

Amended WTF Competition Rules & Interpretation

Article 4: Contestant	Amended
<p>(Explanation #6) Taping: Taping on the foot and hand shall be allowed to protection of athletes. However, wrapping tapes more than 3 times to the same part of the foot and/or hand shall not be allowed to compete. This will be strictly checked during athlete inspection process. In case of the need to wind tapes more than 3 times due to medical reason, written approval is needed from either the Chairman of the Medical Committee or the Commission Doctor designated by Chairman.</p>	<p>(Explanation #6) Taping: Taping on the foot and hand shall be allowed to protection of athletes. However, wrapping tapes more than 3 times to the same part of the foot and/or hand shall not be allowed to compete. This will be strictly checked during athlete inspection process. In case of the need to wind tapes more than 3 times due to medical reason, written approval is needed from either the Chairman of the Medical Committee or the Commission Doctor designated by Chairman. <u>of feet and hands will be strictly checked during the athlete inspection process. The inspector may request the Commission Doctor's approval for excessive taping.</u></p>
Rationale:	

Article 6: Classification and methods of competition	Amended
<p>4. All international-level competitions recognized by the WTF shall be formed with participation of at least 4 countries with no less than 4 contestants registered in each weight class, and any weight class with less than 4 registered contestants cannot be recognized in the official results.</p>	<p>4. All international-level competitions recognized by the WTF shall be formed with participation of at least 4 countries with no less than 4 contestants registered <u>participated</u> in each weight class, and any weight class with less than 4 registered <u>participated</u> contestants cannot be recognized in the official results.</p>
Rationale:	

Article 8: Drawing of Lots	Amended
<p>1 The drawing of lots shall be conducted either one or two days prior to the first competition in the presence of WTF technical officials and the representatives of the participating teams. The method and order of the draw shall be determined by the Technical Delegate.</p>	<p>1. The drawing of lots shall be conducted either one or two days prior to the first competition in the presence of WTF technical officials and the representatives of the participating teams. The method and order of the draw shall be determined by the Technical Delegate. <u>The date of the drawing of lots shall be set forth in the outline of the championships. At the end of the designated registration date the OC shall announce the list of registered contestants in each weight category on the official website of the OC/WTF as the case may be. Participating teams are responsible for</u></p>

<p>2 The Technical Delegate shall draw or shall designate an official to draw lots on behalf of participating nations not present at the drawing of lots session.</p> <p>3 Certain number of the athletes may be seeded based on their ranks in the WTF World Ranking. Detailed guidelines shall be stipulated in bylaw of World Ranking</p>	<p><u>confirming their entries before the drawing of lots.</u></p> <p>2. The Technical Delegate shall draw or shall designate an official to draw lots on behalf of participating nations not present at the drawing of lots session. The drawing of lots may be conducted by random computerized drawing or by random manual drawing of lots. The method and order of drawing shall be determined by the Technical Delegate.</p> <p>3. A certain number of contestants shall be seeded based on their ranks in the WTF World Ranking. <u>Detailed guidelines shall be stipulated in bylaw of World Ranking the WTF Ranking. The number of contestants seeded shall be set forth in the Standing Procedures of the championships or in the Outline of the championships. In CU Championships and WTF G2 events a minimum of 8 contests shall be seeded.</u></p>
<p>Rationale:</p>	

Article 10: Procedure of Contest	Amended
<p>1 Call for contestants: The name of the contestants shall be announced at the Athlete Calling Desk three (3) times beginning thirty (30) minutes prior to the scheduled start of the contest.</p> <p>4. Procedure before the Beginning and after the End of the Contest</p> <p>4.7 After the end of the last round, the contestants shall face each other at their designated positions. The contestants shall take off their headgears and exchange a standing bow at the referee's command of "Cha-ryeot", "Kyeong-rye." The contestants shall wait for the referee's declaration of decision in a standing posture.</p>	<p>1. Call for contestants: The name of contestants shall be announced at the Athlete Calling Desk three (3) times beginning thirty (30) minutes prior to the scheduled start of the contest. <u>If a contestant fails to report to the Desk following the third call, the contestant shall be disqualified, and this disqualification shall be announced.</u></p> <p>4.7 After the end of the last round, the contestants shall face each other at their designated positions. <u>The contestants shall take off their headgears and exchange a standing bow at the referee's command of "Cha-ryeot", "Kyeong-rye." The contestants shall wait for the referee's declaration of decision in a standing posture. the referee shall declare the winner by raising his/her hand to the winner's side. The contestants shall exchange bows with each other following the referee's declaration of the winner.</u></p>

