



Adjustments to the ITF Combined Rules for E-Tournaments

Adjustments to the ITF Combined Rules for E-Tournaments can be separated into three categories.

- 1. Rules that will cause the competitor's video to be reset.**
 - A) If a video is reset by the tournament committee, the competitor will be able to upload a new video, up to the posted deadline for video uploads.
- 2. Rules that will result in point deductions from the competitor's score.**
- 3. Administrative rules that have no impact on the competitor's score.**

All exceptions or adjustments to the rules (*including though not limited to, criteria for rejection, point deduction or without influence*) will be made available via all of the following:

- Published on the official Sportdata event website,
- Posted in the event documentation,
- Announced during the coach's meetings.
 - All rules, clarifications, amendments or other as announced during the coach's meetings are considered valid, in effect and enforceable.

1. Rules that will cause the competitor's video to be reset.

If a video is reset by the tournament committee, the competitor will be able to upload a new video, up to the posted deadline for video uploads.

- A. Competitors or Teams must create and upload a valid video, prominently displaying the correct Match-Code, for each corresponding round of competition.

Note: The Sportdata system will create a Match-Code (created by Sportdata and published on the Sportdata website) for each round of the competition draw.

- B. Videos must be uploaded within the time / date parameters listed for the event.
- C. Official Procedure for creating and uploading **Individual Pattern** videos:
- I. The first frame of the video MUST start with a close-up view of the competitor, visibly displaying the correct match code,
 - a. Close-up view must clearly show head and shoulders of competitor
 - b. Match Code MUST be readable (no glare)
 - II. Competitor MUST put aside the match code, without leaving the video,
 - III. Competitor MUST go directly to their starting point,
 - IV. Competitor MUST bow correctly,
 - V. Competitor MUST perform the ready stance required for their pattern,
 - VI. Competitor MUST begin the pattern immediately (without delay) AND without any commands,
 - VII. Competitor MUST finish the pattern, return to the appropriate ready stance and then relax.

In case of competition with 2 patterns: continue with article VII

In case of competition with 1 only pattern: continue with article XIII

- VIII. Competitors have a MAXIMUM of 10 seconds rest/preparation time between the 2 patterns.
 - a. Rest Time begins at the moment the competitor relaxes after adopting the final ready stance at the end of the 1st pattern, and ends when the competitor begins the ready stance for the start of the 2nd pattern)
- IX. Competitor MAY change location of the starting position during these 10 seconds.
- X. Competitor MUST perform the ready stance required for their pattern,
- XI. Competitor MUST begin the pattern immediately (without delay) AND without any commands,
- XII. Competitor MUST finish the pattern, return to the appropriate ready stance and then relax,
- XIII. Competitor MUST bow.
- XIV. Video will be stopped immediately following the bow.
- XV. **NO** commands, directions or advice are allowed to be given by a coach during the entire video.

- D. Official Procedure for creating and uploading **Team Pattern** or **Pre-Arranged Sparring** videos.
- I. The first frame of the video **MUST** start with all of the team members on the floor, positioned in the location where they will begin their pattern,
 - a. **NO** marching in, marching out, or changing of positions is allowed.
 - b. Competitors may pivot on their spot, in order to face the camera and perform the required bow.
 - c. Competitors **CANNOT** move locations or change their position before the pattern begins.
 - d. The first frame of the video **MUST** start with a close-up view of one of the competitors, visibly displaying the correct match code,
 - i. Close-up view must clearly show head and shoulders of the competitor.
 - ii. Match Code **MUST** be readable (no glare).
 - iii. All other team members **MUST** be visible, on their starting positions, and not moving about.
 - II. The Team Member **MUST** put aside the match code, without leaving the video,
 - III. The Team Member **MUST** go directly to their starting point,
 - a. At this point, the whole team is waiting on their starting positions for the first pattern.
 - IV. All Team Members **MUST** bow together, correctly,
 - V. All Team Member **MUST** perform the ready stance required for their pattern,
 - VI. The Team **MUST** begin the pattern immediately (without delay) and with command given by the team leader/member only.
 - VII. The Team **MUST** finish the pattern, return to the appropriate ready stance and then relax.

