

General Rules and Regulations for Point Style Sparring

Article I. Protective Equipment

I.A. Mandatory. All competitors must wear:

- I.A.1. A mouth-guard
- I.A.2. Full hand protectors (RED for the Red (Hong) player or BLUE for the Blue (Chung) player - foam dipped/vinyl only)
- I.A.3. Full foot protectors (RED for the Red (Hong) player or BLUE for the Blue (Chung) player - foam dipped/vinyl only)
- I.A.4. Full headgear including a padded top (RED for the Red (Hong) player or BLUE for the Blue (Chung) player - foam dipped/vinyl only). Headgear that includes padding under and around the chin, or a face shield, WILL NOT BE ALLOWED.
 - I.A.4.a. Other than the headgear, no other item shall be worn on the head with the exception of religious headwear which shall be worn under the headgear and inside the uniform and shall not cause harm or obstruct the opposing contestant.
- I.A.5. Equipment must all be the same color. (i.e., Red competitor must wear all red gear. Blue competitor must wear all blue gear.)
- I.A.6. Male competitors must also wear a groin cup and supporter on the inside of the dobok.
- I.A.7. Safety equipment may not be taped for any reason.

I.B. Optional. Competitors may wear:

- I.B.1. Cloth or foam shin, shin/instep protectors
- I.B.2. Cloth or foam forearm guards
- I.B.3. Foam dipped/vinyl breast (women) and foam dipped/vinyl rib protectors, at their discretion
- I.B.4. All optional equipment must be worn under the dobok

I.C. Equipment Color at Tournaments Other Than National Events

- I.C.1. At tournaments other than national events **ONLY**, the tournament director has the option to waive the color requirement for the hand, foot, and headgear equipment.
- I.C.2. If the color requirement is waived, armbands must be used to identify the red and blue competitor.
- I.C.3. At any event where the gear color is waived, there must be an announcement or available literature stating that waiving the color requirement applies only to local events and that the gear color requirements will be strictly enforced at all national events.

Article II. Personal Requirements

II.A. Personal Requirements & Compliance. Competitors shall keep their nails short and are forbidden to wear any metallic article that may injure or endanger an opponent. Any competitor whose hair, in the judgment of the Referee/Judges, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

II.B. Metallic Articles. The phrase "metallic articles" includes all hard objects, which may cause injury. It is not sufficient to cover a hard or metallic article such as a ring with tape or other covering.

II.C. Personal Hygiene. The personal hygiene of all competitors shall be of the highest standard. Any competitor wearing an excessively unkempt or dirty uniform will be required to change it immediately (within one minute). If the competitor cannot or will not comply, the Referee shall declare the opponent the winner.

II.D. Medical Tape. A maximum of two layers of tape are allowed except in the case of an injury. For an injury, the minimum amount of tape that will protect the area should be approved by tournament medical team. Under no circumstances will a hard splint or cast be allowed, no matter how small.

II.E. Drugs. The administration or use of any drugs (except antibiotics or other medically prescribed therapeutics), alcohol, stimulants, or injections in any part of the body, either before or during a match, to or by any contestant is absolutely prohibited. Any contestant violating these rules will be disqualified.

II.F. Eyeglasses. Only "sport" eyeglasses will be allowed in point sparring competition. Soft contacts are highly recommended.

Article III. Compliance

III.A. If a competitor, upon being called to the center of the ring to compete, is found in violation of Articles I and/or II (Protective Equipment and Personal Requirements), that competitor will receive one minute to come into compliance. If within that one minute the competitor returns to the center ready to compete, he/she will receive a *kyong-go* and the match will begin. If he/she does not return to the center ready to compete at the end of one minute an additional one minute count down will begin. If that competitor returns to the center within the second one minute period then the competitor will receive a *gam-jeom* and the match will begin. If the competitor does not return within the total two-minute grace period, that competitor may be disqualified.

