

Lee Brothers Martial Arts Competition Rules and Regulations

2nd Degree Requirement

METHOD OF SCORING

The Basic Concept of Determining the Result of the Taekwondo Match

The Technical Significance of the Match Results

Taekwondo competition is based on the general technical concept of Taekwondo, but its specific technical concepts are peculiar to competition. The technical concept of Taekwondo competition is seen in the system of the competition rules. However, the core concept is found in the articles of the rules regarding penalties and valid points which are real criteria upon which the results are based.

The outcome in a Taekwondo match does not signify the result of a real fight or martial art combat, but is the result of a superior technical performance. This means, to compare the relative level of predetermined techniques in a predetermined system of competition. Therefore, the outcome in competition is determined according to the criterion of who records more accurate powerful techniques on the opponent using action within the rules.

The Referee must clearly understand this above mentioned principle before attempting to score a match; specifically, he must clearly appreciate what the fundamental ideals of points, deductions and superiority are. When the Referee views competition as a form of actual fighting or applies the general technical concepts of Taekwondo to competition without moderating this in the scoring method, it is difficult to score correctly.

Furthermore, the Referee will tend to decide the match outcome according to subjective personal perception. The Referee's efforts to gain sound scoring ability must be initiated from the understanding that the results of Taekwondo competition will be determined by the type of technical concept held.

The Factors Determining the Result of the Match

The match results in Taekwondo competition are based on three criteria: valid point, deduction, and superiority. Added and subtracted scores, i.e. points and deductions, are the main scoring system, and this is augmented by an auxiliary system known as superiority. However, the valid point is pre-eminent in the scoring system and is the prioritized criteria when the match score is tied (for instance, due to deduction). This is because the point was the original standard for determining the winner and loser in competition.

Only blows which qualify as the above criteria can be evaluated as scoring techniques and those techniques which fail below this criteria are not scored.

When the result of the match cannot be decided by the points and deductions, the result is decided according to the system of superiority by evaluating the overall content of the match based on those technical actions which did not qualify as scoring techniques.

The Referee's Role in Deciding the Result of the Match

The Referee's role in officiating is, first, to officiate the match safely and fairly so that the contestants have a good environment to exhibit their best technical abilities. After that, the Referee

has an even more important responsibility to evaluate the quality of both contestants' actions in order to help determine the result of the match objectively.

When the electronic body protector scoring method is not used, the Referee is part of the process of determining the match results and his subjective decision-making must be in accordance with the competition rules.

The Referee's scoring of the match makes the content of the match obvious to the public through the evaluation and publication of the competitor's technical performances. The Referee's scoring of the match is the final criterion as to whether the techniques were effective or not, and the referee's declaration of penalties is the decision of a technique's legality.

Only through the Referee's scoring and deductions are the techniques given value and the content of the match endowed with meaning.

The Referee's primary role is to determine the competition results by evaluating techniques and the overall content of the match. However, the Referee has another responsibility in managing the match, which is to lead the match in such a way that a clear difference in technical ability becomes apparent.

It is common in current Taekwondo competition for competitors to utilize distorted strategies in order to win. They employ subtle actions or gestures which are similar to penalties to evade or interrupt the opponent's technical exertion, resulting in passive or negative game management. This kind of match management is a violation of the letter of the competition rules as well as the fundamental spirit of competition.

Therefore, the Referee must accept the responsibility for rectifying the negative content of the match and for ensuring that the actual winner of the match is obvious. This responsibility includes inducing the competitors to demonstrate their best ability and next, to manage the match so that the potential difference in technique will become clear. The Referee must always be cognizant of these two roles and constantly strive to improve his/her ability in scoring.

References for Correct Scoring

Sound scoring methodology includes validity, objectivity, and reliability in high degree. The Referee should evaluate his or her own scoring and try to improve in ability on the basis of these qualities.

1. **Validity:** Validity in Taekwondo scoring can be defined in two categories: First is the correspondence between the criteria of determining match results according to the current rules and the ideal concepts of general Taekwondo.

