

# Eastern Collegiate Taekwondo Conference

## Competition Rules

(last updated 13th September 2011)

*(Additions and clarifications since the 2010-2011 season are highlighted in yellow)*

*(Changes since the start of the 2011-2012 season are highlighted in blue)*

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## Contestant Qualifications

### **Full-time Student Status:**

Contestants must be full-time students of a participating school at the time of competition. If a student's full-time status is in doubt the student may be asked to produce documentation proving his full-time status. Each contestant must bring a copy of his/her student university or college identification card to each ECTC competition and show it at the time of registration.

### **Medical insurance:**

All contestants must be covered by a medical insurance policy, and must have their medical insurance coverage information present with them at the tournament.

## Tournament Entry Fees and Conference Membership

### **Contestant Entry Fees:**

Tournament entry fees are \$30 for contestants from member clubs, and \$40 for contestants of non-member clubs. An additional \$10 late fee will be assessed for every contestant who registers after the registration deadline of the tournament, typically on the Thursday before the tournament at 10 pm.

### **Club/College Membership:**

Annual membership for a collegiate club costs \$100. Membership gives the club the rate of \$30 for its members at tournaments, allows it to be considered in the year-end rankings for trophy consideration, and gives it a profile and link on the ECTC website.

## Uniforms

- All contestants must wear white V-neck Taekwondo doboks (uniforms). Only black belts should wear uniforms with black trim around the collar. Orange, Purple, and Brown belts are permitted, in addition to the standard belt colors (white/yellow/green/blue/red/black). Logos, patches, etc., are permitted on the uniform.
- Soft cloth head coverings (of a religious nature), soft flexible hair bands/ribbons, elastic bands, and similar items may be worn (under the helmet) for the purpose of managing/covering hair.
- Wearing additional items:
  - Sparring competition:
    - Permitted: a shirt may be worn under the uniform
    - **Not Permitted:** eyeglasses, goggles, necklaces, rings, bracelets, earrings, piercings, hairpins, hair beads, hard casts/braces/**shin-guards**, and similar items.
  - Poomsae competition:
    - Permitted: eyeglasses, goggles
      - Note: Other items such as bracelets, small earrings, piercings, necklaces, rings, casts/braces, etc., are permitted (within reason) but be advised that visibly wearing such items may result in a Presentation score deduction.
    - **Not Permitted:** long/hoop earrings (safety issue)

## Kyorugi (Sparring) Competition

Current World Taekwondo Federation rules are in effect, with the following modifications and clarifications. See the WTF rules at [www.wtf.org](http://www.wtf.org) for specifics.

**Required Sparring Equipment:** (all sparring contestants **must** wear the following)

- **Trunk Protector** (WTF-style hogu with shoulder/back protection)
- **Helmet** (foam only - preferably matches the blue/red hogu color, but can be white or black)
- **Mouth Guard** (can be any color)
- **Forearm/Elbow Pads** (foam only - worn inside the uniform and can be any color)
- **Shin Pads** (foam only - worn inside the uniform and can be any color)
- **Instep Pad**
  - For matches that do not use an electronic protector & scoring system (PSS) a single layer of foam pad (about ½ inch thick) must cover the instep from the base of the toes to the ankle. Athletic tape or straps are used to attach the pad to the foot. WTF-style “socks” are also permitted. The pad/sock must be white, black, or match the blue/red hogu color.
  - For matches that use a PSS: the appropriate foot “sensing sock” for that system (with built-in pad) must be worn. See the tournament packet for an announcement of which teams/matches (A, B, and/or C) will use a PSS system.
    - Contestants must provide their own “sensing socks” for the appropriate system
- **Groin Protector** (required for men & worn inside the uniform)

**Optional Sparring Equipment:**

- WTF-style gloves are recommended, but not required. The color of the gloves must be white or match the red/blue hogu color.

**Modified WTF Team Format:**

The main draws of ECTC tournaments consist of teams of 3 contestants plus up to 2 alternates. Each team will consist of one lightweight contestant, one middleweight contestant, and one heavyweight contestant. The alternates may be of any weight class.

