

# Tournament protocol for Masters, Coaches, Competitors, and Spectators



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## **1. Introduction**

In this document you will find all of the rules and regulations that govern our events. Our reasoning behind what we have done is that safety is our #1 priority for everyone. In all cases, we will endeavor to ensure all participants have the best possible experience under the fairest and safest conditions.

## **2. Expectations of Behavior**

The Director(s) of Officiating and referees reserve the right to disqualify any competitor from competition if there is unfair play, unwanted, or poor behavior, by any parties affiliated with the competitor. Any derogatory language from masters, coaches, parents, and teammates will not be tolerated.

Threats to any official(s), volunteers, parents, or other competitors will not be tolerated. The entire team associated with the offending competitor may also be expelled from the venue.

## **3. Expectations of Behavior for Officials**

All referees, assistant referees, corner judges representing UTTC will have been through numerous training seminars. They are instructed to be fair, unbiased, and professional in their demeanor and their posture.

# **4. OVERSEEING OF TOURNAMENT JUDGING**

## **SPARRING:**

All corner judges and referees will be monitored by the Marshall that will be responsible for 1 - 6 ring(s) at the event. The Marshall will ensure that appropriate attention is being paid to all competition within their area of responsibility.

If the Marshall feels that any of the corner judges or referees are not acting in a fair and unbiased manner, they are empowered to address the issue with individual in question, or remove that person from their duties. They will immediately inform the Director(s) of Officiating of the incident in detail, who will follow up as necessary.

Corner judges will use their discretion on the appropriate space needed to perform their duties. They may request people to move, or be seated around the ring. If the corner judge's requests are not respected, minus points, disqualification, or ejection of the competitor may occur.

\*No Masters, Coaches, Instructors, or Spectators will be able to approach the head table or corner judges during the process of an ongoing match, unless they have been invited by the referee or the Director(s) of Officiating. All scoring will be kept confidential unless the Director(s) of Officiating requests a release of scores.

### **PATTERN:**

The Referee that is responsible for each pattern event will ensure that each judge is giving a fair and unbiased decision for each and every competitor. If there is a problem or concern with any individual judge, then the referee is empowered to address the issue with the party concerned or remove them from their duties and inform the Marshal, and/or the Director(s) of Officiating immediately of the incident in detail.

Upon review of the information received, the Marshal, or Director(s) of Officiating will speak to the individual in question and deal with the situation in a manner that he/she feels is appropriate.

### **5. APPEALS:**

- If there is a decision that is in dispute, then this can only be presented by the competitor's Instructor/Coach immediately following the disputed match.
- This will be brought to the Marshal, or the Director of Officiating.
- Each head instructor will be allowed 2 appeals throughout the tournament. At no charge.
- Subsequent appeals will be levied \$150 Canadian Dollars. If the appealing head instructor is successful, the \$150 Canadian Dollars will be refunded.
- The Marshal or the Director(s) of Officiating will gather all information and review the decision made by the judges, and referee(s) of the match in question. A decision will be made within a reasonable time frame and the Instructor/Coach will be informed of the decision.
- The Director of Officiating will then review all material and render a decision that will be final in all respects.

### **6. Officials Attire**

Marshals, Referees, Assistant Referees, and Judges will be dressed in professional and/or athletic straight leg black pants, designated shirt provided by UTTC, and comfortable black or white non - marking footwear.

### **7. Dimensions of Ring:**

The ring is to measure 8 m x 8 m (8 puzzle mats x 8 puzzle mats).

## **8. Patterns**

When judging patterns between head to head competitors judges will choose a winner at their completion. The referee will ask "Judges ready" the officials will then cross their arms in front of their chest to signal they are ready. Then the referee will then call "Score". In a quick and decisive motion the judges will signal their choice of winner. If the winner is the left competitor the left arm will go down, if the winner is the right competitor the right arm will go up. The competitor with the most votes wins. Patterns will be judged by three (3) or five (5) officials.

