

**Summary of
WTF COMPETITION RULES & INTERPRETATION
for
COLOR BELT LEVEL COMPETITION**

Ontario Taekwondo Association

**WTF Taekwondo Association
of Canada**

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The Olympic style of Taekwondo competition has exploded onto the international scene during recent years. Unlike many other martial arts and combative sport, Taekwondo has continually evolved in its development of new and advanced techniques.

Ontario has kept pace with these international developments and its competitors have adapted successfully as reflected in Ontario's athlete's performance at the 1992 Olympic games along with many other competitions.

In order to further develop an environment, which nurtures the diversification and evolution of Ontario's competitive technical system, Ontario Taekwondo Association has continuously worked to develop safe competition events for color belts based on the modification of internationally recognized WTF Competition Rules. E.g. the wearing of protective chest gear, head gear and mouth guard is mandatory.

Such competitions, beginning at the color belt level, will help in eliminating simple and ineffective techniques and encourage faster development of more innovative and complex competition styles and training within Ontario. These competitions will also provide fertile ground for the continual improvement of referee's abilities in managing competitions.

A key component in the development of high quality WTF based color belt competitions is the establishment of uniform criteria, establishing clear and uniform rules for judging WTF color belt competition within Ontario.

We hope that the application of these rules by trained referees and judges will provide color belts and their parents / friends an opportunity to share the excitement, drama and satisfaction of a well-run, fair, dynamic and safe competition.

**IN MANAGING COLOR BELT COMPETITIONS,
WE BELIEVE THAT:**

- The most important principle is **SAFETY** for all participants.
- All rules of judging and refereeing should be carried out in such a way that it ensures safety of all color belts.
- Refereeing and judging will be carried out in such a way that the **TECHNICALLY SUPERIOR** competitor wins
- Good sportsmanship and emotional discipline be emphasized
- A competition event should involve the active co-operation of parents, schools coaches, instructors, referees and judges
- Parents should have a clear and immediate way for voicing their concerns
- Parents should have immediate response to their concerns

Article 1. Purpose

The purpose of the competition rules is to manage fairly and smoothly all matters pertaining to competitions of all levels to be promoted and / or organized by the WTF, Regional Unions and member National Associations ensuring the application of standardized rules.

{INTERPRETATION}

The objective of Article 1 is to ensure the standardization of all Taekwondo competitions throughout members of the Ontario Taekwondo Association.

Any competition not following the fundamental principles of these rules cannot be recognized as Ontario Taekwondo sanctioned competition.

Article 2. Application

The Competition Rules shall apply to all the competitions to be promoted and / or organized by the Ontario Taekwondo Association and / or any of its members.

However, any member wishing to modify some part of the Competition Rules can do so after first reviewing the proposed modifications with the Ontario Taekwondo Association.

{EXPLANATION #1}

“After first reviewing the proposed modifications”:

Any organization or member desiring to modify some parts of the existing rules must submit to the Ontario Taekwondo Association the contents of the desired amendment along with the reasons for the desired change.

The review is a necessary process for monitoring and encouraging standardization of competition rules and incorporation of any innovative ideas on how to operate higher quality competitions.

Article 3. Competition Area

The competition areas shall be covered with WTF and OTA approved competition mats and Boundary line clearly marked.

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1. Demarcation of the competition area

- a) **Tape used should be brightly colored and easily distinguished from the floor color by the competitors. Tape used should be of sufficient quality that it does not come loose easily and present a danger to the movement of the competitors.**

**Note: Color belt competition rings will have 1 boundary line only.
(ALL SPECIFICATION OF THE CONTEST AREA ARE THE SAME AS THE NEW WTF RULES)**

- b) **The demarcation of the contest area shall be 8m x 8m indicated by brightly colored lines 5cm wide. The line of the contest area shall be called the boundary line.**

2. Indication of Positions

a) Position of the Referee

The position of the referee shall be marked at a point 1.5m back from the center point of the contest area to the opposite side of recorder's table and designated as the Referee's mark.

b) Position of the Judges

The position of the Judges shall be marked at a point 50cm outward from each of the Boundary Line facing towards the center point of the Contest Area.

c) Position of the Recorder

The Position of the Recorder shall be marked at a point 1.5m back from the boundary line and 3m to the left.

d) Position of the Medical Team

The position of the Medical Team will be at a position that they have unobstructed view and easy access to the entire competition area.

e) Position of the Contestants

Position of the Contestants shall be marked at a point 1m to the respective left and right sides from the center point of the Contest Area facing towards the position of the Recorder. The right side shall be the Blue Contestant's Mark and the left side shall be the Red Contestant's mark.

f) Position of the Coaches

The Position of the Coaches shall be marked at a point 1m away from the center point of the Boundary Line of each contestant's side.

g) Position of the Inspection Desk

There will be no position for inspection desk, however it will be the

the responsibility of the center referees to ensure that proper protective equipment are being worn.

{EXPLANATION 1}

Elastic mat: The degree of elasticity of the mat must be by the WTF before the competition, and must follow guidelines approved by the Ontario Taekwondo Association technical standard.

{EXPLANATION 2}

Competition platform: The platform should be built according to the dimension of the WTF Black Belt Rules and Regulations.