**Weight Classes:**

<b>Weight Class</b>	<b>Men</b>	<b>Women</b>
Light	0-145.0 lbs	0-117.0 lbs
Middle	145.1-172.0 lbs	117.1-137.0 lbs
Heavy	over 172.0 lbs	over 137.0 lbs

A contestant may spar "up" a maximum of **one** weight class, at his/her coach's discretion. For example, middleweight may spar in the heavyweight slot, but a lightweight may never spar in the heavyweight slot. Contestants may not spar in a lighter weight class than the one they weigh in as. The above also applies to alternates.

## Sparring Divisions:

- There are three skill levels at ECTC competitions and six divisions (male/female):
  - ~~D-Team (First-Time)~~
  - C-Team (Beginner)
  - B-Team (Intermediate)
  - A-Team (Advanced)

Sparring Divisions		
Division	Size of Team	Belt Ranks Allowed
C-Team	3 Contestants, 2 Alternates	White/Yellow/Orange/Green
B-Team	3 Contestants, 2 Alternates	Green/Blue/Purple/Brown/Red
A-Team	3 Contestants, 2 Alternates	Blue/Purple/Brown/Red/Black

- Each school may enter as many teams as desired per sparring division.

## Team Lineup & Alternates:

- For a team vs. team match, contestant match-ups will be decided on the initial team lineup of two teams before any sparring begins.
- No contestant may spar two positions within the same team.
- Because a contestant may qualify for more than one weight class it is possible for there to be more than one legal lineup for a given team. Thus, a contestant cannot change his/her placement after the initial lineups have been decided.
  - Example: The team has a light and a heavyweight. The light can fight as light or middle
  - Example: The team has two competitors who both weighed-in as lightweight and a heavyweight. Either lightweight can fill the middleweight spot.
- In the event that both teams have flexibility in their lineup and cannot agree, then they shall each write their chosen team down on a sheet of paper to be submitted to the referee, who will then reveal both teams simultaneously.
- After a team has advanced to the next round, they are not required to keep the same lineup used in the last match.
- Alternates:
  - The team can have up to 2 alternates who must line up behind the primary team member for whom they may be substituted. The weight class rules apply to alternates as well, so a lightweight alternate may only line up behind a light or middle team member. Middleweight alternates may line up behind a middle or heavy team member. Heavyweight alternates may only line up behind a heavyweight team member.
  - Substitutions cannot occur once the primary team member's match is in progress, but the alternate and primary members can be swapped out before the start of that match.
  - If a primary contestant retires from the tournament due to injury an eligible alternate can replace them on the team in the **next** round of the bracket if the team advances (also see the Lame Duck Rule).

## The Winning Team:

Several lineups are possible, depending on what type of team each school is able to field. The winner between two teams will be decided as follows:

- **3-person vs. 3-person team:** The winner is the team that wins two or more matches
- **3-person vs. 2-person team:** The 2-person team must win both matches to advance
- **2-person vs. 2-person team:**
  - **The two weight classes represented are the same on both teams**
    - The winner is determined by the team that wins two matches.
    - If, after two matches, each team has won one match, then the winner is determined by the team that scored the most number of points across both matches.
      - Example: if match 1 was won by Red, 7:3, and match 2 was won by Blue, 3:5, then the total score across both matches is 10:8 in favor of Red and Red advances)
    - If after both matches each team has won one match, and the cumulative score is also tied, then the winner is decided by the referee on the basis of cumulative superiority across both matches. Thus, the center referee must be aware of this possibility and track the superiority of the players across both matches.
      - Superiority is defined as the player who showed more initiative during the match.
  - **The teams share only one weight class in common**
    - The winner is determined by a single match in the common weight class.
      - Example: Red has a middleweight and a heavyweight on its team and Blue has only a light weight and a middleweight on their team. The heavy and light weights score automatic wins and the winning team is determined by the single middleweight vs. middleweight match
- **2-person vs. 1-person team:**
  - A 2-person team always advances over a 1-person team. If there is a common weight class between the teams, or the 1-person team chooses to fight up one weight class in order to create a common weight class, the appropriate member of the 2-person team must spar out the single match in good faith or else be disqualified. The Lamé Duck Rule applies (injury). Although the team of two advances regardless, it has become a team of one unless the member of the 2-person team completes the match (or accepts the DQ and is replaced by an alternate in the next round of the bracket).
- **1-person vs. 1-person team:**
  - The team winning the single match advances

