



**EUROPEAN  
MOO DUK KWAN TANG SOO DO  
FEDERATION**

**COMPETITION RULES**

### **Contents**

GENERAL REQUIREMENTS. FORM / HYUNG SCORING PROCEDURE. CRITERIA FOR JUDGING FORM.	<b>1</b>
FORM COMPETITION REQUIREMENT. CONTESTANTS ETIQUETTE FOR FORM COMPETITION.	<b>2</b>
SCORING THE COMPETITION	<b>3</b>
FREE SPARRING / GENERAL INFORMATION AND REQUIREMENTS.	<b>4</b>
CONTEST GENERAL INFORMATION ALLOCATION OF POINTS TO JUDGE AND REFEREES. <b>5</b>	
POINT SYSTEM.	<b>6</b>
ACCEPTABLE TARGET AREAS.	<b>7</b>
TECHNIQUES OR ACTIONS THAT WILL NOT EARN A POINT. CONTACT. <b>8</b>	
PROCEDURE FOR CALLING CONTACT. WARNINGS AND DISQUALIFICATIONS. <b>9</b>	
FREE SPARRING CONTESTANT PROCEDURES FOR COMPETITION.	<b>10</b>
REFEREE RESPONSIBILITIES FOR STARTING AND ENDING MATCHES.	<b>11</b>
STANDARD RING SIZE FOR TANG SOO DO TOURNEMENTS.	<b>12</b>
BYE SHEET.	<b>13</b>
HYUNG/FORM SCOREKEEPING CHART FOR TANG SOO DO TOURNEMENTS.	<b>14</b>
FLOW CHART FOR FREESPARRING.	<b>15</b>
TOURNAMENT TERMINOLOGY.	<b>16</b>

2.

### **GENERAL REQUIREMENTS**

1. All contestants must be members in good standing of the European Moo Duk Kwan Tang Soo Do Federation.
2. All contestants must be dressed in traditional Tang Soo Do Moo Duk Kwan manner. All uniforms must be cleaned, pressed and in good repair. The appropriate colour trim must be worn according to each contestants Gup or Dan rank.
3. All members of the federation must display on their uniform the standard Federation patch. The patch must be worn on the left side of the sleeve.

### **FOR / HYUNG SCORING PROCEDURE**

1. Scoring system: 5 points (lowest score) to 10 points (highest score).
2. There will be 3 judges for each form contest. Each judge will issue points according to the 5—10 point scoring system. All 5 scores from each of the 3 judges will be added to determine a total for each contestant. The highest score will determine the winner.

### **CRITERIA FOR JUDGING FORM**

1. Scores will be given according to the following:
  - a. Proper Tang Soo Do Hyung sequence
  - b. Proper control
  - c. Tension and relaxation
  - d. Speed and rhythm control
  - e. Direction of movement
  - f. Spirit or attitude
  - g. Proper power of techniques
  - h. Understanding Hyung techniques
  - i. Distinctive features of the Hyung
  - j. Perfect finish
  - k. Precision of movements
  - l. Intentness
  - m. Proper breathing control
  - n. Loudly Ki Hap

### 3.

#### **FORM COMPETITION REQUIREMENTS**

Competitors will be required to perform traditional Tang Soo Do Hyungs during the Championships. All belt rank will adhere to the following format for Hyung competition.

- 10th Gup - Ki Cho Hyung Il Bu
- 9th Gup - Ki Cho Hyung Il Bu, Ki Cho Hyung E Bu
- 8th Gup - Ki Cho Hyung E Bu, Ki Cho Hyung Sam Bu
- 7th Gup - Ki Cho Hyung Sam Bu, Pyung Ahn Cho Dan
- 6th Gup - Pyung Ahn Cho Dan, Pyung Ahn E Dan
- 5th Gup - Pyung Ahn E Dan, Pyung Ahn Sam Dan
- 4th Gup - Pyung Ahn Sam Dan, Pyung Ahn Sah Dan
- 3rd Gup - Pyung Ahn Sah Dan, Pyung Ahn O Dan
- 2nd Gup - Pyung Ahn O Dan
- 1st Gup - Bassai, Nai Hanchi Cho Dan
  
- 1st Dan - Bassai, Nai Hanchi Cho Dan  
Jin Do, Nai Hanchi E Dan
- 2nd Dan - Jin Do, Nai Hanchi E Dan  
Sip Soo, Nai Hanchi Sam Dan
- 3rd Dan - Sip Soo, Nai Hanchi Sam Dan  
Lo Hi, Kong Sang Kun.

