

TEAM SYNC & TEAM DEMO RULES

To further the spirit of competition, improvements have been made to our Team Sync and Team Demo Competition. Upon reading the new rules you will see that Team Sync has been split into two divisions. There will now be Team Sync Forms and Team Sync Weapons. The Second major change will be for Team Demo. Team Demo members can now be from multiple locations as long as they all reside in the same state and are registered ATA members under the same School/Club licensee. Lastly to expand the competition, Team competitors will receive points similar to our individual competition. These points will allow for our T.O.C competition to have a ranking order just like our Traditional and Xtreme competition. Please read the rules for further knowledge and understanding about how the competition will be run at future events.

Team Synchronized Rules

SECTION 21 - "Black Belt" Team Synchronized Competition Rules Required

Number of Team Members:

2 or 3 members (no gender requirements or restrictions)

- **Team Sync Divisions-** Team Sync will be Split into two different divisions.
 1. Team Sync Forms- Two or three members performing without weapons.
 2. Team Sync Weapons- Two or three members performing with weapons. In this division ATA weapon requirements still apply. Team Members are allowed to perform different and multiple weapons.
- **Required Rank of Members:**
 1. All team members must be at least 1st Decided Black Belts or higher and listed as such in the ATA Membership files when they compete.
 2. Required Age of Members: All ages are allowed.
- **Uniform Requirements:**
 1. Songahm Taekwondo Traditional Dobok, ATA Creative/Xtreme Black uniform ONLY
 2. All competition items including uniforms, weapons, props, etc. must be shown proper respect at all times. Slamming jackets or purposely breaking weapons is NOT allowed.
 3. Teams members may wear different ATA approved uniforms. Refer back to point #1 under uniform requirements. A team member cannot mix and match uniforms. Team members cannot change uniform during competition.
- **Weapons Requirements:**
 1. Weapons used must be from within the Protech curriculum.
 2. Only weapons that comply with Traditional Weapons or ATA-Xtreme/ Creative Competition may be used.
- **Team Member Requirements:**

Team members are not required to be from the same school/club. All members must have a current ATA membership. A competitor can only be a member or listed as an alternate team member for 1 team. A competitor listed as a member or alternate member of a team CAN NOT change teams during the competition season once the team has earned points towards T.O.C. A team may only list 1 person as an alternate per competition season.
- **Required Time of Presentation:** No minimum time – Maximum time of 2 minutes (going longer results in DQ) Competition will be started in the following manner:
 1. The team's name is called.

2. The team enters the ring. 30 secs will be given for traditional bow in.
3. After the bow in the center judge will say "You may adjust" 30 seconds will be allowed to place weapons, and for team members to get into their starting position.
4. Immediately after the 30 seconds, time will begin by the center judge saying "your time begins now", or when Music is cued by a team member.

◦ **JUDGES:**

At all competition events judges will be at the front of the ring spread out to see the entire mat. All 5 Judges will score the entire performance. Special emphasis in this division is placed on how the form is synchronized. Members should be doing the same moves at the same time or in domino fashion for at least 75% of the form time. None of the judges can have a team involved in the competition. Judges cannot be an instructor of the competitors or the owner of the school or club that the competitors train at or belong to or have a team that has won an event during that tournament season.

• **JUDGING CRITERIA:** Follows in this order.

1. Martial Technique:

Most important aspect of judging is the quality of the competitor's martial technique with and without the weapon. Someone performing a more difficult technique with or without a weapon may have points deducted if martial control is not maintained. For example, a dropped weapon can be a reason for point deduction.

2. Presentation:

Presentation includes ATA Attitude, Confidence, Eye Contact, Intensity, Focus, and Movements coinciding with Music (if used)

3. Creativity/Difficulty:

Examples of Creativity are use of the ring, team members, weapons and flow of the form.

Examples of Difficulty are tricks and weapons Tricks. Speed, power, precision and the number of team members performing the tricks in sync are included when judging difficulty.

Example #1: Team A and Team B are equal in presenting their form with strong martial technique, confident presentation and creativity. Team B, however, may score higher by adding a variety of "tricks" and difficulty of "tricks" to their form.

(Remember that the single most important factor in all form presentations is the quality of the martial techniques demonstrated.)

Example #2: Both teams have equal performance in martial technique. Team A has a single member perform a high level "trick", while Team B has multiple members doing lower-level tricks in sync. Team B will have the chance for a higher score due to the degree of difficulty of having more members performing at once.

