

# **COMPETITION RULE BOOK**

**FOR**



**THE  
TAE KWON-DO  
ASSOCIATION OF  
GREAT BRITAIN**

# RULES GOVERNING ALL T.A.G.B. COMPETITIONS IN THE U.K.

## GENERAL

### **1. Judges**

All judges (umpires) hereinafter referred to, will be considered to have at least attended an umpires course

### **2. Competitors**

Competitors will compete in the divisions as laid down in the following rules. All competitors must be holders of a current T.A.G.B. licence which must be able to be produced at competitions when requested. They must also have filled in and signed the relevant form(s) for the competition in question.

### **3. Dress**

a) Dress requirements for judges and officials are as follows:

#### **Female;**

Official TAGB umpires/referees T-shirt  
Grey or black skirt or trousers  
Soft soled shoes (white)

#### **Male;**

Official TAGB umpires/referees T-shirt  
Grey or black trousers  
Soft soled shoes (white)



b) Dress requirements for competitors are as follows:

Competitors must wear a white T.A.G.B. approved dobok unless otherwise stated in the competition pack sent out prior to the event. Official school badges are optional and must be worn on the right sleeve of the dobok. No other badges may be worn.



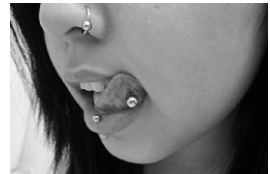
#### 4. Bandages and strapping

All competitors with injuries which require bandages or strapping of any type must satisfy the judges of their needs and obtain approval of the type of bandaging before performing (i.e. no hard materials or pins can be worn, neither can bandaging give extra support so that it constitutes an advantage to that competitor). Any doubts or questions of this rule will be decided upon the day of the competition by the Chief Referee.



#### 5. Jewellery

No jewellery, watches or any other adornments may be worn. Hair may be kept in place using material of a soft elastic nature only, no grips or slides are allowed.



#### 6. Medical attention

All tournaments must have at least one doctor or paramedic, plus first aid in attendance.

#### 7. Injury Liability

As stated in Rule 2. all competitors must sign a tournament entry form which contains words or wording exonerating the T.A.G.B., tournament organisers and all other competitors from any liability through injury sustained during the course of the tournament.

#### 8. Insurance

All T.A.G.B. tournament organisers must ensure that the event has all the necessary public liability insurance required to hold the event. They must also obtain permission from the T.A.G.B. council for the event to be held.

## 9. Official commands

The following are the only recognised commands that the referees and instructors will issue to competitors during a tournament.

- |             |   |                        |
|-------------|---|------------------------|
| 1. Cha ryot | - | Attention              |
| 2. Kyong ye | - | Bow                    |
| 3. Chun bi  | - | Ready stance           |
| 4. Si jak   | - | Start                  |
| 5. Hye Chyo | - | Break                  |
| 6. Barro    | - | Return to ready stance |

## 10. Dispute procedure

For all events in all tournaments, any disputes arising will be dealt with as follows:

- a) Tournament Chief Umpire: All organisers will appoint a person to act as 'Tournament Chief Umpire'. This person must be present in the arena throughout the whole of the tournament. Generally this person will be the most experienced official present at the event. He or she will also appoint a deputy if, for any reason the chief umpire is called away.
- b) All competitors who wish to dispute a decision must do so through their instructor to the area manager or chief umpire. Neither the competitor nor any other person other than the instructor is allowed to approach the area manager or chief umpire directly.
- c) In order to give a final decision on any dispute, the chief umpire or his/her deputy may call officials, competitors or instructors as he/she so desires in order to give evidence or opinions on the dispute. This strictly prohibits spectators.
- d) On reaching a decision, the tournament chief umpire will notify all parties concerned. This decision will be binding and cannot be appealed against.
- e) Instructors, competitors or team captains who persist in arguing against a decision made by the chief umpire may, at his/her discretion, have their whole team or club disqualified from further events in the tournament.

## POWER TEST

Awards 1<sup>st</sup> in each event

Black Belts Only  
Ladies hand and foot.  
Men's hand and foot.

Dan grades will compete in one division.

### **Performance Area**

Ideally the same as sparring, but always with the safety of competitors and spectators in mind.

### **Equipment**

Horse type holder for wood etc and any other special holder for flying or any other special technique.



### **Officials and Judges**

A minimum of two judges to set a standard and to disallow incorrect technique.