#### **CONTESTANTS ETIQUETTE FOR FORM COMPETITION**

1. Procedure
  - a. When a contestants name is called, they should stand up and walk to the edge of the ring. Without further command, they should bow to the ring to show respect for the contest.
  - b. The contestant will then walk to the Hyung starting position in the ring and bow to the judges. (Without commands) After identifying themselves and their form, and upon receiving the centre Judges starting signal. The contestants will start performance of their Hyung.
  - c. Upon completing the Hyung, the contestants will return to the Ba Ro position. They will stand at attention and bow to the judges. They will wait for the results of their scores.

4.

- e. After receiving their scores, the contestants will step backwards until reaching the edge of the ring. They will then bow to the ring to show respect for the contest. The contestants will then be seated among the group of other contestants.

**\*\*\* SPECIAL NOTE \*\*\***

Hyung competition may consist of 2 competitors at the same time. (or otherwise decided)

**SCORING THE COMPETITION**

1. There are 3 (or more) judges. The Head Judge is selected in the center and controls the ring including the start of the form and the calling for the display of points.
2. The score keeper will call the name of the contestants. The contestants will come to the edge of the ring, bow and move in to the ring to his/her place.
3. Upon completion of the form the score keeper will call "SCORE" at which time all judges will display their score. The score keeper will announce each score as they write it down so that if there is misreading of a judge signal, it will be corrected immediately. The score keeper will write down al 3 (or more) scores.
4. Score system: 5 points (lowest score) to 10 points (highest score) First, second and third will be chosen based on the totals. If a tie should occur all 3 (or more) will be added together to break the tie, if a tie still exist, the tied contestants will perform an additional form to decide the winner.

5.

**FREE SPARRING (System: Undefeated competitor)**

**GENERAL INFORMATION AND REQUIREMENTS**

1. There will be absolutely no jewellery worn during free sparring.
2. Fingernails and toenails will be cut to ensure no cutting or scratching of the opponent due to jagged or long nails.
3. Mouth pieces, protective groin cups, headgear and safety Punch and Kick Equipment are mandatory.

**\*\*\* SPECIAL NOTE \*\*\***

Bleeding from the lips, inside the mouth, or tongue, due to what the referee believes to be attributed to the lack of proper mouth protection (a mouthpiece) will not be grounds for disqualification.

4. Shin and arm guards will be permitted.
5. Black Belt weight division will be as follows:

<u>Men</u>	
Lightweight	64 kg. and under
Middleweight	kg.
Heavyweight	76 kg. and over

Women  
Lightweight  
Heavyweight

6. Adult divisions below Black Belt will be broken down into lightweight and heavyweight, at tournaments directors' discretion.
7. The junior, mini junior, peewee and mini peewee divisions will be structured in the following manner for free sparring.

-30 kg -40 kg -50 kg -60 kg +60 kg

- |    |              |   |                        |
|----|--------------|---|------------------------|
| a. | Beginner     | - | 10th, 9th, 8th Gup     |
| b. | Intermediate | - | 7th, 6th, 5th, 4th Gup |
| c. | Advanced     | - | 3rd, 2nd, 1st Gup      |

6.

9. The senior and women's divisions for free sparring will be structured in the following manner.

10th Gup	-65 kg , 65—75 kg, 75 kg and over.
9th , 8th Gup	-65 kg , 65—75 kg, 75 kg and over.
7th, 6th Gup	-65 kg , 65—75 kg, 75 kg and over.
5th, 4th Gup	-65 kg , 65—75 kg, 75 kg and over.
3rd, 2nd, 1st Gup	-65 kg , 65—75 kg, 75 kg and over.
1st, 2nd 3rd Dan	-65 kg , 65—75 kg, 75 kg and over.

#### **CONTEST GENERAL INFORMATION**

1. There will be no point (score) limit. The contestant who receives the highest score will be the winner.
2. In the event of a tie, both contestants will remain in the ring and will compete in the next round. The first contestant to score a point wins the match.