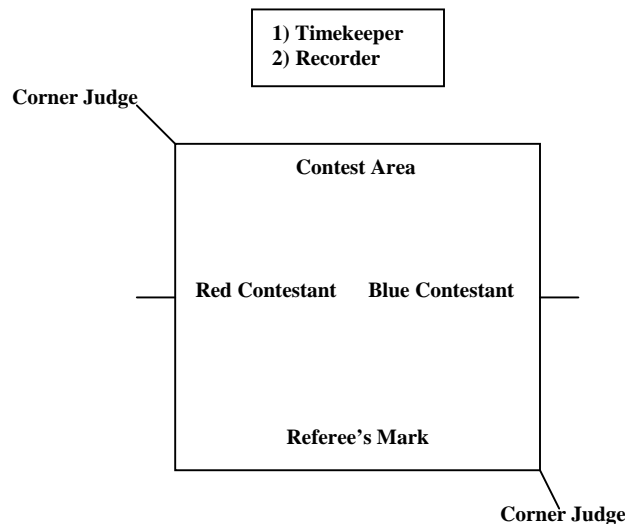
{EXPLANATION 3}

Size of the contest area: Size of the contest area shall be 8m x 8m, however the tournament director has the right reduce the size of the contest area according to the prevailing circumstances, e.g. number of competitors, size of the venue, age of competitor, etc.

{EXPLANATION 4}

Color: The color scheme of the mat's surface must avoid giving a harsh reflection, or tiring the constant's or spectator's eyesight. The color scheme must also be appropriately matched to the competitor's equipment, uniform and the competition surface.

Diagram of Competition Area



{EXPLANATION 5}

Inspection Desk: Due to the number of competitors at color belt tournaments the center referee will conduct inspection of competitors before competition begins.

{GUIDELINES FOR OFFICIATING 1}

The referee must have a full understanding of the Contest Area's dimensions and of the application of these dimensions in officiating and utilize the full limits of the Contest Area in order to avoid excessive interruption of the match.

{GUIDELINES FOR OFFICIATING 2} Boundary Line

When one of the feet of a contestant have moved out of the boundary line, the referee must declare "Kal-yeo" immediately and give a "Kyong-go" penalty. In the case that the feet of both contestants have moved out of the boundary line, referee may give a "Kyong-go" penalty to the one who did such first.

Article 4. Contestants

1. Qualification of Contestants

- 1) A current student of a school / club currently registered with the OTA.**
- 2) A student recommended by the Instructor of the school.**
- 3) Competitors that are in good standing with the OTA.**
- 4) Competitors who are not members of the OTA must purchase one day insurance coverage.**
- 5) Junior age contestants are considered aged 14 through 17 years old based on the year when Championships are held.**

{INTERPRETATION}

The Junior Age Limit is based on the year of the Tournament not the date, when Tournaments are held, which shall be between 14 through 17 years old.

For instance, in case that the Tournaments are held on September 9, 1999, those contestants borne on between January 1, 1982 and December 31, 1985 are eligible to participate as Junior Age Contestants, which means the age group between the year of birth taken 17 from the year of the Tournaments and the year taken 14.

2. The Costume for Contestants

- 1) The contestants shall wear a Taekwondo uniform (Dobok) and protectors recognized by the OTA and the WTF.**
- 2) The contestant shall wear appropriately sized trunk protector, head protector, groin guard, mouth guard, forearm and shin guards before entering the contest area and the groin, forearm, and shin guards shall be worn inside the Taekwondo uniform (also sport prescription eye protection for eye glass wearers)**
- 3) An OTA approved instep guard may be worn by the younger contestants.**

3. The use or administration of drugs or chemical substances described in IOC doping by-laws is prohibited.

{INTERPRETATION}

A contestant's eligibility is established by meeting all requirements listed above in section 1 "Qualification of Contestants."

{EXPLANATION #1}

The criterion of a registered OTA school is whether the school is currently registered with the OTA and is in good standing within the association.

{EXPLANATION #2}

Competitors shall not wear boxing or protective hand gloves, which cover cover their knuckles, other than those which are WTF approved gloves

Protective boots shall not be worn during competition, other than those which are WTF approved socks.

{EXPLANATION #3}

Forfeiture of Standing: The record shall be transferred to the contestant next in line in the competition standings according to the procedure established in these by-law.

Article 5. Weight divisions

- 1. Weights are divided into male and female divisions during sparring / kyorugi.**
- 2. Weights are divided in two division's lightweight and heavyweight**

and whenever possible middleweight division as well.

{INTERPRETATION}

A Taekwondo tournament is a competition, which is decided, within the rules, by direct physical contact and forceful physical collisions between contestants.

Safety for color belt competitors is the prime directive for the Ontario color belt competitions operating under modified WTF rules:

- Reduce the impact of the inequality in relative factors between contestants.
- Ensure safety as well as
- Create equal conditions for the exchange of techniques.

The age and weight division system was established for the color belt children's competition.

In some younger weight divisions girls and boys will compete together in sparring / kyorugi competitions.

Weights could also be divided into three division light, middle and heavy for sparring / kyorugi competitions.

The division of male and female competitors within the Adult color belt and the Black Belt Competition level into separate categories, men competing against men and women competing only against women.

OTA FUNDAMENTAL RULES

Competition rules described on the following pages have been developed to encourage fair play and determination of winners based on their technical ability and control of the leg to the high section. Consistent application of these rules will increase everyone's, spectators and competitors alike, enjoyment of WTF/OTA color belt competitions.

Article 6. Duration of Contest

The duration of the contest shall be one round of one minute and a half to two minute in the children and adult division, or unless otherwise specified by the tournament organizers. In case of a tie score at the completion of regulation, at the tournament organizer's

discretion, an additional round may be conducted.

Article 7. Weigh-in

- 1. There is no weigh-in for color belt competitors, weight categories will be decided by height and / or weight of the competitors prior the start of their competitions.**

Article 8. Procedure of the Contest

1. Call for Contestants

The name of the contestants and/or divisions shall be announced three times beginning three minutes prior to the scheduled start of the contest.

The contestants who fail to appear in the contest area within one minute after the scheduled start of the competition shall be regarded as withdrawn.

2. Physical and Costume Inspection

After being called, the contestants shall undergo physical and costume inspection by the Centre Referee, and the contestant shall not show any signs of aversion, and also shall not bear any

materials which could cause harm to the other contestant.