### **Scoring of Patterns**

As patterns vary from organization to organization. In an attempt to be as fair as possible patterns will be judged on stances, power, balance, and flow. Each judge will assess the competitors and determine a winner based on those criteria.

Competitors must declare what pattern they are performing prior to the beginning of their match.

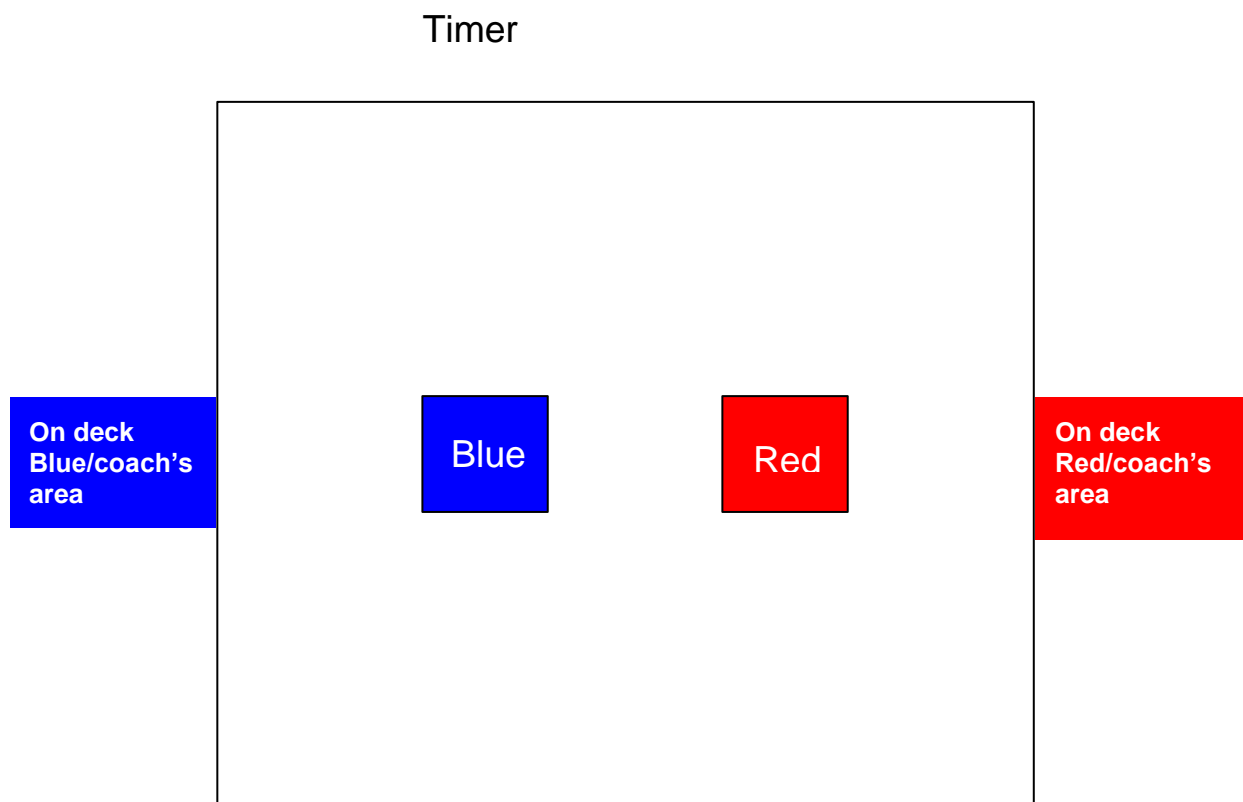
- Colour Belts must perform their own ranked pattern or one below their current rank.
- Black Belt competitors will not be allowed to perform patterns above their rank. If a competitor chooses an ineligible pattern, they will be given twenty (20) seconds to declare an eligible pattern or they may be disqualified.