Second is the correlation between the Referee's personal interpretations and application of the current criteria and the real content of that criteria as given by the rules. The more important ideal for the Referee is the latter definition which signifies how accurately the Referee scores in accordance with the criteria established in the rules.

In order to enhance the validity of the Referee's scoring practices, the competition rules must be thoroughly understood and the competition techniques realistically perceived.

2. **Reliability:** Reliability can be defined as the consistency in applying established scoring criterion among many matches. Poor reliability is demonstrated by the Referee who varies the scoring standard according to situational factors.

In order to enhance the reliability of the scoring system, the Referee must possess a clear personal concept of techniques and must spare no effort to remain in touch with competition so as to maintain the sense of competition. Also, the U.S. Referee must maintain solid standards in decision making so as not to be influenced by other Referees or technical variables.

3. Objectivity: Objectivity is the measurement of consistency of the scoring criteria among the Referees. If Referee A uses different criteria for scoring than B, and C is different than D, then the Referee team's degree of objectivity in scoring will be very low.

In order to enhance objectivity, the Referees must study and discuss the application of scoring criteria before and after competitions and during seminars. If a Referee holds an utterly different concept of the scoring criteria, the Chief or Senior Referee should give some corrective advice.

Principles of Scoring

1. Principles of independent decision making: The Referee must always make decisions based on his/her own judgment, independent of the influence of other Referees' decisions.
2. Principle of immediate decision making: The Referee should make immediate decisions regarding actions and must not hesitate to judge individual's techniques by, for instance, Judging a combined technical sequence or "summing" the context of technical actions. The Referee must make a judgment immediately after the action occurs.
3. Principle of non-compensation of misjudgment: If the Referee recognizes that he has made a misjudgment, he must try not to compensate by making another misjudgment.

For example, when a Referee recognizes that he has penalized a contestant unreasonably, there is the tendency to try and compensate the mistake by penalizing the other contestant unreasonably or upon the slightest pre-text. This is a clear violation of the rules and can be the cause of loss of dignity and credibility.

4. Principle of non-reevaluation of a previous judgment.

Once a decision is made it must not be changed under any circumstances. Even if, by the Referee's own judgment, that decision was a mistake, it must stand. The only legal course of changing decisions is through arbitration.

Scoring the Valid Point

1. The concept of a valid point: Valid point means the point awarded to a technique which makes accurate contact on a legal area with adequate power and which is delivered with the correct part of the hand or foot.

The difficulty in precisely defining a valid point reliability from the lack of an objective scale for measuring the impact of techniques. Therefore the Referee must have a clear, personal concept of scoring techniques which must be consistent with both the rules and other experienced Referees' concepts.

The competition rules define scoring techniques as accurate, powerful contact made by legal hand or foot techniques. Accurate contact means a blow, which contacts the opponent's

scoring area with precision, utilizing the central part of the hand or foot without encountering and blocking impediments. Powerful contact means forcible striking with clearly visible mass and velocity. Therefore, scoring techniques can be defined as clean, forcible contact to the scoring target.

The Referee's general concept of scoring techniques has, in some respects, two problems. First is the overly stringent and narrow criteria many hold for awarding a point: next is the lack of flexibility in applying criteria which depend on technique or area.

Guideline for application Of scoring criteria

Analysis of scoring criterion:

In the competition rules there are two aspects to the criteria of scoring: Accuracy, and Power.

Accuracy means the degree of precision in the contact made between the legal scoring area and the striking part of the technique.

- Precise Contact
- Partial Contact
- Over-extended Contact
- Impeded Contact

Power means the amount of force transferred to the opponent's body. Power has two essential components: The velocity and the mass with which the technique is loaded. In practice, however, If the opponent is abruptly displaced, through contact, or even without visible displacement, the power of a technique which is elastically transferred to the target area can be evaluated as forcible contact.

