



**Official L.T.S.I. Umpire
Reference Booklet 2018**

(these rules can change at the organisers' discretion)

Version 4: 22/01/18

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Duties and Set Up

This Umpires manual is a guideline of how L.T.S.I. events will be run. We strongly advise any party that is looking to attend L.T.S.I. events to browse the contents, as it will prevent unnecessary issues on the day.

The Head Table (holds full control of the event at all times)

The Head Table is the heart of the event, as it serves as mission control - it records all points on the PC's over the day to find the top clubs. This will be situated behind the competition area and sit close by the awards and podiums. The staff working on the head table are volunteers who have a number of duties. The Tournament host is the 'Tournament President' and will be the port of call for any issues that the supervisors cannot deal with.

Head Table Duties

- Records all medal winners across the day for the Internet results
- Keeps projection area updated during the day
- Checks online entries submitted (if requested by the Ring Supervisor)
- Book in Coaches, Officials and Masters in morning
- Allocate all paperwork to the tournament ring supervisor at correct times during day

Tournament Ring Supervisor Duties

This is a person employed for the day to undertake the following duties at the competitions. This person will be of the grade of 4th Degree and above and will look after contact level on all rings and watch over all umpires to ensure total fairness is in play.

Duties

1. Check dress code of all officials before event starts
2. Check all officials know the rules before the event begins (rule book on all rings now)
3. To keep all rings running across the day, working in unison with the Head Table
4. Check paperwork before handing out to the rings and tick off on categories list
5. To ensure officials are given a break / water during the day to keep them alert
6. To ensure ring supervisors are making sure officials are giving their best at all times with NO bias.

No changes are to be made to paperwork without authorisation from the Head Table

Ring Supervisor (six needed to run all rings)

They have the overall power to do the following on their ring only –

- Remove any officials seen to be judging unfairly (a warning must be issued discreetly first)
- Remove / change referees if they are struggling with refereeing after warning (**please only do this in extreme circumstances**)
- Remove competitors / coaches if they are being over aggressive or rude to officials (**please ensure all officials agree with this**)
- Check all paperwork is signed off in capital letters for winners
- Escort all competitors to podiums along with paperwork
- Any issues you cannot handle should be taken to the arena supervisor who will be able to sort out the issue, or take it to the Head Table to find a solution

Ring Supervisors are asked to ensure all items are put back in the box at the end of the day.

Umpire Duties

Umpires are 14 years of age and over and hold a minimum of red belt in TaeKwonDo (13 year olds and under to be used as timekeepers & runners). Each umpire should give a concise unbiased view on all competitors, even if the competitor is part of their group / club. Anyone that is not capable of doing so **MUST** not apply to take on this duty. **Being an umpire demands integrity at all times, especially the following –**

- Knowledge of L.T.S.I. competition rules (please read this document fully and understand the rules beforehand)
- Knows how to score patterns and sparring (see scoring)
- Knows all patterns fully
- Able to offer an unbiased view at all times
- Able to give full attention to all competitors when bout is underway
- Able to concentrate in a noisy environment
- Able to fill in winners of all bouts in **capitals** when recording results on main table.
- Umpires are asked to never talk whilst bout is running (it looks bad)

The Umpires Job

Umpires serve two purposes –

1. To score patterns between 3 and 9 points (see scoring)
2. To score sparring between 1 and 3 points (see scoring)

Scoring patterns is not done to I.T.F. rules, but is done in a way that benefits both I.T.F. and non I.T.F. competitors

Umpires will sit facing the competitors – all chairs will be separated with a gap.

Umpires should **not** confer with each other on scores whilst bout is being run, as this is your opinion only and you should not be swayed by seniors or others on the panel.

When giving results at the end patterns, umpires should show cards to the audience then to the table.

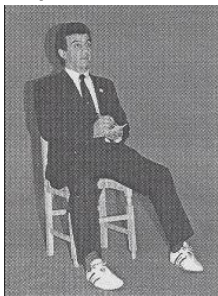
Top score and low score must be removed from scores if five umpires are used.

Lead judge to hold up right arm first to show right side scores and then repeat for left.