\*All other styles must perform their own ranked patterns\*

<p><b>Patterns acceptable for 1<sup>st</sup> Dan:</b>          Choong – Moo          Gwang – Gae          Po – Eun          Ge – Bek</p>	<p><b>Patterns acceptable for 2<sup>nd</sup> Dan:</b>          Gwang – Gae          Po – Eun          Ge – Bek          Choong – Jang          Ko – Dang          Eui – Am</p>
<p><b>Patterns Acceptable for 3<sup>rd</sup> Dan:</b>          Choong – Jang          Ko – Dang          Eui – Am          Sam – Il          Yoo – Sin          Choi - Yong</p>	<p><b>Patterns Acceptable for 4<sup>th</sup> Dan:</b>          Sam - Il          Yoo – Sin          Choi - Yong          Ul – Ji          Moon – Moo          Yon – Gae</p>
<p><b>Patterns Acceptable for 5<sup>th</sup> Dan and above:</b>          Ul – Ji          Moon – Moo          Yon – Gae          So – San          Tong – Il          Se - Jong</p>	

## **9. Placement of Officials and Competitors for Sparring:**

The ring may will be officiated by a minimum of three judges and a referee. Judges will be seated at corners of rings for continuous, and standing around their corner for point sparring.



## **10. TARGET AREAS**

“High Section” techniques must be executed above the shoulders and in front of the ears. Techniques will not be counted as a point if they are executed to the back or the top of the head, behind the ears, neck or throat.

“Middle Section” techniques must be executed between the shoulders and in the top of the belt. Techniques must also be executed to the front or sides of the body torso. Techniques will not be counted as points if they are executed to the back, arms or anywhere below the belt.

## **11. Competitor Uniform and Equipment**

Competitors must be in an appropriate uniform and belt.

Competitors must have short and safe finger and toe nails.

All jewelry must be removed prior to competing.

Eyeglasses are worn at the risk of the competitor.

### **Mandatory Safety Equipment:**

- All competitors over the age of six (6) will be required to have safety equipment
- All safety equipment is the responsibility of the competitor.
- Includes:
- Fitted mouth guard
- Soft Foam Dipped, Leather, or Vinyl Head Gear
- Soft Foam Dipped, Leather, or Vinyl Hand and Foot Gear
- Hand gear must not exceed the mass of 10 oz.
- Each must cover all fingers, toes, and heels.
- Males must wear a groin protector, females is optional
- \*Optional are chest guard\*

### **All equipment will be inspected and approved prior to the division starting by the referee.**

- All safety equipment must show no signs of damage or modification. Examples of these are, but not limited to: rips, tears, cracks, or tape, etc.
- If a competitor has equipment that is deemed non-compliant, they will have until their first match begins to find approved replacement equipment.
- Any forgotten, non - compliant equipment, failure to find approved equipment may result in disqualification.

## **12. Continuous Sparring**

### **Scoring:**

- Continuous sparring competitions will be scored with point clickers to track each competitor.
- Techniques that are executed to the proper target areas, and not obstructed by an opponent's block will be awarded points accordingly.  
Points will be awarded as follows:
  - 1 point - for any hand technique to either middle or high section
  - 2 points - for any foot technique to either middle or high section
  - Points will be awarded for clean and controlled techniques. Wild techniques will not be awarded points and may result in warnings or minus points.
  - Successful execution of punching combinations will be awarded 1 point.

### **Colour Belts Continuous:**

- 1-90 second continuous time round.
- Divisions will either be on a single elimination format, or a consolation bracket format.
- In a consolation bracket winners of the first round will go toward first and second. The non-winners will go toward third place.
- **Levels of contact will be discussed on page 19 of this document.**
- Any competitor deliberately making contact with no regard for their warning(s) will be immediately disqualified
- If blood is drawn with the intent to injure an opponent, then the offending competitor will be disqualified.
- There will be no coaching allowed for the colour belt competition.

### **Black Belt Continuous**

- 1-2 minute continuous time round.
- On a single elimination bracket.
- **Levels of contact will be discussed on page 19 of this document**
- If, in judgement of the referee, a competitor is intending to hurt an opponent, they will be immediately disqualified.
- If contact is made that is not controlled and excessive than a warning or a minus point will be issued. Further infractions will result in a minus point (2 maximum) and disqualification.
- All black belts will be judged on their accuracy, deliverance, and control of their techniques during sparring matches.



