
Competitions

Guidelines for Umpires and Officials

James Montier - April 2022



ASSOCIATED TO:



Umpiring and officiating interhouse competitions

One of the five tenets of Taekwon-Do one stands out above all the others are of vital importance to umpires and officials: integrity. Our duty is ensure all competitors are treated fairly, are as safe as possible, and have a good time, while ensuring the competition runs as smoothly as possible.

Umpires oath :

I will always behave ethically

I will apply the rules impartially

I will never abuse my position

I will act to make all decisions just and fair

I will endeavour to make the competition as safe as possible

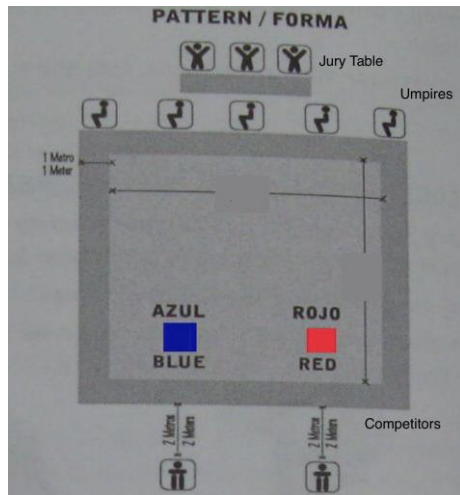
When umpiring, umpires are not members of their school location, they are representatives of the ITF and must behave as such.

The rules and procedures outlined here are different from the rules used at national events, world cups and world championships. In large part this reflects our younger membership (I.e. children heavy), and our selection of events. This obviously necessitates modification of the rules and in some cases the role of the officials.

The following sets out the procedures and guidelines for those officiating at our interhouse competitions.

Patterns

Requirements: 3-5 judges seated at the edge of the mats. Senior umpire should occupy the middle chair and acts as jury president, a record keeper (for recording the scores) and assistant (if numbers permit).



Procedure

In our competitions, competitors are called up one at a time to perform their optional (grade appropriate) pattern - essentially for gup belts this will be either current belt pattern or the pattern below it. For black belts it will be a pattern of choice from their current three patterns.

When a competitor is called forward, they should acknowledge with a loud clear and polite response (yes sir, yes miss, etc). They should bow at the edge of the mat, come forward to mark, chief umpire will then give the charyot command, ask for pattern of choice (since we only ask for optional patterns). The chief umpire will then give the pattern name and the junbi command, once in the correct junbi position, the command sijak will commence the start of the pattern. The last position must be held until the chief umpire gives the pharo or back to ready command. The judges will then give their scores on the count of three (the judges should not confer). Competitor will then be called to charyot and will be bowed out and dismissed. They should walk backwards until they reach the edge of the mat where they should once again bow.

Alternative procedure

At some of our (adult) competitions we may use the head to head format for patterns (hence the setup diagram above). In this case two competitors are summoned onto the mats, and they compete head to head. The scoring approach is unaltered for the approach set out below. At the end of the bout rather than displaying scores, the umpires will raise either a blue or red flag indicating their verdict, or crossed flags if they award a tie. The winner is the competitor with the majority support of the umpires. A pyramid scheme is used (like sparring) with the winner progressing through to the next round.

Scoring patterns

When scoring powers we look for technical correctness, the right moves in the right order. Obviously this means that the judges MUST know the pattern in question. Points should be deducted for each incorrect technique, movement, stance, or motion, missing sine wave, incorrect line or height of technique etc. It is for this reason that judges for patterns must be experts in those patterns, how else do you know how to score if you don't know that a technique was a front strike rather (terminating at the centre line) rather than an inward strike (terminated on the chest line).

As well as the technical aspects we look at overall power, rhythm, breath control and balance.

Power is relatively obvious, but clearly comes from relaxation (since speed is the biggest driver of power, and speed is maximised when inertial resistance is minimised), ie look for shoulders that are raised or tight.

Rhythm is a function of the sine wave and general movement. We should be looking for patterns that flow, and are not characterised by stop/start (stilted action if you like), but rather pause at the end of the technique, and then flow naturally into the next technique.

Breath control isn't just about making sound. The breath should be forced out of the body (a contributor to power generation), and this pressure should create the sound, rather than people simply making a sound for its own sake.

