

General Rules and Regulations For Olympic-Style Sparring

Article I. Protective Equipment

I.A. Mandatory Equipment. All competitors must wear:

I.A.1. Olympic style chest protector

I.A.2. Headgear, white for either player

I.A.2.a. As optional, the blue player may wear blue headgear and the red player may wear red headgear.

I.A.2.b. Other than the headgear, no other item shall be worn on the head.

I.A.3. Commercially manufactured Shin & instep protectors, i.e. Macho, Addidas, etc. (white only and must be worn underneath the dobok).

I.A.4. Forearm protectors (white only and must be worn underneath the dobok).

I.A.5. Mouth-guard

I.A.6. Males are required to wear groin protection (hard cup). Female groin protection is optional. All groin protection must be worn inside the dobok.

Article II. Personal Requirements

II.A. Personal Requirements & Compliance. Competitors shall keep their nails short and are forbidden to wear any metallic article that may injure or endanger an opponent. Any competitor whose hair, in the opinion of the Referee/Judges, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

II.B. Metallic Articles. The phrase “metallic articles” includes all hard objects, which may cause injury. It is not sufficient to cover a hard or metallic article such as a ring with tape or other covering. Eyeglasses are not allowed in sparring competition. Soft contact lenses are recommended.

II.C. Personal Hygiene. The personal hygiene of all competitors shall be of the highest standard. Any competitor wearing an excessively unkempt or dirty uniform will be required to change it immediately (i.e., within one minute). If the competitor cannot or will not comply, the Referee shall declare the opponent the winner.

II.D. Medical Tape. A maximum of two layers of tape are allowed except in the case of an injury. For an injury, the minimum amount of tape that will protect the area should be used. If there is a question, the Referee should have the wrapping examined and approved by the tournament physician. Under no circumstances will a hard splint or cast be allowed, no matter how small.

II.E. Drugs. The administration or use of any drugs (except antibiotics or other medically prescribed therapeutics), alcohol, stimulants, or injections in any part of the body, either before or during a match, to or by any contestant is absolutely prohibited. Any contestant violating these rules will be disqualified.

Article III. Compliance

III.A. If a competitor, upon being called to the center of the ring to compete, is found in violation of Articles I and/or II (Protective Equipment and Personal Requirements) that competitor will receive one minute to come into compliance. If within that one minute the competitor returns to the center ready to compete, he/she will receive a kyong-go and the match will begin. If he/she does not return to the center ready to compete at the end of one minute an additional one minute count down will begin. If that competitor returns to the center within the second one minute period then the competitor will receive a gam-jeom and the match will begin. If the competitor does not return within the total two minute grace period then that competitor may be disqualified.

Article IV. Duties of Officials (Referees, Judges, Technical Advisors and Court Officials)**IV.A. The Referee shall:**

- IV.A.1.** Control the competition
- IV.A.2.** Physically inspect the competitors before the match
- IV.A.3.** Give pre-competition instructions when necessary, declare the beginning and the end of the match, and give warnings and commands such as “**Kal-yeo**” (**break**) and “**Kye-sok**” (**continue**)
- IV.A.4.** Announce the deduction of points and disqualifications, announce verbally invalid scores, and maintain control of the ring
- IV.A.5.** Make every effort to ensure the safety of the competitor
- IV.A.6.** Stop the timekeeper’s clock when necessary
- IV.A.7.** State his/her opinion about decisions, deduction of points, warnings, and the winner, when requested by the Technical Advisor
- IV.A.8.** The Referee may stop the match due to a mismatch. This can be done with or without consultation of the Judges.
- IV.A.9.** Collect the scorecards from the Judges and submit them to the Technical Advisor at the end of each round when using paper scoring.
- IV.A.10.** In the event of a tie at the end of regulation, a ‘sudden death round’ will follow. The first point scored or first full deduction point (any combination of kyong-gos or a gam-jeom) decides the match. In the event there is still no winner, the decision will be made using the rules of superiority.