- If a player cannot continue the match due to an inflicted injury they must receive clearance from the first aid staff before being allowed to continue in other events.
- Coaching is permitted for the black belt competition.

### **Elite Black Belt Continuous**

- 18+ age restriction for this division
- Black belts can enter both divisions.
- 2 - 2 minute continuous time rounds. With a 1 minute break between rounds.
- On a single elimination bracket
- **Levels of contact will be discussed on page 19 of this document**
- If, in the judgement of the referee, a competitor is intending to hurt an opponent, they will be immediately disqualified.
- If contact is made that is not controlled and excessive than a warning or a minus point will be issued. Further infractions will result in a minus point (2 maximum) and disqualification.
- All black belts will be judged on their accuracy, deliverance, and control of their technique during sparring matches.
- If a player cannot continue the match due to an inflicted injury they must receive clearance from the first aid staff before being allowed to continue in other events.
- Coaching is permitted for the black belt competition.

### **COACHING**

Coaching will only be permitted for black belt divisions. For colour belt divisions Instructors and Coaches may be around the ring but can only encourage their players. No strategic encouragement will be tolerated.

In the black belt divisions a coach will be provided a chair within a coach's area next to the ring. Coaches must remain in their area unless invited into the ring by the referee (injury to player, discussion with referee).

Only the coach will be permitted in the coach's area next to the ring. With a limit of 1 coach per player.

### **MARKING COMPETITORS BY COLOUR**

**RED RIBBON** – To be placed on the competitor to the right of the referee when the referee is facing the head table.

**BLUE RIBBON** – To be placed on the competitor to the left of the referee when the referee is facing the head table.

## **CALLING FIGHTERS INTO RING AND BEGINNING ROUND**

The Referee will:

1. Point to each fighter and signal them with their hands to enter the center of the ring. (spaced approx. 1 meter apart)
2. Place hands up in front, palms facing toward the head table, and indicate a bow to the head table while the referee is standing by the head table.
3. Place hands up in front, palms facing each other, and indicate a bow between competitors.
4. Give the competitors the proper command to assume a fighting stance. The referee will simultaneously place their right hand between the competitors and place their right foot back.
5. They will then give the command to start and pull their right hand back.

## **CALLING "TIME"**

To do this the referee will point to the Timekeeper, then cross their two hands making a "T" sign. (Calling out the words "Time" can be done in conjunction with the hand signal)

## **Restarting the Round:**

If the referee has stopped the fight for any reason, the players will return to their starting points at the center of the ring. The referee will give the competitors the proper command to assume a fighting stance. The referee will simultaneously place their right hand between the competitors and place their right foot back. They will then give the command to start and pull their right hand back.

## **Forfeiture:**

If at any time during a match a coach is concerned about the safety and well-being of their player; they may call out "STOP!". At that point the referee will stop the match and declare the other competitor the winner. This is a final decision that is to look out for the well-being of the player.

### **Declaration of Winners for Sparring:**

At the conclusion of the round the center referee will bring the competitors back to their original positions. The center referee will call "Judges Score" and the corner judges will raise the clicker of the competitor that won the match. The center referee will clearly call out each judge's result, and will then raise the hand of the winner. In the event of a tie a thirty (30) second overtime to determine a winner. Judges have been instructed that they must pick a winner at the end of the overtime. The winning competitor will have his or her arm raised to signify the win. They will then be directed to the head table to ensure that the proper competitor moves on.

## **13. Point Sparring**

\*For point sparring all rules and expectations regarding safety, sportsmanship, coaching, and safety equipment will be the same as continuous.\*

### **Scoring:**

- Continuous sparring competitions will be scored with point clickers to track each competitor.
- Techniques that are executed to the proper target areas, and not obstructed by an opponent's block will be awarded points accordingly.  
Points will be awarded as follows:
- 1 point - for any hand technique to either middle or high section
- 2 points - for any foot technique to either middle or high section
- Points will be awarded for clean and controlled techniques. Wild techniques will not be awarded points and may result in warnings or minus points.
- Successful execution of punching combinations will be awarded 1 point.

