



ITA UMPIRE HANDBOOK



ALL EUROPE
TAEKWON-DO
FEDERATION
since 1979



SPARRING

Target Areas

Scoring Criteria

Checking Equipment

Warnings & Fouls

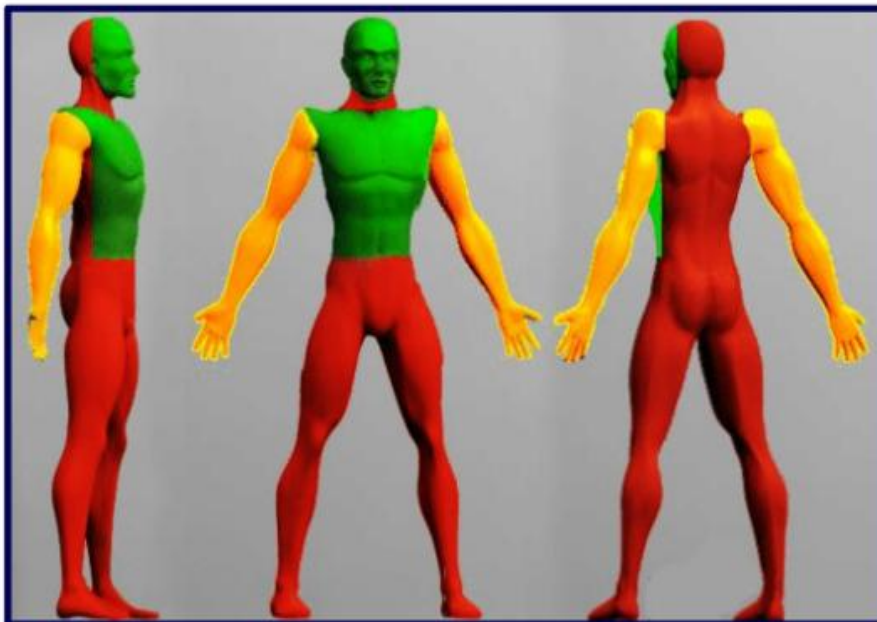
Centre Referee Hand Signals

Dealing with injuries & disqualifications



Sparring Target Areas:

TARGET AREAS



PERMITTED
AREA POINTS
SCORING

NON SCORING AREA
WARNINGS OR
FOULS NOT
RECEIVED

PROHIBITED AREA
WARNINGS OR
FOULS RECEIVED

The Head

- Front
- Side
- Top
- But not the back of head

The Trunk of the body

- from shoulder to navel vertically
- and from a line drawn from the armpit vertically to the waist on each side
- (that is frontal area only, excluding the back)

Points are awarded in Sparring as follows:

- **One Point** awarded for **any legal Hand attack** directed to any legal target area
- **Two Points** awarded to **any legal foot attack** directed to the **Mid-Section**
- **Three Points** awarded for **any legal foot attack** directed to the **High-Section**

However just because a glove or footpad makes contact with a target doesn't mean it is always a score.....

ITF Taekwon-Do is designated as a 'light contact' sparring system

In competition a technique is valid according to a light contact system and if it is:

- Executed correctly
- Dynamic – delivered with strength, purpose, speed and precision
- Controlled on the Target

Important Points for Corner Judges

- Corner Judges should only score what they actually SEE land on target
- A point cannot be scored if it has leverage from previous foul or warning action
 - e.g. if a competitor kicks low then follows through with a punch, and the referee stops the match to give a warning
 - However, if the referee does not issue a warning for the low kick - then the point that follow is legal
- If a competitor executes a technique, which is then deemed by the centre referee to be of heavy contact
 - If the Corner Judge had scored it they must remove the score as it wasn't a legal technique
- A point cannot be scored if the technique energy causes the competitor to lose balance and touch or fall to the floor directly afterwards.