#### **ALLOCATION OF POINTS TO JUDGES AND REFEREES**

1. Each match is officiated by 1 chief referee, 1 assistant referee and 1 line judge, in addition to the control official.
  - a. The chief referee has the authority to issue points.
  - b. The assistant referee has the authority to signalise points
  - c. The line judge has the individual authority to give his opinion by difference of opinion between the chief referee and the assistant referee, about point or no point (only by request).
2. The duties and responsibilities of the control official are as follows:
  - a. They have the authority to receive complaints regarding the awarding of points.
  - b. The authority to stop the match and issue a complaint regarding the awarding of points

- c. If the complaint is resolved after discussion, the match continues.

7.

- d. If after the discussion the issue is not resolved, the control official has the authority to call a vote on the matter.
- e. Judge, referees and control officials, each have 1 point on this vote.

4. Referees will make calls in the following manner.

- a. **Point** - Hand raised in the air in direction of the contestant scoring point.
- b. **No Point** - Waive both hands in a crisscrossing manner at waist level.
- c. **Couldn't See** - Place both hands over the eyes.
- d. **Contact** - Hit fist against open palm twice and raise arm to side toward contestant making contact.
- e. **Warning** - Hit fist against open palm and point hand to floor in direction of contestant who executed a fouling technique.

5. When the assistant referee sees a point, contact, or foul, they should immediately make the call independent of what the chief referee does.

6. Upon seeing the assistant referee make a call, the chief referee will stop the contestants from fighting to make and ask the assistant referee and the line judge to make their calls at one time by stating.

7. The chief referee will then check the calls and either award the point(s), indicate a contact or warning, or continue the match.

#### **ACCEPTABLE TARGET AREAS**

- 1. Face area.
- 2. The head area covered by hair, excluding the top of the head, back of the head and spine.
- 3. The front and side of the part of the body above the belt.

#### **POINT SYSTEM**

\* Techniques which may be awarded 1 point.

- a. Delivery of a clean leading attack using 1 point techniques, with good form and balance.

Allowable techniques for 1 point.

- 1. Chung Kwon Kong Kyuck



8.

2. Kap Kwon Kong Kyuck
3. Ahp Cha Ki
4. Yup Cha Ki
5. Tollyo Cha Ki
6. Pal Deung Cha Ki
7. Bit Cha Ki
8. Ahneso Pahku Ro Cha Ki
9. Pahkeso Ahnu Ro Cha Ki
10. Yup Hu Ryo Cha Ki

\* Techniques which may be awarded 2 points.

- a. Delivery of a clean leading attack using 2 points foot techniques, with good form and balance.
- b. Immediately after a completed block by either hand or foot, delivery of a clean counter attack with good form and balance.
- c. Delivery of a clean attack, either hand or foot after first grabbing the opponent (grabbing or holding is not allowed for more than 1 second).
- d. Delivery of a balance disturbance technique followed by a clean leading attack using either hand or foot techniques with good form and balance (allowed only by red belts and Dan grades!!!!) **NO SWEEPES!!!**
- e. Delivery of a jumping kick (flying kick) only to the head and face area and with both feet above the opponent's waist.
- f. Delivery of a turning around kick to the head and face area.

**\*\*\* SPECIAL NOTE \*\*\***

Any techniques that are delivered further away from the target area than 50 mm (2 inches), shall not score a point.

**TECHNIQUES OR ACTIONS THAT WILL NOT EARN A POINT**

1. Any attack where the attacker falls down, either during or after an attack, due to weak balance.
2. A technique that is weak in speed and / or power.
3. Attack performed during, before or after holding more than 1 second.
4. Blind techniques
5. Any technique performed after referee signals "STOP".
6. Techniques effectuated at the time opponents clash.
7. Any offensive technique performed after opponent has fallen to the ground.
8. Techniques performed when the opponent or contestants have more than 1 foot out of the ring boundaries.

9.

**\*\*\* SPECIAL NOTE \*\*\***

There cannot be between the two contestants more than 1 foot out of the ring of one opponent or 1 foot of each contestant is out of the ring, it renders any point scoring technique invalid.