### **Techniques**

The number and type of technique may vary and can be chosen by the organiser and will be sent out in the information pack prior to the tournament.

### **Procedure**

In each event, a minimum break will be set by the judges.

Each competitor will have only one attempt to break with only one prejudging of distance allowed.

On command from the official, each competitor will adopt ready stance and then attempt to break in one continuous movement.

When each competitor has attempted the minimum break, those who were successful will attempt to break using the opposite hand or foot, the winner being the competitor with the highest number of breaks.

In the event of a draw between two or more competitors, these will then attempt higher breaks, (i.e. more boards) dropping out of the competition as they fail.

In the event of a further draw, the competition will be decided upon body weight (i.e. the lightest of the competitors being awarded the competition).

**ONLY IN THE EVENT OF A PLAY OFF, A PARTIALLY BROKEN BOARD OR BOARDS (i.e. BENT BOARDS) WILL CONSTITUTE A SUPERIOR TECHNIQUE AND THEREFORE A WIN.**

**IF MORE THAN ONE PERSON BENDS THE SAME AMOUNT OF BOARDS IN A PLAY OFF, THE BODY WEIGHT RULE APPLIES.**

# PATTERNS

## General

### 1. Awards

Awards should generally be given for patterns as follows:

- 1<sup>st</sup> in each division
- 2<sup>nd</sup> in each division
- 3<sup>rd</sup> in each division

### 2. Judges, Officials and Performance Area

#### Officials

Three or five judges, (at the discretion of the chief tournament umpire), including a senior official (seated on the perimeter in a line facing the start position)

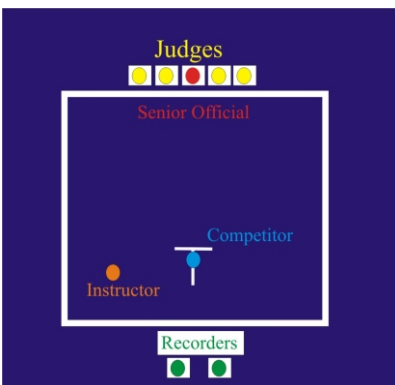
Note: The senior official will sit in the centre of the judges

One instructor (standing to issue commands)

Two recorders (seated on the perimeter facing judges)



#### Area



Performance areas should ideally be between 7 x 7 and 9 x 9 metres, as in sparring but with an inverted white “T” marked in the centre. (Start position)

Contestants are expected to stand with their heels on the exact centre of the “T” until the order “junbi” is given.

### 3. Scoring Procedures and Standards

Each judge will deduct 0.1 from the intended score for each of the following:

- a) Omission of one or more steps or moves (3 or more steps or move will result in disqualification as this would constitute an incomplete pattern).
- b) Failure to complete the pattern in a continuous performance (i.e. hesitation or loss of balance, a hesitation of longer than 3 seconds will be considered failure to complete the pattern and therefore also warrant disqualification).
- c) Incorrect technique e.g. A forearm block instead of a knifehand block. A high kick instead of a middle kick, etc
- d) An incorrect ready position.

Note: The above are only a few examples of incorrect techniques.

- e) Incorrect diagram. This incorporates not finishing on the “T” as the diagram would obviously be incorrect.

If a competitor fails to complete the pattern, they will be brought back to ready stance and dismissed. No score will be shown by the judges.

#### Method of Scoring

Each judge will record their score on the score cards, on the command “show” given by the senior judge sitting in the centre of the judges. They will immediately hold up the score cards and keep them in that position until the recorder acknowledges that all scores have been recorded. The red score card will be held in the right hand and the blue card held in the left hand.

The recorder will then record all the scores of three or five judges, then deduct the highest and lowest scores (only if there are five) given by the judges and total up the remaining scores. This total is recorded as the competitors score.

In the event of a tie between two or more individual pattern competitors, the senior judge or chief referee may, if he wishes, select a further pattern to be performed by those competitors only, or a choice pattern may be allowed.



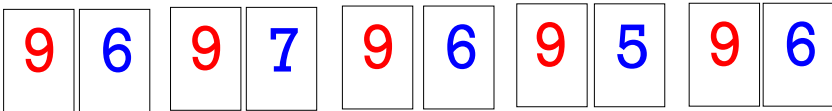
Note:

In the coloured belt patterns, a competitor who has a clear winning score does not have to go into a second round unless two sets of three judges are used.

The same applies if there is a clear first and second place. Only competitors with equal scores need to go on to a further round.