### **Colour Belts Point Sparring:**

- For students 10 + **and** over the rank of green will be given the opportunity to try point sparring.
- 1-2 minute continuous time round. If the players are tied it will be sudden death first point.
- On a single elimination bracket.
- **Levels of contact will be discussed on page 19 of this document.**
- Any competitor deliberately making contact with no regard for their warning(s) may be immediately disqualified
- If blood is drawn with the intent to injure an opponent then the offending competitor will be disqualified.
- There will be no coaching allowed for the colour belt competition.
- There will be a 10 point mercy rule. If a player at any point is winning by 10 points or more, the match will be stopped and they will be declared the winner.

## **Black Belt Point Sparring**

- 1-2 minute continuous time round. If the players are still tied it will be sudden death first point.
- On a single elimination bracket.
- **Levels of contact will be discussed on page 16 of this document**
- If, in judgement of the referee a competitor is intending to hurt an opponent then they will be immediately disqualified.
- If contact is made that is not controlled and excessive than a warning or a minus point will be issued. Further infractions will result in a minus point (2 maximum) and/or disqualification.
- All black belts will be judged on their accuracy, deliverance, and control of their technique during sparring matches.
- If a player cannot continue the match due to an inflicted injury they must receive clearance from the first aid staff before being allowed to continue in other events.
- Coaching is permitted for the black belt competition.
- There will be a 10 point mercy rule. If a player at any point is winning by 10 points or more, the match will be stopped and they will be declared the winner.

## **Pausing the Round for Points:**

If a point is seen (without a warning), the following actions will occur:

- The referee will shout "STOP" to halt the action.
- The referee will say, "JUDGES SCORE" and each corner judge and the referee will indicate one of the following signals. 1, or 2, point(s) while pointing to the side the competitor stands on, or "no point" marked with an "X" with their arms.
- Points will be awarded according to the majority of judges who saw the techniques.
- If two or three officials score different points for the same competitor, the lowest score called by the officials will be awarded.

## **Restarting the Round:**

- Players should be back on their appropriate spot at the center of the ring.
- The referee will give the competitors the proper command to assume a fighting stance. The referee will simultaneously place their right hand between the competitors and place their right foot back.
- They will then give the command to start and pull their right hand back.

**Forfeiture:**

If at any time during a match a coach is concerned about the safety and well-being of their player; they may call out "STOP!". At that point the referee will stop the match and declare the other competitor the winner. This is a final decision that is to look out for the well being of the player.

**Declaration of Winners for Point Sparring:**

At the conclusion of the round the center referee will bring the competitors back to their original positions. The center referee will state the final score at the head table and raise the hand of the winner. In the event of a tie a thirty (30) second overtime to determine a winner. If the players are still tied it will be sudden death first point. Winners will then be directed to the head table to ensure that the proper competitor moves on.

## **14. 3 Person Team Point Sparring**

### **Organization of Event**

- This event is for black belts only. Head instructors/coaches may appeal to the Director of Officiating to allow one (1) red belt to fulfill the needs of the team.
- 5 minute continuous time round.
- The format of the competition will vary depending on how many teams enter.
- There will be no mercy rule for this competition.

### **Beginning the Match**

- At the beginning of the match the referee will perform a coin toss to determine what team will send their first competitor.
- The referee should indicate to the teams as to what side of the coin is heads and what side of the coin will be tails.

### **Pausing the Round for Points:**

If a point is seen (without a warning), the following actions will occur:

- The referee will shout "STOP" to halt the action.
- The referee will say, "JUDGES SCORE" and each corner judge will indicate one of the following signals. 1, or 2, point(s) while pointing to the side the competitor stands on, or "no point" marked with an "X" with their arms.
- Points will be awarded according to the majority of judges who saw the techniques.
- If two or three officials score different points for the same competitor, the lowest score called by the officials will be awarded.
- While judges are awarding points teams may switch their player during this time. Once the referee has begun to restart the round no switches will be allowed.
- There are no restrictions on how many switches can or need to be made.
- However, every player must make at least one (1) appearance in the ring.