INSPECTING THE COMPETITOR'S SAFETY EQUIPMENT

Performed by the Ring Assistant or Referee



[Or click here for video](#)



1. Direct competitor to extend their arms for inspection



2. Check the front surface of the gloves



3. Check the top surface of the gloves and wrists, ensure there is no jewellery and the glove strapping is closed correctly



4. Check the palm and underside of the gloves. Gloves must be open palm with fingers covered

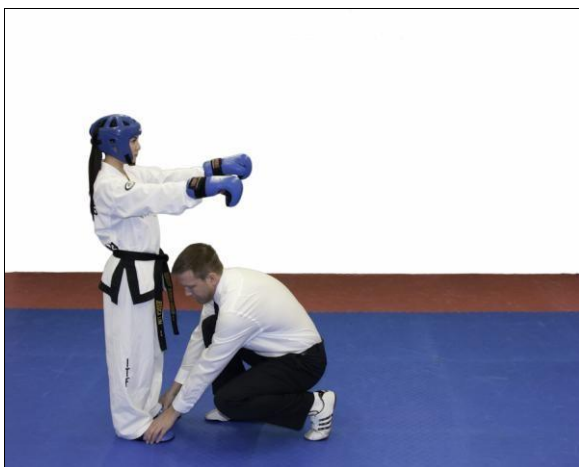


5. Check for mouth guard, by ITF rules a clear mouth guard is required, in ITA tournaments any colour mouth guard is accepted



6. Ask the competitor if they are wearing groin protection

**(Mandatory for Males, Optional for Females)
(Must be worn inside the dobok trousers)**



7. Check for shin protection*
Check the top of the foot padding

***Shin protection is mandatory for colour belt competitors in ITA tournaments**



8. Check the heel portion of the foot protector, ensure the rear of the heels are covered



9. Direct competitor to turn around: check helmet and look for metal/plastic hair fasteners

Ensure the competitor is wearing the correct colour head guard for their position in the draw
i.e. Red or Blue



10. Verify the competitor's I.D. sticker to ensure their height/weight has been checked



BOWING IN Performed by the Centre Referee

SCAN ME

[Or click here for video](#)



1. Referee calls in Red Competitor "Hong"



2. Referee calls in Blue Competitor "Chong"



3. Competitors face the Jury Table. "Charyot"



4. Competitors bow to the Jury Table. "Kyong-Ye"



5. Competitors face the Center Referee. "Charyot"



6. Competitors bow to the Center Referee. "Kyong-Ye"



7. Competitors face each other. "Charyot"



8. Competitors bow to each other. "Kyong-Ye"

STARTING THE MATCH



9. Step Back into ready position. *"Junbi"*



10. Extend arm between competitors



11. Indicate round number. *"Il Hue Jong"*



12. Keeping arm between competitors, visually check to ensure Jury President and all Corner Judges are ready to begin.



13. Drop arm to begin. *"Sijak"*

AT THE END OF A MATCH



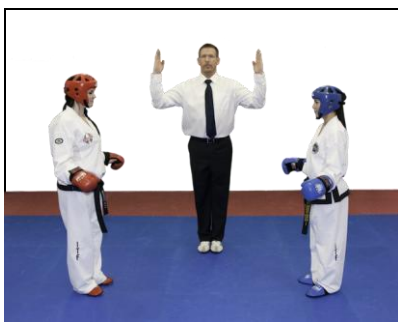
1. Drop hand between competitors to stop for end of match. *"Guman"*



2. Referee directs Red competitor back to center *"Hong"*



3. Referee directs Blue competitor back to center *"Chong"*



4. Competitors face each other. *"Charyot"*



5. Competitors bow to each other. *"Kyong-Ye"*



6. Competitors face the Center Referee. *"Charyot"*



7. Competitors bow to the Center Referee. *"Kyong-Ye"*



8. Competitors face the Jury Table. *"Charyot"*



9. Competitors bow to the Jury Table. *"Kyong-Ye"*

AT THE END OF A MATCH *(continued)*



10. Center Referee takes the competitor's arms.



11. Raise winners arm.
(Winner Blue "Chong Sung")

WARNINGS



SCAN ME

Warnings may be issued for the following offences:

See photographs on next page for the appropriate hand signals.

