



# Official UMKS Scottish Tournament Rules



## RULES FOR JUDGING

### GENERAL

#### Etiquette

- All judges must demonstrate excellent etiquette to all fellow judges, competitors, helpers and spectators.
- All judges must wear full uniform when judging.
- Judges will do their best to create a positive experience for all competitors.

#### Preparation

- Centre judges are responsible for ensuring that the ring box has all the equipment listed. If spares are required they can be found at the head table.
- The head table will decide how many medals are awarded in each category. Judges should NOT create additional medal placements without consulting the top table first.
- Centre judge is to check the timekeeper and score keepers know what they are doing.
- If a division is combined the competitors will still compete with the category they have practiced i.e. a red belt competing with blue belt will still perform Joong Geup Hyung.

#### Scoring

- All judges must be fair and consistent with their scoring.
- A competitor will be judged from the moment they bow into the ring.
- Scoring is between 9.0 and 10 for forms, techniques and weapons.
- The competitor's etiquette and attitude will affect the final score.
- Balance, coordination and control are important aspects to judge in all categories.
- In the event of a tie the centre judge score will be used to break the tie. If the centre judge has the same score then the tied competitors will be asked to demonstrate again and the judges will deliver the decision by show of hands.
- If a competitor is unable to complete the category i.e. forgets the form no score will be awarded. Exception: Judges may help younger children to complete their form if necessary but would have to award score between 9.0-9.2.
- The centre judge can swap places with side judges or score keepers throughout the tournament but they MUST remain the same throughout a singular division.
- Judges must NOT confer during a performance until after the score is given.

## **FORMS**

- Forms must be completed on the right/ regular side.
- The five principles of hyung must be used to judge the performance -
  - Eyes bright and focused
  - Hands fast and precise
  - Feet dynamic and precise
  - Mind calm
  - Stances low and stable
- Ki-haps, speed and power are important elements to judge.

## **TECHNIQUES**

- Techniques must be performed on the right/ regular side.
- A partner must be used and must fall.
- The partners' mistakes do not cost the competitor points.
- The principles of you-won-hwa will be taken into account for judging.
- Every technique should have a finish and, when applicable, a pin. The finish does not matter as long as the competitor maintains balance and control throughout the technique.

## **WEAPONS**

- The centre judge must make sure that the weapons used are the correct size/ type -
  - Short swords must be Korean style.
  - Swords must be single edged and Korean style. NO LIVE BLADES permitted.
  - Staffs must be wooden and not contain any decoration except competitor's name.
  - Staffs must be cut to the correct length – between the top of the competitor's eyes and the top of the forehead.
  - Short staffs should be between 12 and 16 inches long.
- If a competitor drops their weapon no score will be given.
- 0.1 Point will be deducted if a competitor hits the floor or body. 0.1 point will be deducted if the competitor hits their clothing AND it disrupts the flow of the form.
- Points will be deducted for losing control of the weapon.
- The same rules for forms also apply to weapons forms and spinning.

## **SELF DEFENCE**

- This category is judged on how well the competitor flows through the techniques.
- Factors to be judged will be application, control and creativity.
- The routine MUST contain at least 3 self defence techniques
- The actions of the partner will not be scored.
- A maximum of two partners can be used.
- The same rules for techniques apply for the self defence techniques.
- The time keeper will throw a bean bag into the ring at 45 seconds. After the bean bag is thrown in the competitor can finish their routine but judges will NOT score anything past this point.

## **BREAKING**

- To perform breaking the competitor must be black belt and be aged 18 years and above.
- Breaking will consist of 3 boards and the competitor chooses which breaks they will perform.
- Each break must be different.
- One board is used per break with the exception of a double kick.
- Scoring for breaking is –
  - 1 point for a hand strike (not palm or head)
  - 2 points for a standard kick
  - 4 points for a basic jump or spinning kick
  - 5 points for a jump spinning kick
  - 6 points for a 540 degree kick or double kick (half points awarded if only one board breaks)
- Kicks must be chest height or higher (exception: low spin kick).
- Jump kicks must be head height or higher.
- Competitors aged 40+ may set boards waist height or higher.
- 45 seconds are given for the competitor to set boards. 2 points will be deducted by each judge for every 5 seconds over this limit.
- Boards are picked from the top of the pile.
- Only one attempt is permitted – this includes missing the board.
- If there is a tie for points then the competitors must perform a new break selected by the judges, the judges will do a show of hands to determine the winner.

## **SPARRING**

### **Gear**

- Centre judge must ensure that the competitors are in the correct safety gear and the gear is in good condition.
- Sparring gear is MANDATORY in the sparring division and must fit correctly.
  - Foam type hand and foot pads must be worn and must cover the fingers and toes
  - Foam type head gear must be worn
  - Competitors must remove glasses during sparring or wear a foam type head gear complete with a clear plastic shield covering the entire face.
  - Foam type shin guards must be worn
  - A mouth piece must be worn
  - All male competitors must wear a groin guard

### **Scoring**

- Each round will last a maximum of 2 minutes. The stop watch does NOT stop unless the centre judge calls for it to be stopped i.e. there is an injury.
- The round will finish when one competitor has 5 CLEAR points OR 2 minutes has elapsed.
- Centre judge to ensure the time keeper is aware of the above two rules and understands them.
- 2 points will be awarded for a head kick and 1 point for any other kick or strike.
- The centre judge is to ensure the match remains friendly and issue warnings for unsportsmanlike behaviour.
- Any judge can call 'BREAK' and the competitors will reset and points will be called.
- 2 judges are required to agree on a point before it can be awarded.
- Judges must score at the same time.
- Judges will hold up the coloured flag of the competitor they saw score a point. They will hold up one finger for a hand strike or a kick to the body or two fingers for a head kick.
- When a warning is given
  - The first will be marked by the scorekeeper – no penalty
  - The second warning will grant the competitor hit 1 point
  - After the third warning the competitor will be disqualified

## Rules

- The competitors must be reset if they leave the ring.
- Sparring in LIGHT contact.
- The centre judge may break the match and reset competitors to their starting positions if they deem the match to be getting unsafe or sloppy.
- The judges must not award points for sloppy, uncontrolled or blind techniques.
- Legal target areas are –
  - Sides and front of helmet
  - Front and side of body above the belt
- Warnings can be given for
  - Excessive contact
  - Disregarding the judge's instructions
  - Uncontrolled techniques
  - Grabs, takedowns or sweeps
  - Bad etiquette
  - Running from or turning the back on the opponent
- Warnings do not carry from match to match.
- Before a warning is issued the centre judge will stop the match, stop the time and confer with the judges.
- Warnings will be given if 2 or more judges agree it is necessary.
- Competitors can be disqualified for the following reasons if 2 or more judges agree
  - Blood is drawn
  - A competitor is winded
  - Bad manners or foul language
  - The competitors head rocks back sharply
- Any disagreement or complaint about a decision will be dealt with by the tournament arbitrator, NOT the centre judge.