

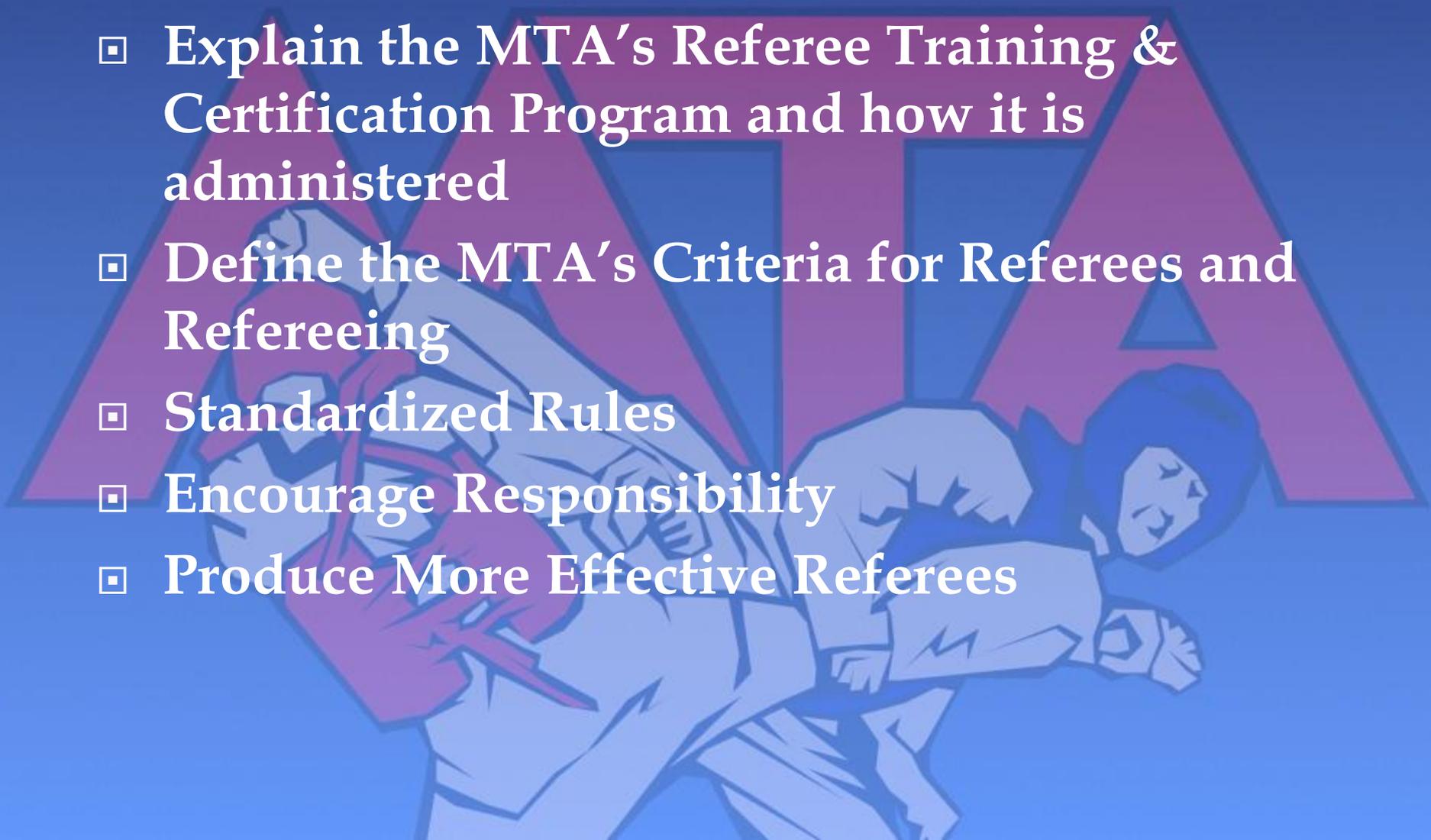
Montana Taekwondo Association



Referee
Training &
Certification
Seminar

Hosted by: The Montana Taekwondo Association
Updated 12/4/2015

MTA Class Referee Seminar Goals

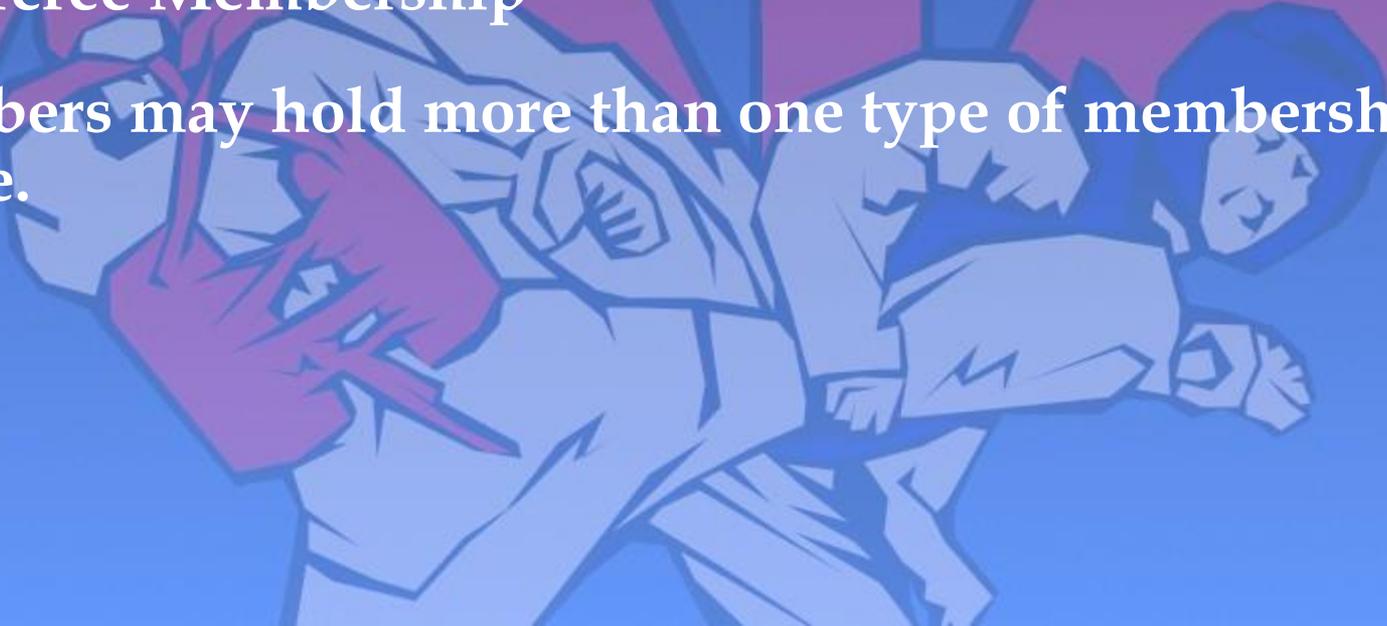
- ▣ Explain the MTA's Referee Training & Certification Program and how it is administered
 - ▣ Define the MTA's Criteria for Referees and Refereeing
 - ▣ Standardized Rules
 - ▣ Encourage Responsibility
 - ▣ Produce More Effective Referees
- 

MTA Membership for Referees

You must have current MTA membership to referee at any MTA Sanctioned Event. There are 3 types of individual memberships (voting affiliation):

- Athlete Membership
- Coach Membership
- Referee Membership

Members may hold more than one type of membership at a time.



MTA Membership Cost

- ▣ MTA Membership Cost \$20 annually
 - Includes a \$10 savings on all MTA sanctioned events
- ▣ Referee Certification is free with MTA Membership
 - Includes certification and MTA Officials Polo Shirt
 - MUST be a MTA member to take the Referee course.



MTA Referee Protocols

- Referees must conduct themselves appropriately at all times.
 - Referees must avoid creating any appearance or perception of favoritism (by cheering for students competing in and outside of their ring, etc.).
 - Referees are not allowed to use cell phones while in their ring.
 - Referees should work to mitigate confrontations with coaches, athletes and parents.
- 

Top MTA Referees are Characterized by:

Honesty

Consistency

Decisiveness

Good Communication Skills

Calmness

Good Judgment

Confidence



MTA Referee Credentials

Upon completing the MTA Referee Training and Certification seminar all MTA-certified Referees receive Certificate.
Certification must be renewed annually.



MTA Referee Levels & Responsibilities

- Class C2 – Corner Judge: Corner/poomse judging and computer operation only (not a referee).
- Class C1 – Skill Corner Judge: Serves as a skilled corner judge and/or computer operator. May Center with supervision from B1 or A.
- Class B2 – Center Referee: Center Referee In training. Considered qualified to center referee all belt levels and ages under the supervision of a Class B1 or Class A Referee. May serve as corner judge and/or computer operator. May be compensated \$50 per event

MTA Referee Levels & Responsibilities (Cont'd)

- ▣ Class B1 – Center Referee & Assistant Ring Leader: Expert center referee. Serves as ring leader in the absence of a Class A referee. May serve as corner judge and/or computer operator. May be compensated \$75 per event
- ▣ Class A – Center Referee & Ring Leader: Manages the ring and directs the efforts of all junior referees in his/her ring. Mentors junior referees and is considered qualified to train and certify MTA referees. May be compensated \$100 per event.

MTA Class “C2” Referee Requirements

- ▣ Minimum age of 14.
- ▣ No Taekwondo rank requirement.
- ▣ Successful completion of the MTA Referee Training & Certification seminar.
- ▣ Must attend an MTA Referee Training & Certification Seminar (“refresher”) AND corner judge at one or more MTA-affiliated tournaments annually to maintain certification.

MTA Class “C1” Referee Requirements

- ▣ Must meet all the requirements of a class “C2” Referee (corner judging and computer operation).
- ▣ May serve as Center Referee in divisions of White-Green 12 and under, with the supervision of a B1 or A1
- ▣ Minimum age of 15.
- ▣ No Taekwondo rank requirement.
- ▣ Must attend an MTA Referee Training & Certification Seminar **AND** referee at two* or more MTA-affiliated tournaments annually.

MTA Class “B-2” Referee Requirements

- Minimum Two (2) years time-in-grade as an MTA Class “C1” Referee.
- Minimum age of 18.
- No Taekwondo rank requirement.
- Successful completion of the MTA Referee Training & Certification seminar to upgrade from C1 to B2.
- Advanced understanding of MTA rules and procedures for center refereeing Taekwondo Competition.
- Must referee at three* or more MTA-affiliated tournaments INCLUDING the MTA’s state championships annually to maintain or upgrade certification.

MTA Class “B1” Referee Requirements

- Minimum two (2) years time-in-grade as an MTA Class “B-2” Referee.
- Minimum age of 21.
- Taekwondo rank requirement of Black Belt.
- Successful completion of the MTA Referee Training & Certification seminar to upgrade from B-2 to B-1.
- Expert understanding of MTA rules and procedures for center refereeing Taekwondo Competition.
- Must referee at Three* or more MTA-affiliated tournaments INCLUDING the MTA’s state championships annually to maintain or upgrade certification.

MTA Class “A” Referee Requirements

- Minimum three (3) years time-in-grade as an MTA Class “B-1” Referee.
- Minimum age of 25.
- Taekwondo Rank of 4th dan or higher
- Must be recommended by another MTA Class “A” referee and approved by the MTA Referee Development & Certification Committee.
- Successful completion of the Class “A” MTA Referee Training & Certification seminar to upgrade from B-1 to A.
- Must attend an MTA Referee Training & Certification Seminar AND mentor at three or more MTA-affiliated tournaments AND the MTA’s state championships annually to maintain or upgrade certification.

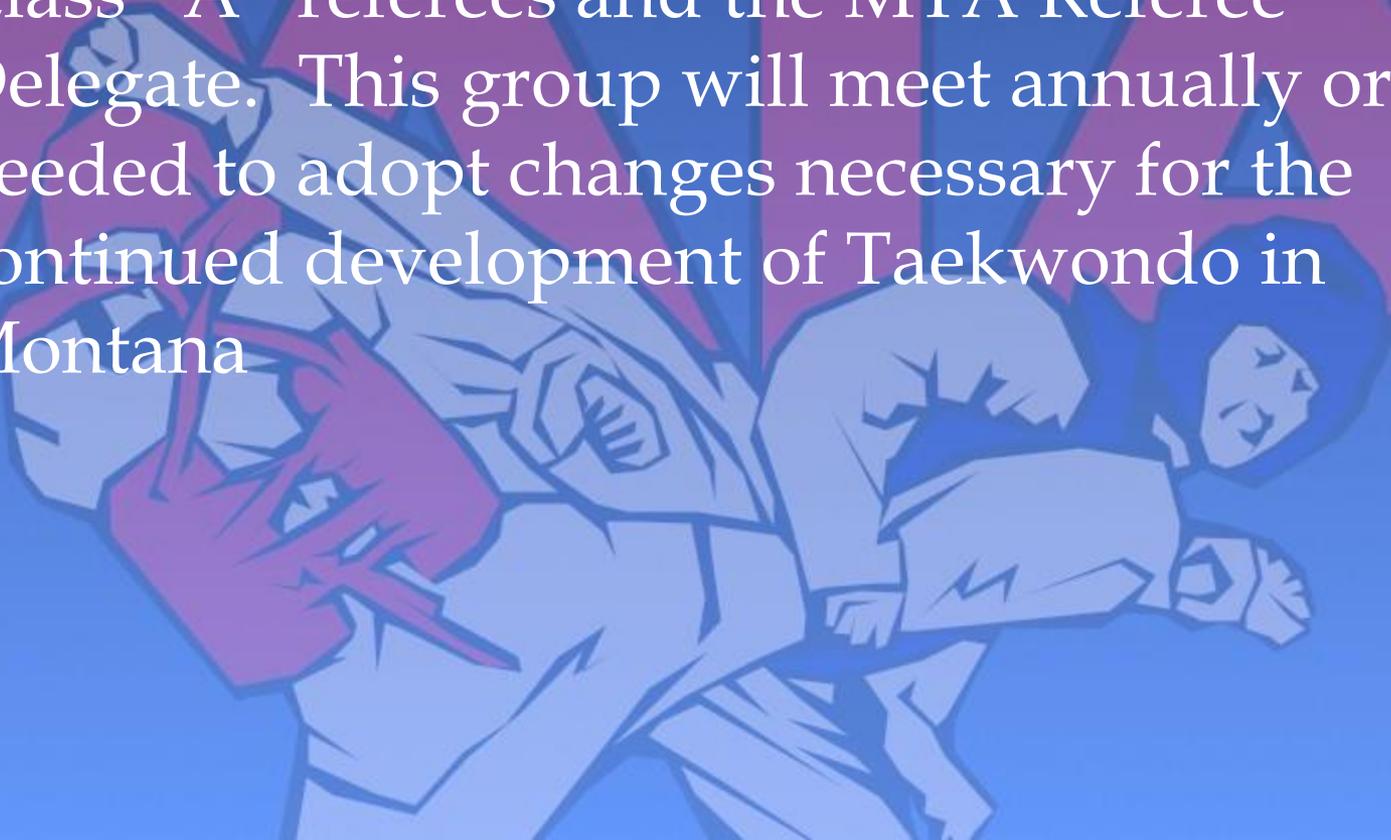
MTA Class “A” Referee Requirements (Cont’d)

- ▣ Class “A” referees are considered qualified to give the MTA Class C and B Referee Training & Certification Seminar.
- ▣ Class “A” Referees are automatically members of the MTA Referee Development & Certification Committee.



