

# Dragon Challenge Tournament Rules

## Section I General

### Tournament Host

The individual or organization who is organizing/hosting the event and or their appointed representative(s)/agent(s).

### Delegates

A delegate is the highest ranking individual of each school/club in attendance. A delegate represents their school/club for any interactions required with the Tournament Host during the competition including the lodging of protests.

### Coaches

1. Colour Belts are not permitted to have a coach situated at the side of the ring. However, a coach may talk to them prior to competing away from ringside. During competition, cheering is permitted but only with other spectators.
2. For Black Belt individual and team competition, only one (1) coach may be at ringside in the designated area.
3. Coaches must be seated one (1) meter away from the competition ring. Coaches must not interfere in the competition with action or words.
4. Failure to abide by the above mentioned may render the coach liable to removed from their position by the Centre Referee or Tournament Host or their representative. A removed coach may be replaced by another coach or by a school representative wearing the proper or appropriate coach's outfit within a two (2) minute time period. Once removed, a coach is prohibited from coaching any other athletes.

### Officials (Judges, Referees, Umpires, Jury)

#### Training Qualifications:

All officials must be certified in the appropriate CATPRO approved courses in order to be allowed to officiate.

- Corner judging and pattern judging require Umpire Level C, and a recognized Black Belt.
- Centre Referee requires Umpire Level B and a recognized 2<sup>nd</sup> degree Black Belt or higher.

#### Duties:

1. Five (5) Officials will be seated in a line at a distance of one meter from the border of the ring and one (1) meter between each other facing the competitors during Patterns competition. They will assign points in accordance with their judgment based on the competition rules and regulations.

2. One Centre Referee will be inside the ring to control the match during Free Sparring.
3. Four Officials will be seated at a distance of one meter from each corner of the ring during Free Sparring. They will assign points in accordance with their judgment based on competition rules and regulations.
4. One Judge shall officiate the Breaking competition. They will assign points in accordance with their judgment based on the competition rules and regulations.

## **Competitors**

### **Colour Belt Children**

- Colour Belt Children competitors must be from 4 years old to 13 years old at the first day of the competition and shall compete in the divisions laid down in the Division of Competition.
- All Colour Belt children competitors will range from White Belt (10th gup) to Black Stripe (1st gup).

### **Colour Belt Juniors**

- Colour Belt Junior competitors must be from 14 years old to 17 years old at the first day of the competition and shall compete in the divisions laid down in the Division of Competition.
- All Colour Belt Junior competitors will range from White Belt (10th gup) to Black Stripe (1st gup).

### **Colour Belt Adults**

- Colour Belt Adult competitors must be from 18 years old to 34 years old at the first day of the competition and shall compete in the divisions laid down in the Division of Competition.
- All Colour Belt Adult competitors will range from White Belt (10th gup) to Black Stripe (1st gup).

### **Colour Belt Veterans**

- Colour Belt Veteran competitors must be 35 years old and older at the first day of the competition and shall compete in the divisions laid down in the Division of Competition.
- All Colour Belt Veteran competitors will range from White Belt (10th gup) to Black Stripe (1st gup).

### **Black Belt Peewee's**

- Black Belt Peewee competitors must be up to and including 13 years old at the first day of the competition and shall compete in the divisions laid down in the Division of Competition.
- All Black Belt Peewee competitors must be minimum 1<sup>st</sup> Degree Black Belt in rank.

### **Black Belt Juniors**

- Black Belt Junior competitors must be from 14 years to 17 years old at the first day of the competition and shall compete in the Pattern divisions by rank.

- All competitors must be a 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> degree Black Belt in rank.
- Black Belt Junior competitors must be from 14 years to 15 years old at the first day of the competition and shall compete in the Sparring divisions laid down in Appendix A.
- Black Belt Junior competitors must be from 16 years to 17 years old at the first day of the competition and shall compete in the Sparring divisions laid down in Appendix A.

### **Black Belt Seniors**

- Black Belt Senior competitors must be from 18 years to 34 years old at the first day of the competition and shall compete in the Pattern divisions by rank.
- All competitors must be a 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> Degree Black Belt in rank.
- Black Belt Senior competitors must be from 18 years to 34 years old at the first day of the competition and shall compete in the Sparring divisions laid down in Appendix A.

