

West Coast Championships

1st United States Goodwill Tang Soo Do Association® West Coast Championships



CHAMPIONSHIP RULES

SoCAL SHOWDOWN

AUGUST 23-24

Anaheim Hilton Hotel
777 W Convention Way, Anaheim, CA 092802

<http://www.hiltonanaheimhotel.com/>

Contact Information:

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23 – 24 August 2013

Championship General Rules (Consolidated)

These rules apply to all contestants regardless of rank and/or affiliation. Rules are intended to promote a safe and respectful atmosphere for all competitors and their guests. A full set of rules is available upon request.

1. All contestants must be in proper uniform. White Dobok Pants & Traditional Jackets (not "V" neck or pull over type). Sleeve and pant cuffs must not be cut or folded 3" higher than the wrist or ankle.
2. Hyung (forms) will be demonstrated one (1) competitor at a time.
3. Weapons Hyung will be demonstrated one (1) competitor at a time.
4. No sharpened blades of any kind, at any level will be allowed. **NO EXCEPTIONS!**
5. Contestants must furnish or supply their own safety equipment.
6. All members must conduct themselves with courtesy and respect. Disrespect towards Officials, Tournament staff, fellow competitors or spectators will not be tolerated.
7. Proper discipline and attitude must be shown at all times.
8. All advanced ranking members should show exemplary conduct and look after junior ranking members.
9. Whether taking part or attending as a spectator, all contestants must follow the rules of the Championship.
10. Only contestants and officials are permitted on the competition area.
11. No coaching from the sidelines at any time. Respectful and positive cheering for all competitors is encouraged.
12. Judges and referees are to remain on duty regardless if contestants are from their studio. Highly respectful, fair decisions are expected.
13. Unless assigned to another duty by the Tournament Directors, all Officials should remain in the same ring for all categories of the competition.
14. Complaints or appeals from the contestants during the Championship will not be allowed. Competitors' Instructor shall report to the Tournament Director for review and they will determine any corrective action. Demonstrations of discord are subject to official censorship.



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Rules for Hyung & Weapons Hyung Competition

Scoring

1. Hyung (forms) and Weapons Hyung will be demonstrated one (1) competitor at a time.
2. The first three (3) competitors will go before receiving their score. Each contestant thereafter will receive their score upon completion of their form.
3. High and low scores are dropped when five (5) Judges are present. Remaining scores are added. When there are three judges, all scores are added.
4. When score is tied with five (5) Judges present add in **LOW** score to break the tie, and then add in high score if needed. If the tie is not broken the same or a new form may be demonstrated, upon completion both contestants face the judges and a show of hands will determine the winner.
5. If there is a tie with three (3) Judges present the same or a new form may be demonstrated, upon completion both contestants face the judges and a show of hands will determine the winner.
6. If a weapon is dropped the contestant may restart or if a form competitor loses their place they may restart. A penalty deduction of one full point will be deducted from the totaled score. Dropping the weapon a second time results in disqualification. A Black Belt who drops their weapon is automatically disqualified.

Protocol

1. All contestants in the division line up and bow to the panel of judges.
2. Contestants should come forward when their names are called answering in a clear and loud manner ("Yes Sir/Ma'am").
3. Contestants "on deck" may stand up and get ready when their names are called to compete, also acknowledging in a clear and loud manner ("Yes Sir/Ma'am").
4. First contestant announces his/her name and Hyung as follows:
"Judges my name is [first and last name]. My form is [name of Hyung]. May I please step back and begin."
5. Bow and move back to the starting position, once more announce the hyung in a clear and loud manner, and begin.
6. The first three (3) contestants will perform and return to their seat without scores. When the third is finished he or she will step back and remain for his or her score. The first two will then return for their scores.
7. Center Judge will announce "Judges Score"; all judges must show their own judgment simultaneously for the contestant without hesitation or interference. Score boards or finger indications may apply.
8. All scores will be recorded and totaled. Center Judge will then advise the scorekeeper of any point deductions.
9. When scores are given, contestants must bow and leave the ring, without turning their back to the judges.