Umpires Dress Code

- Blue or black blazer, if possible
- White shirt
- Grey or black trouser
- Blue or black tie
- White trainers

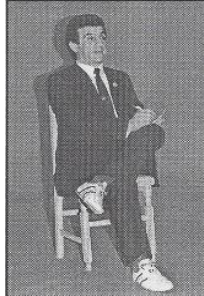
Umpires Conduct



Correct way to sit



Correct way to sit



Incorrect way to sit

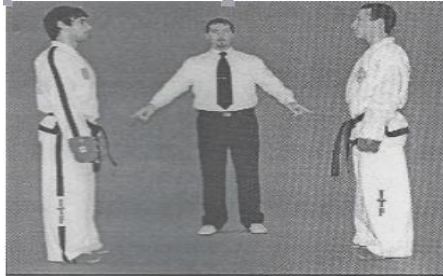
Referee Duties (3rd Dan and above)

These are guidelines to assist all referees –

- To control competitors when sparring (**contact levels**)
- Call the competitors into ring
- Explain commands (if needed)
 - Chariot – Bow
 - Jumbi – Ready
 - Si-Jak – Start
 - Hecho – Stop
 - Pharro – Return to squares
- Put assigned colour belts on respected competitors
- i.e. **Red = Right Side / Blue = Left side** (N.B. If competitor 1 has blue pads, make them left competitor by placing blue velcro belt on them and same for red side).
- Speak to competitors about contact levels before each bout
- Check equipment –
 - Head guard
 - Hand pads (closed finger only)
 - Foot
 - Shin
 - Mouth guard
 - Groin guard

Referees must check table are awarding warnings to correct competitor and resetting at the end of the bout.

At the end of sparring bouts, face both competitors to audience then give result.



Right side competitor – Red
Left side competitor – Blue

The winner must always give their name to the recording table – this will prevent any mistakes from happening. Recording of names **MUST** be in capital letters only (especially in the winner boxes)

Table top scoreboard – Big numbers = warnings. Small numbers = minus point.

Rules on draws –

The majority of ribbons held up is the winner.

In the case of a draw - 30 seconds extra time will be given

In the case of a second draw – mirror judging will be used. One umpire and the referee OR both umpires to see the point for the winner to be declared (both parties to agree on seeing the same technique).

Round Robin:

In the case that only three competitors are in a section, all competitors **MUST** compete against each other to find gold, silver and bronze (if unsure, speak to the arena supervisor for guidance). Place letter A, B and C next to each competitor.

Example:

Competitor A and B compete – A wins

Competitor B and C compete – C wins

Competitor C and A compete – A wins

In the above case, A has two wins so gets gold – C has one win so gets silver and B gets bronze.

Procedure before starting matches (example of what must be checked):

- Referee calls both competitors to centre of ring
- Referee places red and blue velcro belts on competitors
- Referee checks the following on both competitors –
 - Head guards are not split
 - Gloves are closed finger
 - Shin guards are worn
 - Foot pads are not ripped
 - Males have groin boxes on (ask the competitors only)

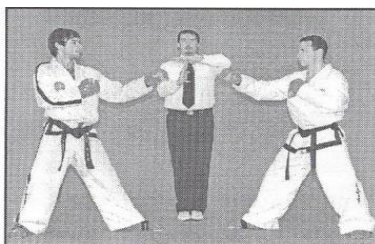
Start matches - bow to table, bow to each other, fighting stance then start (**once all umpires have confirmed they are ready**)

End Match - bow to each other, bow to table (winner to give name to table)

All bouts are usually 90 seconds, but ring supervisor will confirm with tournament supervisor if 60 or 90 is being used on the day.

Injury Time

Use left hand stretched out rested on top of right hand fingertips when a competitor is injured to tell time keeper to pause time. Only 60 seconds injury time can be given.



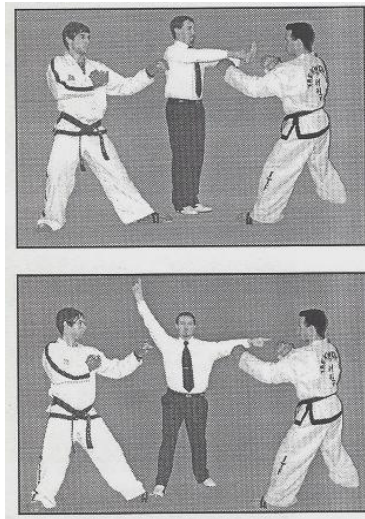
In the case of an injury in final - if competitor is injured and unable to carry on after 60 seconds, they will forfeit by default (i.e. be put into silver place). If the injury was caused by an illegal technique (knee or elbow etc. or over excessive contact), judges should be called in to decide if win should be given to the injured party (**use discretion**).

