

# Montana Taekwondo Association



Referee  
Training &  
Certification  
Seminar

Hosted by: The Montana Taekwondo Association  
Updated 4/23/21

# 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.

Registration is available at  
[www.montanataekwondo.org/join/](http://www.montanataekwondo.org/join/)

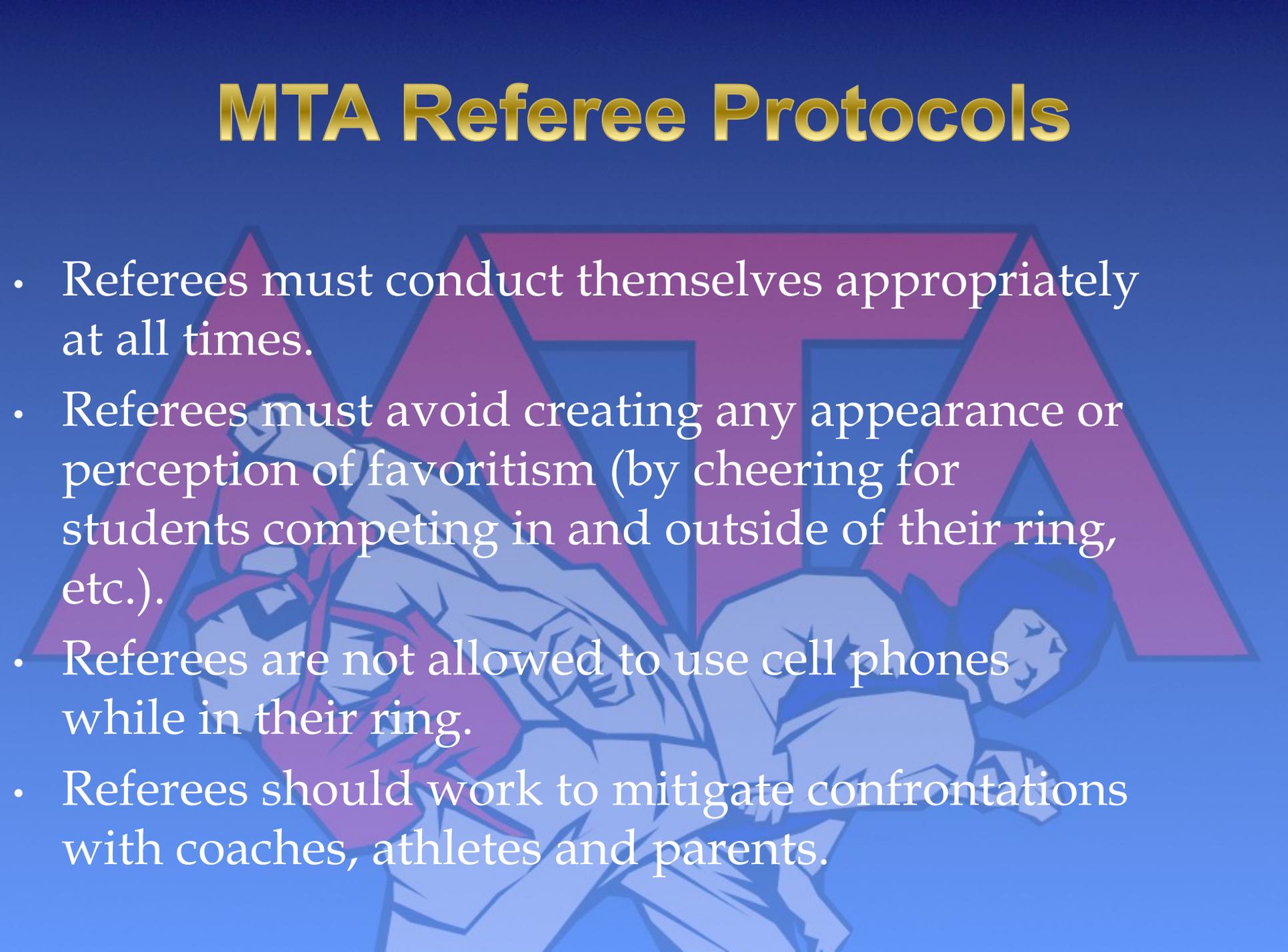


# MTA Membership Cost

- ▣ 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 12 years old Red/Black.
- ▣ 14 and up 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

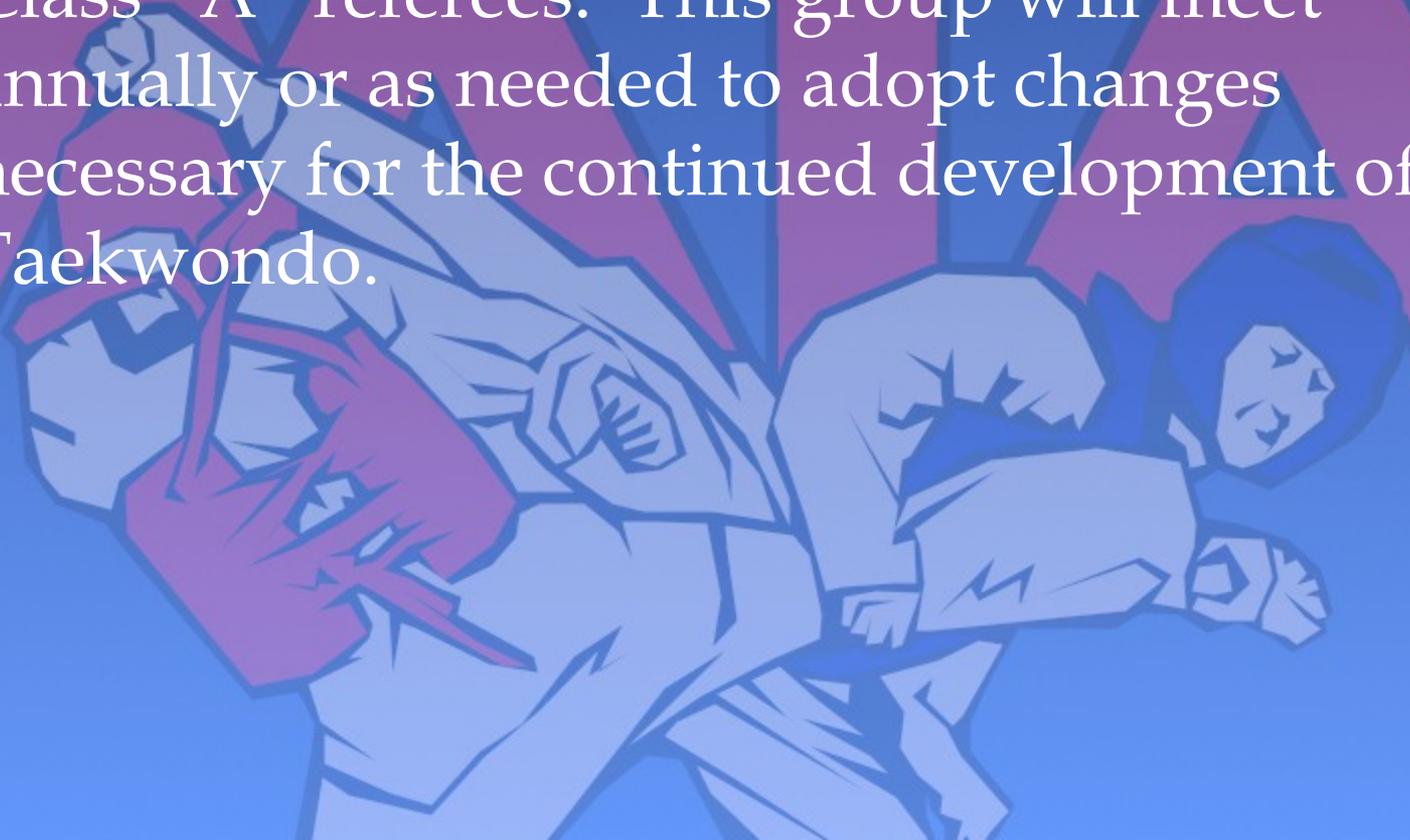
- Minimum three (3) years time-in-grade as an MTA Class “B-1” Referee.
- Minimum age of 25.
- Taekwondo Rank of 4<sup>th</sup> dan or higher
- Must be recommended by another MTA Class “A” referee and approved by the MTA Referee Development & Certification Committee.
- Successful completion of the Class “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.
- ▣ All Level A’s must run or assist in a minimum of one clinic per annually
- ▣ There will be at least one level A meeting per year. All Level A’s must attend to retain Level A status.

# MTA Referee Development & Certification Committee

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

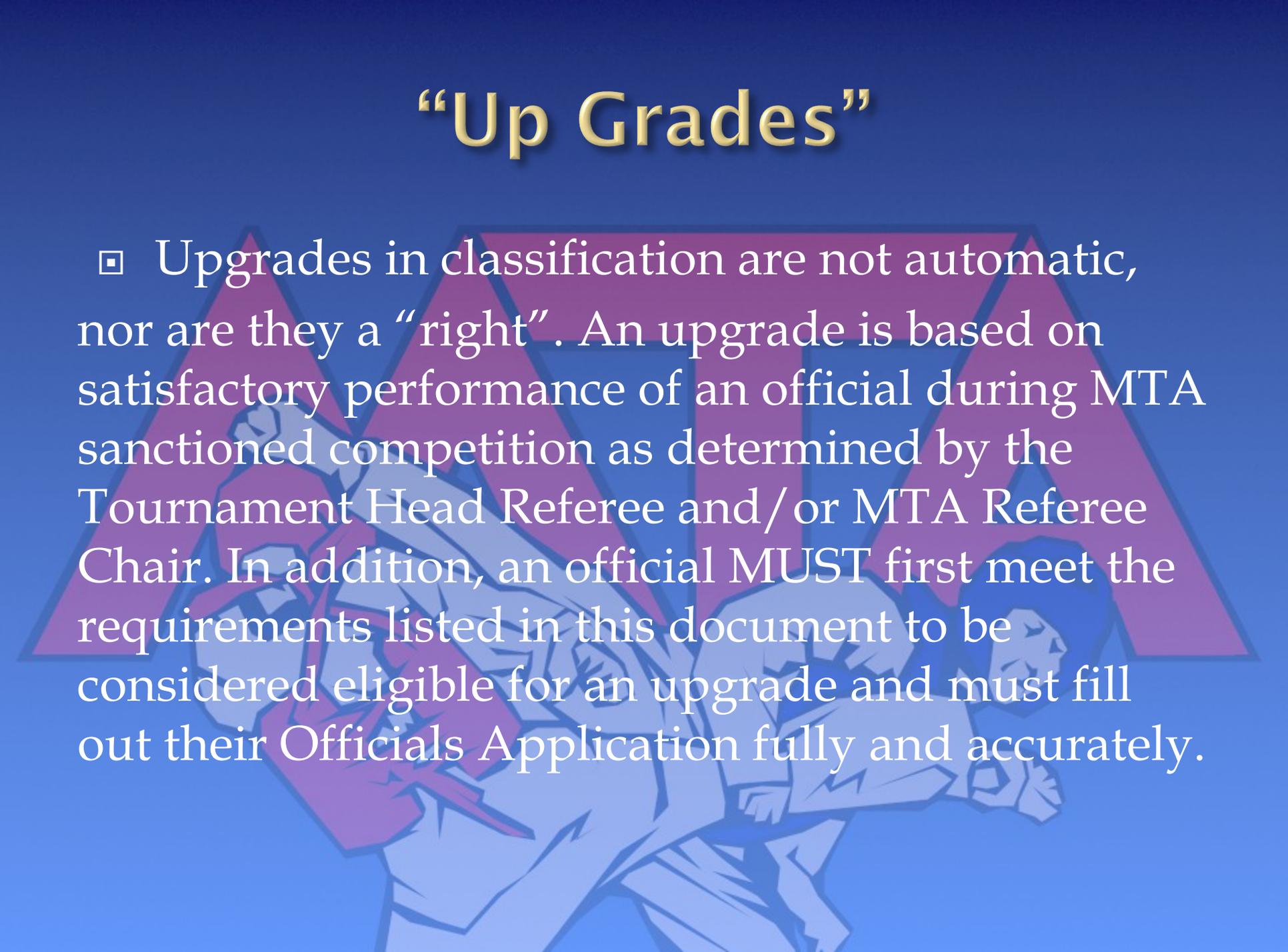


# Referee Status

- ▣ 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.
- ▣ Referees must appeal to the Referee Chair and Level A Referee Committee for any missed events or terms reinstatement.

# “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 of the slide features a stylized, low-poly illustration of two judo athletes in a match. One athlete is in a low stance, possibly performing a throw or a hold, while the other is being lifted or thrown. The illustration is rendered in shades of blue and purple, matching the overall color scheme of the slide. The text is overlaid on this background.

# 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 McCoy

# Must be in proper MTA Referee Attire

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

# 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.

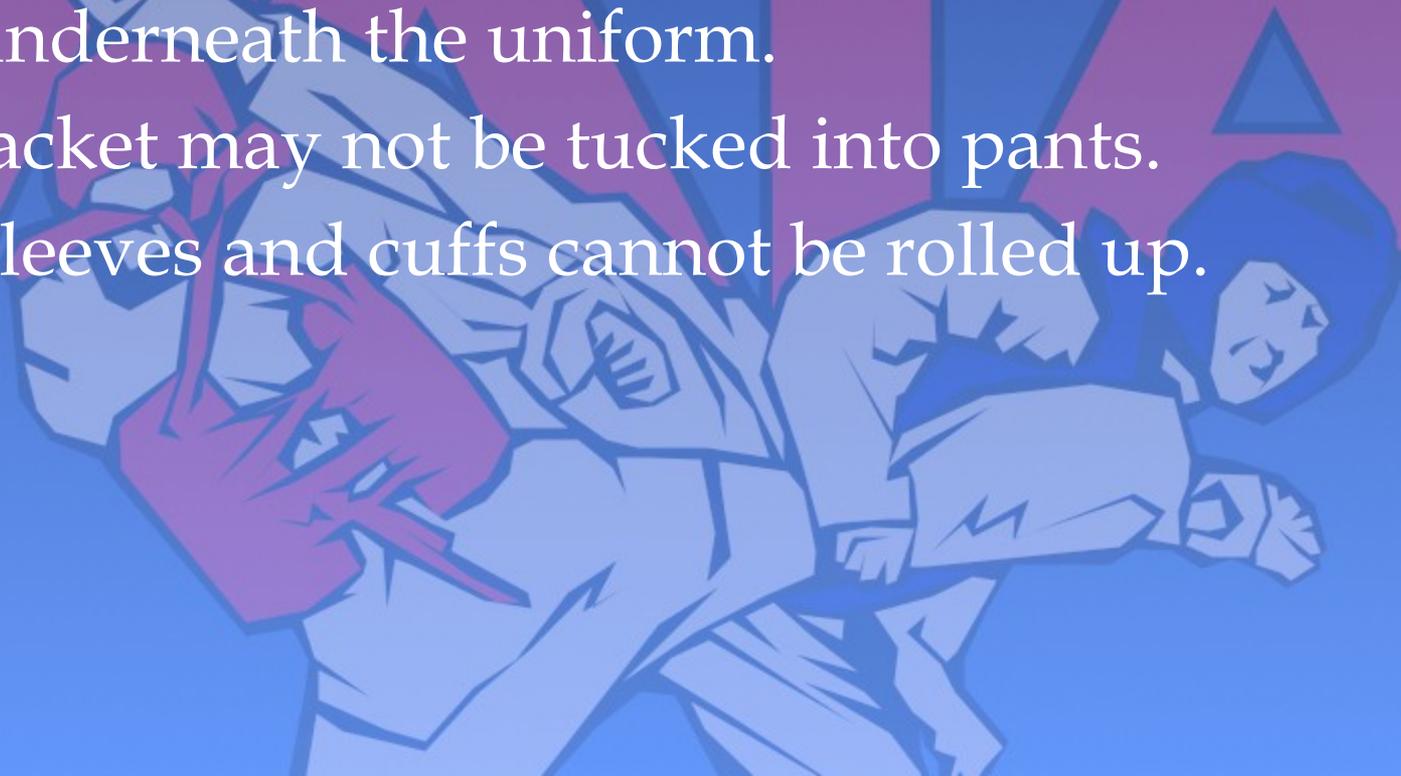
# Coaches

- ▣ 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 WT 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 WT 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.

