

2018 Disney IMAF F.T.F. World Championship
Tae Kwon Do Forms and Olympic Style Sparring
W.T./A.A.U. modified KP&P E Hogos

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Wendi and I are very excited to be once again part of Disney's International Martial Arts Festival. We look forward to bringing you the best competition that we can.

If you have any further questions in regard to Tae Kwon-do Olympic Style Sparring and Forms, please contact me.

*Sincerely,
David Turnbull*

General Rules And Regulations for Tae Kwon Do Forms/Olympic Style Sparring

Divisions will be made by Belt Rank, Age, and Gender

The Tournament Director reserves the right to add, combine, or modify any divisions!

20-point gap is used

NO ceiling is used

No head kicks for 9 & under all belts. (We MAY provide a second division for this age group allowing head kicks)

Light head kicks for all 10-14 yr. olds

15-17 color belts will use Jr. Safety rules for head kicks

15 and over black belts full head contact

All 18 and over colored belts full head contact rules

1 point for solid punch to body, 2 points for body kicks, 3 points for head kicks, 3 points spin kick to body, 4 points spin kick to head

TWO (2) Challenge Cards will be issued for head kicks. (They can only challenge head kicks)

Belt Ranks

Beginner	Intermediate	Advanced	Black Belt
White, Yellow, Orange	Green, Purple, Blue	Brown, Red	All Dans (includes Deputy/poom black belts)

Age Divisions

ALL Forms	ALL Sparring
5 And Under	5 And Under
6 And 7	6 And 7
8 And 9	8 And 9
10 And 11	10 And 11
12 And 13	12,13 And 14
14 And 15	15 - 17
16 And 17	18 - 32
18 - 32	33 - 42
33 - 42	43 And Over
43 And Over	

General Rules And Regulations for Forms

Bracketed system (not Brazilian or double elimination)

- 1) Merit will be awarded on the basis of beauty, grace, rhythm, focus, power and grace.
- 2) All forms will be bracketed (like in sparring)
- 3) You may not restart a pattern, you must complete a pattern
- 4) Any W.T.F / I.T.F/ATA or Tang Soo Do patterns will be accepted. No creative or Open forms will be accepted, traditional forms only.
- 5) You may perform any traditional pattern up to your belt rank
- 6) 2 people will do their pattern at the same time (Chung & Hung)
- 7) Judges will cast votes to winner by show of hands or score sticks
- 8) Awards for 1, 2, 3 and 4
- 9) You may not modify a form to enhance a vote.
- 10) Players must confirm their pattern is ok to do with the judges before starting completion

General Rules and Regulations for Olympic-Style Sparring

Modified WT Rules, Awards for 1, 2, 3, 3

Article I. Protective Equipment

Section 1: Mandatory

All competitors must wear an Olympic style chest protector, headgear, shin and instep protectors, forearm protectors, and mouth guard. **All Black belts will use KP&P E hogos**
Shin, instep, and forearm protectors must be worn underneath the dobok.

Males are required to wear groin protection, Female optional (hard cup for males; soft material for women) on the inside of their dobok.

Article II. Personal Requirements

Section 1: Mandatory

Competitors shall keep their nails short and are forbidden to wear any metallic article that may injure or endanger an opponent.

Any competitor whose hair, in the opinion of the referee/judges, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

Competitors have 1 minute to comply with these requirements with a Gamjeom or MAY face disqualification, if over 2 minutes

Section 2: Metallic Articles

The phrase “metallic articles” includes all hard objects which may cause injury. It is not sufficient to cover a hard or metallic article such as a ring with tape or other covering. Eyeglasses are NOT allowed in sparring competition. Soft contact lenses are recommended.

Section 3: Personal Hygiene

The personal hygiene of all competitors shall be of the highest standard. Any competitor wearing an excessively unkempt or dirty uniform will be required to change it immediately (i.e., within two minutes). If the competitor cannot or will not comply, the referee shall declare the opponent the winner.

Section 4: Tape

A maximum of two (2) layers of tape are allowed except in the case of an injury. For an injury, the minimum amount of tape that will protect the area should be used. If there is a question, the referee should have the wrapping examined and approved by the tournament physician. Under no circumstances will a hard splint or cast, no matter how small, be allowed.

Section 5: Drugs

The administration or use of any drugs (except antibiotics or other medically prescribed therapeutics), alcohol, stimulants, or injections in any part of the body, either before or during a match, to or by any contestant is absolutely prohibited. Any contestant violating this rule will be disqualified.

Article III. Points (Valid Scores)

Points shall be awarded if executed with proper balance, power, and technique.

NOTE: To be scored as a point, a punch or a kick to the body must be sufficiently powerful to produce a “significant impact” while the attacker maintains good balance and form; a kick to the head must touch with the foot. Any light touch head kicks will score in all divisions where head kicks are allowed.