### **Black Belt Veterans**

- Black Belt Veteran competitors must be 35 years old or older at the first day of the competition and shall compete in the Pattern divisions by rank.
- All competitors must be a 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> Degree Black Belt in rank.
- Black Belt Veteran competitors must be 35+ years old at the first day of the competition and shall compete in the Sparring divisions laid down in Appendix A.

## **Dress Code**

1. Officials must wear the matching attire as decided by the Tournament Host.
2. Competitors must wear a respectful martial arts uniform and may not contain any offensive logos or messages (determination of what is acceptable shall be made by the Tournament Host).
5. Coaches must wear athletic shoes and either a. or b.
  - a. Team track jacket & team track pants
  - b. Team golf shirt & team track pants

## **Safety Equipment & Protective Wear**

1. All competitors all belt levels and all ages require the following equipment for Sparring Competition:
  - a. Hand and feet safety equipment of a soft material with sufficient padding. Determination of that is by Tournament Host. Example: Top Ten 10 oz style, or foam-dipped style.
    - i. Hand covers must cover wrist to thumb and fingertips and sides of hand when a fist is formed completely.
    - ii. Closed gloves (ie: boxing gloves) are prohibited.
    - iii. No weights or reinforcements are permitted.
    - iv. Hand wraps, taping, etc., are not permitted.
    - v. Foot cover must cover the entire top of the foot including the heel.
  - b. Groin Guards (mandatory for male competitors)
    - i. Groin guard must be worn inside the uniform.
    - ii. Must only consist of elasticized material with sponge or rubber type padding containing no metal or bone.

- iii. The use of zip, lace, or stud fasteners, etc. is forbidden.
  - c. Head Gear (mandatory for ALL competitors)
    - i. Head Gear must cover entire head excluding face.
    - ii. No face shields or hard surfaces permitted.
  - d. Mouth Guards (mandatory for ALL competitors)
- 2. Competitors have the option to wear the following protective equipment:
  - a. Shin Guards
  - b. Breast Protectors (for females only) must be worn inside the uniform top.
- 3. All safety equipment must be approved by the Tournament Host.
- 4. No other protective or safety equipment may be worn except in special circumstances with the approval of the Tournament Host. This includes chest protectors.
- 5. All competitors with injuries that require bandaging or strapping of any kind must notify the Tournament Host of their needs and obtain approval of said gear by the Tournament Host before being permitted to compete (no pins, hard metals, plastics, or fiberglass material may be worn).
- 6. No jewelry, watches, or other adornments whether decorative or religious may be worn.
  - a. Medic Alert jewelry is the only exception and must be approved by the Tournament Host.
- 7. Long hair must be kept in place using a material of a soft elastic nature only. No grips, slides, or clips may be used.

## Ring Size

- 1. The official Jury Table is located at the front of each ring.
- 2. Each ring must have at least one meter of extra jigsaw - padded floor surrounding the ring sizes indicated.
- 3. The competition ring size for each of the Black Belt and Colour Belt divisions are as follows:
  - a. Colour Belt Children: 5m x 5m
  - b. Colour Belt Juniors: 9m x 9m
  - c. Colour Belt Adults: 9m x 9m
  - d. Colour Belt Veterans: 9m x 9m
  - e. Black Belt Peewees: 5m x 5m
  - f. Black Belt Juniors: 9m x 9m
  - g. Black Belt Seniors: 9m x 9m
  - h. Black Belt Veterans: 9m x 9m

## **Division of Competition**

1. Sparring will be governed by the pyramid tournament system.
2. Patterns and Breaking will follow the list system.
3. Competition is divided into Individual and Team events.
  - a. Individual events for all Colour Belts and Black Belts include Patterns, Sparring & Breaking.
  - b. Team events are for Black Belts only, and include Patterns and Sparring.
4. Colour Belts, all ages and ranks along with Black Belt Peewees, are divided by age, gender, height, and weight or a combination of any and/or all criteria are used to create divisions that are as fair as possible.
5. Black Belt Juniors and older will be divided into divisions of gender, age, and rank, for Patterns.
6. Black Belt Juniors and older will be divided into divisions of gender, age, and weight for Sparring according to Appendix A.