**CONTACT**

1. Any intentional contact will result in immediate disqualification.
2. Any contact that causes redness or light swelling will result in a warning and loss of 1 point.
3. Contact that causes bleeding, heavy swelling or heavy loss of wind, will be grounds for disqualification.
4. 2 contacts of any kind will result in disqualification.
5. Any contact to the face or body, which results in a knock out or that leaves the opponent unable to continue, will result in automatic disqualification. The injured person will be declared the

winner and will be allowed to continue to the next match with a new opponent. However, if the injured person is still unable to perform at the beginning of the next match, his new opponent will automatically be declared the winner by default.

**\*\*\* NOTE \*\*\***

Those situation must be reported to the Head table by chief referee and approval must be granted before the final decision is made.

6. Only 2 officials are necessary to call contact.
7. An extremely well controlled technique that makes point touch, but does not cause swelling, bleeding or redness, will result in a point.

**PROCEDURE FOR CALLING CONTACT**

1. When the chief referee or assistant referee stops the match indicating contact, the chief referee will ask also the line judge, to simultaneously make a call for contact.
2. After contact has been verified, the chief referee will ask the assistant referee and line judge if it is a contact involving the loss of 1 point and a warning, or the awarding of a point and warning to the contestant making the contact.

**WARNINGS AND DISQUALIFICATION**

1. Techniques or behavior that will result in a warning.
  - a. Any technique delivered to an illegal area, such as the groin, shin, kidneys or spinal column, will result in a warning.
  - b. Using an open finger attack to the face area.

10.

- c. Intentional traveling out of the ring to avoid fighting.
- d. Intentionally falling down or dropping to the floor.
- e. Intentionally turning your back to avoid being hit in a legal area.
- f. Holding your opponent for more than 1 second while attempting to administer a hand or foot attack.

- 2. 3 warnings of any nature will immediately result in a minus point and each time thereafter.
  - a. Showing such disrespect towards referees, judges or officials, that those persons feel insulted.
  - b. Intentionally and without malice attacking below the belt.
  - c. Any injury caused through intentionally making contact to the face and / or body area.
  - d. A second warning issued for contact.
  - e. Any other action which the officials serious enough will result in disqualification.

**FREE SPARRING CONTESTANT PROCEDURES FOR COMPETITION**

- 1. Upon hearing their names called, both contestants will stand and step up to the edge of the ring. Without any further commands, both will simultaneously bow to the ring to show respect for the contest.
- 2. After bowing, both contestants will step into the ring and bow to the chief referee.
- 3. The referee will then signal between both contestants to bow to each other.
- 4. The referee will then step between both contestants while the contestants wait for the signal to start.
- 5. Regulation time for Gup matches will be 2 minutes.  
Regulation time for Dan matches will be 2 minutes.
- 6. At the sound signal to end the match, the referee will officially stop the match.
- 7. The contestants will then stand facing the head table and wait for the winner to be declared by the referee.

11.

8. After the decision has been declared, both contestants will shake hands.
9. Both contestants will then step backwards until reaching the edge of the ring and will then bow to the ring to show final respect to the contest.
10. After leaving the ring, the winner of the contest will go to the ring coordinator and report his / her name before returning to his / her seat while the loser sits down.

#### **REFEREE RESPONSIBILITIES FOR STARTING AND ENDING MATCHES**

1. As contestants are entering the ring, they will bow to the referee. The referee will then direct them to face each other.
2. Referees will then attach the RED RIBBON on the back of the belt of the contestant on their left side.
3. The referee will then signal the contestants to bow to each other.
4. The referee will then step between both contestants with their right foot and remain ready to receive the signal to start the competition.
5. At the sound signal, the referee will step back there by directing the match to begin.
6. The match will continue for the regular time limit, which is. \* Regulation time for Gup matches will be 2 minutes.  
\* Regulation time for Dan matches will be 3 minutes.
7. At the sound signal to end the match, the referee will stop the match and direct both contestants to face each other.
8. The referee will then direct the contestants to bow, first to each other, then to the referee.
9. The referee will then grasp each contestant by the wrist and wait for the signal from the head table.
10. At the signal the referee will raise the wrist of the winner.
11. If there is no winner, the referee will cross the wrists of the contestants in the air to announce a draw.