Article IV. Duties of Officials (Referees, Judges, Team Leaders (TL) and Computer Operators)

IV.A. The Referee shall:

- IV.A.1. Make every effort to ensure the safety of the competitors
- IV.A.2. Control the competition
- IV.A.3. Physically inspect the competitors before the match
- IV.A.4. Give pre-competition instructions when necessary, declare the end of the match, and give warnings and commands such as *kal-yeo* (break) and *kye-sok* (continue)
- IV.A.5. Call penalties, qualifications and cast a vote for points as he/she sees fit
- IV.A.6. Stop the timekeeper's clock when necessary
- IV.A.7. Independently state his/her opinion about decisions, penalties, warnings, and the winner when requested by the Team Leader and/or National Chief Referee
- IV.A.8. The Referee may stop the match due to a mismatch. This can be done without consultation of the Judges.
- IV.A.9. Verify that the recorded scores are correct prior to the awarding of the match

IV.B. The Judges shall:

- IV.B.1. Be positioned around the ring and assist the Referee as needed
- IV.B.2. Cast a vote for point through the use of the flag as each occurs
- IV.B.3. Offer an opinion on disqualification and minus points when asked by the Referee
- IV.B.4. Indicate by use of hand signal when face contact is made upon request of Referee

IV.C. The Team Leader shall:

- IV.C.1. Consult with the Referee and Judges if necessary
- IV.C.2. Inspect the scorecard for accuracy (when using paper scoring)

- IV.C.3.** Confirm the winner only on the basis of the scorecard and inform the Referee (when using paper scoring)
- IV.C.4.** In the case of questions, the Team Leader should consult with the appropriate Judge or Referee
- IV.C.5.** Sign each contested match's scorecard and present it to the Referee Chair in the case of a protested match (when using paper scoring)
- IV.C.6.** Oversee the computer operator/scorekeeper
- IV.C.7.** Manage the ring and mentor the officials

IV.D. The Computer Operator Shall Perform The Following Functions:

- IV.D.1.** Shall follow instructions from the Referee to record penalties and keep time electronically
- IV.D.2.** Shall be responsible for keeping the official time by starting and stopping the clock on the Referee's orders, and for announcing the expiration of the official time period
- IV.D.3. NOTE:** Even if the Referee has not declared *keu-man*, the match shall be regarded as having ended when the prescribed time is over. Penalties and point(s) can be awarded after time as long as the penalty and point(s) occurred during regulation time.
- IV.D.4.** Shall keep a record of the results of each contest (win, loss)

Article V. Official Signals and Language

Officials shall use authorized gestures and terminology, as indicated below during the competition.

V.A. Referee

V.A.1. Before the Match (See Appendix A)

V.A.1.a. Calling the Competitors: The Referee stands at his mark in the ring, with both arms bent at the elbow at a 45-degree angle and the index fingers extended. He then calls the competitors to their marks by saying *Chung* (blue) and pointing the right index finger down to a 45-degree angle and slightly forward towards the athlete's mark in the ring, and then repeating the same procedure with the left hand for *Hong* (red).

V.A.1.a.1. Competitor's Entry into the Ring. Competitors will enter the ring holding their headgear under their left arm.

V.A.1.b. Bowing in the Competitors: The Referee shall raise both arms, triceps parallel to the floor and at eye level), hands open (palms facing inward) and forearms bent vertically at the elbows and say *char-yeot* (attention), to indicate that the competitors should face one another and come to attention. Next the Referee shall extend the palms downward and parallel to the floor at chest level while saying *kyeong-rye* (bow) to indicate that the competitors should bow to one another.

V.A.1.c. Examine the Competitors: The Referee will instruct the competitors to put on their headgear. The Referee shall then physically examine the two competitors (Blue first, then Red) to ensure that all the requirements listed in Articles I and II above have been followed.

V.A.2. To Start the Match: (See Appendix A)

V.A.2.a. The Referee shall then assume a short front stance, left foot forward, and execute a chest level right knife hand downward strike between the opponents while commanding, *joon-bi* (ready).

V.A.2.b. Next, the Referee shall extend both arms out to the side at a 45-degree angle as he/she pulls the left foot back to a cat stance, simultaneously bringing the arms in parallel to the floor, shoulder-width apart, palms facing inward and command *shi-jak* (begin).

V.A.3. To Temporarily Halt the Match: (See Appendix A)

The Referee shall say *kal-yeo* (break) while extending the right hand in a sharp, shoulder-level knifehand downward strike between the opponents while standing in a left foot forward walking stance.

