



## Tournament Protocol for Officials

The purpose of this document is to reinforce the Federation procedure protocol for judges and referees at Federation-sponsored tournaments. In addition to experience from the hands-on CTSD Judges and Referees Clinic, these policies are expected to be followed by all Federation black belts while serving as judges and referees.

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### Forms and weapons divisions

Rings will hold four judges and one referee

Competitors will be judged on the following aspects of their presentations:

Introduction, Focus, Content, Execution, Degree of difficulty, Strength, Posture, Balance

### Sparring

Four corners of the ring will hold seated judges.

The referee stands center ring and moves with the fight, keeping the competitors on the referee's left and right arms. The referee will not allow fighters to get in line with him, in order to maintain full view at all times.

All judges maintain center focus with attention paid to who travelled across the center line to score first. Call only what is seen first-hand, not what is assumed or what is heard. Judges will call point or no-point. If there is no point then the no-point signal will be issued (there is no more "no-see" signal).

Judges must engage their memories in order to recall who scored first over the center line. Hold calls until points are requested by the referee. All sparring calls are indicated using the signal sheet attached, using flags as provided by the Tournament Director.

### Breaking

The ring will hold four judges and one referee. Competitors will be judged based on the following criteria:

Presentation, including walk-in, introduction

Degree of difficulty

Number of boards

Are the boards on a breaking stand? (Easier than hand held)

Complexity of the body part used (hands, knee, elbow, foot)

Board minimum widths:

Children: 2-4 inches

Juniors: 4-6 inches

Adults: 6-8 inches

Adherence to the CTSD board minimum widths is required. If students perform with board widths outside of their category range, they will be subject to point reduction.

### Code of Conduct

All competitors, judges and referees shall act in accordance with the highest standards of respect and fair play in the true spirit of and as representatives of Cheezic Tang Soo Do.

## CTSD Federation Challenge Rules Summary

All divisions must have 2 competitors to complete division, otherwise competitor moves up.

Legal Age Rule: The contestant's legal age is their chronological age. A competitor may only compete in that division designated by his/her chronological age. Adult division=18 years and older, youth division=17 years and younger, senior division=ages 35-45, executive division=ages 46 and older. See the Federation Challenge registration form for detailed division descriptions.

Required Officials: Five officials (one referee and four judges) for each ring

Powers of the Referee: Warning and penalty points are determined by a majority decision. A center referee cannot overrule a majority call of the officials.

Uniforms: Competitors will wear full federation uniform – no t-shirts allowed

Responsibilities: It is the competitor's responsibility to know the rules and to be ready for competition when called. They must be properly dressed and at the appropriate ring when competition begins. Three calls will be made for competition, a first call, a second call, and a final call. If the contestant is not at his/her ring to compete when competition begins, he/she will not be allowed to compete and will be disqualified. If a contestant leaves a ring after the competition begins he/she will not be allowed to compete and will be disqualified.

### Sparring

Point limits, time limits, ring protocol

Under Black Belt (youth and adult): 2 minute match time limit, 1 point awarded for each punch or kick that scores. No head contact, light touch allowed to the body. 3 point match.

Black Belts (youth and adult): 2 minute match time limit, 1 point awarded for each punch or kick that scores. No head contact, light touch allowed to the body. 5 point match.

Warnings & Penalties: A penalty point is awarded to the opponent on each infraction of the rules. If a contestant receives 2 penalty points on any one given match they will be disqualified

Illegal Target Areas: Spine, face, head, back of neck, sides of neck, groin, legs, knees and back. Penalty point will be awarded on first infraction; second infraction will result in disqualification.