[Or click here for video](#)

1. Pretending to have scored a point by raising an arm.

Attempting to influence the umpires through acting or suggestion.

2. Stepping completely out of the ring.

Two feet must be completely out of the ring, or one foot out and the other off the ground.

Note: This rule does not apply when the competitor has been forcibly pushed (with the hands or body) out of the ring.

3. Falling down, whether intentional or not.

When any part of the body other than the feet touches the ground for any period of time.

4. Faking an injury.

Pretending to have an injury to gain a win or to run the clock down.

5. Intentionally avoiding sparring.

Running away, evading the opponent, or using the Center Referee as a shield.

6. Unintentional attack to an illegal target.

Any prohibited target, both above and below the belt.

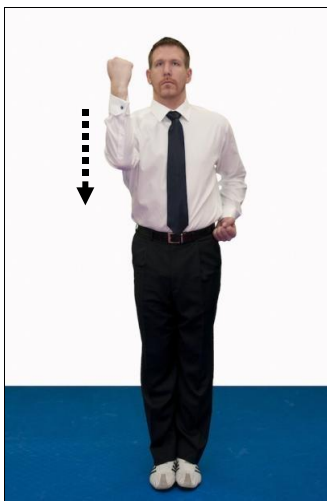
7. Adjusting equipment during the bout without the consent of the Center Referee.

Attempting to delay time or any other manipulation of time.

8. Pushing with the hands, shoulders or body.

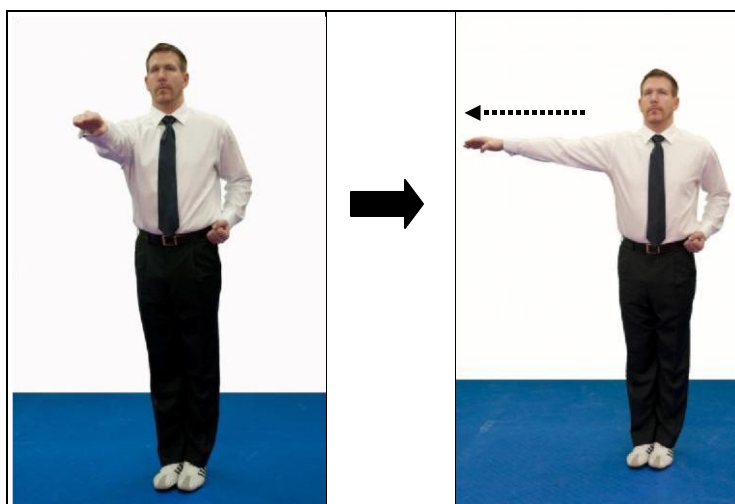
Using the hands, shoulders or body to create distance, unbalance or relocate the opponent.

WARNINGS



1. Pretending to score a point by raising an arm.

(Pull closed fist straight down from eye level to shoulder level)



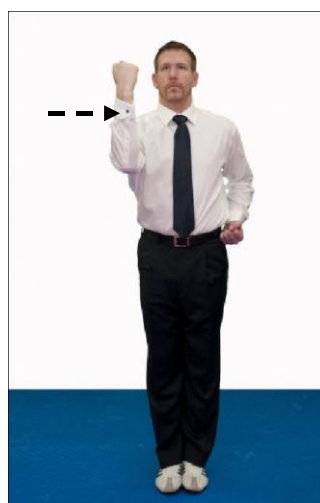
2. Stepping outside of the ring with both feet.
5. Intentionally avoiding sparring.
7. Adjusting equipment without consent of the Referee.