3. Entering the Competition Area

The contestant shall enter into the waiting position with one coach.

4. Start and End of the Contest

The contest in each round shall begin with the declaration of “Shi-jak” (start) by the Referee and shall end with declaration of “Keu-man” (stop) by the Referee.

5. Procedure before the beginning and after the end of the contest

- a) The contestants shall face each other and make a standing bow at the Referee’s command of “Cha-ryeot” (attention) and “Kyeong-rye” (bow). A standing bow shall be made from**

the natural standing posture of “Cha-ryeot” by inclining forward at the waist to an angle of more than 30’ degree with the head inclined to an angle more than 45’ degrees and the fists clenched at the sides of the legs.

- b) The referee shall start the contest by commanding “ Joon-bi” (ready) and “Shi-jak” (start).**
- c) After the end of the last round, the contestants shall stand at their respective position facing each other and exchange a standing bow at the referee’s command of “Cha-ryeot and “Kyeong-rye”, and then wait for the referee’s declaration of the decision in a standing posture.**
- d) The Referee shall declare the winner by raising his / her own hand to the winner’s side.**
- e) Retirement of the contestants.**

Article 9. Scoring Explanations

Permitted Technique

Fist Techniques

- a) Delivering techniques by using the front parts of the forefinger and Middle finger of a tightly clenched fist while in a balanced and firm stance.**

{EXPLANATION #1}

In the original Korean terminology of techniques, the term “Pa run ju-mok” can be interpreted as a correctly clenched fist. Therefore, striking with the front part of the middle and fore finger knuckles of the correctly clenched fist is permitted without consideration of the angle, trajectory, or fist placement of the strike.

Foot Techniques

- b) Delivering techniques by using the parts of the foot below the ankle bone.**

{EXPLANATION #2}

Foot Techniques: Any striking techniques using the part of the foot below the ankle, bones are legal, whereas any other

using the part of the above the ankle bone i.e. part of the shin or knee, etc. are not permitted.

Permitted Areas

Trunk:

Attack by fist and foot techniques on the areas covered by the trunk protector are permitted. However, such attacks shall not be made on the part of the spine.

A technique to the chest protector resulting in the wind being knocked out of a competitor results in the competitor having 10 seconds to recover. If a competitor does not recover within the 10 second time limit he / she loses the match. Therefore a ten count will be given.

Face:

This area is the face excluding the back of the head, and attack foot techniques only is permitted.

BACK OF THE HEAD IS NOT A LEGAL SCORING AREA AND NO POINTS WILL BE GIVEN IF CONTACT IS MADE.

{EXPLANATION #3}

Trunk: Illustration can be found in the Black Belt Referee's Manual; the area covered by the trunk protector between the armpit and the pelvis is the legal attacking area. Thus, trunk protector should be worn according to the rule on the size of trunk protector for each weight category and the physique of each contestant.

{EXPLANATION #4}

Face: Illustration can be found in Black Belt Referee manual. This is the whole parts of the face including both ears except the back of the head.

Note: The diagram in the Black Belt Referee's Manual depicts face as above the collar bone.

Article 10. Valid Points

1. Legal Scoring Areas

- a) **Mid-section of the trunk: The part covered by the trunk protector.**
 - b) **Face: The whole part of the face including both ears**
2. **Points shall be awarded when permitted techniques are delivered accurately and powerfully to the legal scoring areas of the body and the face**

NOTE: ONLY A MAXIMUM OF TWO (2) POINTS CAN BE SCORED FOR HIGH SECTION TECHNIQUES

3. **Valid points are divided as follows:**
- 1) **One (1) point for attack on the trunk protector**
 - 2) **Two (2) points for attack on the face**
 - 3) **One (1) additional point shall be awarded in the event the contestant is knocked down and the referee counts, if it is a valid and legal attack to the trunk area of the body.**
4. **Match score shall be the sum of the points of the round and/or rounds**
5. **Invalidation of points: When a contestant performs an attack to score through the use of the prohibited actions, and the point scored shall be annulled.**

{EXPLANATION #1}

Trunk: The whole part of the protector except the spine-vertical center of the back.

Face: The whole part of the face including both ears except the back of the head.

{EXPLANATION #2}

Accurately: This means the proper aspect of a legal attacking technique, fully contacting the opponent within the designated limits of a legal target area.

{EXPLANATION #3}

Invalidation of a point: It is a rule that points gained through illegal techniques or actions cannot be valid. In this situation the

referee must indicate invalidation of the point by hand signal and declare the appropriate penalty.

(Guideline for officiating)

If the above situation, the referee shall immediately declare “Kal-yeo” and shall first invalidate the point by hand signal, and then declare the appropriate penalty.

CHILDREN – up to & including 13 years of age

Points given when one or more of the following is observed.

- Punching, the wrist does not bend on contact with protective gear.
- There is a solid sound on impact.
- Opponent’s body is slightly displaced as a result of the punch.
- Opponent’s forward moving motion is stopped temporarily.
- Maximum one point scored when more than one punch is thrown at one time.
- A slight, slapping or solid sound an ACCURATE impact with the chest protector.
- Body slightly displaced on impact, e.g. a seemingly non-powerful push kicks, done in a strike-like manner (not a steady push), on the chest protector resulting in displacement of opponent’s body.
- Opponent’s forward motion is stopped temporarily.
- Hitting to the flanks with above results.
- Consecutive successful strikes (fulfilling above criteria) within one combination 1 point each for each successful technique.
- Simultaneous or rapid exchange of strikes to each other- 1 point to each competitor for each successful technique.
- If body is balanced at moment of impact – point for technique.
- Foot hitting trunk protector after striking opponent’s arm, etc. but with enough weight scores.
- **FACE (HIGH SECTION) contact will not be scored and will be**

penalized with kyong go, gamjeum or disqualification.