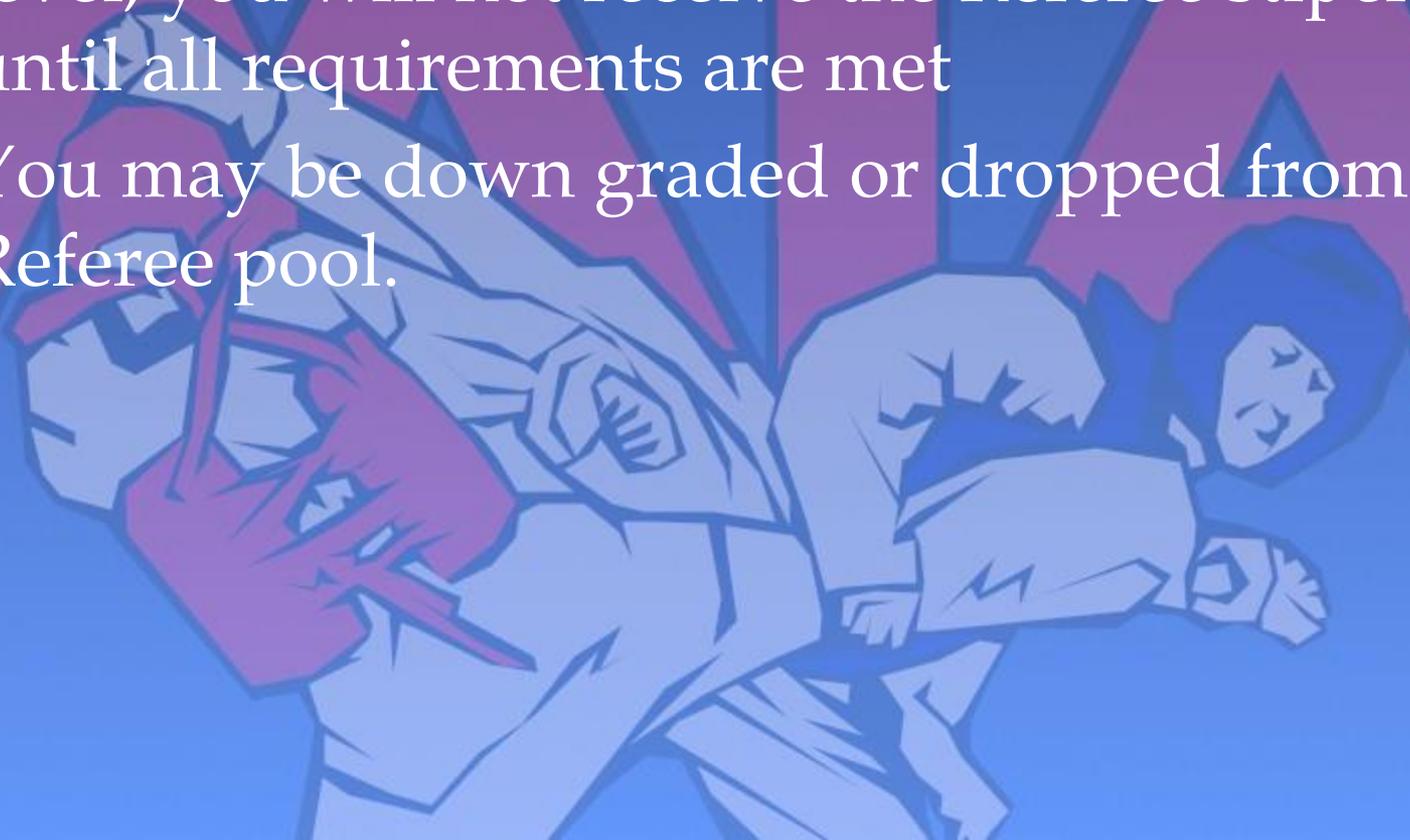
MTA Referee Development & Certification Committee

- ▣ The MTA Referee Development & Certification Committee is comprised of all of the MTA's Class "A" referees and the MTA Referee Delegate. This group will meet annually or as needed to adopt changes necessary for the continued development of Taekwondo in Montana



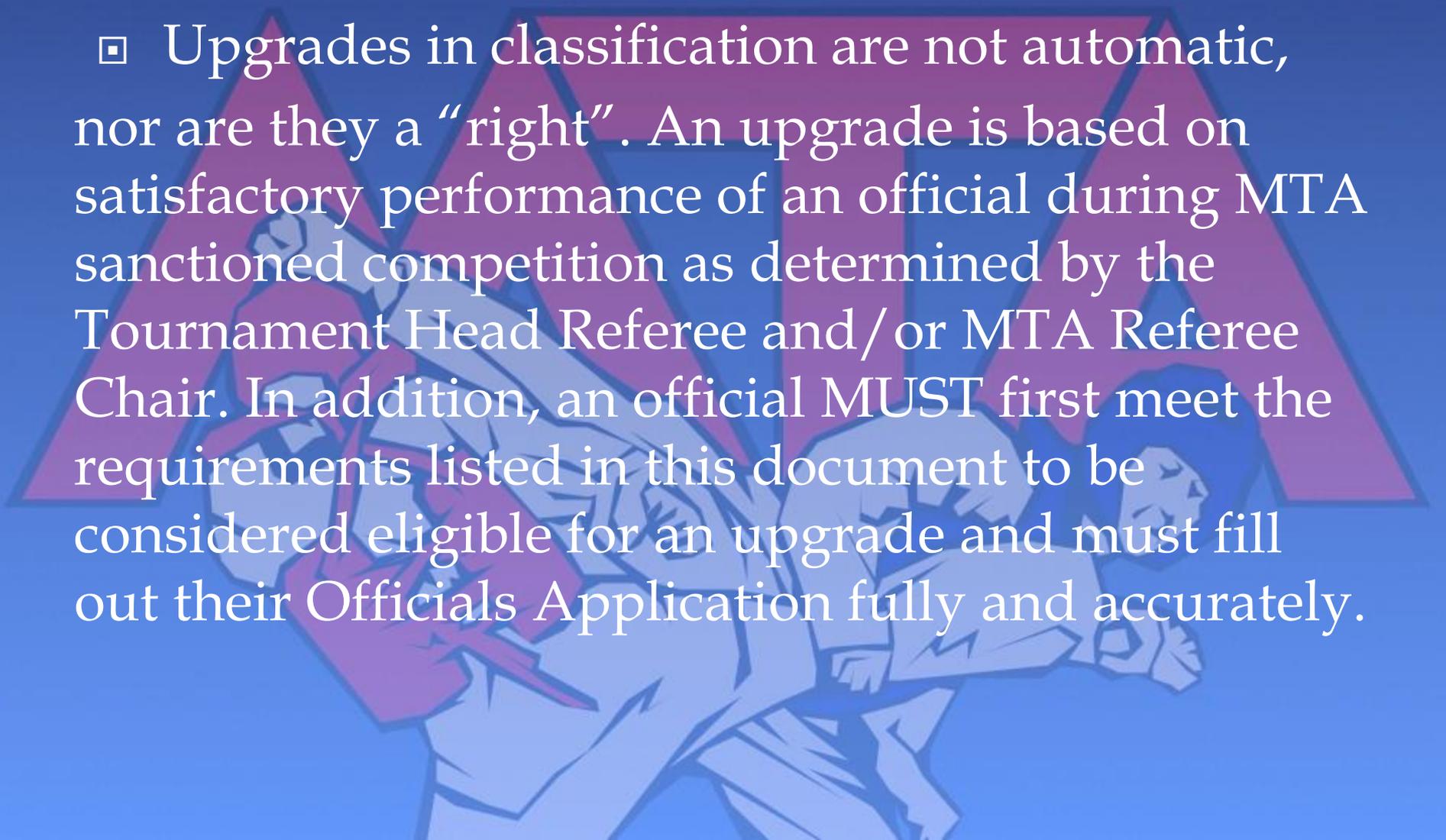
Referee Status

- ▣ If for any reason you miss the number of tournaments or clinics required for your referee level, you will not receive the Referee stipend until all requirements are met
- ▣ You may be down graded or dropped from the Referee pool.



“Up Grades”

▣ Upgrades in classification are not automatic, nor are they a “right”. An upgrade is based on satisfactory performance of an official during MTA sanctioned competition as determined by the Tournament Head Referee and/or MTA Referee Chair. In addition, an official **MUST** first meet the requirements listed in this document to be considered eligible for an upgrade and must fill out their Officials Application fully and accurately.

The background features a stylized illustration of a referee in a white shirt and black tie, pointing towards a fighter in a white gi. They are positioned in front of a large, dark red triangle with a white border, which is set against a blue background. The overall style is graphic and bold.

Medical Interruption in Up Grades

- ▣ If an official has a medical interruption that interferes with their upgrade possibilities it is that official responsibility to:
 - ▣ 1. Contact the Referee Chair and/or Level A committee in a timely manner with a written reason and request
 - ▣ 2. Medical reasons for missing events and possibly impeding progress will be handled by the Referee Chair and Level A committee on a case by case basis.

MTA Referee Development & Certification Committee Chairperson

- ▣ Must be an MTA Class “A” referee in good standing.
- ▣ Is nominated by the MTA President and approved by the MTA Executive Committee and serves at the discretion of the Committee (until either resignation or replacement).
- ▣ Is the final word of MTA Competition Rules interpretation for purposes of arbitration, etc.
- ▣ Current Referee Chairperson is Master Brice Cady

MTA Referee Attire

“If you are not in Proper Attire you will not get Officiating Credit”

The “uniform” for MTA Judges and Referees is as follows:

- Black Slacks
- Black socks
- Black dress belt
- MTA Referee polo
- Black or White Athletic shoes or Kicking Shoes



Officials will “Not get Credit or points” if

1. If you are not in Proper Officials Attire
2. You may work half or full days
3. If you do not sign in or out on the Ring Official sign up sheet
4. If you miss the officials meeting
5. If you are not a current official according to the Referee Chairs records

MTA Standards for Coaches & Athletes



MTA Standards for Coaches Attire

- Coaches are expected to present themselves in a manner that is consistent with the spirit of Taekwondo and good sportsmanship. Attire that is considered to be offensive or derogatory will not be allowed.
- It is up to the referees to ensure that coaches are representing Taekwondo properly. Coaches determined to be in violation of the MTA's standards will be asked to leave the coaching chair and/or event.

MTA Standards for Coaches Behavior

- ❑ Coaches must Calmly remain seated during the match.
- ❑ Coaches may not use video cameras, cell phones, ear phones, etc. while sitting in the coaches chair.
- ❑ Coaches may calmly direct comments to their own player, only.
- ❑ Comments considered to be to excited or directed towards the referees which are intended to either influence their decision or protest scores and penalties will result in penalties being issued.

Coaches

- ▣ All Coaches must attend the Officials meeting before each tournament
- ▣ Officials shall do their best to ensure that athletes have their coaches and may extend a courtesy hold once during a division



MTA Athlete Uniform Standards for Competition

- ▣ Clean uniform.
- ▣ Black trim allowed for Black Belts only.
- ▣ A t-shirt and/or sports bra may be worn underneath the uniform.
- ▣ Jacket may not be tucked into pants.
- ▣ Sleeves and cuffs cannot be rolled up.



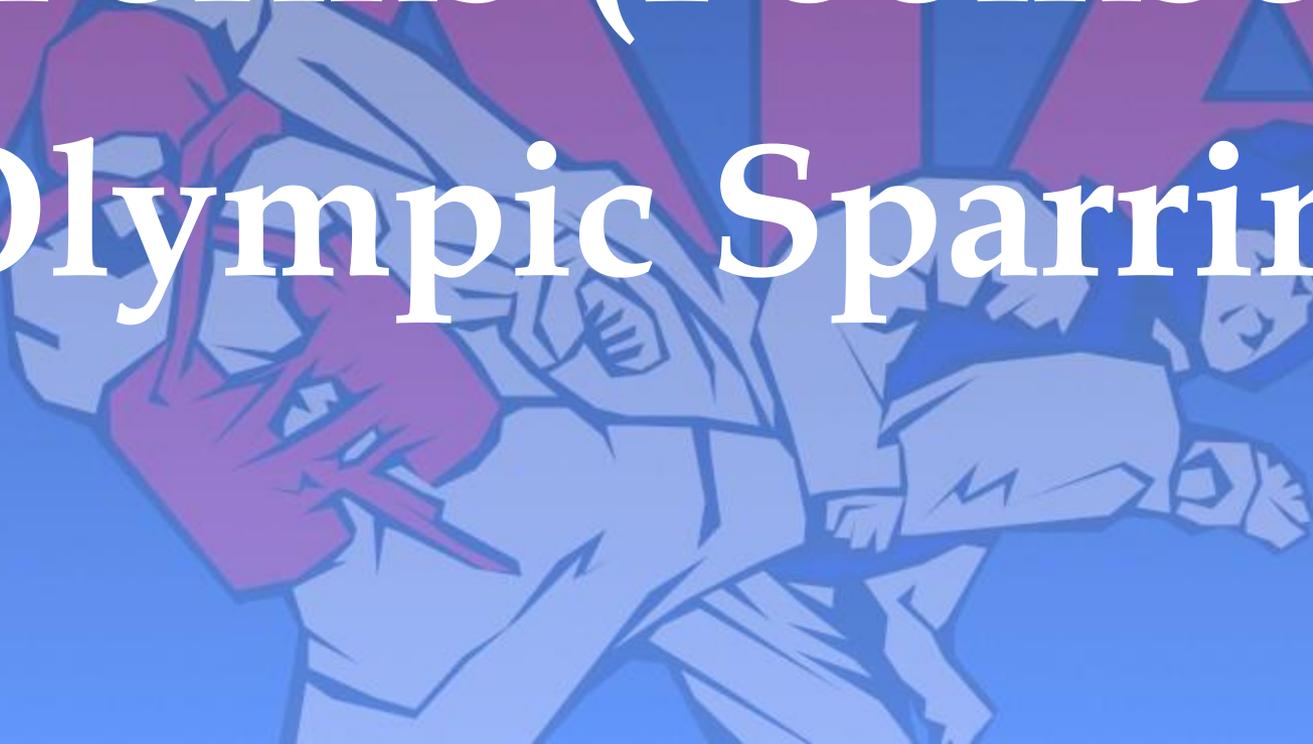
MTA Belt Colors for Competition

- ❑ All competitors must wear a belt appropriate to their rank.
- ❑ The MTA observe the WTF Taekwondo belt colors (white, yellow, green, blue, red, black); therefore, instructors should be sure that their students wear the appropriate color at MTA-affiliated events.
- ❑ Non-standard WTF colors will be placed in accordance to MTA standards. Typically orange=yellow, purple=blue, and brown=red.
- ❑ Junior black belts (14 years of age and younger) are permitted to wear “Poome belts” as well as “Poome collars” (half-red, half black).
- ❑ Black collars should NEVER be permitted for colored belts.

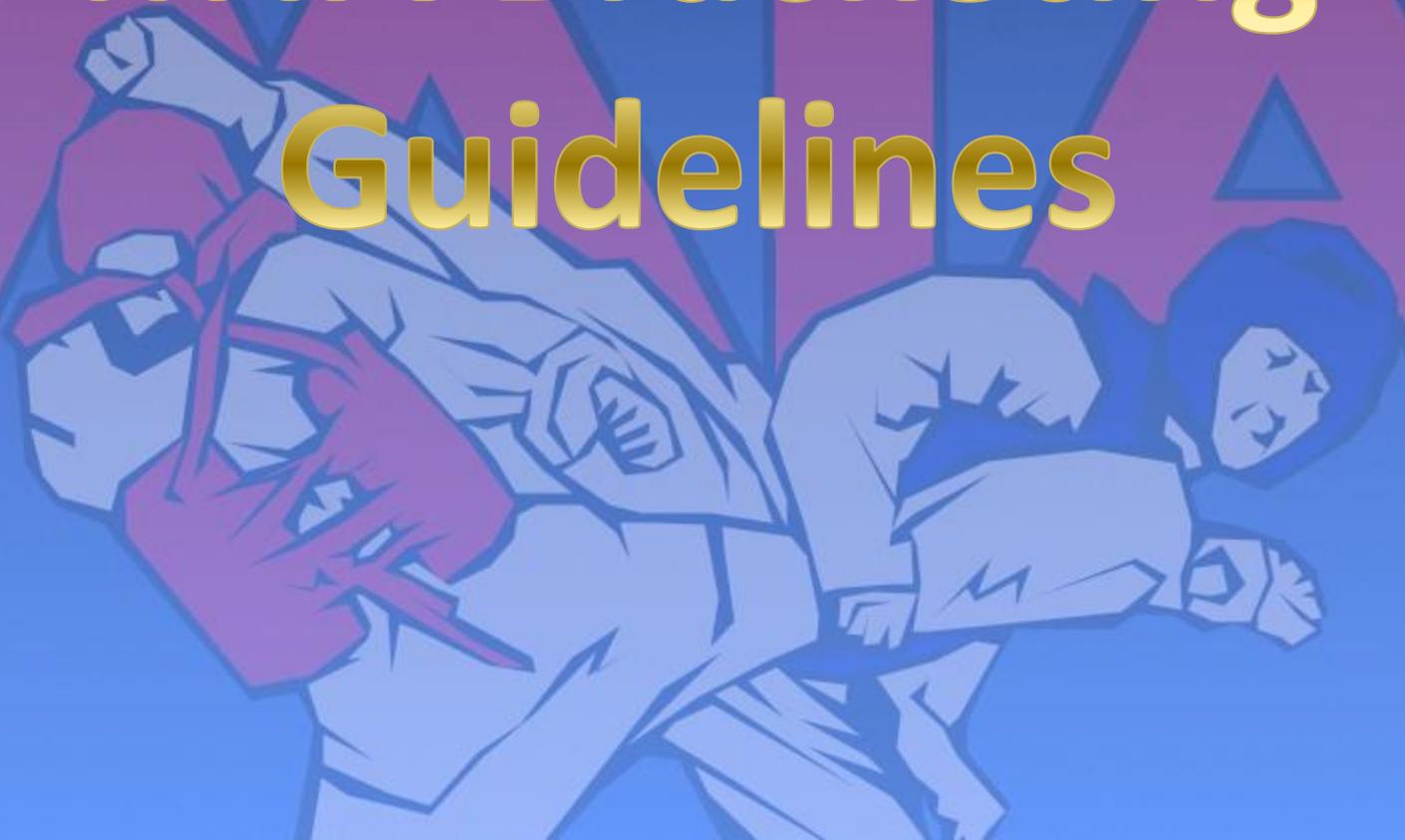
Types of Competition held at MTA-Affiliated Tournaments

Forms (Poomse)