(Draw a horizontal line outward across your body from center line to side of body)



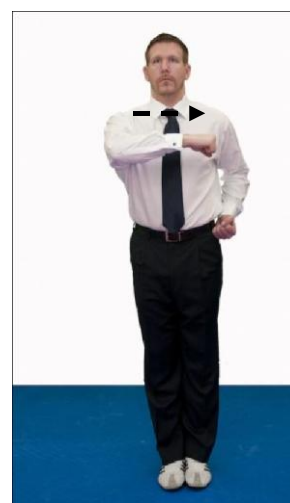
3. Falling Down.

(Extend both hands, palms down, parallel to the floor while lowering the body by bending at the knees)



4. Faking an Injury
8. Pushing

(Execute an outer forearm inward block)



6. Unintentional attack to an illegal target.

(Execute an angle punch)

FOULS



SCAN ME

Fouls may be issued for the following offences (See photographs below).

[Or click here for video](#)

1. Heavy Contact

Contact made to an opponent without any attempt to control or retract: the technique, the delivery of technique or the emotion of the competitor.

2. Attacking a fallen opponent.

Attacking a competitor when any part of their body other than the feet touches the ground for any period of time.

3. Leg Sweeping.

Any attempt, using the feet, to take the opponent to the ground.

4. Holding or grabbing.

Retaining any part of the body.

5. Intentional attack to an illegal Target

Targeting and /or contact to any prohibited target, both above and below the belt.

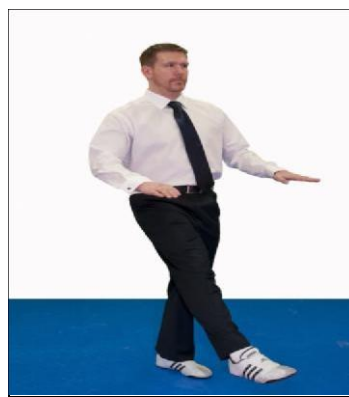
6. Unsportsmanlike Conduct.

To include any action taken by competitor that shows disrespect, lack of following directions or other unacceptable behaviours towards umpire, other competitors or officials, including though not limited to: Failure or refusal to follow referee's directions, intentionally leaving ring / manipulation of time, inappropriate behaviour/language....)



- 1. Heavy Contact
- 4. Holding/Grabbing
- 5. Intentional attack to an illegal target
- 6. Unsportsmanlike Conduct

(Execute an angle punch into the open palm)



- 2. Attacking a fallen opponent

(Execute a low front snap kick)



- 3. Leg Sweeping

(Execute a sweeping kick)



SCAN ME

[Or click here for video](#)

GIVING WARNINGS & FOULS

How to give a Warning or Foul

- The Center Referee stops the bout, stepping between the two competitors and dropping his/her hand, at the same time announcing "HAECHYO".
- The Center Referee stands upright in a close stance.
- The Center Referee then uses the correct hand signal to indicate what offense has been committed.
- The Center Referee then steps back with one leg into walking stance, raising and/or circling one finger in the air and pointing with the other hand to the offending party. □

The Center Referee announces WARNING "JU UI HANNA" or FOUL "GAM JUNG HANNA".

After the signal has been made the Center Referee returns to a ready position, raises his/her hand and issues the command to continue "GAESOK".

Think of giving a Warning or a Foul as a 4 step process:

1. Stop the Match: Call 'Haechyoy'

2. Demonstrate the 'CRIME' –

Give the Appropriate Hand Signal for the warning or foul offence that was observed