## Competing in Multiple Divisions:

- Contestants may participate in only **one** sparring division at a tournament
  - White and Yellow belts may **only** compete on C-teams
  - Green belts may compete on either a C-team or a B-team, **but not both**
  - Blue and Red belts may compete on either a B-team or an A-team, **but not both**
  - Black belts may **only** compete on an A-team

## Competing on Multiple Teams:

- An individual contestant cannot compete on more than one team within his/her sparring division (i.e. men's A-team).
- The same applies to alternates, although initially they may be on the team list for **a maximum of two any number of teams** within a division. An alternate cannot actually compete for (i.e. spar or force a forfeit for) more than one team within the sparring division. Once an alternate has competed for one team, he/she may not compete for any another team.
  - **Example 1:** John is an alternate for both MIT Men's A1 and MIT Men's A2. He is substituted in on MIT Men's A2 to spar one match. He may not compete for MIT Men's A1 for the rest of the tournament, although he may continue to spar with MIT Men's A2.
  - **Example 2:** Betty, a middleweight at 130 lbs, is an alternate for both Cornell Women's B2 and Cornell Women's B3. Cornell Women's B3 has only two players in addition to Betty - a light and a middle weight. They are matched up against NYU B1, which has only 2 contestant - a light and a middle weight, with no alternates. Betty is asked to line up with Cornell B3 as their heavyweight to force a forfeit of the heavyweight match by NYU. Betty may not then later spar for or force a forfeit for Cornell Women's B2.
- **An alternate cannot be registered as a primary member of any team and may only be an alternate in a single division (i.e. men's B-team).**

## Lame Duck Rule:

- All contestants must compete even if his/her team has already qualified to advance to the next round (for example the 3<sup>rd</sup> match after 2 wins or a 2-person team facing a 1-person team), unless the contestant is severely injured and cannot compete. There will be no voluntary forfeits. If the contestant withdraws either before or during a match due to injury, then he/she may not compete in any other matches in that sparring division (i.e. A, B, C) even if his/her team advances.
  - The only exception to this rule is when an alternate is substituted for the injured player **before** the match begins. In that case the injured player has not withdrawn due to injury and remains eligible to compete in the next round of the bracket.
- This rule is designed to enrich the experience of all contestants whether they win or lose and to make sure that everyone has an opportunity to compete.
- Example: In the semifinals, both the Red and Blue team have 3 contestants. Neither team has any alternates. Red wins the light and middleweight matches. Red's heavyweight may not withdraw (to save himself for the finals), but must spar the 3<sup>rd</sup> match to completion. If he decides to withdraw due to injury before the match, or if he does not complete the match, then he may not compete in the finals.

## Scoring Points:

- Kicking to the head is **not** permitted in C-team
  - Kicks to the head will be penalized in the same manner as punches to the head
- Scoring techniques are otherwise identical to the WTF rules (please see the WTF rules for additional criteria of a point, such as striking implement, power, etc):
  - Kick or punch to the body: 1 point
  - Turning kick to the body: 2 points

- Definition of a turning kick to the body: a continuous 360 degree kick (in the air) or a back kick
- Head kicks (A and B team only): 3 points
- Turning head kicks (A and B team only): 4 points
  - Definition of a turning kick to the head: a continuous 360 degree kick (in the air) or a back kick or a hook kick

### Sudden Death Overtime:

If a match ends with a tie score at the end of the second round, then the match proceeds to a sudden death overtime round where the match is decided by either the 1st player to score or the 1st player to receive one point worth of deduction(s). If no score has occurred by the end of the first sudden death round then a second, third, etc., sudden death round will be contested until the tie is broken. At the beginning of each sudden death round, all penalties will be cleared. Some scoring systems will do an indefinite overtime round instead. In that event the referee should simulate indefinite overtime rounds by breaking the action at approximately the appropriate round intervals and providing a 30-second rest for the contestants before continuing. Penalties will be removed before continuing with the next overtime "round".

### Penalties:

The WTF half and full point deductions apply, with the following additions/modifications:

- For C-team only: kicks to the head will be penalized in the same manner as punches to the head. This can be either a kyungo (1/2 point) or gamgeom (1 point) penalty.
- Some events do not have a boundary mat of 1 meter around the competition area. In that case the contestants will be considered out of bounds when both feet are entirely outside of the matted competition area.

### Point Gap:

The match will be ended if a 12-point gap exists at any time during the contest.