Olympic Sparring



MTA Bracketing Guidelines



Belt Rank Groups at MTA-Affiliated Tournaments

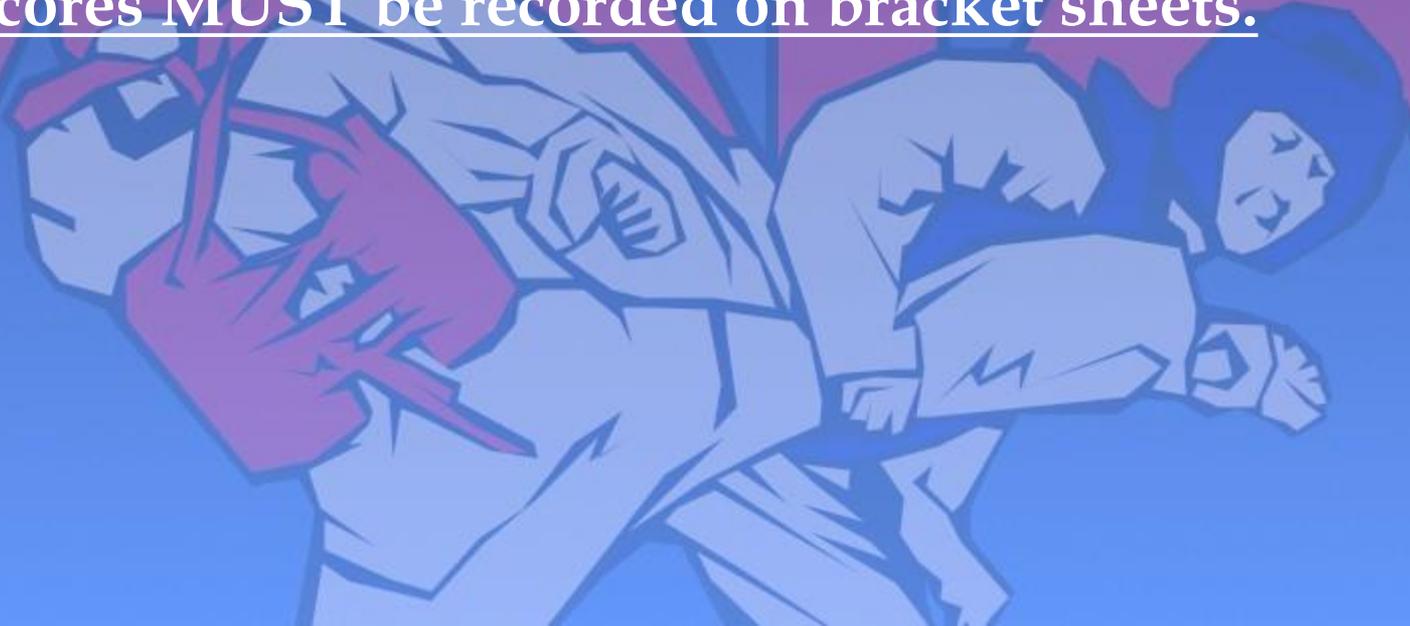
- ❑ Novice: White Belt and Yellow Belt (or equivalent belt colors).
- ❑ Intermediate: Green Belt and Blue Belt (or equivalent belt colors)
- ❑ Advanced: Red Belt and Brown (or equivalent belt colors)
- ❑ Expert: Black Belts

Competitors must compete at their rank on the day of the event.



Bracketing Guidelines for MTA-Affiliated Tournaments

- The bracketing system used for Olympic sparring and Forms at MTA competitions can be either single, double elimination, or round robin.
- Scores MUST be recorded on bracket sheets.



Bracketing Guidelines for MTA-Affiliated Tournaments (Cont'd)

All byes occur in the first round of competition.

- Chung (Blue) is always at the top of the bracket.
- No player may receive more than one bye.
- Players from the same club should not be paired together in first round of competition (if possible, they should be placed at the top and bottom of the bracket respectively). This applies to the first round only.

Bracketing Guidelines for MTA-Affiliated Tournaments (Cont'd)

- In single elimination, any competitor who loses will not compete again. Two third place medals are awarded in single elimination
- In Double elimination every athlete will have at least two matches.
 - Losing player will go to the bottom bracket, winner of the bottom bracket gets 3rd place
 - Finals in the top bracket will be for 1st and 2nd.

Round Robin

- ▣ Round Robin is usually used for divisions of 3, each player will fight each other, having 2 matches
- ▣ The scores **MUST** be kept on the bracket sheet
 - If everyone loses one and wins one then the total individual points are added up to break the tie.
 - If there are two or more player with the same number of points the total number of points given away will be added up. The player who gave away the least number of point will become the winner.

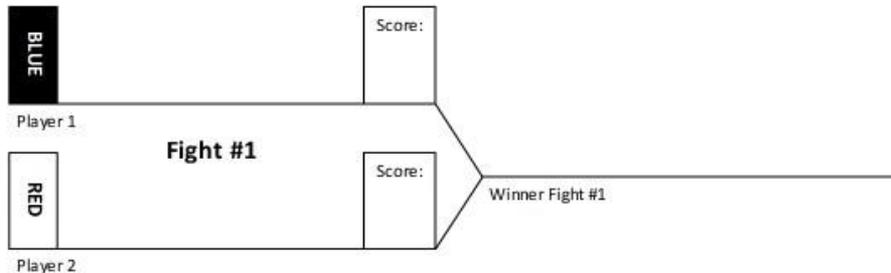


3-Competitor Division

Ring #:

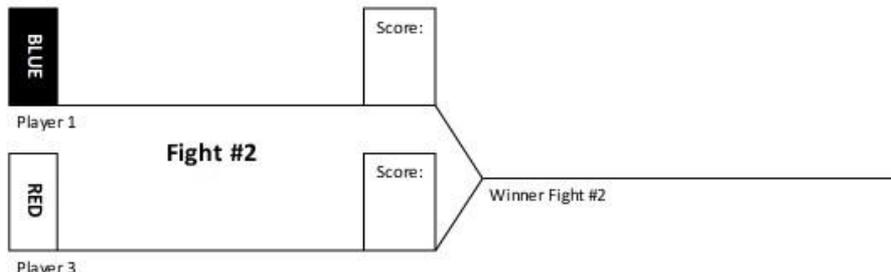
Division:

_____ Gender _____ Age Range _____ Belt Colors



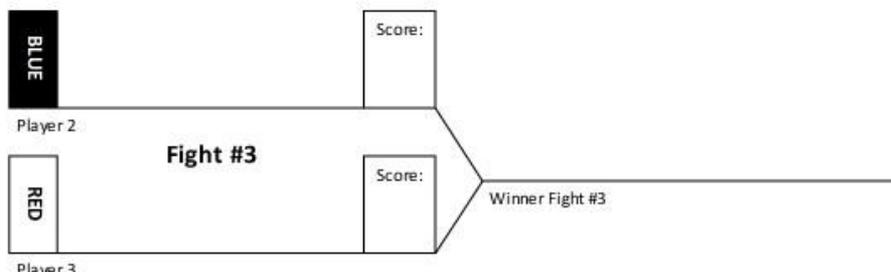
	Points FOR	AGAINST
BEST Record	<input type="text"/>	<input type="text"/>

GOLD



	Points FOR	AGAINST
2nd Best Record	<input type="text"/>	<input type="text"/>

SILVER



	Points FOR	AGAINST
3rd Best Record	<input type="text"/>	<input type="text"/>

BRONZE

- 1st, 2nd, and 3rd Place Winners are determined based on win-loss record.
- IF THERE IS A TIE the players shall be ranked in order of most points scored...
- IF THERE IS STILL A TIE the players shall be ranked in order of least points allowed...
- IF THERE IS STILL A TIE the referee shall determine superiority



4-Competitor Division

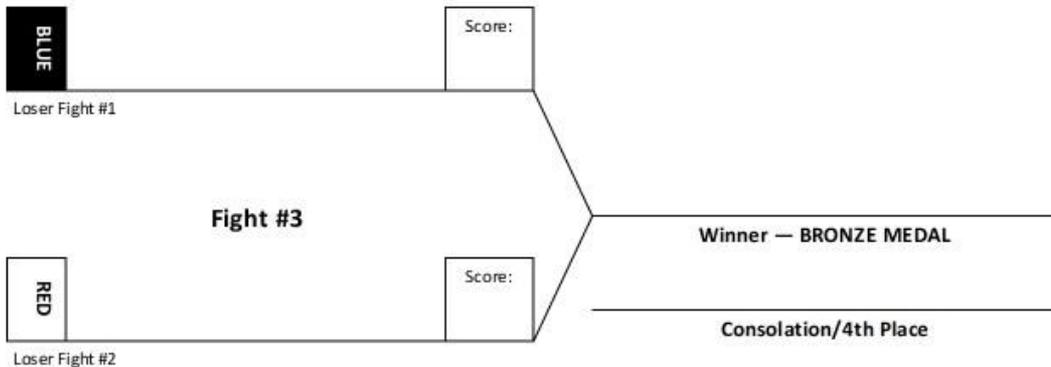
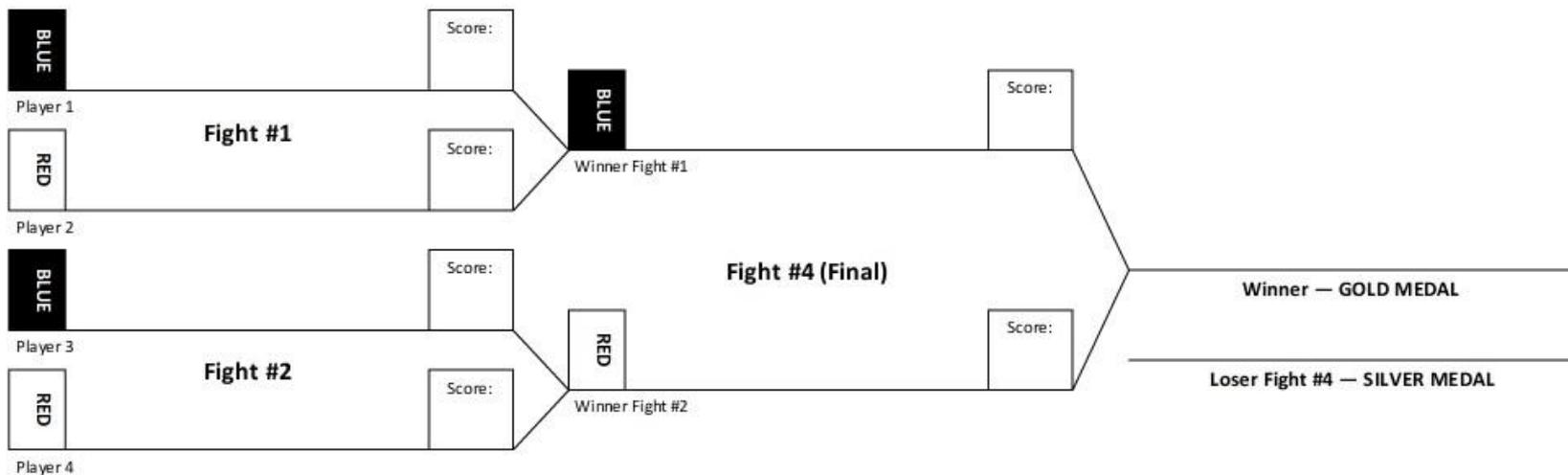
Ring #:

Division:

Gender

Age Range

Belt Colors



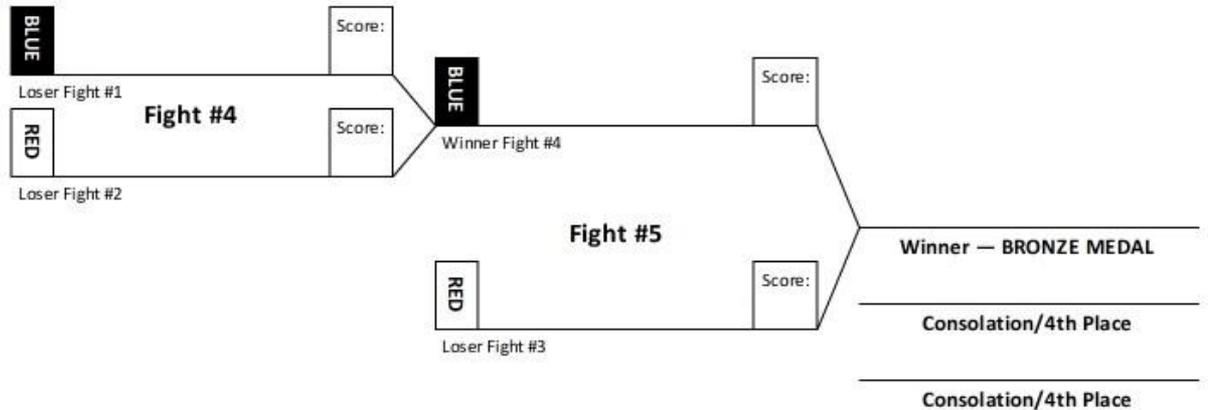
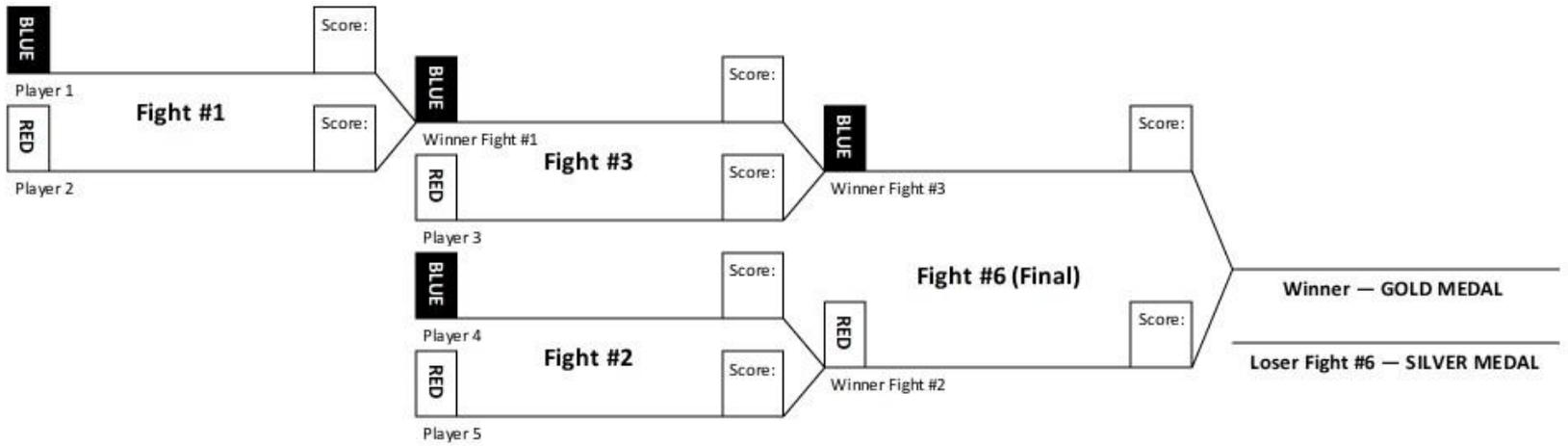


5-Competitor Division

Ring #:

Division:

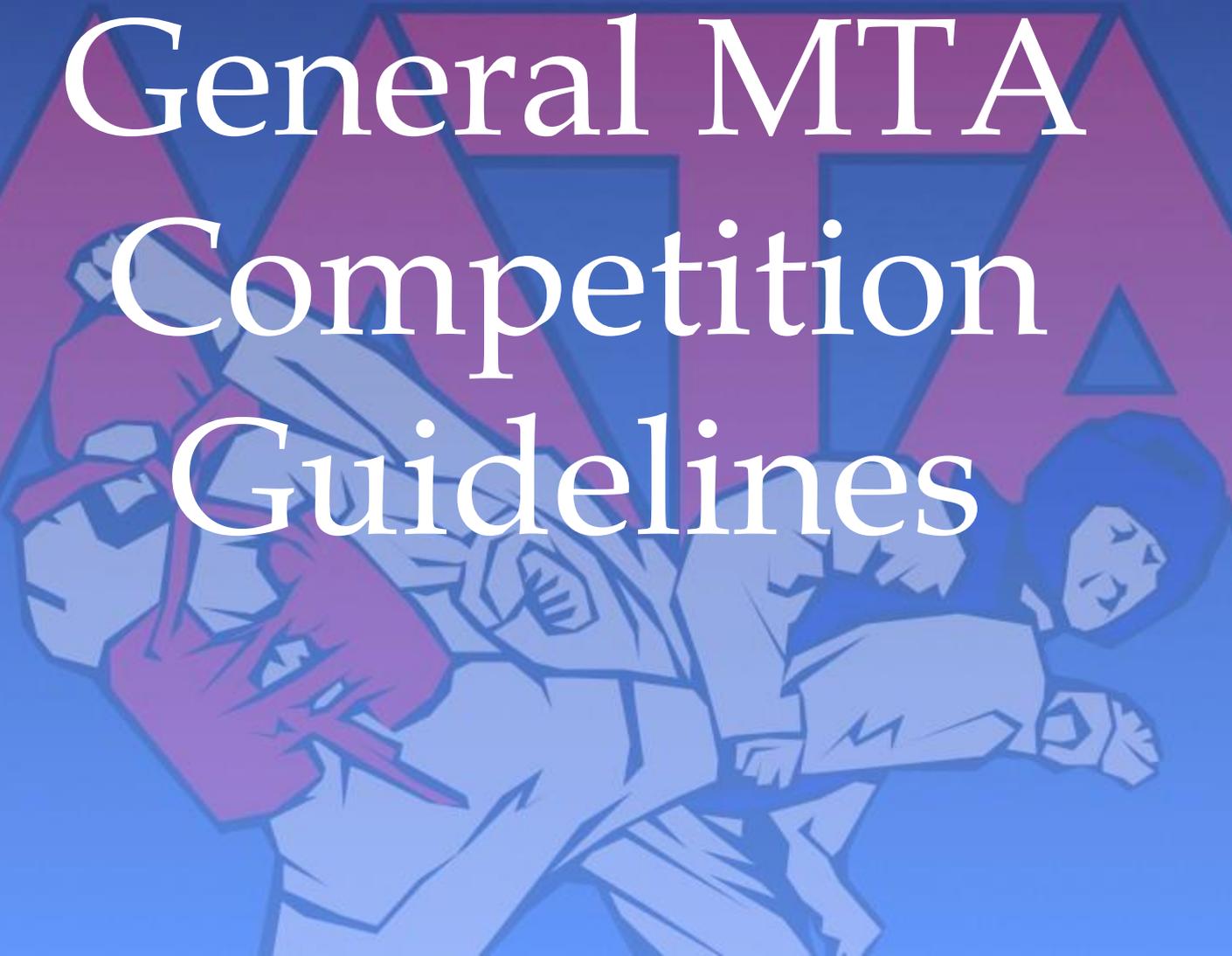
Gender Age Range Belt Colors



Any Questions?