- Team competitors should not leave the competition mat. If competitors' step beyond the boundaries of the ring they will not be penalized for adjusting their position to avoid obstacles, people, or the ring boundaries. It is possible that equipment bags, spectators, etc., may be in their way and they should be permitted to adjust to avoid these obstacles.
- **Props:** No props are permitted in either Team Sync Forms or Team Sync Weapons
- **Music:** The use of music is optional. If music is used, a digital music player (iPod, iPhone, MP3 player, etc.) will be required to play team music. A team representative will be responsible to start, oversee and end music for their teams' competition. No time allowance for malfunctions will be made unless it is found to be the fault of the house sound system. The music used must be all ages appropriate – any music/lyrics found inappropriate by ATA International Headquarters will result in DQ.

***Determining and Administering Scores:**

- It is important to understand how to determine a competitor's score. The first three teams will complete their form before being scored. This gives the judges a base for their scores. Each judge will give a score ranging from 0 through 9. The score is a comparison score based on the teams in that ring, on that day.
- If there are less than four teams, instead of giving scores, each judge will point to their choice for the top score. The score keeper will record the following scores:
 - 1st place: 9 for all judges
 - 2nd place: 8 for all judges
 - 3rd place: 7 for all judges
- **Ties:**

In the event of a tie, the team with the most members involved in the tie will win (more members are more difficult to synchronize). If the teams involved in the tie have the same number of members, the judges will vote for the outcome by pointing to the team they feel has the best overall performance. The teams will not perform again.
- **The winning teams at a World/Nationals event will earn points based on their place.**
 - “Class AAA”
 - 1st place will be awarded - 20 points
 - 2nd place will be awarded - 15 points
 - 3rd place will be awarded - 10 points
 - Class “AA”
 - 1st place will be awarded - 15 points
 - 2nd place will be awarded - 10 points
 - 3rd place will be awarded - 8 points

- This ranking order will determine the performance order at T.O.C

***Registering for competition**

- Registration fee: \$150.00 per team, including T.O.C.
- An online registration form is available to all teams
- Refunds, minus \$25, will be given for teams withdrawing 14 days prior to event
A 50% refund will be given for teams withdrawing 7 days prior to event.
NO refunds will be given for teams withdrawing less than 7 days prior to the event.
- Event name: World Championships, Fall Nationals, Spring Nationals, Pan Am Championships, or European Championships.
- Competition event (Team Demo, Team Synchronized Form or Team Synchronized Weapons)
- Team name, number of team members, members' names, members' ATA number, and method of payment (credit card)
- Once a Team has earned points, this list of members and alternates cannot be changed.
- Only team members that have participated in competition can earn the title of world champion.

The ATA International Tournament Department will be using the online registration forms to create the order of competition. The team with the earliest registration will compete last and so on through all registrations. The registration fee must be paid for the team to be officially registered for competition. Teams will be notified of acceptance by return email (please make sure a valid email address is included with registration).

Special note: For clarification, a school/club licensee may have a Demo Team AND a Synchronized Team entered in the competition and they may share members. The same school/club licensee may register another team, but that team must contain all different members including alternates. Sync teams may change members as long as they were listed as alternates. Teams are responsible for all of their own expenses incurred to participate at all competition, including but not limited to, airfare, lodging, meals, etc.

The ATA reserves the right to make changes or adjustments to the rules & procedures as it sees fit during the competition season

Team Demo Competition

SECTION 22 - **“Black Belt” Team Demonstration Competition** Rules Required

Number of Team Members:

4 or more (no limit to maximum number - no gender requirements or restrictions)

◦ **Goal of Presentation:**

- Using multiple methods of demonstrating martial arts skill. Presentation should be fast paced, high energy, exciting, dramatic, and fun to watch.
- Methods Allowed (any or all can be included):
 1. Any Songahm forms, segments, combinations of martial arts techniques
 2. Any creative/ATA-Xtreme forms, segments, combinations of martial arts techniques
 3. Empty hand self-defense, Weapons, Weapons self-defense

◦ **Required Rank of Members:**

1. All team members must be at least 1st Decided Black Belts or higher and listed as such in the ATA Membership files when they compete.
2. Required Age of Members: All ages are allowed

◦ **Uniform Requirements:**

1. Songahm Taekwondo Traditional Dobok, ATA Creative/Xtreme Black uniform ONLY
2. All competition items including uniforms, weapons, props, etc. must be shown proper respect at all times. Slamming jackets or purposely breaking weapons is NOT allowed.
3. Teams members may wear different ATA approved uniforms. Refer back to point #1 under uniform requirements. A team member cannot mix and match uniforms. Team members cannot change uniform during competition.

◦ **Weapons Requirements (if used):**

1. Weapons used must be from within the Protech curriculum
2. Only weapons that comply with Traditional Weapons or ATA-Xtreme/ Creative Competition may be used.

◦ **Team Member Requirements:**

1. All members must have a current ATA membership.
2. All members of the team must be registered under one ATA School/Club licensee and reside in the same state.
3. A competitor can only be a member or listed as an alternate team member for 1 team per competition season. Once a competitor is listed as a member or alternate member of a team and that team earns points towards their ranking, they CANNOT change teams.

