

Alabama State Games 2023 Taekwondo Competition Rules

AGE GROUPS 6-7 8-9 10-11 12-14 15-17 18-32 33+

[Board Breaking](#)

[Forms](#)

[Point Sparring](#)

[Kyorugi \(Continuous sparring\)](#)

WEAPONS FORM RULES FOR ALABAMA STATE GAMES 2023

AGE/RANK BRACKETS

Age determination will be the age of the competitor on the day of the tournament.

4-5 Years 6-7 Years 8-9 Years 10-11 Years 12-14 Years 15-17 Years 18-32 Years 33 +

RANK RULE

Competitor must compete at their current level. We understand that different schools ranking systems are different.

BELT DIVISIONS

White...10, 9th Gup

Yellow...8, 7th Gup

Green...6th, 5th Gup

Blue, Purple...4th, 3rd Gup

Red/Brown 2nd, 1st Gup

Black...1st Dan +

Although the Tournament host will do everything in its' power to stay as close as possible to the above ages and belt divisions, participants will be placed in a division where it is deemed the safest for them. Divisions may be further broken down or combined at the discretion of the tournament director. By participating in the 2022 Alabama State Games 2022, competitors' consent to follow the decisions of the tournament officials. Tournament host reserves the right to adjust competition divisions to ensure safety & competitiveness of the participants. Any student/instructor/family member displaying unsportsmanlike conduct will be disqualified immediately!

**TRADITIONAL...ALL WEAPON FORMS WILL BE TRADITIONAL AT THIS EVENT;
NOT CREATIVE OR EXTREME**

These forms must capture the essence of classic martial arts movements, displaying the traditional techniques, stances, footwork, and weapons. Emphasis is placed on execution of technique, application of technique, balance, speed, power, solid stances, and focus. Forms may be unmodified or modified from what a system or school considers to be the original version of the form; however, the performance of the following movements will result in a downgrade of the form, or upon unanimous vote of the judges, a "no score" as a form inappropriate for the division:

- (a) Movements that involve more than a 360-degree spin;
- (b) Require the body to be inverted more than parallel to the floor;
- (c) More than two kicks with the same leg without putting the foot down in between;
- (d) Front or back flips;

(e) Cartwheels;

(f) Front or side leg splits;

(g) Releases of the weapon other than simple hand switches;

(h) or any other gymnastic movements or extreme exhibitions of flexibility or agility with the body or weapon that are deemed in the opinion of the judges to be inappropriate for the division pursuant to the general guidelines set forth here. (EXCEPTION – A Forward Roll is a legal Traditional Technique.)

COMPETITOR'S RESPONSIBILITY

It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. He/she must be suitably attired and at the appropriate ring when competition begins. Three calls will be made for competition at ringside. If the competitor is not at his/her ring ready to compete when competition begins, he/she will not be able to compete. If a competitor leaves the ring after the competition begins and is not present when his/her name is called to compete, his/her name will be called three times at ringside. If he/she is still not present to compete, he/she will be disqualified.

SCORING RULES FOR WEAPONS/MAXIMUM DEVIATION RULE

Since the high and low scores are not dropped when three officials are used in weapons, the Maximum Deviation Rule limits the impact of a single judge's score to control with his/her high or low score the outcome of placement. The judge's score that is between the other two judges scores (middle score) is considered the middle score.

Once that score has been determined, the other two judges cannot be higher or lower than .02 points of that middle score. If their score is higher or lower than .02, they must adjust their score up or down accordingly to that .02 maximum deviation.

SCORING RANGES FOR WEAPONS

The Scoring range should always be discussed by the center referee and judges before the division starts.

(a) TIES: If there is a tie for 1st thru 4th place, the majority of the judge's scores determine the winner. If there is not a majority of judges for one competitor and one judge or more given the same score for the tied competitor, the judge that gave the same scores must be asked to make a decision and break the tie.

(b) All judges must make scoring decisions by giving different scores to the competitors.

DROPPING A WEAPON

(a) If a Black Belt competitor drops his/her weapon during the eliminations, they will not be scored and will be disqualified. They are encouraged to complete their form but are not required to continue.

(b) If an Under Belt competitor drops his/her weapon during the eliminations, they will be scored and will NOT be disqualified. He or she will receive .05 penalty point deduction for each time he or she drops his/her weapon.

TIME LIMIT

A weapons competitor has a total of 120 seconds-2 minutes to complete their weapons form.

Time starts with the competitor first step, in the ring. Competitors can use two initial launch points to enter the ring; 1) the corner of

the ring; or 2) just outside of the corner. In either case, once a competitor takes their first step time will start.

NO MUSIC ALLOWED FOR WEAPONS DIVISIONS AT THIS EVENT

NAME/SCHOOL PRESENTATION WILL NOT TAKE PLACE BEFORE THE COMPETITOR BEGINS THEIR WEAPONS FORM.