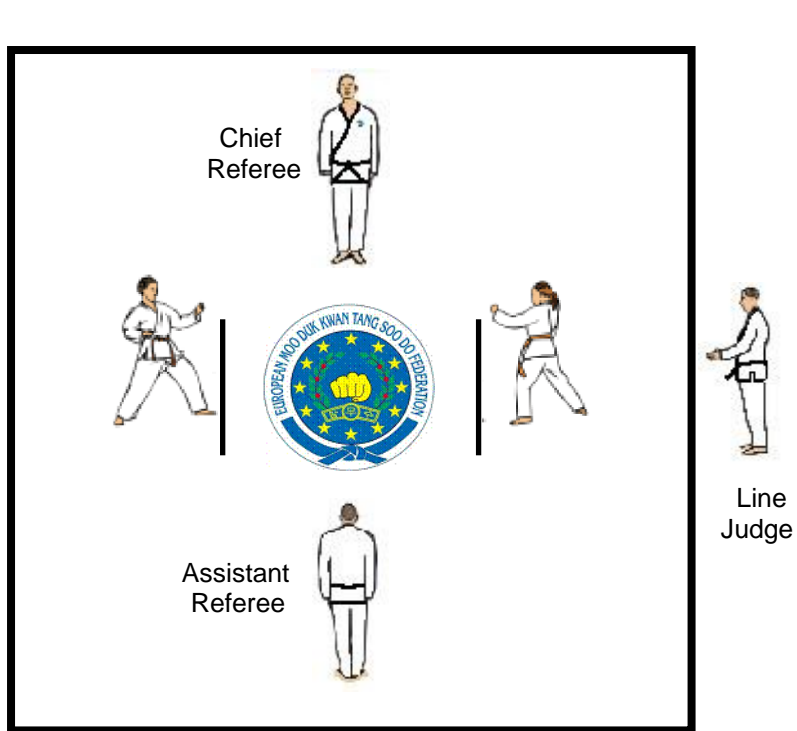
**12.**

12. After the decision signal is completed. The referee will direct both contestants to shake hands, unless the match is a draw. In that case the referee will ready the contestants to fight again. He will then remove the RED RIBBON.

#### **STANDARD RING SIZE FOR TANG SOO DO TOURNAMENTS**

1. The standard ring size for Tang Soo Do tournaments competition will be at least for youth 4 x 4 or 5 x 5 meters. For seniors it is at least 5 x 5 or 6 x 6 meters
2. For each ring there will be 1 chief referee, 1 assistant referee and 1 line judge.
3. At the center of the ring hash lines will be taped to mark a starting position for both Forms and Free Sparring.

13.



Jury Table

**BYE SHEET**

14.

N° of Contestants	N° of Byes	N° Who Fight
5	3	2
6	2	4
7	1	6
8	0	4
9	7	2
10	6	4
11	5	2
12	4	4
13	3	6
14	2	8
15	1	10
16	0	12
17	15	14
18	14	16
19	13	2
20	12	4
21	11	6
22	10	8
23	9	10
24	8	12
25	7	14
26	6	16
27	5	18
28	4	20
29	3	22
30	2	24
31	1	26
32	0	28
33	31	30
34	30	32
35	29	2
36	28	4
37	27	6
38	26	8
39	25	10
40	24	12