JUNIORS – 14 to 17 years of age

Points given when one or more of the following is observed.

- Punching, the wrist does not bend on contact with protective gear.
- There is a solid sound on impact.
- Opponent's body is slightly displaced as a result of the punch.
- Opponent's forward moving motion is stopped temporarily.
- Maximum one point scored when more than one punch is thrown at one time.
- A slight, slapping or solid sound an ACCURATE impact with the chest protector.
- Body slightly displaced on impact, e.g. a seemingly non-powerful push kicks, done in a strike-like manner (not a steady push), on the chest protector resulting in displacement of opponent's body.
- Opponent's forward motion is stopped temporarily.
- Hitting to the flanks with above results.
- Consecutive successful strikes (fulfilling above criteria) within one combination 1 point each for each successful technique.
- Simultaneous or rapid exchange of strikes to each other- 1 point to each competitor for each successful technique.
- If body is balanced at moment of impact – point for technique.
- Foot hitting trunk protector after striking opponent's arm, etc. but with enough weight scores.
- Accurate contact can be slight or light but top, bottom or side of foot must contact permitted part of the headgear 2 points will be awarded
- To score, a foot strike need not cause abrupt displacement of headgear.
- Strike grazing the head gear when opponent's face is in the act of turning is **NOT SCORED**.

18 years old & above – Adults

Points given when one or more of the following is observed

- Punching wrist does not bend on contact with protective gear.
- There is a loud and solid sound of impact.
- Opponent's body is displaced as a result of punch.
- Opponent's forward moving is stopped temporarily.
- Maximum one point scored when more than one punch thrown at one time.
- A loud and / or deep penetrating sound an accurate impact with power on the protector with proper shape of technical exertion on moment of contact.
- Body displaced on impact, e.g. a seemingly non-powerful push kick, done in a strike-like manner (not a steady push), on the chest protector resulting in displacement.
- Non-accurate but powerful kicks to the chest protector with visible displacement.
- Opponent's forward motion is stopped temporarily.
- Hitting to the flanks with above results.
- Consecutive successful strikes within one combination – 1 point each for each technique.
- Simultaneous or rapid exchange of strikes to each other- 1 point to each competitor for each successful technique.
- If the body is balanced at moment of impact – 1 point for technique.
- Foot hitting trunk protector after striking opponent's arm, etc. but with enough force is scored.
- Accurate and controlled contact must be made with the top, bottom or side of foot on the permitted parts of the headgear 2 points will be awarded

- To score, a foot strike need not cause abrupt displacement of the head.
- Strike grazing the headgear when opponent's face is in the act of turning is **NOT SCORED**.
- Grazing causing a twisting of the headgear is **NOT SCORED**.

WARNING & DEDUCTIONS

CHILDREN – Up to and including 13 years of age

NOTE: Center Referee is allowed to use English translation to inform the competitors of infraction.

- If a competitor is winded by an attack to the body he / she will be given a ten second, if they cannot recover within that time they will be declared the loser (10).
- If a competitor strikes the opponent's face unintentionally, i.e. if the opponent's face is lowered to the position of mid section, or if a strike forcefully contacts mid section, but slides up to high section with minimal force or contact, **A KYONG GO PENALTY WILL BE ASSESSED**. It is at the Referee's discretion if he / she wishes to assess a gam-jeom.
- If a competitor strikes the opponent's face intentionally, and the opponent can continue the match, **GAM-JEOM (MINUS 1 POINT) WILL BE ASSESSED**. It is at the Referee's discretion if he / she feels that the attack was flagrant and may disqualify the competitor.

DISQUALIFICATION

- If a competitor strikes the opponent's face intentionally, and the opponent cannot continue the match.

JUNIORS – 14 to 17 years of age

- If a competitor is winded by an attack to the body he / she will be given a ten (10) second count, if they cannot recover within that time they will be declared the loser.
- When contact to the head (deliberate or accidental) results in competitor being slightly confused but **RECOVERS WITHIN 2 to 3 SECONDS-A KYONG-GO PENALTY WILL BE ASSESSED**.

- 2nd occurrence of the above infraction a Gam-jeom penalty (minus 1 point) will be assessed.
- When contact to the head results in competitor staggering, or needing **2 to 3 SECONDS TO RECOVER – GAM-JEOM PENALTY (MINUS 1 POINT) WILL BE ASSESSED.**

DISQUALIFICATION

- If a competitor's mouth bleeds or swells due to uncontrolled face contact (deliberate or accidental).
- If a competitor is knocked out by a kick or punch to the **HEAD.**

ADULTS - 18 years old & above

- If a competitor is winded, he / she will be allowed a count of ten (10) seconds to recover.
- If after 10 seconds, the competitor has not recovered, he / she will be declared the loser.
- When contact to the head results in competitor being slightly confused but **RECOVERS WITHIN 2 to 3 SECONDS – A KYONG-GO PENALTY WILL BE ASSESSED.**
- 2nd occurrence of the above infraction a Gam-Jeom penalty (minus 1 point) will be assessed.
- When contact to the head results in competitor staggering or needing **3 TO 5 SECONDS TO RECOVER – GAM-JEOM (MINUS 1 POINT) WILL BE ASSESSED.**

DISQUALIFICATION

- If a competitor's mouth bleeds or swells due to uncontrolled face contact (deliberate or accidental).
- If a competitor is knocked out by a kick or punch to the **HEAD.**

(Guideline for officiating)

The criterion of declaration “Kye-soo”

When a contestant is knocked down as result of a scoring blow to the trunk, the referee should first check over the condition of the contestant and then count. When the referee begins to count, judges shall award the

addition of one (1) point when the referee announces “il jeom”.