Section 1:

- a) Two points for solid foot attack on trunk protector
- b) One point for a solid punch.
- b) Three points for attack (foot) to the face or head
- c) One additional point shall be awarded in the event that the contestant spins while scoring to the body
- d) One additional point shall be awarded in the event that the contestant spins while scoring to the head.

Section 2:

Points shall be awarded when permitted techniques are delivered accurately and powerfully to the legal scoring areas of the face or body.

Article IV. Definitions

Section 1: Knock Down

- a) When any part of the body of a contestant other than the feet touches the floor due to the force of the opponents delivered technique.
- b) When a contestant is staggered showing no intention or ability to pursue the match.

c) When the referee judges that the contest cannot continue as the result of any power technique having been delivered.

Section 2: Knock Out

A Knock Out is declared when a contestant cannot continue the match after the referee's "Ueo!" (ten) count.

Section 3: Referee Stops Contest (R.S.C.)

- a) When the referee or tournament physician determines that a contestant should not continue.
- b) When the contestant's coach throws in a towel to stop the fight.
- c) When a contestant protests a referee's call and does not continue the contest at the referee's command within one minute.

Section 4: Divisions

Divisions will be made by Belt Rank, Age, Weight, and Gender

The Tournament Director reserves the right to add, combine, or modify any divisions!

Article V. Duration of Competition

Section 1:

All colored belt matches shall consist of two (2) 60-second rounds with a (15) second rest between rounds.

Section 2:

All preliminary Black Belt matches shall consist of two (2) 1:30 minute rounds with a (15) second rest between rounds.

Section 3:

When Red/Brown belts are combined with Black Belts, all matches shall consist of three (3) 1:30-minute rounds with a (15) second rest between rounds.

Section 4:

Competitors shall be allowed a full two-minute rest between semifinal and final matches.

Article VI. Authorized Implements for Scoring Points

Section 1: Fore Fist

No open hand, knife hand, ridge hand, or palm heel strikes are allowed.

Section 2: Foot

Any part of the foot below the ankle.

Article VII. Authorized Areas for Scoring of Points

Section 1: Facial Area (Foot Only):

Includes the entire face and neck from the top of the forehead, in front of the ears, down to the collarbone.

Section 2: Trunk

Attack by fist and foot techniques on the areas covered by the trunk protector are permitted. However, such attacks shall not be made on the part of the back not covered by the trunk protector.

Article XIII. The Rules of Superiority

- 1) 20 point gap will be used
- 2) No point ceiling will not be used
- 3) If case of a tie score, an overtime round will be fought, first full point scored or full point deduction of score will win.
- 4) The decision of superiority shall be made on the basis of the initiative shown during the match. The meaning of “initiative” is technical dominance of an opponent through aggressive match management.

Article IX. Decision

Section 1:

To suspend a match for injury the referee shall:

- a) Declare “Kalyeo” to stop the competitor action.
- b) Order the timekeeper to suspend match time and start injury time by declaring “Kyeshi” using the proper hand signal. (Kyeshi time shall not exceed one (1) minute). (Unless medic needs to clean up/tape)
- c) Allow the injured competitor to receive first aid (within one minute).

Section 2:

If the injured competitor cannot continue the match after one (1) minute the referee shall:

- a) Declare the injured competitor the loser if the injury was not the result of an attack.
- b) Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor.
- c) Declare the injured competitor the loser if the injury was the result of a prohibited act that would have been assessed a Kyung-go penalty.
- d) Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a Gamjeom penalty.
- e) Declare a winner based on the score before the injury if both contestants are injured and cannot continue.
- f) Consult with the judges if necessary to make a decision.

Section 3:

Determination of the winner shall be made as follows by:

- A) Win by K.O.
- B) Win by Referee stopping the contest (RSC).
- C) Win by Score / Superiority
- D) Win by Withdrawal.
- E) Win by Disqualification.
- F) Win by Referee’s punitive declaration.

Article X: In the Case of a Knockdown

Section 1:

The Referee shall:

- 1) Stop the attacking fighter by commanding “kalyeo” and keep the two competitors apart.

- 2) Count aloud from one to ten, at one-second intervals, making the appropriate hand signals indicating the passage of time. There is a mandatory eight count.
- 3) Declare the opponent the winner (by knockout) when the fallen or stunned competitor fails to recover by the count of ten.
- 4) If the downed contestant stands up and is recovered by the count of eight, the referee shall ascertain his/her desire to resume the fight. If the downed or stunned contestant then immediately resumes a fighting posture, has clear eyes, and is apparently in full control of his/her faculties, then the referee shall continue the contest by announcing "Kae Sok".
- 5) The referee shall continue the count regardless of the end of the round or the contest time. If the fallen contestant does not stand up or recover by the count of ten, the referee shall announce the opponent winner (by a knockout).
- 6) In case both contestants are downed, and one of them recovers, the referee shall continue the count as long as the other contestant remains downed.
- 7) In case both contestants are downed and fail to recover by the count of ten, the winner shall be decided by the points scored before the knockdowns.