V.A.4. To Temporarily Halt the Match for a Point Call:

V.A.4.a. The Referee shall say *kal-yeo* (break). Both competitors will automatically return to their starting position. Standing between them with both arms parallel to the floor, palms down and fingertips touching, the Referee will command "Judges Call."

V.A.4.b. When using 1 Referee and 2 judges upon his own command for "Judges Call" the Referee shall indicate his vote for point by extending the appropriate arm, with the palm up, in the direction of the contestant who he/she thinks scored a valid point. When using 1 Referee and 3 judges, the Referee leaves his arms parallel to the floor and does not vote.

V.A.4.c. Judges must indicate by use of flags whether a point (s) was scored and by which player.

V.A.4.d. Upon verification that a point(s) was/were scored, the Referee will, using the arm nearest the competitor scoring the point(s), bend the elbow and extend the index finger towards the competitor, announcing the player's color, either *Chung* or *Hong*. Using the same arm, he/she will turn to the head table, extending either one or two fingers and announce the number of points to be awarded, *Il-Jeom* (one point) or *Ee-Jeom* (two points).

V.A.5. To Award the Joo-eui:

V.A.5.a. The Referee shall break the competitors with the *kal-yeo* command at the spot where the violation took place.

V.A.5.b. He/she will face the perpetrator of the offense and give a verbal warning to the competitor.

V.A.6. To Award a Kyong-go (Half-Point Penalty): (See Appendix A)

V.A.6.a. The Referee shall break the competitors with the *kal-yeo* command at the spot where the violation took place and then turn to the timekeeper to declare *shi-gan* (non-injury time-out).

V.A.6.b. Next, the Referee will face the perpetrator of the offense and place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator's forehead, extending the interior of the arm to 135 degrees and acknowledge them as either *Chung* or *Hong*. Next he/she will place his/her right fist, forefinger extended to his/her left shoulder and then point at the forehead of the pertinent contestant, with the arm fully extended and declare *kyong-go* (half-point penalty).

V.A.7. To Award a Gam-jeom (Full-Point Penalty): (See Appendix A)

V.A.7.a. The Referee shall break the competitors with the *kal-yeo* command at the spot where the violation took place, and then turn to the timekeeper and declare *shi-gan* (non-injury time-out).

V.A.7.b. Next, the Referee will face the perpetrator of the offense, place his/her right fist, forefinger extended behind his/her right ear and then point to the perpetrator's forehead, extending the interior of the arm to 135 degrees and acknowledge them with either *Chung* or *Hong*.

V.A.7.c. Still facing the perpetrator, the Referee will assume an attention stance, drop the hands down to his/her sides, close the fist and then vertically raise his/her right fist, forefinger extended, and declare *gam-jeom* (full-point penalty).

V.A.8. To Continue the Match: (See Appendix A)

The Referee shall say *kye-sok* (continue) while striking sharply downward from the ear with a right knifehand and returning upward again.

V.A.9. To Reverse a Violation Call: (See Appendix A)

The Referee shall repeat the wrong signal, then wave the right palm twice horizontally from right to left as wide as the shoulders while facing the computer operator. He will then declare the proper infraction.

V.A.10. To End the Match: (See Appendix A).

The Referee shall say *keu-man* (stop) and command the competitors return to the starting position. The athletes should remove their headgear and place it under his/her left arm. The Referee will bow out the competitors following the same procedure outlined to bow them in.

V.A.11. To Award the Winner: (See Appendix A)

Still standing between the two competitors and facing the computer operator, the Referee will command both competitors to face the head table, then drop both hands to the his/her side, raise the right arm with the closed fist to the sternum, continuing to raise the right arm in a knifehand up at a 45-degree angle with the palm facing upward and declare *Chung sung* if Blue is the winner. If Red is the winner, follow the same procedure with the left hand and declare *Hong sung*.

V.A.12. To Award the Medal Places

At the end of the competition, the Referee will line up the top 4 place winners by calling the names of the winners from 1st place to 4th place (or 3rd if awarding two third places), indicating where they should stand. The Referee will then announce the places starting with 4th place (or 3rd if awarding two third places) and ending with 1st place while extending the appropriate number of fingers over each competitor's head to indicate the place they won.

