

# Friendship Tournament




Date: February 27, 2016

Location: 6723 S.W. 81<sup>st</sup> Street Miami, FL.  
(Better Families Through TKD)

Registration opens at 8:30 am  
Tournament starts at 9:00 am

Entry Fee only \$35.00 One event  
\$10.00 for extra event

**Spectator fee: \$5.00**



# Better Families Through Tae Kwon Do Friendship Tournament

## Violations and Disqualification

### **1. Excessive or hard repeated contact.**

- A. Minus one (-1) points the first time; the second time is disqualification. This warning is cumulative, therefore, if you have any warning for excessive contact and you do any other hard contact you will be disqualified.

### **2. Running or going outside the ring.**

- A. A warning will be called for those competitors that run outside the ring. Excessive running will count for disqualification on the Center Judge's authority.

### **3. Disrespect for judges, opponents, or general bad sportsmanship.**

- A. If the student disrespects a judge or a competitor there is a warning. The second infraction results in minus one (-1) point. The third time results in disqualification.
- B. If the Instructor or coach shows disrespect in the tournament and his or her student is competing, the student will be disqualified. The second time we will ask the instructor to leave the tournament with his or her students. There will be no refunds.
- C. Improper coaching could result in deduction of points or disqualification of the competitor.

#### **Example:**

- a) The use of improper language: Disqualification.
- b) Coaches stepping into the ring: first time warning, second time minus one (-1) point.
- c) Any behavior that appears offensive or not in accordance with the example that we teach our students: students can be disqualified, or we may ask the offender to leave the tournament.

### **4. There will be no intervention of parents or siblings without the instructor or director.**

### **5. If a parent or sibling uses any type of inappropriate language, the Center Judge will disqualify the competitor.**

## **Fighting Rules**

- Time:** The time will not be stopped unless requested by the Center Judge. There will be two (2) minutes for every match.
- Point:** The points will be awarded by every corner judge. The Center Judge may also give a point or give a decision.
- Deductions & Disqualification:** The deduction of points or any disqualification will be given only by the Center Judge. A disqualification decision will be made by the Center Judge with the consent of all corner judge.
- Equipment:** All equipment for sparring is mandatory.  
**You must wear: *Head Protector, Hand and Feet Protectors, Mouth guard, Shin Guard, and Groin Cup.***

### **Point System:**

- A) There is no punching to the face or head. A punch to the face will count as an excessive contact.**  
A punch to the body is one (1) point. A kick to the body is one (1) point. A kick to the head is two (2) A jumping kick to the body is two (2) points. A jumping kick to the head is three (3) points.
- B) Sweeps are allowed, followed by a technique within three (3) seconds.**  
1. A kick or punch from the ground is a valid point.
- C) The competitors must be inside the ring to score points. You can get scored upon if you are outside the ring and your opponent is inside.**
- D) Grabbing is not allowed.**
- E) No contact below the belt or to the back.**
- F) There are no maximum points.**

## Forms Rules

- Judges: No less than three (3) Judges per ring.
- Score system: Points will be awarded by two (2) decimal points (*example 6.78*).  
The point range will be from 6.00 to 7.00 for Beginner (white to orange belts), 7.00 to 8.00 for Intermediate (green to blue belts), 8.00 to 9.00 for Advance (red & brown belts), and 9.00 to 10.00 for Black Belts.
- Musical forms: Musical forms will have the same scoring system. The precision, level of difficulty, and choreography of the techniques to the music will be scored. You must provide your own music system. A stereo system will be provided by ***Better Families to Black Belt Division*** only.
- Uniforms: Uniforms must be complete and clean. Flashing uniforms are allowed.

## Bopper Rule

1. **You must wear a head gear/face guard.**
2. **The targets are every part of the body except the face.**
3. **You have 1 minute or 5 points**

<b>Weapon</b>	<b>Traditional Forms</b>	<b>Sparring</b>	<b>Musical</b>
<b>Beginner</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Beginner</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Beginner</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Beginner</b> 5 to 8 9 to 12 13 to 17
<b>Intermediate</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Intermediate</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Intermediate</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Intermediate</b> 5 to 8 9 to 12 13 to 17
<b>Advance</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Advance</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Advance</b> 5 to 6 7 to 10 11 to 13 14 to 17 Adults	<b>Advance</b> 5 to 8 9 to 12 13 to 17
<b>Black Belts</b> 6 to 8 9 to 10 11 to 12 13 to 14 15 to 17	<b>Black Belts</b> 6 to 8 9 to 10 11 to 12 13 to 14 15 to 17	<b>Black Belts</b> 6 to 8 9 to 10 11 to 12 13 to 14 15 to 17	<b>Black Belts</b> 5 to 8 9 to 12 13 to 17

Bopper Sparring

White to Green  
5 to 7  
8 to 10  
11 to 13  
14 to 17

Purple to Black  
8 to 10  
11 to 13  
14 to 17

**Beginner** = White  
Gold  
Orange

**Intermediate** = Green  
Purple  
Blue

**Advance** = Red  
Brown