3. Award the 'PUNISHMENT'

Perform the Hand Signal a warning or a Foul

4. Restart the match: Call 'Gaesok'

GIVING WARNINGS & FOULS



1. Center Referee stops the match. *"Haechyo"*



2. Center Referee indicates the infraction with the correct hand signal.

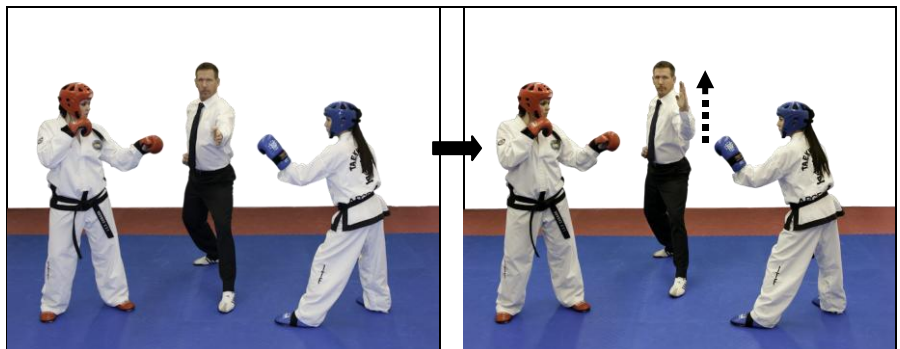
(i.e. FOUL: Intentional attack to an illegal target)



3. Center Referee steps back, indicates the offending competitor and announces one Foul while circling his hand above his head. *"Gam Jung Hanna"*



4. Center Referee returns competitors to Ready Position.



5. Center Referee raises hand and issues command to continue. *"Gaesok"*

A note on warnings & fouls:

- When a competitor receives three warnings, they have a point deducted from their score.
- When a competitor receives a foul, they have a point deducted from their score.
- When a competitor receives 3 fouls, they are disqualified from the match.
- However, 9 warnings does not equal disqualification
- A competitor can accumulate an unlimited number of warnings and will be deducted a point for each three

DISQUALIFICATIONS

Disqualifications may be issued for the following offences:

1. Misconduct against officials or ignoring instructions.

Any ignoring of instructions or disrespect against officials of the Ring Council.

2. Uncontrolled or excessive contact.

Contact made to an opponent without any attempt to control or retract: the technique, the delivery of technique or the emotion of the competitor.

3. Receiving three (3) minus points/fouls directly given by the Centre Referee. Upon receipt of the third (3rd) minus points/foul (for any infraction or combination of infractions), a competitor will automatically be disqualified.

4. Being under influence of alcoholic beverages or drugs.

Suspected of being under the influence of any substance that may impair physical or mental abilities, including medication.

5. Loss of temper.

Failure to control behaviour, words and/or emotions.

6. Insulting an opponent, coach and/or official.

Any disrespect directed towards ANY official, coach, competitor or individual associated with the event.

NOTE: A competitor that insults an opponent, coach or official will be disqualified from the rest of the competition.

7. Biting, scratching.

Use of the teeth or nails to attack an opponent.

8. Attacking with the knee, elbow or forehead. Use of prohibited attacking tools.

9. Being negatively responsible for causing a loss of consciousness

Being negatively responsible for causing a loss of consciousness. (Momentary, short term, or long term)

Disqualification at ITA Tournaments

In ITA tournaments once a competitor reaches 2 fouls, the Jury President must pause the match until a member of the ITA tournament & umpire committee comes to the ring. The committee member will observe the rest of the match. If the need arises to award a 3rd foul, the centre referee should consult with the Jury President and the ring council, if necessary, before awarding the 3rd foul.

If it is the opinion of the centre referee and/or jury president that a direct disqualification is required, they should consult with the other members of their ring council and inform the ITA Tournament & Umpire committee before disqualifying the competitor.

Junior Sparring

During junior sparring competition, umpires must be extremely vigilant in ensuring contact levels are kept under control from all competitors. Jury Presidents and Centre Referees should maintain communication to ensure they are satisfied the contact level is not excessive. As well as issuing fouls, umpires may also issue verbal instructions warning competitors to reduce contact levels if necessary.

On Sunday, coaching is permitted for students under the following conditions:

- Coaches must be aged 14-17 years old
- Both competitors must have a coach.

A coach will stand behind their competitor on the ring (remaining silent), if another coach arrives to coach their opponent, both sides may begin coaching. If no coach appears for the opponent, the coach should step away from the ring.