## **Order of Match**

The order of the match shall be according to the tournament competition schedule.

## **Draw Sheets for Competition**

A custom computer program will design the draw sheets for the individual and the team competition including the byes.

## **Weight Check**

1. Weigh-In is required and mandatory for all Black Belts in the Junior, Senior, and Veteran categories, male and female.
2. Neither colour belts nor Black Belt Peewees are required to weigh in for competition.
3. The Weigh-In will be no more than thirty (30) hours prior to the start of the event and no later than 8:30 am of the day of Sparring.
4. Competitors not making their weight at their first attempt shall have one (1) hour to present themselves for their second and final Weigh-In (time permitting). If the competitor does not make their weight on the second attempt, they shall be disqualified from the sparring categories in the individual events and will not be allowed to enter any other weight category.
  - a. It shall be the discretion of the Tournament Host whether to re-draw the division where a competitor did not make weight or simply allow the slotted competitor a win by forfeit.
5. Competitors disqualified at the weight check shall not be entitled to a refund for the competition.

## **Equipment Check**

1. The competitors uniform and equipment check will take place outside the ring by the Tournament Host and again in the ring by the centre referee.
2. The equipment check by the Tournament Host is to ensure all required equipment is present.

3. The centre referee is to ensure that the equipment is an officially approved type, worn properly and not defective.
4. Should any items not be present or satisfactory, then the appropriate gear must be obtained and changed out.
5. At the time of the command of the centre referee, the competitor and or team has a maximum of two minutes to obtain and change the gear required. If the requirement is not met in the two minute time period the competitor will be disqualified.
6. Disqualified competitors and or teams are not entitled to a refund for the competition.

## **Announcements**

1. According to the tournament competition schedule, competitors will be called to the staging area and are to bring all of their required gear.
2. Failure to present oneself by the time the competitors are taken to their assigned ring will result in the missing competitor being disqualified from competition.
3. Disqualified competitors are not entitled to a refund for the competition.

# Section II

## Patterns

### Individual

The List System of elimination will be used.

#### Colour Belts

- Colour Belts will perform their optional pattern one person at a time and be judged by five officials.
- Colour Belts will perform the optional pattern of their choice.
- The officials shall give score from 0 to 10 points for the pattern performed based on technical content, power, balance, breath control, and sine wave.
- When all competitors have performed their pattern, the top four competitor scores at the end will be used to determine their placement.
- In the case of a tie, the centre referee will choose a placement without ever indicating to the spectators that there was a tie.

#### Black Belts

- All Black Belts in the category will perform their optional pattern one competitor at a time being judged by five officials.
- The officials shall give 0 to 10 points for each pattern performed based on technical content, power, balance, breath control, and sine wave.
- Officials are to compile the score sheet for each competitor and indicated the final score at the bottom of the score sheet along with their name or initials.
- The score sheets are to be handed in to the jury table immediately following the competitor's performance.
- The jury table will total the score sheets of all the officials and record the results on the main list.
- When all Black Belts have performed their patterns, the top four highest scores will be asked to perform a same designated pattern from Chon-Ji to the highest pattern in the category.
- The points of the optional and designated pattern must be added together for a total point count and a final score.
- When all competitors have performed their patterns, the top four competitor scores at the end will be used to determine their placement.
- In the case of a tie, another designated pattern shall be drawn and judged until a winner is decided. In this case, only the score from the new designated pattern will be used.

## Team Patterns

- Each pattern team must consist of five (5) Black Belt competitors of the same gender and same age category, and any weight class.
- The exception being Black Belt Veterans that may register EITHER a three (3) or five (5) person team.
  - If a registering a team of three (3), all three (3) must be of Veteran age. No combining of ages allowed.
- All teams may also have one (1) alternate.
- Teams may combine age categories with one other age category. Combined age categories must be sequential.
  - Peewee & Junior
  - Junior & Adult
  - Adult & Veteran
- The combined teams category of competition will depend on the majority of the composition of the competitor's age.
  - The majority of the competitor's age will be decided upon the actual team pattern 'performers', and not including the alternate's age.
- The List System of elimination will be used for Team Patterns.
- Both teams shall perform one (1) optional pattern and one designated pattern in the following order:
  - Team 1 shall perform their optional and designated pattern one after the other
  - When the first team has completed their two patterns, Team 2 will do the same.
- The optional pattern for a team may be up to the highest pattern of the lowest ranking team member. (ie: 1<sup>st</sup> degree Black Belts are not permitted to perform a 2<sup>nd</sup> degree pattern for the optional team pattern).
- When the two teams are lined up to bow to one another, the designated pattern will be assigned for both teams to perform.
  - Designated patterns will be selected from Chon-Ji up to and including Ge-Baek.
- The officials shall give 0 to 10 points for each pattern performed, immediately following the performance based on choreography, teamwork, technical content, power, breath control, and sine wave.
- The scores of the optional and designated patterns will be added together for a final score to determine the winner.
- In the case of a tie, another designated pattern shall be drawn and judged for both teams to perform until a winner is decided. In this case, only the score from the new designated pattern will be used.