IV.B. The Judges shall:

- IV.B.1.** When using three Judges, they shall be positioned in an equilateral triangle – one on each front corner and one between the two remaining corners. When using four Judges, they shall be positioned at the four corners of the competition area.
- IV.B.2.** Record points, warnings, infractions, and disqualifications on the Scorecard if using paper scoring. Score point with controls when using electronic scoring.
- IV.B.3.** Deliver the completed scorecard to the Referee following the end of each round if using paper scoring.
- IV.B.4.** State their opinions forthrightly when requested by the Referee

IV.C. The Technical Advisor shall:

- IV.C.1.** Consult with the Referee and Judges if necessary.
- IV.C.2.** Inspect the scorecard for accuracy (when using paper scoring).
- IV.C.3.** Confirm the winner only on the basis of the scorecard and inform the Referee (when using paper scoring)
- IV.C.4.** In the case of questions, the Technical Advisor should consult with the appropriate Judge or Referee.
- IV.C.5.** Sign each contested match’s scorecard and present it to the Protest committee in the case of a protested match (when using paper scoring).
- IV.C.6.** Oversee scorekeeper and timekeeper.

IV.D. Assistants: Computer Operator, Timekeeper, Weigher and Score Keeper shall perform the following functions:

- IV.D.1. *The Computer Operator*** shall follow instructions from the Referee to record penalties and keep time electronically.
- IV.D.2. *The Timekeeper*** shall be responsible for keeping the official time by starting and stopping the clock on the Referee’s orders, and for announcing the expiration of the official time period.
- IV.D.3. NOTE:** Although the Referee has not declared “**keu-man**”, the match shall be regarded as having ended when the prescribed time is over. Penalties and point(s) can be awarded after time as long as the penalty and point(s) occurred during regulation time.
- IV.D.4. *The Weigher*** shall determine the competitors’ weights according to regulations and in the presence of a designated AAU certified Referee.
- IV.D.5. *The Score Keeper*** shall keep a record of the results of each contest (win, loss).

Article V. Official Signals and Language

Officials shall use authorized gestures and terminology, as indicated below during the competition.

V.A. Referee.

V.A.1. *Before the Match:* (See Appendix A)

V.A.1.a. *Calling the Competitors:* Standing at his mark in the ring, the Referee with both arms bent at the elbow at a 45 degree angle and the index finger extended, calls the competitors to their marks by saying “**Chung**” (**blue**) and pointing the right index finger down to a 45 degree angle and slightly forward towards the athlete’s mark in the ring, and then repeating the same procedure with the left hand for “**Hong**” (**red**).

V.A.1.b. *Bow in the Competitors:* The Referee shall raise both arms (triceps parallel to the floor and at chest level), hands open (palms facing inward) and forearms bent vertically at the elbows and say “**Char-yeot**” (attention), to indicate that the competitors should face one another and come to attention. Next the Referee shall extend the palms downward and parallel to the floor at chest level while saying “**Kyeong-rye**” (bow) to indicate that the competitors should bow to one another.

V.A.1.c. *Examine The Competitors:* The Referee shall then physically examine the two competitors (Blue first) to insure that all the requirements listed in Article I & II above have been followed.

V.A.2. *To Start the Match:* (See Appendix A)

V.A.2.a. The Referee shall then assume a front stance, left foot

forward, and execute a chest level right knife hand downward strike between the opponents while commanding, “Joon-bi” (ready).

V.A.2.b. Next, the Referee shall extend both arms out to the side at a 45 degree angle as he/she pulls the left foot back to a “cat stance”, simultaneously bringing the arms in parallel to the floor, shoulder-width apart, palms facing inward and command “Shi-jak” (begin).

V.A.3. To Temporarily Halt the Match: (See Appendix A) The Referee shall say “Kal-yeo” (break) while extending the right hand in a sharp, shoulder-level knifehand downward strike between the opponents while standing in a left foot forward walking stance.

V.A.4. To Award the Joo-eui:

V.A.4.a. The Referee shall break the competitors with the “Kal-yeo” command at the spot where the violation took place, and will then turn to the timekeeper and declare “Shi-gan” (Non-injury time-out).

V.A.4.b. He/she will face the perpetrator of the offense and acknowledge them with “Chung or Hong” while pointing to the perpetrator’s forehead with the right forefinger, extending the interior of the arm to 135 degrees.

V.A.4.c Finally, the Referee will turn the right palm forward to the contestant’s face and wave it once from right to left to right and declare a “Joo-eui” (warning). (The Referee does not have to state the reason for the Joo-eui.)

V.A.5. To Award a Kyong-go (Half-Point Deduction): (See Appendix A)

V.A.5.a. The Referee shall break the competitors with the “Kal-yeo” command at the spot where the violation took place, and will then turn to the timekeeper and declare “Shi-gan” (Non-injury time-out).