- A person's state/school of record is attached to the state in which the school they train is located. If the school is located in a "border town" where it is possible for members whose address is in one state, but train in another, the state of the competitor should be where he/she trains. Students who train via "zoom" or other internet methods should be attached to the state in which he/she has his/her primary residence. The key words here are "border town". One should not assume that if they travel across states to train once a month, etc. that they may circumvent the spirit of this rule. The International Chairman has the final determination for any questions about the state in which a person trains.
- A list of team members and its alternates will be required along with ATA numbers to verify school affiliation, School/clubs licensee, and residence. School/Club Licensee MAY register more than 1 team per competition but the teams may NOT share members.

Special note: Members of a team for the Team Demonstration Competition must come from only one school/club licensee and reside in the same state. If it is found that a student(s) is moved for the purpose of this competition, the entire team will be disqualified, and the owner will not be able to enter any teams in future competitions.

◦ **Required Time of Presentation:**

No minimum time – Maximum time of 3 minutes (going longer results in DQ)

Competition will be started in the following manner:

1. The team's name is called.
2. The team enters the ring for traditional bow in.
3. After the bow in, the center judge will say "You may adjust" 30 seconds will be allowed to place weapons and for team members to get into their starting position.
4. Immediately after the 30 seconds time will begin by the center judge saying, "your time begins now", or when music is cued by a team member.

◦ **JUDGES:**

At all competition events judges will be at the front of the ring spread out to see the entire mat. All 5 Judges will score the entire performance. None of the judges can have a team involved in the competition. Judges cannot be an Instructor of the competitors or the owner of the school or club that the competitors train at or belong to or have a team that has won an event during that tournament season.

• **JUDGING CRITERIA: Follows in this order.**

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- Team competitors should not leave the competition mat. If Competitors step beyond the boundaries of the ring they will not be penalized for adjusting their position to avoid obstacles, people, or the ring boundaries. It is possible that equipment bags, spectators, etc., may be in their way and they should be permitted to adjust to avoid these obstacles.
- **Props:**
Only plastic or wood boards allowed (no other materials permitted – bricks, concrete, etc.). Clean up to be done by team immediately after dismissal of team. “Anything other than boards, ATA approved weapons and ATA approved uniforms, a request must be submitted via email 30 days prior to competition for approval. (scott.skiles@ataonline.com)
- **Music:**
The use of music is optional. If music is used, a digital music player (iPod, iPhone, MP3 player, etc.) will be required to play team music. A team representative will be responsible to start, oversee and end music for their teams’ competition. No time allowance for malfunctions will be made unless it is found to be the fault of the house sound system. The music used must be all ages appropriate – any music/lyrics found inappropriate by ATA International Headquarters will result in DQ.

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- If there are less than four teams, instead of giving scores, each judge will point to their choice for the top score. The score keeper will record the following scores:
 - 1st place: 9 for all judges
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In the event of a tie, the team with the most members involved in the tie will win (more members are more difficult to synchronize). If the teams involved in the tie have the same number of members, the judges will vote for the outcome by pointing to the team they feel has the best performance. The teams will not perform again.
- **The winning teams at World/Nationals event will earn points based on their place.**
 - "Class AAA"
 - 1st place will be awarded - 20 points
 - 2nd place will be awarded- 15 points
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 - Class "AA"
 - 1st place will be awarded - 15 points
 - 2nd place will be awarded- 10 points
 - 3rd place will be awarded - 8 points
- The ranking order will determine the performance order at T.O.C
- Winning Demo teams may change the number of members performing on the team and/or the actual team members in preparation for the final competition at World Championships as long as all other requirements are met (listed as alternates, proper rank, same school, etc.)
- **Registration**
 - Fee for competition: \$150.00 per team including T.O.C.
 - Registration: An online registration form is available to all teams.
 - Refunds, minus \$25, will be given for teams withdrawing 14 days prior to event. A 50% refund will be given for teams withdrawing 7 days prior to event. NO refunds will be given for teams withdrawing less than 7 days prior to the event.
 - Competition event (Team Demo or Team Synchronized Form or Team Synchronized Weapons)
 - Team name, number of team members, members 'names, member's ATA number, and method of payment (credit card)

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Special note: For clarification, a school/club licensee may have a Demo Team AND a Synchronized Team entered into the competition and they may share members. The same school/club licensee may register another demo team, but that team must contain all different members than the winning team. Winning teams are responsible for all of their own expenses incurred to participate at all competitions including, but not limited to, airfare, lodging, meals, etc.

The ATA reserves the right to make changes or adjustments to the rules & procedures as it sees fit during the competition season