### **Restarting the Round:**

- Players should be back on their appropriate spot at the center of the ring.
- Give the competitors the proper command to assume a fighting stance. The referee will simultaneously place their right hand between the competitors and place their right foot back.
- They will then give the command to start and pull their right hand back.

## **15. DESCRIPTION OF MINOR OFFENCES**

All warnings are to be given immediately after the infraction has occurred. They will be signaled with the right hand regardless of who has committed the infraction or where the offender may be located in the ring. The referee will use their pointer finger drawing it from in front of their left shoulder to in front of their right leg

### **Holding –**

- 1- Point to offender
- 2 - Clasp the left wrist with the right hand
- 3 – Signal a Warning

### **Pushing –**

- 1 – Point to offender
- 2 – Both hands open in front of chest with palms out
- 3 – Push hands away from body
- 4 – Signal a Warning

### **Grabbing –**

- 1 – Point to offender
- 2 – Open right hand beside body
- 3 – Pull up hand making a fist
- 4 – Signal a Warning

### **Turning Back To Opponent -**

- 1 – Point to offender
- 2 – Left hand in a fist in front of chest
- 3 – Right hand across back of left fist
- 4 – Signal a Warning

### **Out of Bounds-**

- 1 - Point to offender
- 2 – Draw a square with both index fingers
- 3 – Signal a Warning



**Falling Down Intentionally–**

- 1 – Point to offender
- 2 – Push open hands downward in front (palms facing down)
- 3 – Signal a Warning

**Faking Injury –**

- 1 – Point to offender
- 2 – Right hand fingertips covering mouth
- 3 – Signal a Warning

**Attacking the Groin -**

- 1 – Point to offender
- 2 – Open hand (with palm facing) motion toward groin
- 3 – Signal Warning

**Attacking with the Knee-**

- 1 – Point to offender
- 2 – Right hand open, palm facing toward knee
- 3 – Lift the right knee to the right hand
- 4 – Signal a Warning

**Kicking Below the Belt -**

- 1 – Point to offender
- 2 – With an arc hand and arm motion to the side of thigh
- 3 – Signal a Warning

**Showing Off -**

- 1 – Point to offender
- 2 – Right arm extended straight up with a fist
- 3 – Pull fist downwards to shoulder twice
- 4 – Signal a Warning

**Foul Language -**

- 1 - Point to offender
- 2 – Place left index finger to lips
- 3 – Signal a Warning

### **Distraction of Referee by Coach/Fan of Competitor**

- 1 – Point to offender
- 2 – Point to Competitor
- 3 – Left index finger to lips
- 4 – Signal a warning

### **Intentional Contact to the Back or Back of the Head**

- 1 – Point to offender
- 2 – Right hand palm placed on the back of the head
- 3 – Signal a Warning

The above warnings are considered minor infractions. Players will receive two (2) warnings of any infraction before receiving a minus point(s). If a player receives three (3) minus points they will be disqualified.

## **16. DESCRIPTION OF MAJOR OFFENCES**

Serious infractions are awarded minus points immediately. The referee will signal a minus point by raising their right fist above their shoulder, with pointer finger raised.

### **Intentional Head Butt**

- 1 – Point to offender
- 2 – Right hand palm with fingertips to forehead
- 3 – Signal a Minus point

### **Intentional Contact to the Back or Back of the Head**

- 1 – Point to offender
- 2 – Right hand palm placed on the back of the head
- 3 – Signal a Minus point

### **Attacking a Fallen Opponent**

- 1 – Point to offender
- 2 – Make a Walking Stance
- 3 – Punch with the right hand toward the ground
- 4 – Signal a Minus point

### **Attacking After Referee has Stopped a Match**

- 1 – Point to offender
- 2 – Make the symbol for “Time”
- 3 – Make the symbol for “Contact”
- 4 – Signal a Minus point

### **Bad Behavior -**

- 1 – Point to offender
- 2 – Left index finger to lips
- 3 – Signal a Minus point

## **17. Contact**

Contact for all ages and all divisions will be assessed one (1) warning, and will subsequently be issued minus points.