Competitors Attitude/Behavior: If a competitor, in the majority opinion of the referee and judges, exhibits unsportsmanlike behavior he/she will be disqualified. This will include any outside involvement (i.e., coaching, inappropriate remarks, etc)

Possible causes of penalization/disqualification: Attack of illegal and non-target areas, Using illegal techniques, Running out of the ring to avoid fighting, Falling to the floor to avoid fighting, Continuing after being ordered to stop fighting after break, Excessive stalling, Blind, negligent or reckless attacks, Uncontrolled technique, Any unsportsmanlike behavior, Sweeps, takedowns, grabs and/or ground fighting

Required sparring safety equipment: head gear, hand gear, foot gear, mouthpieces, groin cups (for male competitors). Equipment must be in good condition.

## **Weapons & Forms**

Safety: Referee should check all weapons for safety. Sharp weapons are not allowed.

Spectators: Referee should ensure safety of all spectators and other competitors by situating them at a safe distance from the weapon performance.

Drop of Weapons: If a contestant unintentionally drops his/her weapon, he/she is automatically disqualified. The referee may allow the competitor to start over and demonstrate his/her form but no score will be given. This will be explained to the competitor in the event of the infraction. If the competitor performs a form that includes an intentional touch to the floor, he/she should inform the judges of that detail during their introduction.

Time Limit: All form contestants have a maximum of 3 minutes to perform their routine. The time starts once the competitor begins the form. A competitor that exceeds the 3 minute time limit will be disqualified. Competitors in the Grand Championship run-off will receive 4 minutes to present and perform their routines.

## **Breaking**

Breaking materials: Wood only. Concrete or other materials are allowed for support of wood, but not for breaking. The bottom surface of support stands/materials must sit upon a protective surface to protect the gym floor (rug, cardboard, tarp, etc.)

Competitors are responsible for supplying their own wood.

### Stations:

Under black belt= 2 stations max

Black belts: 3 stations max

One station may contain multiple breaks. One foot, however, remains stationary (or is used to pivot on) while the other foot may move. Moving both feet means you have more than one station at that break.

Note to competitors: practice your breaks in your dojangs. When you begin your breaking competition routine, do not "practice" in front of the judges. Just prepare your breaks, make all your introductions, and do your breaks.

Time limit: Competitors will have 3 minutes for setup and execution of their routines.

Breaking attempts: For all competitors (underbelt and black belt), two attempts at a break will be allowed. In the interest of safety, no further attempts at that particular break will be allowed. Scoring, however, will reflect whether boards were broken, and how many attempts were required. Boards completely broken on the first attempt will receive point preference.

## **Scoring/Timekeeping**

Time will be kept by timekeepers in all rings. Individual time parameters are listed in the competition category section of these rules.

Scores in Breaking, Sparring and Forms divisions will be collected by a scorekeeper from all judges and the referee. Before calculating scores, the high and low scores will be dropped for each competitor. In the event of a tie, the low scores will be added back in. In the event of a further tie, the high scores will then be added back into scores. In the event of a further tie, the following procedure will be used:

Unresolved ties in forms and weapons: Competitors who are tied after low scores, then high scores have

been re-added will be asked to turn around, standing with their backs facing the judges. The judges will then point to the competitor who they consider to have the better performance. That person will be the higher scoring competitor between the two tied competitors.

Using score cards, competitor's place in their division will be noted on the Federation score card. Points are calculated by the Points Coordinator after the tournament is complete.

Competitors who compete in divisions other than their own:

1. Either due to error
2. or due to no other competitors in their own division, so they bump up.
3. Competitors who are competing in a division other than their own will receive points earned in the division in which they compete that day. They do not automatically earn 1<sup>st</sup> place in their division if they are the only one who showed up for it that day. They will receive the place they earn during the day's competition and this will be noted on their competitor card by the scorekeeper/referee. Please keep this competitor's original division number on their card and indicate the place they earned in the appropriate space. The Tournament Points Coordinator will calculate overall division points based on all that information.

Split divisions:

Divisions with more than 13 competitors will be split. Split divisions will be indicated on score sheets and point cards with an "A" or "B" preceded by the original division number.