

Tournament Rules & Regulations

Individual Form Competition:

- A. Forms from both the older traditional Tang Soo Do system and the modern Tang Soo Do Systems are allowed in empty hand form competition. These forms include: Gicho hyungs, Pyong Ahn hyungs, Niahanghi hyungs, Chil Sung hyungs, Yuk Rho hyungs (Chil Sung Division), Bassai Cho, Bassai Dae, Jinto, Rho Hai, Kong Sang Kun, Hwa Sun (Chil Sung Division), Sip Soo, Wan Shu, Seisan, Ji On, O Sip Sa Bu So, O Sip Sa Bu, Chinte, Jiin, Woonshu and Shim Pa. No demo or improvised forms will be allowed! All Competitors must be in TRADITIONAL UNIFORMS (white with the appropriate trim).
- B. Dan divisions will have separate competition for Traditional Hyungs and Chil Sung Hyungs.
- C. Competitors will compete two at a time.
- D. Whenever possible there will be 5 judges (no less than 3) seated at the front of the ring.
- E. When there are 5 judges, the high and the low scores will be dropped, the middle 3 scores will be added together.
- F. In the event of a tie, the low and high scores will be added back in. If it is still tied, competitors will perform their form again or a different form at the discretion of the judges.
- G. All Dan (Black Belt) division winners will be eligible for the appropriate Chil Sung or Traditional Form Grand Championship round.

Team Form Competition:

- A. Teams may combine no more than two Traditional / Chil Sung Forms. No Demo or improvised forms will be allowed. At least one form must be completed in its entirety within the choreography.
- B. Team forms are performed in a synchronized format. Team members may vary from synchronization at times for artistic impression.
- C. Each team is allowed to insert two fight sequences (scenes) for the purpose of demonstrating practical applications of movements.
- D. Each move in a fight scene must have practical combat applications and need not be derived directly from the hyung. Competitors violating this rule will be disqualified.
- E. At least 5 judges will be seated in the front of the ring.
- F. Two sets of scores will be given. The first set for technical merit, the second set for artistic impression.
- G. High and the low scores for both scoring categories will be dropped. In the event of a tie, the high and low scores for both technical merit and artistic impression will be added back in an attempt to break the tie. In the event that teams are still tied then the teams that are tied will have to perform their form again.
- H. All teams must be comprised of 3 or 4 members:
 - Dan Team Form division 1st, 2nd, or 3rd dans
 - Gup Team Form division White, Orange, Green, and Red belts
- I. Each region is allowed a maximum of 2 teams per division.

Team School Demonstration Competition:

- A. Teams are not limited by the number of participants
- B. Teams must be representative by members who belong to a single dojang.
- C. Time limit for each team: A total of 7 minutes is allowed this includes set-up time and demonstration time. If any team exceeds the maximum time requirement, then they will be disqualified.
- D. Props and music are allowed.
- E. All participants must be in traditional Tang Soo Do uniforms.

Weapons Form Competition: (No sharpened weapons are permitted)

1. **Dan Competition:**

- A. Weapons competition for dans will be divided into two major categories: Traditional TSD weapons (must be a Traditional TSD form) and open weapons. Dans are allowed to compete with any weapon or weapon form that is taught at their rank level within their respective organizations.
- B. Traditional TSD weapons include: knife/dagger (single or double), bong, or Korean Sword.
- C. Open weapons division - Any weapon. This includes weapons not taught within the curriculum or weapon forms which are not rank appropriate.
- D. For safety reasons, competitors will compete one at a time.
- E. Whenever possible there will be 5 judges (no less than 3) seated at the front of the ring.
- F. When there are 5 judges, the high and the low scores will be dropped, the middle 3 scores will be added together.
- G. In the event of a tie, the low and high scores will be added back in. If a tie remains, competitors will perform their form again.
- H. All Dan (Black Belt) division winners will be eligible for the appropriate Traditional Weapon or Open Grand Championship round.

Kodanja Competition:

- A. Kodanja members may compete with any weapon they wish.
- B. For safety reasons, competitors will compete one at a time.
- C. Whenever possible there will be 5 judges (no less than 3) seated at the front of the ring.
- D. When there are 5 judges, the high and the low scores will be dropped, the middle 3 scores will be added together.
- E. In the event of a tie, the low and high scores will be added back in. If a tie remains, competitors will perform their form again.