V.B. Judges

V.B.1. To Temporarily Halt the Match for a Point Call:

The Judge shall *ki-hap* (yell) loudly while extending his/her flag to a position parallel to the floor at chest level. This signifies the intent to score a point if called to do so. Any Judge who sees a point should *ki-hap* and extends his/her flag to a position parallel to the floor at chest level regardless of the number of other officials who do so.

V.B.2. To Make a Call: The Judge(s) that presented their flags, signifying the intent to score a point(s), will upon the referee's command "Judges Call," flip the flag perpendicular to the floor. The color of the flag corresponding to the player that the judge feels scored the point(s) will be pointed upward.

V.B.2.a. To award one point the judge will flip the appropriate color flag perpendicular to the floor upon the Referee's command "Judges Call."

V.B.2.b. To award two points the judge will flip the appropriate color flag perpendicular to the floor while raising a hand high above the shoulder and extending two fingers upon the Referee's command "Judges Call."

V.B.3. To Confer with the Referee: The Judge shall *ki-hap* loudly.

Article VI. Awarding Points

VI.A. A majority of the officials must concur for a point(s) to be awarded.

VI.B. Examples of majority calls with 3 scoring officials — either 1 Referee and 3 judges (only judges score), or 1 Referee and 2 judges (Referee and judges all score).

VI.B.1. In the case of all 3 officials calling for a score for the same player:

At least two officials must see the same thing. If two officials call for two points and one official calls for one point, two points shall be awarded.

VI.B.2. In the case of 3 officials calling for a score for a different player:

At least two officials must see the same thing. If two Officials call for either one or two points for the blue player and one calls for one or two points for the red player, the blue player will be awarded the point(s).

Article VII. Age, Belt and Weight Divisions in General

VII.A. Competition shall be divided by Age, Belt, Weight (lbs), and Gender.

VII.B. Ages 5 – 17 Junior Divisions

MALE			FEMALE		
Ages	Weight Groups (pounds)		Ages	Weight Groups (pounds)	
5	Light	45.0 & Under	5	Light	45.0 & Under
	Heavy	Over 45.0		Heavy	Over 45.0
6–7	Light	Under 45.0	6–7	Light	Under 45.0
	Middle	45.0–55.9		Middle	45.0–55.9
	Heavy	Over 55.9		Heavy	Over 55.9
8–9	Light	Under 60.0	8–9	Light	Under 60.0
	Middle	60.0–70.9		Middle	60.0–70.9
	Heavy	Over 70.9		Heavy	Over 70.9
10–11	Light	Under 75.0	10–11	Light	Under 80.0
	Middle	75.0–85.9		Middle	80.0–90.9
	Heavy	Over 85.9		Heavy	Over 90.9
12–13	Light	Under 100.0	12–13	Light	Under 105.0
	Middle	100.0–115.9		Middle	105.0–120.9
	Heavy	Over 115.9		Heavy	Over 120.9
14–15	Light	Under 115.0	14–15	Light	Under 110.0
	Middle	115.0–145.9		Middle	110.0–140.9
	Heavy	Over 145.9		Heavy	Over 140.9
16–17	Light	Under 135.0	16–17	Light	Under 115.0
	Middle	135.0–165.9		Middle	115.0–145.9
	Heavy	Over 165.9		Heavy	Over 145.9

VII.C. All Senior, Executive and Ultra Divisions

MALE		FEMALE	
Division	Ages	Division	Ages
Senior	18–32	Senior	18–32
Executive	33–42	Executive	33–42
Ultra	43 and up	Ultra	43 and up
Weight Groups		Weight Groups	
Light	Under 125.0	Light	Under 110.0
Welter	125.0–155.9	Welter	110.0–125.9
Middle	156.0–185.9	Middle	126.0–155.9
Heavy	Over 185.9	Heavy	Over 155.9

Article VIII. Duration of Competition

VIII.A. Colored Belt Rounds. All colored belt matches shall consist of two 90-second rounds with a 30-second rest between rounds.

VIII.B. Black Belt Rounds. All Black belt matches shall consist of two, two-minute rounds with a 30-second rest between rounds.

VIII.C. Advanced & Black Belts Combined. When Advanced (Red/Brown) belts are combined with Black belts, all matches shall consist of two, two-minute rounds with a 30-second rest between rounds.

