

Sparring Judging System

Judge(s) both judges can call break

Both Judges call score points and strike points when prompted

Chief Judge after break is called, calls for

- **Score point(s)** only for what judge sees first for only one competitor then calls for
- **Strike Point** only for what judge sees first for only one competitor

Tabulation of Score Points and Strike Points

- Chief and Associate judges individually call what they see first
- There are no ties, all scores are counted as seen first
- Each judge can call a score point for one competitor when prompted then follow with a strike point when prompted.

Independent Judges

- Each judge is independent of the other. What each sees and calls is counted. Judges do not have to agree, all scores are recorded.
- Example:
 - Chief Judge calls round kick to above the belt score point. The Associate Judge called the same kick a strike point kick below the belt. Each call what they saw when prompted.
 - Chief Judge calls score point for blue competitor and Associate Judge calls score point for the red competitor. Both score points count
 - Chief Judge calls strike point for blue competitor and Associate Judge calls strike point for the red competitor. Both strike points count
 - Both Judges call score point or strike point
 - **Score Points:** do not add judges scores together and if one judge calls 2 points and one judge calls 1 point, the competitor is awarded the lowest score of 1. No discussion is necessary about what technique was seen, just award the lowest number
 - **Strike Points:** do not add judges scores together

Electronic or Manual Scoreboard, Time Clock, Score Sheets

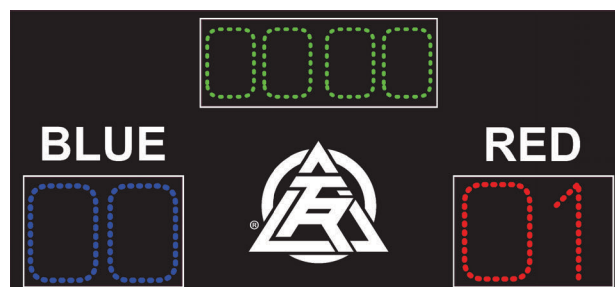
- Chief Judge
- Or assigns to red jacket

Disqualifications

- Chief Judge & Associate Judge both can call for disqualification
- Chief Judge & Associate Judge consult on disqualification however both must agree on the final decision
- Disqualification can be called at any time during the match for strikes, disrespect, taunting, arguing with judges or failure to follow the direction of either judge.

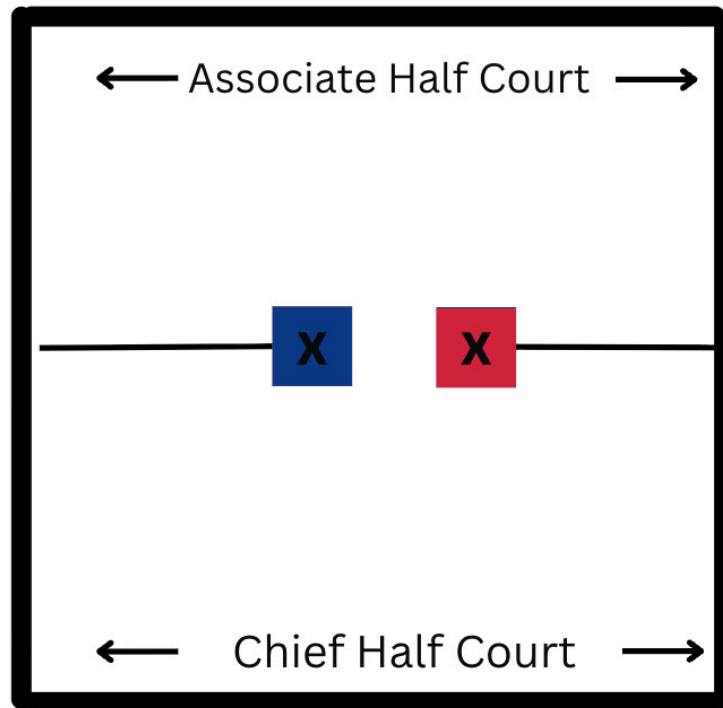
Judge Sequence

- Either Judge says Break
- Chief Judge says “Center up” to Competitors
- Chief Judge says “Judges Score Points”
 - Judge(s) raise flag for the competitor(s) who get score point(s)
 - Judge(s) raise flags with elbow bent at 90 degrees
 - Chief judge or red jacket advances the scoreboard with device or flip chart
- Chief Judge says “Judges Strike Points”
 - Judge(s) raise flag for the competitor(s) who get strike point(s) but point to the competitor’s feet who created the strike
 - Judge(s) raise flags with elbow bent at 90 degrees
 - Chief Judge or Red Jacket advances the scoreboard with device or flip chart



Judge Locations

- Chief: baseline left and right on their half of the competition mat (try not to cross over) and maintain distance from competitors
- Associate: baseline left and right on their half of the competition mat (try not to cross over) and maintain distance from competitors



Chief and Associate Work Together on Following

- Match ups/line up/bow/start/return
- Announce winner/records winner/advances bracket/award medals

Points

Sparring Points (7 points wins a sparring match)

- 1 Point:
 - Hand technique to a legal target area on the body
 - Standing, spinning, sliding or jumping kick to a legal target area on the body
 - Above the belt and below the neck or left/right side of body
 - The outer edge of the front leg between hip and knee target
 - Legal only for Adult and teen with a #2 round kick. Target leg cannot be in the air
 - Punching point must be with the reverse or back hand and not with the front hand
- 2 Points:
 - Standing, spinning, sliding or jumping kick to helmet
 - Standing, spinning, sliding or jumping kick to within 6" or less from face not protected by the helmet with NO contact

Strikes

Results in 1 point award to the other competitor

- Technique to illegal target with light contact
- Technique to a legal target but with excessive contact levels
- Attack with elbows, knees, head
- Turning back to avoid being scored on
- Spin backfist
- Intentionally stepping off the mat to avoid being scored on, however, not a strike if unintentional or being kicked off the mat
- Deliberate pushing of opponent off mat
- Not stopping on a break command
- Arguing with the judges
- Disruptive behavior
- Unsportsmanlike conduct
- Tripping or sweeping