Individual Sparring Competition:

- A. All matches will be 2 minutes running time, accumulated points.
- B. Safety equipment is mandatory for ALL sparring divisions: Hand, Foot and Head protection -- foam type only. Mouth guards are mandatory for all competitors. Groin protection mandatory for males.
- C. There are only seven possible calls from the judges (1) Point (2) Two Points (3) No Point (4) No See (5) Warning with point (6) Warning no point (7) Warning Disqualification
- D. All points, contact calls and warnings can only be made with a majority. This means if 5 judges see the call a majority of 3 will be required to make a call. If only 4 judges see the call you will still need a majority of 3 to make the call. If only 3 judges see the call then a majority of 2 will be required to make a call. If only 2 judges see the call then both must be in agreement in order to make the call. There is no such thing as a majority of one.
- E. There will be no contact to the face. Light to moderate contact to the body is allowed.
- F. All face contact will be treated as follows: First contact will result in a warning call and, if appropriate, one point awarded. Second contact results in a disqualification. If a majority of judges feel that contact was too severe, then initial contact can result in an immediate disqualification.
- G. All other warnings will be treated as follows: First warning results in a verbal warning being given to the offender. A second warning results in a loss of a point. A third warning will result in immediate disqualification.
- H. Contact warnings contribute to the total warning count.
- I. Unsportsmanlike behavior or arguing with a judge or referee will result in immediate disqualification.
- J. Absolutely no coaching from the sidelines allowed. Abuse of this rule can result in the immediate disqualification of the competitor being coached.
- K. Sweeping techniques with the joint are allowed for Dan members and red belts. A point will be given only if the sweep is immediately followed up with a point technique.
- L. All legal hand techniques are worth 1 point.
- M. All spinning kicks (any legal point area) and jumping kicks (must be to the head) are worth 2 points.
- N. All other kicks are worth 1 point.
- O. In order to be consistent with the defensive nature of Tang Soo Do, we will reward a competitor with 2 points if she/he scores a point after making a deliberate side stepping motion with a block. A point scored on a jam, or a retreat, or from a stationary position will result in the rewarding of only one point.
- P. Illegal target areas will include: The top and back of the head, the throat, and neck, below the waist, and the back and kidney area.
- Q. Illegal techniques will include: fingertip techniques, open hand techniques in the area of the eyes, blind spinning techniques, knee kicks, elbows, grappling of any kind, as well as any technique not delivered with the proper focus, balance and body mechanics. No drop spinning take downs allowed.
- R. Legal targets are: Front of the face; side of the head, front of the body and side of the body.
- S. Legal techniques are: Any punch, any kick, knife and ridge hand delivered to the body, back fist and jabs that are delivered with power, focus, balance and intention, spinning techniques where it is clear that it was not blindly thrown.
- T. Tournament arbitrators have final judgment on all decisions.

National Team Sparring Competition:

- A. 5 persons to a team, 4 men and 1 woman plus 1 appointed alternate man and 1 appointed alternate woman who may compete only if a team member is injured or cannot compete. All members must be from same region. All members must be 1st through 3rd dan rank.
- B. The winning team is determined by the number of victories, not points.
- D. If tied, then captains will decide whom to send in for the tie breaker.
- E. Team members may cheer on their team mates, however only team captains may coach. If this rule is abused, it could result in a disqualification for the team.

National Women's Team Sparring Competition:

- A. 3 women plus 1 appointed alternate woman who may compete only if a team member is injured or cannot compete. All members must be from same region. All members must be 1st through 3rd dan rank.
- B. The winning team is determined by the number of victories, not points.
- D. If tied, then captains will decide whom to send in for the tie breaker.
- E. Team members may cheer on their team mates, however only team captains may coach. If this rule is abused, it could result in a disqualification for the team.

The tournament rules and regulations included in this handout are intended for general information only. Further information and detailed rules and regulations can be found in the official "Tang Soo Do Mi Guk Kwan Tounament Judging Manual"