



ITF European Community Team Championships Rules

All rules are as per ITF rules except where adjusted as described in this document. Teams will consist of four members including one substitute member. Each team must compete in BOTH Pattern and Sparring competition. Points will be awarded for podium finishes as described below. The maximum points possible per team is 6. Two 3rd place medals will be given. The winning team is the team with the most points. There is no limit to the number of teams from each country.

Points awarded based on podium position

- 3 points for Gold position
- 2 points for Silver position
- 1 point for Bronze position

PATTERN and SPARRING

- A. The competitors will be from 1st to 8th Degree.
- B. Groups Male and Female. Gender as assigned at birth
- C. Divisions Junior and Adult

Junior is defined as 14yrs – 17yrs in the year of the event

Adult is defined as 18yrs or older in the year of the competition.

ELIMINATION

- A. Competition order will be drawn randomly. Every effort will be made to separate teams from the same country in the first round.
- B. Team elimination: This event will use the single elimination system. Teams will compete 1 to 1, a coin toss will decide which team goes first. The first team will perform the 2 Patterns and then the second team will do the same. The Jury will choose the better one to go forward to the next round.

SYSTEM OF COMPETITION PATTERNS

Each team (three competitors plus 1 sub) must perform together one optional and one designated Pattern. The Tul must be from Choong-Moo to Ge-Baek. They may line up in any format they choose and may perform one choreographed Tul with up to three breaks. One team member may not perform more than two moves on their own without the other team members following, and must be seen to be



teamwork. The choreography can include individual movement or in unison. The scoring will be from junbi to junbi.

A break is defined as a single movement (as stated in the condensed 1999 encyclopaedia) performed out of synchronization and cannot be performed on movements which are continuous motion, connecting motion, fast motion or on Kihaps.

RESULT PROCEDURES

In team competition the following result win, lose or tie will be applied:

- 1) When 3 or more judges vote in favour of a team, that team is the winner.
- 2) When 3 judges decide a tie and 2 judges vote in favour of a team, that team will be the winner.
- 3) When 2 judges vote in favour of a team, 1 judge in favour of the other and 2 judges decide a tie, then the team with the 2 judges in favour will be the winner.
- 4) When 2 judges vote in favour of a team, 2 in favour of another and 1 judge decide tie, then the result will be a tie.
- 5) In the event of a tie in eliminating and final rounds, the same procedure will be followed: the Jury will designate another pattern to be performed until a winner is decided.
- 6) In the case both teams stop in the execution of the pattern in any instance, this will be considered a tie.

OFFICIALS

1 jury president, 2 members of the jury, 5 judges, the central judge will give the commands

SYSTEM OF COMPETITION SPARRING

3 competitors and one extra in reserve, the reserve must not be at the ringside. Teams compete in male and female open weight.

DURATION OF BOUTS

Each bout (elimination and finals) will be of 1 round of 2 minutes duration



RESULT PROCEDURES

Team procedures: In team competition the following result win, lost or tie will be applied:

1. When 3 or 4 judges vote in favour of a competitor, that competitor is the winner and 2 points will be given to his/her team.
2. When 3 judges decide a tie, 1 point will be given to both teams.
3. When 2 judges vote in favor of a competitor, 1 judge to the other and 1 judge as a tie, then the competitor with the 2 judges in favour will be the winner and 2 points will be given to the scoring of his/her team.
4. When 2 judges vote in favour of a competitor and 2 judges in favour of the other then the result will be a tie and 1 point will be given to the scoring of each team.

When the three matches are finished and the result is a tie, each team will choose their best competitor to perform another round of 1 minute duration. If once again the result is tie 1 round without time limit will follow where the competitor that gets the first point will be the winner. To decide the winner, 2 judges must agree. The score is ascendant and descendant, this means that the competitor who has 1 minus point due to a sum of warnings or a direct minus point automatically loses.