The criterion of “Knock-down”

When the soles (bottom of the foot) of the both feet of the contestant are located off the mat by the impact of the strike.

The criterion of “Standing down”

Then a contestant is standing but considerably staggering or shrunken by the impact of strike.

Article 11 Scoring and Publication

1. Valid points shall be immediately recorded and publicized.
2. In the use of body protectors not equipped with electronic, valid points shall be immediately marked by each judge by using the electronic scoring instrument or judge’s scoring sheet.
2. In the use of paper scoring, points shall be immediately recorded. Awarding a point at the end of the round is a violation of this regulation.

Article 12. Prohibited Acts

1. Penalties on any prohibited acts shall be declared by the referee.
2. Penalties are divided into “Kyong-go” (warning penalty) and “Gam-jeom” (deduction penalty).
3. Two “Kyong-gos” shall be counted as deduction of one (1) point. However the odd “Kyong-go” shall not be counted in the grand total.
5. A “Gam-Jeom” shall be counted as minus one (-1) point.
6. Prohibited acts: “Kyong-go” penalty
 - a) Cross the boundary line
 - b) Evading by turning the back to the opponent
 - c) Falling down

- d) **Avoiding the match**
- e) **Grabbing, holding or pushing the opponent**
- f) **Attacking below the waist**
- g) **Pretending injury**
- h) **Butting or attacking with the knee**
- i) **Hitting the opponent's face with the hand**
- j) **Uttering undesirable remarks or any misconduct on the part of a contestant or a coach**

7. Prohibited acts: "Gam-jeom" penalty

- a) **Attacking the opponent after "Kal-yeo"**
- b) **Attacking the fallen opponent**
- c) **Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or by pushing the opponent with the hand**
- d) **Intentionally attacking the opponent's face with the hand**
- e) **Interrupting the progress of the match on the part of a contestant or a coach**
- f) **Violent or extreme remarks or behavior on the part of a contestant or a coach**

8. When a contestant intentionally refuses to comply with the Competition Rules or the referee's order, the referee may declare the contestant loser by penalty after 1 (one) minute.

9. When the contestant receives minus four (-4) points, the referee shall declare him / her the loser by penalties.

10. "Kyong-go" and "Gam-jeom" shall be counted in the total score of the rounds.

{INTERPRETATION}

Objectives in establishing the prohibited acts:

1. To protect the competitor
2. To ensure fair competition management
3. To encourage appropriate or ideal techniques

{EXPLANATION #1}

Two “Kyong-go”s shall be counted as deduction of one (1) point. However, the final odd “Kyong-go” shall have no value in the total score. Every two “Kyong-go”s shall count as a minus one point regardless of whether the committed violations are the same or different acts, and regardless of the round in which they occur.

{EXPLANATION #2} Prohibited acts: “Kyong-go” penalty

a. Crossing the Boundary Line

Even though one of the feet crosses the Boundary Line, “Kyung-go” shall be declared. In case of crossing the Boundary Line without intention while exchange techniques, “Jooeui” (verbal warning) shall be first given and “Kyung-go” shall be declared for repeated acts.

b. Evading by turning the back to the opponent

This act involves turning the back to avoid the opponent’s attack and this act should be punished as it expresses the lack of fair play spirit and may cause a serious injury. Same penalty should also be given to evading the opponent’s attack by bending down the waist level or crouching.

c. Falling down

“Kyung-go” shall be immediately declared in the case of intentional falling down. In the case that a contestant falls down due to the opponent’s prohibited acts, “Kyung-go” penalty shall not be given to the fallen contestant, and penalty shall be given to the opponent. In the case of falling down due to the opponent by accident, “Joo-eui” (verbal warning) shall be given to the fallen contestant, and “Kyung-go” shall be given for each repeated act. As for unintentional falling down during exchange of techniques, no penalty shall be given.

d. Avoiding the match

This act involves avoiding the match with no intention to attack, and the one more defensive and stepping back more frequently will be given the penalty. However, the referee shall distinguish the intentional avoidance from tactical defense, and the penalty shall not be given to those acts made for tactical defense.

e. Grabbing, holding or pushing the opponent

This includes grabbing any part of the opponent’s body, uniform or protective equipment with the hands. Also included is the act of grabbing

the foot or leg or hooking either one on top of the forearm. Holding includes pressing the opponent's shoulder with the hand or arm, hooking the opponent's body with arm with the intention of hindering the opponent's motion. If, during the competition the arm passes beyond the opponent's shoulder or armpit for the above-mentioned purpose, a penalty must be declared. Pushing acts include pushing to displace the opponent's balance for the purpose of gaining an advantage in attacking, pushing to hinder the opponent's normal execution of technique and pushing with the palm, elbow, shoulder, trunk or head, etc.

f. Attacking below the waist

This article applies to an intentional attack on any part of the body below the waist. When an attack to below the waist is caused by the recipient of the blow or occurs in the course of an exchange of techniques, no penalty will be given. This article also applies to strong kicking or stamping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent's technique.

g. Pretending injury

Punishing the absence of the spirit of fair play is the intention of this sub-article. This means exaggerating injury or indicating pain in a body part not subjected to a blow for the purpose of demonstrating the opponent's action as a violation, and also exaggerating pain for the purpose of elapsing the game time. In this case, the referee shall give the indication to continue the match to the contestant two times with five (5) seconds interval, and then shall give "Kyong-go" penalty unless the contestant follows the instruction of the referee.

h. Butting or attacking with the knee or forehead

This article relates to an intentional butting or attacking with the knee when in close proximity to the opponent. However, actions of attacking with the knee that happen in the following situations cannot be punished by this article:

- a. When the opponent rushes in abruptly at the moment of performing foot techniques.
- b. Inadvertently, or as the result of a discrepancy in distance in attacking.