### Length of Matches:

Duration of Rounds for Sparring (Kyorugi)			
Division	Rounds	Round Length	Rest Period
C	2	60 seconds	30 seconds
B	2	90 seconds	30 seconds
A	2	2 minutes	30 seconds

## Conference Points (Kyorugi):

For each sparring division, all teams within that division will be entered into a single elimination bracket. One 1st place, one 2nd place, and two 3rd places will be given.

Sparring Point Awards								
	1st	2 <sup>nd</sup>	3rd	3rd	5th	5th	5th	5th
<b>C-Team</b>	64	32	16	16	8	8	8	8
<b>B-Team</b>	96	48	24	24	12	12	12	12
<b>A-Team</b>	128	64	32	32	16	16	16	16

One school may not earn points for more than 2 teams in a single sparring division.

## Seeding:

Seeds will be awarded based on the total number of team points scored by each team (i.e. MIT A1, Cornell A2, NYU C2) at the last 3 tournaments. i.e. if Tufts Men's C2 earned a bronze medal at the previous tournament, a silver medal at the tournament before, and no medal at the one before that, they would have 48 points toward their seed in the current tournament).

## 30-Day Rule:

Contestants who are unable to continue a match as the result of a head impact cannot participate in ECTC sparring competition for a minimum of 30 days.

- The intent of this rule is to prevent sparring competition for a minimum of 30 days when Traumatic Brain Injury "TBI" (commonly referred to as a "concussion") is a possibility.
- The condition of the contestant must be evaluated by the tournament medical staff immediately following the match.
- The referee makes the determination of whether the contestant is fit to continue the match within either 8 or 60 seconds (depending on the legal vs. illegal/accidental nature of the impact). The 30-Day Rule applies to all legal, illegal, and accidental head impacts.
  - Some examples where the rule would be initially applied (pending evaluation by medical):
    - The referee counts a contestant out after receiving a head kick (this is considered a "knockout" even if the contestant remains conscious and standing). The 8-count is for safety reasons only and may be applied whether the kick was scored or not.
    - The contestant receives a punch to the face and is not capable of continuing within the 1 minute injury time.
    - The contestant slips, falls, and hits their head on the floor and is not capable of continuing within the 1 minute injury time.

- In all cases of injury (regardless of the cause) the referee may decide (with or without the advice of the medical staff) not to continue the match for reason of safety...even if the injured contestant wishes to proceed.
- **Deciding when to resume sparring competition**
  - Although the ECTC has the 30-Day Rule in place to protect the health of our athletes, the primary responsibility for making a good decision regarding a “return to play” rests with the athlete, their coach, and their physician. The ECTC has obtained the advice of respected medical professionals who clearly state that an athlete should be **symptom-free for at least 30 days** before returning to sparring competition after a head injury. Although the 30-Day Rule enforces this guideline in a minimal way (from the time of injury), coaches and athletes are strongly encouraged to voluntarily extend this timeout period to be 30 days from the end of all symptoms. Symptoms such as headaches, difficulty concentrating, mental “fogginess”, and others can persist for days or weeks after an injury. Even after all symptoms have ended it can take at least 30 days for brain swelling to subside. If a second head injury occurs before the swelling is gone there is a much higher potential for damage, even from a mild impact.

- **Waiver of the 30-Day Rule**

- This rule may be waived if the medical staff at the tournament decides that TBI is not a concern and they do not recommend an immediate ER visit or follow-up exam with a physician for the purpose of evaluating TBI. An example of such a waiver might occur after a kick/punch to the throat or a kick that only grazes the nose. Another example might be a misjudgment on the part of a referee regarding the contestant's condition (the contestant appeared unable to continue by the count of 8 or after 60 seconds, but did not actually have a TBI). Although the result of the match stands, the contestant may be subsequently cleared by medical with regard to a TBI).
- The assessment of the medical staff must be communicated by the medical staff directly (in-person) to the Referee Chair (or an ECTC Board member if the Referee Chair is unavailable) if a waiver of the 30-Day Rule is sought by the contestant's coach. In no case will the 30 days be waived unless the contestant is cleared by medical at (and during) the tournament.
- If a contestant is not cleared by medical some coaches/contestants may wish to voluntarily provide a doctor's note to the ECTC during the 30 day period that confirms the health of the contestant. Such a note is appreciated and carries some weight, but it will not waive the 30-Day Rule. This sets up a situation in which there are differing medical opinions and the ECTC is not in a position to decide which opinion is the correct one. In light of that the ECTC will not accept a doctor's note **within 30 days** if a contestant was not cleared by medical at the tournament.
- The ECTC reserves the right to require a contestant to obtain a medical evaluation and doctor's note in order to return to sparring competition, regardless of whether a contestant was cleared by medical at the tournament or not.
  - This might be applied in one of two ways:

- 1) In the case of a serious injury that (in the opinion of the Referee Chair or ECTC Board member) calls into question the advisability of returning to Taekwondo sparring competition after **any** specific length of time, the ECTC may opt to extend the 30-Day Rule indefinitely. The indefinite timeout **may** be lifted if the ECTC chooses to accept a doctor's note **after** the initial 30-day period has expired.
- 2) If the tournament medical staff does clear a contestant but it is apparent even to the medical layperson (specifically the Referee Chair or an ECTC Board member) that some impairment consistent with TBI may still exist, the ECTC can choose to impose the 30-Day Rule over the advice of the tournament medical staff pending a second medical opinion (such as an ER visit or visit to the contestant's physician). If there is a second concurring medical opinion (doctor's note), and no dissenting opinions, then the ECTC **may** opt to waive the 30-Day Rule. This is the **only** circumstance in which a doctor's note may be accepted within 30 days.
- Athletes who have a 30-day timeout from sparring competition are still eligible to support their school and the ECTC by competing in forms, by coaching, by corner judging, and as a computer operator or tournament staff volunteer. They may not serve as a center referee, due to the possibility of accidental head injury during a match.

## Poomsae (Forms) Competition

### Divisions:

- There are ten poomsae divisions (including both Men and Women), defined as follows:

Division	1 <sup>st</sup> Round Form	Notes / 2 <sup>nd</sup> Round Form
White/Yellow	Taegeuk 1 or 2	One Round: contestant's choice of form
Green	Taegeuk 3 or 4	One Round: contestant's choice of form
Blue	Taegeuk 5 or 6	One Round: contestant's choice of form
Red	Taegeuk 7 or 8	One Round: contestant's choice of form
Black (1 <sup>st</sup> tournament)	Taegeuk 8	Top 8 from 1 <sup>st</sup> Round perform Koryo
Black (2 <sup>nd</sup> tournament)	Koryo	Top 8 from 1 <sup>st</sup> Round perform Keumgang
Black (3 <sup>rd</sup> tournament)	Keumgang	Top 8 from 1 <sup>st</sup> Round perform Taebaek
Black (4 <sup>th</sup> tournament)	Taebaek	Top 8 from 1 <sup>st</sup> Round perform Pyongwon
Black (5 <sup>th</sup> tournament)	Pyongwon	Top 8 from 1 <sup>st</sup> Round perform Shipjin

- Contestants must perform the forms appropriate for their rank as described above or they will be disqualified.
- Medals will be given for 1<sup>st</sup> through 4<sup>th</sup> place in each of the 10 poomsae divisions.
- If a color belt division has 30 or more contestants, the group may be split into two divisions of approximately equal size. After one round the top 5 contestants will be taken from each group and run off in a final group of 10 to determine the overall medalists for the division.

## Contestants Allowed per School:

- **Colored Belts:** there are no restrictions on the number of colored belt contestants a school may enter in each division.
- **Black Belts:** schools may enter up to 4 male and 4 female contestants. This cap of 4 black belt competitors per school per poomsae division is in place because competition takes more time per competitor in the ECTC's modified WTF format.

## Conference Points (Poomsae):

- Points by poomsae division/placement:

Point Awards				
Poomsae Division	1st	2nd	3rd	4th
White/Yellow/Orange	10	8	6	4
Green	12	10	8	5
Blue/Purple	15	12	9	6
Red/Brown	20	16	12	8
Black	35	28	21	14

- **Colored Belts:** It is possible for one school to win all 4 places and receive the points for all 4 places.
- **Black Belts:** It is possible for one school to win all 4 places and receive the points for all 4 places.