Jury Presidents & umpires should monitor that coaching is only taken place under the above conditions and should stop any outside coaching that is taking place outside of the above protocols.

Dealing with Injuries

When a competitor is injured, the Centre Referee will call 'Haecho' and indicate for the clock to be paused. The Jury President will call first aid to the ring. When first aid arrives in front of the competitor a 3-minute injury clock will be commenced. The injury clock will be stopped when the competitor is able to continue. If the competitor becomes injured again during the same match (with the same injury or a new one), the remaining time from the initial 3 minutes will be used. i.e a competitor only has total of 3-minutes injury time for the entirety of the match.

Should a competitor not be able to continue due to injury or as the injury clock has expired, the outcome of the match will be decided based on **Rule T. 39**

"A competitor that causes a KO (meaning to be unconscious) or causes a concussion in sparring competition will be disqualified. The opponent that receives a KO or concussion shall not be able to compete again during the whole event."

The Centre Referee will consult with the Jury President and Ring Council if necessary. If it is deemed that injury was the result of a technique performed with uncontrolled or excessive contact or if it is deemed the injury was as a result of an attack to an illegal target the injured competitor will be deemed the winner of the match as their opponent will be disqualified. If a competitor wins a match due to their opponent being disqualified for causing injury, that competitor will not be able to compete for the remainder of the event.

If it is deemed that the injury was not as a result of such a technique and the injured competitor is unable to continue after the 3 minute injury clock has lapsed then their opponent will be the winner.

In cases where Rule T. 39 needs to be applied, Jury Presidents should consult with members of the ITA tournament & umpire committee first.

Hand Signals for DISQUALIFICATIONS

Jury President

How to give a Disqualification

- The Jury President stands, points at the disqualified competitor and raises his opposite hand in a closed fist with the underside of the fist facing out.
- The Jury President issues the decision of “SIL KYUK”
- The Center Referee raises the hand of the opposite competitor, indicating the winner.



The Jury President stands, points at the disqualified competitor and raises his opposite hand in a closed fist with the underside of the fist facing out, and issues the command to disqualify “SIL KYUK”

ADDITIONAL SIGNALS

These are used by the Centre referee to communicate with the competitors, Jury President or a coach



Nothing Happened

If the referee calls Haechyo but does not need to issue a warning or foul, the referee will give this hand signal then restart the match

Time Stop "Jung-Ji"

This is used when a centre referee needs to stop the match for any reason, please note the clock should not be stopped for all warnings/fouls



Fight



Listen



No Talking

Hand Signals in the case of an injury



Time Stop for Injury

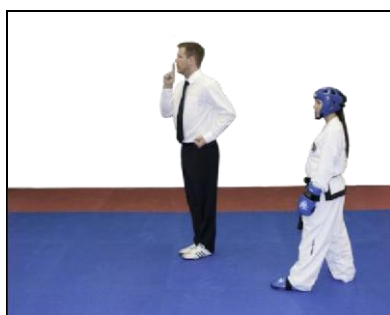


Direct opponent back to coach in the event of an injury



Directing both competitors to their coaches

ADDITIONAL SIGNALS 2



Coach: No Talking

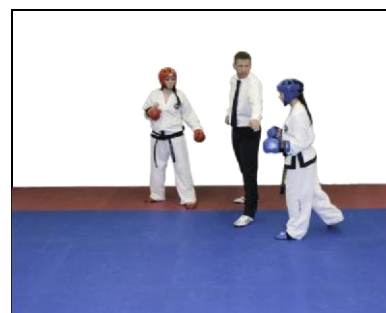


Coach: Sit Down



Directing Red Competitor to return inside the ring after exiting the playing area

(Return at least 1 meter inside of the ring)



Referee directs Blue competitor to back up



SCAN ME

[Or click here for video](#)

Important Points for Centre Referees

- Ensure never have your back to Jury Table
- Try keep the competitors between you & Jury President
- Be mindful not to block view of the corner judges if possible
- Try stay 2 metres away from competitors
 - Adjust this distance for juniors
- Maintain communication with the Jury President, via eye contact during the match
- Call all warnings & fouls that you see – but try to be quick, minimise the amount of time lost in awarding these.