In case of competition with 2 patterns: continue with article VIII

In case of competition with 1 only pattern: continue with article XIII

- VIII. Teams have a **MAXIMUM** of 15 seconds of rest/preparation time between the 2 patterns.
 - a. Rest Time begins at the moment the team relaxes after adopting the final ready stance at the end of the 1st pattern, and ends when the team begins the ready stance for the start of the 2nd pattern)
- IX. The Team **MAY** change location of the starting position during these 15 seconds.
- X. The Team **MUST** perform the ready stance required for their pattern,
- XI. The Team **MUST** begin the pattern immediately (without delay) and with command given by the team leader/member only,
- XII. The Team **MUST** finish the pattern, return to the appropriate ready stance and then relax,
- XIII. The Team **MUST** bow.
 - a. Competitors may pivot on their spot, in order to face the camera and perform the required bow.
 - b. Competitors **CANNOT** move locations or change their position before the pattern ends.
- XIV. Video will be stopped immediately following the bow.
 - a. **ALL** commands for bowing, calling the name of the pattern, giving directions (*Junbi, Sijak, Goman, Barro*) **MUST** be given by one team leader/member only.
 - b. **NO** commands, directions or advice are allowed to be given by a coach during the entire video.

- E. The first frame of the video **MUST** start with a close-up view of the competitor, visibly displaying the correct match code.
 - a. Close-up view must clearly show head and shoulders of the competitor
 - b. Match Code **MUST** be readable (no glare)
- F. The competitor **MUST** put aside the match code, without leaving the video.
- G. The competitor **CANNOT** leave the video at any time.
- H. The video **CANNOT** have any interruptions, edits, inclusions, or be cut in any manner.
- I. Competitors **MUST** be full facing to the camera at the moment they start their performance for individual patterns competition.
- J. The official dress code, as described in Articles T6 and T7 of the official ITF Combined Rules of Competition, must be complied with.

IN ADDITION, the following amendments to Article T7 have been approved and adopted:

 - a. Head / neck coverings may be worn by all competitors. Head / neck coverings must be constructed of a solid white colour, be made of a soft and/or elastic material and must not contain any hard materials, metal, grips or slides.
 - b. Undergarments, of a soft or elastic nature only, may be worn beneath the competitor's dobok (beneath the top and/or trousers). Undergarments must be of a solid white colour, be made of a single layer of soft and/or elastic material, and must not provide additional protection from impact, nor contain any hard materials, metal, grips or slides. Undergarments must not extend past the distal portion of either the wrist or the ankle. Females **MUST** wear either a white t-shirt or white underclothing beneath their dobok top.
- K. In the case that someone cannot create a video in a sports hall, the video can be made in any other appropriate place. (Tournament Committee reserves the right to make final determination as to whether the place of performance is appropriate). [See on rule 2. E.]

2. Rules that WILL result in point deductions

- A. Competitors **MUST** visibly mark the starting point of their pattern on the ground. Failure to visibly mark the starting point will result in a deduction of 0.2 points.
- B. If it is not visible or clear to the umpires that the competitor has returned to the starting point, within one shoulder width, it will result in a deduction of 0.2 points.
- C. Competitors' image **MUST** occupy a **MINIMUM** of 25% of the height of the video screen at all times. If the preparation, the execution, or the tool cannot be recognized due to poor image quality, or the image section is too small, 0.2 points will be deducted for every omission.
- D. If a competitor's foot, or tool is outside of the view of the video, a deduction of 0.2 points will be made for each and every occurrence.
- E. If a competitor, or team, performs their pattern or sequence on any surface (i.e. grass, obstacles) that makes it difficult for the umpires to see and determine correct foot positioning, 0.2 points will be deducted for each and every occurrence. [See on rule 1. K.]
- F. The video camera must stay on a fixed spot and cannot be moved laterally.
 - a. Zooming or rotating (umpire view) on the spot are allowed.
 - b. If the camera does not have a zoom, moving forward and backward to imitate zooming is allowed.
 - c. Moving the camera's position laterally during any single pattern is not allowed.
 - d. Changing the position of the camera during the rest time (Maximum of 10 seconds for individual patterns and 15 seconds for team patterns), is permitted in order to facilitate the performance of the pattern.

3. Administrative rules that have no impact on the competitor's score.

If the video recording size is too large, it is possible that the video will be disrupted/distorted. This may appear as a pause or stop to the Umpires. We recommend a total file size of no more than 200 MB.