V.A.5.b. Next, the Referee will face the perpetrator of the offense and place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator’s forehead, extending the interior of the arm to 135 degrees and acknowledge them as either Chung or Hong. Next he/she will place his/her right fist, forefinger extended to his/her left shoulder and then point at the forehead of the pertinent contestant, arm fully extended and declare “Kyong-go” (Half-Point Deduction).

V.A.6. To Award a Gam-jeom (Full-Point Deduction):(See Appendix A)

V.A.6.a. The Referee shall break the competitors with the “Kal-yeo” Command at the spot where the violation took place, and then turn to the timekeeper and declare “Shi-gan” (Non-injury time-out).

V.A.6.b. Next, the Referee will face the perpetrator of the offense, then place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator’s forehead, extending the interior of the arm to 135 degrees and acknowledge them with either “Chung or Hong”.

V.A.6.c. Still facing the perpetrator, the Referee will assume Char-yeot stance, drop the hands down to his/her sides, close the fist and then vertically raise his/her right fist, forefinger extended, and declare “Gam-jeom” (Full-Point Deduction).

V.A.7. To Continue the Match: (See Appendix A)

The Referee shall say “Kye-sok” (continue) while striking sharply downward from the ear with a right knifehand and returning upward.

V.A.8. To End the Match: (See Appendix A) The Referee shall say “Keu-man” (stop) and command the competitors return to the starting position. The Judges then bring the completed scorecards to the Referee who then approaches the Technical Advisor’s table, bows and then presents them to the Technical Advisor. The Technical Advisor then determines the winner and informs the Referee. The Referee then returns to his position in the center of the ring (when using paper scoring). The Referee will bow out the competitors following the same procedure used in V.A.1.b. **Bow in the Competitors.** (Athletes should not remove their headgear until they are bowed out.)

V.A.9. To Award the Winner: (See Appendix A) Next, the referee will instruct the athletes to remove their headgear. Still standing between the two competitors and facing the Technical Advisor, he/she will drop both hands to the his/her side, raise the right arm with the closed fist to the sternum, continuing to raise the right arm in a knifehand up at a 45-degree angle with the palm facing upward and declare “Chung Sung” if Blue is the winner. If Red is the winner, follow the same procedure with the left hand and declare “Hong Sung”.

Notes:

Article VI. Weight (lbs) and Age Divisions in General**VII.A. Senior Division - Black Belts, 18 to 34**

MALE Weight Groups		FEMALE Weight Groups	
Fin	Under 119.1	Fin	Under 101.5
Fly	119.1 - 127.9	Fly	101.5 – 108.0
Bantam	128.0 - 138.9	Bantam	108.1 – 116.9
Feather	139.0 – 149.9	Feather	117.0 – 125.7
Light	150.0 – 163.1	Light	125.8 – 136.7
Welter	163.2 – 176.4	Welter	136.8 – 147.7
Middle	176.5 – 191.8	Middle	147.8 – 160.9
Heavy	Over 191.8	Heavy	Over 160.9

VI.B. Senior Div. colored belts and all belts in Executive & Ultra Divs.

Male Divisions		Female Divisions	
Senior	18 to 34	Senior	18 to 34
Executive	35 to 44	Executive	35 to 44
Ultra	45 & Up	Ultra	45 & Up
Weight Groups		Weight Groups	
Fly	Under 127.7	Fly	Under 112.3
Feather	127.7 - 147.4	Feather	112.3 - 129.8
Welter	147.5 - 171.6	Welter	129.9 - 147.4
Heavy	Over 171.6	Heavy	Over 147.4

VI.C. Junior Black Belt Divisions, Ages 14 to 17 (Adult Rules)

MALE Weight Groups		FEMALE Weight Groups	
Fin	Under 99.0	Fin	Under 92.4
Fly	99.0 - 105.6	Fly	92.4 - 96.8
Bantam	105.7 - 112.2	Bantam	96.9 - 101.2
Feather	112.3 - 121.0	Feather	101.3 - 107.8
Light	121.1 - 129.8	Light	107.9 - 114.4
Welter	129.9 - 138.6	Welter	114.5 - 121.0
Light Middle	138.7 - 149.6	Light Middle	121.1 - 129.8
Middle	149.7 - 160.6	Middle	129.9 - 138.6
Light Heavy	160.7 - 171.6	Light Heavy	138.7 - 149.6
Heavy	Over 171.6	Heavy	Over 149.6

VI.D. 14 to17 Colored Belts

MALE Weight Groups		FEMALE Weight Groups	
Fly	Under 105.7	Fly	Under 96.9
Feather	105.7 - 121.0	Feather	96.9 - 107.8
Welter	121.1 - 138.6	Welter	107.9 - 121.0
Middle	138.7 - 160.6	Middle	121.1 - 138.6
Heavy	Over 160.6	Heavy	Over 138.6

Article VII. Duration of Competition

VII.A. Colored Belt Rounds. All colored belt matches shall consist of two 90-second rounds with a 30-second rest between rounds.

