

Guideline of new rules passed by the WTF Executive Council and General Assembly at the 2016 Burnaby World Junior Championships:

Mr. Chakir Chelbat was the instructor at the IRS and IRRC held in Seongnam, Korea from the 15th to the 18th of December, 2016.

This document is prepared by Eric Wah to be shared by the members of Taekwondo Canada to get ready for the Senior Selection Games in Montreal, March 4th to 5th. The selected National Team will be competing at the World Championships in Muju from the 24th to the 30th of June, 2017.

Please note this document is by no means to replace any National Seminars or International Referee Refresher Course. It is served as a quick reference for athletes, coaches and referees of Taekwondo Canada. Mr. Chakir will have the final and correct answers for any disputed interpretations.

I am enclosing a simplified version of the new rule changes:

In terms of point allocations, an extra point was proposed for **kicks to the body**, from one to **two points**. This, it is hoped, will encourage active attacks.

Moreover, matches are currently ended if there is a 12-point gap between players; it was proposed this be changed to **20-point gaps** (to accommodate the extra points for body kicks). However, it was proposed that stoppages on **point gaps be prohibited in semi- and final matches**.

It was proposed that the **Kyong-go (minus half-point) penalty be eradicated**, leaving only gam-jeom (minus one point). This proposal is designed to make up for the extra points for body kicks, and to simplify penalties. **Ten Gam-Jeom's will result in loss by punitive declaration (PUN)**.

Wider sanctions were proposed for various front leg actions, such as leg blocks, kicking the opponent's kicks, and below-the-belt cut kicks. These proposals are designed to favor attacking tactics and offensive players.

To make the game more continuous, it was proposed that **automatic penalties be removed for pushing** – so allowing players to push and kick, thereby encouraging combination attacks. **Those pushed will – if they fall to the ground – suffer a**

penalty. (This, it is hoped, will encourage athletic balance). However, pushing an opponent over the boundary, or pushing an opponent while he/she is kicking, remain sanctioned.

It was proposed that the “golden point” round be reduced from two minutes to one.

And to simplify the game, it was proposed that coaches no longer be allowed to appeal video replays for face kicks.

Moreover, it was proposed that there be an increase in video quotas: One quota will be given per coach, per match.

All the proposals presented were approved by the General Assembly.

The new rules will be tentatively applied from January 2017; full application will become effective at the World Championships in Muju in June of that year. The newly revised rules will be posted on the WTF website in due course.

The following document will have more precise and detailed explanations of the rule changes and interpretation:

Article 12: Valid points. Punch is 1 point.

Trunk hit is 2 points.

Turning trunk kick is 3 points.

(2 PSS points + 1 technical point)

Head kick is 3 points.

Turning head kick is 4 points.

(3 PSS point + 1 technical point)

Gam jeom will award 1 point to opponent.

Please note: during Golden Point Round (**reduced to one minute round**); the first Gam Jeom will not award his opponent with the Golden Point, it will be the 2nd Gam Jeom awards his opponent with the winning Golden Point.

Article 13: Scoring and Publication. If there is a strong kick to the head or face (not merely the helmet flies off), the player is knocked down or staggered due to the blow; the Centre Referee will start counting. If there is no score by the

helmet PSS, the Centre Referee will count to 8 and ask for “Video Review” on behalf of the kicking competitor. The Video Juror will grant 3 or 4 points if the kick is a permitted technique delivered to the scoring area of the head.

The Centre Referee may count to 10 for the knock down if the player is not recovered by the 8th count. It will be RSC if the Video Juror grant the points; or WD if the Video Review is rejected.

NO MORE FACE KICK: Corner Judges will not stand up and award 3 or 4 point for a face kick even though there is an obvious touch. Coach cannot challenge an IVR for a face kick. Only the Centre Referee can request Video Review if a strong blow is delivered without score (please see above explanation).

Article 14: Prohibited acts and Penalty. There will be no more Kyong-go’s; instead Gam-jeom’s only. The hand signal is the same as punishing a player with a Kyong-go. After Kalyeo, the Centre Referee will point at the offending player’s forehead and call his respective color (Chung or Hong), and cross his forearm from his left shoulder to the player’s forehead and call out Gam-jeom. There will be specific hand signal for each offence. The computer operator will record the Gam-jeom immediately which will give his opponent one point (except in Golden Point Round which awards his opponent the Golden Point on the second Gam Jeom).