Referee Gestures -

Bow to ring referee, bow to each other - Feet together, palms facing up. Turn palms facing down to get competitors to show respect.

Warning (all warnings to be done the same) - Left palm faces opponent, right hand in a fist - tell competitor the offence.

To inform table: Step back into walking stance pointing at competitor (no need to shout offence), raising other hand in air with finger up. This system must be used on every warning given at our events.



Warnings

- Kicking low
- Falling over
- Turning away
- Spinning back fist (not looking first)
- Refusing to spar
- Holding on to each other
- Breaking three punch rule
- Stepping off mat
- Travelling

Three warnings means minus one point at end of match (**i.e. 7 warnings, minus 2 points**)

Minus points – Touch competitor's shoulder and hold your hand up with fingers up to represent points. Three points, three fingers - use other hand and do a striking motion across, so table know to minus points.

Official warning examples:

If a competitor is given O/W, please carry this through all bouts they are in by placing (O/W) by the side of their name. For more warnings (i.e. two or more), write 2 x O/W.

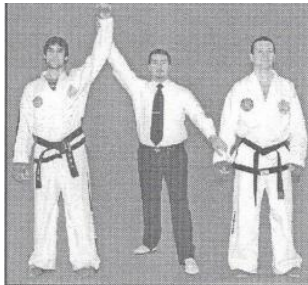
- ◆ These MUST be carried to all further rounds
- ◆ Excessive contact - official warning
- ◆ Verbally abusive to other competitor / referee - official warning
- ◆ Losing self control - official warning
- ◆ Judges being verbally assaulted by coaches - official warning
- ◆ Using illegal techniques - official warning
- ◆ Interference from public - official warning

In the case of 2 x official warnings already given - if a third official warning is then given, the ring supervisor must stand up and inform the referee the competitor must be disqualified.

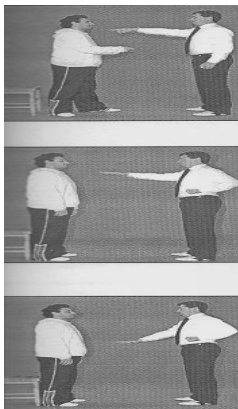
Sparring Scoring:

- Flurry of punches - 1 point (maximum punches is 3)
- Kick to body - 2 points
- Kick to head - 3 points

Winner



Coaches' conduct (DO NOT ever interfere with the bout)



Competitor Rules:

- All competitors MUST be 5 years old and above and hold a valid T.K.D. licence
- All competitors MUST be 9th Kup and above
- All competitors MUST wear full uniform – no t-shirts allowed
- All competitors may do their own grade pattern, or one under - exceptions to this are 3rd Dan, 1st Dan and 5th Kup (who must perform their own pattern), as these are separate divisions
- All competitors MUST follow the 3 punch / hand technique rule, then kick
- Competitor fee covers -
 - Sparring (one section only)
 - Patterns (one section only)
 - Special / breaking (one section only, 16 years and above)

Tul scoring (we do not give 1 or 2 points, as it looks bad on competitors)

All competitors MUST perform the pattern they name at the start, or no score will be given. Calling the wrong name at the end of the pattern will result in a 3 or 4 score being given.

3 to 5 represents a poor performance

6 and 7 represents a good performance

8 and 9 represents a very good to perfect performance

Points allocation for medal winners (for school title)

- Gold = 3 points
- Silver = 2 points
- Bronze = 1 point

For team patterns, only 3, 2 or 1 points will be allocated (not 5 x 3 points etc.)

Ring set up:

The outer panel will be red - this is not classed as outside of the ring, but a warning zone. Competitors should be made aware by the referee what this area at the side of the mat is for.



If a competitor steps off the mat, even with one foot, a warning must be issued for travelling.