i. Hitting the opponent's face with the hand

This article includes hitting the opponent's face with the hand (fist), wrist, arm, or elbow. However, unavoidable actions due to the opponent's carelessness such as excessively lowering the head or carelessly turning the body cannot be punished by this article.

j. Uttering undesirable remarks or any misconduct on the part of a contestant or a coach

In this instance, the undesirable behavior includes physical actions or attitudes which cannot be accepted from a contestant or a coach as amateur sportsmen or Taekwondoists. Details of these actions are as follows:

- Any actions interfering with the progress of the contest
- Any action or behavior severely criticizing the referee's decision or any match officiating by using an irregular method
- Physical or verbal behavior insulting the opposing contestant or the coach
- Loud or excessive coaching
- When any unnecessary or undesirable act with regard to the contest, or any behavior regarding the contest itself, which is not within normally accepted limits is committed

** This article must be understood in relation to "Gam-jeom" Sub-Article "F" regarding the degree of illegality and intention of the action. In severe cases, Sub-Article "F" is applied and in less severe cases, this sub-article is used. However, if the less severe cases are repeatedly seen, Sub-Article "F" may be used to penalize them. Distinguishing the above cases is the sole authority of the referee. When misconduct is committed by a contestant or a coach during the rest period, the referee can immediately declare the penalty and that penalty shall be recorded on the next round's results.

{EXPLANATION #3} Prohibited acts: "Gam-jeom" penalty

a. Attacking the opponent after "Kal-yeo"

This action is extremely dangerous due to the high probability of injury to the opponent. The danger arises from:

- After "Kal-yeo," the opponent might be in a state of unprotectedness in that moment.
- The impact of any technique which strikes a contestant after "Kal-yeo" will be greater. These types of aggressive actions toward a contestant are not in accordance with the spirit of Taekwondo competition. With this regard, penalties should be given on attacking the opponent after "Kal-yeo" intentionally regardless of the degree of impact. "Gam-jeom" penalty should also be given in case a contestant pretends to attack the opponent after "Kal-yeo."

b. Attacking the fallen opponent

This action is extremely dangerous due to the high probability of injury to the opponent. The danger arises from:

- The fallen opponent is in an immediate state of unprotectedness.
- The impact of any technique which strikes a fallen contestant will be greater due to the contestant's position. These types of aggressive actions toward a fallen opponent are not in accordance with the spirit of Taekwondo and so are not appropriate to Taekwondo competition.

c. Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or pushing the opponent with the hand.

Action to interfere with the opponent's attack by grappling the opponent's foot in the air or pushing with the hand.

d. Intentionally attacking the opponent's face with the hand

"Gam-jeom" penalty shall be given to the one who has committed any of the following by the referee's own decision:

- When the starting point of the fist attack was over the shoulder.
- When the fist attack was made upward.
- When the attack was made in a close distance for the purpose of causing an injury, not as a part of technical exchanges.

e. Interrupting the progress of the match on the part of a contestant or a coach

This includes:

- When a coach leaves the designated coach's mark during the match creating a disturbance or intentionally leaving the competition area.
- When a coach goes around the competition area with a purpose of interfering with the progress of the match or making a protest against the referee's decision.
- When a coach or a contestant threatens the refereeing officials or infringes on the refereeing officials' authority.
- When a coach or a contestant protests in illegal way and interrupts the progress of the match.

f. Violent or extreme remarks or behavior on the part of a contestant or a coach

(Refer to the Sub-Article "j" of "Kyung-go" Penalties.)

{EXPLANATION #4}

The referee may declare the competitor the loser by penalty:

The referee can declare a contestant loser without the accumulation of minus 4 (-4) penalty points when the contestant or coach ignores or violates the basic principles of conduct in Taekwondo competition or fundamental principles of the Competition Rules or referee's directives. Particularly, if the contestant shows the intention to injure or commit a flagrant violation in spite of the referee's cautionary directives, such a contestant must immediately be declared loser by penalty.

{EXPLANATION #5}

When the contestant receives minus four (-4) points the referee shall declare him/her loser by penalties. Minus four points means a total accumulation of minus four (-4) points regardless of classification as to

“Kyong-go” or “Gam-jeom.” When a contestant accumulates minus four (-4) points, that contestant is automatically declared the loser. In this instance, the referee must declare the other contestant the winner unconditionally.

Article 13 Decision of Superiority

1. In the case of a tie score the winner shall be decided based on superiority throughout the number of rounds specified by the tournament organizer. Decision of superiority shall be based on the initiative shown during the contest.

2. At the discretion of the tournament organizer an additional round may be added for Sudden Death.

{EXPLANATION #1}

Throughout the number of rounds specified: Assessment of superiority is made on the basis of the overall results of the match and the decision of superiority is made at the end of the final round based on:

-Technical dominance of an opponent through aggressive match management.

-The greater number of techniques executed.

-The use of the more advanced techniques both in difficulty and complexity.

-Display of the better competition manner.

{Guidelines for Officiating}

Procedure for superiority decision shall be as follows:

- 1) Prior to the contest, all refereeing officials take the superiority Card with them.
- 2) In case of decision of superiority, the referee shall declare “Woo-se-girok” (record superiority). Upon declaration of the referee, the judges and referee shall hang his/her head to record the winner within 10 seconds and sign his/her signature, and give it to the referee.
- 3) The referee shall collect all Superiority Cards and record the final result. Then, declare the winner based on the majority of votes.
- 4) Upon declaration of winner, the referee shall hand over the cards to the recorder and the recorder shall submit the cards to the Recorder.

{EXPLANATION #2}

The Tournament Organizer may specify an additional round for sudden death. If a winner is not determined at the end of the sudden death round, the winner will be determined by Decision of Superiority at the opinion of the Referee; or by Decision of Superiority of all Refereeing Officials by Woose girok as described above, based on the sudden death round only.