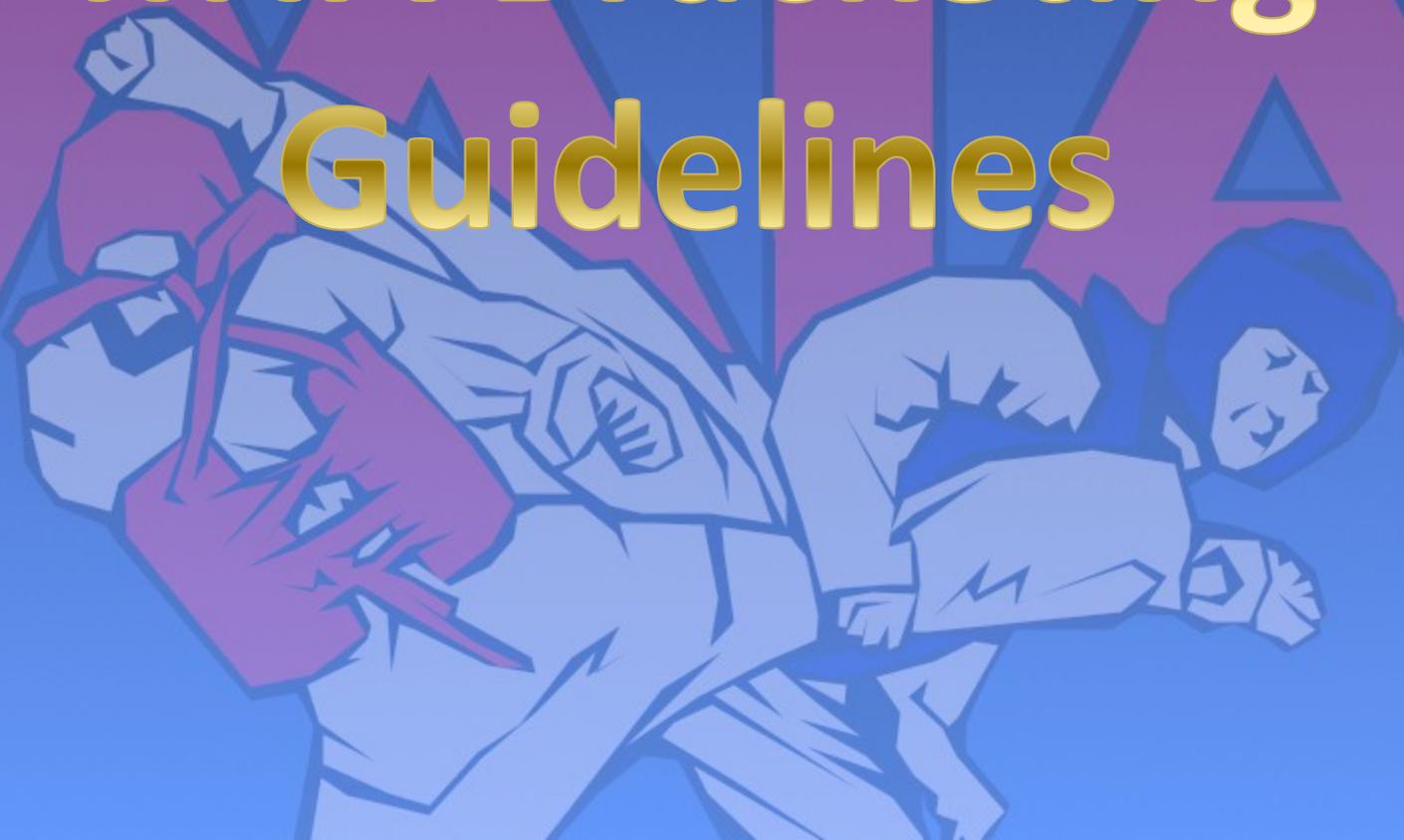
# Types of Competition held at MTA-Affiliated Tournaments

Forms (Poomse)

Olympic Sparring

The background features a stylized illustration of two Taekwondo athletes in sparring gear. One athlete is in a dynamic kicking pose, while the other is in a defensive stance. The illustration is rendered in shades of blue and purple, matching the overall color palette of the slide.

# MTA Bracketing Guidelines



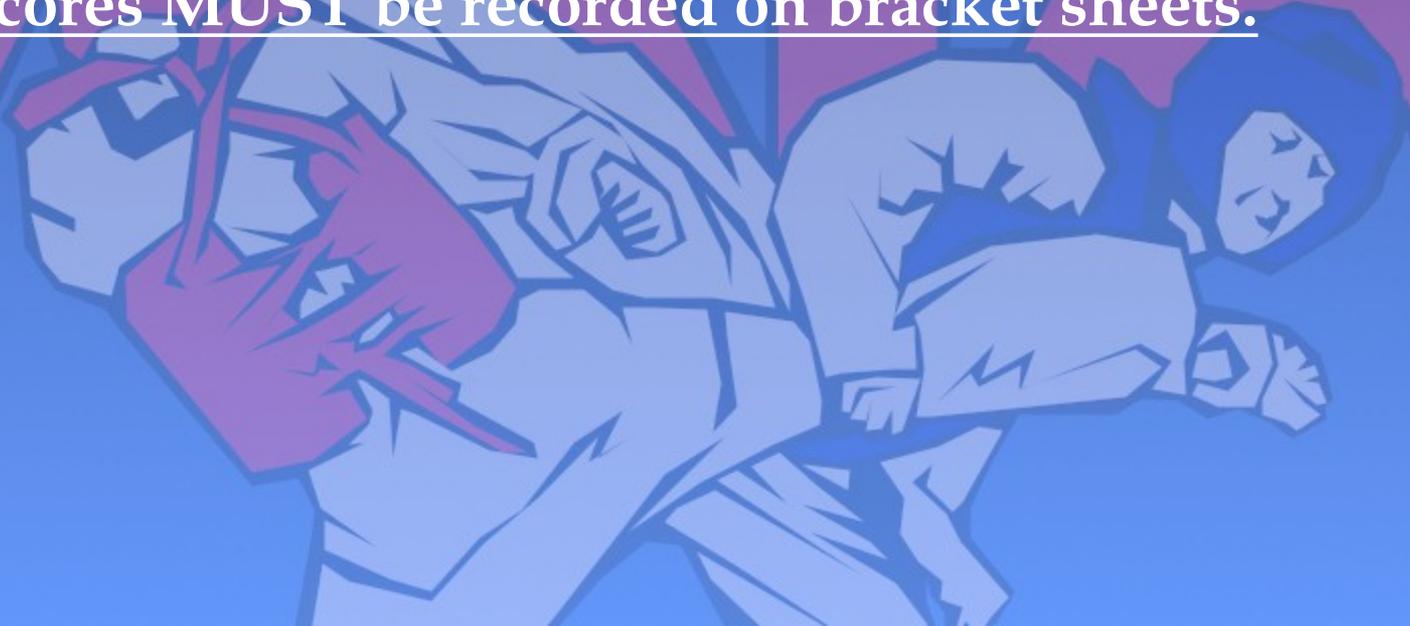
# Belt Rank Groups at MTA-Affiliated Tournaments

- ▣ 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 3<sup>rd</sup> place
  - Finals in the top bracket will be for 1<sup>st</sup> and 2<sup>nd</sup>.

# 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

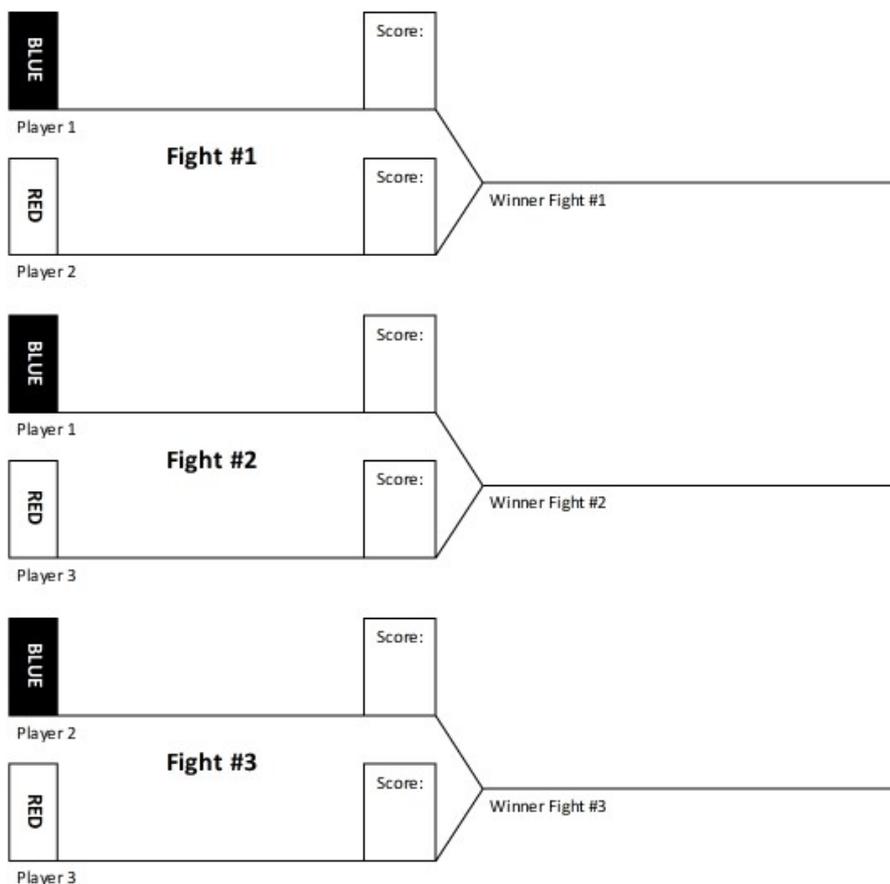
Ring #:

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

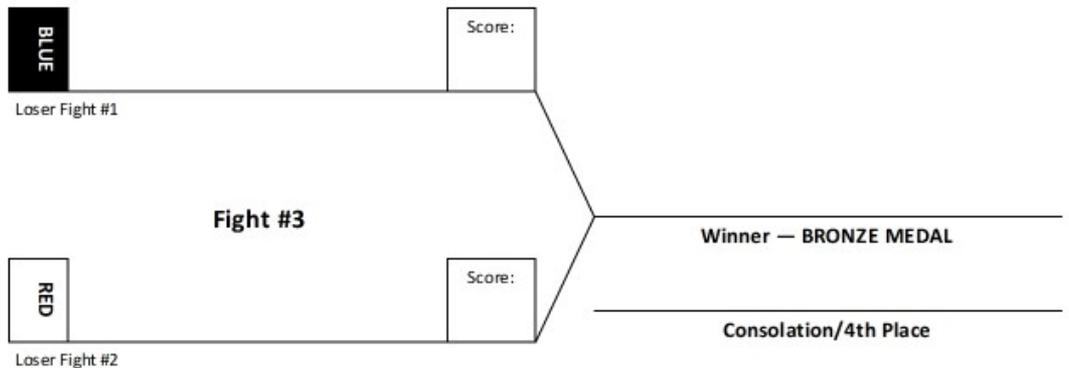
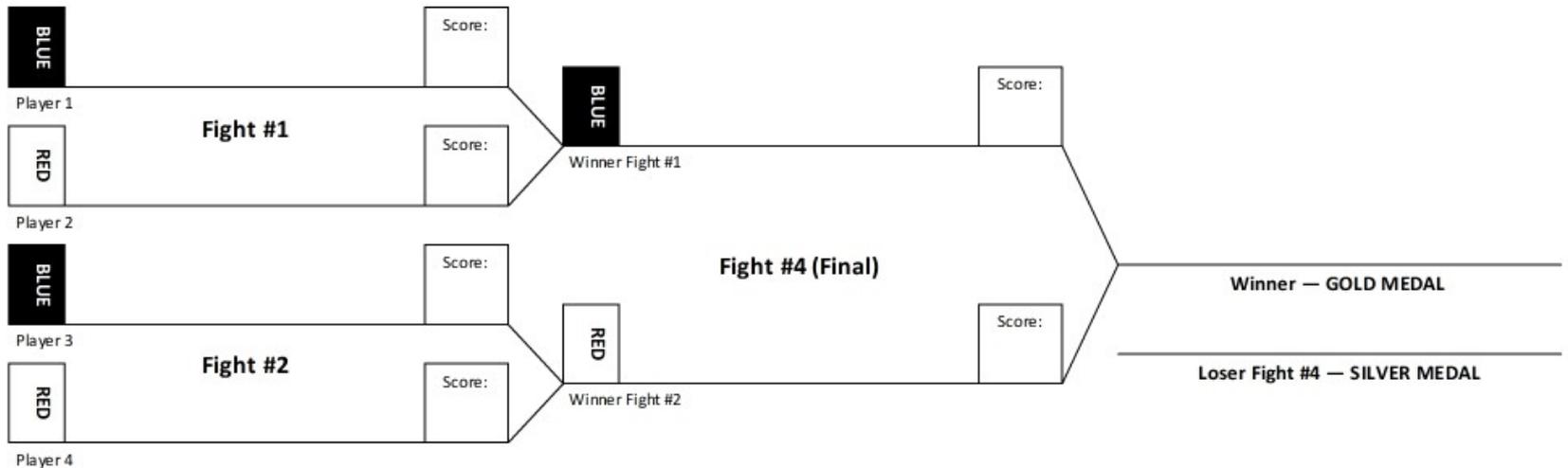
Ring #:

Division:

Gender

Age Range

Belt Colors



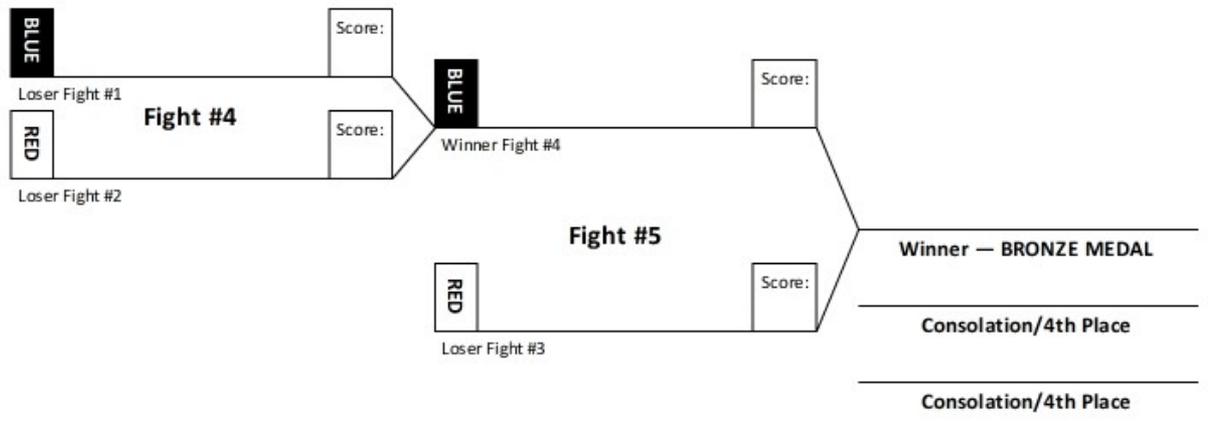
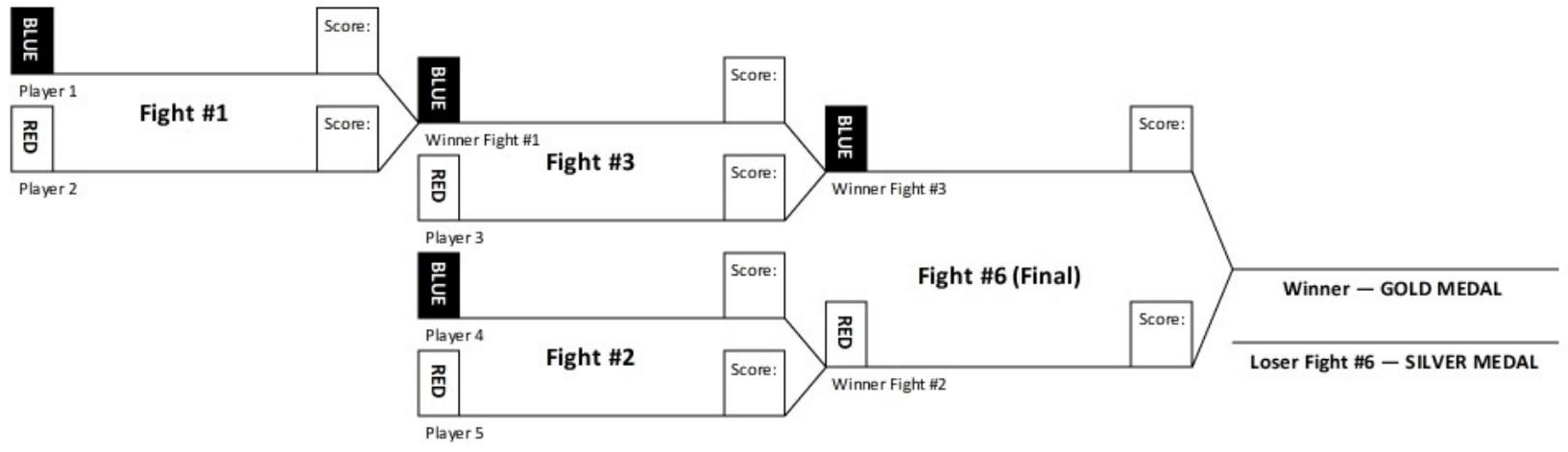


# 5-Competitor Division

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 WT 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 WT 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 Yi Jang
- Green-Sr. Green: Sam or Sa Jang
- Blue-Sr. Blue: Oh or Yuk Jang
- Red-Sr. Red: Chil or Pal Jang
- Black Belt: 1<sup>st</sup> = Koryo, 2<sup>nd</sup> = Kumkang, 3<sup>rd</sup> = 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.
- ▣ At the completion of scoring the form the head judge will call out: Charyeut (attention), Kyung Nyeh (Bow).
- ▣ Referee calls for decision “Judges Score”.

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

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



# 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?



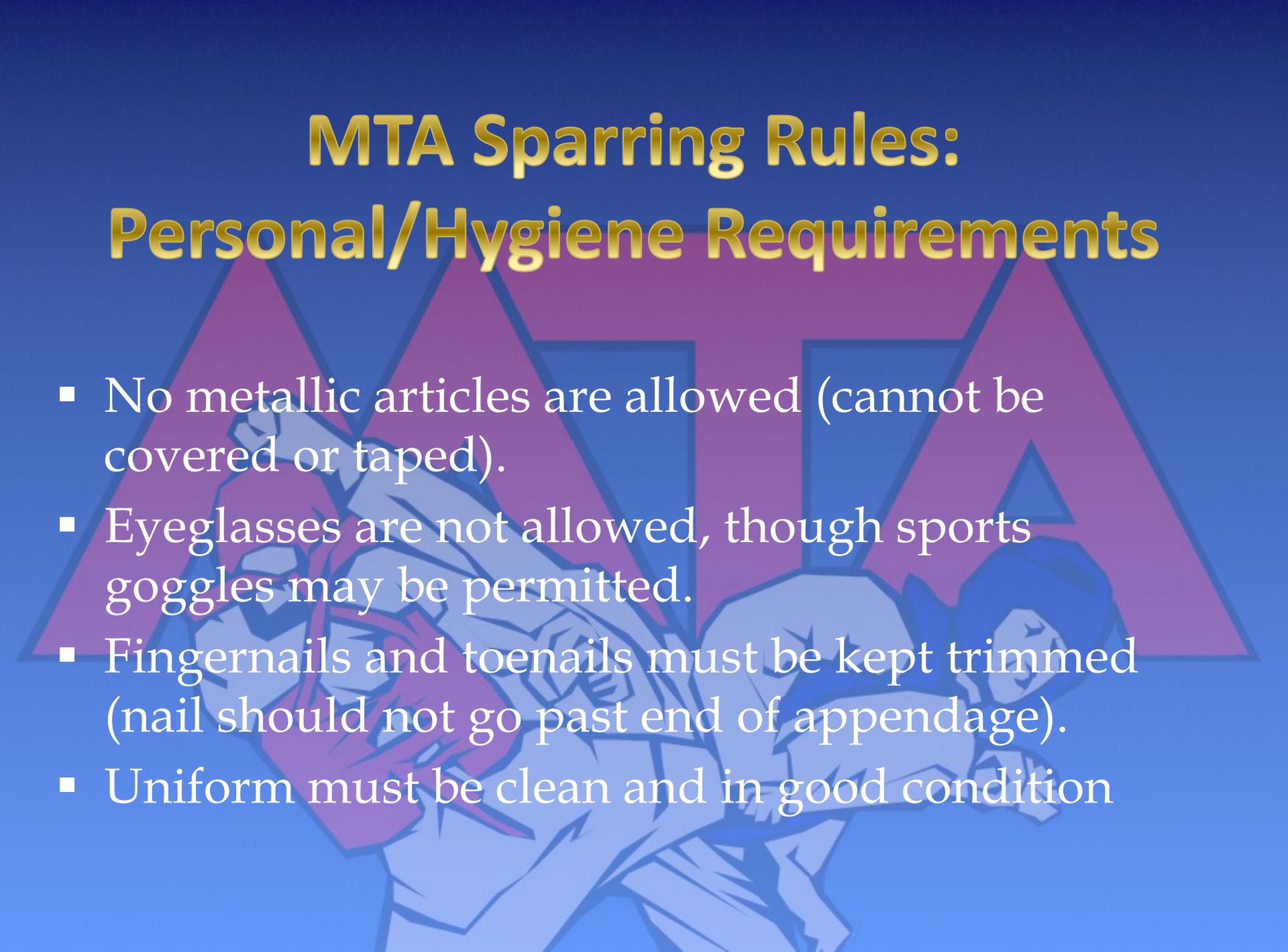
# MTA Sparring Rules:

## 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 Competitors will have three (3) one minute rounds with 30-20 second rest.
- Kinder Kicks may do (3) 50 second rounds with 20 second rest
- All 14 and up Black Belt matches may 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:

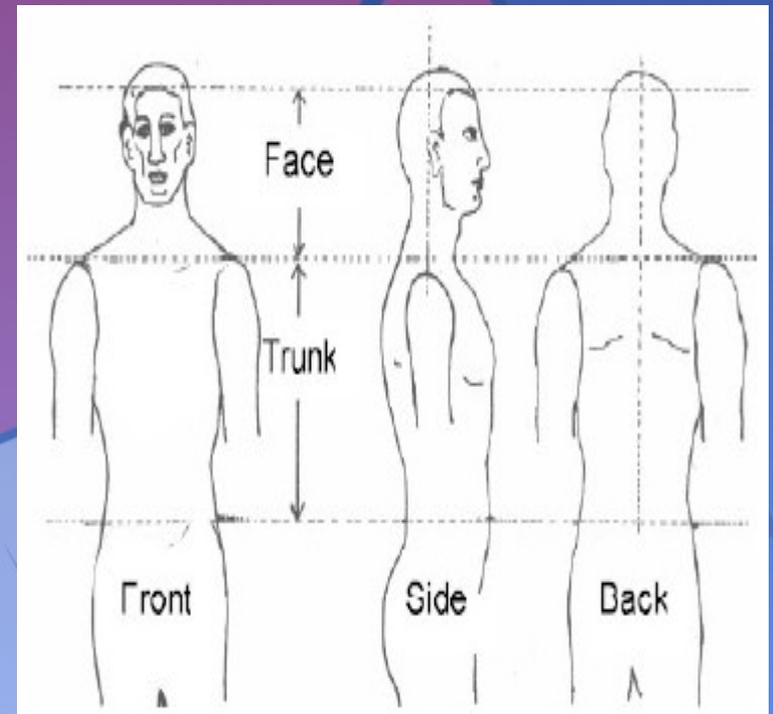
- Techniques are delivered by using any part of the foot below the ankle bone.
- Attacks using any part of the leg above the ankle bone, i.e., the shin, knee, etc., are not permitted and will not be scored.



# 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)

1 point is awarded for Punching the body; 2 points for 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 (Yellow belts may move up to Green belt with Coach and Parental consent)  
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.