VII.B. Black Belt Rounds. All preliminary Black belt matches shall consist of two, two-minute rounds with a 30-second rest between rounds. For Team Trials, National Championships and Junior Olympic Games Competition ONLY, Black belt finals matches (14-17 and 18-34) shall be three, two-minute rounds with a one-minute rest between rounds.

VII.C. Advanced & Black Belts Combined. When Red/Brown belts are combined with Black belts all matches shall consist of two, two-minute rounds with a 30-second rest between rounds.

VII.D. Rest Time Between Semi-Final & Final Match. Competitors shall be allowed at least two-minutes rest between semi-final and final matches.

Article VIII. Authorized Implements For Scoring

VIII.A. Forefist. No open hand, knife hand, ridge hand, or palm heel strikes are allowed.

VIII.B. Foot. Refers to any part of the foot below the ankle.

Article IX. Authorized Areas For Scoring

IX.A. Head Area (Foot Only). The 'head area' is all areas above the collarbone, including neck, face, ears, top and back of head.

IX.B. Trunk. This area includes the entire trunk which is covered by the hogu between the armpit and the pelvis. This includes the back, except for the spine. Attack by fist and foot techniques are permitted

Article X. Points (Valid Scores)

Points shall be awarded when permitted techniques are delivered accurately and powerfully to legal scoring areas.

I.A. Points Awarded for Legal Attacks to Legal Scoring Areas.

X.A.1. One point for an attack on the scoring area of the trunk

X.A.2. Two points for an attack (foot) to the head

X.A.3. One additional point shall be awarded in the event that the Referee deems that a knock down has occurred and the Referee counts. After counting, the Referee shall instruct the recorder to add one additional point if the technique causing the knockdown was scored a point.

X.B. Invalidation of points. When a contestant scores a point or points through the use of an infraction, the point(s) shall be annulled.

X.B.1. To remove point(s) that were scored due to the use of an infraction the Referee should face the perpetrator and issue the appropriate penalty,

then turn to face the Technical Advisors table, wave the right palm face high from left to right and then back to center.

X.C. When using electronic scoring, in cases where each Judge awards a different score for a legal attack to the head area (i.e., Judge A gives one point, Judge B gives two points, and Judge C gives no points) and no point is recognized as a valid one, any of the officials or coaches may indicate the mistake and ask for confirmation. The Referee may declare “Shi-gan” to stop the contest and gather the Judges to ask for statements. After discussion, the Referee will publicize the resolution.

Article XI. Definitions

XI.A. Knock Down.

A Knock down occurs when:

XI.A.1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent’s delivered technique and / or:

XI.A.1.a. A contestant is staggered, showing no intention or ability to pursue the match.

XI.A.1.b. The Referee determines that the contest cannot continue as the result of any power technique being delivered.

XI.B. Knock Out. A Knock out is declared when a contestant cannot continue the match after the Referee’s “Yul” (ten) count.

XI.C. Referee Stops Contest (R.S.C.)

XI.C.1. When the Referee or tournament physician determines that a contestant should not continue

XI.C.2. When the contestant’s coach throws in a towel to stop the fight

XI.C.3. When a contestant protests a Referee’s call and does not continue the contest at the Referee’s command within one minute

XI.C.4. When the Referee declares a mismatch.

Article XII. In The Case Of A Knockdown

XII.A. The Referee shall:

XII.A.1. Stop the attacking fighter by commanding “Kal-yeo” and keep the two competitors apart. Determine severity of injury.

XII.A.2. Count aloud from one to ten, at one-second intervals, making the appropriate hand signals indicating the passage of time. There is a mandatory eight count.

XII.A.3. When a contestant who has been knocked down cannot demonstrate a willingness to continue the contest by the count of Yeo-dul (eight), the Referee will announce the other contestant the winner by KO.

