

# 2026 ITF OPEN TOURNAMENT

## Umpire Rules

### PART 1: PATTERN COMPETITION

#### 1. Competition Format

1. Individual Patterns: Competitors will be grouped into 2–4 competitors groups. For athlete development, the two losing competitors may compete again, with the winner also receiving a silver medal. Placings will be awarded as 1st, 2nd, 2nd, and 3rd.

In divisions with only three competitors, the two losing competitors must also compete again.

The champions from 2 to 4 divisions of similar ranks may compete for the pattern “Champion of the Champion” title.

Colour belt competitors are required to perform only one designated pattern corresponding to their own rank level.

Black belt competitors must prepare three patterns.

2. Team Patterns: Team Pattern competitions will use a scoring system. Teams perform only one optional pattern determined by the lowest-ranked competitor within the team.

#### 2. Scoring System

##### 2.1. Individual Pattern Scoring Criteria

- Technical Accuracy: 5 points
- Power & Speed: 2 points
- Balance, Breathing, Sinewave & Presentation: 3 points

##### 2.2 Penalty system

Each mistake results in a 0.2-point deduction, with a maximum deduction of 1 point per same repeated error.

##### Mistakes:

- A. Stances: angles, knee bend, posture etc
- B. Hand and foot technique: Ready position, attacking and blocking tools (fist, knifehand etc) elbow bending angles etc
- C Height of the techniques: Height of hand and foot techniques
- D. Taking back the wrong foot at the end of the pattern or saying the incorrect pattern name



E. Loss of balance, fail to return to the starting point, pauses of 1–2 seconds, or inaccurate continuous/fast/connecting motion.

### **3. Major Errors**

Every major error spotted will result in immediate loss of the match (0 score).

Examples include:

- Performing a completely incorrect technique Eg, a movement of walking stance middle forefist punch was performed as walking stance low forearm block
- Starting in the wrong direction
- Pausing for longer than 3 seconds
- Omitting or adding movement

If both competitors make the above errors simultaneously, the match shall be declared a draw and rematch. If the result remains a draw after the rematch, the Jury will make the final decision.

### **4. Additional Judging Criteria**

2 Points

- Power & Speed: Techniques should demonstrate strong and focused execution, also take the competitors' age, bodyweight, height etc. into consideration.

3 Points

- Breathing: Exhalation should be controlled and powerful
- Rhythm: Movements should maintain correct timing without unnecessary pauses
- Sinewave: Competitors should demonstrate correct sinewave utilizing knee spring without unnecessary upper body movements.

### **5. Victory Decision**

The Jury shall determine the winner based on the five judges' flags

- A competitor receiving 3 or more flags wins
- If one competitor receives two flags, the other competitor receives one flag, and the remaining two flags indicate a draw, the competitor receiving two flags shall be declared the winner.
- If 3 or more judges declare a draw, the match is a draw
- Drawn matches must rematch again

### **Team Patterns / Family Patterns**

Scoring Criteria:

- Accuracy: 3 points
- Overall Artistic Presentation: 3 points
- Power & Speed: 2 points
- Breathing, Rhythm & Sinewave: 2 points



## **PART 2: SPARRING COMPETITION**

### **1. Competition Format**

Competitors will be grouped into groups of 2–4 competitors. To provide development opportunities for athletes, the two losing competitors may compete once more, with the winner will receive a silver medal. Final placings shall therefore be awarded as 1st, 2nd, 2nd, and 3rd place.

Champions from 2–4 group divisions of similar levels may advance to compete for the “Champion of Champions” title, which shall be conducted in a elimination format.

### **2. Permitted Attacking Tools**

Permitted hand techniques:

- Forefist punch
- Backfist

Not permitted hand techniques:

- Side Fist strike
- Knife-hand strike
- Reverse knife-hand strike

Permitted foot techniques:

- Ball of foot
- Footsword
- Heel
- Instep
- Sole of foot

### **3. Permitted Target Areas**

- Front and sides of the face and neck
- Front torso area from armpit to waistline
- Attacks to the back are prohibited

### **4. Scoring Criteria**

1 Point:

- Hand attack to middle or high section
- Foot attack to middle section
- Fying punch to middle section
- Perfect defensive action



2 Points:

- Foot attack to high section
- Flying hand attack to high section
- Flying foot attack to middle section

3 Points:

- Flying foot attack to high section
- 180-degree flying kick to middle section

4 Points:

- 180-degree flying kick to high section
- 360-degree flying kick to middle section

5 Points:

- 360-degree flying kick to high section

*\*If the target is struck 2–3 times during a flying technique using either the hand or foot, each successful technique shall be scored separately according to the above scoring criteria.*

## **5. Warnings**

Warnings may be issued for:

- Attacking illegal targets
- Leaving the competition area
- Holding, grabbing, or pushing
- Pretending to be injured
- Passive fighting
- Brawling with hand attack (consecutively more than 3 punches, no more than 3 punches for junior competitors)
- Ignoring referee instructions
- Unnecessary talking

Three warnings result in a one-point deduction.