Article 14 Decisions

- 1. Win by K.O.**
- 2. Win by Referee Stop Contest (RSC)**
- 3. Win by Score or superiority**
- 4. Win by withdrawal**
- 5. Win by disqualification**
- 6. Win by referee's punitive declaration.**

{EXPLANATION #1}

Win by K.O.:

The referee shall declare this result when a contestant who has been knocked down by a legitimate technique cannot demonstrate the will to resume the contest by the count of "Yeo-dul" and when the referee determines that the competitor is not able to resume competition, this result may be declared before 10 seconds have elapsed.

{EXPLANATION #2}

Referee Stop Contest:

If it is determined by the judgment of the referee or Commission Doctor that a contestant cannot continue, even after one minute recovery period, or when a contestant disregards the referee's command to continue, the referee shall declare the contest stopped and the other contestant the winner.

{EXPLANATION #3}

Win by score or superiority:

3. In this case the winner is determined by the final score or the decision of superiority.
4. In the case of use of electronic scoring, when there is a 7-point gap, the match will be stopped and a winner declared.
5. In the case of use of electronic scoring, when a competitor scores 12 points, the match shall be stopped and the competitor shall be declared the winner.
6. In the case of use of paper scoring, when there is a 7 point gap, or a competitor scores 12 points, at the end of a round, the match will be stopped and a winner declared.

{EXPLANATION #4}

Win by withdrawal:

The winner is determined by withdrawal of the opponent.

- a. When a contestant withdraws from the match due to injury or other reasons.
- b. When a contestant does not resume the match after the rest period or fails to respond to the call to begin the match.
- c. When the coach throws a towel into the Competition Area to signify forfeiture of the match.

{EXPLANATION #5}

Win by disqualification:

This is the result determined by the contestant's failure in weigh-in or when a contestant loses competitor status before the competition begins.

{EXPLANATION #6}

Win by the referee's punitive declarations:

This is the result declared by the referee after the accumulation of the minus (-4) points or by the referee's decision according to Article 12 of the Competition Rules.

Article 15 Knockdown

- 1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent's delivered technique.**
- 2. When a contestant is staggered showing no intention or ability to pursue the match due to the force of the opponent's technique.**
- 3. When the referee judges that the contest cannot continue as the result of any powerful technique having been delivered.**

{EXPLANATION}

A Knockdown:

The situation in which a contestant is knocked to the floor or is staggered or unable to respond adequately to the requirements of the match due to a legitimate scoring blow. Even in the absence of these indications, the referee may interpret as a knockdown, the situation where, as the result of contact, it would be dangerous to continue or when there is any question about the safety of a contestant.

Article 16 Procedure in the Event of a Knockdown

1. When a contestant is knocked down as the result of the opponent's legitimate attack to the body the referee shall take the following measures:

- 1) The referee shall keep the attacker away from the downed contestant by declaration of "Kal-yeo" (break)**
- 2) The referee shall count aloud from "Ha-nah" (one) up to "Yeol" (ten) at one-second intervals towards the downed contestant, making hand signals indicating the passage of time.**
- 3) In case the downed contestant stands up during the referee's count and desires to continue the fight, the referee shall continue the count up to "Yeo-dul" (eight) for recovery of the downed contestant. The referee shall then determine if the contestant is recovered and, if so, continue the contest by declaration of "Kye-sok" (continue).**
- 4) When a contestant who has been knocked down cannot demonstrate the will to resume the contest by the count of "Yeo-dul", the referee shall announce the other contestant winner by K.O.**
- 5) The count shall be continued even after the end of the round or the expiration of the match time.**
- 6) In case both of the contestants are knocked down, the referee shall continue counting as long as one of the contestants has not sufficiently recovered.**
- 7) When both of the contestants fail to recover by the count of "Yeol", the winner shall be decided upon the match score before the occurrence of the knockdown.**
- 8) When it is judged by the referee that a contestant is unable to continue, the referee may decide the winner either without counting or during the counting.**

2. Procedure to be followed after contest;

Note: Because of the controlled contact to the head there are no K.O. allowed by legitimate attack to the head, therefore no specific waiting period applies as in the Black Belt divisions before participating in the next competition.

{EXPLANATION #1}

Keep the attacker away:

In this situation the standing opponent shall return to the respective Contestant's Mark, however, if the downed contestant is on or near the opponent's Contestant's Mark, the opponent shall wait at the Attention Line in front of his /her coach's chair.

(Guidelines for officiating)

The referee must be constantly prepared for the sudden occurrence of a knockdown or staggered situation which is usually characterized by a powerful blow accompanied by dangerous impact. In this situation, the referee must declare "Kal-yeo" and begin the count without any hesitation.

{EXPLANATION #2}

In case the downed contestant by a legal attack to the body stands up during the referee's count and desires to continue the fight: the primary purpose of counting is to protect the contestant. Even if the contestant desires to continue the match before the count of eight is reached the referee must count until "Yeo-dul" (eight) before resuming the match. Counting to "Yeo-dul" is compulsory and cannot be altered by the referee. *Count from one to ten: Ha-nah, Duhl, Seht, Neht, Da-seot, Yeo-seot, Il-gop, Yeo-dul, A-hop, Yeol.

{EXPLANATION #3}

The referee shall then determine if the contestant is recovered and, if so continue the contest by the declaration of "Kye-sok": The referee must ascertain the ability of the contestant to continue while he/she counts until eight. Final confirmation of the contestant's condition after the count of eight is only procedural and the referee must not needlessly pass time before resuming the contest.