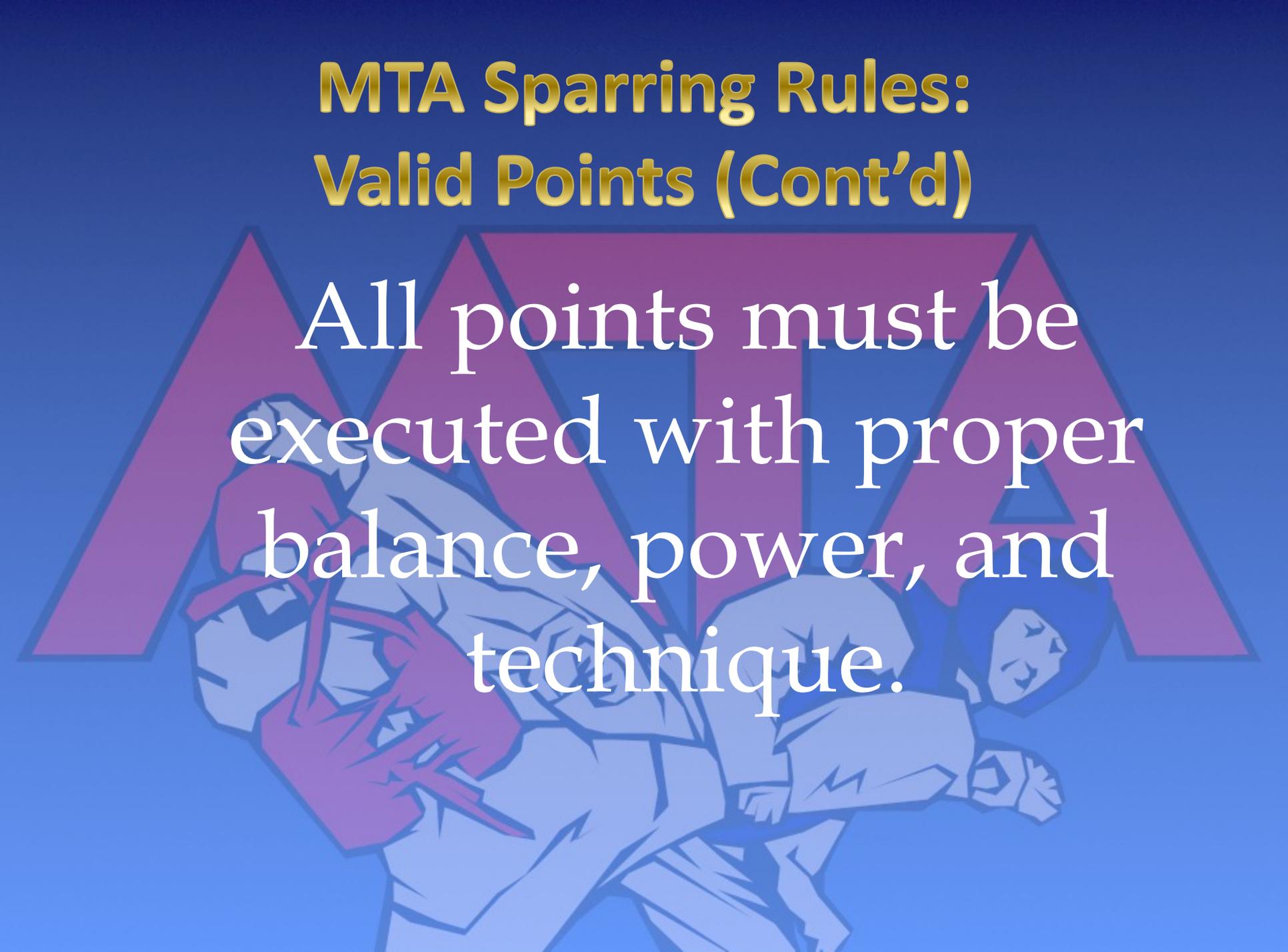


# Lets Talk



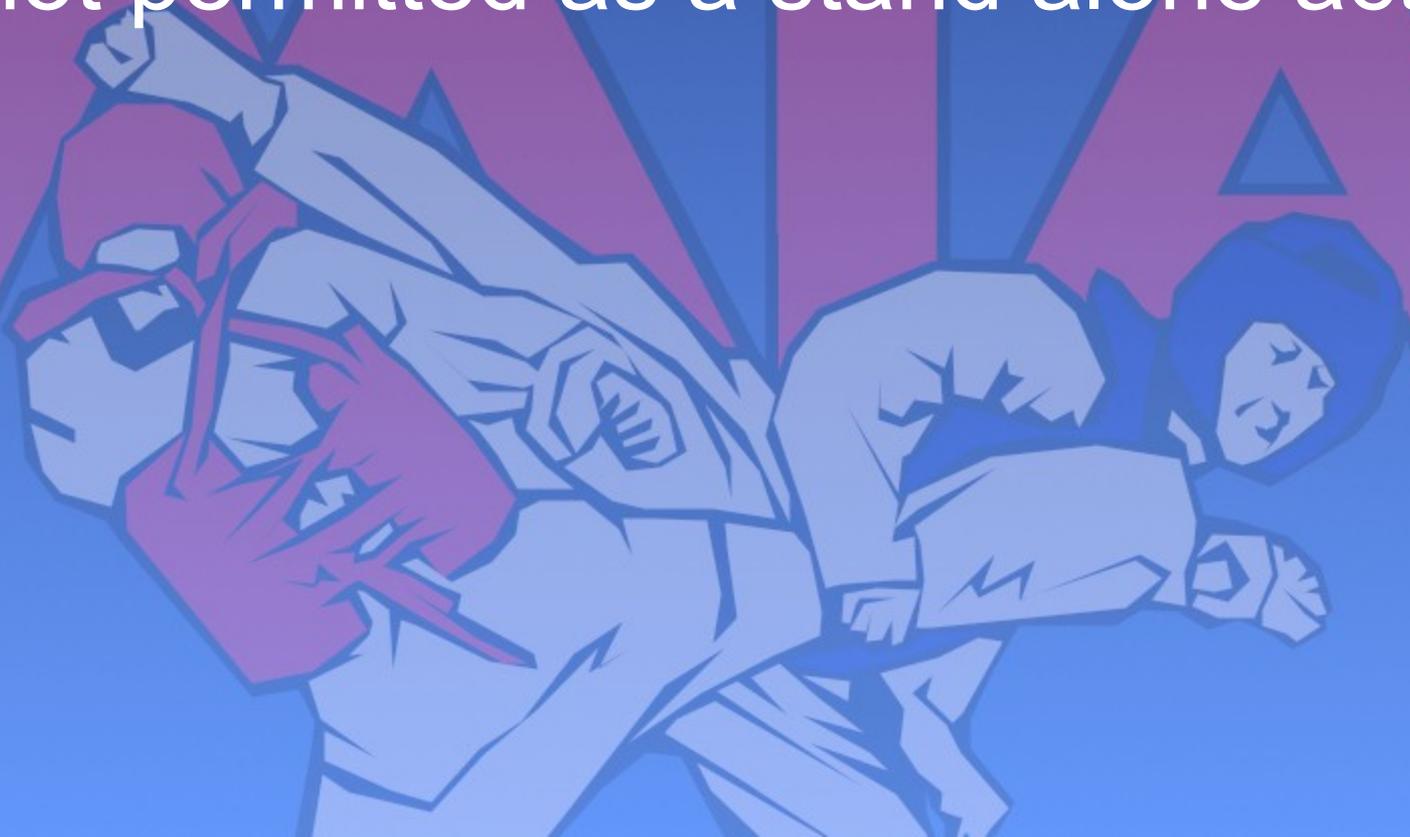
# MTA Sparring Rules: Valid Points (Cont'd)

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

The background features a stylized illustration of two MMA fighters in a sparring stance. One fighter is wearing a red gi and the other is wearing a blue gi. They are positioned in front of large, stylized letters that spell out 'MMA'. The entire scene is set against a dark blue background.

# Pushing is Permitted?

Pushing is permitted in order to gain space to kick or punch but is not permitted as a stand alone act.

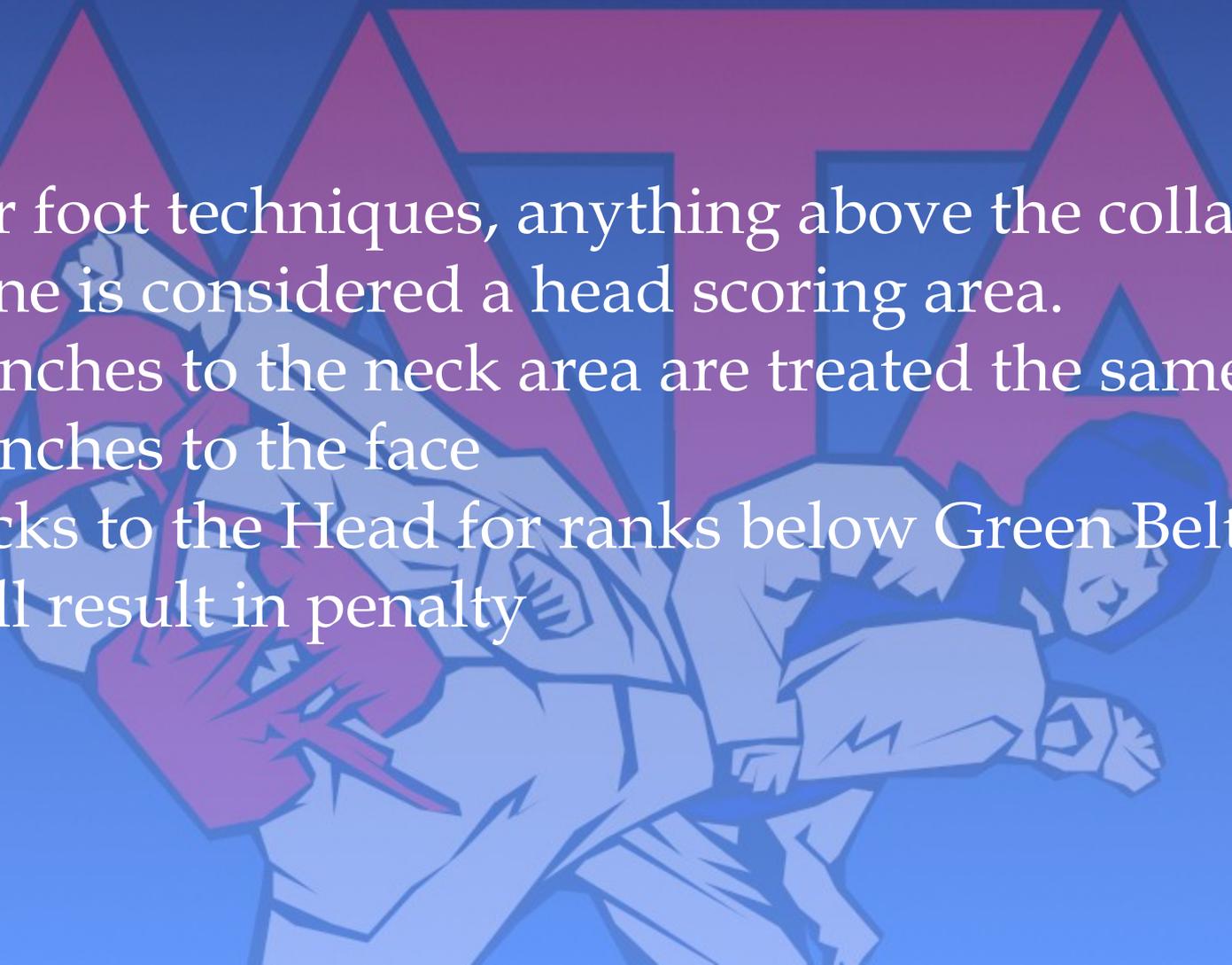


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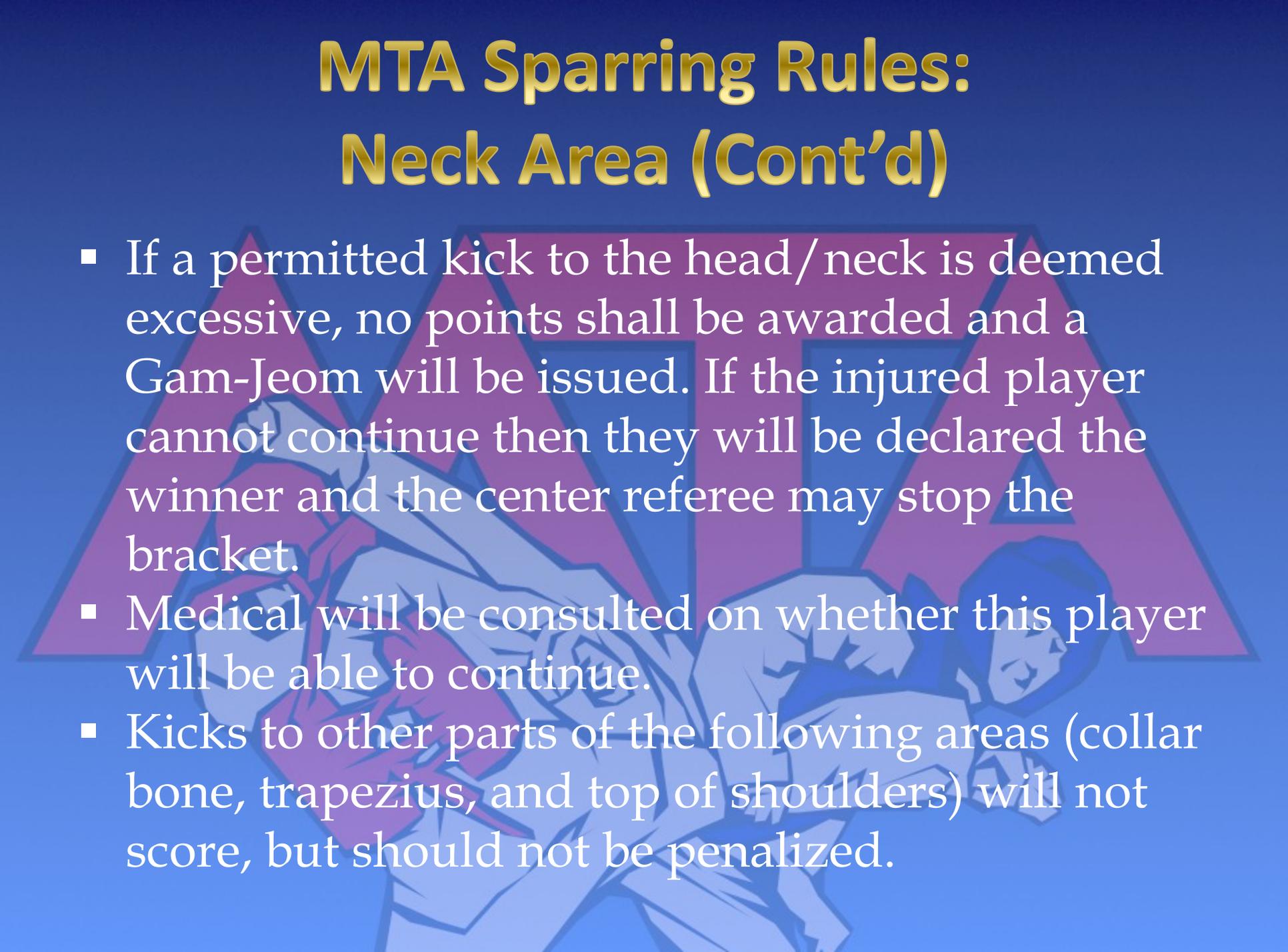


# MTA Sparring Rules: Neck Area (Clarification)

- 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.
- 

# Lets Talk





CAUTION

# Warnings & Prohibited Acts (Joo-eui & Gam- jeom)



# Verbal Warnings (Joo-eui)

Are no longer given at USAT and WT 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
- ▣ Only 1 warning per infraction may be given. Use common sense with Kinder Kicks ages.

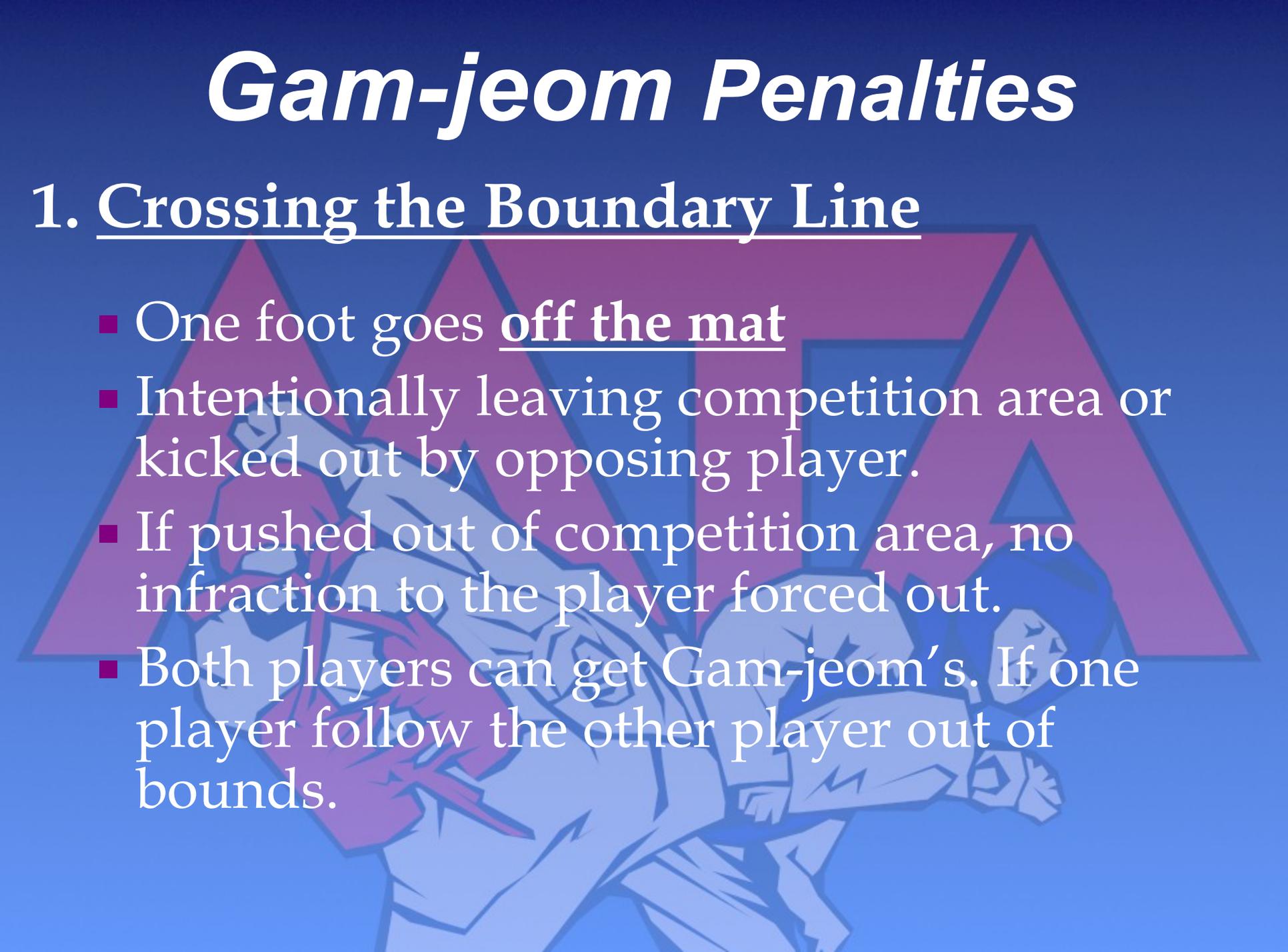
# Gam-jeom Penalties



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

# *Gam-jeom 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.
  - Both players can get Gam-jeom's. If one player follow the other player out of bounds.
- 

