

Warrior Martial Arts

Instructor Training Programme 2011/2012

Umpire Training Course

Goal: Course participants will be able to: carry out fairly, accurately and consistently the role of a Warrior Martial Arts Tournament Umpire.

The items which will be covered:

Patterns Judging:

Understanding the scoring process.

- The first competitor on the floor will be given the “Starting mark” as determined by the Head Referee.
- All subsequent competitors will be marked up or down from this mark in full-number intervals (+1, +2, etc; no ½ marks).
- The combined total of each of the 3 judges is given as the final score for the competitor.
- The Umpire must not have their decision influenced in any way by those around him/her. The Umpire's decision must be their own and they must be willing to stand over that decision.
- In the event of competitors being tied on score, they will perform their chosen pattern a 2nd time and the judges may give a new mark for this performance, disregarding the previous performance.
- In the event of a further tie, the competitors will each be given the same designated pattern of the Head Referee's choice and the judges may then give a new mark for this performance, disregarding the previous performance.
- In the unlikely event of the scores still tying, the deciding vote shall be that of the Head Referee.

Point Sparring:

The duties and responsibilities of the officials and, in particular, those which apply to the Umpire.

- The role of the Umpire in a Point Sparring match is to confirm or deny the scoring of a point(s) by one or other competitor, as called by the Head Referee or to bring acts deliberate foul play or blood injuries to the attention of the Head Referee.
- The Umpire should not speak at any stage during the match, unless requested to do so by the Head Referee, or when alerting the Head Referee to blood injuries or acts of deliberate foul play.
- In the event that an Umpire wishes to alert the Head Referee to a blood injury or act of deliberate foul play, the Umpire should step back from the fighters, place both feet together and raise one hand straight in the air, saying loudly and clearly “Sir!” or “Ma'am” as applicable. The Umpire should remain in this position until further instruction is given by the Head Referee.
- The primary responsibility of the Umpire is to assist the Head Referee in their duties. Any actions beyond those outlined in these rules should not be carried out by the Umpire unless they have been requested to do so by the Head Referee. An Umpire part-taking in other duties without being requested to do so, although they may be doing so with good intent, may be distracted from the work required of them by the Head Referee.
- The Head Referee will stop the match at any point where he/she believes a point(s) to have been scored by a competitor. He/she will then ask the Umpire to confirm or deny the scoring of this point. A score is only awarded when both the Head Referee and Umpire agree on the scoring of the point.
- In the event that the Head Referee believes that a 3-point kick has been scored, but the Umpire claims that the kick was, in fact, of 2-point value, the lower of the two scores (2 points) will be awarded.
- In the event that the Umpire believes that a 3-point kick has been scored, but the Head Referee

claims that the kick was, in fact, of 2-point value, the lower of the two scores (2 points) will be awarded.

Continuous Sparring:

The duties and responsibilities of the officials and, in particular, those which apply to the Umpire.

- An Umpire in a Continuous Sparring bout is responsible for recording the points scored by both competitors as clearly seen by the Umpire.
- Fighters are designated “Red” and “Blue” and this is denoted with a marker such as a tag, belt or coloured sparring equipment.
- Score counting is done on a set of clickers, one for each competitor, with a corresponding coloured ribbon attached.
- As it is not possible to remove single points from the clickers, in the event that the Head Referee calls for a point deduction from one competitor, the Umpire must **add** a point to their opponent (eg. The Referee calls for “Red” to be deducted 1 point for a foul; the Umpire must **add 1 point to “Blue”**).
- At the end of a bout, the referee will ask judges to “show” the ribbon of the fighter with the highest number of points. The Umpire must raise that coloured ribbon into the air for the referee to see and must keep the ribbon elevated until the referee declares a winner by raising that competitor's hand.
- In the event that both competitors have equal scores, the Umpire must raise both ribbons, with their arms crossed. Again, the Umpire must keep the ribbons in this position until the Referee has announced a decision.
- Umpires **must not** reset their clickers to zero until the referee has dismissed both competitors from the floor as the referee may wish to scrutinise the scores awarded by the Umpires.

Sparring: General Information

- Points must only be awarded where the Umpire can clearly see the attacking tool (hand or foot) make contact with a legal scoring area (torso front and sides; head front and sides).
- To be a valid score, strikes must not take a deflection which causes them to change from their original course.
- The scoring system is as follows:
 - Any hand technique in point sparring: 1 point
 - Any hand technique in continuous sparring: 1 point per technique that connects with target up to a maximum of 3 points in a flurry of punches
 - Any mid-section kick where the non-kicking leg is in contact with the floor at the time of scoring: 2 points
 - Any mid-section kick where the non-kicking leg is **not** in contact with the floor at the time of scoring: 3 points
 - Any head kick: 3 points
- Time-keepers must keep the clock running unless instructed to pause the clock by the Head Referee.
- Score-keepers and Time-keepers must give each match their full attention and must follow the instructions of the Head Referee exactly as they have been give.
- Time-keepers must shout “Time!” or use a whistle if provided to signal the end of a bout.

When umpiring, all of the following key elements must be considered:

Absence of bias

Good knowledge of pattern movements (correct sequence of movements, correct execution of movements)

Appreciation of good pattern performance (speed, power, posture, focus)

Ability to identify errors in pattern performance

Ability to distinguish between scoring and non-scoring techniques in sparring

Good knowledge of scoring systems for patterns and sparring