*Even if a school wins 3 or 4 positions in the medals, they only receive conference points for their top two positions. (Note: this rule existed briefly to level the playing field in the previous 4/3/2 system of slots per school by conference division, but is no longer necessary in a 4-for-all system)*

## Poomsae Scoring and Tie-Break Procedures – Colored Belts:

- For Colored Belt poomsae the ECTC uses a 3 or 5-judge system.
- Only one poomsae is performed with contestants performing two at a time.
- Contestants receive a single score that represents all aspects of their performance, such as "7.5". Although the full WTF scoring system is not being used the judges evaluate the poomsae against the current WTF standard.
- **Scoring Procedure:**
  - If there are 3 judges: take the sum of the three judge scores as the contestant's overall score. If there are 5 judges: first drop the high and low scores and then take the sum of the remaining three judge scores as the contestant's overall score.
  - When all contestants have been scored, review the top four positions. **If there are no ties the division is complete.** If there is a tie for any of the top four positions, continue with the Tie-break procedure below.
- **Colored Belt Tie-break Poomsae procedure:**

- Step A: Each contestant in the tie will individually perform the same or another rank-appropriate poomsae as a tie-break and that poomsae will be scored normally (as in step 1 above). If there is still a tie repeat step A until resolved.
  - **Scoring Example (5 judges):**
    - Scores: 7.0, 6.8, 7.0, 7.2, 7.4. Drop high/low:  $(7.0 + 7.0 + 7.2) = 21.2$
- In some instances of a 2-way tie contestants have competed two at a time and the judges indicate the winner with a show of hands. This procedure is a valid method of breaking a 2-way tie and the judges' decision will stand. This method could also be used for a tie involving any multiple of 2 contestants. The individual competition and scoring approach described above in Step A is the preferred method however, because it closely resembles the WTF poomsae tie-break process and works for any number of tied contestants.

### Poomsae Scoring and Tie-Break Procedures – Black Belts:

- For Black Belt Poomsae the ECTC uses a 5-judge system. If necessary, a 3-judge system may be used.
- All contestants will be judged under a modified version of the WTF scoring methodology.
- Only one poomsae is performed in each of two rounds: Semi-Final and Final.
- Each contestant will be judged one at a time and will receive separate scores for Accuracy and Presentation.
- The combination of these scores makes the total score for the round.
- There may be any number of contestants in the Semi-Final Round
- Contestants with the top 8 scores in the Semi-Final will advance to the Final Round. Their Semi-Final scores are disregarded going into the Final.
- The 4 top-scoring contestants in the Final Round receive medals
- See “Conference Points (Poomsae)” for the distribution of points
- Aspects of Poomsae competition not specified here should be handled as described in the Poomsae rulebook on the WTF website. See [http://www.wtf.org/wtf\\_eng/site/rules/poomsae.html](http://www.wtf.org/wtf_eng/site/rules/poomsae.html)
- **Scoring procedure (5 judges): (3-judge scoring is the same except no scores are dropped)**
  - **Step 1:** The high and low scores for Accuracy are dropped. The sum of the three middle scores is divided by 3 and then rounded at the hundredth position (**see footnote #1**)
  - **Step 2:** The high and low scores for Presentation are dropped. The sum of the three middle scores is divided by 3 and then rounded at the hundredth position
  - **Step 3:** The Total score is calculated as the sum of the three middle scores for Accuracy with the three middle scores for Presentation divided by three and then rounded at the hundredth position
  - **Semi-Final Round:** when all contestants in the round have been scored, check for a tie that effects who is in the top 8.
    - Having a 2-way tie for 2<sup>nd</sup> is OK, since both will advance to the Final Round, but a 2-way tie for 8<sup>th</sup> must be broken.
    - If a 3-way tie for 7<sup>th</sup> occurred that would need to be broken too to see who is 9<sup>th</sup> (and does not advance).