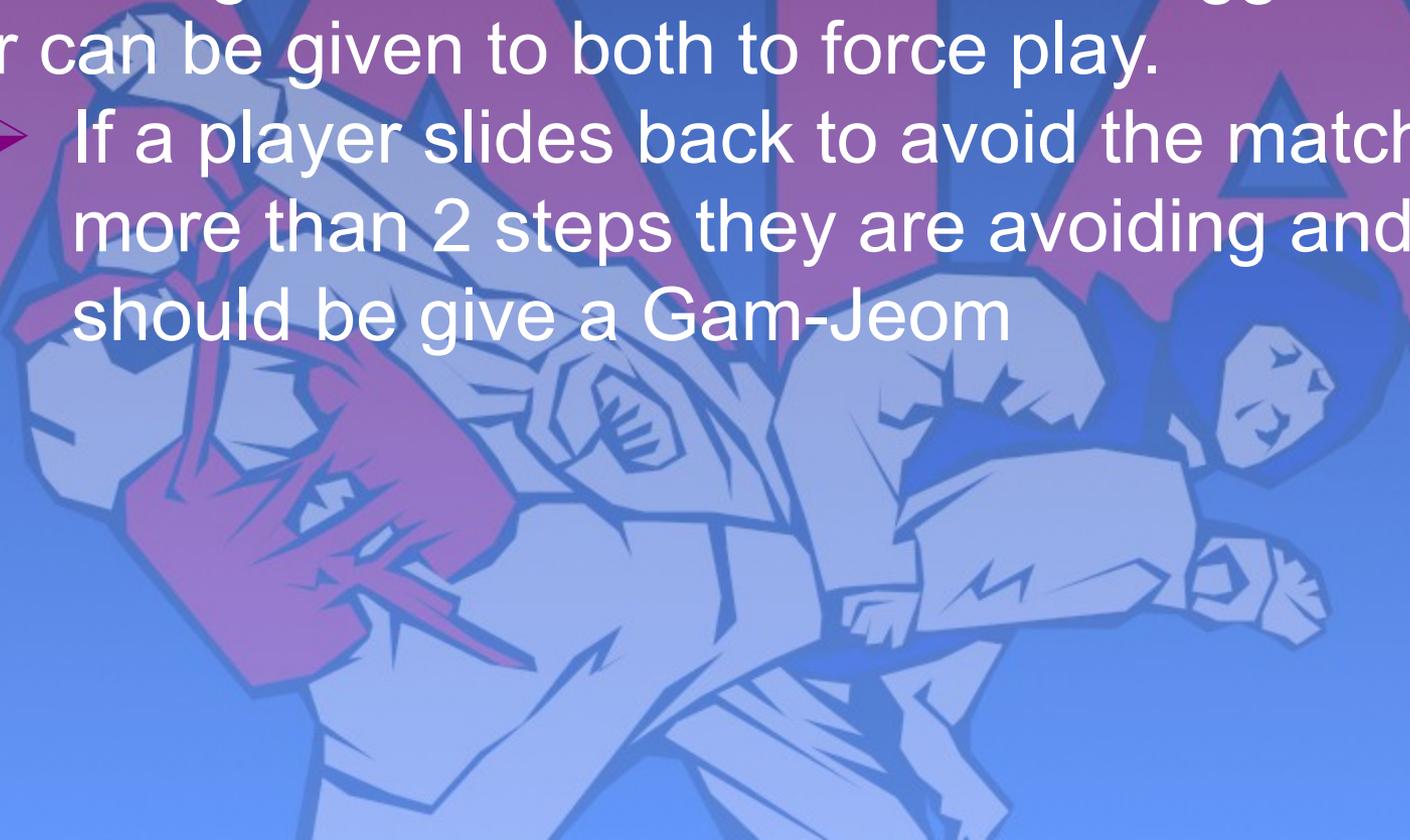
# Lets Talk



# *Gam-jeom Penalties*

## 2. Avoiding or Delaying the Match

- If both players are not fighting, joo-eui or Gam-jeom is given to the one who is less aggressive or can be given to both to force play.
  - If a player slides back to avoid the match more than 2 steps they are avoiding and should be give a Gam-Jeom



# *Gam-jeom Penalties*

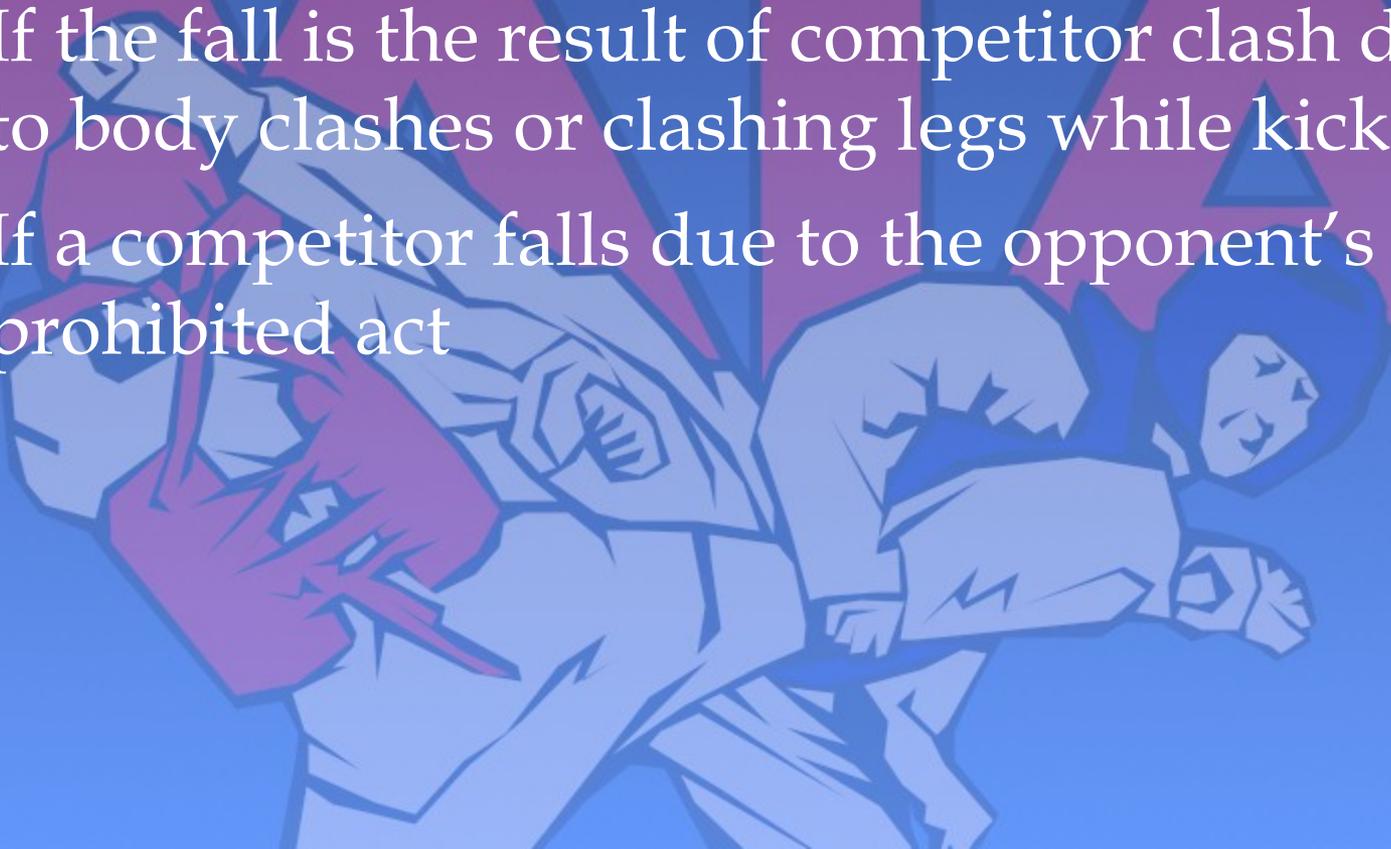
## Avoiding or Delaying the Match (cont.)

- 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 Gam-jeom to one or both players must be issued.
- If a player is deliberately avoiding the match to run out the clock, a Gam-jeom can be given immediately without regard to time or without first issuing a warning.

# *Gam-jeom Penalties*

## 3. Falling Down

- Falling for any reason except 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



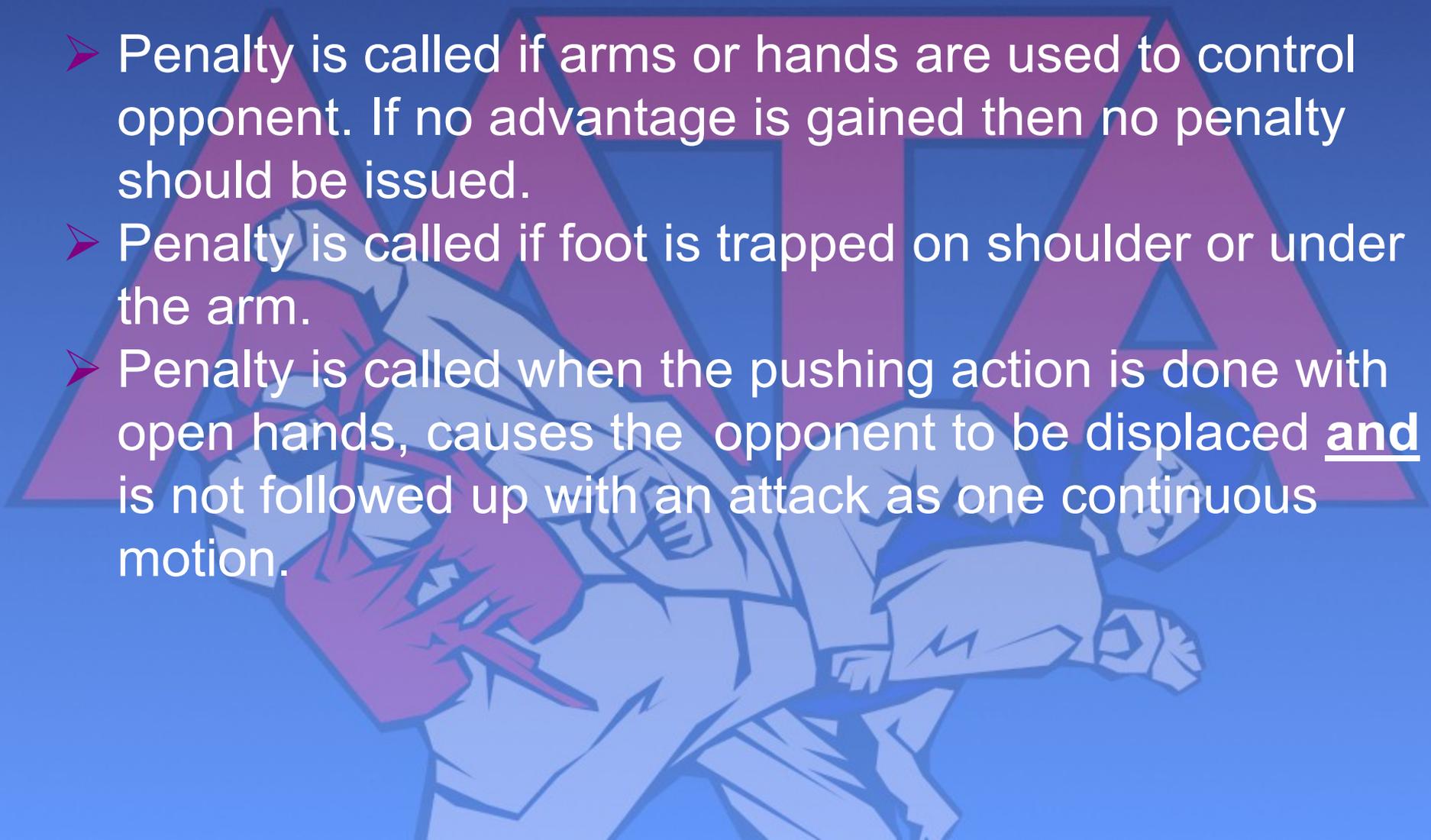
# Lets Talk



# *Gam-jeom Penalties*

## 4. Grabbing, holding or pushing the opponent

- Penalty is called if arms or hands are used to 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.



# *Gam-jeom Penalties*

For pushing, the following acts shall be penalized:

1. Pushing the opponent out of the Boundary Line
2. Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement
3. Pushing the opponent after he/she begins attacking motion
4. Pushing with holding or grabbing Grappling, throwing, tripping or turning the opponent around

No penalty to pusher if opponent falls down, except in above cases. Fallen player receives Gam-jeom.

# *Gam-jeom 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



# *Gam-jeom 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 given a Gam-jeom

## 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

# *Gam-jeom Penalties*

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

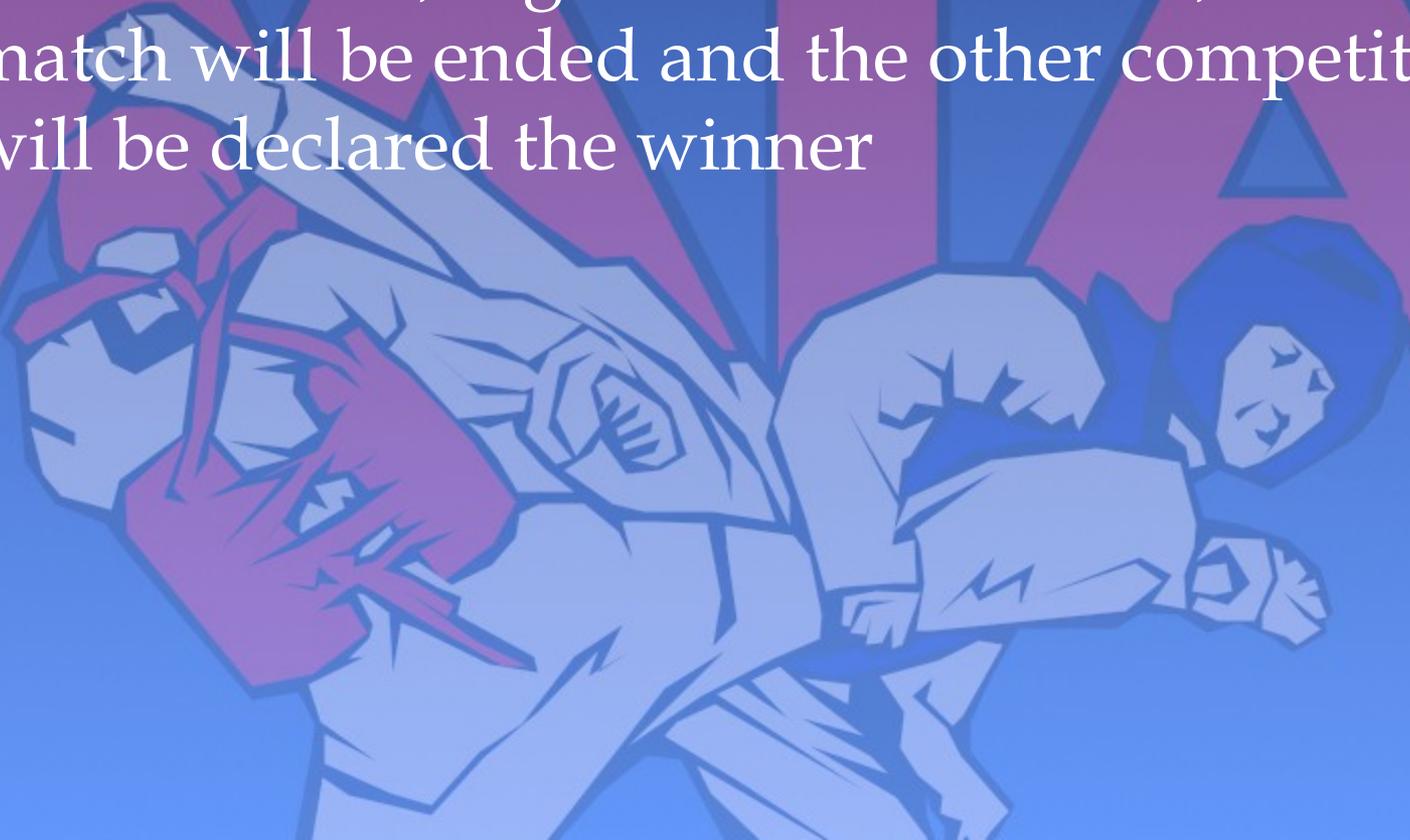
9. Lifting the leg to block or/and kicking the opponent's leg to impede the opponent's kicking attack, or lifting a leg or kicking in the air for more than 3 seconds to impede the opponent's potential attacking movements, or aiming a kick below the waist. Or picking up the foot above the shin level and not kicking.