In Black Belt patterns, the highest scoring individuals (up to a maximum of 8 competitors) will go through to a second round where they may perform a pattern selected from their particular grade. If it is considered by the chief umpire that the first rounds scoring has shown a clear trophy winning group, he or she may decide a second round is not necessary. This will be decided upon the day by the chief umpire of the competition.

### Recording Scores



NAME	PATTERN	A	B	C	D	E	TOTAL
R.Smith	<i>Hwa Rang</i>	9.5	9.6	9.6	9.7	9.3	28.7
T.Jones	<i>Toi Gye</i>	9.6	9.6	9.6	9.6	9.6	28.8
M.Patel	<i>Hwa Rang</i>	9.6	9.7	9.6	9.5	9.6	
J.Bloggs							

Pattern name and scores are entered onto the score sheet against the competitors name

NAME	PATTERN	A	B	C	D	E	TOTAL
R.Smith	<i>Hwa Rang</i>	9.5	9.6	9.6	9.7	9.3	28.7
T.Jones	<i>Toi Gye</i>	9.6	9.6	9.6	9.6	9.6	28.8
M.Patel	<i>Hwa Rang</i>	9.6	<del>9.7</del>	9.6	<del>9.5</del>	9.6	
J.Bloggs							

The highest and lowest scores are ignored

NAME	PATTERN	A	B	C	D	E	TOTAL
R.Smith	<i>Hwa Rang</i>	9.5	9.6	9.6	9.7	9.3	28.7
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M.Patel	<i>Hwa Rang</i>	9.6	<del>9.7</del>	9.6	<del>9.5</del>	9.6	28.8
J.Bloggs							

The remaining scores are added together to give the overall pattern score



#### 4. Patterns

Men, Women, Boys and Girls will compete in separate divisions Dan grades will compete in one or two groups depending on numbers participating. Kup grades will perform in their respective belt colours. i.e. 4 divisions: yellow, green, blue and red.

Red Belts	either Hwa Rang or Toi Gye
Blue Belts	either Joon-Gun or Yul Gok
Green Belts	either Won Hyo or Do San
Yellow Belts	either Dan Gun or Chonji

DAN GRADES MUST ONLY PERFORM PATTERNS WITHIN THEIR DAN STATUS.



Each competitor will perform a choice or compulsory pattern chosen by the organisers prior to the event.

Patterns will be marked in 1/10<sup>th</sup> of a point divisions, as laid down in the following scales:

Poor standard	-	9.0
Average standard	-	9.5
Perfect standard	-	10.0

These divisions will be made by the T.A.G.B. council and details will be enclosed in the championship information pack.

THEY MAY VARY FROM THE ABOVE.



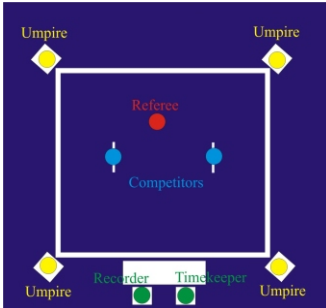
# SPARRING

In all individual sparring events there will be one 1<sup>st</sup> place, one 2<sup>nd</sup> place and two 3<sup>rd</sup> place awards in each division.

## 1. Area

The sparring area should ideally be between 7 and 9 metres squared with the perimeter clearly defined by coloured tape stuck to the floor. There will also be two starting marks approximately 2 metres apart, positioned centrally in the area.

## 2. Officials



### CONTINUOUS SPARRING

2 or 4 Corner judges (seated outside the sparring area, one on each corner)

1 Referee (standing in the centre with the fighters)

1 Timekeeper (seated at the table on the edge of the sparring area)

1 Recorder (seated next to the timekeeper)

### POINT STOP SPARRING

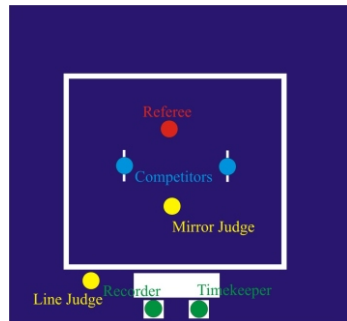
1 Referee (standing)

1 Mirror Judge (standing opposite)

1 Umpire (who will work the line between the table and the corner on the left hand side)

1 Timekeeper (seated at the table)

1 Recorder (seated at the table)



### 3. Sparring Equipment

**All sparring equipment must be of a type that has been approved by the T.A.G.B.**

It's condition must satisfy the chief referee of it's effectiveness. Equipment which is damaged or has been excessively taped for repair will not be allowed.