Finally, balance is displayed in many ways. Some obvious like control of bending ready stance etc. Others are more subtle such as posture, facings, and movements between stances - all these areas can provide us with evidence of good or bad balance. The final aspect of balance that should be watched for is the use of rotation on the ball of the foot rather than the heel.

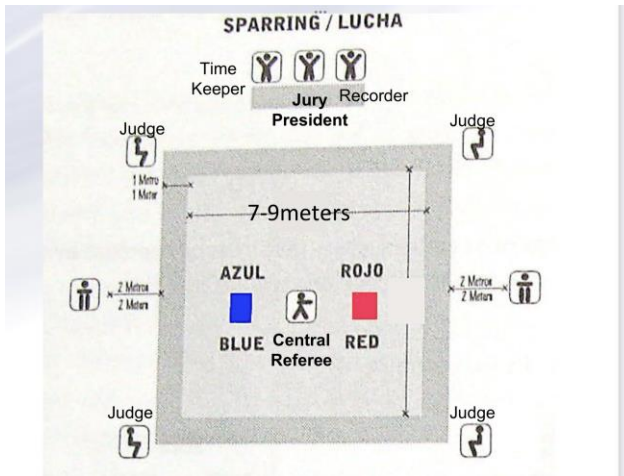
For our competitions we have scores ranging from 5 to 10 in 0.5 increments. These are on double sided flip cards, so the scores are shown to the competitors and the jury table at the same time. In theory all competitors start with maximum points and then umpires deduct for each infringement. However, we often use 6.5 as the neutral point so an averagely executed pattern will get that mark. A poorly executed pattern (endless Chon Ji say) will get a 5, and obviously good patterns showing high levels of technical correctness and an understanding of power, rhythm, breath control and balance will score at the top end of the range.

In the event of a tie... The tied competitors will be asked to perform either the same pattern again, or a different pattern at the discretion of the chief umpire and considering the grade competitors. I.e. It is fine to ask black belts to perform any of the nine colour belt patterns, but it might be a little harsh to ask blue belt to perform. Do San say which they potentially haven't done for a reasonably long time. In either case previous scores should be disregarded, and the competitors will be judged afresh on their new performances.

The winner will obviously be the competitor with the highest score when all the competitors are ranked. Second place to the second highest score etc.

Sparring

Setup: Four corner refs, one center ref (CR), time keeper , record keeper.



Procedure

A pyramid setup will be used to determine matches, with the winner of each bout proceeding to the next stage of the competition.

Competitors called to position, CR should run a quick check of equipment, groin guards and mouth guards, pads etc. All competitors must have approved safety gear (i.e. males must have groin guards, everyone must have a mouth guards, gloves must be full sparring gloves no open finger etc).

Bow to the table jury, bow to each other., at the command of the CR.

CR will then adopt guarding position and tell competitors to do the same (with the junbi command), once the competitors are in position , CR will inert his arm between them, check that the jury table and the four corner refs are all ready and focused, then the CR will call sijak, drop the arm, and the bout will commence.

A Bout will be one 2 min round (unless instructed otherwise).

Corner judges will score the match.

- 3 points for a kick to the head
- 2 points for a kick to the body
- 1 point for a punch

No extra points for jumping/flying techniques

Judges can only score points they can see.

Points can only be award if (and only if)

It is a legal target (head, front of body above the belt), faces are excluded for under 13s.
The technique must be accurate and intentional.
Self-control is shown, i.e. no excessive force.

Should the CR need to interrupt the match (to give a warning or a foul say) they will say Haechyo and insert their arm between the competitors. The warning/foul/action (i.e. fixing equipment) will then occur. Time will be stopped for this period. When the CR is ready to command Gaesock will be issued, and the arm raised from between the two players., time will recommence.

Scores recorded in clickers. At the termination of the bout at the instruction of the time keeper (hooting a horn, or throwing a bean bag into the ring), the CR will give the command Goman to end the match. The competitors will then be told to bow to each other, and then bow to the jury table.

The CR will take an arm from each competitions, and ask for the judge's decision on the count of three, corner judges will give their result by raising the appropriately coloured ribbon clicker. If they score a draw, both clickers will be raised with the arms crossed.

If a winner is declared the CR will raise the winners arm.

The result is decided by the majority of the corner judges, usually obvious. Tricky cases: two judges indicate blue win, two indicate a draw, blue wins. Three indicate a draw, and one red wins, a draw result is announced (majority verdict wins).