General MTA Competition Guidelines



MTA Rules and Rule Changes

- The MTA's rules for Taekwondo competition supersede any other set of rules at MTA-affiliated events EXCEPT events that are required to observe the rules of a national or international governing body (i.e. a USAT or AAU qualifier).
- The MTA's athletes compete at National and International events that follow WTF rules; therefore, the MTA's rules comply with the spirit of those rules while also considering the unique needs of the Montana Taekwondo community.
- The MTA will adopt WTF's changes to the rules wherever the MTA deems they are applicable to the needs of the MTA and the Montana Taekwondo community.

MTA Forms (Poomse) Competition Guidelines



Taekwondo Photography
by Carl Solder

[facebook.com/TaekwondoPhotography](https://www.facebook.com/TaekwondoPhotography)

MTA Forms Competition

Competitors may do ANY standard form (poomse) appropriate for their rank. MTA events are open to all variety of forms, follow the below example for proper rank to form protocol.

- Kinder Kicks: allow what ever they can do
- White: Belt Basic Form #1 or Il Jang
- Sr. White-Sr. Yellow: Il or Yl Jang
- Green-Sr. Green: Sam or Sa Jang
- Blue-Sr. Blue: Oh or Yuk Jang
- Red-Sr. Red: Chil or Pal Jang
- Black Belt: 1st = Koryo, 2nd = Kumkang, 3rd = Taebek, ect.

MTA Forms Competition Rules

- ▣ MTA recommends the decision method in a double elimination format

Procedure:

- ▣ Athletes line up on a marked spot in the ring, two at a time.
- ▣ The head judge will call out: Athletes face the head table, Charyeut (attention), Kyung Nyeh (Bow), Choombi (get ready), Shijak (Start) athletes should complete their form and return to Choombi position on their own.
- ▣ Referee calls for decision “Judges Score”.
- ▣ At the completion of scoring the form the head judge will call out: Charyeut (attention), Kyung Nyeh (Bow).

MTA Forms Competition Rules: Judging Criteria (Cont'd)

- Beauty – aesthetic appeal.
- Grace – balance and flow.
- Rhythm – tempo and timing.
- Focus – aim and concentration.
- Power – stances, blocks, kicks, and strikes.
- Technique – all techniques (kicks, blocks, strikes, etc.) executed correctly.



MTA Forms Competition Rules: Position of Judges

- Forms competition 3 or 5 judges where the referee will not vote but only make manage the competition. An odd number of voting judges ensures that no ties will happen.
- All judges sit in front of the head table with the head referee on the mat managing the competition.
- The head table will tabulate results and complete bracketing

MTA Forms Competition Rules: Scoring Guidelines

The “decision” method is preferred for MTA events:

- Head Referee calls “Judges.”
- The judges will have hands on knees.
- The referee says “Score.”
- The judges raise the hand that represents the side they believe was the better forms competitor at 45 degrees.

MTA Forms Competition Rules: When has a Form been Altered?

- Wrong block, i.e. outside block instead of inside block is not a criteria. If the modification does not change the integrity of the form or cause a change to it's overall value it should be overlooked.



Any Questions?



MTA Rules for Olympic Sparring



MTA Sparring Rules: Athlete Safety Gear



MTA Sparring Rules: Athlete Safety Gear worn under uniform



What is wrong with this?



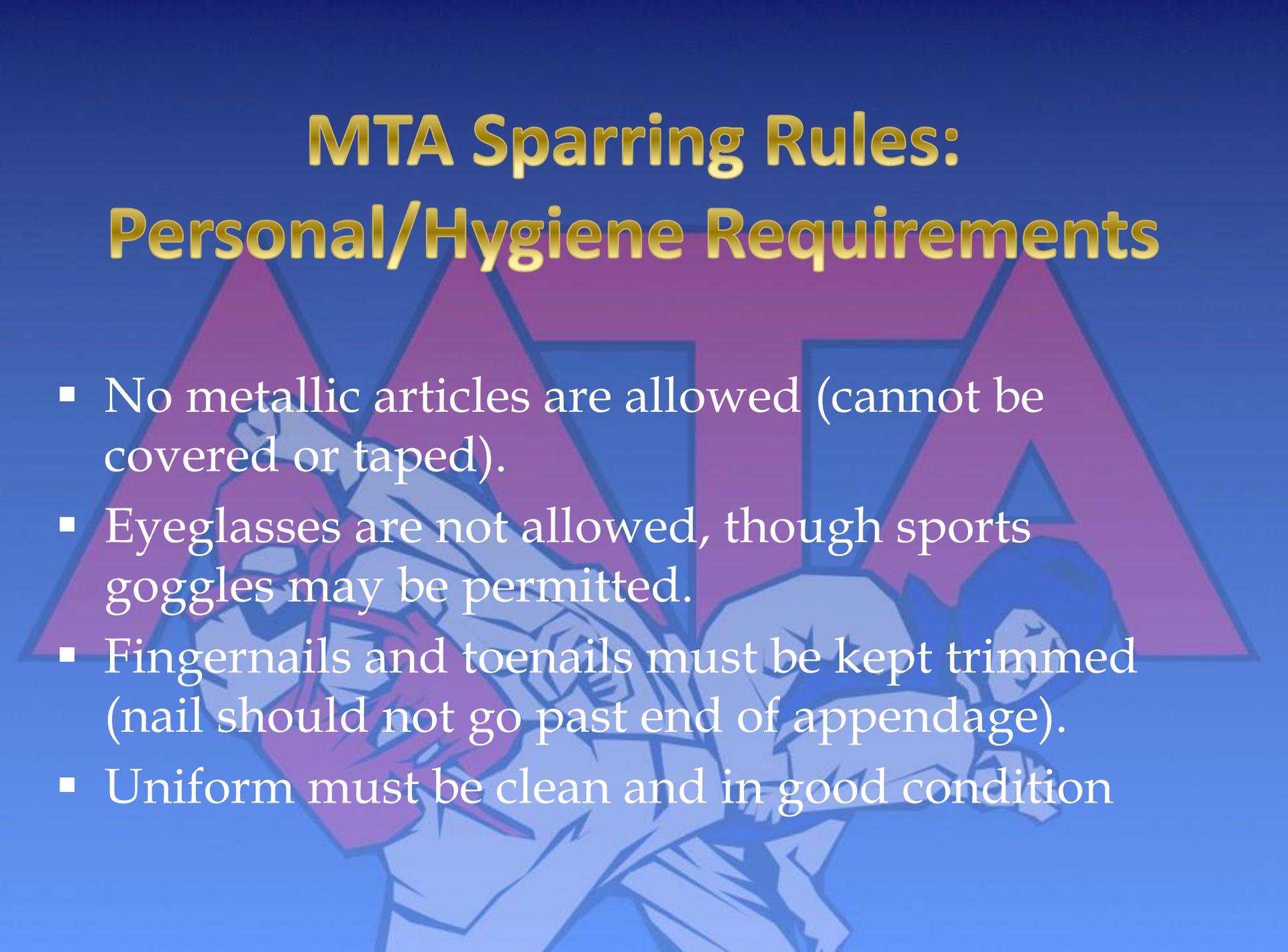
MTA Sparring Rules:

Athlete Safety Gear (Cont'd)

Mandatory Equipment:

- Mouth guard.
- Olympic style chest protector (must fit) goes from armpit and covers hip bone.
- Full headgear (white for either player):
 - Red player wears red headgear.
 - Blue player wears blue headgear.
 - No hard objects should be worn on head. (ie, hair clips)
- Manufactured shin & instep protectors (should be worn under dobok).
- Forearm protectors (should be worn under dobok).
- Male competitors must wear groin cup and supporter on inside of dobok.

MTA Sparring Rules: Personal/Hygiene Requirements

- No metallic articles are allowed (cannot be covered or taped).
 - Eyeglasses are not allowed, though sports goggles may be permitted.
 - Fingernails and toenails must be kept trimmed (nail should not go past end of appendage).
 - Uniform must be clean and in good condition
- 

MTA Sparring Rules: Contest Duration



- All colored belts ages 4-6: matches will be two (2) one minute rounds with a 30-second rest.
- All Junior and Senior colored belts ages 7 and up: matches will be three (3) one minute rounds with 30-second rest.
- All Black Belts under the age of 14 will have three (3) one minute rounds with 30-second rest.
- All 14 and up Black Belt matches will be Three (3) 60 or 90 second rounds with a 30-second rest. Competitors will be allowed a full 2 minute rest between semi-final and final matches.

MTA Sparring Rules: Permitted Techniques

Fist Techniques:

- **Fist techniques must be delivered using the front parts of the forefinger of a tightly clenched fist.**



MTA Sparring Rules: Permitted Techniques

Foot Techniques:

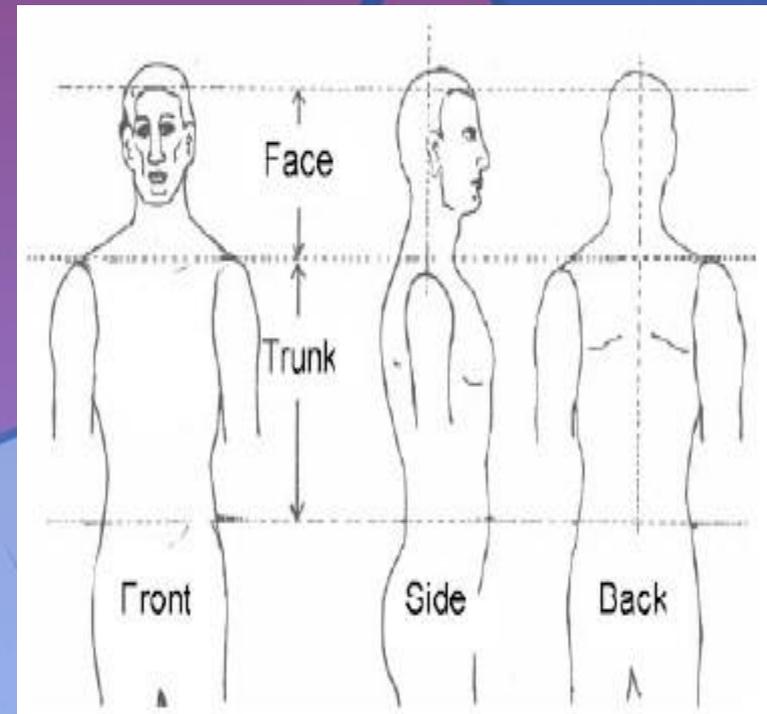
- Techniques are delivered by using any part of the foot below the ankle bone.
- Attacks using any part of the leg above the ankle bone, i.e., the shin, knee, etc., are not permitted and will not be scored.



MTA Sparring Rules: Permitted Areas

Trunk

- The area covered by the trunk protector between the armpit and the pelvis is the permitted area.
- Intentional attacks specifically to the spine are not permitted.
- Techniques half on/half off the permitted scoring areas should be scored, in the case of half scoring area and half neutral area.



MTA Sparring Rules: Valid Points (Cont'd)

One point is awarded for any legal hand or Non-Rotational foot attack to the body. 3 Points will be awarded for any continuous rotating body kick, like a back kick.



Lets Talk



MTA Sparring Rules: Valid Points (Cont'd)

Three points will be awarded for any controlled legal foot attack to the legal head area for all Green Belt and above divisions. An additional Point will be added if it is a continuous rotating kick, like a spin hook kick to the head for a total of 4 points.

Only needs to touch.



Lets Talk



MTA Sparring Rules: Valid Points (Cont'd)

All points must be executed with proper balance, power, and technique.



Lets Talk



MTA Sparring Rules: Permitted Areas (Cont'd)

Head kicking is permitted for green belt and above divisions.

- The Head area is defined as the whole part of the Head and neck except the Spinal line on back of the head.
- Attack by foot technique only.
- Attack specifically to the spinal line of the head is not permitted.