If the referee is not completely satisfied with the state or type of equipment being used by any competitor, he must immediately alert the chief umpire. The chief umpire will then make a decision which cannot be appealed against.

Approved equipment will have the Tae Kwon-Do International logo or the wording T.A.G.B. on the equipment. A list of approved equipment can be obtained from area co-ordinators at any time leading up to the event.

On most occasions there will be T.A.G.B. approved equipment on sale at the event.

All competitors must wear the following equipment:

1. Head guard (of an approved type)
2. Hand sparring equipment (of an approved type)
3. Foot sparring equipment (of an approved type)
4. Shin and instep pads (of an approved type)
5. Groin guards MALE ONLY (of an approved type)
6. Gum shields (of an approved type)

Optional equipment for female competitors are breast guards. However, this excludes body armour..



#### 4. Bout Procedure and Timing

The bout will commence with the competitors on their respective start positions with either a red or blue waist band or marker.



At the direction of the referee, the competitors bow in turn to the referee, and then to each other. The referee will then start the sparring with the command “si jak”, at this point the clock will start. The competitors continue to spar until the referee issues the command “hye chy”, which he or she will do in order to issue an infringement.

The clock does not stop at this point unless the referee gives the time out signal to deal with an injury or any other reason at their discretion. The bout will be re-started by the referee at the original start positions. On completion of the allocated time, the timekeeper will sound a bell/horn etc in order to

warn the referee that due time has been reached.

**But the bout only ends on the final command “hye chy” by the referee.**

#### 5. Duration of Bouts

Each bout will be either 1 minute, 1 ½ minutes or 2 minutes continuous duration, or two 1 minute, 1 ½ minute or 2 minute rounds of continuous duration with a break of 50% of the bout time in between rounds.

**In CONTINUOUS SPARRING**, if a draw is given after time has been called, a further extension will follow. The time extension will be 50% of the original bout time. If a result is not achieved after one such extension, the referee will inform the judges that, if their clickers are showing a draw after the second extension, they must make a decision on technical merit.

**In POINT STOP SPARRING**, if a draw is given after time has been called then the “SUDDEN DEATH RULE will apply.

This means that the first person to score will be the winner.



## 6. Scoring and result procedure

### CONTINUOUS



The corner judges will award points as they are seen by using hand held recorders (clickers). These should be clearly marked left hand clicker blue, right hand clicker red. On completion of the bout and after bowing procedure, the referee will call “show”, at which the corner judges will immediately hold in the air the clicker showing the highest score. In the event of a draw, both clickers are held up with the arms crossed.

At this point, the referee himself will make a decision and then award the bout as either a win or draw. A win can only be awarded if 3 or more of the 5 judges, or 2 or more of the 3 judges award the bout one way. Any less is awarded as a draw.

### POINT STOP

The referee will stop the bout with the command 'hye chy' if any judge indicates a clean technique has been scored.

The other judges must immediately issue a signal (Un sighted/No score / Score)

**If any two from either the referee, mirror judge or umpire agree that a technique has been scored, an appropriate amount of points will be awarded by the referee. Two out of the three officials must agree on the points scored for it to be registered.**

**The only exception to this rule will be the ability of the referee to override the two officials if he/she has definitely seen a score and the two officials are showing unsighted techniques.**

These points will be displayed by the recorder on either blue or red score cards and these cards will be situated at the recorder's table for all to see. The red card will be on the right of the table and the blue card will be on the left hand side. (the left and right being determined by the score keeper as he/she sits at the table).

The officials should try to make their decisions as quickly as possible so that the bout continues at a reasonable pace. Any demerit points will be added onto the opponents score.

**If a competitor scores 10 points, then the bout will be stopped and awarded to that competitor.**



# Recording Results

The sparring results sheet will contain the event date and title, the entry category, the number of pools, entries in that pool and total number of entries in the category

Tae Kwon-Do Association of Great Britain - Print Draw  
26/11/2006 - TAGB British Championships 2006

**Boys Yellow Light- Entry Sequence 110**

Pool No 1 of 1      Entries in Pool 16      Entries in Category 16

(L-W) Lowe.B			
BYE			
(POO) Taylor.B			
(EXE) Potts.A			
(TIV) Amos.A			
(L-W) Ranger.S			Results
(STA) O'Neill.K			1. _____
(LYD) Thomas.R			2. _____
(FIN) Orme.E			3. _____
(WIN) Topping.M			3. _____
(BR4) Oakley.K			
(KTP) Harding.P			
(SUT) Read.T			
(KSB) Ascourt.R			
(ITC) Cameron.A			
(WGC)Gibbs.L			

Referee and umpires should check the presence of all competitors on the listing prior to commencing the bouts.