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



# MTA Sparring Rules: Disqualifications

- ▣ If an athlete has receives a total of 10 full points in deductions, regardless of the score, the match will be ended and the other competitor will be declared the winner



# 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 that scores OR 2 points of deductions are 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).

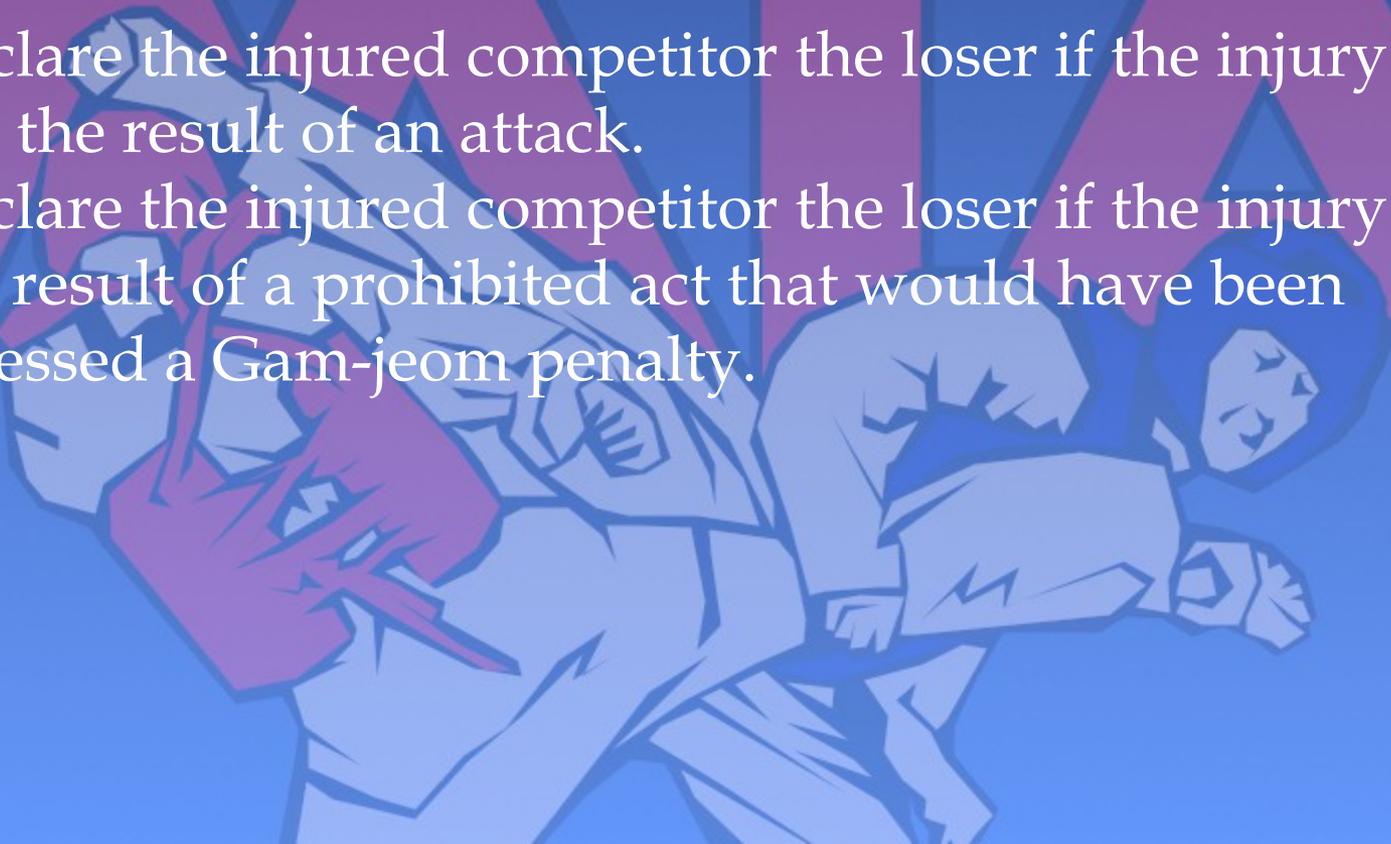
To suspend a match for injury the Referee shall:

- 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)

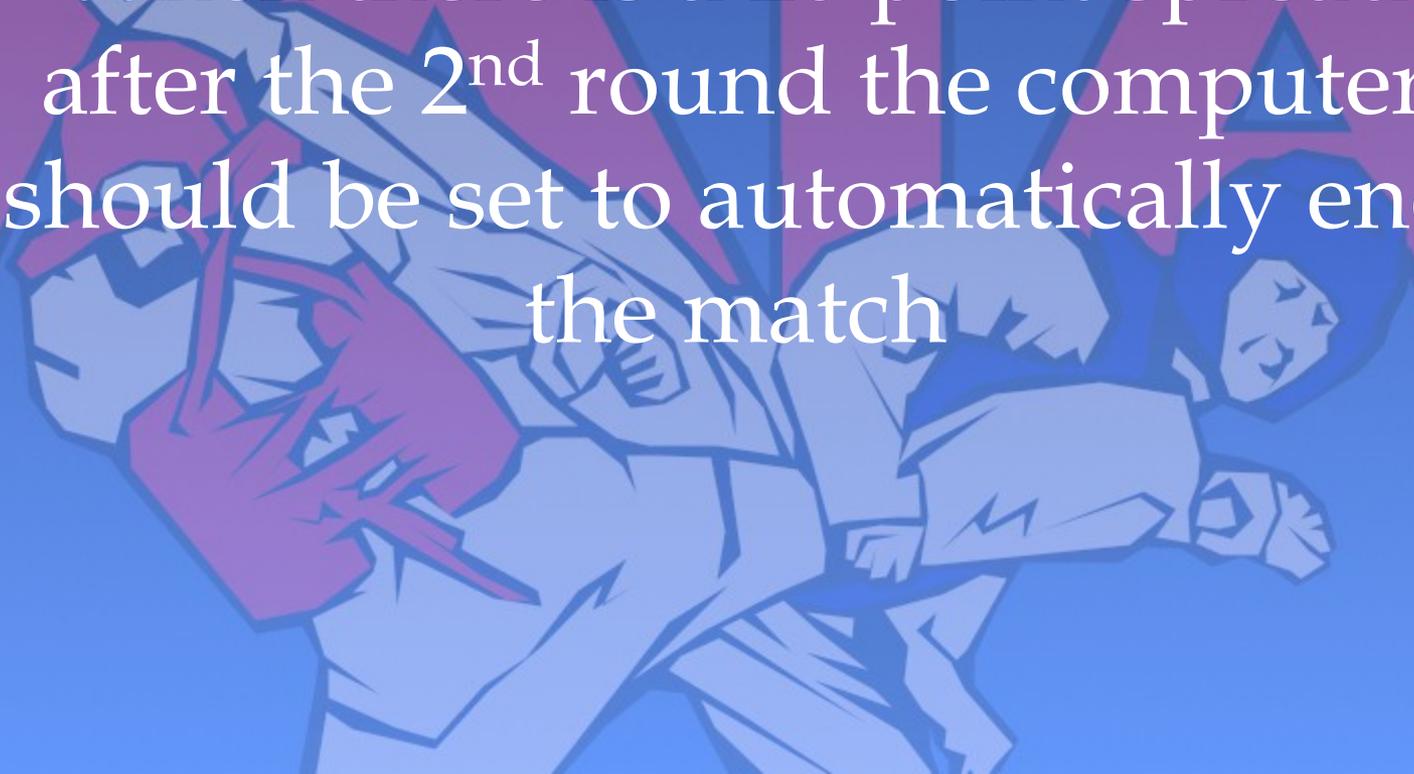
If the injured competitor cannot continue the match after one minute the Referee shall:

- 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 Gam-jeom penalty.



# MTA Sparring Rules: 20-Point Gap Rule

When there is a 20 point spread after the 2<sup>nd</sup> round the computer should be set to automatically end the match





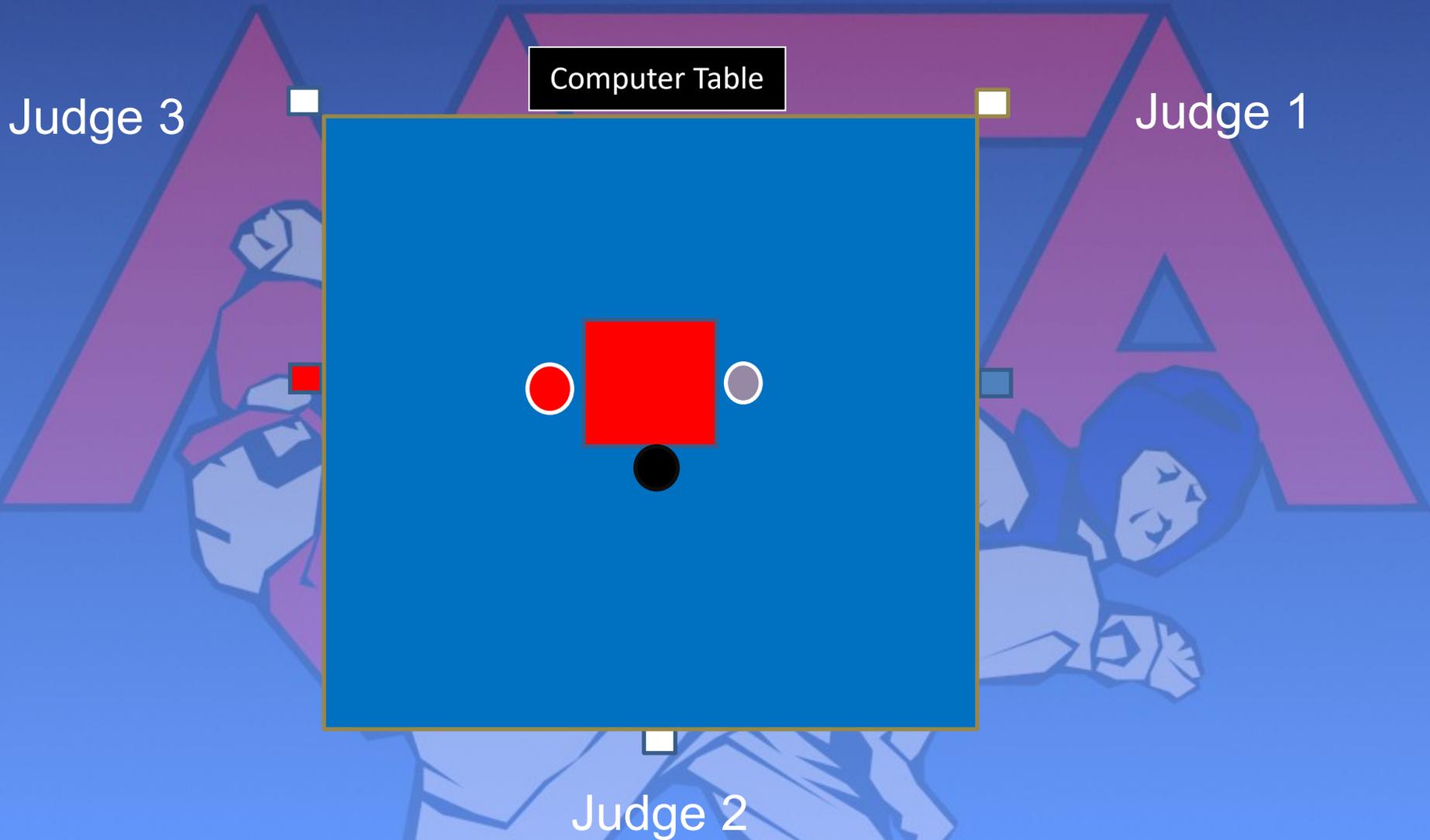
- ▣ If a player is DQ'ed for excessive head contact they will lose that match and get a score of (0) but is not DQ'ed from the tournament.