VIII.D. Rest Time between Semi-Final & Final Match. Competitors shall be allowed at least two-minutes rest between semi-final and final matches.

Article IX. Authorized Implements for Scoring Points

IX.A. Hand. Closed fist (forefist and backfist) and reverse knifehand (a.k.a. ridgehand). All other hand techniques will be considered unauthorized and the proper penalty will be assessed

IX.B. Foot. Any part of the foot below the ankle

Article X. Authorized Areas for Scoring Points

X.A. Head Area. Only that area of the head protected by the headgear shall be considered a legal target area including that area of the forehead covered by the gear. The face area shall NOT be a target area!

X.B. Body Area. Includes the area of the body from the collarbone to the navel in the front and to the “posterior axillary line” on both sides (to the imaginary line drawn down the side from the back crease of the armpit)

Article XI. Illegal Target Areas

XI.A. Illegal target areas shall include, but are not limited to:

XI.A.1. The face area

XI.A.2. The neck and throat

XI.A.3. The back, including the kidney area

XI.A.4. The groin

XI.A.5. The joints

XI.A.6. The legs

Article XII. Points (Valid Scores)

XII.A. One point shall be awarded for any valid hand or foot technique executed to the legal body area.

XII.B. One point shall be awarded for any valid hand technique executed to the legal head area.

XII.C. Two points shall be awarded for any valid foot technique executed to the legal head area. For head techniques to be awarded a point or points, the contact must be light. Contact to the legal scoring area of the body must be light to moderate. A majority of the Judges and Referee **must** also concur that a valid point was indeed scored.

Article XIII. Referee Stops Contest (RSC)

The Referee may stop any match under the following circumstances:

XIII.A. When the Referee or tournament physician determines that a contestant should not continue

XIII.B. When the contestant’s coach throws in a towel to stop the match

XIII.C. When a contestant protests a Referee’s call and does not continue the contest

XIII.D. When the Referee declares a mismatch

Article XIV. Procedures for Suspending a Match

The following procedures are used to stop the match for non-injury time such as equipment adjustment, removal of foreign objects from competition floor, or for an injury such as accidental falling or an injury from a prohibited act.

XIV.A. To suspend a match for any reason other than injury the Referee shall:

XIV.A.1. Declare *kal-yeo* to stop the competitor action

XIV.A.2. Order the timekeeper to suspend the time by declaring *shi-gan* (non-injury time-out) using the proper hand signal

XIV.B. To suspend a match for injury the Referee shall:

XIV.B.1. Declare *kal-yeo* to stop the competitor action

XIV.B.2. Order the timekeeper to suspend match time and start injury time by declaring *kye-shi* (injury time-out) using the proper hand signal (injury time-out shall not exceed one minute)

XIV.B.3. Allow the injured competitor to receive first aid within one minute. Medical personnel may extend the injury time-out period.

XIV.B.4. Contestants will receive one injury time-out per match per injury. Once initial injury time-out has expired, contestant may not receive another injury time-out for the same injury.

XIV.C. If the injured competitor cannot continue the match after one minute the Referee shall:

- XIV.C.1.** Declare the injured competitor the loser if the injury was not the result of an attack
- XIV.C.2.** Declare the injured competitor the loser if the injury was the result of an act that would not have resulted in a penalty for the attacking competitor
- XIV.C.3.** Declare the injured competitor the loser if the injury was the result of a prohibited act that would have been assessed a *kyong-go* penalty
- XIV.C.4.** Declare the injured competitor the winner if the injury was the result of a prohibited act that would have been assessed a *gam-jeom* penalty
- XIV.C.5.** Declare a winner based on the score before the injury if both contestants are injured and cannot continue
- XIV.C.6.** May consult with the Team Leader to make a decision

Article XV. In the Event of a Tie Score

- XV.A.** If at the end of regulation time the score is tied, the competitors shall continue the match until the first full point net change in score to determine the winner.
- XV.B.** This may occur through actual scoring or penalties.
- XV.C.** At the conclusion of regulation time, any odd *kyong-go* infractions will be dropped before “sudden death.”

