

Synopsis of 2018 Rule Changes

Policy Change Proposals

National Sport Chair Election and Removal

1. The National Sport Chair shall be elected by the National Sport Committee at the committee meeting during National Conventions in which National Officers are elected.
2. Terms are four (4) years.
3. National election policies shall apply.
4. National Sport Chairs may be removed for cause by a majority vote of the National Officers, subject to the Right of Appeal to the National Board of Review.
5. The President, with the approval of a majority of the Officers may appoint a person to fill a vacant National Sport Chair position. The appointees will serve until the next regular or special meeting of the Sport Committee, at which time an election shall be held to complete the term.

Duties of the Chair

1. Preside at meetings of the Committee.
2. Conduct the business of the Committee, subject to the Committee's operating rules.
3. Prepare the budget which shall be reviewed and approved by the National Treasurer.
4. Select delegates to Congress by the required deadline.

National Sport Committee Composition -The National Sport Committee will consist of the following all of whom must be at least 18 years of age:

1. The elected or appointed Sports Director of each District or a representative designated by the District Governor
2. National Sports Chair
3. Members of the Executive Committee who are elected as provided by the sport operating rules
4. One (1) appointed representative from each Allied member that registers members in the sport
5. The President may appoint up to two (2) members-at-large

Meetings

1. Regular. Regular sports committee meetings shall be held in conjunction with the AAU Convention, and may be held as provided by National Policy
2. Special. Special meetings of a Committee are scheduled at the request of the Chair or upon the written request of at least one half (1/2) of the Committee members. Ten (10) days' notice is required and the notice shall state the purpose of the meeting

Voting

At all meetings, only members of the Committee are permitted to vote. There shall be no voting by proxy. Each members of the Committee will have one vote. Only representatives from Districts, and Allied members, which registered a minimum of .5% (a half percent) of the total number of athletes in that sport, in the previous year, shall be allowed to vote in the National Sport Committee meeting.

Quorum

A quorum consists of the voting members of the Committee that are present at the meeting

Article I. The Types of Competition Shall Be:

I.A. Qualifying Events

- Forms/Patterns
- Point-Sparring
- Olympic-style Sparring

I.B. Non-Qualifying, Optional Events

- Team Forms (see the Team Forms section of this handbook)
- Board Breaking-Seven Different Categories (see Appendix E for J.O. Games Rules)
- Creative Forms (see Appendix E for J.O. Games Rules)
- Creative Musical Forms (see Appendix E for J.O. Games Rules)
- Weapons Forms (see Appendix E for J.O. Games Rules)
- Musical Weapons Forms (see Appendix E for J.O. Games Rules)
- Demo Team Competition (see Appendix E for J.O. Games Rules)
- Self Defense (see Appendix E for J.O. Games Rules)
- Padded Weapons Sparring (see Appendix E for J.O. Games Rules)
- Special Needs
- Sport Poomse (See WTF Rules)

Article II. General Guidelines for Divisions and Age Categories

II.A. Division Ages

- Youth 5–17
- Senior 18–32
- Executive 33 and Up

II.B. Youth Divisions. All 5-17-year-old competitors must compete in their respective age groups. If there is no competition in a competitor's age group, tournament directors reserve the right to move that competitor up in age.

Article II. General Guidelines for Divisions and Age Categories

II.H. Combining Divisions. If the number of competitors for any one division is less than four, the sponsoring organization has the option of combining age, belt and weight groups into a single group and assigning the divisions of novice, intermediate, advanced and Black.

Article VI. Qualifications for Officials and Coaches

In general, the contest shall be conducted by one Referee, three Judges and a Team Leader (TL), along with the assistance of a computer operator. Tournament Directors have the option of using one Referee and two judges, if necessary, for point sparring only. All licensed tournaments shall be officiated by AAU certified Officials. District and Regional tournament directors **may** allow any non-certified Black Belt they deem qualified to officiate **one time only**. Thereafter that individual Official **must** obtain AAU Official certification. No more than one non-certified Referee or Judge may be present in the ring. Coaches shall not enjoy this same privilege. All coaches at any AAU licensed event must be currently certified to work that event. Internationally WTF certified officials, with current certification, are approved **for Olympic Sparring and Sport Poomse only** without being AAU certified Officials. **Whether AAU certified or not, all officials must be AAU members for the current year.**

The AAU Taekwondo Program will conduct competition for the purpose of selecting National AAU Taekwondo Teams to represent it the Program at non-AAU and International WTF/Olympic style competitions and International Point Sparring competitions. The AAU Taekwondo program shall use December 31st as the age determining date for all competitions. Athletes shall compete during the entire calendar year at their age as of Dec 31st of that year.