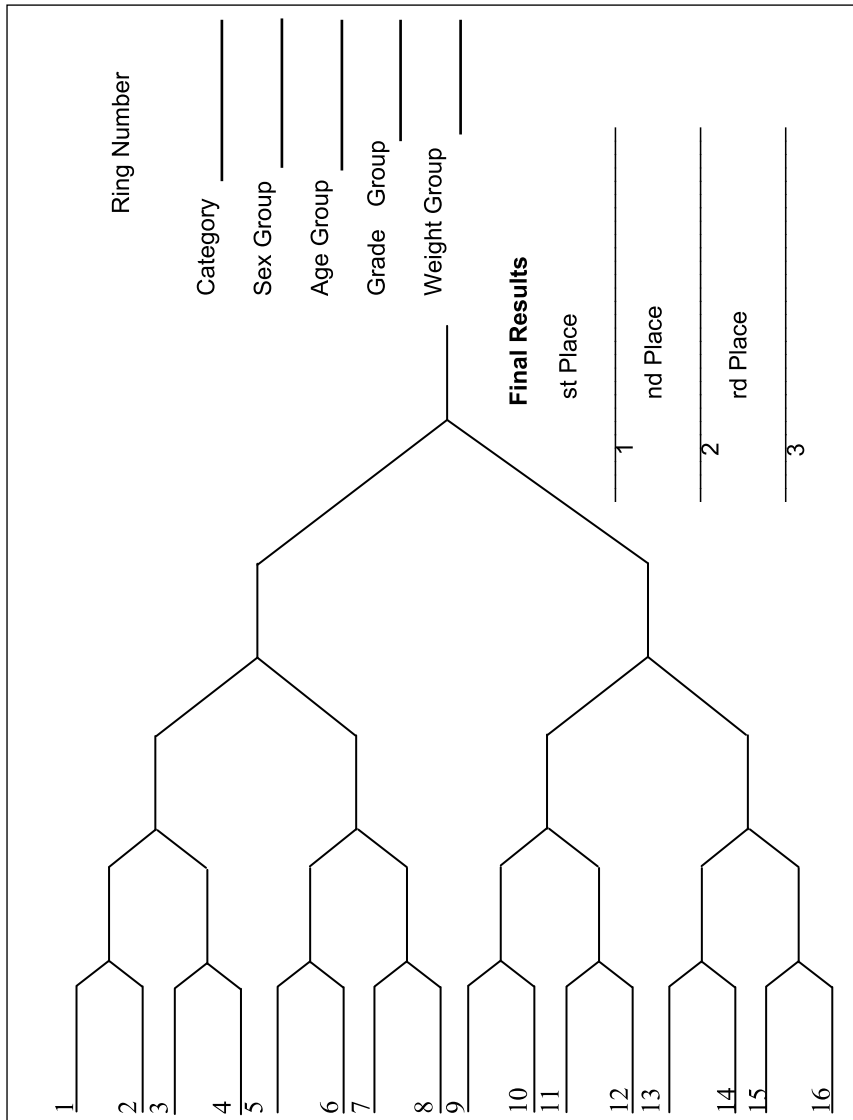
16.


Division \_\_\_\_\_ 1<sup>st</sup> Place \_\_\_\_\_

Ring N° \_\_\_\_\_ 2<sup>nd</sup> Place \_\_\_\_\_

3<sup>rd</sup> Place \_\_\_\_\_

**FLOW CHART FOR FREE SPARRING**



**TOURNAMENT TERMINOLOGY**

<b><i>Shi Jahk</i></b>	-	Start of the match
<b><i>Gu Man</i></b>	-	Temporary stop
<b><i>Khallyo</i></b>	-	Break
<b><i>Sun Soo Eep Jang</i></b>	-	Ordering the contestants into the match area
<b><i>Sun Soo Wi Chi Jung Nee</i></b>	-	Ordering the contestants to there fixed places.
<b><i>Shi Gan</i></b>	-	The signal to the time keeper to take time
<b><i>Han Jom</i></b>	-	One point
<b><i>Du Jom</i></b>	-	Two points
<b><i>Ee Sang</i></b>	-	The end of the match
<b><i>Beck Soong</i></b>	-	Victory to the white
<b><i>Hong Soong</i></b>	-	Victory to the red
<b><i>Shim Sa</i></b>	-	Judgement
<b><i>Bee Gim</i></b>	-	A draw
<b><i>Yon Jang Jon</i></b>	-	Extending the time of the match
<b><i>Moo Jo</i></b>	-	No point
<b><i>Ban Chuk</i></b>	-	Foul
<b><i>Kyong Go</i></b>	-	Warning
<b><i>Sil Jae Deh Ryun</i></b>	-	Contact sparring
<b><i>Gun Num Deh Ryun</i></b>	-	Non contact sparring
<b><i>Ja Kyok Sang Shil</i></b>	-	Disqualified
<b><i>Sung Ja</i></b>	-	Winner
<b><i>Pah Ja</i></b>	-	Loser

***Chun Bi******Cha Ryot******Kyung Rye******Shi Jahk******Khallyo***