### **Ages 6 - 12, White - Black Stripe:**

Incidental Contact

Intentional contact is not allowed. However, incidental contact can occur.

Techniques executed from 1 - 10 cm from the target will be awarded points.

### **Ages 13 - 17, White - Black Stripe:**

Touch contact to the body

Incidental contact to the head.

Incidental is defined as intentional contact to the head is not allowed.

Touch is defined as the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of the touch is felt by the opponent.

Techniques executed from 1 - 10 cm from the target will be awarded points.

### **Ages 18+, White - Black Stripe:**

Touch contact to the body

Incidental contact to the head.

Incidental is defined as intentional contact to the head is not allowed.

Touch is defined as the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of the touch is felt by the opponent.

Techniques executed from 1 - 10 cm from the target will be awarded points.

### **Jr. Black Belts:**

Light contact to the body

Touch contact to the head

Touch is defined as the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of the touch is felt by the opponent. If contact goes beyond this, warning, and minus points will be issued.

Light contact is defined as the safety equipment making contact with the target area and further force can be applied. The force of the attack should not cause the body to be winded, or cause the player to stop. If contact goes beyond this, warning, and minus points will be issued.

Techniques executed from touch - 5 cm from the target will be awarded points.

### **Ages 18 - 34, Black Belts:**

Light contact to the body

Touch contact to the head

Touch is defined as the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of the touch is felt by the opponent. If contact goes beyond this, warning, and minus points will be issued.

Light contact is defined as the safety equipment making contact with the target area and further force can be applied. The force of the attack should not cause the body to be winded, or cause the player to stop. If contact goes beyond this, warning, and minus points will be issued.

Techniques executed from touch - 5 cm from the target will be awarded points.

### **Ages 35+, Black Belts:**

Light contact to the body

Touch contact to the head

Touch is defined as the safety equipment making contact with the target area without any further force being applied. The force of the attack should cease at the moment of contact so that no pressure other than that of the touch is felt by the opponent. If contact goes beyond this, warning, and minus points will be issued.

Light contact is defined as the safety equipment making contact with the target area and further force can be applied. The force of the attack should not cause the body to be winded, or cause the player to stop. If contact goes beyond this, warning, and minus points will be issued.

Techniques executed from touch - 5 cm from the target will be awarded points.

### **18+, Elite Black Belts:**

This will be a division where international level of competition occurs. Players in this division shall expect to see the top competitors of the tournament. Moderate contact to the body and light contact to the head will be allowed.

This division is for those that are seeking the highest competition level. Players can enter one or both sparring divisions for black belts (elite, non-elite).

### **Warning Symbols for Contact**

#### **Contact to Face –**

- 1 – Point to offender
- 2 – Bring right hand in fist to side of face
- 3 – Signal a Warning

#### **Contact to Body –**

- 1 – Point to offender
- 2 – Bring right hand in fist to open left hand
- 3 – Signal a Warning

### **18. DISQUALIFICATION**

Disqualification shall occur immediately on the third minus point, or contact which causes the opponent not to be able to continue (referee's discretion), or blatant disrespect towards the officials by competitors of their coaches.

- 1 – Signal the round to stop
- 2 – Have the competitors bow to each other
- 3 – Have competitors bow to the head table
- 4 – Raise hand of victor

All decisions made by the referee, assistant referee, and judges will be final. Any disputes from competitors, coaches, or officials are to be sent to the marshal and/or director of officiating for discussion.

### **19. If an opponent is injured**

If an opponent is injured the non - injured competitor will kneel on their marker in the ring facing away from the injured opponent. During this time no coaching, or communicating with other competitors will be tolerated. Failure to comply will result in minus points or disqualification.

### **20. Unexpected Events**

The tournament committee shall make a decision in the case of any issue that may not be mentioned in these tournament rules.