Article II. Team Types, Selection, and Benefits

II.A. The 10–11 Year Old Cadet Team (Olympic Sparring)

II.B. The 12–14 Year Old Cadet Team (Point and Olympic Sparring)

II.C. The 15–17 Year Old Junior Team (Point and Olympic Sparring)

II.D. The Senior Team (Point and Olympic Sparring)

Types, Selection, and Benefits

II.F. The Senior Team (Point Sparring)

II.F.1. Selection Process

II.F.1.a. The **Cadet, Junior and** Senior Team will be comprised of those participants who place 1st at the current year's AAU Taekwondo National Championships in the Senior Black Belt point style sparring divisions.

II.F.2. Benefits

II.F.2.a. All **Cadet, Junior and** Senior Team members will receive a warm-up suit.

II.F.2.b. The Program shall endeavor to find a suitable international event for this team to participate in.

Rule Change Proposals

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.1.a. Upon the Referee's *kal-yeo* command, the computer operator will wait one second, then stop time.

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 VII. Age, Belt and Weight Divisions in General

The following shall serve simply as a recommended guideline for the establishment of divisions to be offered at AAU licensed events. The ultimate decision on what divisions will be offered at any one event shall be established by the event director. Careful consideration should be given to amending AGE GROUP and WEIGHT CLASS offerings.

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

X.C. When using electronic scoring, either PSS or non PSS, if there is a legal attack to the head area and no point is scored, any of the officials or coaches may ask for confirmation of the head kick. The Referee shall gather the Judges to ask for statements. After discussion, the Referee will add the point if it is confirmed by the corner judges. If not confirmed by the corner judges, a *kyong-go* penalty will be issued to the competitor whose challenge card will be taken away from the coach who challenged the kick for delaying the game.

Coaches will be given two (2) challenge cards each, with the challenge card color being dependent on the fighter's color (i.e. two blue challenge cards will be given to the blue player's coach, and two red challenge cards will be given to the red player's coach). These will be given at the beginning of each match to have the center referee pull the judges and question a head kick.

If the red player's coach loses his request, he will lose a red challenge card. If both challenge cards are lost, the coach is no longer allowed to question a head kick.

If the match goes to a Golden Point round, the coaches will be permitted one (1) challenge card each.

Article X. Points (Valid Scores)

X.C. Challenge and IVR (Instant Video Replay)

X.C.1.Challenge: When using electronic scoring, either PSS without Electronic Headgear or non PSS, and IVR is not in use, if either there is a legal attack to the head area and no points is a rescored or a valid Technical Point was not scored, any of the officials or coaches may ask for confirmation of the head kick. The Referee shall gather the Judges to ask for statements. After discussion, the Referee will add the point(s) if it is confirmed by the corner judges. If not confirmed by the corner judges, a challenge card will be taken away from the coach who challenged the kick for delaying the game.

Coaches will be given two (2) challenge cards each, with the challenge card color being dependent on the fighter's color (i.e. to blue challenge cards will be giving to the blue player's coach, and two red challenge cards will be given to the red players coach). These will be given at the beginning of each match to have the center referee pull the judges and question a head kick.

- If the red players coach loses his request, he will lose a red challenge card. If both challenge cards are lost, the coach is no longer allowed to question a head kick.
- If the match to a Gold Point round the coaches will be permitted one (1) challenge card each.

X.C.2.IVR: When Instant Video Replay is being utilized the Tournament Director shall determine the number of challenge cards each coach will be issued for each match. If a challenge is accepted the card shall be returned to the coach. IVR may be requested for only one action which has occurred within five (5) seconds. Coach may only challenge:

- Validity of attack to the head area for either contestant if Electronic headgear is not being utilized.
- Validity of technical point, if point scored by PSS or judges, for either contestant.

In the last 10 seconds of the last round and in any time during golden point round, any of the judges can ask for IVR review and correction of scoring when a coach does not have challenge card.