XII.A.4. If the downed contestant stands up and is recovered by the count of eight and has demonstrated a willingness to continue, the Referee shall turn to the timekeeper and declare “Shi-gan” (Non-injury time-out) and announce “Chung, Il Joem” or “Hong, Il Joem” (add one bonus point if the technique causing the standing eight count was scored a point).

XII.A.5. After the addition of the bonus point, the Referee shall continue the contest by announcing “Kye-sok”.

XII.A.6. The Referee shall continue the count regardless of the end of the round or the contest time.

XII.A.7. In case both contestants are downed, and one of them

shows a willingness to continue, the Referee shall continue the count as long as the other contestant remains downed.

XII.A.8. In case both contestants are downed and fail to show a willingness to continue by the count of ten, the winner shall be decided by the points scored before the knockdowns.

XII.B. Procedures to be followed after knock out. In the case of a knock out by head attack, the competitor may not enter another sparring competition until after 30 days and after receiving a physical examination and clearance from a physician.

Article XIII. Procedures for Suspending A Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, etc. or for an injury that is not defined as a knockdown such as accidental falling or an injury from a prohibited act.

XIII.A. To suspend a match for any reason other than injury the Referee shall:

XIII.A.1. Declare “Kal-yeo” to stop the competitor action

XIII.A.2. Order the timekeeper to suspend the time by declaring “Shi-gan” (non-injury timeout) using the proper hand signal

XIII.B. To suspend a match for injury the Referee shall:

XIII.B.1. Declare “Kal-yeo” to stop the competitor action

XIII.B.2. Order the timekeeper to suspend match time and start injury time by declaring “Kye-shi” (injury timeout) using the proper hand signal. (Kye-shi time shall not exceed one-minute.)

XIII.B.3. Allow the injured competitor to receive first aid (within one minute)

XIII.B.4. Contestants will receive one injury ‘time out’ per match per injury. Once initial injury ‘time out’ has expired, contestant may not receive another injury ‘time out’ for the same injury.

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

XIII.C.1. Declare the injured competitor the loser if the injury was not the result of an attack.

XIII.C.2. Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor.

XIII.C.3. Declare the injured competitor the loser if the injury was the result of a prohibited act that would have been assessed a Kyong-go penalty.

XIII.C.4. Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a Gam-jeom penalty.

XIII.C.5. Declare a winner based on the score before the injury if both contestants are injured and cannot continue.

XIII.C.6. May consult with the Judges to make a decision

Article XIV. Sudden Death Round and Rules of Superiority

XIV.A. To determine the winner at the end of the regulation time the computer or Score Keeper (if using paper scoring) will calculate points

scored, minus deduction points throughout all of the rounds. Deduction points are not added back to break a tie.

XIV.B. In the event the score is tied a sudden death round will follow. The players will be directed back to their coaches' seat for the normal rest period between rounds. During the sudden death round, the first point scored or the first full point deduction (combination of kyong-gos or a Gam-jeom) will decide the winner. If the match is still not decided then the rules of superiority will be used to determine the winner. The Judges and Referee will decide the winner based on initiative shown during the sudden death round only. This will be done through the use of a superiority card.

XIV.C. The following procedure will be used to determine the winner:

XIV.C.1. From the center and while facing the scoring table, the Referee will retreat two steps backward from the athletes and wait for the Judges to complete their superiority cards.

XIV.C.2. The Judges will immediately lower their heads and select a winner on the superiority card. The Judges may not lift their heads until they have completed the card.

XIV.C.3. The Judges will deliver their scorecards to the Referee, decision side down (to conceal their decisions until the Referee has made his own). After collecting the cards, the Referee will complete his card and then he will then turn over the Judges' cards and tabulate them on the bottom of his card. In the event that the outcome is 2:2 then the Referee shall decide the winner.

XIV.C.4. The Referee will then advance two steps forward, returning to his/her original position at the center of the ring. He/she will then bow out the competitors and award the winner by declaring "Chung Sung" or "Hong Sung".

XIV.D. The decision of superiority will be made in the following manner:

XIV.D.1. The one who has shown initiative, which is defined as:

XIV.D.1.a. Technical dominance of the opponent through aggressive match management

XIV.D.1.b. The greater number of techniques executed

XIV.D.1.c. The use of more advanced techniques, both in difficulty and complexity

XIV.D.1.d. Display of better competition manner

Article XV. Decision

XV.A. Determination of the winner shall be made as follows:

1. Win by K.O.
2. Win by Referee stops contest (RSC).
3. Win by Score or Superiority.
4. Win by seven point gap
5. Win by Withdrawal.
6. Win by Disqualification.
7. Win by Referee's punitive declaration.