- If a tie-break is necessary to identify the top 8 contestants then proceed to step A of the Tie-break procedure below. Once the top 8 have been identified they advance to the Final Round.
- **Final Round:** The Final is scored in the same way. All ties effecting the top 4 positions must be broken as described below.
  - Ties for 5<sup>th</sup>-7<sup>th</sup> will not be broken.
  - There cannot be a tie for 8<sup>th</sup> in the Final.
  - Once ties in the top 4 have been resolved and the order of the top 4 positions has been established **the competition is complete.**
- **Tie-break Poomsae procedure:**
  - **Step A:** The tie is broken using the **Presentation** scores of the contestants. Specifically, this is the Presentation score calculated in step 2 above. If the Presentation scores are tied, continue with Step B
  - **Step B:** The contestants will perform the poomsae selected for the Final Round as a tie-break and that form will be scored normally (steps 1-3 above). If there is still a tie proceed to step C, unless only 3-judges are used...in that case return to step A instead
  - **Step C:** Re-calculate the tie-break poomsae using all five scores. Specifically: take the sum of all five Accuracy scores with all five Presentation scores and divide the total by 5 and round at the hundredth position. If there is still a tie repeat steps B & C until resolved (**see footnote #2**)
  - **Scoring Example:**
    - Accuracy scores: 3.0, 2.3, 3.0, 3.4, 3.4 - drop high/low:  $(3.0 + 3.0 + 3.4)/3 = 3.1333$  and round at the hundredth position = **3.1**
    - Presentation scores: 3.6, 3.5, 3.4, 3.3, 3.4 - drop high/low:  $(3.4 + 3.4 + 3.5)/3 = 3.4333$  and round at the hundredth position = **3.43**
    - Total Score:  $(3.0 + 3.0 + 3.4 + 3.4 + 3.4 + 3.5)/3 = 6.5666$  and round at the hundredth position = **6.57**
    - Note: you might think the score should be the sum of  $3.13 + 3.43 = 6.56$ . That would be the sum of two rounded numbers, however, which can produce an error of 0.01 in the result. The reason 6.57 is correct: if you extended these two totals by a couple of additional decimal places you'd have  $(3.1333 + 3.4333) = 6.5666$ . Rounded up or not, the result is the same. The WTF software rounds at the thousandth position ( $6.5666 = 6.567$ ) and then displays it to the hundredth position ( $6.567 = 6.57$ ), but that cannot produce a different result from just rounding at the hundredth position initially.

**Footnote #1:** *Rounding at the hundredth position: The WTF rules do not specify the number of digits to maintain after the decimal point. WTF approved electronic scoring systems display two decimal places using standard rounding with 5+ rounding up and <5 rounding down. For instance 5.6666 becomes 5.67.*

**Footnote #2:** *Repeating steps B/C if needed to resolve the tie is implied by the WTF rules but not specifically stated.*

## Weigh-In Procedures

Schools bringing 30 or more students to a tournament are **required** to weigh-in early the day before the event (at least a majority of the team). This speeds up the registration & weigh-in process on the morning of the tournament. See the Night-Before and Remote weigh-in options below that satisfy this requirement. All other schools are encouraged to weigh-in early as well. **Any school weighing in Remote is expected to bring a majority of their team to that weigh-in**, in order to make good use of the ECTC representative's time and to help the tournament day run faster.

### **General Weigh-In Procedures (all types of weigh-in):**

- Athletes must make the exact weight specified on the ECTC website for their weight class, unless they are wearing a complete uniform (top, bottom and belt). If they are wearing a complete uniform, two (2.0) pounds leeway may be given to the athlete. Weigh-in shall be made once; however, one more weigh-in is granted within the time limits for official weigh-in to the contestants who did not qualify the first time. Weight classes are enforced for all sparring divisions.
- No weigh-in may occur with representatives of only one school present. Preferably, an ECTC representative (who is not a member of the host school team) designated by the Board **or ECTC Tournament Committee** shall be present in addition to a host school representative. In the absence of an ECTC representative, an officer, team captain or instructor from at least 2 ECTC-registered schools must be present at the time of weigh-ins. This means that the host schools may not solely weigh in their own contestants.
- A complete record of each athlete's weigh-in must be kept on an official ECTC weigh-in sheet. Each athlete weighed in must be signed off on a record sheet by representatives of at least two schools, and the time of weigh-in shall also be recorded.
- Whenever possible, the schools shall use scales provided by the ECTC for weigh-ins. If the ECTC scales are unavailable a high-quality scale must be used (not a basic bathroom scale).

### **Night-Before Weigh-In Procedures:**

- The Night-Before weigh-ins must follow the above General Weigh-In Procedures.
- Night-Before weigh-ins must take place after 6 pm and must last for at least 2 hours. Within reason, the school should make an effort to accommodate the travel schedules of participating schools.