PATTERNS

Blackbelt Patterns Competition
Colour Belt Patterns Competition



Blackbelt Patterns Competition

- Competitors perform 2 Randomly **Designated** patterns
 - 1st pattern from the 3 patterns of their grade
 - 2nd pattern will be from remaining patterns from Chon Ji up to their grade
- Competitors start with 10 points for each pattern
 - Umpires deduct points in increments of 0.2 for technical errors during the patterns performance
- The athlete with the highest remaining total after both pattern are completed gets that umpire's vote
- Competitor who obtains the majority of umpire votes with a minimum of 2 is the winner.
- In case of a draw another designated pattern designated

Umpires deduct for Technical Errors in increments of 0.2....

- up to a total of 10 points
- This happens during the performance
- Multiple deductions are permitted for each movement
- The same error can be deducted for as often as the umpire sees the error occur
- A zero score can be given if a major penalty occurs during the performance

Below is a list of examples of Level 1 deductions

DEDUCT 0.2 POINTS, PER OCCURRENCE, FOR EACH MISTAKE PERFORMED. FOR EXAMPLE, THOUGH NOT LIMITED TO.....	
Scoring	Not calling, or calling the incorrect pattern name
	Shouting or "Kihap" at any time during, or at the end of the pattern
	Performing a technique at the incorrect height, or incorrect alignment
	Losing balance
	Hesitating and/or stopping for more than a split of a second
	Not returning to the starting spot (<i>within a distance of one shoulder radius</i>)
	Lack of, and/or incorrect application of power
	Returning to the starting spot with the wrong foot
	Stepping completely out of the ring (<i>See Glossary</i>)
	Inaccurate or Incorrect Stepping (<i>foot placement after kicking, spot turning, pivoting, foot to foot placement, shifting, sliding....</i>)
	Inaccurate or Incorrect Breathing
	Inaccurate or Incorrect Preparation or Execution of technique (<i>i.e. crossing, pre-action, flying, jumping...</i>)
	Inaccurate or Incorrect Sine-Wave in an individual movement and/or incorrect or inaccurate Rhythm in stepping or transitioning between movements
	Inaccurate or Incorrect Stance
Maximum of 10 points total for deduction	Inaccurate or Incorrect Motion (<i>i.e. continuous, connecting, slow, fast, natural, normal</i>)
	Attacking or defending with a wrong technique
	Incorrect suspension (<i>holding</i>) or termination (<i>retraction</i>) of a kick, according to the technical definition for that technique.

Below are the reasons a ZERO would be given for a pattern. Note that a direct zero can only be given during the pattern is being performed. You cannot give a zero after the pattern was completed

GIVE 0 POINTS (for entire pattern) FOR:	
Terminal Penalties	Stopping the pattern completely or pausing for more than 2 seconds
	Failing to perform the designated pattern requested or performing a pattern out with the grade of the competitor
	Starting the pattern toward the wrong direction (<i>side/front/rear</i>)
	Starting a pattern with a different ready position than that specified by the technical directions of the pattern.
	Adding or omitting any movement or changing any sequence of movements that are not prescribed by the technical direction of the pattern. (<i>eg performing two or more rising blocks in sequence rather than punches in Dan-Gun; mixing patterns</i>)
	Failing to complete the prescribed sequence and direction of steps that complete the pattern diagram.

Colour Belt Patterns

- In ITA tournaments, colour belts perform one optional pattern
- Matches are scored using a flag system
- Base your decision on: technical content, rhythm & sinewave and power
- Ensure you turn your flag immediately when the centre referee calls 'Sung'
- In the case of a draw the competitors will perform again
 - Competitors may perform the same pattern or a different pattern – it is their choice