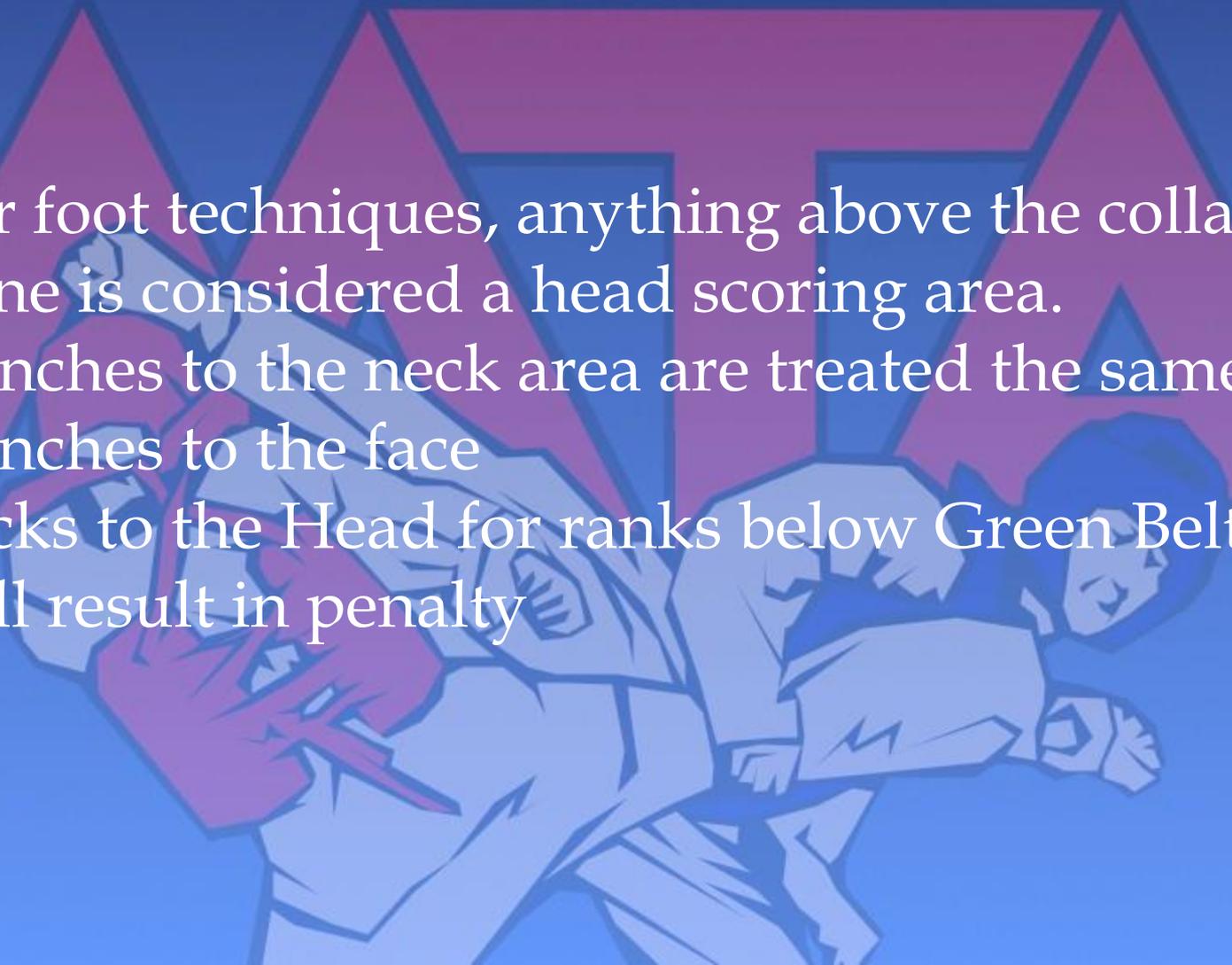


Lets Talk

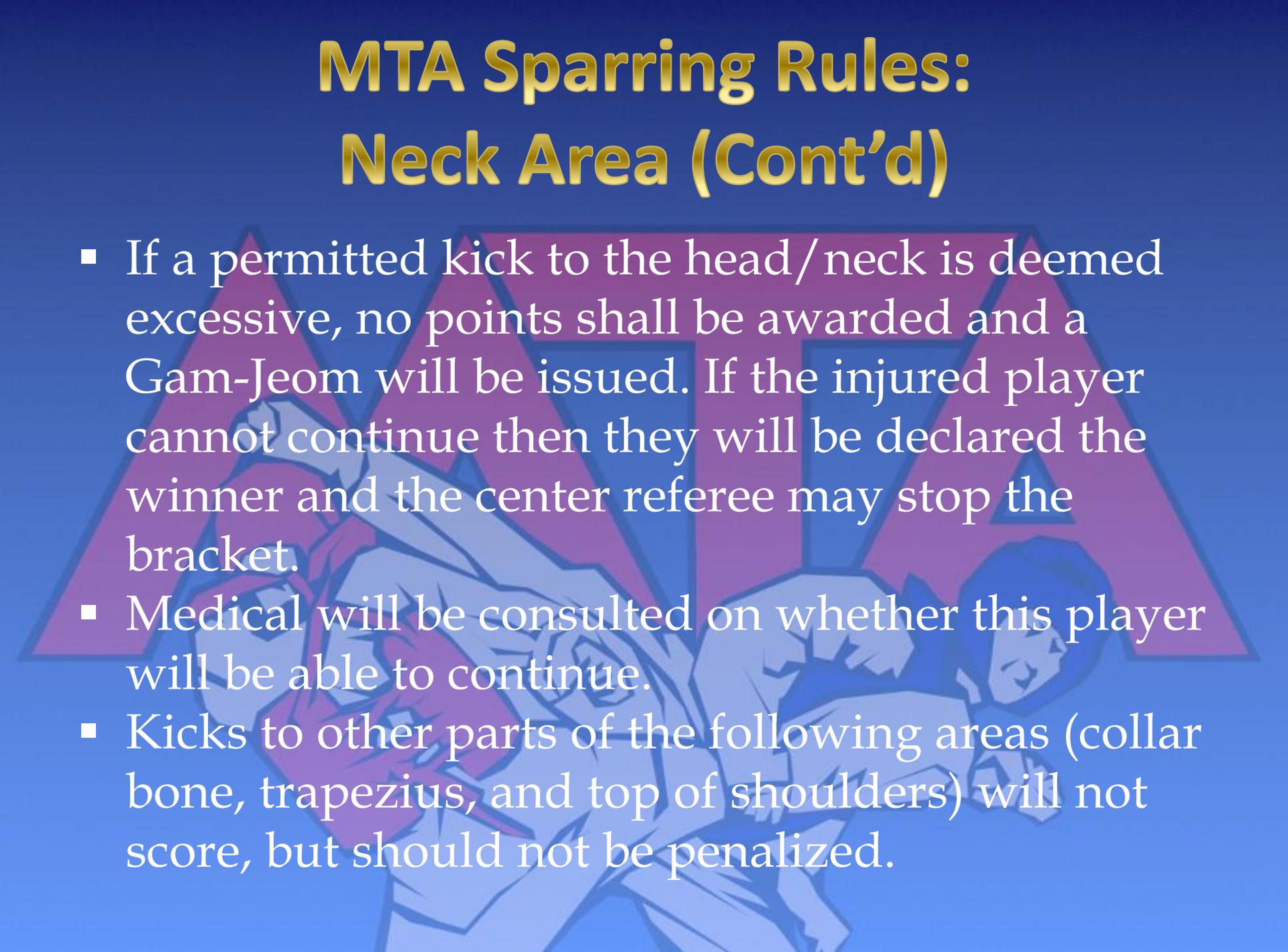


MTA Sparring Rules: Neck Area (Clarification)

- For foot techniques, anything above the collar bone is considered a head scoring area.
- Punches to the neck area are treated the same as punches to the face
- Kicks to the Head for ranks below Green Belt will result in penalty



MTA Sparring Rules: Neck Area (Cont'd)

- If a permitted kick to the head/neck is deemed excessive, no points shall be awarded and a Gam-Jeom will be issued. If the injured player cannot continue then they will be declared the winner and the center referee may stop the bracket.
 - Medical will be consulted on whether this player will be able to continue.
 - Kicks to other parts of the following areas (collar bone, trapezius, and top of shoulders) will not score, but should not be penalized.
- 



CAUTION

Warnings & Prohibited Acts (Joo-eui, Kyong-go & Gam-jeom)



Verbal Warnings (Joo-eui)

Are no longer give at USAT and WTF events

- ▣ Verbal warnings (joo-eui) are warnings only and are not noted on the scoreboard.
- ▣ Shigan (time-out) is not called to award a verbal warning. Only one verbal warning per infraction. The computer operator may stop the clock after the center referee call Kalyeo
- ▣ Verbal warnings can only be given for kyong-go infractions.
- ▣ Only 1 warning per infraction may be given. Use common sense with Kinder Kicks ages.

Prohibited Acts (Penalties): Kyong-go & Gam-jeom Deductions

- ❑ Penalties are divided into kyong-go (half-point) and gam-jeom (full-point) deductions.
- ❑ Two kyong-go penalties result in the deduction of one point; however, the last odd kyong-go is not counted and does not affect the final score.
- ❑ Gam-jeom penalties result in the addition of one point given to the other player.
- ❑ The Referee must declare all penalties.
- ❑ “Shigan” (time out) shall be called to award all Kyong-go and Gam-jeon penalties.
- ❑ When multiple infractions are committed simultaneously, the more severe penalty is declared by the referee.

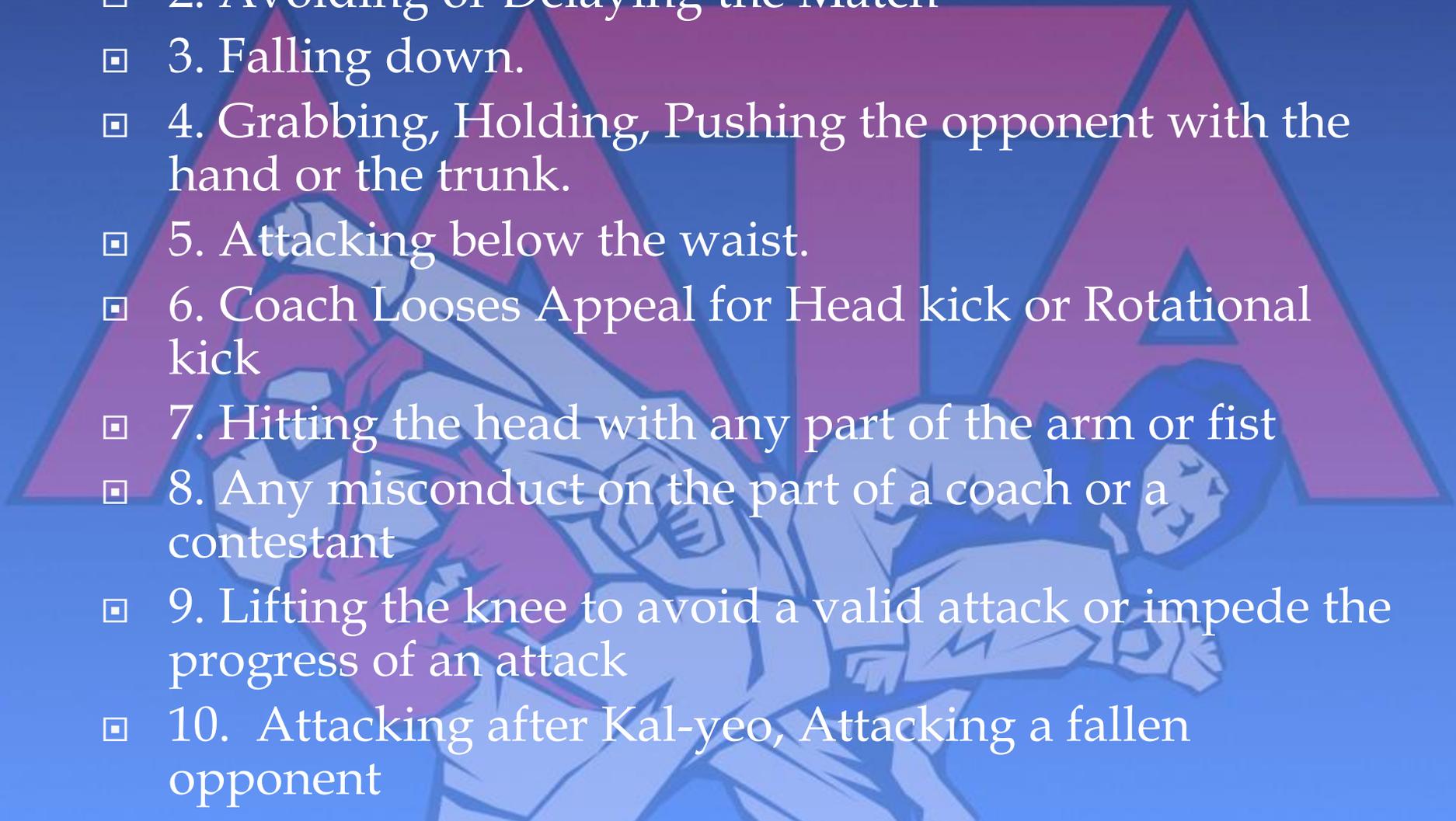


Kyong-go Penalties:

Minus 1/2 Point

Odd Kyong-go do NOT Count in the Total Score. The computer will manage this and award the non-infractor point/s as they become whole numbers. The center Referee no longer needs to call Shigan the computer operator should spot the clock after Kalyeo is called

List of Kyong-go Penalties

- ▣ 1. Stepping out of bounds, 1 foot off mat.
 - ▣ 2. Avoiding or Delaying the Match
 - ▣ 3. Falling down.
 - ▣ 4. Grabbing, Holding, Pushing the opponent with the hand or the trunk.
 - ▣ 5. Attacking below the waist.
 - ▣ 6. Coach Looses Appeal for Head kick or Rotational kick
 - ▣ 7. Hitting the head with any part of the arm or fist
 - ▣ 8. Any misconduct on the part of a coach or a contestant
 - ▣ 9. Lifting the knee to avoid a valid attack or impede the progress of an attack
 - ▣ 10. Attacking after Kal-yeo, Attacking a fallen opponent
- 

Kyong-go Penalties

1. Crossing the Boundary Line

- One foot goes off the mat
- Intentionally leaving competition area or kicked out by opposing player.
- If pushed out of competition area, no infraction to the player forced out.
- If not pushed out of competition area, or kicked out, you are going out intentionally.
- Both players can get kyong-go. If one player follow the other player out of bounds.

Lets Talk



Kyong-go Penalties

2. Avoiding or Delaying the Match

- If both players are not fighting, joo-eui or kyong-go is given to the one who is less aggressive or can be given to both to force play.
 - If a joo-eui is given to both players, the Referee does not need to stop the competitors to issue the warning. When making the command to engage to both players, the Referee should bring both fist together twice (at chest level) while issuing the command “fight”.

Kyong-go Penalties

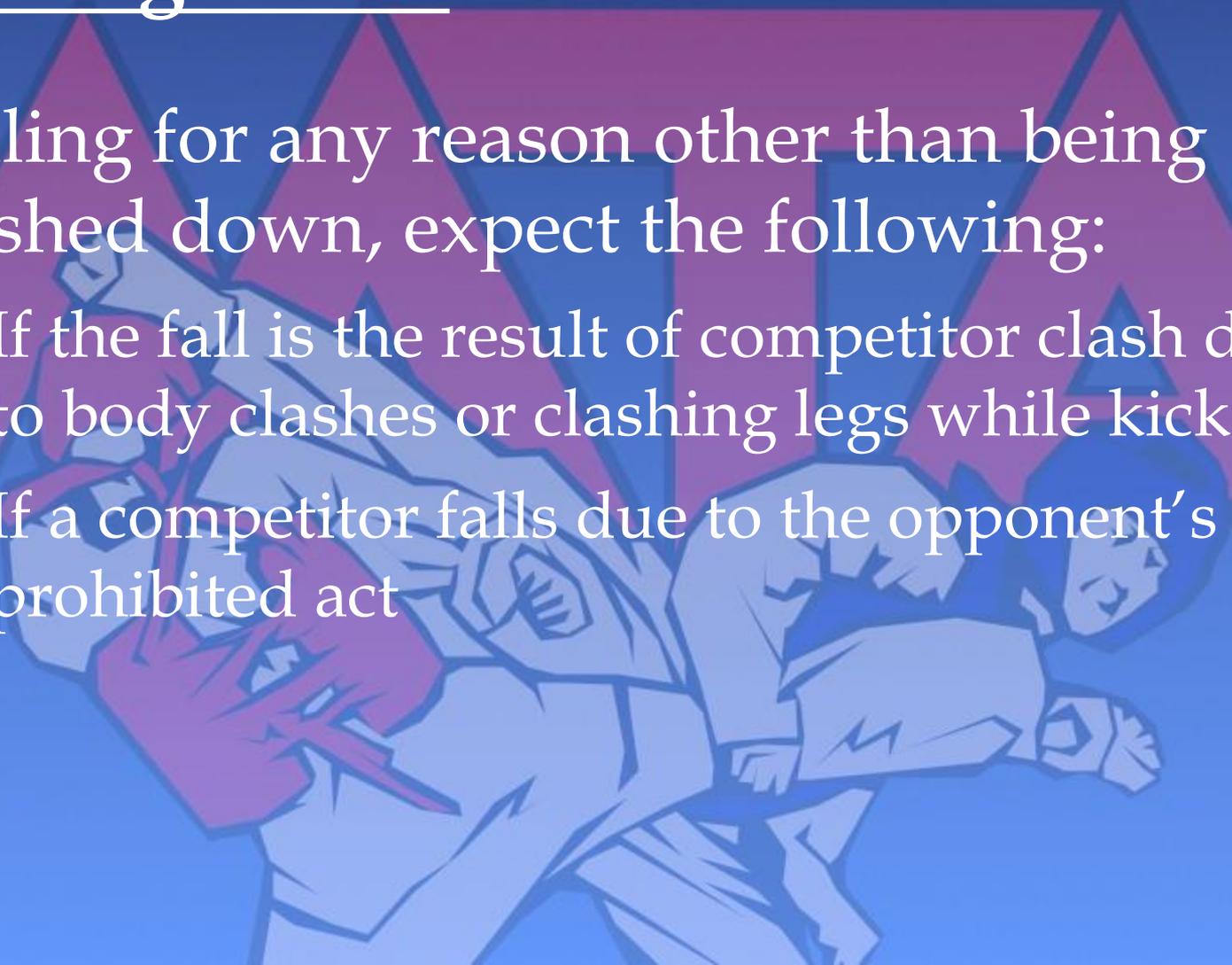
Avoiding or Delaying the Match (cont.)

- Approximately 10 seconds should be the guideline for time allowed without activity. (Five seconds to set up and five seconds to attack)
- After 10 seconds one or both players can first be given a joo-eui penalty.
- After approximately 10 seconds more, a kyong-go to one or both players must be issued.
- If a player is deliberately avoiding the match to run out the clock, a kyong-go can be given immediately without regard to time or without first issuing a warning.