### **Remote Weigh-In Procedures:**

- Remote weigh-ins must follow the above General Weigh-In Procedures and the additional requirements below.
- Remote weigh-in must occur within 24 hours of the tournament start time, so no earlier than 9:00am EST on the day before the tournament.
- An ECTC representative (who is not a member of the school) must be approved by the Board or ECTC Tournament Committee to participate in the remote weigh-in (see the General Weigh-In Procedures for who can sign off on weigh-ins as the 2<sup>nd</sup> party).
- Schools must locate an available 2<sup>nd</sup> party and then contact the ECTC Tournament Committee ([ectc-tc@googlegroups.com](mailto:ectc-tc@googlegroups.com)) several days in advance to obtain approval of that representative.

- There are two options for how the 2<sup>nd</sup> party can be present at the weigh-in:
  - They can be physically present at the remote weigh-in.
  - Skype, or similar video-conference call, can be used to give the remote 2<sup>nd</sup> party a direct view of the weigh-in process and the scale's readout.
    - The 2<sup>nd</sup> party must be provided with the team's roster and must have an ECTC weigh-in sheet. As individuals step on the scale they will show their face and school ID. The 2<sup>nd</sup> party and a local rep of the school that is weighing-in will then see, record, and signoff on the weight on their respective weigh-in sheets.
    - The Skype weigh-in option may be offered by the host school (and other ECTC representatives as available) the day before the event. Schools should request a remote weigh-in via Skype several days in advance by contacting the host school for the upcoming tournament or emailing the ECTC Tournament Committee.
- All weigh-in sheets must be emailed in advance of the tournament to the host school and ECTC tournament committee ([ectc-tc@googlegroups.com](mailto:ectc-tc@googlegroups.com)). The sheets should also be turned in at registration.
- The Remote Scale
  - Must be of high quality and cannot be a basic bathroom scale
  - Must have a digital readout displaying the weight to at least 1/10th of a pound
  - Must have the ability to be reset to 0.0
  - Must be on a hard level surface (no carpet underneath)
  - The scale must be tested in the presence of the 2<sup>nd</sup> party
  - **Procedure of Testing**
    - Reset the scale so it reads 0.0
    - Weigh a volunteer 3 times to verify the scale displays the same weight each time (variation of no more than +/- 0.1 lbs) and returns to 0.0. *This test indicates the scale is self-consistent.*
    - **If the scale being used has not previously been checked by the ECTC it must be brought to the tournament to be checked against an official set of ECTC weights (100lbs).**
      - If the official weights are unavailable at the tournament the ECTC will test it against the official ECTC scales for accuracy.
      - If the school's scale consistently displays the correct weight +/- 0.25lbs (½%) it can be certified for future remote use. If not, another scale must be used in the future and subsequently tested. If the official weights are not available the scale must fall in the range of official ECTC scales.
      - Ideally this scale would be owned by the school weighing in, so it is within their control from season to season and does not need to be frequently re-checked. Schools could purchase an official scale through the ECTC.

### Host School Obligations:

- Weigh-ins MUST be conducted on the morning of the tournament.
- Weigh-ins should be offered the night before the tournament. The time, duration, and location of Night-Before weigh-ins must be made known at least 2 weeks in advance of the tournament date via the ECTC mailing list and in the tournament packet.
- Remote weigh-ins via Skype should be offered (by appointment) if feasible. The possible time-frame for Skype weigh-ins would be 9:00am on the day before the tournament through the end of Night-Before weigh-ins, although the host school is not required to offer this option or to

offer it at specific times. The availability of remote weigh-ins must be made known at least 2 weeks in advance of the tournament date via the ECTC mailing list and in the tournament packet. Interested schools must then follow the process to request a remote weigh-in at a mutually agreeable time.

## **Referees and Judges**

Red belts may serve as referees and judges for white and yellow belt competition (C/D team sparring and white/yellow belt forms). Otherwise referees and judges should always be black belts.

## **Other Considerations**

- The rules of the World Taekwondo Federation apply to any circumstances not described in the ECTC rules (see [www.wtf.org](http://www.wtf.org)). For example: the criteria for a valid point. The ECTC Board and Referee Chair may, however, choose to interpret the relevant WTF rule(s) as appropriate for the ECTC and will address anything not described in the WTF/ECTC rules as they see fit.
- The ECTC reserves the right to refuse any individual access to our events for any reason.