4.8 The referee shall declare the winner by raising his/her own hand to the winner's side.	4.8 The referee shall declare the winner by raising his/her own hand to the winner's side. <u>Retirement of the Contestants.</u>
4.9 Retirement of the Contestants	4.9 Retirement of the Contestants
Rationale: Simplify procedures	

Article 12: Valid Points	Amended
3 The valid points are as follows.	3 The valid points are as follows.
3.1 One (1) point for a valid attack on trunk protector	3.1 One (1) point for a valid attack on trunk protector
3.2 Two (2) points for a valid turning kick to the trunk protector	3.2 Two (2) <u>Three (3)</u> points for a valid turning kick to the trunk protector
3.3 Three (3) points for a valid kick to the head	3.3 Three (3) points for a valid kick to the head
3.4 Four (4) points for a valid turning kick to the head	3.4 Four (4) points for a valid turning kick to the head
3.5 One(1) point awarded for every two Kyung-gos or every one Gam-jeom given to the opponent contestant	3.5 One(1) point awarded for every two Kyung-gos or every one Gam-jeom given to the opponent contestant
Rationale:	

Article 14: Prohibited acts and penalties	Amended
5 Prohibited acts.	5 Prohibited acts.
5.1 The following acts shall be classified as prohibited acts, and "Kyong-go" shall be declared.	5.1 The following acts shall be classified as prohibited acts, and "Kyong-go" shall be declared.
5.1.1 Crossing the Boundary Line	5.1.1 Crossing the Boundary Line
5.1.2 Avoiding or delaying the match	5.1.2 Avoiding or delaying the match <u>Falling down</u>
5.1.3 Falling down	5.1.3 Falling down <u>Avoiding or delaying the match</u>
5.1.4 Grabbing, holding or pushing the opponent	5.1.4 Grabbing, holding or pushing the opponent
5.1.5 Attacking below the waist	5.1.5 Attacking below the waist <u>Lifting the knee to block or/and impede the opponent's kicking attack, or lifting a leg for more than 3 seconds, without execution of any attacking technique, to impede opponent's attacking movements.</u>
5.1.6 Lifting the knee to block or/and impede the opponent's kicking attack, or lifting a leg to impede opponent's attacking movements without execution of any kicking movements.	5.1.6 Lifting the knee to block or/and impede the opponent's kicking attack, or lifting a leg to impede opponent's attacking movements without execution of any kicking movements. <u>Kicking below the waist</u>
5.1.7 Butting or attacking with the knee	5.1.7 Butting or attacking with the knee <u>Attacking the opponent after "Kal-yeo"</u>
5.1.8 Hitting the opponent's head with the hand	5.1.8 Hitting the opponent's head with the hand

<p>5.1.9 Misconduct of contestant or coach</p> <p>5.2 The following acts shall be classified as prohibited acts, and "Gam-jeom" shall be declared.</p> <p>5.2.1 Attacking the opponent after "Kal-yeo"</p> <p>5.2.2 Attacking the fallen opponent</p> <p>5.2.3 Intentionally attacking the opponent's head with the hand</p> <p>5.2.4 Intentionally attacking below the waist</p> <p>5.2.5 Misconduct on the part of a contestant or a coach</p>	<p>5.1.9 Misconduct of contestant or coach <u>Butting or attacking with the knee</u></p> <p>5.1.10 Attacking the fallen opponent</p> <p>5.1.11 Misconduct of contestant or coach</p> <p>5.2 The following acts shall be classified as prohibited acts, and "Gam-jeom" shall be declared.</p> <p>5.2.1 Attacking the opponent after "Kal-yeo"</p> <p>5.2.2 Attacking the fallen opponent</p> <p>5.2.3 Intentionally attacking the opponent's head with the hand</p> <p>5.2.4 Intentionally attacking below the waist</p> <p>5.2.5 Misconduct on the part of a contestant or a coach</p> <p>5.2 <u>In the case of serious misconduct of the prohibited acts by contestant or coach the referee shall declare "Gam-jeom"</u></p> <p>5.3 <u>When a coach or contestant commits excessive misconduct and does not follow the referee's command the referee may declare a sanction request by raising a yellow card. In this case the Competition Supervisory Board shall investigate the coach's behavior and determine whether a sanction is appropriate</u></p>
<p>Rationale:</p>	