Kyong-go Penalties

3. Falling Down

- Falling for any reason other than being pushed down, expect the following:
 - If the fall is the result of competitor clash due to body clashes or clashing legs while kicking
 - If a competitor falls due to the opponent's prohibited act

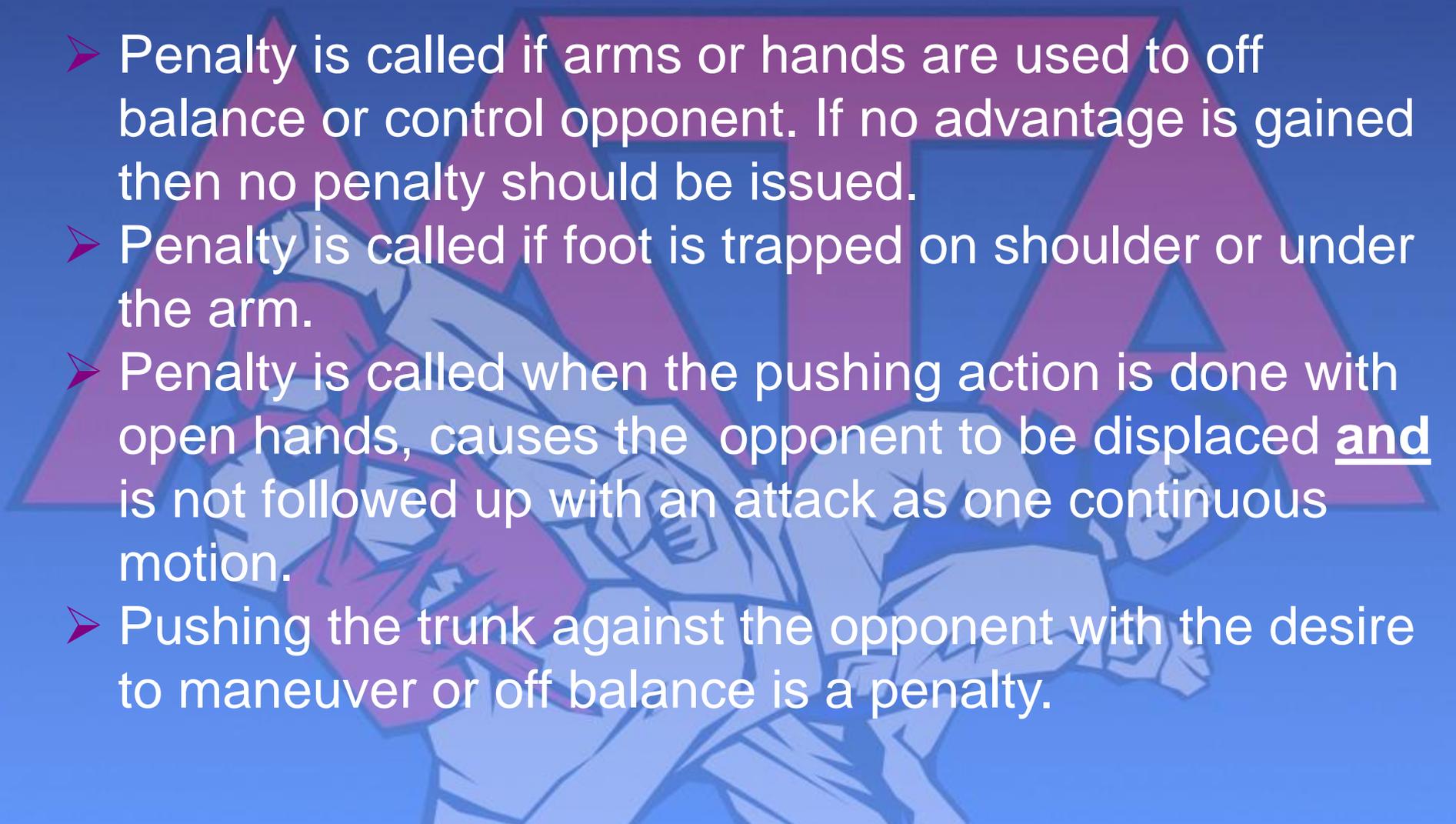


Lets Talk



Kyong-go Penalties

4. Grabbing, holding or pushing the opponent

- Penalty is called if arms or hands are used to off balance or control opponent. If no advantage is gained then no penalty should be issued.
 - Penalty is called if foot is trapped on shoulder or under the arm.
 - Penalty is called when the pushing action is done with open hands, causes the opponent to be displaced and is not followed up with an attack as one continuous motion.
 - Pushing the trunk against the opponent with the desire to maneuver or off balance is a penalty.
- 
- A stylized illustration of two judo practitioners in a struggle, overlaid with a large red 'A' shape. The background is blue, and the text is white. The 'A' shape is a large, semi-transparent red letter 'A' that frames the central part of the image. The two figures are rendered in a light blue, almost white, color, making them stand out against the darker blue background. They are in a dynamic, physical struggle, with one figure appearing to be off-balance or being pushed. The overall style is graphic and illustrative.

Kyong-go Penalties

5. Attacking below the waist

This penalty is given for an unintentional kick below the waist
If the other player jumps and is hit below the waist no penalty is issued



Lets Talk



Kyong-go Penalties

6. Coach Appeals

- A coach may ask for a head kick to be verified, if the appeal is won the points are awarded
- At the request of an appeal the center referee brings in the corner judges and asks about the appeal, each judge is asked, the appeal is decided by the majority, not including the center referee
- If the appeal is lost the player is give a Kyong-go, if it is successful the points are awarded

7. Hitting the opponent's face with the hand

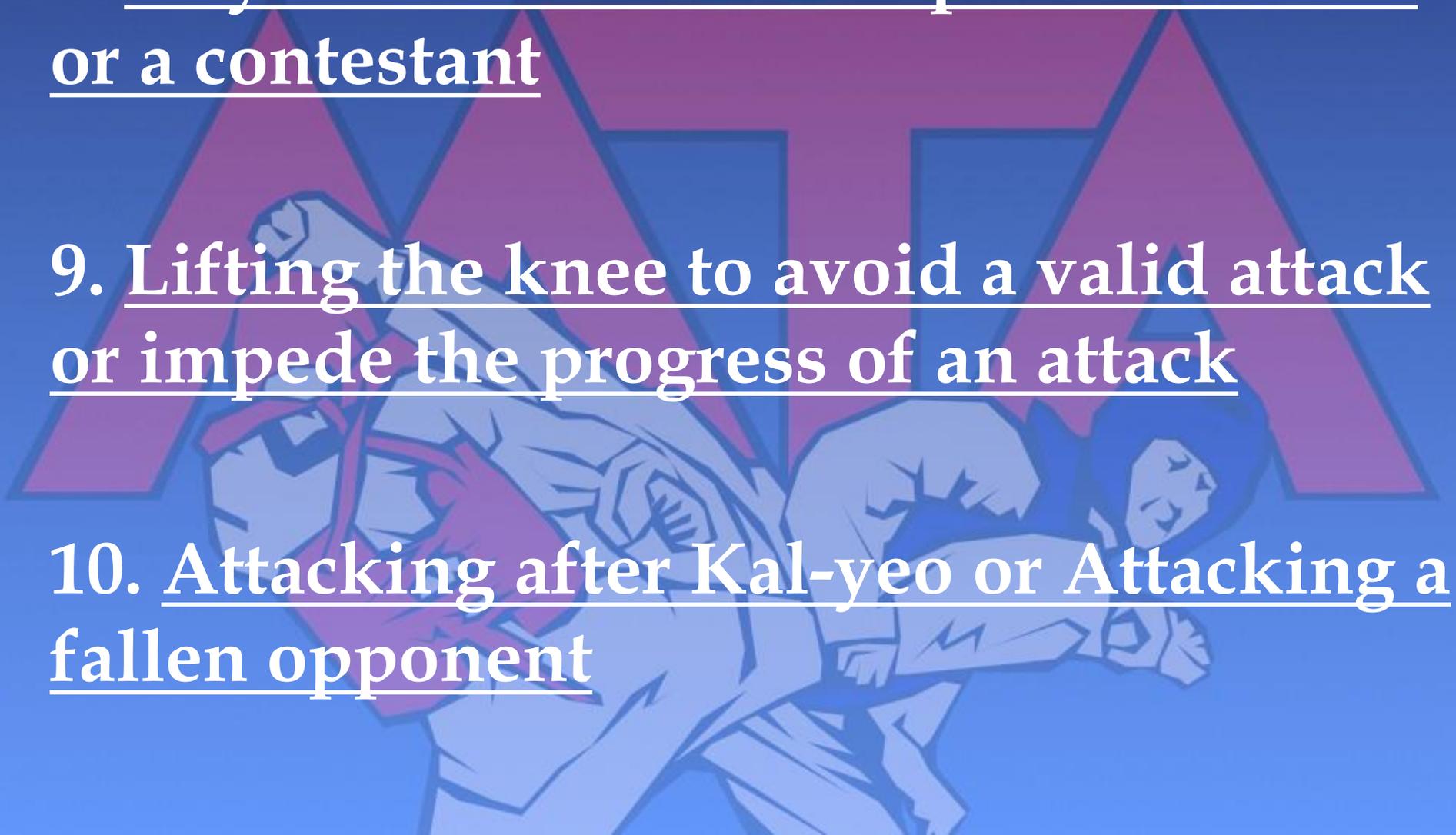
- Includes elbow, wrist, fist, etc
- Does not include hitting the opponent's face due to carelessness of the opponent. Opponent bends down or leans in with the head

Kyong-go Penalties

8. Any misconduct on the part of a coach or a contestant

9. Lifting the knee to avoid a valid attack or impede the progress of an attack

10. Attacking after Kal-yeo or Attacking a fallen opponent



Gam-jeom Penalties



1 full point penalty which is recorded by adding a point to the opponent's score.

All Gam-jeoms count in the Scored total



Gam-jeom Penalties

All Gam-jeom are really just
Kyong-go's that are done
with more severity.



Gam-jeom Penalties

All infractions are now listed as Kyong-go penalties. The severity or intentionality of an infraction raises it to a Gam-jeom penalty. Both contestant and coach's misconducts and infractions can be subject to either *kyong-go* or *gam-jeom*. When the severity of the conduct is light a *kyong-go* shall be given and, when extreme, a *gam-jeom* shall be given. The determination of the seriousness of the misconduct is solely at the Referee's discretion. If misconduct is repeated after *kyong-go* the Referee may give a *gam-jeom* even if the behavior is the same.

MTA Sparring Rules:

Correcting Scoring Errors

When using electronic scoring equipment, “button errors” may occur when a Judge presses the wrong button or does not score a technique within the allotted time window:

- ▣ On a Head Kick: Any referee or coach may ask for confirmation of the score.
- ▣ Rotational Kick: Any referee or coach may ask for confirmation of rotational points.
- ▣ On a Technique to the Body: Can only be questioned if one competitor attacked and the score goes up for the other competitor or an obvious scoring error has occurred.
- ▣ In either situation, the referee declares “Shi-gan” (time-out) to stop the contest and confers with the corner judges. The referee must then publicize a resolution.
- ▣ If a Mistake is made the officials should stand up to make the center Referee aware of a problem.

MTA Sparring Rules: Tie Score at the End of the Match

- ❑ If the score is tied at the end of match time, the competitors will automatically go into a Over Time (OT) round.
- ❑ The referee directs the competitors to their coaches as in the previous rounds.
- ❑ The scoreboard is reset to zero.
- ❑ When the match is resumed, the first point scored OR first full point deduction scored determines winner.
- ❑ If the winner is not determined based on scoring during the OT round, the judges and referee will decide the winner based on superiority. Their decision will be based on the OT round only.
- ❑ Scores from previous rounds must be recorded and final score of OT added to this for the purpose of record keeping.

MTA Sparring Rules: Procedures for Suspending the Match

To suspend a match for any reason other than injury the Referee shall:

- Declare “Kal-yeo”.
- Declare “Shi-gan” (non-injury timeout).

To suspend a match for injury the Referee shall:

- Declare “Kal-yeo”.
- Declare “Kye-shi” (injury timeout) (Kye-shi time shall not exceed one-minute).
- Referee should inform the injured player of time remaining.
- Allow the injured competitor to receive first aid.

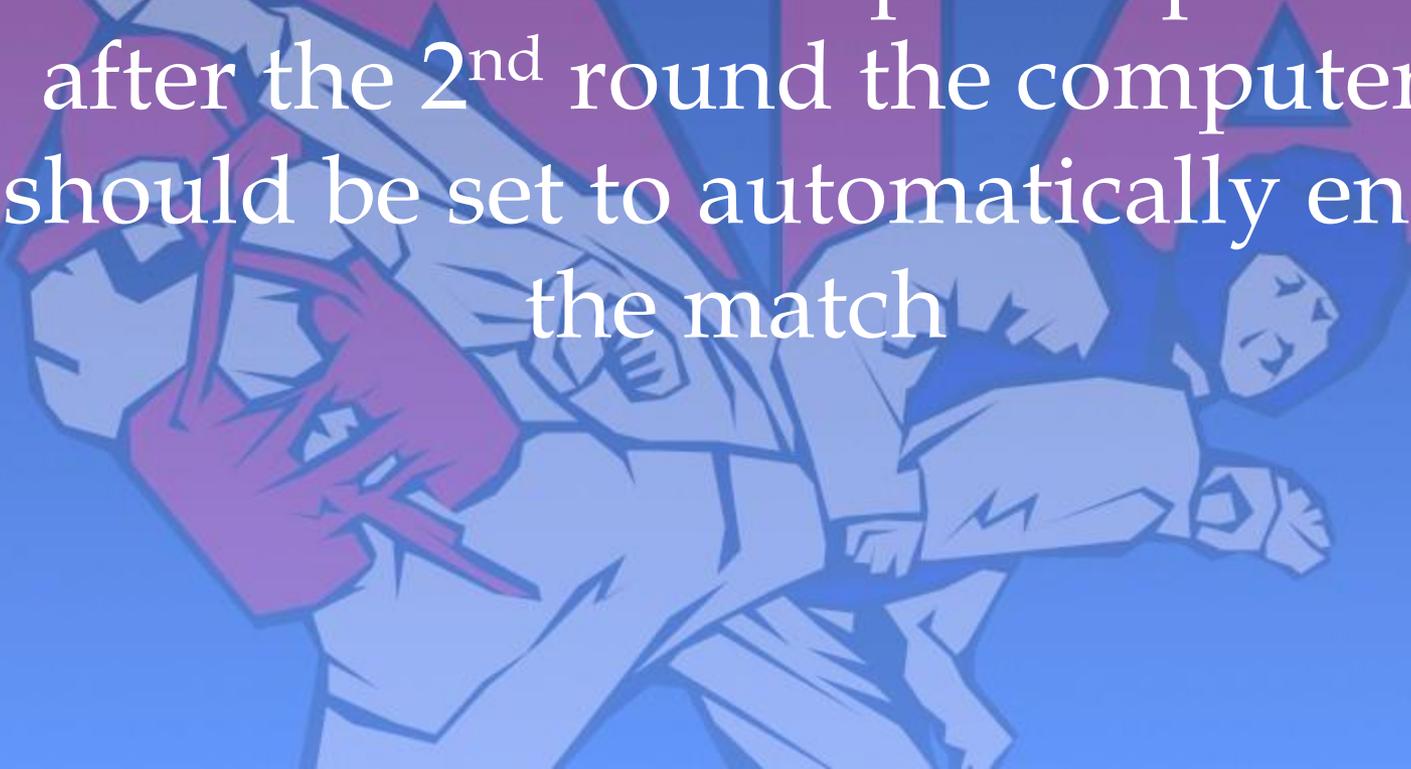
MTA Sparring Rules: Procedures for Suspending the Match (Cont'd)

If the injured competitor cannot continue the match after one minute the Referee shall:

- Declare the injured competitor the loser if the injury was not the result of an attack.
- Declare the injured competitor the loser if the injury was the result of a prohibited act that would have been assessed a Kyong-go penalty.
- Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a Gam-jeom penalty.

MTA Sparring Rules: 12-Point Gap Rule

When there is a 12 point spread after the 2nd round the computer should be set to automatically end the match



MTA Point Gap is 12

Any Olympic sparring division using 2 rounds will be guaranteed the first round regardless of the gap. If there is a 12 point gap at the end of the 1st round, the match is over. If there is not a 12 point gap at the end of the 1st round, the 2nd round will begin. If a gap occurs at any time in the 2nd round, the match is over.

Any Olympic division using 3 rounds will be guaranteed the two rounds regardless of the gap. If there is a 12 point gap at the end of the 2nd round, the match is over. If there is not a 12 point gap at the end of the 2nd round, the 3rd round will begin. If a gap occurs at any time in the 3rd round, the match is over.

MTA Sparring Rules: Disqualifications

- ▣ If an athlete has received a total of 4 or 5 (depending on software version) full points in deductions, regardless of the score, the match will be ended and the other competitor will be declared the winner
- ▣ These deductions can be any combination of Kyong-go or Gam-jeom penalties that total 5 full points given to the other player.



