the entire playing surface of the ring floor in one singular colour, and must also include a one-meter wide warning perimeter of a contrasting colour, which delineates the boundaries of the playing surface.

Soft Bandaging/Strapping

The use of a soft, flexible bandage of cotton, elastic or other similar material to;

- temporarily cover a wound, laceration or similar injury,
- provide temporary control/relief of swelling,
- provide temporary soft support of tears or sprains,
- Without providing excessive means of mechanical support.

*See also: Athletic Taping, Soft Bandaging/Strapping

Square

The actual competition playing area, surfaced with appropriate foam safety mats of one (1) solid colour, surrounded by a perimeter of one (1) meter of mats of an opposing colour.

Start

In Patterns: A pattern starts at the command of “Sijak”, and is scoreable from the moment the command is issued. If, at the moment the command of “Sijak” is issued, the competitor is in the wrong ready position for the pattern to be performed, then the competitor will receive a score of zero for that pattern.

Step

The complete removal and subsequent replacement of one or more of the feet on the floor, regardless of whether it results in any advancement, withdrawal or lateral motion.

Tax

A monetary fee assessed to a coach in order to initiate or present an Official Protest. This fee is charged in order to discourage frivolous Protests. If the Protest is accepted as valid and is

supported by the decision of the Tournament Committee, then the tax will be refunded. If the protest is found to be invalid or without merit, and is ruled against by the decision of the Tournament Committee, then the tax will be forfeited.

Touch

When any portion of the competitor's body comes into contact, whether momentary or continued, with any portion of the target or allied equipment.

Touched Obstacle

In Special Technique, when any part of the competitor's body, uniform or belt comes into contact with either the barrier or any of its components, yet the barrier has not been displaced and remains in its normal resting position.

A Touched Obstacle may move without penalty, so long as it is not activated or displaced from its normal position of rest.

TUIC Committee

The committee of members that oversees and administers the actual operation of the tournament. The TUIC is responsible for the scheduling of rings and competitions, management and supervision of officials, investigation and decision of protests, and all other business of the tournament. The TUIC Committee is the highest level of authority at a tournament, with jurisdiction over any and all matters, and, as such, their decisions are final and binding.

Undergarments

Undergarments of a soft or elastic nature only, may be worn beneath the competitor's dobok (beneath the top and/or trousers).

Undergarments must be of a solid white colour, be made of a single layer of soft and/or elastic material, and must not provide additional protection from impact, nor contain any hard materials, metal, grips or slides. Undergarments must not extend past the distal portion of either the wrist or the ankle.

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....)

Warning

A penalty issued to a competitor for a minor infraction of the rules. The accumulation of any three (3) warnings results in the automatic

deduction of one (1) point from that competitor's score. (Note: these point deductions are not considered fouls, and, as such, they do not result in a disqualification.)

Warning Perimeter

A safety zone extending around the entire perimeter of the playing surface of a ring, delineating the boundaries of the playing area, and upon which sparring competitions are not eligible to be graded.

The Warning Perimeter must be comprised of a safety matting colour, which contrasts the colour of the playing area, and measures one (1) meter in width. In the event that a given ring is raised above the ground (i.e., on a platform), then the width of the Warning Perimeter should be extended to a minimum of two (2) meters.

Weigh-In Required Clothing

The required items of clothing to be worn by each sparring competitor when mounting the scales to have their weight verified in accordance with the rules. All competitors attending the weight verification must wear an Official Approved ITF Doboks Trousers and either a T-shirt OR Polo Shirt. No other clothing, accessories or other items may be worn or carried onto the scale. Competitors are not permitted to remove any of the required articles of clothing in attempt to lower the weigh measurement.