Invalidation of a point

It is a rule that points gained through illegal techniques or actions cannot be valid. In this situation the Referee must indicate invalidation of the point by hand signal and declare the appropriate penalty.

Intentional falling after delivery of an attack: If a competitor, after delivery of a scoring technique, seeks to avoid the opponent's counter-attack by intentional falling, the point shall be invalidated.

Committing a violation after delivery of a technique: If a contestant, after delivery of a scoring technique, seeks to avoid or impede the opponent's retaliatory technique by holding, clinching, stepping on or kicking the opponent's leg, etc., the point is invalid. However, if the violation occur independently of the scoring technique, the point remains valid after declaration of the penalty.

A point gained by using an unauthorized action: If a point is gained by utilizing an illegal action or in combination with an illegal action, the point must be invalidated.

In the above situation the Referee shall immediately declare Kalyeo (break) and shall first invalidate the point by hand signal and then declare the appropriate penalty.

If the situation does not warrant invalidation of the point, then only the penalty is declared.

Junior KyoRooKi Safety Rules

ARTICLE I: JUNIOR KYOROOKI (SPARRING) SAFETY RULES

Section 1: General Rules

- 1.The junior safety rules will be applicable to all junior competitors with exception of Junior Black Belt Divisions (age 13-16).
- 2.In the State, Regional and National Junior Olympic Championships sparring competition, the rules concerning a kick to the face or neck shall be as follows:

The competitor is encouraged to kick to the 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.

The competitor who executes a successful technique (light contact without causing any injury) shall be awarded one point.

The competitor who executes a kick to the face or neck which results in a minor injury shall receive a one-point deduction. A minor injury is defined as abrasion or bleeding caused by non-excessive contact.

The Head of Court, 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. The competitor who executes a kick to the face or neck which results in the inability of the opponent to continue sparring because of Injury shall be disqualified. The Head of Court, 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.

Referee Stops the Competition

Only in the Junior Divisions except Junior Black Belt (age 13-16), the Referee may stop the match in order to consult with the Judges to determine whether a technical knockout or a mismatch should be declared. This decision requires two-thirds majority agreement of the Judges and final verification by the Head of Court.

If the number of competitors for each division is less than 8, the Organizing Committee has the option of combining two or three age groups into a single group and assigning the divisions as advanced, intermediate, and beginner to each combined group.

GENERAL RULES AND REGULATIONS FOR POOMSE COMPETITION

The Referee will:

1. Control the poomse competition;
2. Physically be if there are any violations when the contestant is called in;
3. Order any violations corrected and start the timekeeper's clock;
4. Give pre-competition instructions if necessary;
5. Declare the beginning and the end of the competition;
6. Call for judges to display score cards;
7. Question, inspect, and declare if the poomse is authorized;
8. Collect score tally sheets from three scorekeepers, and present them to the Head of Court for the confirmation of the winners;
9. Declare the winners of the poomse competition.

The Judges will:

1. Be seated in the Judges' position;
2. Award scores by displaying the score card at the call of the Referee.

Head of Court

1. Be seated in the designated position;
2. Consult with the Referee and Judges when necessary;
3. Inspect and compare the accuracy of the score-tally sheets;
4. Question, consult and instruct judges in establishing consistent and accurate scores;
5. Confirm the winners;
6. Request a replacement of the Referee and/or Judges if necessary.

Assistants

1. Each recorder will independently:
Record scores displayed by the Judges and Referee;
Add the scores and rank the contestants;
Submit the final score-tally sheet to the Referee.
2. Timekeeper will:
Start the official clock after the Referee orders correction of any violations of the Poomse Competition Rules;
Inform the Referee when the one-minute time has expired.