- **Crossing the Boundary Line:** right hand will do a knife hand about chest height with the blade pointing to the ground followed by the hand flops to the right side with the palm facing upwards.
- **Falling down:** the Centre Referee will ask the fallen player to stand up 3 times with 3 seconds interval. If the player does not comply the referee’s order within 10 seconds, he will lose the match by RSC. The Centre Referee can change the “Stand up” command to Kyeshi if he determines the fallen player is seriously hurt (Blood, dislocation of joints, twisted ankles, broken bone, kick to the groin or neck). If the player is ready to continue after being tended by the doctor, Gam-jeom must be given to the fallen player unless a penalty is given already to his opponent due to prohibited act causing the falling down. The “Stand

up” command is considered as the hand signal for falling down. There is no additional hand signal for falling down.

No punishment if both players fall down due to collision of bodies or crash of legs. Centre Referee will do the “wave off sign” to indicate such occurrence. If both players fall down due to exchanging of body kicks, both will be given Gam-jeom’s.

- Avoiding or delaying the match: 5/10 seconds passivity penalty is still given to players for not fighting. 3 scenarios for avoiding the match: 1) turns his back and runs away; 2) turns his back but still looks at opponent and runs away; 3) back peddling. Excessive turning his back or ducking from opponent’s attack will result in Gam Jeom penalty. In the last 10 seconds of the 3rd round, if the player backs up 3 steps or more, he will be penalized with a Gam-jeom for avoiding the match (not fighting). The hand signal is pumping the fists towards each other twice and say the word: FIGHT.
- Grabbing or pushing the opponent: **there will be no more penalty for holding**. For normal clinching, it will be considered as holding. For bear hugs, it will be considered as “Grabbing”. The hand signal for Grabbing is open the right palm facing up with elbow bent about 100 degrees and close the fist pulling towards the body. Pushing is allowed if the player is trying to gain distance to kick. The push must be followed by a kick to avoid Gam-jeom. Gam Jeom will be given if the player 1) is pushing his opponent outside the boundary line, 2) is pushing his opponent to hinder his attack 3) is pushing his opponent while he is kicking and causing him to fall down, 4) is pushing and hooking his opponent’s leg and causing him to fall down. The hand signal is both hand held up to chest level facing outward and simulates a push once.
- Lifting a knee to block; lifting a knee to impede an attack; kicking in the air for more than 3 seconds to impede opponent’s potential attacking movements: The hand signal is making an “X” with left forearm on the outside.
- Kicking below the waist or aiming low without follow up attack: the hand signal is jabbing the right fingers lightly to the upper outer right thigh.

- Attacking the opponent after Kalyeo: please note if the attacking foot has left the ground before the Centre Referee straightens his right arm, it will not be considered as attack after Kalyeo. The hand signal is “X”.
- Hitting the opponent’s head with the hand: the hand signal is lightly punching the right cheek with the right fist.
- Butting or attacking with the knee: the hand signal is lifting the right knee and placing the right hand on it.
- Attacking the fallen opponent: same sign as attacking after Kalyeo; the big “X”.
- Misconducts of contestant or coach: 1) not complying referee’s command; 2) protesting official’s decisions; 3) influence the outcome of the match; 4) insulting opponent player or coach; 5) unaccredited doctor sitting next to the coach or 5) any severe misconduct/unsportsmanlike behaviour from the player/coach: the hand signal is bring the right index finger to the lips of the Centre Referee. If he is punishing the coach, he will point to the coach first and penalizes the player with a Gam-jeom with the same hand signal.

More in-depth explanation of Gam Jeom given to players for **Lifting a leg, cut or push kick and Pushing.**

Lifting a Leg, cut kick or push kick

[Article 14, - Interpretation v.]

Lifting the Leg to block or kick the opponent's leg to impede the opponent's kicking attack or lifting a leg or kicking in the air for more than 3 seconds to impede opponent’s potential attacking movements or kick was aiming to blow the waist. Lifting the leg or cut kick motion shall not be penalized only when it is followed by execution of kicking technique in combination motion.