Section 2:

Procedures to be followed after knock out. In the case of a knock out by head attack, the competitor may not enter another competition until after 30 days and after receiving a physical examination and clearance from a physician.

Article XI. Procedures for Suspending the Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, etc. or for an injury that is not defined as a knockdown such as accidental falling or an injury from a prohibited act.

Section 1:

To suspend a match for any reason other than injury the referee shall:

- a) Declare "Kalyeo" to stop the competitor action.
- b) Order the timekeeper to suspend the time by declaring "Shigan" using the proper hand signal.

Section 2:

Any combination of full point deductions which brings the total of "minus" points to ten (10) shall cause that competitor to be declared the loser.

Section 3:

To reverse a violation call, the referee shall repeat the wrong signal, then sway the right palm twice horizontally from right to left as wide as the shoulders while facing the Head of Court table. He will then declare the proper infraction.

Article XII: Situations Not Covered By Rules

Section 1:

FTF rules will preside at all events.

Section 2:

If a situation is not covered by the FTF rules, the Tournament Committee will provide a ruling.

Article XIII. Prohibited Acts

Section 1:

Penalties on any prohibited acts shall be declared by the Referee.

Section 2:

In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.

Section 3:

Full Penalty points go to opponent's score.

Section 4:

A Gamjeom shall be counted as a minus one point. All Gamjeoms are counted in the grand total.

Section 5: Gamjeom Penalty: Full Point Deductions

- 1) Crossing the boundary line with 2 feet
- 2) Falling down
- 3) Attacking and making contact to a fallen opponent.
- 4) Grabbing/holding/pushing the opponent(Not Ok to push while someones kicking)
- 5) Butting or attacking with the knee
- 6) Kicking below the waist.
- 7) Kicking after Kalyeo.
- 8) Lightly hitting the opponent's face or head with the hands or fist
- 9) Interrupting the progress of the match on the part of the contestant or coach
- 10) Avoiding/Delaying the match
- 11) Lifting the knee to avoid attack, kicking the leg, holding leg in air more than 3 seconds, kicks aimed below waist.

Section 7:

When a contestant refuses to comply with the competition rules or the Referee's order intentionally, the Referee may declare the contestant loser by penalties after one minute.

Section 8:

Junior Olympic-Style Divisions will be categorized by sex, weight, and Rank.

Article IV. Safety Rules Governing Olympic-Style Sparring for Junior Competitors

The following special section of the Competition Rules shall apply to youths (5-14 years of age all belts, and 15-17 year old colored belts) competing in the Olympic-Style Division.

Section 1: General Rules

- 1) In the local/preliminary, Association, Regional, and National level competitions, the rules concerning a kick to the face or neck shall be as follows:

NO Head Kicks for all 9 and under belts (full/half point point deductions)

• Event director MAY choose to do an additional division for ages 9 and under that would allow head kicks (Jr. Safety rules). This division would be made during the staging process.

a) All 10-11, 12-14 black belts and 15-17 color belts - The competitor is encouraged to kick to the head + facial area: however, the kick must be light contact with absolute control without causing any injury or excessive contact or the appropriate penalty shall be invoked.

b) The competitor who executes a successful technique (light contact without causing any injury) will be awarded Three/Four (spin) points.

c) The competitor who executes a kick to the face or neck which results in a minor injury shall receive a one-point deduction and have scored points waved off.

A minor injury is defined as an abrasion or bleeding caused by non-excessive contact. The Referee and judges, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.

d) The competitor who executes a kick to the face or neck which results in the inability of the opponent to continue sparring because of the injury shall be disqualified. The Referee and judges, with or without consultation with the tournament physician, shall determine if the attack is an excessive contact, and if the injury is a major one.

NOTE: Inability to continue because of fright, crying, or loss of will following a legal kick to the head does not constitute grounds for disqualification of the attacker.

Section 2: Referee Stops the Competition Only in the Junior Divisions.

1) The Referee may stop the match in order to consult with the Judges to determine whether a mismatch should be declared.

This decision requires a majority agreement of the Judges and final verification of the Head of court.

Section 3:

15-17 year old black belt competitors will have the option of competing as juniors or as adults. However, they may only choose one category or the other – not both.

In addition, 15-17 year old black belts will compete under adult rules regardless of the division in which they register.

Section 4:

Committee has the option of combining two or three age groups into a single group.

Article V. Methods of Competition

Section 1:

The competition system for all championships shall consist of single elimination.

Section 2:

A 'bye' system shall be used at all championships which guarantees four (4) semifinalists. All byes shall be awarded during the first round of competition