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Permitted Hyungs

The only Hyungs permitted are those required by a contestant up to their current rank or the one(s) needed to exit their current rank. There will be no exceptions. Accepted Hyungs shall be as listed herein.

Note to instructors: Studio or Organizational Hyung requirements vary. See the Tournament Director if you have questions regarding your students' demonstrations.

Dan Ranks

Oh Dan (5th Dan) and above	All forms listed below plus, Ji On, Oh Ship Sa Bo
Sa Dan (4th Dan)	All Chil Sung, All Yuk Ro, Wan Shu , Sei San
Sam Dan (3rd Dan)	Kong Sang Koon, Sip Soo
Ee Dan (2nd Dan)	Chil Sung Oh Ro, Lo Hai, and Nai Han Ji Sam Dan
Cho Dan (1st Dan)	Chinto, Chil Sung Sa Ro, Nai Han Ji Ee Dan

Any junior level form may be demonstrated in all age and rank divisions.

Gup Ranks

1st Gup & Cho Dan Bo (Red)	Nianchi Cho Dan, Chil Sung Sam Ro
2nd Gup (Red)	Passai Seo, Passai Dae, Chil Sung Sam Ro
3rd Gup (Red)	Passai Seo, Passai Dae, Chil Sung Sam Ro
4th Gup (Green)	Pyong Ahn O Dan, Chil Sung II Ro
5th Gup (Green)	Pyong Ahn Sa Dan, Chil Sung II Ro
6th Gup (Green)	Pyong Ahn Sam Dan, Chil Sung II Ro
7th Gup (Orange)	Pyong Ahn Ee Dan, Chil Sung Ee Ro
8th Gup (Orange)	Pyong Ahn Cho Dan, Chil Sung Ee Ro
10th & 9th Gup (White/Yellow/Gold)	Gicho Hyung II Bu, Ee Bu, Sam Bu

Any junior level form may be demonstrated in all age and rank divisions.

Permitted Weapons Hyung

Contestants are encouraged to demonstrate a weapons hyung consistent with their rank and ability. Weapons shall be controlled at all times (before, during and after demonstration). Check with your instructor if you have any questions regarding your form selection prior to the event. *Note to instructors: Any questions regarding the acceptability of a weapons form can be reviewed with the Tournament Directors prior to the event. NO LIVE BLADES – NO EXCEPTIONS.*

Awards

1. Upon completion of the competition in the assigned ring, all contestants will line up.
2. The Center Judge will announce the winner and places, ending with 1st place.
3. Winners and runners up should step forward bow when their name is called.
4. Congratulations or other remarks will be given by the Center Judge.
5. Winners' awards shall be presented by at the awards podium.



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Rules for Sparring Competition

General

Safety protection is mandatory. Head, hand, foot and mouth protection is required for all competitors. Male competitors must also wear groin protection. Additional safety equipment is optional but must be approved by the Ring Master.

Competition Ethics

Participants

Complaints or appeals will not be allowed. Contestants shall inform their own instructor of any perceived unjustifiable judgments or conduct in the ring.

Instructors, Parents, Spectators

Coaching is not allowed. Provocative behavior at the side of the ring will not be tolerated. If you feel that the application of the rules has been improper, report it to the Tournament Directors.

Judges

Studio, Organizational or National prejudice, careless applications of the rules or lack of attentiveness, shall result in immediate dismissal from your duties.

Match Time Allowed

1. Eliminations – 2 minutes
2. Finals – 2 minutes
3. Overtime – Additional 1 minute round(s). The two contestants will compete for an additional one minute round; highest point totals win. If there is still a tie after the 1st Overtime round, the tie will be broken with an additional one minute round and 1st point wins "Sudden Victory." If there are no points scored in the round, there will be a 30 second break and additional one minute or "Sudden Victory" round(s). This will continue until the tie is broken.