XV.B. Seven Point Gap Rule

1. For ages 14 & Up, the match ends immediately upon a seven point gap In score.
2. For ages 13 & Under, the seven point gap is not considered until the end of the 1st round. If a seven point gap or greater exists at the end of the

1st round then the match is over. Otherwise the 2nd round will begin and continue until a seven point gap is obtained.

Article XVI. Prohibited Acts

XVI.A. The Referee shall declare penalties on any prohibited acts.

XVI.B. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.

XVI.C. Penalties are divided into Kyong-go (1/2 point) and Gam-jeom (full point) deductions.

XVI.D. Two Kyong-gos shall be counted as a deduction of one point. However, the last odd kyong-go shall not be counted in the grand total.

XVI.E. A Gam-jeom shall be counted as a minus one point. All Gam-jeoms are counted in the grand total.

XVI.F. Joo-eui (Verbal Warning)

XVI.F.1. Only one Joo-eui per infraction, per round, per competitor.

XVI.F.2. A Joo-eui does not affect points, but a "Kyong-go" must be given in the event the athlete repeats the same act during the same round. Therefore, if an official gives a Joo-eui for falling down, he must give a Kyong-go if the athlete falls again and it is not the result of a knockdown or the result of being pushed down by the other athlete.

XVI.F.3. Joo-euis **may** be given for incidents related to Kyong-gos and never for Gam-jeoms.

XVI.G. Kyong-go Penalties (Half-Point Deductions).

XVI.G.1. Evading by turning the back to the opponent

XVI.G.2. Intentionally Falling down

XVI.G.3. Avoiding the match

XVI.G.4. Grabbing, holding or pushing the opponent

XVI.G.5. Attacking below the waist

XVI.G.6. Pretending injury

XVI.G.7. Butting or attacking with the knee

XVI.G.8. Hitting the opponent's face with the hand

XVI.G.9. Crossing the boundary line with both feet

XVI.G.10. Uttering undesirable remarks or misconduct

XVI.H. Gam-jeom Penalties (Full Point Deductions)

XVI.H.1. Attacking the opponent after "Kal-yeo"

XVI.H.2. Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or by pushing the opponent with the hand

XVI.H.3. Intentionally attacking the opponent's face with the fist

XVI.H.4. Interrupting the progress of the match on the part of the contestant or coach

XVI.H.5. Attacking the fallen opponent

XVI.H.6. Violent or extreme remarks or behavior on the part of the contestant or coach

XVI.I. When a contestant refuses to comply with the competition rules or the Referee's order intentionally, the Referee may declare the contestant loser by penalties after one minute (announce Kye-shi).

XVI.J. Any combination of half point or full point deductions, which brings the total of "minus" points to four (4), shall cause that competitor to be declared the loser.

XVI.K. To reverse a violation call the Referee shall repeat the wrong signal, then wave the right palm twice horizontally from right to left as wide as the shoulders while facing the Technical Advisor table. He will then declare the proper infraction. (See Appendix A)

Article XVII. Situations Not Covered By Rules

XVII.A. AAU rules will preside at all AAU sanctioned events.

XVII.B. If a situation is not covered by the AAU rules, the Tournament Chief Referee or Arbitration Committee will provide a ruling.

Article XVII. Protests

XVIII.A. Filing a Protest. In case there is an objection to a decision; the appointed coach (and he/she alone) representing the athlete may file a written protest to the Chief Arbitrator or Tournament Arbitration Committee, along with a fee of \$25 (cash only). The protest will be submitted on the official protest form (See Appendix B). The appointed coach MUST inform the Referee or TA of that match immediately that it is their intent to protest the match. The written protest itself must be filed within a reasonable period of time. However, if the protest involves in error in the management of that division, such as miscalculating the score or misidentifying an athlete, the correction must take place immediately.

XVIII.B. Deliberation Process.

XVIII.B.1. After reviewing the protest application, the content of the protest must be arranged according to the criterion of “acceptable” or “unacceptable”.

XVIII.B.2. If necessary, the Arbitrator can hear opinions from the Referee, Judges, or Technical Assistant.