Article XVI. Decision

- XVI.A.** Determination of the winner shall be made as follows:
 - XVI.A.1.** Win by Referee stops contest (RSC)
 - XVI.A.2.** Win by final score (PFT)
 - XVI.A.3.** Win by point gap (PTG)
 - XVI.A.4.** Win by sudden death (SDP)
 - XVI.A.5.** Win by withdrawal (WDR)
 - XVI.A.6.** Win by disqualification (DSQ)
 - XVI.A.7.** Win by Referee’s punitive declaration (PUN)

XVI.B. Gap Rule

- XVI.B.1.** There will be a seven point gap rule for point sparring
- XVI.B.2.** For all divisions, regardless of age, the seven point gap is not considered until the end of the 1st round. If a seven point gap or greater exists at the end of the 1st round then the match is over. Otherwise the 2nd round will begin and continue until a seven point gap is obtained or end of match time.

Article XVII. Prohibited Acts

- XVII.A.** The Referee shall declare penalties on any prohibited acts.

XVII.B. In the case of multiple penalties being committed simultaneously, the heavier penalty shall be declared.

XVII.C. Penalties are divided into *kyong-go* (half-point) and *gam-jeom* (full-point) penalties.

XVII.D. Two *kyong-gos* shall be counted as a one point penalty which will be recorded by adding one point to the opponent’s score. The last odd *kyong-go* shall not be counted in the grand total.

XVII.E. A *gam-jeom* shall be counted as a one point penalty which will be recorded by adding one point to the opponent’s score. All *gam-jeoms* are counted in the grand total.

XVII.F. Joo-eui (Verbal Warning)

XVII.F.1. Only one *joo-eui* per infraction, per round, per competitor.

XVII.F.2. A *joo-eui* does not affect points, but a *kyong-go* must be given in the event the athlete repeats the same infraction during the same round. For example, if an official gives a *joo-eui* for falling down, he must give a *kyong-go* if the athlete falls again and it is not the result of a knockdown or the result of being pushed down by the other athlete.

XVII.F.3. *Joo-euis* are only given for prohibited acts related to *kyong-gos* and never for *gam-jeoms*.

XVII.G. Kyong-go Penalties (Half-Point Penalties)

- XVII.G.1.** Evading by turning the back to the opponent
- XVII.G.2.** Intentionally falling down
- XVII.G.3.** Avoiding the match
- XVII.G.4.** Grabbing, holding or pushing the opponent
- XVII.G.5.** Pretending injury
- XVII.G.6.** Crossing the boundary line with both feet
- XVII.G.7.** Uttering undesirable remarks or misconduct

XVII.H. Gam-jeom Penalties (Full-Point Penalties)

- XVII.H.1.** Attacking the opponent after *kal-yeo*
- XVII.H.2.** 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
- XVII.H.3.** Making contact with an unauthorized implement
- XVII.H.4.** Making non-incidental contact to an unauthorized area
- XVII.H.5.** Excessive contact (may also result in disqualification)
- XVII.H.6.** Interrupting the progress of the match on the part of the contestant or coach
- XVII.H.7.** Attacking the fallen opponent
- XVII.H.8.** Uncontrolled attack
- XVII.H.9.** Violent or extreme remarks or behavior on the part of the contestant or coach

XVII.I. When a contestant refuses to comply with the competition rules or the Referee’s order intentionally, the Referee may declare the contestant the loser by penalties after one minute (announce *kye-shi*).

XVII.J. Any combination of half-point or full-point penalties, which brings the total of full penalty points to four (4), shall cause that competitor to be declared the loser.

XVII.K. Automatic Disqualification

- XVII.K.1.** Injuring the opponent’s face or neck*
- XVII.K.2.** Injuring the opponent by a malicious or excessive attack**

XVII.K.3. Injuring and/or rendering an opponent unable to continue by using an unauthorized attacking implement or by attack to an unauthorized area

XVII.K.4. Significant unsportsmanlike conduct on the part of the contestant or coach

* **Drawing blood does NOT automatically infer that the attack was excessive or malicious, or that the face or neck was, indeed, injured.**

** **The Referee, with or without the consensus of the Team Leader, shall determine if the attack was malicious or excessive.**

Article XVIII. Protests

XVIII.A. Filing a Protest. In case there is an objection to a decision; the appointed coach (and he/she alone) representing the athlete may file a written protest to the Chief Arbiter or Tournament Arbitration Committee, along with a fee of \$75 (cash only). The protest will be submitted on the official protest form (See Appendix B). The appointed coach **MUST** inform the Referee or Team Leader of that match immediately following the match that it is their intent to protest the match. The written protest itself must be filed within a reasonable period of time. However, if the protest involves an error in the management of that division, such as miscalculating the score or misidentifying an athlete, the correction must take place immediately.