In the event of a draw, a further 1 min round will take place, with scoring and warnings, and fouls all set to zero.

If a further draw is declared, sudden death occurs. Competitors will fight until two judges indicate a point scored (they must stand when they see a point). CR will stop the match and ask the corner judges what they saw, if they agree then a point is awarded. A match can also be ended if a foul is given, or three warnings.

Since we are dealing with children the CR has a slightly different role than at a higher level competition. At high level competition the CR will rarely if ever interact with the competitors beyond his official duty, and his/her actions are really communications to the jury president at the table. However, at our competition there is a lot more communication between the referee and the competitors. I.e. warnings are explained (i.e. low kicks, kicking to the back etc = attack to an illegal target).

Warnings

A warning is given for any of the following:

- Pretending to have scored a point by raising one or both arms
- Stepping completely out of the ring (both feet)
- Holding/grabbing/pushing (exception of pushing kicks)
- Falling down, whether intentional or not (loss of balance)
- Intentionally avoiding sparring (turning back etc)
- Faking being hit or pretending to be injured to gain an advantage.
- Adjusting equipment during the bout without the consent of the Centre Referee or adjusting equipment unnecessarily in the view of the referee.
- Unintentional attack to a target other than mentioned in the target area.

Three warnings constitute a negative point. All the corner referees will deduct this point from their clickers.

Fouls

A foul is given for any of the following

- Heavy contact
- Attacking a fallen opponent
- Leg sweeping
- Attacking with the knee, elbow, head
- Intentional attack to a target other than the legal one
- Loss of temper
- Deliberately grabbing or holding to delay competition

Any foul constitutes a negative point. All corner referees will deduct this point from their clickers.

Three fouls result in disqualification

How to give a Warning or Foul

The Center Referee stops the bout, stepping between the two competitors and dropping his/her hand, at the same time announcing "HAECHYO".

The Center Referee stands upright in a close stance.

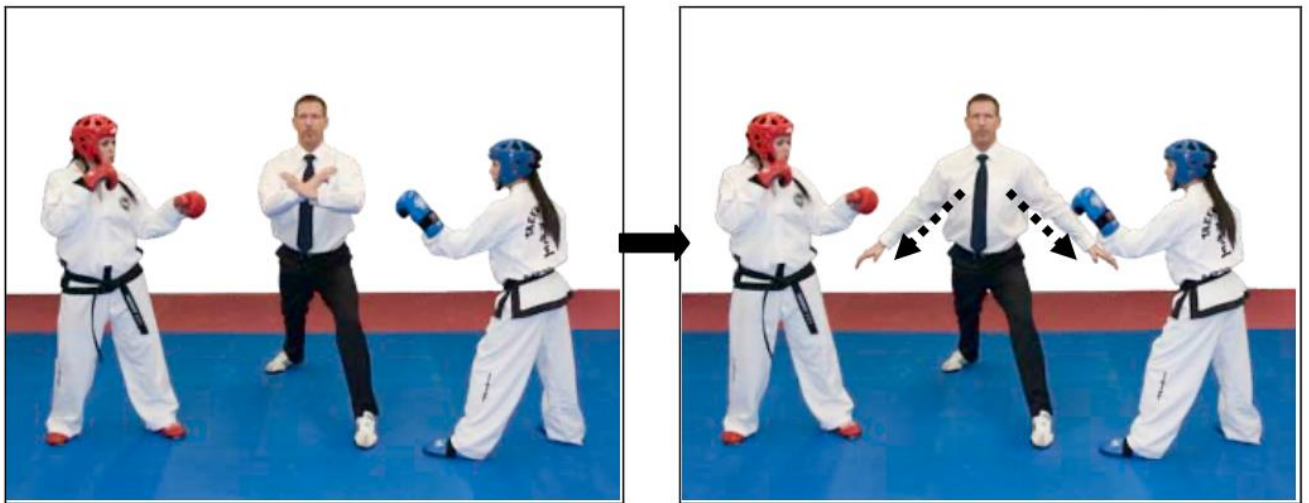
The Center Referee then uses the correct hand signal to indicate what offense has been committed.

The Center Referee then steps back with one leg into walking stance, raising and/or circling one finger in the air and pointing with the other hand to the offending party.