Article 14: Prohibited acts and penalties	Amended
<p>(Explanation #1)</p> <p>Kyong-go</p> <p>iii. Falling down: 'Kyong-go' shall be declared in the case of intentional or repeated falling down. However if a contestant falls down due to the opponent's prohibited acts; 'Kyong-go' penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. If a contestant falls as a result of incidental collision with the opponent, no penalty shall be given.</p>	<p>(Explanation #1)</p> <p>Kyong-go</p> <p>iii. <u>ii.</u> Falling down: 'Kyong-go' shall be declared in the case of intentional or repeated <u>for</u> falling down. However if a contestant's fall is caused by an opponent's prohibited act(s), the 'Kyong-go' penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. If a contestant falls <u>both contestants fall</u> as a result of incidental collision the opponent no penalty shall be given.</p> <p>ii. <u>iii.</u> Avoiding or delaying the match: a) This act involves stalling with no intention of attacking. A contestant who continuously displays a non-engaging style shall be given a penalty. If both</p>

iv. Grabbing, holding or pushing the opponent: This includes grabbing any part of the opponent's body, uniform or protective equipment with the hands. It also includes 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 the 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 purposes of gaining an advantage in attacking, pushing to hinder the opponent's attack or hinder the normal execution of technique and pushing with the palm, elbow, shoulder, trunk or head, etc.

contestants remain inactive after five (5) seconds, the center referee will signal the "Fight" command. A "Kyong-go" will be declared: On both contestants if there is no activity from them 10 seconds after the command was given; or on the contestant who moved backwards from the original position 10 seconds after the command was given.

iv. Grabbing, holding or pushing the opponent: This includes grabbing any part of the opponent's body, uniform or protective equipment with the hands. It also includes 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 the 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 purposes of gaining an advantage in attacking, pushing to hinder the opponent's attack or hinder the normal execution of technique and pushing with the palm, elbow, shoulder, trunk or head, etc.~~ For pushing, the following acts shall be penalized: a) pushing the opponent that causes the opponent to fall down, b) pushing the opponent out of the boundary Line, c) pushing the opponent in a way that hinders his/her kicking motion or any normal execution of technical movement.

v. Lifting the knee to block or/and impede the opponent's kicking attack, or lifting a leg for more than 3 seconds, without execution of any attacking technique, to impede opponent's attacking movements. ~~without execution of any kicking movements.~~

~~v. vi.~~ Attacking below the waist: This action applies to an attack on any part below the waist. When an attack below the waist is caused by the recipient in the course of an exchange of techniques, no penalty will be given. This article

also applies to strong kicking or stomping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent's technique.

vii. Attacking the opponent after "Kal-yeo":

a) Attacking after Kal-yeo requires that the attack results in actual contact to the opponent's body. b) If the attacking motion started before the Kal-yeo, the attack shall not be penalized. c) In Instant Video Replay review, the timing of Kal-yeo shall be defined as the moment that the referee's Kal-yeo hand signal was completed (with fully extended arm); and the start of the attack shall be defined as the moment that the attacking foot is fully off the floor. d) If an attack after Kal-yeo did not land on the opponent's body but appeared deliberate and malicious the referee may penalize the behavior with a "Kyong-go" (misconduct).

viii. Hitting the opponent's head with the hand:

This article includes hitting the opponent's head 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.

ix. Butting or attacking with the knee: This article relates to an intentional butting or attacking with the knee when in close proximity to the opponent. However, contact with the knee that happens in the following situations cannot be punished by this article. - When the opponent rushes in abruptly at the moment a kick is being executed - Inadvertently, or as the result of a discrepancy in distance in attacking

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

- The fallen opponent is in an immediate defenseless state
- 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 as

Contestant and coach's misconduct can be subject to either (5.1.9) "Kyong-go" or (5.2.5) "Gam-jeom". When the severity of the conduct is light a "Kong-go" shall be given and when extreme a "Gam-jeom" shall be given. The determination of the seriousness of the misconduct is solely at the referee's discretion. If misconduct is repeated after "Kyong-go" the referee may give a "Gam-jeom" even if the behavior is the same.