XVIII.B. Deliberation Process.

XVIII.B.1. After reviewing the protest application, the content of the protest must be arranged according to the criterion of “acceptable” or “unacceptable.”

XVIII.B.2. If necessary, the Referee Chair can hear opinions from the Referee, Judges, or Team Leader.

XVIII.B.3. If necessary, the Referee Chair can review the material evidence of the decisions, such as the written data (score sheets). Videotapes **WILL NOT** be admitted as evidence to confirm or disconfirm the protest.

XVIII.B.4. Errors in determining the match results: Mistakes in calculating the match score or misidentifying a contestant shall result in the decision being reversed.

XVIII.B.5. Error in application of rules: When it is determined by the arbiter that the Referee made a clear error in applying the competition rules, the outcome of the error shall be corrected and the Referee shall be disciplined and/or sanctioned.

XVIII.B.6. Errors in factual judgment: When the Referee Chair decides that there was clearly an error in judging the facts such as impact of striking, severity of action or conduct, intentionally, timing of an act in relation to a declaration or area, the decision shall not be changed and the official(s) who have made the error shall be disciplined and/or sanctioned.

XVIII.B.7. The decision of the Referee Chair will be final and there will be no means of further appeal.

General Rules and Regulations for Olympic-Style Sparring

Article I. Protective Equipment

I.A. Mandatory Equipment for Non-PSS Matches. All competitors must wear:

I.A.1. Olympic style chest protector

I.A.2. Headgear

I.A.2.a. The Blue player must wear blue headgear

I.A.2.b. The Red player must wear red headgear

I.A.2.c. Other than the headgear, no other item shall be worn on the head with the exception of religious headwear which shall be worn under the headgear and inside the uniform and shall not cause harm or obstruct the opposing contestant.

I.A.3. Commercially manufactured shin and instep protectors (white only and must be worn underneath the dobok)

I.A.4. Forearm protectors (white only and must be worn underneath the dobok).

I.A.5. Mouth-guard

I.A.6. Males are required to wear groin protection (hard cup). Female groin protection is optional. All groin protection must be worn inside the dobok

I.A.7. Foot Gloves and Hand Gloves are optional for colored belts and any divisions that are not using PSS, but if used must be WTF approved.

I.B. Mandatory Equipment When Using Electronic Protector and Scoring System (PSS) at National Championship (10–32 years old Black Belt), and Team Trials (12–17 years old Black Belt). PSS Electronic Protectors are optional at sanctioned local qualifying events, but if used, must be only from AAU Taekwondo PSS approved vendor.

I.B.1. Both competitors must wear the same size chest protector

I.B.2. Headgear

I.A.2.a. The Blue player must wear blue headgear

I.A.2.b. The Red player must wear red headgear

I.B.2.c. Other than the headgear, no other item shall be worn on the head with the exception of religious headwear which shall be worn under the headgear

I.B.3. Shin protectors (white only, no instep, and must be worn underneath the dobok)

I.B.4. AAU Taekwondo approved vendor sensing socks

I.B.5. Forearm protectors (white only and must be worn underneath the dobok)

I.B.6. WTF approved white gloves

I.B.7. Mouth guard

I.B.8. Males are required to wear groin protection (hard cup). Female groin protection is optional. All groin protection must be worn inside the dobok.

Article II. Personal Requirements

II.A. Personal Requirements & Compliance. Competitors shall keep their nails short and are forbidden to wear any metallic article that may injure or endanger an opponent. Any competitor whose hair, in the opinion of the Referee/Judges, is so long as to risk causing inconvenience to other competitors shall be required to tie it back securely.

II.B. Metallic Articles. The phrase “metallic articles” includes all hard objects, which may cause injury. It is not sufficient to cover a hard or metallic article such as a ring with tape or other covering. Eyeglasses are not allowed in sparring competition. Soft contact lenses are recommended.