The Center Referee announces WARNING "JU UI HANNA" or FOUL "GAM JUNG HANNA".

After the signal has been made the Center Referee returns to a ready position, raises his/her hand and issues the command to continue "GAESOK".

Hand Signals



Nothing Happened



Fight



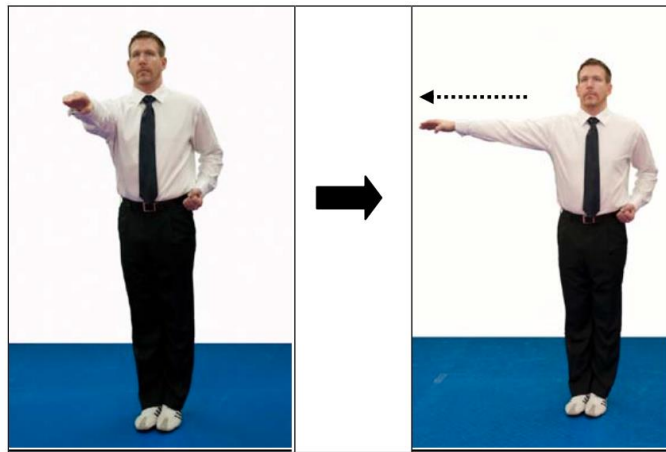
Listen



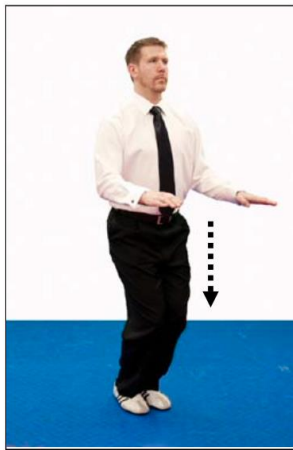
No Talking



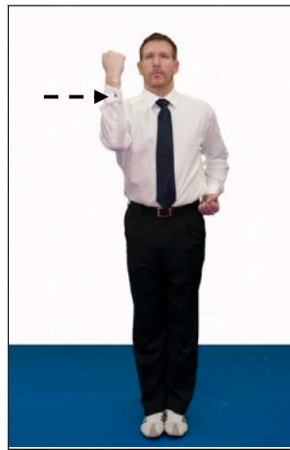
1. Pretending to score a point by raising an arm.
(Pull closed fist straight down from eye level to shoulder level)



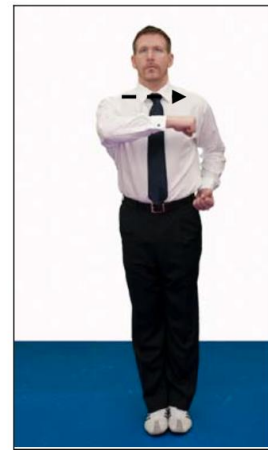
2. Stepping outside of the ring with both feet.
5. Intentionally avoiding sparring.
7. Adjusting equipment without consent of the Referee.
(Draw a horizontal line outward across your body from center line to side of body)



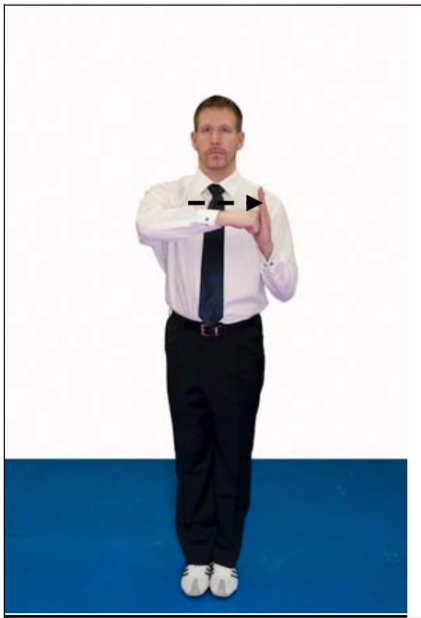
3. Falling Down.
(Extend both hands, palms down, parallel to the floor while lowering the body by bending at the knees)



4. Faking an Injury
8. Pushing
(Execute an outer forearm inward block)



6. Unintentional attack to an illegal target.
(Execute an angle punch)



1. Heavy Contact
4. Holding/Grabbing
5. Intentional attack to an illegal target
(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)