Referee may request IVR for head/face contact after a count as a result of a knockdown and no points scored by PSS headgear. If accepted points shall be awarded for valid kick.

X.D. When Using Electronic Protector and Scoring System (PSS) points scored on the mid-section of the trunk shall be recorded automatically by the transmitter in the electronic trunk protector. If Electronic Headgear is utilized only points scored by the headgear shall be recorded automatically by the transmitter in the headgear.

X.D.1. Valid points scored on the mid-section of the trunk or the head gear shall be recorded automatically by the transmitter in the PSS. In case of a valid turning kick to the trunk protector or headgear, the "valid point" shall be scored automatically by the transmitter in the PSS, while a technical point for a turning kick shall be scored by the judges. The coach may challenge if the technical point was not scored by the judges without a penalty being issued.

X.D.2. Judges shall score:

X.D.2.a. Valid point(s) to the head area by a foot technique when Electronic headgear is not utilized.

X.D.2.b. Valid point to the body by a hand technique.

X.D.2.c. Technical point for a valid turning kick to the head or trunk.

Article V. Official Signals and Language

V.A.5. To Award a *Kyong-go* (Half-Point Penalty): (See Appendix A)

V.A.6. To Award a *Gam-jeom* (Full-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.

V.A.6.b. Next, the Referee will face the perpetrator of the offense, then 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 *Chungor Hong*.

V.A.6.c. Next he/she will place his/her left fist, forefinger extended to his/her left shoulder and then point at the forehead of the pertinent competitor with arm fully extended and declare *gam-jeom* (full-point penalty).

Article VI. Weight (lbs.) and Age Divisions in General

The following charts are established as a general guideline for all licensed events. The event Director, of course, has the right to establish those age and weight categories best suited for his/her event based on the number of competitors. However, careful consideration must be given when contemplating changes to the recommended classes.

Article VII. Duration of Competition

VII.B.2. Team Trials ONLY, all Black Belt matches shall consist of three two-minute or 90-second rounds with a one-minute rest between rounds.

Article X. Points (Valid Scores)

X.C. Points Awarded for Legal Attacks to Legal Scoring Areas:

X.C.1. One point for a valid hand attack (foot or hand) to the legal scoring area of the trunk

X.C.2. Two points for a valid foot attack to the legal scoring area of the trunk

X.C.3. Three points for a valid turning kick to the legal scoring area of the trunk (continuous motion)

X.C.4. Three points for a valid kick to the head

X.C.5. Four points for a valid turning kick to the head (continuous motion)

X.C.6. One point will be awarded a competitor for every two *kyong-goor* everyone *gam-jeom* infraction given to the opponent.

X.C.7. If using PSS, determination of the validity of the technique, level of impact, and/or valid contact to the scoring area shall be made by the electronic scoring system. These PSS determinations shall not be subject to challenge from a coach.

X.C.8. The National Chief Referee shall determine the required level of impact and sensitivity of the PSS, using different scales in consideration of weight category, gender and age groups. In certain circumstances, as deemed necessary, the National Chief Referee may recalibrate the valid level of impact.

X.C.9. Match score shall be the sum of points for all rounds.

Article X. Points (Valid Scores)

X.B. Criteria for Valid Points

Article XIII. Procedures for Suspending a Match

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

XIII.C.2. Declare the other contestant the winner if an injured contestant cannot return to the match after one minute.

XIII.C.2.a. Pain does not constitute an injury. If the Referee determines a competitor is in pain, but does not suffer an actual injury, such as a broken bone, the Referee shall declare *Kal-yeo* and give a command to resume the match with the call, "stand-up." If the competitor refuses to continue the match after the Referee gives the command "stand up" three times in 3 second intervals, the Referee shall declare the

match over due to RSC (Referee Stops Contest)

XIII.C.3. Declare the injured competitor the winner if the injury was the result of a prohibited act to be penalized by a *gam-jeom* penalty

Article XIV. Golden Point Round and Rules of Superiority

XIV.A. In the event the score is tied a “Golden Point” round of one (1) minute duration will follow. The score and penalties will be reset to zero for the Golden Point round. The competitors will be directed back to their coaches’ seat for the normal rest period between rounds. The first contestant to score a point(s) or whose opponent receives two (2) *gam-jeoms* in the Golden Point round shall be declared the winner.