# Section III

## Sparring

### Target Area

1. Head at the front, from the ears forward, and from the top of the forehead to the bottom of the chin. Neither the back of the head or the top of the head are permitted targets.
2. Trunk of the body from the shoulders to the navel vertically and from a line drawn from the armpit vertically down to the waist on each side. The back is not a permitted target area.

### Points

#### One (1) Point:

- **Hand** attack directed to **mid or high** section.
- **Foot** attack directed to **mid** section.
- **Mid-air hand** attack directed to **mid** section (both feet off the ground).

#### Two (2) Points:

- **Foot** attack directed to **high** section.
- **Mid-air hand** attack directed to the **high** section (both feet off the ground).
- **Flying foot** attack directed to **mid** section.

#### Three (3) Points:

- **Mid-air foot** attack directed to the **high** section (both feet off the ground).

### Warnings

Warnings will be issued for the following offences:

1. Attack to an illegal target
  2. Stepping completely out of the ring (both feet out)
  3. Falling down, whether intentional or not. (this means any part of the body than the feet touching the ground)
  4. Holding or Grabbing
  5. Pushing
  6. Faking a blow, pretending to be injured to gain an advantage
  7. Intentionally avoiding sparring
  8. Repeatedly pretending to have scored by raising the arm
  9. Turning the back intentionally to avoid contact
  10. Unnecessary speaking during competition
  11. Not paying attention to the instructions of the Centre Referee
- The sum of three (3) warnings automatically means a point deduction.

## Minus Points/Deductions

One point will be deducted for the following offences:

1. Heavy contact: when more than the allowed of contact is made but not enough to be considered excessive.
  2. Attacking a fallen opponent
  3. Leg Sweeping
  4. Intentional attack of an illegal contact area
  5. 1<sup>st</sup> misconduct towards an official/opponent.
- The sum of three (3) minus points automatically means a disqualification.

## Disqualifications

A disqualification of a competitor may result for the following offences:

1. Sum of three (3) minus points.
2. Misconduct against officials or ignoring instructions
3. Uncontrolled or excessive contact
4. Being under the influence of alcohol or drugs
5. Loss of Temper
6. Insulting opponent, coach, or official
7. Biting, Scratching
8. Attacking with the knee, elbow, or forehead
9. Causing a Knock Out, or any injury to the opponent.
10. Full Contact

## Contact Rules

In competition, a technique is valid according to the rules of contact system with the following kept in mind:

1. Technique executed correctly
2. Dynamic, that is to say it is delivered with strength, purpose, speed, and precision
3. Controlled on target
4. Not intended to cause injury and not executed in anger

## Touch Contact

### Head

- When the protective gear of the striking tool makes contact with the target and no compression of the gear occurs.

### Body

- When the striking tool or protective equipment makes contact with the legal target area of the body, without causing the body to be displaced or penetrating in such a way as to significantly increase the risk of injury.

## Light Contact

### Head

- When the protective gear covering the striking tool contacts the target or the protective gear covering the target and the cumulative compression becomes approximately 2.5cm.

### Body

- Is when the striking tool or protective equipment touches the legal target area of the body in a manner that is not excessive.

## Excessive Contact

### Head

- Is when the striking tool causes displacement of the head, and or when the safety equipment is compressed more than approximately 2.5cm. It is excessive contact when the striking tool is used in such a manner as to significantly increase the risk of injury.
- It is not excessive contact if the head movement was from evasive/defensive maneuvers on the part of the other competitor.
- It is not excessive contact if the other competitor moves their head towards the striking tool while it is in motion.