{EXPLANATION #4}

When a contestant who has been knocked down cannot express the will to resume by the count of "Yeo-dul", the referee shall announce the other contestant winner by K.O. after counting to "Yeol": The contestant expresses the will to continue the match by gesturing several times in a fighting position with the clenched fist. If the contestant cannot display this gesture by the count of "Yeo-dul", the referee must declare the other contestant winner after first counting "A-hop" and "Yeol". Expressing the will to continue after the count of "Yeo-dul" cannot be considered valid. Even if the contestant expresses the will to resume by the count of "Yeo-dul", the referee can continue counting and may declare the contest over if he/she determines the contestant is incapable of resuming the match.

{EXPLANATION #5}

When it is judged by the referee that a contestant is unable to continue. When a contestant has received an apparently dangerous blow and has

fallen in an urgent condition the referee can suspend the count and call for first aid or do so in conjunction with the count.

Guideline for officiating

- a. The referee must not spend additional time confirming the competitor's recovery after counting to "Yeo-dul" as a result of failing to observe the contestant's condition during the administration of the count.
- b. When the contestant clearly recovers before the count of "Yoe-dul" and expresses the will to resume and the referee can clearly discern the contestant's condition yet resumption is hampered by the requirement of medical treatment, the referee must first resume the match with the declaration of "Kye-sok" followed immediately by the declaration of "Kal-yeo" and "Kye-shi" and the procedure of Article 17 must then be followed.

Article 17 Procedure for Suspending the Match

When a contestant is to be stopped due to the injury of one or both of the contestants the referee shall take the following measures:

- 1. The referee shall suspend the contest by declaration of "Kal-yeo" and order Recorder to suspend the time keeping by announcing "Kye-shi" (suspend).**
- 2. The referee shall allow the contestant to receive first aid within one minute.**
- 3. The contestant who does not demonstrate the will to continue the contest after one minute, even in the case of a slight injury, shall be declared loser by the referee.**
- 4. In case resumption of the contest is impossible after one minute, the contestant causing the injury by a prohibited act to be penalized by "Gam-jeom" shall be declared loser.**
- 4. In case both the contestants are knocked down and are unable to continue the contest after one minute, the winner shall be decided upon points scored before the injuries occurred.**
- 6. When it is judged that a contestant's health is at risk due to losing consciousness of falling in an apparently dangerous condition, the referee shall suspend the contest immediately and order first aid to be administered. The referee shall declare as loser, the contestant causing the injury if it is deemed to have resulted from a prohibited attack to be penalized by "Gam-jeom", or in the case**

the attack was not deemed to be penalized by “Gam-jeom”, shall decide the winner on the basis of the score of the match before suspension of the time.

{EXPLANATION #1}

When the referee determines that the competition cannot be continued due to injury or any other emergency situation, the referee may take the following measures.

- 1) If the situation is critical such as a competitor losing consciousness or suffering a severe injury and time is crucial, first aid must be immediately directed and the match is closed. In this case the result of the match will be decided as follows:
 - a. The causer shall be declared the loser if the outcome was the result of a prohibited act to be penalized by “Gam-jeom”.
 - b. The incapacitated contestant shall be declared the loser if the outcome was the result of a legal action of accidental, unavoidable contact.
 - c. If the outcome was unrelated to the match contents, the winner shall be decided by the match score before the end of the first round, the match shall be invalidated.
- 2) When the severity of the injury is not serious, the competitor has one minute after the declaration of “Kye-shi” in which to receive necessary treatment.
 - a. Permission for medical treatment: When the referee determines that medical treatment is necessary, he / she can direct treatment from the Medical Team.
 - b. Order to resume the match: It is the decision of the referee whether or not it is possible for the contestant to resume the match. The referee can, at anytime, order the contestant to resume the match within one minute. The referee can declare as loser any contestant who does not follow the order to resume the match.
 - c. While the contestant is receiving medical treatment or is in the process of recovering, 40 seconds after the declaration of “Kye-shi”, the referee begins to loudly announce the passage of time in five-second intervals. When the competitor cannot return to the Contestant’s mark by the end of one-minute period, the match results must be declared.

- d. After the declaration of “Kye-shi”, the one minute time interval is strictly observed regardless of the Medical Team’s availability. However, when the Medical Team’s treatment is required and the Medical Team is absent or additional treatment is necessary, the one-minute time limit can be suspended by the judgement of the referee.
 - e. If resumption of the match is impossible after one-minute, the decision of the match will be determined according to sub-article #1) Item (a). of this Article.
- 3) If both contestants become incapacitated and are unable to resume the match after one-minute or urgent conditions arise, the match result is decided according to the following criteria:
- a. If the outcome is the result of a prohibited act to be penalized by “Gam-jeom” by one contestant that person shall be the loser.
 - b. If the outcome was not related to any prohibited act to be penalized by “Gam-jeom” the result of the match shall be determined by the match score at the time of suspension of the match. However, if the suspension occurs before the end of the first round the match shall be invalidated and organizing committee will determine an appropriate time to recontest the match. If, by the determined rematch time, a contestant is still unable to compete, that contestant shall be considered withdrawn.
 - c. If the outcome is the result of prohibited acts to be penalized by “Gam-jeom” by both contestant, both contestants shall lose.

{EXPLANATION #2}

The situations which warrant suspending the match beyond the above prescribed procedures shall be treated as follows:

- 1) When uncontrollable circumstances require suspension of the match, the referee shall suspend the match and follow the directives of the organizing committee.
- 2) If the match is suspended after the completion of half the time allowed for the match, the match shall be determined according to the match score at the time of suspension if the match cannot be concluded.

- 3) If the match is suspended before the conclusion of half the time allowed for the match, a rematch shall, in principle, be conducted and shall be held in the full time allowed for the match.

[NOTE]

ANY OTHER RULES AND REGULATIONS PERTAINING TO REFEREEING CAN BE FOUND IN THE BLACK BELT REFEREE'S MANUAL SUCH AS HAND SIGNALS, TERMINOLOGIES ETC.