OFFICIAL SIGNALS AND LANGUAGE

The Referee will:

1. Call the contestant in by calling "Sunsooipjang" (on position or enter the Ring);
2. Face the Head of Court and declare "Charyot, Kyungnae" (attention, bow) with the same hand signal as the free sparring competition;
3. Conduct following physical inspections:
Visual inspection of dobok, hair and possible use of metallic articles;
Inspection for alcohol and/or drug abuse; Inspection of right-side contestant first if two contestants perform poomse at the same time.
4. Return to the Referee's position thereafter;
5. Face the Head of Court assuming attention and declare "Jhoonbe, Shijak" (ready, begin) and then sit down;
6. At the completion of the poomse, assume attention and declare "Koomahn" (finish) and then continue declare "Charyot, Kyungnae" (attention, bow) with the same hand signals as the beginning.
7. Turn around to face the judges and call for the score by declaring "Jomsoo" (score);
8. Turn around and display his score;
9. Declare "Sunsootaejang" (dismissed or exit the Ring).

SCORING

1. The Referee and Judges shall award a score, on a scale of five to ten, ten being the highest, to the contestant by displaying the score card.
2. Any tenth of one point may be awarded. (0.1, 0.9, etc.)
3. The highest and lowest scores will be dropped from total computation. In case of tie, however, all scores will be computed to break the tie.

Merits

Judges and Referee will award scores on the basis of the following merits:

1. Correct and orderly execution of each movement;
2. Degree of proficiency which will be judged on the basis of:

Executing powerful and speedy techniques by tensing and relaxing muscles at the proper moment;
Mental concentration;
Focused eye and head movements;
Accurate targets;
Inhaling and exhaling at the proper moment;
Balance;
Rhythm;
Synchronization of entire body movements;
Taekwondoistic attitude.

REVISION OF THE RULES REGARDING PROHIBITED ACTS IN CONTEST

With a view to improving Taekwondo games by means of inducing the development of techniques, ensuring the protection of contestants, and facilitating a fair competition management, the rules regarding the prohibited acts during the contest have been modified in such a way that the prohibited acts are grouped into two categories according to the manner of acting, though under the same classification of Kyong-go penalty and Gam-jeom penalty. This will certainly reduce room for

allowing a certain confusion to arise among the referees in applying Kyong-go or Gam-jeom penalty or allowing the referees to make a discretionary interpretation of the rules.

The Modified Rules:

Valid Points

1. Legal Scoring Areas
 - a. Mid-section of the trunk
 - b. Face: The whole part of the face including both ears
2. Points shall be awarded when permitted techniques are delivered accurately and powerfully to the legal scoring areas of the body
3. The valid points are divided as follows:
 - a. One (1) point for attack on trunk protector
 - b. Two (2) points for attack to the face
 - c. One (1) additional point shall be awarded in the event that the contestant is knocked down and the referee counts

Prohibited Acts

1. Penalties on any prohibited acts shall be declared by the referee
2. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared
3. Penalties are divided into "Kyong-go" (warning penalty) and "Gam-jeom" (deduction penalty)
4. Two "Kyong-gos" shall be counted as deduction of one (1) point. However, the odd "Kyong-go" shall not be counted in the grand total.
5. A "Gam-jeom" shall be counted as minus one (-1) point
6. Prohibited Acts:
 - A. Interference with the progress of the match
 1. Crossing the Boundary Line
 2. Falling down
 3. Evading by turning the back to the opponent
 - B. Undesirable acts
 1. Grabbing the opponent
 2. Touching the opponent with the hand or the trunk
 3. Pretending injury
 4. Butting or attacking with the knee
 5. Attacking the groin
 6. Stamping or kicking any part of the leg or foot
 7. Hitting the opponent's face with hands or fist
 8. Interrupting the progress of the match on the part of contestant or the coach
 9. Avoiding the match

Prohibited Acts: "Gam-jeom" penalty

1. Interference with the progress of the match
 - A. Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or by pushing the opponent with the hand
 - B. Intentionally attacking the fallen opponent after declaration of "Kal-yeo"
 - C. Intentionally attacking the opponent's face with fist
2. Undesirable acts
 - A. Temporary suspension of the match due to violent remarks or behaviors on the part of the contestant or the coach.