### Body

- Is when the striking tool causes an injury, and when the striking tool contacts the legal scoring area in such a manner to significantly increase the risk of injury.

## Levels of Contact by Belt Level

### White Belts:

- Perform Semi Free Sparring with No Contact, no gear required

### Blue Stripes to Red Belts

- Head - Touch Contact
- Body - Light Contact

### Yellow Stripes to Green Belts

- Head - No Contact
- Body - Touch Contact

### Black Stripes and Black Belts

- Head - Light Contact
- Body - Light Contact

## Injury

1. When a competitor is injured during competition, the Centre Referee must stop the bout and call the medical personnel. The medical personnel has four (4) minutes to assess and treat the injured competitor. After the injured competitor is treated, the medical personnel must recommend to the Centre Referee as to whether that competitor should continue to compete. The medical personnel's decision is final.
2. Deciding the winner when the bout cannot continue due to an injury:
  - a. When it is decided that the opponent is at fault for causing the injury, then the other competitor will be declared the winner.
  - b. When it is decided that it is the fault of the injured competitor that caused their own injury, then the injured competitor's opponent will be declared the winner.

- c. If two competitors injure themselves at the same time and if both are found to be unfit to continue, the winner is the competitor who has the most scored points till that moment of stopping the bout. If the competitors are even, the centre referee will decide the winner after consultation with the rings officials.
3. Until the decision for the injured competitor has been made, the bout cannot go on to the next round.
4. Officials are to keep the score sheets until a final decision is made.
5. A competitor not accepting the medical personnel's decision shall be disqualified and not entitled to a refund for the competition.
6. An injured competitor that cannot continue is still entitled to medal if they are in the standings.
7. A disqualified competitor is not entitled to a medal.

## Types of Injuries

May include, but are not limited to:

### 1. Soft Tissue

- a. When the skin is torn, cut, punctured, or is caused to swell almost instantly due to the level of force applied by the striking tool.
- b. Examples are: bloody nose, bloody lips, black eyes, more or less instant swelling of the cheek, forehead or bony part of the body caused by impact.

### 2. Skeletal

- a. When a bone, cartilage or tooth is fractured or displaced to a greater or minor degree.
- b. Examples are broken nose, ocular cavity, ribs, spine, neck, jaw etc.

### 3. Internal Organs

- a. Where the internal organs are caused to swell, bleed, rupture or otherwise malfunction due to impact from the striking tool.

### 4. Ocular

- a. Are injuries to the eye which resulting in reduced function caused by the impact of the striking tool.

Injuries that occur due to the actions of the defender are not to be considered the responsibility of the attacker. ie: broken wrist due to an improper block.

## Duration of Bouts

### Colour Belts

- All bouts will be one (1) round of two (2) minutes.
- In the case of a tie, there will be one (1) round of thirty (30) second in overtime.
- In there is a tie at the end of the overtime bout, the round will go to First Point until there is a winner.

### Black Belt Individual

- All individual bouts will be two (2) rounds of two (2) minutes each with a one minute break in between rounds.
- In the case of a tie, there will be one (1) round of one (1) minute in overtime.
- If there is a tie at the end of the overtime bout, the round will be decided in First Point.

# Bout Procedure

## Individual

- Competitors start in a guarding position on their designated spot and are to adhere to the instructions of the Centre Referee.

## Black Belt Team Sparring

- Each team must consist of five Black Belt competitors and one alternate. The members of the team can be comprised of competitors in any weight class within the age group and of same gender.
  - The exception being Veteran, only require three (3) members and one (1) alternate.
- For team sparring competition, a coin will be tossed between the two coaches.
- The winning coach of the toss decides which team will send the first competitor into the ring.
- Each team bout will be one (1) round of two (2) minutes.
- The best of five (5) or the first team to three (3) wins will be declared the winner.
- Teams cannot send the same team member more than once.
- Tied bouts are not counted.
- The winning team must then send the next competitor into the ring; the other team has thirty (30) seconds to send in their competitor.
- All team sparring competitors must have their gear on and ready to fight for all rounds until done.
- If all five (5) bouts are finished and the result is a draw, then each coach will select a competitor to spar an extra bout of two (2) minutes. The team whose competitor wins this bout will be the winner.
- If at this time it results in a further draw, each coach will select a competitor and round of First Point will determine the winner.