Rings

All rings at the L.T.S.I. tournaments will be 7 meters by 7 meters. The inside of each ring will be blue panels with two red panels to represent red and blue (right side - red / left side - blue).

Officials needed on each ring

- 1 x 4th Degree and above (ring supervisor)
- 1 x 3rd Degree referee
- 3 Degree members for patterns (supervisor and referee will be used for these duties)
- 1 x 13 years and under Black Belt as a runner and timekeeper

Pattern set up

1. 7 chairs – 3 (if not enough umpires) or 5 chairs at the side of the table, 2 at the table
2. 1 table, cloth and box to run ring
 - a. 3 flip cards
 - b. 4 red and 4 blue clickers
 - c. Stop watch
 - d. Red & blue velcro belt
 - e. Ring bell
 - f. Ring sign

Things to look for in patterns

- Correct techniques being used
- Correct diagram being used
- Power on blocks, kicks and strikes
- Accuracy and speed
- Smoothness of pattern
- Start and finish position
- Breath control
- Good timing

Sparring Ring Set Up

- Three umpires – (2 corner and 1 outside centre if not enough umpires)
- Four corners only to be used if there are enough umpires
- One referee
- One supervisor
- One timekeeper

Competitor Requirement

- Both competitors to wear full dobok (white preferred)
- Full safety equipment MUST be used
- Head guards compulsory
- Groin protection on males
- Mouth guards must be worn
- Both competitors to wear velcro belts (red and blue)
- Three punch / hand technique rule to be observed
- This is a semi contact event, so excessive contact will be penalised

Unconscious Competitors

In the case of any bout where a competitor becomes unconscious due to a hit, fainting or seizure, please call for a first aider (they will decide if an ambulance is needed). The L.T.S.I. also has a number of parents that are qualified first aiders in the bleachers that can be on the arena, if required. However, our official first aider will always be the first port of call.

Coaches Rules

All coaches MUST register to be a coach beforehand, otherwise no badge will be given out - those without badges will be told to leave the competition area.

- Only one coach is permitted per 10 students entered.
- Coaches can only coach sparring section - once their competitor is getting ready to go onto the mat, the coach will come from the coaches area (located by awards) and guide until the bout has ended.
- Only one coach is allowed from each group on a ring.
- Coaches must sit on the chairs provided on each ring.
- Coaches will accept the decision of all rings. This is an open event and getting it 100% correct is almost impossible. If you want change, attend our umpire course.

Health & Safety

In the case of blood spillage, or any competitor being sick during a bout, umpires must call for first aider (located by the bleachers). Never handle blood without safety gloves on.

Blood must be cleared from the ring before further bouts commence. The first aid centre has a mop and bucket, if required.

Team Patterns

- **Junior Team - all 12 year olds and under (maximum of 2 Black Belts)**
- **Senior Team - all 13 years and over (maximum 2 Black Belts)**

Judging Team Patterns

Five Degree members will be randomly chosen for this role, preferably one from each group or club. The following should be shown -

- Good set up of pattern
- Pattern in time with team
- Two breaks in the pattern
- Correct technique
- Breath control
- Finishing shout
- Execution of good ending

Special Technique

Start and end in ready stance - run up is not allowed - jump kick - land in ready stance, or this will be a fault.

Breaking

Start and end in ready stance. 2 boards to start (1 for women) - if two competitors go through, another board will be added. In the case of two competitors reaching maximum boards, they will revert to other leg. In the case of a tie, the lightest competitor wins.

Awards Display

All medals and cups will be displayed at the back of the arena on tables covered in blue L.T.S.I. table cloths. These tables will be situated by the podiums and L.T.S.I. National flag.

P.A. System

This will be located by the awards table. Two wireless microphones will be used with this system and event speakers will be located at either end of the arena.

Podiums

Once the ring is finished, all medallists should be taken over to the podiums and ring paperwork handed to the announcer, who will announce the winners. All winners **MUST** be written in capital letters on the paperwork so our administration can deal with results accordingly.

First Aid

L.T.S.I. tournaments have an official first aider and an assigned group of back up first aiders that will be ready to assist if needed. The first aider has all items needed to run a sports event like ours. This will be located by the bleachers under the green gazebo.