Winning Points

1. Eliminations – Most Points
2. Finals – Most Points
3. Time Is Up – Most Total Points
4. Overtime – 1st Tie, one additional minute, Most Points
5. 2nd Overtime – 1st point scored will determine the winner

Points

Points shall be called for techniques having correct form, distance, balance, focus and control.

1. **One Point:** back fist or ridge hand to the head, any hand or kick technique to the body.
2. **Two Points:** controlled kick to the sides or top of the head, side step with clear and immediate block & counter (full hip rotation and stance change must be present) and spin kicks to all valid target areas.
3. **Three Points:** Jump and Jump Spin Kicks with trail leg above the opponent's waist (belt).



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Target Area for Valid Points

1. Body – front and side above the waist (belt).
2. Head – side/top of head gear for all ranks; controlled focus (no contact) to the face for Red and Black belts.
3. White, Orange and Green belts (10th Gup thru 4th Gup) will fight 3 inch to touch rule.
4. Red and Black belts (3rd Gup and up) will fight 1 inch to touch rule.

NOTE: Techniques that score, but without eye contact at the time of scoring, will not be counted. No contact is allowed to the head and light contact to all legal target areas of the body.

Illegal Techniques

The following attacks will NOT be scored:

1. Striking the face, hitting below the belt, anywhere on the back or back of the head.
2. Holding or clinching the opponent or falling on him/her after the effective attack by fist or foot.
3. Continued attack while holding or clinching the opponent.
4. If either fighter has both feet out of the ring, as long as one leg is in the ring score is valid. However, if "STOP" has not been called for the fighter going out of the ring, the judges will vote on whether a point is valid.

Warnings

When the Center or Corner Judge sees an unintentional illegal action, a "warning" can be made. Coaching from the sideline will result in a warning to the coached competitor. Two warnings to any competitor are a point awarded to their opponent along with each time thereafter.

Out of Bounds

Stepping one whole foot out of the ring is out of bounds. Going out to avoid fighting results in a (warning/warning/point award to opponent). Each time thereafter a point will be awarded to their opponent for going out of bounds. Fighting out is not a penalty.

Fouls

A one point correction will be made for striking a non target area, attacking a fallen opponent, intentional attack after the fight is stopped, and any unauthorized technique (**no warnings** are given in regard to any foul).

Any **three** fouls will result in disqualification. The judges must have a majority to call a point or foul.

Injuring your opponent, excessive contact or misconduct will result in immediate disqualification.

Penalty – 1 Point Awarded to Opponent

Awards

1. Upon completion of the competition in the assigned ring, all contestants will line up.
2. The Center Judge will announce the winner and places, ending with 1st place.
3. Winners and runners up should step forward bow when their name is called.
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Team Hyung Competition

1. Team must consist of 3 to 5 members.
2. No age requirement.
3. Dan Team members may be 1st Dan, 2nd Dan or 3rd Dan. Dan Team members may be all Youth (16 & under) and all Adult (17 & over). Adult Team may have youth members.
4. Gup Team members may be any age and rank. If needed, separate divisions may be made for beginner/intermediate (white/orange/green) and intermediate/advanced (green/red). Divisions may be combined by the tournament officials.
5. The form must be empty hand and should not exceed the level of the most junior member performing.
6. A maximum of two (2) Hyung may be selected for the competition. Team members must perform a Hyung up to their current rank or one needed to exit their current rank.
7. Fighting sequences with applications from the Hyung being performed are allowed.
8. No props to include weapons or board breaking, etcetera.
9. No costumes. Traditional Dobok as described previously in rules.
10. Pattern, direction, timing, speed and rhythm may be altered. Reasonable adjustments and additions to the footwork can be made as the members move from position to position.
11. The presentation must remain congruent with the essence of the Hyung.
12. If you have any questions contact Tournament Director.