# Result Procedure

In individual sparring competition, the following result win, loss or tie will be applied:

- Of the majority judges decide determines the results.  
Examples:
  - 4 in favour of one competitor, that competitor is the winner
  - 3 in favour of one competitor, that competitor is the winner
  - 2 in favour of one (blue), 1 in favour of red, and one tie: Blue is winner
  - 2 in favour of blue, 2 in favour of red: TIE
  - 1 in favour of blue, 1 in favour of red, 2 tie: TIE
  - 1 in favour of one, 3 ties: TIE (majority says TIE)
- In case of a tie, the match goes back to zero (0).
- In the case of a designated Black Belt category with a single competitor, that competitor will be awarded a gold medal and may be offered the opportunity of a demonstration match with another competitor of the same gender and as close to their same age and weight category.
  - This is optional, and not required.
  - No additional medals shall be awarded for demonstration bouts.

## Timing

- From the first start command of the bout given by the Centre Referee, the time keeper starts the clock until full time is up.
- Unless the Centre Referee calls for a “time out” by saying “JUNG IT” and/or gives the hand signal for it, the timekeeper is not permitted to stop the time.
- At the command of begin, “GAESOK” given by the Centre Referee the time may resume where it was stopped.

## Overtime & First Point

In the event of a tie:

- Colour Belts will be given one (1) thirty (30) second overtime bout to determine a winner.
- Black belts will be given one (1) sixty (60) second overtime bout to determine a winner.
- In the case of a tie in the overtime bouts for Colour Belts and Black Belts, the bout will proceed to First Point.
- The rules for First Point are as follows:
  - a. The Centre Referee will call “Sung” when he/she has observed a point scored.
  - b. The corner officials will indicate if they also saw a point by raising a red or blue flag that corresponds with the competitor who scored the point.
  - c. For a winner to be declared, three out of the four corner officials must give a decision in favour of one competitor.

## Score Sheets

- Officials do not show score sheets to anyone except Tournament Host, regardless of rank.

# Section IV

## Board Breaking

### Colour Belt Breaking

- Are given thirty (30) seconds to complete all three (3) breaks.
- The breaking techniques are:
  - a. Side Kick
  - b. Front Kick
  - c. Downward Hand Technique

### Black Belt Breaking

- Are given forty (40) seconds to complete all four (4) breaks.
- The breaking techniques are:
  - a. Side Kick
  - b. Turning Kick
  - c. Elbow (any horizontal elbow)
  - d. Downward Hand Technique

### Height

- Competitors may adjust the height of each machine in the time allowed by the official. A minimum of 2 minutes will be provided, more may be given if time permits. Younger competitors may be given assistance by the officials or other competitors.

### Difficulty/Boards

- Refer to Appendix B

### Breaking Awards

- Breaking is a competition with oneself, the number of techniques they complete successfully will determine their award.

#### Colour Belts

- 0 Breaks = 0
- 1 Break = Bronze
- 2 Breaks = Silver
- 3 Breaks = Gold

#### Black Belts

- 0 Breaks = 0
- 1 Break = 0
- 2 Breaks = Bronze
- 3 Breaks = Silver
- 4 Breaks = Gold

### Procedure

- Official must examine boards before and after each attempt.
- When measuring, the competitor may contact the board. If contact is made, it must NOT affect the integrity of the board.

- If the measure contact affects the integrity of the board, the board must be reset prior to the attempt. If this does occur, the points earned for that break will not be awarded.
- Competitor bows to the Judge
- Competitor starts in a Guarding Block
- Judge will say “go” and start the timer
- Competitor hits with the correct tool:
  - Side Kick: sword foot
  - Front Kick & Turning Kick: ball of foot
  - Elbow: front or rear
  - Hand: anything from wrist to fingertip
- No loss of balance:
  - No touching floor except with bottom of feet for upright breaks.
  - No touching floor except with breaking hand for downward hand breaks.
  - No points awarded if loss of balance.
- Points given for complete breaks of board(s). Breaking tool must pass through.
- Any breaks after time is not counted.
- Must break in the order listed above.
- Only one (1) attempt per technique.
- Competitor finishes in a Guarding Block after the last technique and the Judge will stop the timer.