# 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)

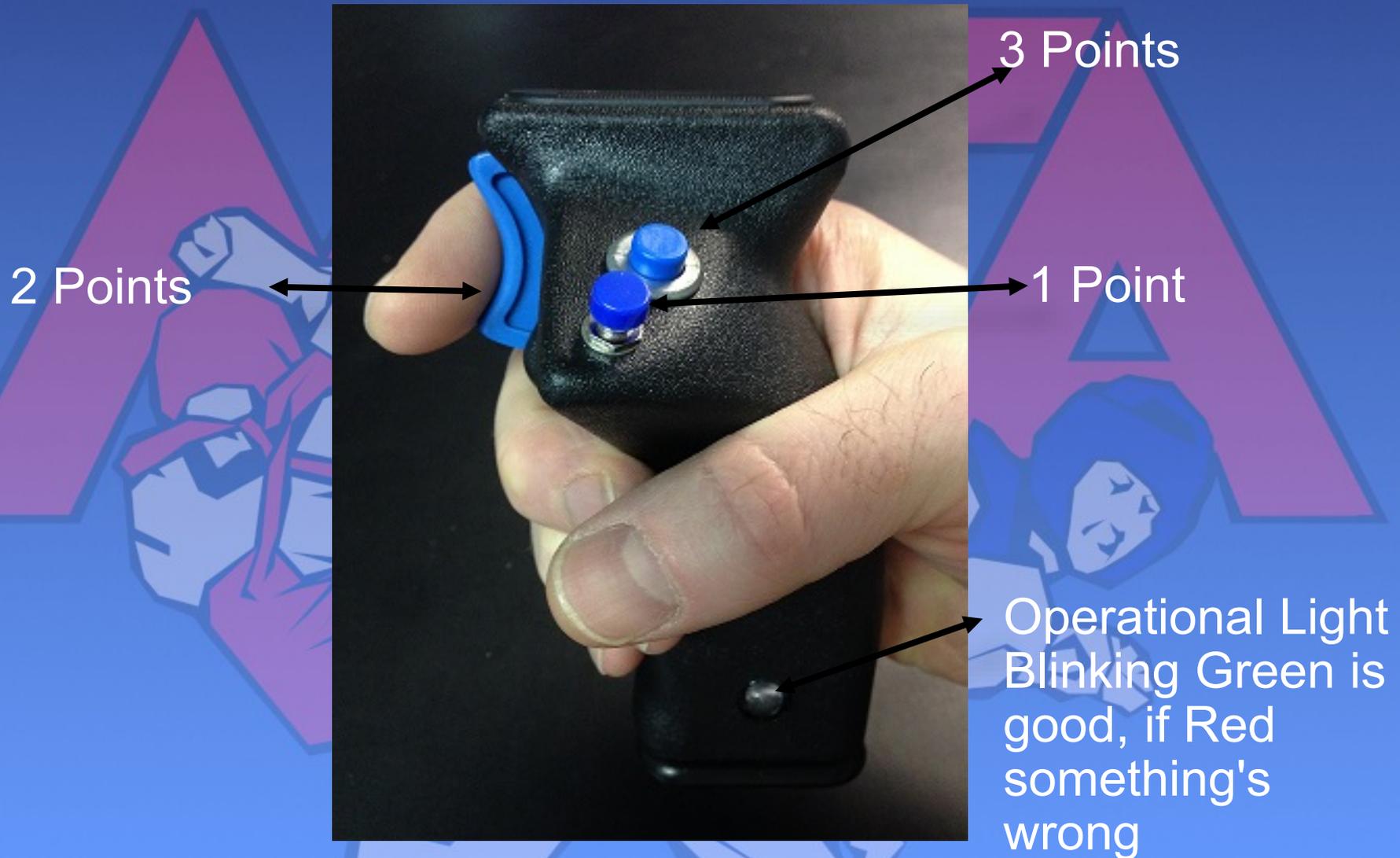
Electronic Scoring: Judges use hand held electronic controllers to award scores:

- 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.

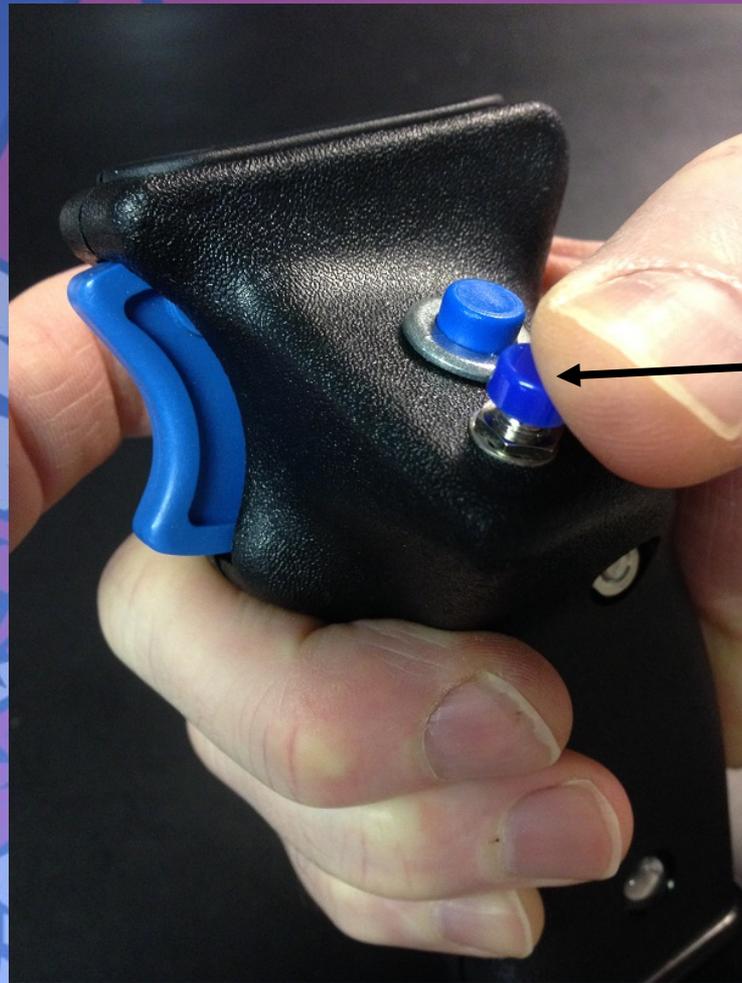
TrueScore: Blue in Right hand,  
Red in Left hand



# TrueScore: The Trigger



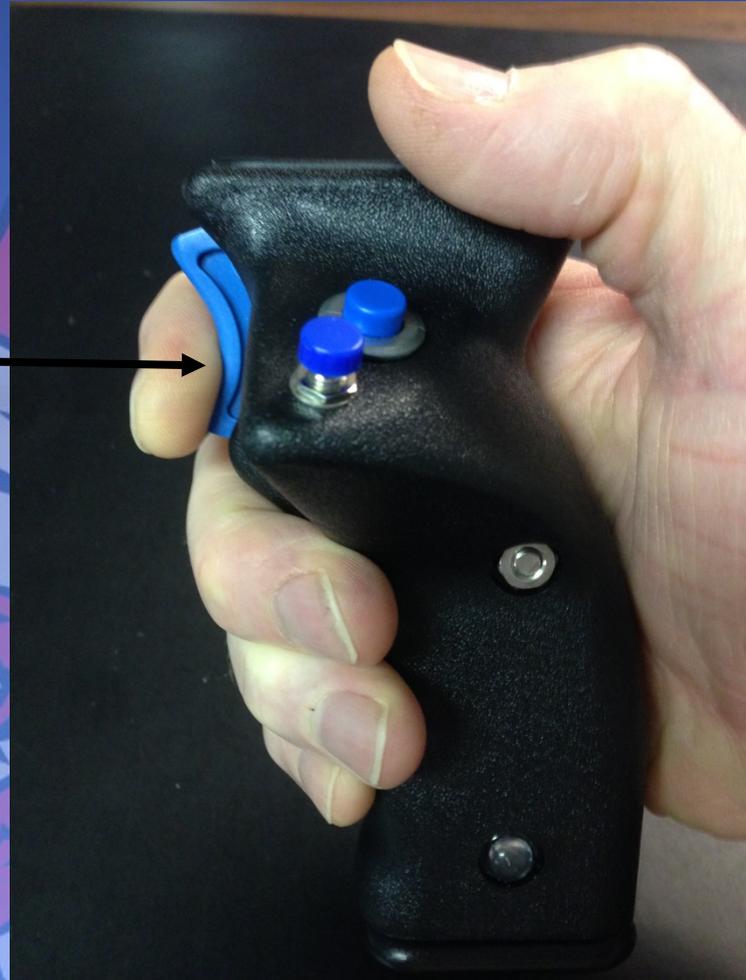
# The Trigger: 1 point Punch



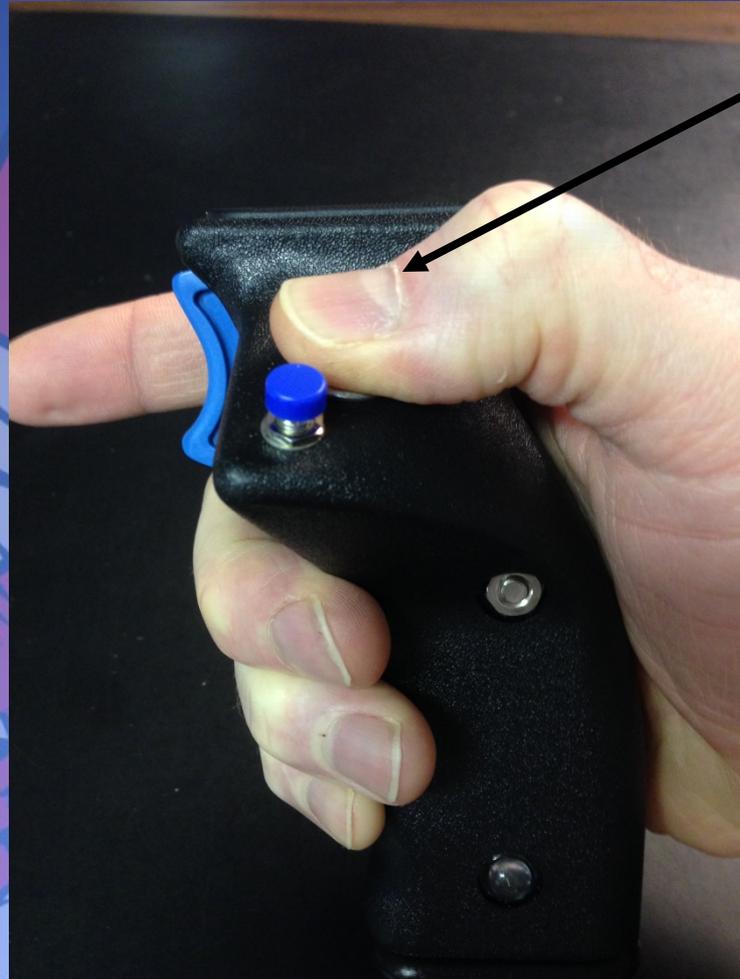
1 Point

# The Trigger: 2 point Body Kicks

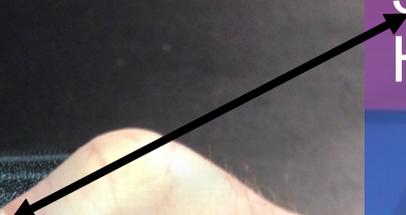
2 Points Body



# The Trigger 3 points



3 Point Body or  
Head Kick



# The Trigger: 1 additional point for Rotating Head Kicks or 1 point for Punching

Hit the 3 Point Button



Then Hit the 1 point for Head Rotation Kick



# True Score "Run as Administrator"

The screenshot displays the True Score TA GUI software interface. The window title is "TA GUI". The main display area shows a match between two teams: "blue" and "red". The score is 0-0. The interface includes a top status bar with "R1" and two "0:00" timers. Below the team names are large white "0" scores on blue and red backgrounds. To the right, there is a "PENALTIES" section with buttons for "1/2 P" and "1 P" for both teams, and a "BONUS" section with "B" buttons. Below these are buttons for "not ready", "Start Round", "Timeout", "End Round", and "Next Round". At the bottom, there is a menu bar with buttons for "EXIT", "Match Log File", "Judge Controller", "Hardware Test", "Program Options", "Ring Manager", "Scoreboard", and "Final Result".

Team	Score
blue	0
red	0

**PENALTIES**

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

**BONUS**

B	B
---	---

not ready

Start Round

Timeout

End Round

Next Round

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

# 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 indicators. Each indicator consists of a vertical bar with a green arrow pointing upwards and a numerical value "0" at the bottom. The first two sensors are grouped by a blue border, and the last two are grouped by a red border. The sensors in the red border have red vertical bars, while the others have blue vertical bars.

**Judges Section:** This section contains four rows of judge indicators, labeled J1, J2, J3, and J4. Each row has two indicators. Each indicator consists of a vertical bar with a green arrow pointing upwards and a numerical value "0" at the bottom. The first indicator in each row has a green square above the bar, and the second has a green circle. The first two rows (J1 and J2) are grouped by a blue border, and the last two rows (J3 and J4) are grouped by a red border. The indicator in the second row of the red border has a green square above the bar.

**End Test Button:** A button labeled "End Test" is located at the bottom center of the interface.

**Background Elements:** The background shows a window titled "TA GUI" and a window titled "Hardware Test IA". The "Hardware Test IA" window has a close button (X) in the top right corner. The background also shows a stack of windows on the right side, with the top one having a green square and the second one having a green square and a green circle.

# 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

TA GUI

CH:10 1:00/1:0:30/OT Judges:3/2 STW:1.5s

Daedo  **101** **R1** **1:00** **0:00** TrueScore 2017 v1.0 02/15/2017

 **USA** gender weight **USA** 

**Superman** **Batman**

**0** **0**

1 4.34  
2 4.10  
3 4.27

Penalties  
Gam-jeom  
1 P 1 P

ready

Start Round  
Timeout  
End Round  
Next Round

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

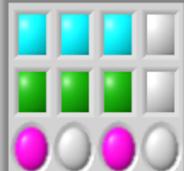
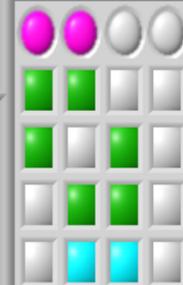
# True Score: During Match

TA GUI

CH:10 1:00/1/0:30/OT Judges:3/2 STW:1.5s

Daedo  **101** **R1** **0:01** TrueScore 2017 v1.0 02/15/2017

 **USA** gender weight **USA** 

 **Superwoman** **Batgirl** 

**6** **10**

**Penalties**  
Gam-jeom  
**1 P** **1 P**

fighting

Start Round  
Timeout  
End Round  
Next Round

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

# Deductions

TA GUI

CH:10 1:00/1/0:30/OT Judges:3/2 STW:1.5s

Daedo  **101** **R1** **0:32** **1:00** TrueScore 2017 v1.0 02/15/2017

 **USA** gender weight **USA** 

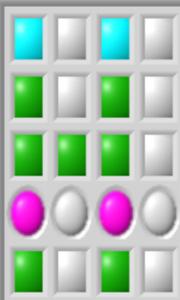
**Gonzo** **FlyodPepper**

**10** **5**

Penalties Gam-jeom **1 P** **1 P**

timeout Start Round Resume End Round Next Round

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result



# Fix a Score

TA GUI

CH:10 1:00/3/0:30/OT Head:3p/Body:2p/Tech:1p Judges:3/2 STW:1.

Daedo  **101** **R3** **0:34** **1:00**

 **USA** gender weight **U**

**Leia** **Luke**

**6** **6**

Scoreboard Override

Round Selector: R1 R2 R3 OT

New Time (mm:ss): 00:10 Apply

Head  Body  Punch  HTurn  BTurn

Award: Blue (Award) Remove Red (Remove)

Points Change: +3 Apply

Kyong-go Gam-jeom

Award: Blue (Award) Remove Red (Remove)

Penalties Change: -1.0 Apply

Done<F10>

Start Round Resume End Round Next Round

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

# True Score End of Match Because of Deductions

The image shows a screenshot of a Taekwondo match GUI. The main display area shows the match progress: CH:10, 1:00/3/0:30/OT, Head:3p/Body:2p/Tech:1p, Judges:3/2, STW:1.5s, PCe. The score is 101, Round R1, and time is 0:03. The match is between Thing (USA) and Hulk (USA). The scores are 11 for Thing and 15 for Hulk. A 'Final Result' dialog box is open, showing the winner as Blue by PUN. The dialog box includes a legend for various match events: 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 also has an 'Allow Tie' checkbox, 'OK <F10>' button, and 'Cancel <Esc>' button. The bottom of the GUI has a menu bar with buttons for EXIT, Match LogFile, Radios Controller, Hardware Test, Program Options, Ring Manager, Scoreboard, and Final Result.

