



Swiss National and Open Taekwon-Do Championship2017 Tournament Rules

Referees & judges

- Black (or dark blue) trousers
- White collared shirt (no T-shirts) without print
- Indoor shoes(gym shoes)
- Only 1stdan and higher
- Center referees / head judges only 4thdan and higher

Awards

Medals are awarded on site by the head judge/referee directly after the completion of each category. Exception: Black belt Swiss Champion. This medal is awarded by politicians / VIPs (around 3.30 pm)

Free sparring

Free sparring is divided into two categories: ~~%semi contact+~~ (with protective gear) and ~~%no contact+~~ (without protective gear). The participants may choose whether they wish to participate in one or both categories.

In general, all rounds of free sparring are carried out in a ~~%winning time+~~ mode, i.e. the clock is not stopped. There are 4 corner referees with clicker (to count points) and one center referee (CR) for each fight.

For each ring, one person is assigned for note-taking duty. He or she writes down warnings and indicates their number to the CR, who then determines which competitor gets extra points (due to the other competitor's warnings).

Duration of rounds:

Adults (18 years and over): 2 x 2 minutes (30 seconds break in between)

Children and Youth (under 18): 2 x 1.5 minutes

At the end of the fight, the corner referees wait for the CR's sign to show the clicker (red or blue) of the fighter with more points. If there is a draw (two red and two blue) in the qualifying rounds, the CR decides who will advance to the next round. In the final fights where 1st, 2nd and 3rd place are determined, a draw leads to an extension of the fight by 1 minute (after a 30 second break). If there still is no decision after extra time, the first point determines the winner.

The clock is only stopped or the fight paused if the center referee observes the following situations:

- Competitors' protective gear is insufficient
- Injuries or other medical reasons
- Disqualification due to repeated use of full contact
- Warning due to unsportsmanlike conduct
- Warning due to grabbing and blocking the opponent (clinging)
- Warning due to use of inadmissible techniques
- Warning due to leaving the ring



Warning due to falling down

Warning due to excessive (i.e. full) contact

Signalling a point deduction to corner referees after 2nd warning

Disqualification by CR

Walkover/no-show. a competitor does not show up within 60 sec of the beginning of his round

2warnings lead to a minus point, indicated to the corner referees by the CR

In case of a knockout, the opponent who is down is counted out (up to 8 seconds). The CR must decide whether the K.O. was caused by an illicit action (hitting too low, excessive contact or an inadmissible technique) and, if this is the case, punish the offender accordingly (disqualification if necessary).

Inadmissible techniques

Blind hits (i.e. backfist strike with a turn without looking at the opponent first.

Hammer strike

Elbow strike

Throwing,grabbing,pushing

Strikes below the belt or to the back and back of the head

Sweeps

Knee strikes

Point deductions (minus points). CR grants 1 bonus point to opponent in the following cases:

After leaving the ring twice (2nd, 4th, 6th time etc.).

After losing balance and touching the floor with a body part other than the feet twice.

After excessive contact.

Arguments with the CR, poor sportsmanship, lack of respect

Official commands:

Charyot	Attention
Kyongnae	Bow
Chunbi	Get into ready position
Sijak	Start
Hyecho/Gallio	Stop
Barro	Back to ready position



An interruption (time stop) may last no longer than 3 minutes. If medical treatment is required, it should be carried out outside the ring whenever possible. The CR decides whether or not to proceed with the fight.

Warnings are given at the discretion of the CR and his team only. The CR's decision is always final. In case of very excessive contact, the CR may decide to disqualify the competitor in question immediately. Photographic or video proof from the audience is inadmissible.

Point system for all fighting modes (semi & non contact):

Foot to the head (with or without jump)	3 points
Foot to the body	2 points
Fist to the head or body	1 point
1 st warning	0 points
2 nd warning	-1 point (i.e. +1 point on the clicker corresponding to the opponent)

Semicontact (with protective gear)

The following gear is required:

- Head protection
- Foot protectors
- Gloves (full)
- Shin guards



Mouth guard
Groin protector

Additional protective gear, such as breast protection for women is recommended and must be worn underneath the dobok. The CR assures that both competitors are wearing the required gear before each fight. Without the required gear, the fight must not proceed.

It is not allowed for audience members, other fighters or team members to interfere. The coach alone is allowed to communicate with the CR. Any decisions made by the CR and his/her team must be respected. Photo or video proof is inadmissible.

No contact (without protective gear)

Nocontact

Punching to the head/face is not allowed and will result in a minus point.

Only clean punches executed with the back hand aimed at the center line are awarded a point.

Point system and duration of fight are the same as for semi-contact sparring.

Forms

Each judge awards points on a scale of 9.0 to 10. After the form, the points are displayed to the head judge and the jury table. If the competitor has executed the form without mistakes, but also without any special effort, fighting spirit or power, he or she should be awarded the average mark of 9.5. Stopping mid-form or choosing a form that does not correspond to ones belt level results in a 9.0. The maximum grade of 10 points is awarded for maximum effort, extreme precision and fighting spirit. Every mistake results in a point deduction of 0.1.

9.0 lowest mark
9.5 average mark
10best mark

Team forms

The teams may be assembled as desired (mixing genders is permitted) as long as the belt colors correspond to the respective categories, with a minimum of 3 and a maximum of 5 team members. The choreography is up to the competing team; however, they may not change the official order of the movements in a form.

The judges pay particular attention to precision, synchronicity, expression and rhythm of the competitors. The point system is the same as for individual forms.

SpeedkickApChagi(children 5to 11 years)

This kick must be executed from a walking stance as fast and as often as possible. Target is a pad. Only the rear leg may be used and it must always be placed back into a walking stance before the next kick. The pad is held at belt level of the competitor. Only an apchagi that makes proper contact with the pad and is followed by the leg being put back into walking stance will be counted as a hit.

SpeedkickDollyoChagi/TurningKick(Youth12 to 14 years)



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From an L-stance, the competitor executes as many dollyochagis as possible within 30 seconds to a pad. Only the front leg may be used and it must always be placed in front of the standing leg again. The pad is held at the competitor's belt level. Only a dollyochagi that makes proper contact with the pad and is followed by the leg being put back in front of the standing leg will be counted as a hit.

2 referees count the number of correctly executed kicks by means of a clicker. The average between the two results is the competitor's number of kicks.

In case of a draw, the two competitors repeat the 30 second round until a winner is determined.

The event organizer and helpers reject any liability in conjunction with the tournament. The competitors must be fully insured against risks such as accidents, loss, damaged property or theft. By submitting electronic registration form for the tournament, the competitor agrees to the terms and conditions and to the exclusion of liability. All competitors guarantee that they are in good health and fit to compete. Parents are liable in full for their children and must confirm this with their signature prior to the tournament. No participation without signature.