Competitors with BYE's will be automatically entered into the next round

Winning competitor's names are entered into the next round boxes. In the semi finals and finals the competitors club is also collected Any official warning and / or disqualifications are noted on the results sheet also

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**Boys Yellow Light- Entry Sequence 110**

Pool No 1 of 1      Entries in Pool 16      Entries in Category 16

(L-W) Lowe.B			
BYE	<i>Lowe, B</i>	<i>Lowe, B</i>	
(POO) Taylor.B			
(EXE) Potts.A	<i>Potts, A</i>		<i>O'Neill, K</i>
(TIV) Amos.A	<i>Ranger, S</i>		Results
(L-W) Ranger.S		<i>O'Neill, K</i>	1. <i>Gibbs, L (Widewater Garden City)</i>
(STA) O'Neill.K	<i>O'Neill, K</i>		2. <i>O'Neill, K (St Albans)</i>
(LYD) Thomas.R			3. <i>Orme, E (Finchley)</i>
(FIN) Orme.E	<i>Orme, E</i>		3. <i>Lowe, B (Luton West)</i>
(WIN) Topping.M		<i>Orme, E</i>	
(BR4) Oakley.K			
(KTP) Harding.P	<i>Harding, P</i>		<i>Gibbs, L</i>
(SUT) Read.T	<i>Read, T</i>		
(KSB) Ascourt.R		<i>Gibbs, L</i>	
(ITC) Cameron.A			
(WGC)Gibbs.L	<i>Gibbs, L</i>		

**Referees are responsible for ensuring these results sheets are correct**

## 7. Target Area

- (a) Head and neck area complete. (Excluding the throats)
- b) Trunk of the body from the neck to lower abdomen vertically and from an imaginary line drawn from the armpit vertically down to the waist on each side (i.e. frontal area and side area of the body only, excluding back).

## 8. Points are awarded as follows:

- a) 1 point awarded for any hand technique to any target area.
- b) 2 points awarded for foot technique to mid-section area.
- c) 3 points awarded for foot technique to high-section area.

## 9. Point scoring awards

Points will be awarded for a scoring technique only. This consists of:

- a) Attacking tool making **touch contact** but with control so as not to cause injury nor be likely to cause injury to the opponent.
- b) Appropriate attacking tool should be used correctly and in a forceful manner with speed and accuracy.

**Touch contact is defined as 'the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of touch is felt by the opponent.'**

## 10. Demerit points and disqualifications

1 point will be added to the opponents score by the referee for the following offences:

### **CONTINUOUS ONLY**

- a) Stepping out of the area twice (i.e. on the 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup> and every other subsequent occasion).

A competitor is considered to have stepped out when one foot fully crosses the perimeter line.

Deliberate exits to avoid sparring will result in minus 1 point on every occasion, this would constitute bad sportsmanship.

- b) Loss of balance on each occasion (a competitor is considered to have lost balance when any part of their body other than the feet, come in contact with the floor

The exception to this is if the referee considers that the loss of balance is due to a trip, push, illegal technique or a spilled substance on the floor of the fighting area.

## **CONTINUOUS AND POINT STOP**

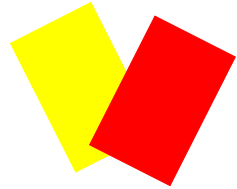
- a) Excessive contact (i.e. low kicking or swinging), but only at the referee's discretion.
- b) Grabbing any part of the opponent or their dobok at the referee's discretion
- c) Tripping or leg sweeping the opponent on every occasion.

Discretionary 'points away' and 'official warnings' may be awarded by the referee for the following:

- a) Talking on the area.
- b) Unsportsmanlike behaviour.
- c) Intentional lack of effort.
- d) Excessive contact and / or aggression.

Disqualification will be awarded by the referee, after consultation with his corner judges for the following.

- a) Intentional contact or unnecessary aggression.
- b) Repeated 1 'point away' offence.
- c) Showing dishonour or disrespect to the officials, competitors or area.
- d) On the second occasion that an official warning is awarded (i.e. a red card is shown after the showing of a yellow card).