## Team Power Breaking

- Refer to Appendix C for techniques and points
- Each team pre-selects/bids number and colour of boards for each break. Fills out Team Breaking form.
- A different person for each technique is required for Team Power Breaking.
- Maximum 5 boards per technique is allowed.
- The Team Breaking form is submitted to the officials upon being called to the ring.
- The team with the highest number of potential points attempts their breaks first, followed by teams of sub-sequentially lower potential points.
- The process will continue until a 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place are determined.
- 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place cannot be determined until the 3<sup>rd</sup> place score is higher than any remaining bids.
- If at any point there is a tie, the official will use a random number generator to select one of the breaking techniques for that division.
- The official will then designate the number of boards the teams are to attempt based on the highest number originally bid by the tied team for that technique.
- The process will continue until the tie is broken.
- UMAB (Ultimate Martial Arts Boards) Boards will be used for Team Power Breaking.



# Section V

## Disputes

### Protest

1. Only the Delegate can present a protest when a decision seems to violate the rules.
2. Each protest must be written in the English Language on the official protest form (Appendix D) available from the Tournament Host and presented to the Tournament Host within five minutes from the end of the bout. The protest must be precise and circumstantial and must be accompanied by 100 Canadian Dollars (\$100) in order to limit such protests to cases where the mistake is procedural (objective) and not subjective. Only in cases where the Tournament Host positively agrees the protest, will the settled fee be returned to the delegate.
3. In the case of a protest, the winner cannot compete again before the decision of the Tournament Host has been made.
4. The Tournament Host will examine the circumstances of the protest and will decide to either:
  - a. Validate the match
  - b. Repeat the match
  - c. Assign the victory of the match to the loser
  - d. Disqualify both competitors

### Decisions

1. In order to give a decision, the Tournament Host may call on anyone they desire give evidence concerning a protest.
2. On reaching a decision, the Tournament Host will notify all parties concerned of this decision.

### Disqualifications

The Tournament Host might remove Coaches and/or delegates or individuals who persist in arguing decisions made by the Umpire and/or Tournament Host.

### Unexpected Events

The Tournament Host shall make a decision in the case of a problem that may appear that is not mentioned in the Tournament Rules.

# Appendix A

## Black Belt Sparring Weight Class

<b>JUNIOR MALE</b> 14 & 15 yrs 16 & 17 yrs	
MICRO	Up to 50kg
LIGHT	50.1 - 56kg
MIDDLE	56.1 - 62kg
LIGHT HEAVY	62.1 - 68kg
HEAVY	68.1 - 75kg
HYPER	75.1kg +

<b>JUNIOR FEMALE</b> 14 & 15 yrs 16 & 17 yrs	
MICRO	Up to 45kg
LIGHT	45.1 - 50kg
MIDDLE	50.1 - 55kg
LIGHT HEAVY	55.1 - 60kg
HEAVY	60.1 - 65kg
HYPER	65.1kg +

<b>SENIOR MALE</b> 18 to 34 yrs	
MICRO	Up to 57kg
LIGHT	57.1 - 63kg
MIDDLE	63.1 - 70kg
LIGHT HEAVY	70.1 - 78kg
HEAVY	78.1 - 85kg
HYPER	85.1kg +

<b>SENIOR FEMALE</b> 18 to 34 yrs	
MICRO	Up to 50kg
LIGHT	50.1 - 56kg
MIDDLE	56.1 - 62kg
LIGHT HEAVY	62.1 - 68
HEAVY	68.1 - 75kg
HYPER	75.1kg +

<b>VETERAN MALE</b> 35+ yrs	
LIGHT	Up to 63kg
MIDDLE	63.1 - 78kg
HEAVY	78.1 - 85kg
HYPER	85.1kg +

<b>VETERAN FEMALE</b> 35+ yrs	
LIGHT	Up to 56kg
MIDDLE	56.1 - 68kg
HEAVY	68.1 - 75kg
HYPER	75.1kg +