When misconduct is committed by a contestant or a coach during a rest period, the referee can immediately declare the penalty and the penalty shall be recorded in the next round's results.

such are not appropriate to Taekwondo competition. In this regard, penalties should be given for intentionally attacking the fallen opponent regardless of the degree of impact

xi. Misconduct of contestant or coach The following cases are Misconduct from a contestant or coach:

- a) Not complying with a referee's command or ruling
- b) Inappropriate protesting or criticizing of officials' decisions
- c) Leaving the designated coach's seat or standing up
- d) Loud coaching during the rounds
- e) Provoking or insulting officials, opposing contestant, coach, or spectators
- f) Any other undesirable behavior or unsportsmanlike conduct from a contestant or coach

Contestant and coach's misconduct can be subject to either (5.1.9~~11~~) "Kyong-go" or (~~5.2.5~~ 5.2.) "Gam-jeom". When the severity of the conduct is light a "Kong-go" shall be given and when extreme a "Gam-jeom" shall be given. The determination of the seriousness of the misconduct is solely at the referee's discretion. If misconduct is repeated after "Kyong-go" the referee may give a "Gam-jeom" even if the behavior is the same.

When misconduct is committed by a contestant or a coach during a rest period, the referee can immediately declare the penalty and the penalty shall be recorded in the next round's results.

Explanation #2

i. Serious misconducts of contestants or coaches

The following cases are serious misconducts by contestants or coaches

g) Not complying with the referee's command or decision

h) Inappropriate protesting or criticizing of officials'

	<p>decisions</p> <p>i) Inappropriate attempts to disturb or influence the outcome of the match</p> <p>j) Fleeing from the competition area to avoid normal technical exchange. If a contestant attempts to avoid a normal technical exchanges by behavior such as crossing the boundary line or intentionally falling down in repeated manner, the referee may give a Gam-jeom, after a Kyong-go</p> <p>k) <u>Clearly intentional punch to the opponent's face.</u></p> <p>l) <u>Clearly intentional attack the opponent after "kal-yeo"</u></p> <p>m) <u>Clearly intentional attack to a fallen opponent</u></p> <p>n) <u>Clearly intentional attack below the waist</u></p> <p>o) Provoking or insulting the opposing contestant or coach</p> <p>p) <u>Only accredited team doctor/physician are allowed to be seated in the doctor's position. Unaccredited doctor/physicians or other team officials found to be seated in the doctors position shall be ordered to leave the FOP, and the athlete shall be penalized with a "Gam-jeom" and be ordered to leave the FOP.</u></p> <p>q) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach</p>
<p>Rationale: As all prohibited acts are combined under Art 14.5.1. Explanation will list the prohibited acts in a new order with amendments as seen above.</p>	

Article 21: Instant Video Replay	Amended
<p>1. In case there is an objection to a judgment of the refereeing officials during the contest, the coach of a team can make a request to the center referee for an immediate review of the video replay.</p>	<p>1. In case there is an objection to a judgment of the refereeing officials during the contest, the coach of a team can make a request to the center referee for an immediate review of the video replay. <u>The coach can only request video review for penalties against the opponent for instances of falling down or crossing the boundary line.</u></p>

Rationale:

Article 22: Para-Taekwondo	Amended
<p>6.1 Points shall be awarded when permitted technique is delivered to the scoring areas if the trunk with a proper level of impact.</p> <p>6.2 Valid points shall be awarded as follows: One (1) point for valid attack on trunk protector Three (3) points for a valid turning kick to the trunk protector</p>	<p>6.1 Points shall be awarded when permitted <u>foot</u> technique is delivered to the scoring areas if the trunk with a proper level of impact.</p> <p>6.2 Valid points shall be awarded as follows: One (1) point for valid <u>kicking technique</u> attack on trunk protector Three (3) points for a valid turning kick to the trunk protector</p>
Rationale: No scoring of punching techniques for para. This will allow for a possible combination of classes.	