Note: The referee may, at his / her discretion, after consultation with the judges, disqualify a competitor without using a yellow card first, depending on the severity of the offence.

## **11. Contact and Injury**

Excessive contact is penalised at the referee's discretion.

During a sparring competition, a referee may give an official warning for offences under the previous section headed 'Demerit points and disqualifications'. Any competitor who receives one official warning during the entire competition will be disqualified from all the remaining competitions that day immediately upon receipt of the second official warning.

The referee will announce to the competitor, corner judges and recorder that an official warning is being given. The recorder marks the official warning against the competitors name on the competitor's list. Then, before the start of the next and all subsequent bouts, the recorder will announce that the competitor has an official warning.

All competitors must have their licence with them at all times and at every competition.

## **12. Weight Divisions**

All height & weight divisions will be sent out in the information pack prior to the competition

All competitors must be a competent standard which should be assessed by their instructor who will sign their form to state the fact.



# TEAM COMPETITION

## General

Team tournaments can consist of just one of the three events or two or all three events combined patterns, sparring and destruction.

In team tournaments, results are recorded as they stand after time is called. Only if the result is a tie after all the events, will extensions apply to an extra bout between elected members of each team.

The overall winner of the tournament is the team with the highest score.

### **1. Awards**

Awards for team tournaments will be given as follows:

1 <sup>st</sup>	-	1 trophy per man plus optional team trophy
2 <sup>nd</sup>	-	1 trophy per man
2 x 3 <sup>rd</sup>	-	1 trophy per man

### **2. Team Sparring**

These will consist of teams anything between 3 or 6 competitors.

Exceptions to this rule are ladies and junior teams which will consist of 3 members.

A toss of a coin will decide which team sends out the first competitor regardless of whether the competition is to include sparring weights, patterns and breaking or not. The opposing team then has 30 seconds to have its competitor on the square.

Sparring will be in divisions set out in the information pack prior to the event.

If weight divisions are set out, then the competitor who is chosen to fight must be matched by the opposing team in weight. This is regardless of whether it be the heaviest, lightest or any weight in between. All competitors may, if they wish, spar at a higher weight but not a lower one.

All competitors must be kitted up and ready to go on to the fighting area within 30 seconds of their bout being called.

The referee may award official warnings or points away to any competitor who fails to meet the 30 second deadline.

If after the deciding spar there is still a tie, then the referee, after consultation with the judges may choose a winner on technical merit as per individual sparring.

### **3. Team Patterns**

If team patterns are required they will take place in the final round only and will be performed by all team members.

All team patterns will be scored 'win', 'lose' or 'draw' in full point marks only (no half points).

The winning pattern will be worth 3 points.

A draw is worth 1 point for each team.

### **4. Team Power Test**

It is only applicable to Black Belts and will be in the final round only. Each team member attempts a different set break technique set out in the information pack, against a member from the opposing team. The winner is awarded 1 point to their team score. Any competitor who is disqualified can take no further part in any part of the competition.

**REFEREE HAND SIGNALS**



**CHARYOT**



**KYONG YE**



**JUNBI / HYE CHYO**



**SI JAK**



**BARRO**



**TIME OUT**

**REFEREE HAND SIGNALS**



**GRABBING**



**EXCESSIVE CONTACT**



**PRIVATE WARNING**



**MINUS ONE POINT**



**TALKING ON SQUARE**



**TURNING BACK ON OPPONENT**



**LOW KICKING**



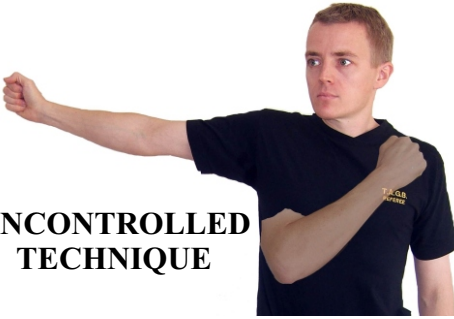
**LOSS OF BALANCE**



**TRAVELLING**

# REFEREE HAND SIGNALS

**UNCONTROLLED  
TECHNIQUE**



**UNSIGHTED  
TECHNIQUE**



**CAN'T CONTINUE**



**WINNER**



**DRAW**



# UMPIRES AND REFEREE HAND SIGNALS



**JUDGE  
UNSIGHTED**



**1 POINT**



**2 POINTS**



**NO SCORE**



**3 POINTS**