# Appendix B

## Difficulty/Boards for Breaking

### Colour Belts Male & Female

RANK	AGE			
	6 & 7	8 & 9	10 & 11	12 & 13
W & YS	Y & W	Y & Y	O & Y	O & O
YB, GS, GB	O & Y	O & O	G & O	G & G
BUS, BUB, RS	G & O	G & O	G & G	BU & G
RB & BKS	G & G	G & G	BU & G	BU & BU

### Colour Belts

RANK	AGE		
	14 & 15	16+	
		F	M
W	G & O	G & G	G & G
YS & YB	G & O	G & G	G & G
GS & GB	BU & G	BU & G	BR & BU
BUS & BUB	BU & G	BU & G	BR & BU
RS, RB, BKS	BU & BU	BU & BU	BLK & BU

## Black Belt Female

AGE				
11-13	14 & 15	16 & 17	18-34	35+
BLK & G	[BLK+G] & [BU+O]	[BLK+BU] & [BU+O]	[BLK+BR] & [BU+G]	[BLK+BU] & [BU+O]

## Black Belt Male

AGE				
11-13	14 & 15	16 & 17	18-34	35+
[BLK+O] & G	[BLK+BU] & [BU+G]	[BLK+BR] & 2BU	2BLK & BLK	[BLK+BR] & 2BU

Belt Ledger	Board* Ledger	Explanation
<b>W</b> = White Belt <b>YS</b> = Yellow Stripe <b>YB</b> = Yellow Belt <b>GS</b> = Green Stripe <b>GB</b> = Green Belt <b>BUS</b> = Blue Stripe <b>BUB</b> = Blue Belt <b>RS</b> = Red Stripe <b>RB</b> = Red Belt <b>BKS</b> = Black Stripe <b>BB</b> = Black Belt	<b>W</b> = White <b>O</b> = Orange <b>Y</b> = Yellow <b>G</b> = Green <b>BU</b> = Blue <b>BR</b> = Brown <b>BLK</b> = Black	<b>Example: BU &amp; G</b> <ul style="list-style-type: none"> <li>• First board colour indicates Side Kick</li> <li>• Second board colour indicates the remaining breaks to be done:                         <ul style="list-style-type: none"> <li>○ <u>Colour Belts</u>: Front Kick &amp; Downward Hand</li> <li>○ <u>Black Belts</u>: Turning Kick, Elbow &amp; Downward Hand</li> </ul> </li> </ul>

*\*Using UMAB (Ultimate Martial Arts Boards) Boards*

# Appendix C

## Team Power Breaking (ITF Style)

### Black Belt Male ages 14-17 and 18-34

	Korean	English
1.	Ap Joomuk Jirugi	Forefist Punch-Horizontal
2.	Sonkal Taerigi	Outward Knifehand Strike
3.	Yopcha Jirugi	Side Piercing Kick
4.	Dollyo Chagi	Turning Kick
5.	Bandae Dollyo Chagi	Reverse Turning Kick

### Black Belt Female ages 14-17 and 18-34 35+ (male & female)

	Korean	English
1.	Sonkal Taerigi	Outward Knifehand Strike
2.	Yopcha Jirugi	Side Piercing Kick
3.	Dollyo Chagi	Turning Kick

**Points allocated per board are:** Using UMAB (Ultimate Martial Arts Boards) Boards

- White = 1 point
- Yellow = 2 points
- Orange = 3 points
- Green = 4 points
- Blue = 5 points
- Brown = 6 points
- Black = 7 points

# Appendix D

## Protest Form

### Protest Form

Competitor Name: \_\_\_\_\_ School/Club: \_\_\_\_\_

Competitor Age: \_\_\_\_\_ Competitor Rank: \_\_\_\_\_ Ring #: \_\_\_\_\_ Division #: \_\_\_\_\_

Protest Filed By Delegate (name): \_\_\_\_\_

**EVENT:** Please checkmark

\_\_\_\_ Male    \_\_\_\_ Female

**Nature of Dispute:** \_\_\_\_\_

\_\_\_\_ Patterns

\_\_\_\_ Sparring

\_\_\_\_ Breaking

\_\_\_\_ Team Patterns\*

\_\_\_\_ Team Sparring\*

\*Team Age Category: \_\_\_\_\_

\$100.00 CASH Protest Fee Attached    \_\_\_\_ Paid