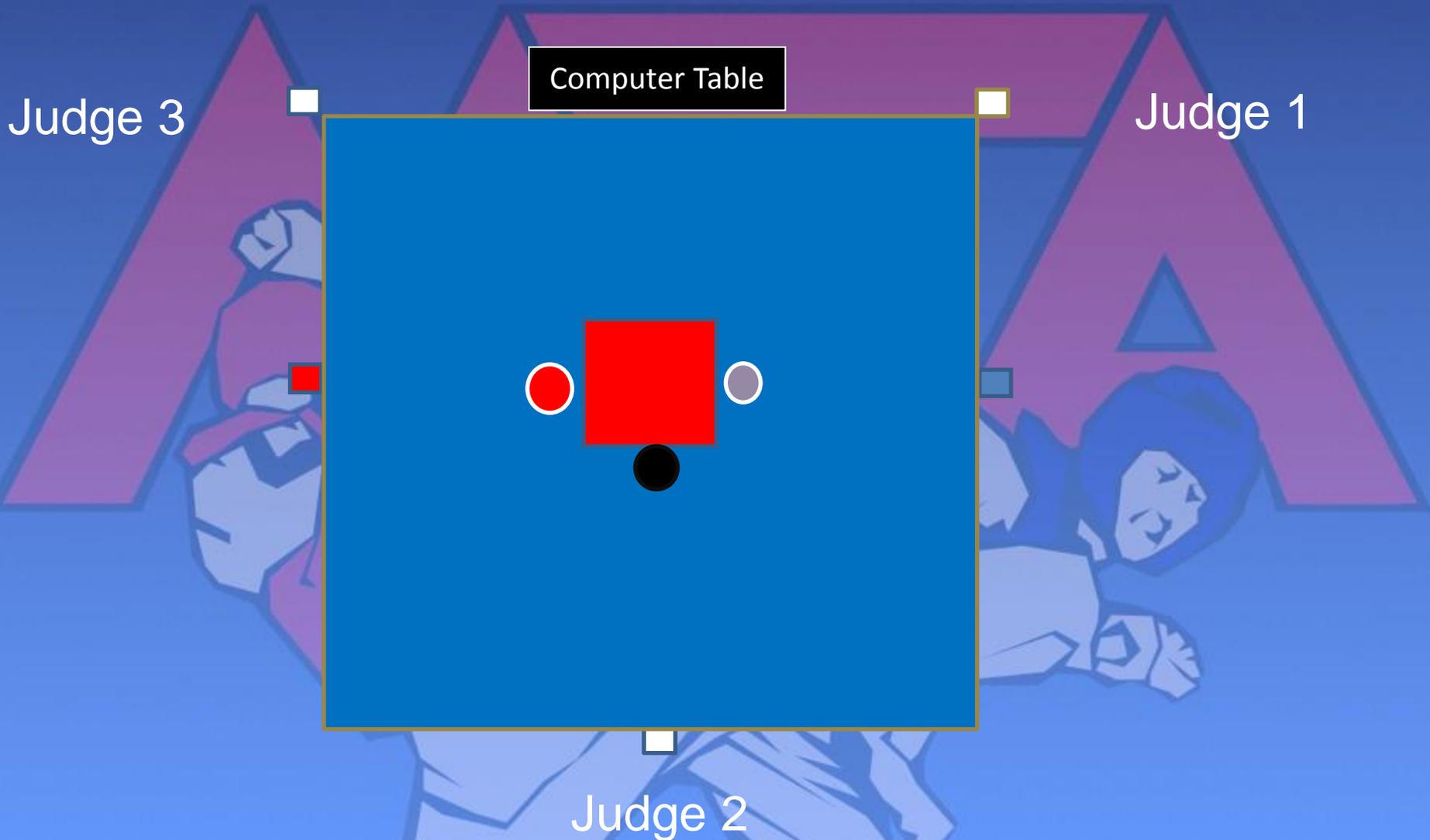
- ▣ If a player is DQ'ed for excessive head contact they will lose that match and get a score of (0) but is not DQ'ed from the tournament.



Any Questions?



MTA Sparring Rules: Position of Corner Judges



MTA Sparring Rules: Scoring Methods

- The MTA recognizes electronic scoring as its scoring method (i.e. the use of computerized electronic scoring equipment and software).
- In the case of a total computer failure the paper method may be permitted.



MTA Sparring Rules: Scoring Methods (Cont'd)

Electronic Scoring: Judges use hand held electronic controllers to award scores:

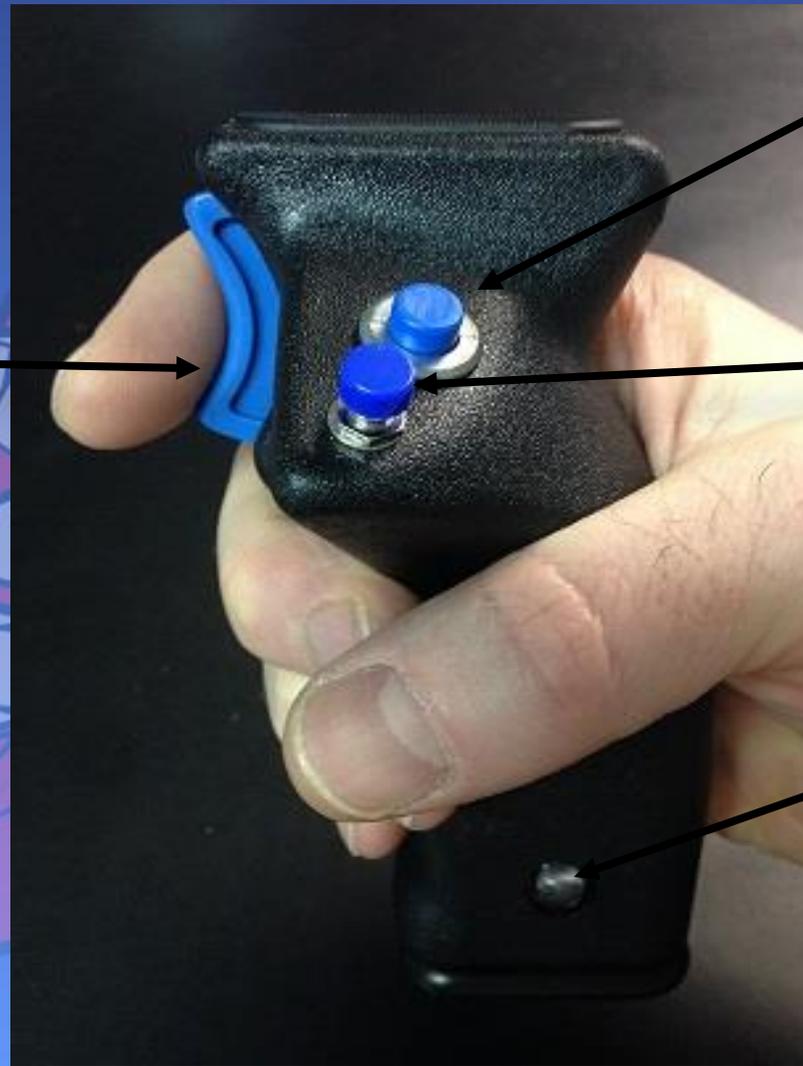
- The **blue** controller is always held in the right hand, the **red** in the left hand.
- Two or more judges must agree on the same competitor scoring either one or two points within the assigned computer programmed time frame (currently 1 ½ seconds).
- Scores are immediately displayed on the monitor screen.

TrueScore: Blue in Right hand,
Red in Left hand



TrueScore: The Trigger

1 Point Body
Punches or
Non-rotating
Body kicks



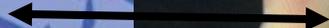
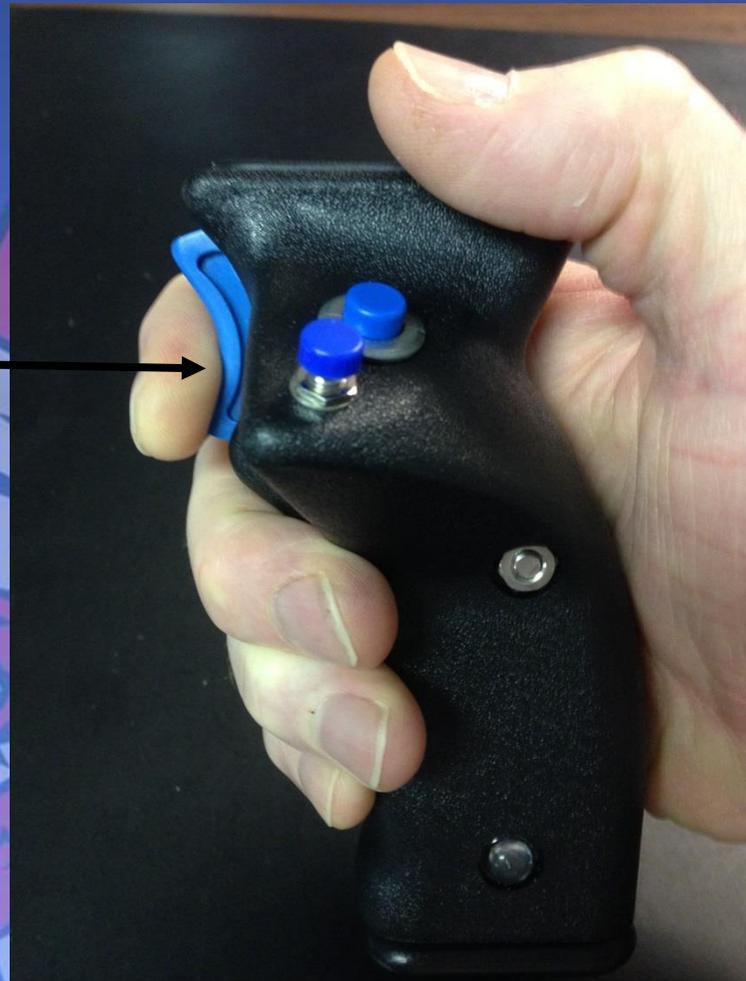
3 Point Kick Body
or Head

1 Bonus Point for
Rotational Head
Kick

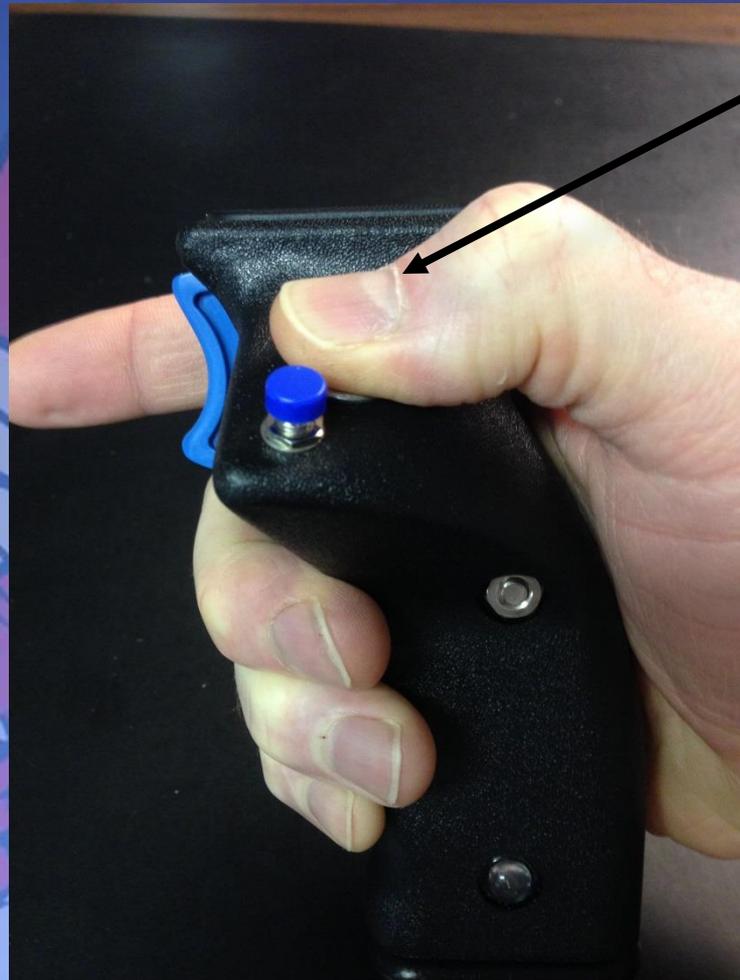
Operational Light
Blinking Green is
good, if Red
something's
wrong

The Trigger: 1 point Body Kicks and Punches

1 Point Body



The Trigger 3 points Head Kicks Green Belt and Above



3 Point Body or
Head Kick



The Trigger: 1 additional point for Rotating Head Kicks

Hit the 3 Point Button



Then Hit the 1 point Head Rotation Button



True Score “Run as Administrator”

The screenshot shows the TA GUI (Taekwondo Administration GUI) software interface. The main display area is a large rectangular panel with a black border. At the top, there are four black boxes containing white text: "--", "R1", "0:00", and "0:00". Below this, the panel is divided into two vertical columns. The left column has a blue background and contains the word "blue" in white, followed by a large white "0". The right column has a red background and contains the word "red" in white, followed by a large white "0". To the right of the main display area is a control panel with several sections: "PENALTIES" with buttons for "1/2 P" (blue) and "1 P" (red); "BONUS" with buttons for "B" (blue) and "B" (red); a "not ready" button; and four green buttons labeled "Start Round", "Timeout", "End Round", and "Next Round". At the bottom of the GUI is a row of eight buttons: "EXIT", "Match Log File", "Judge Controller", "Hardware Test", "Program Options", "Ring Manager", "Scoreboard", and "Final Result". The background of the desktop shows a Windows XP-style desktop with icons for Recycle Bin, Bluescore, MIA LOG, and Montana. The taskbar at the bottom shows the Start button and several application icons. The system tray in the bottom right corner shows the time as 12:22 PM on 2/2/2012.

True Score Controller Set up

TrueScore Judge Controller Setup

Ring Number Channel

scoring time window seconds scoring judge(s)

# judges	codes	names	handset ID	comm
<input type="text" value="3"/>			y199	<input type="checkbox"/>
			y201	<input type="checkbox"/>
			y208	<input type="checkbox"/>

base

judges & hogu sensors linked

independent

Activate hogu sensors

hogu threshold

	sensor ID	comm
Blue Body	<input type="text"/>	<input type="checkbox"/>
Red Body	<input type="text"/>	<input type="checkbox"/>

Activate head sensors

head threshold

	sensor ID	comm
Blue Head	<input type="text"/>	<input type="checkbox"/>
Red Head	<input type="text"/>	<input type="checkbox"/>

use <tab> to select items without a mouse

Testing Controllers

The screenshot displays a software interface for testing controllers, titled "Hardware Test IA". The interface is divided into two main sections: "Sensors" and "Judges".

Sensors Section: This section contains four vertical sensor units. Each unit consists of a green circular indicator at the top, a vertical bar with a blue or red indicator, and a numerical display at the bottom showing "0". The first two units on the left are enclosed in a blue border, and the last two units on the right are enclosed in a red border.

Judges Section: This section contains four rows of judge units, labeled J1, J2, J3, and J4. Each row contains three judge units. Each judge unit consists of a green square, a green circle, and a green square. The first two rows (J1 and J2) are enclosed in a blue border, and the last two rows (J3 and J4) are enclosed in a red border. The judge unit in the second row of the red-bordered section has a green square that is illuminated.

At the bottom center of the interface, there is a button labeled "End test".

The background of the interface shows a window titled "TA GUI" and a window titled "Hardware Test IA". The bottom of the screen displays a taskbar with several icons, including "FXD", "Hardware Test", "Program Options", "King Manager", "Scoreboard", and "Final Result".

True Score: Ring Manager

Ring Manager

Match

Blue Name Blue WTF ID Blue Flag Sel

Red Name Red WTF ID Red Flag Sel

Rounds

Round Time min:sec

Rest Time min:sec

Enable overtime?

Gender

Weight

Hit Minimum Levels

Body (Hogu)

Head (Helmet)

Active Sensors

Group A Group B

Next Match

Levels

OK <F10> Cancel <Esc>

1	3.77	■
2	3.98	■
3	3.89	■

Kyong-go

1/2 P	1/2 P
-------	-------

Gam-jeom

1 P	1 P
-----	-----

ready

Start Round

Timeout

End Round

Next Round

True Score is Ready to go

The screenshot shows a graphical user interface for a match. At the top, the window title is "TA GUI". The main display area is divided into several sections:

- Match Information:** "match", "R1", "1:00" (time in yellow), and "0:00".
- Player Names:** "Matthew" (on a blue background) and "Kegan" (on a red background).
- Scores:** Large white "0" on a blue background for Matthew and a large white "0" on a red background for Kegan.
- Penalties:** A section titled "PENALTIES" with buttons for "1/2 P" (blue) and "1/2 P" (red), "1 P" (blue), and "1 P" (red).
- Bonus:** A section titled "BONUS" with buttons for "B" (blue) and "B" (red).
- Match Controls:** Buttons for "ready", "Start Round", "Timeout", "End Round", and "Next Round".
- Navigation:** A bottom bar with buttons for "EXIT", "Match Log File", "Judge Controller", "Hardware Test", "Program Options", "Ring Manager", "Scoreboard", and "Final Result".