1. Lifting the Leg to block.

- a. Lifting a leg to block the opponent's potential attacking movement shall

be penalized.

b. By raising a leg or knee, blocking the opponent's kick with shin or foot shall be penalized.

2. Kicking the opponent's leg to impede the opponent's kicking attack.
 - a. Kicking the opponent's leg below the belt level shall be penalized.
 - b. Kicking the opponent's leg above the belt level shall not be penalized.
 - c. Accidental collision of two kicking legs or feet shall not be penalized.
3. Kicking aiming to below the waist.
 - a. When a contestant executes a cut kick or push kick aimed below the belt level, it shall be penalized even when the kick has not landed to the opponent's leg.
 - b. When a contestant kicked the opponent's any part of body below the belt level against the opponent's turning movement, it shall be penalized.
 - c. Cut kick or push kick aimed above the belt level shall not be penalized.
4. Lifting a leg or kicking in the air for more than 3 seconds to impede opponent's potential attacking movements.
 - a. When a contestant lifts a leg or executes kicking motions with a leg without landing the foot to the mat more than 3 seconds, it shall be penalized.
5. Lifting the leg or cut kick motion shall not be penalized only when it is followed by execution of kicking technique in combination motion.
 - a. Lifting a leg or cut-kick motion aimed below the waist shall not be penalized when the motion was followed by a full range of motion kick with the same leg or the other leg.
6. Special Cases
 - a. When a contestant delivers a front leg kick immediately followed to the opponent's kick to impede the opponent's attacking kick, if the kick hit the opponent's kicking leg below the belt level, it should be penalized strictly.

Pushing

1. Pushing the opponent out of the boundary line.

2. Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement.
 - Pushing the opponent after he/she begins the attacking motion of pushing or kicking shall be penalized.
 - Pushing with holding or grabbing shall be penalized strictly
 - Pushing with hooking or grabbing a leg or foot shall be penalized strictly.
 - Grappling, throwing, or turning around the opponent shall be strictly penalized.
3. Pushing the opponent to fall down shall not be penalized.

[Explanation]

1. Lifting the leg to block

- A. Lifting a leg to block the opponent's kick by shin or foot, penalty shall be given without considering actual contact or no contact.
- B. Blocking the opponent's kick with shin or foot followed by his/her kicking motion and cut or blocking the opponent's follow-up kicking leg with shin.

The motion should be differentiated from casual collision of kicking legs in exchanges of combination kicks between two players.
- C. In the middle of exchanging kicks in close distance casual collision of kicking leg with other contestant's shin or foot will not be penalized.
- D. Lifting a leg in distance and not related with opponent kicking motion, just as a faking or lead motion - no penalty.

2. Kicking the opponent's leg to impede the opponent's kicking attack.

- A. Kicking the opponent's leg with cut-kick or push kick
- B. Delivering cut or push type kick to impede or block the opponent's attacking kick.
- C. Cut or push kick to opponent's any part of body below belt, including kicking to the opponent's body below the belt when the opponent is making a turning kick.
- D. If the kicking spot was above the belt level, the kick shall not be penalized.
- E. Accidental landing of kick to the opponent below the belt level and the kick

was not a cut or push kick, then this contact shall not be penalized.

F. However, if the case was not caused with opponent's movement or combined movements of two contestants the kicking to the opponent's leg should be penalized without considering the type of kicking techniques.

G. Accidental collision of two kicking legs or foot shall not be penalized.

3. Kicking aimed below the waist

A. Cut kick or push kick aimed below the belt level shall be penalized even it was executed at distance.

B. Cut or push kick motion aimed above the belt level shall not be penalized

C. Cut or push kick aimed below the belt level. However, followed by an immediate combination kicking motion with the same leg or the other leg shall not be penalized. However, when the cut/push kick hits the opponent below the belt level it shall be penalized.

4. Lifting a leg or kicking in the air for more than 3 seconds to impede opponent's potential attacking movement

A. One leg in the air 3 seconds shall be penalized with cut or push kick without scoring.

5. Lifting the leg or cut kick motion followed by execution of kicking technique in combination motion

A. Followed by the other leg with full kicking motion

B. Followed by the same leg with full kicking motion

C. Followed by combination kicking motion with stepping

D. Cut-Cut or one or two time(s) sliding footwork motion shall be penalized without considering the follow up kicking

Pushing

1. Pushing the opponent out of the boundary line

2. When the opponent was clearly out of the boundary line by the other contestant's pushing, penalty shall be given to the pushing behavior.