## **6. Serious Fouls (Yellow Card)**

- Insulting an opponent
- Headbutting
- Excessive contact
- Continuing to attack after the referee stopped the match

## **7. Disqualification (Red Card)**

- Disrespecting referees
- Ignoring referee's or Jury's instructions
- Competing under the influence of alcohol or drugs

- Receiving three yellow cards

The referee shall raise a red card to indicate that the competitor has been disqualified.

### **8. Match Decision Rules**

- A competitor wins when 3 or more judges declare victory
- If two corner judges declare one competitor the winner, one corner judge declares the other competitor the winner, and one corner judge declares a draw, the competitor receiving two winning decisions shall be declared the winner.
- Draws proceed to 30 seconds overtime
- If two corner judges declare one competitor the winner and the other two corner judges declare a draw, the competitor receiving the two winning decisions shall be declared the winner.
- If three or more corner judges declare a draw, the match shall be declared a draw.
- If two corner judges declare one competitor the winner and the other two corner judges declare the opposing competitor the winner, the match shall be declared a draw.
- If one corner judge declares one competitor the winner, two corner judges declare a draw, and one corner judge declares the opposing competitor the winner, the match shall be declared a draw.

### **9. Draw**

An additional 30-second overtime round shall be conducted. If no winner is determined after overtime, the match shall proceed to a sudden death round. The first competitor to score shall be declared the winner. A competitor who receives three warnings or one yellow card before scoring shall be declared the loser.

During the match, judges should remain standing to observe scoring opportunities and raise their flags promptly when a valid score is awarded. The Center Referee may pause the match when necessary to confirm whether corner judges have raised their flags. A competitor receiving two or more flags shall be declared the winner. The Center Referee also holds one voting right.

## **PART 3: SELF-DEFENCE**

### **1. Mandatory Requirements (Adult Division Only)**

- At least one jumping kick (single kick);
- At least one jumping double-kick or triple-kick combination;
- At least one jumping dual-direction kicking technique;
- At least two sliding-step movements;
- At least one technique to escape from a grab or hold;
- At least one defence against a weapon attack (such as a knife, toy gun, chair, etc.);
- At least one double-defence technique against a simultaneous double attack.

Performance Time:

40–60 seconds



## 2. Scoring Method

### 2.1. Judging Criteria

- Technical Performance (including correct execution, power, balance, breathing control, and rhythm);
- Teamwork (including coordination, timing control, and speed);
- Artistic Presentation (including choreography, design, and realism).

### 2.2. Scoring Criteria

- Technical Performance: 5 points
- Teamwork & Artistic Presentation: 5 points

### 2.3 Decision Rules

- Highest and lowest scores are discarded, remaining scores are combined for final result
- Only the top three places shall be awarded.
- Tied teams must perform again

## PART 4: MODEL SPARRING COMPETITION

### 1. Rules

- Each team consists of 2 competitors
- During the demonstration, each team must include at least one flying techniques, and at least one jumping hand technique sequence is mandatory.
- Competitors must shout “Ya!” before beginning and on the final attacking movement

Performance Time:

40–60 seconds

### 2. Scoring Criteria

- Technical Skill: 4 points
- Teamwork, Choreography & Difficulty: 4 points
- Power: 2 points
- Time: Exceeding or falling short of the specified time limit, shall result in a deduction of 1–2 points.

## PART 5: SPECIAL TECHNIQUE (FLYING HIGH FRONT KICK)

The Special Technique event shall consist exclusively of the **Flying High Front Kick**. Competitors will be divided into separate **Male** and **Female** divisions.

The detailed rules, judging procedures, starting height, target height adjustments, competition order, and any other technical requirements will be explained by the appointed officials on the



day of the competition. Prior to the event, officials will assess the height, physical condition, and general suitability of all registered competitors to ensure that the event is conducted fairly, safely, and consistently for all participants.

All competitors must follow the instructions of the officials at all times. The officials reserve the right to make appropriate adjustments to the competition procedure where necessary to protect athlete safety and maintain fairness throughout the event.

## **PART 6: REFEREE REGULATIONS**

### **1. Referee Code of Conduct**

All referees must:

1. All referees must conduct themselves in accordance with personal integrity and dignity.
2. All referees must devote their full attention and commitment to the competition.
3. All referees must maintain fairness and impartial judgment under all circumstances.
4. All referees must maintain an appropriate professional distance from competitors.
5. All referees must possess basic first aid knowledge.

### **2. Referee Terminology**

CHA RYOT – Attention	KYONG YAE – Bow
JUN BI – Ready	SI JAK – Begin
HE CHYO – Separate	GE SOK – Continue
GU MAN – Stop	SIL KYOK – Disqualification
JU UI – Warning	GAM JEOM – Deducting Point
HONG – Red	CHONG – Blue
IL HE JON – First Round	YI HE JON – Second Round
SAM HE JON – Third Round	
SON TAEK TUL – Optional Pattern	
JI JONG TUL – Designated Pattern	
YON JANG JON – Extension Round	
DUK JOM JON – Golden Point Bout	
SUNG – Winner	
HO SIN KYONG GI – Self-Defence Routine	
JAYU MATSOGI – Free Sparring	
TUK GI – Special Technique	
WI RYOK – Power Breaking	
GAE IN JON – Individual Event	
CHE JON – Team Event	