On the right side, there is a vertical panel with three rows of data, each with a green indicator light:

1	4.77	■
2	4.10	■
3	4.22	■

True Score: During Match

Daedo  **1** **R1** **0:14** **0:07** TrueScore 2013 v2.0EU 09/23/2013

 **BRA** **USA** 

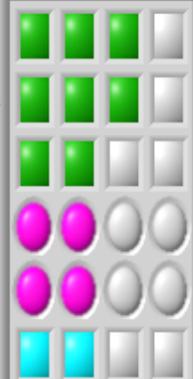
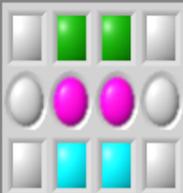
Blue **Red**

5 **10**

1 3.77
2 3.98
3 3.89

Kyong-go
1/2 P 1/2 P
Gam-jeom
1 P 1 P

timeout
Start Round
Resume
End Round
Next Round



Round 2

Daedo  1 R2 0:19 0:17 TrueScore 2013 v2.0EU 09/23/2013

 BRA  USA

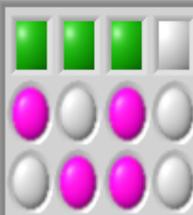
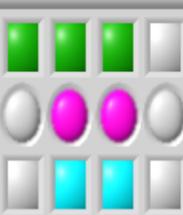
Blue Red

17 17

1 3.77
2 3.98
3 3.89

Kyong-go
1/2 P 1/2 P
Gam-jeom
1 P 1 P

timeout
Start Round
Resume
End Round
Next Round



True Score: Corrections

The image displays a Taekwondo GUI scoreboard for a match between Matthew (blue) and Kegan (red). The main scoreboard shows Matthew with 6 points and Kegan with 7 points. A 'Scoreboard Override' window is open, showing the current round (1) and time (0:16). The override window includes controls for adjusting the round, time, and penalties (-P for both). The interface also features a 'PENALTIES' section with buttons for 1/2 P and 1 P for both sides, a 'BONUS' section with B buttons, and a 'timeout' section with buttons for Start Round, Resume, End Round, and Next Round. The bottom of the screen has a menu bar with options: EXIT, Match Log File, Judge Controller, Hardware Test, Program Options, Ring Manager, Scoreboard, and Final Result.

round	red	blue
1	+	+
time	-	-
0 : 16	-P	-P

Press <F10> to close this window
use <tab> to select items without a mouse

PENALTIES

1/2 P	1/2 P
1 P	1 P

BONUS

B	B
---	---

timeout

Start Round

Resume

End Round

Next Round

EXIT Match Log File Judge Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

Fix Score on New Version

The image shows a Taekwondo scoring interface. At the top, the score is 10, the round is R2, and the time is 0:39. The blue team, Matthew, has a score of 9, and the red team, K, has a score of 1. A settings menu is open on the right, allowing adjustments for Round Selector, New Time, Points Change, and Penalties Change. The interface also includes a logo for Daedo, a lightning bolt icon, and various control buttons like Start Round, Resume, End Round, and Next Round.

Daedo

10 R2 0:39

Matthew K

9 1

Round Selector: R1 R2 R3 OT

New Time (mm:ss): 00:00 Apply

Head Body Turn Award Blue Remove Red Points Change Apply

Kyong-go Gam-jeom Award Blue Remove Red Penalties Change Apply

Done<F10>

Start Round Resume End Round Next Round

True Score End of Match Because of Deductions

The screenshot shows a Taekwondo match interface. At the top, the score is 1-1, Round 1 (R1), and the time is 0:14. The Brazilian team (BRA) is on the left, and the Red team is on the right. The Brazilian score is 9, and the Red team score is 1. A dialog box titled 'True Score' is open, showing the winner as Blue by PUN. The legend lists various deduction codes: PTF (Final Score), KO (Knock Out), RSC (Referee Stops Contest), DSQ (Disqualification), WDR (Withdrawal), PUN (Referee Punitive Decision), SUP (Superiority), SDP (Sudden Death), and PTG (Points Gap). The dialog box has 'OK <F10>' and 'Cancel <Esc>' buttons. On the right side of the interface, there are buttons for 'match end', 'Start Round', 'Resume', 'End Round', and 'Next Round'. At the bottom, there are red and yellow buttons for each team.

Daedo

1 R1 0:14 1

BRA

Blue Red

9 1

Winner: Blue by PUN

Legend:

- PTF - Final Score
- KO - Knock Out
- RSC - Referee Stops Contest
- DSQ - Disqualification
- WDR - Withdrawal
- PUN - Referee Punitive Decision
- SUP - Superiority
- SDP - Sudden Death
- PTG - Points Gap

OK <F10> Cancel <Esc>

match end

Start Round

Resume

End Round

Next Round

Final Score End of Match

Daedo  **10** **R3** **0:39**

Matthew **Kegara**

9 **1**

Legend:

- PTF - Final Score
- KO - Knock Out
- RSC - Referee Stops Contest
- DSQ - Disqualification
- WDR - Withdrawal
- PUN - Referee Punitive Decision
- SUP - Superiority
- SDP - Sudden Death
- PTG - Points Gap

Winner:  Red by  PTF

OK <F10> Cancel <Esc>

match end

Start Round

Timeout

End Round

Next Round

Any Questions?

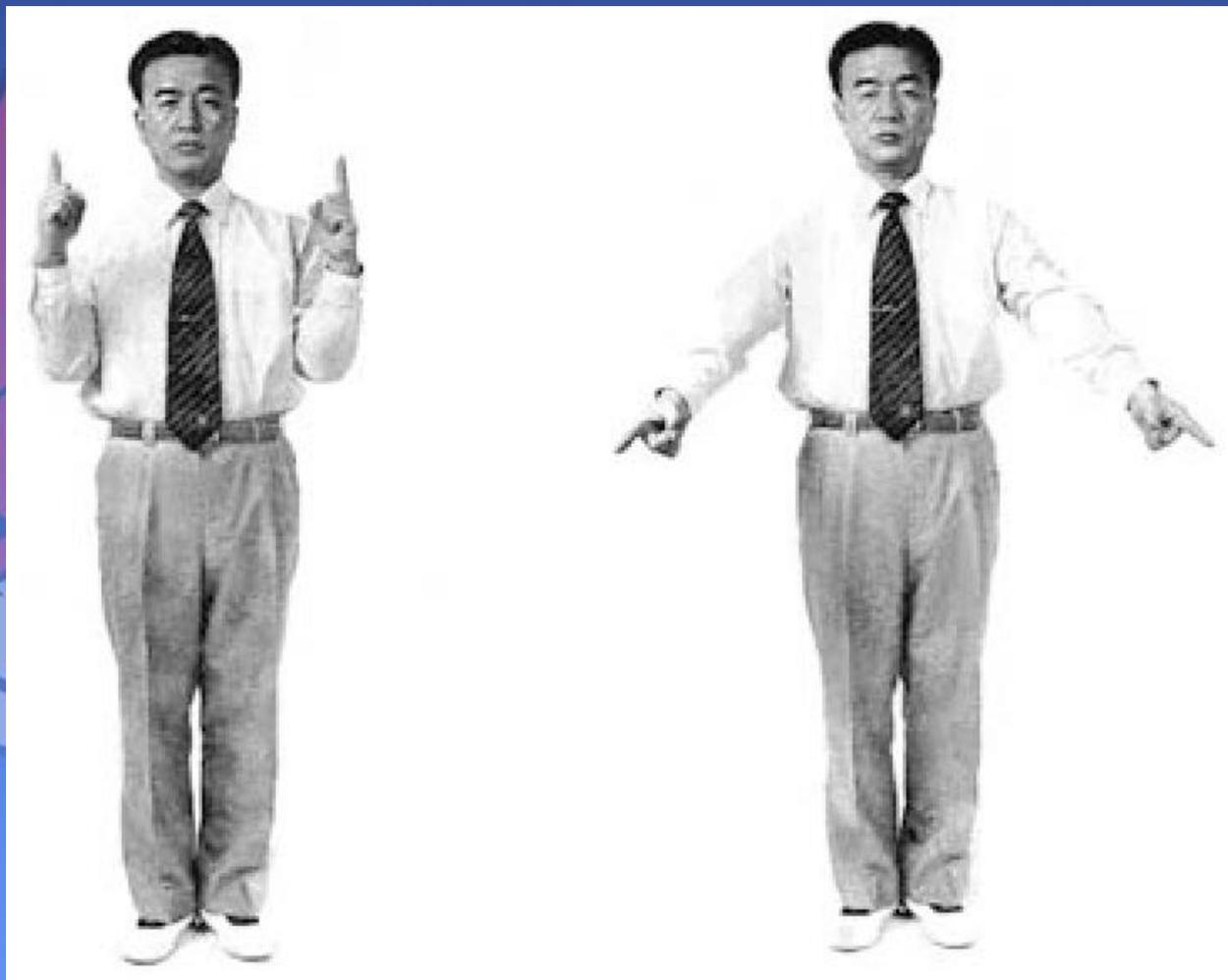


Montana Taekwondo Association

Referee Hand Signals



Call for Contestants



“Cha-ryeot” (Attention) & “Kyung-rye” (Bow)



“Joon-bi” (Ready)



“Kal-yeo” or “Keu-man” (Break)



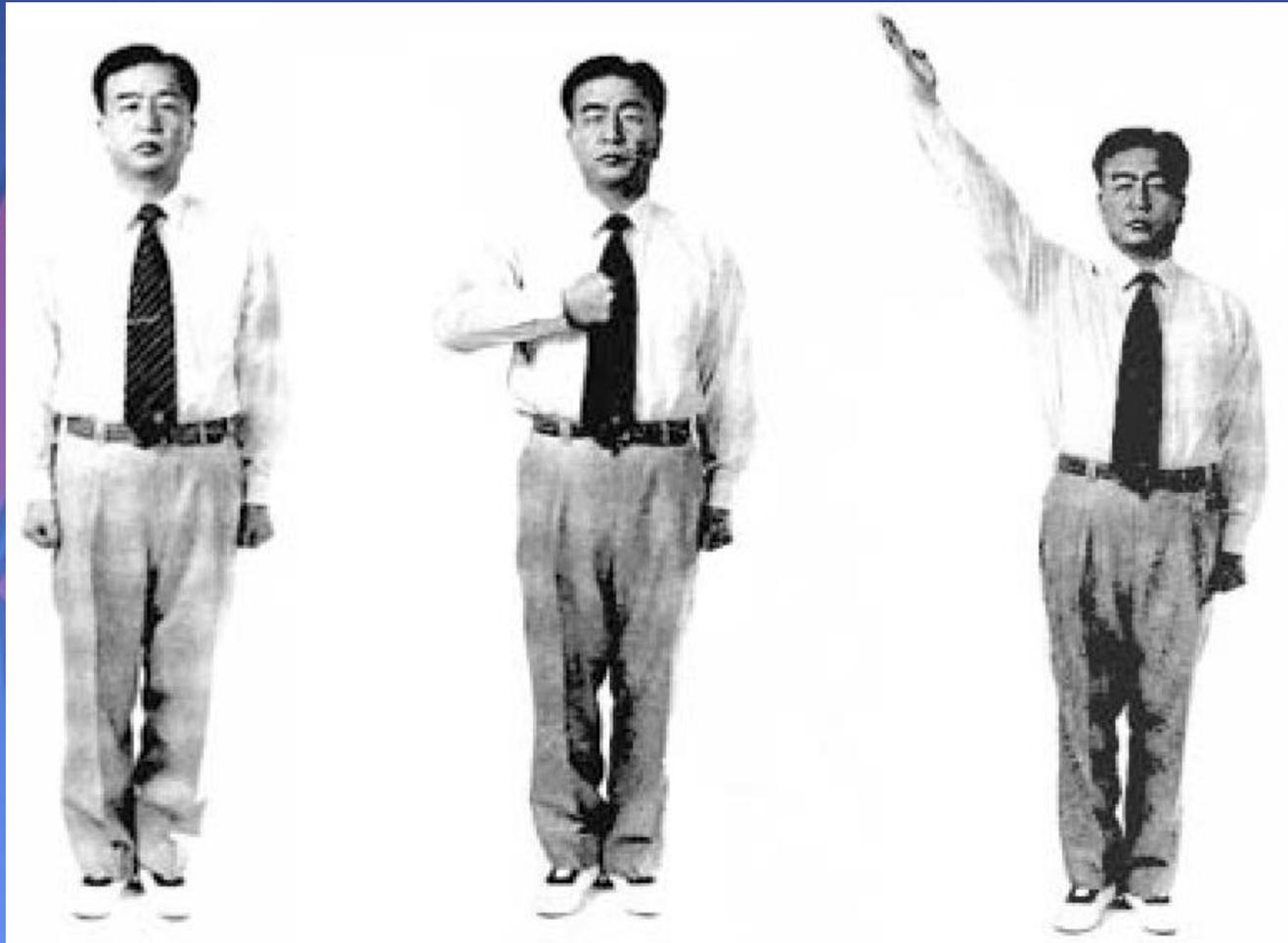
“Shi-jak” (Begin)



“Kye-sok” (Resume)



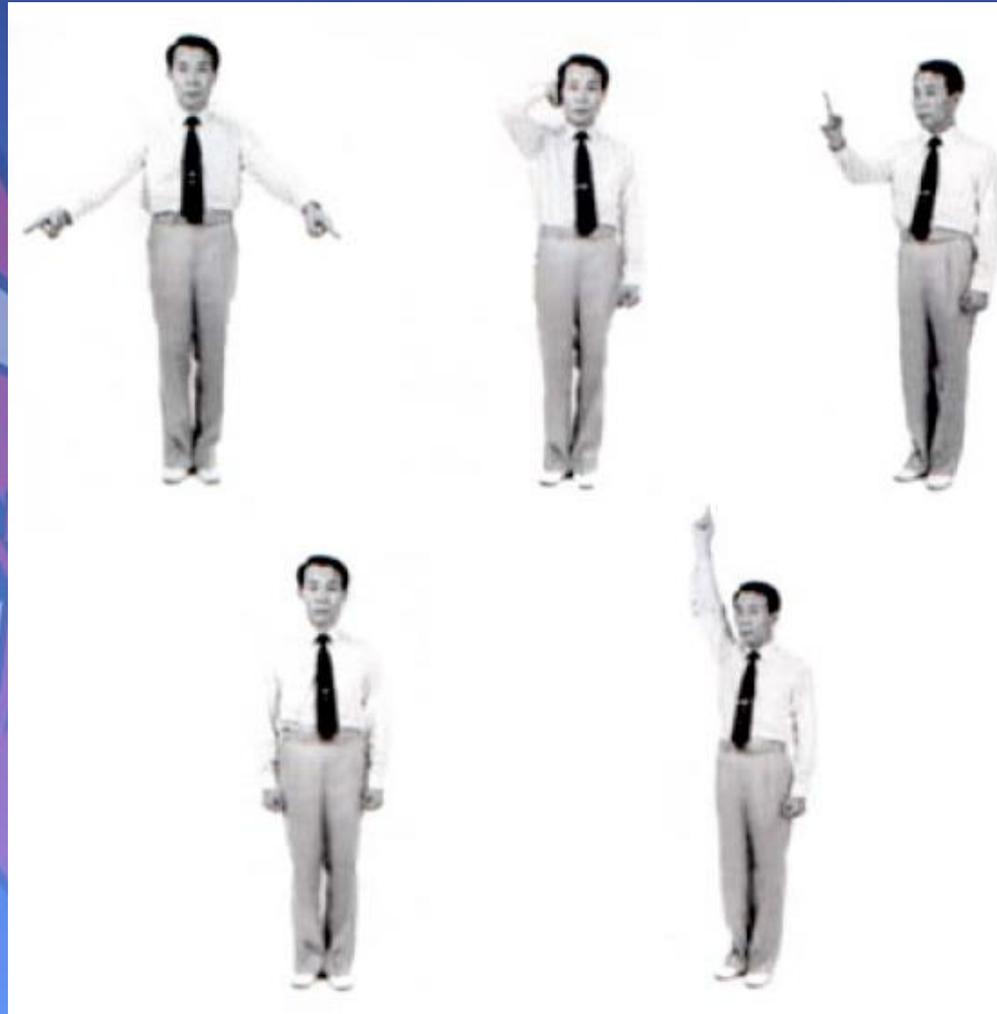
Declaration of Winner (Chung Sung)



Declaration of “Kyong-go”



Declaration of “Gom-jeom”



“Kye-shi” and “Shi-gan” (Time Outs)



Caution



Annulment of Point(s) Scored



MTA Referee Scholarship's and Opportunities

The MTA recognizes and encourages individuals to pursue higher official certifications.

The MTA will create opportunities for those individuals who have shown a strong interest and dedication to officiating.

These opportunities may come in the form of opening the proper doors and offering scholarships.



MTA Web Site: www.montanataekwondo.org

[Home](#) [Calendar](#) [Organization](#) [Join](#)

MONTANA TAEKWONDO ASSOCIATION

Welcome to the Montana Taekwondo Association

ATHLETES
COACHES
REFEREES
CLUBS

USA TAEKWONDO

MTA Board of Directors Meeting set for December 5th in Missoula

An MTA Board of Directors meeting is scheduled for December 5, 2015 in Missoula. The meeting will be held at Championship Training at 2:00 PM (3821 Stephens Ave., Missoula, MT 59803). All MTA members are invited to attend.

At this time the meeting's agenda consists of MTA reports and general updates. If there is any questions or concerns that you would like added to the agenda please email MTA President Scott Miranti at scottmiranti@gmail.com.

[Back to top...](#)

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8th Annual BSMA Championships

Find us on Facebook

MTA QUICK LINKS

- Upcoming Tournaments:**
November 7th: 18th Annual Big Sky Martial Arts Championships (Kalispell, MT)
October 17th: Tournament of Champions (Missoula, MT)
- Tournament Results:**
2015-2016 Results Coming Soon!
- MTA Senior Team**

Live as of November 17, 2008

Any Questions?



Thanks For Coming!

The Montana Taekwondo Association
thanks for your dedication and
participation in the Montana
Taekwondo Community