XVIII.B.3. If necessary, the Arbitrator can review the material evidence of the decisions, such as the written data (score sheets). Videotapes WILL NOT be admitted as evidence to confirm or disconfirm the protest.

XVIII.B.4. Errors in determining the match results: Mistakes in calculating the match score or misidentifying a contestant shall result in the decision being reversed.

XVIII.B.5. Error in application of rules: When it is determined by the Arbitrator that the Referee made a clear error in applying the competition rules, the outcome of the error shall be corrected and the Referee shall be disciplined.

XVIII.B.6. Errors in factual judgment: When the Arbitrator decides that there was clearly an error in judging the facts such as impact of striking, severity of action or conduct, intentionally, timing of an act in relation to a declaration or area, the decision shall not be changed and the official(s) who have made the error shall be disciplined/sanctioned.

XVIII.B.7. The decision of the arbitrator will be final and there will be no means of further appeal.

Article XIX. Safety Rules Governing Olympic-Style Sparring For Junior Competitors

The following special section of the Competition Rules shall apply to youths 5 to 13 years of age all belts and 14 to 17 year old colored belts competing in Olympic Style Sparring Divisions.

XIX.A. General Rules. In the local/preliminary, District, Regional, and National level competition, the rules concerning a kick to the head area shall be as follows:

XIX.A.1. The competitor is encouraged to kick to the head area; however, the kick must be light contact with absolute control or the appropriate penalty shall be invoked.

XIX.A.2. The competitor who executes a successful technique (light contact) will be awarded two points.

XIX.A.3 The competitor who executes a kick to the head area, which does not cause injury, but, in the opinion of the Referee, is deemed excessive, will receive a one-point penalty (gam-jeom)

XIX.A.4. The competitor who executes a kick to the head area, which results in a minor injury, shall receive a one-point deduction. A minor injury is defined as an abrasion or bleeding caused by excessive contact. The Referee, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.

XIX.A.5. The competitor who executes a kick to the head area, which results in the inability of the opponent to continue sparring because of the injury, shall be disqualified. The Referee with or without consultation with the tournament physician, shall determine if the attack is excessive contact, and if the injury is a major one.

NOTE: Inability to continue because of fright, crying, or loss of will following a legal kick to the head does not constitute grounds for disqualification of the attacker.

XIX.B. Junior Olympic Style Divisions will be categorized by age, belt, weight and gender. The following divisions are for all ranks, ages 5 to 13:

MALE			FEMALE		
Ages	Weight Groups		Ages	Weight Groups	
5	Light Heavy	45.0 & Under Over 45.0	5	Light Heavy	45.0 & Under Over 45.0
6-7	Fly	Under 40.1	6-7	Fly	Under 40.1
	Feather	40.1 - 52		Feather	40.1 - 52
	Light	52.1 - 65		Light	52.1 - 65
	Middle	65.1 - 78		Middle	65.1 - 78
	L. Heavy	78.1 - 90		L. Heavy	78.1 - 90
	Heavy	Over 90		Heavy	Over 90
8-9	Fly	Under 55.1	8-9	Fly	Under 55.1
	Feather	55.1 - 67		Feather	55.1 - 67
	Light	67.1 - 80		Light	67.1 - 80
	Middle	80.1 - 92		Middle	80.1 - 92
	L. Heavy	92.1 - 105		L. Heavy	92.1 - 105
	Heavy	Over 105		Heavy	Over 105
10-11	Fly	Under 65.1	10-11	Fly	Under 65.1
	Feather	65.1 - 78		Feather	65.1 - 78
	Light	78.1 - 90		Light	78.1 - 90
	Middle	90.1 - 102		Middle	90.1 - 102
	L. Heavy	102.1 - 115		L. Heavy	102.1 - 115
	Heavy	Over 115		Heavy	Over 115
12-13	Fly	Under 75.1	12-13	Fly	Under 70.1
	Feather	75.1 - 87		Feather	70.1 - 82
	Light	87.1 - 100		Light	82.1 - 94
	Middle	100.1 - 112		Middle	94.1 - 106
	L. Heavy	112.1 - 125		L. Heavy	106.1 - 120
	Heavy	Over 125		Heavy	Over 120

Article XX. Methods Of Competition

XX.A. The competition system for all championships shall consist of single elimination.

XX.B. A 'bye' system shall be used at all championships, which guarantees four semi-finalists. All byes shall be awarded during the first round of competition.