3. The pushing motion was not clearly the main cause of the result, the Penalty shall be given to the out of line behavior.

4. Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement.

5. Pushing the opponent after he/she begins the attacking motion including punching or kicking shall be penalized.
6. Pushing the opponent with grabbing, holding, hooking (tripping) leg, or any action hindering the opponent's normal movement shall be penalized.
7. Pushing the opponent to fall down shall not be penalized.
8. Pushing with holding or grabbing shall be penalized strictly.
9. Grappling or turning around the opponent shall be strictly penalized.
10. Pushing with hooking (tripping) a leg or foot shall be strictly penalized.
11. Pushing with open hands, fist, arms, or chest shall be allowed.
12. Pushing with chest or trunk with arms in holding position to impede opponent's normal attacking movement shall be penalized strictly.

Article 15: Golden Point and Decisions of Superiority. If there is no score after the one minute Golden Point round, the following criteria will be used to determine the winner in order of importance:

- 1) The greater number of missed hits registered by PSS.
- 2) The player who wins more rounds during the first 3 rounds.
- 3) The player who has accumulated the least number of Gam Jeom's.
- 4) If both players are still tied, the superiority method will be used by using the following descending criteria: Aggressiveness, Number of techniques executed, Technical difficulties and lastly Competition manner.

Please note the first Gam Jeom penalized to a player will not give his opponent the Golden Point to win. The player will lose if he receives two Gam Jeom's on the 4th round.

Article 16: Decisions. To win by point Gap, the player needs to win by a point gap of 20 by the end of the 2nd round or anytime during the 3rd round. For senior division, there will be no point gap for Semifinals and Finals.

If the opponent player receives 10 Gam Jeom's, he will lose by Punitive Declaration (PUN).

If a player is incapacitated due to his opponent's prohibited act and the commissioned doctor has advised the Centre Referee the injured player

cannot continue; his opponent will receive a Gam-Jeom and lose the match (PUN).

On the other hand, if the player is incapacitated due to unrelated Gam-Jeom and the commissioned doctor has advised the Centre Referee or a knock-out. The injured player will lose by RSC.

Example: Chung kicked Hong low and followed by a high head kick (3 pts scored) which knocked out the Hong Player. Centre Referee gave Chung Gam-Jeom for kicking low but the points stayed because the Gam-Jeom was not related to the high kick.

In this case, Chung will be the winner for RSC. It is important for Centre Referee to look at the sequence of the event and determine if the Gam-Jeom has anything to do with the injury.

Article 20: Technical Officials. The Review Jury must deliver his decision within **30 seconds** after the Centre Referee requests coaches' IVR.

Article 21: Instant Video Replay. Coach shall receive one quota per match unless the Technical Delegate changes such privilege at the Head of Team meeting depending on the size of the Championship. When the coach stands up to request an IVR, it will be considered the quota being used even he changes his mind about the request.

Coach can request the following IVR:

- 1) Opponent player crosses the boundary line.
- 2) Opponent player falls down.
- 3) Opponent player attacks after Kalyeo.
- 4) Opponent player attacks fallen player.
- 5) Challenge any Gam Jeom given to own player.
- 6) Technical point (add or remove).
- 7) Centre Referee gives Gam-jeom for prohibited act but forgets to invalidate points. Please note corner judges can raise hands and request meeting to remind Centre Referee.

- 8) Technical issues or time management (computer operator let time elapse when Kalyeo is called). Centre Referee will use own card to ask for IVR.

YELLOW CARD procedure:

Centre Referee must give Gam-Jeom to player/coach during match before Yellow Card is shown to the offending person. If the match is over, Centre Referee will show Yellow Card immediately. A detailed report must be submitted to the Referee Chairman after the match.

Additional note for kicking below waist or belt level:

In order to standardize waist, belt level since some players tie their belts quite high; anywhere underneath the bottom line of the PSS Hogu will be considered of kicking low.