TA GUI

CH:10 1:00/3/0:30/OT Head:3p/Body:2p/Tech:1p Judges:3/2 STW:1.5s PCe

Daedo

101 R1 0:03

USA USA gender weight USA

Thing Hulk

11 15

Final Result

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

Allow Tie OK <F10> Cancel <Esc>

match end

Start Round

Timeout

End Round

Next Round

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

# Final Score End of Match

TA GUI

CH:10 1:00/3/0:30/OT Head:3p/Body:2p/Tech:1p Judges:3/2 STW:1.5s PCei

**101** **R3** **0:00**

**USA** gender weight **USA**

**Chewbacca** **Stormtrooper**

**27** **9**

EXIT Match LogFile Radios Controller Hardware Test Program Options Ring Manager Scoreboard Final Result

Final Result

Winner: Blue by PTF

**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

Allow Tie

OK <F10> Cancel <Esc>

1 P 1 P

match end

Start Round

Timeout

End Round

Next Round

# Any Questions?

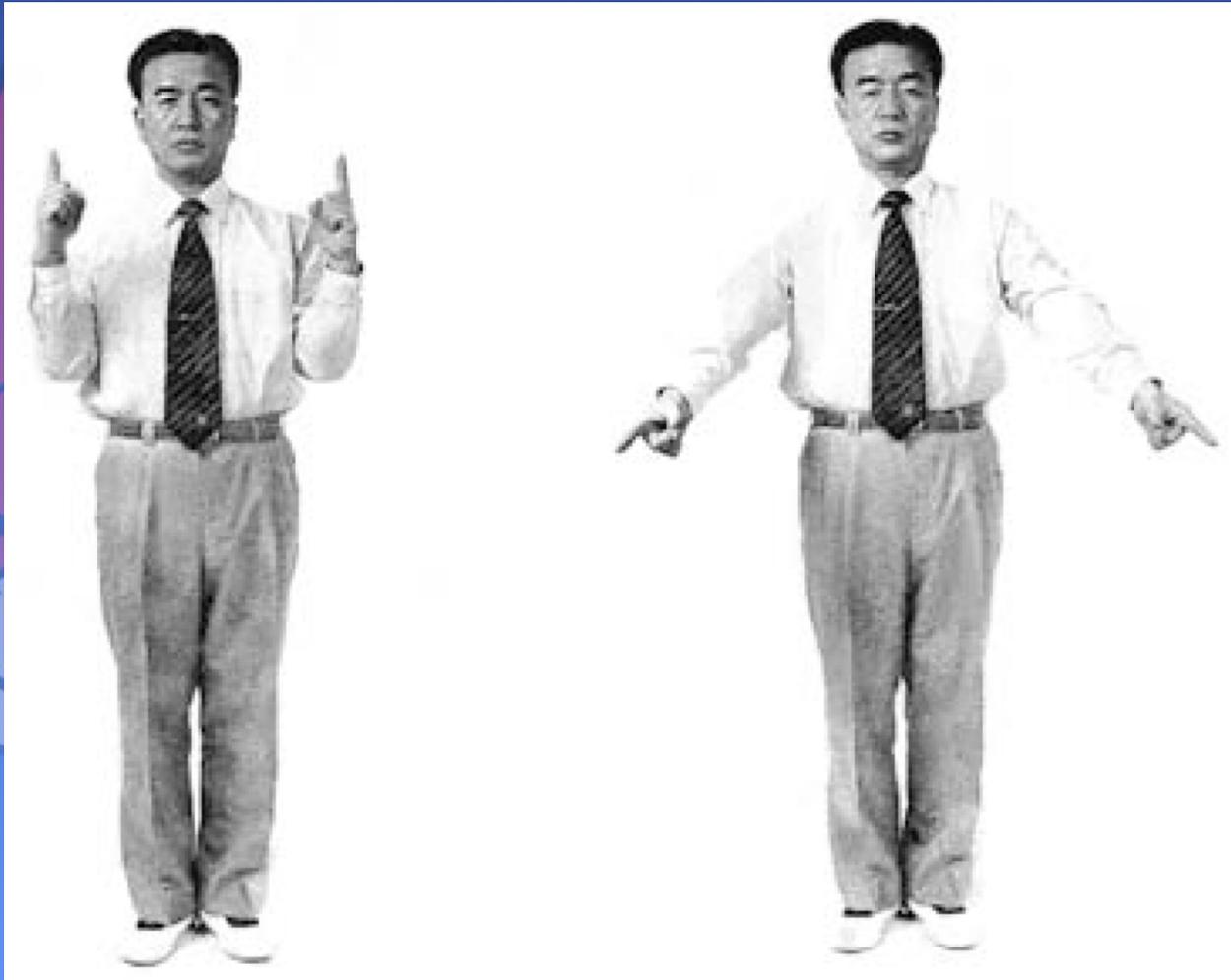


# Montana Taekwondo Association

## Referee Hand Signals



# Call for Contestants



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



# “Joon-bi” (Ready)



# “Kal-yeo” or “Keu-man” (Break)



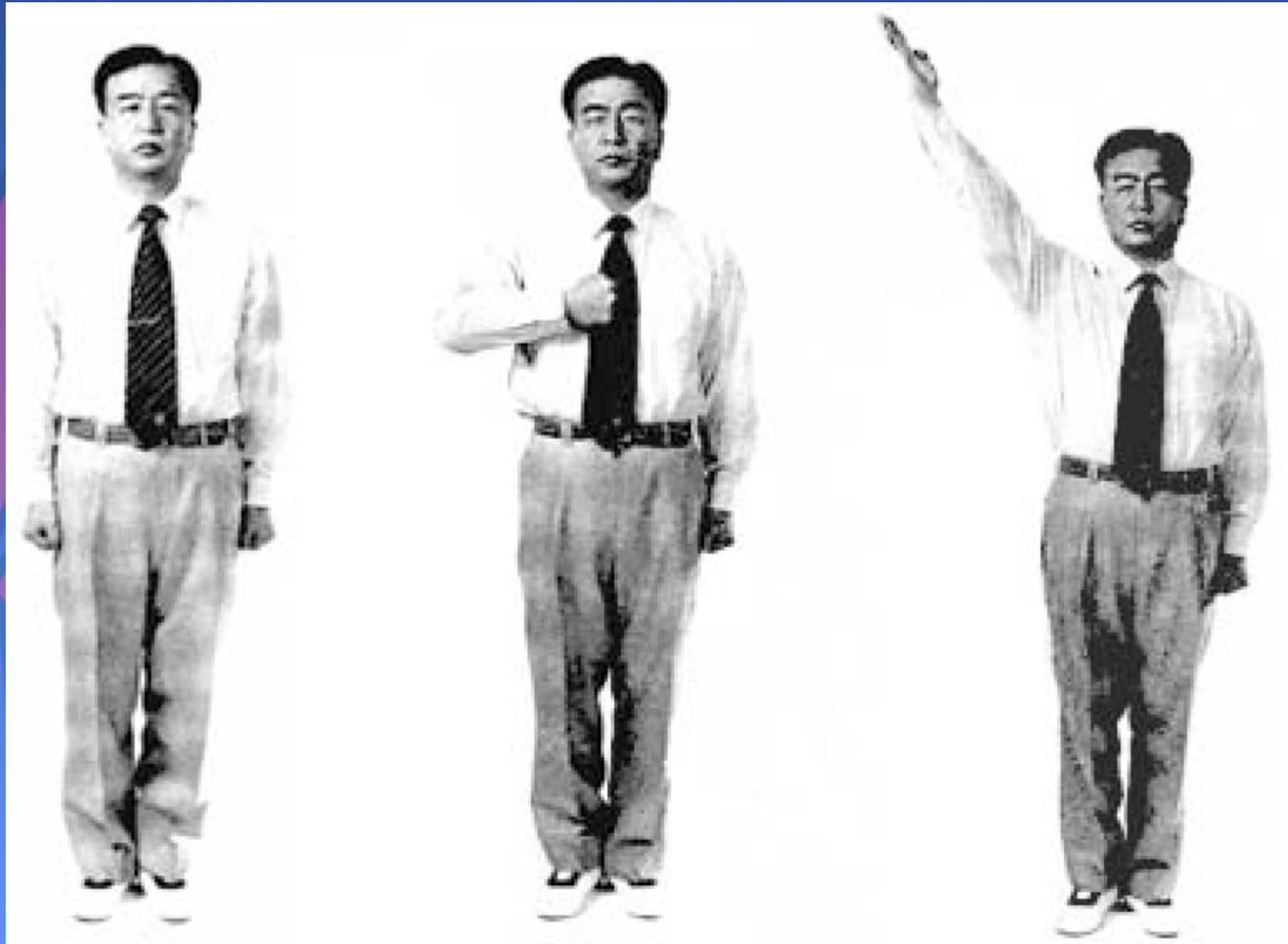
# “Shi-jak” (Begin)



# “Kye-sok” (Resume)



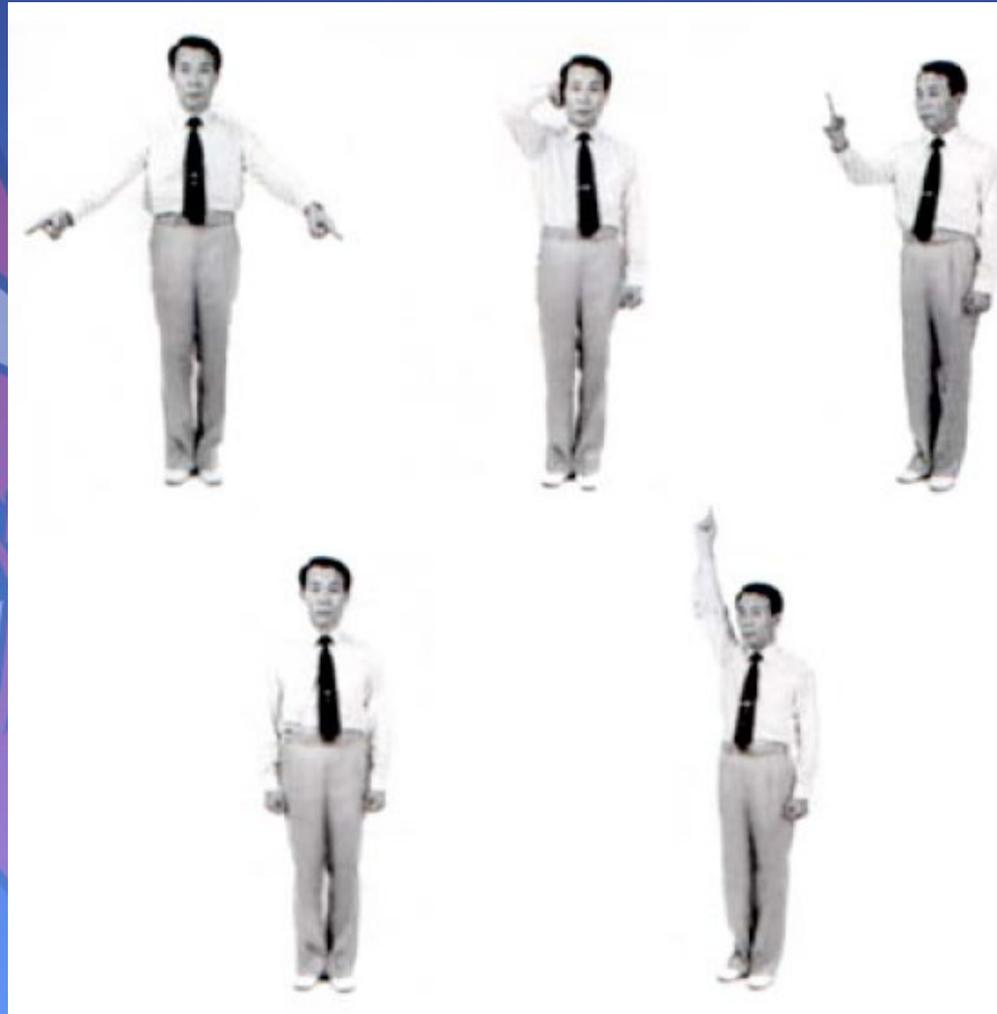
# Declaration of Winner (Chung Sung)



# Declaration of “Kyong-go”



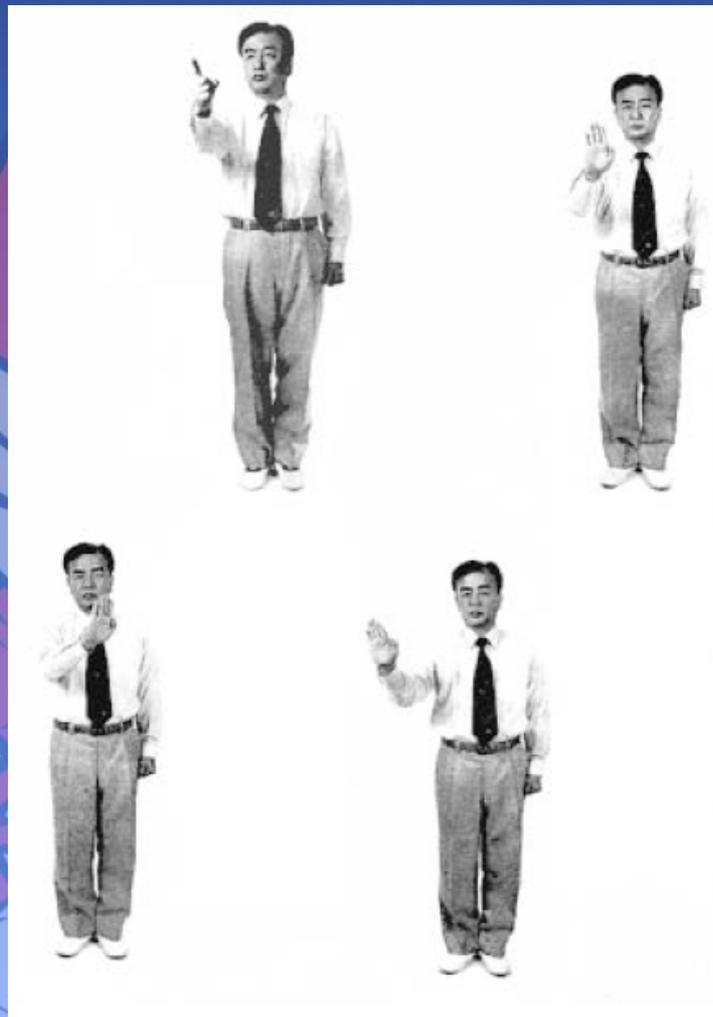
# Declaration of “Gom-jeom”



# “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](http://www.montanataekwondo.org)



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