1. Center Referee stops the match. *"Haechyo"*



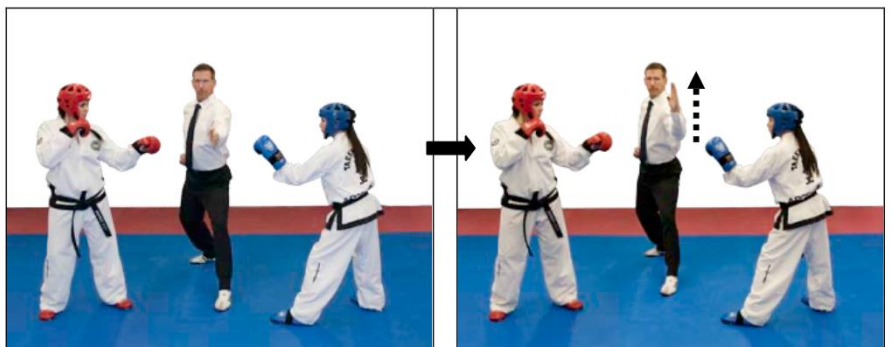
2. Center Referee indicates the infraction with the correct hand signal.
(i.e. FOUL: Intentional attack to an illegal target)



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



4. Center Referee returns competitors to Ready Position.



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

Special techniques

For us this is flying high and flying side kick (depending upon the age group). In national/international events these kicks are supplemented by flying turning kick, flying reverse turning kick, and flying spinning side kick.

Set up: equipment holders (x2 for flying high), record keeper (recording cleared rounds), preferably full two umpires (one to keep an eye on overall, one to ensure correct tool etc).

Procedure

Competitors are sorted by belt and height (belt groups are broad ie white to green, blues to black tag) and heights are more granular to help level the playing field. We do this with measuring sticks and competitors walking to the stick until they can no longer pass under it, and this defines their group.

Competitors must begin and end with a guarding block. failure to do so may result in disqualification.

A run up is allowed, and then the correct technique should be performed. At higher levels this means we should be looking for the correct tool, so for flying high kick ball of foot rather than toes or instep, obviously at the discretion of the referees. For flying side foot sword should clearly be the attacking tool

For flying high kick, after each round the required height will be raised for the next round. For flying side kick, after each round the target will be moved further away from the obstacle. From an umpiring perspective the most obvious things to watch for are clearance of the obstacle, and ensuring the pad is hit before the trailing leg lands (listen for the sound of foot on pad, before the sound of foot on floor).

The process continues with competitors eliminated for failure to make the height/distance until one remains, they are declared the winner.

Power breaking (over 13s only)

Setup:- record keeper, umpire (x2 preferably) per board holder

We diverge from national/international rules, and focus on side kick (rather than side kick, turning kick, reverse turning kick, knifehand side strike and reverse punch for men, and reverse turning kick replaced by back kick, and punch replaced with elbow strike for women).

Procedure

We use PNP white boards as our standard breaking board. The prerequisite number of boards will be placed in a holder, ensuring the boards are in the same order (they should be numbered for ease) and also ensuring that the break lines all face the same direction (failure to do so marginally increase the difficulty of the break).

The initial number of boards faced will depend upon the belt and age category and will be determined in consultation with the tournament director (Master Hodson). In general, juniors (13-17) will start with a single white board, and then face multiple boards as rounds continue.

Competitors are allowed to set the height of the board holder to suit themselves. They must adopt an L stance guarding block on the command of junbi, a measure up must be performed (but only one), and may they touch the board. Once the measure is complete, the competitor must return to L stance guarding block, and then proceed with the break attempt. After the attempt, the competitor must return to L stance guarding block once again.

Umpires must ensure the correct tool is used for the break (Balkal in the case of Yop Chagi), the break is clean or a partial break is recorded.

Scoring

Every board broken is worth 3 points, a partial break is worth 1 point.

Competitors may have points deducted for the following infringements

- Failing to take a measure 1 point
- Taking more than one measure 1 point for each additional measure
- Not returning to an L-stance guarding block following the measure 1 point
- Loss of balance when performing or following the attempt 1 point
- Not returning to an L-stance guarding block following the attempt 1 point

A competitor may be disqualified if

incorrect technique and tool used.
both feet are off the ground when kicking
more than one attempt to break is taken
more than one step toward the board is taken

All of the above may result in a competitor having an advantage in power generation.