XIV.C. If the match is still not decided after the Golden Point round, and the competitors are using PSS equipment, the winner will be determined as follows:

XIV.C.1 The first criteria will be the competitor who makes the most contact to the other competitor’s chest protector in the Golden Point round as scored by PSS (the hit level does not matter). If a point scored from an illegal act and the referee invalidates the point, giving a *gam-Jeom*, and the score is tied at the end of the golden point round, the TL must eliminate the missed hit manually to determine the winner.

Article XIV. Golden Point Round and Rules of Superiority

XIV.B. If the match is still not decided after the Golden Point round, and the competitors are not using PSS (electronic chest protectors), the Corner Judges will determine the winner by applying the rules of superiority to the Golden Point round only. On the Referee’s command (*woo-si-girok*) Corner Judges will record a vote (using paper, controllers or hand signal) to indicate their decision for a winner.

XIV.C. If the match is still not decided after the Golden Point round, and the competitors are using PSS equipment, the winner will be determined as follows:

XIV.C.3. If the first two criteria are tied, the Referee and Corner Judges will use the normal superiority method based on the Golden Point round to determine the winner. On the Referee’s command (*woo-si-girok*) Corner Judges will record a vote (using paper, controllers or hand signal) to indicate their decision for the winner.

XIV.D. After the Corner Judges votes are tabulated the Referee will then bow out the competitors and award the winner by declaring *Chung sung* or *Hong sung*.

Article XV. Decision

(Explanation #4) Win by the referee’s punitive declarations:

The referee declares PUN in the following situations:

- A) If a competitor accumulates ten (10) *gam-jeom*.

XV.B. Point Gap Rule

XV.B.1. In case of 20 points difference between the two athletes’ scores at the time of the completion of next to last round or at any time during the last round, the referee shall stop the contest and declare the winner by point gap.

Note: World TKD exception-no point gap in semi-finals & finals. I don’t recommend due to confusion.

Article XVI. Prohibited Acts

XVI.A. The Referee shall declare penalties on any prohibited acts. Prohibited acts shall be penalized with “*Gam-jeom* (deduction penalty)”.

XVI.B. In the case of multiple penalties being committed simultaneously by the same competitor, only one (1) penalty shall be declared (preferably the first).

XVI.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.

XVI.F. *Joo-eui* (Verbal Warning)

XVI.F.1. Only one *joo-euip*er infraction, per round, per competitor

XVI.F.2. A *joo-eui* does not affect points, but a gam-jeom 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 gam-jeom 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.

XVI.G. Gam-Jeom Penalties: The following shall be classified as prohibited acts, and Gam-Jeom shall be declared.

XVI.G.1. Crossing the boundary line

XVI.G.2. Avoiding or delaying the match

XVI.G.3. Falling down

XVI.G.4. Grabbing or pushing the opponent Amended to put 'holding' back in

XVI.G.5. Kicking below the waist

XVI.G.6. Lifting the leg to block, or/and kicking 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 below the waist

XVI.G.7. Butting or attacking with the knee

XVI.G.8. Hitting the opponent's head with the hand

XVI.G.9. Attacking and making contact to the opponent after *Kal-yeo*

XVI.G.10. Attacking and making contact to a fallen opponent

XVI.G.11. Misconduct on the part of a competitor or a coach

Explanation of Gam-Jeom Penalties

Crossing the Boundary Line: A *gam-jeom* shall be declared when both feet of a competitor cross the boundary line. No *gam-jeom* will be declared if a competitor crosses the boundary line as a result of a prohibited act by the opposing competitor.

Avoiding or delaying the match: This act involves stalling with no intention of attacking. A competitor who continuously displays a non-engaging style shall be given a penalty. If both competitors remain inactive after five (5) seconds, the Referee will signal the "fight" command. A *gam-jeom* will be declared on both competitors if there is no activity from them 10 seconds after the command was given; or on the competitor who moved backwards from the original position 10 seconds after the command was given.

Turning the back to avoid the opponent's attack should be punished as it expresses the lack of a spirit of fair play and may cause serious injury. The same penalty should also be given for evading the opponent's attack by bending below waist level or crouching.

Retreating from the technical engagement only to avoid the opponent's attack and to run out the clock, shall result in a *gam-jeom* for the passive competitor.

Pretending injury means exaggerating injury or indicating pain in a body part not subjected to a blow for the purpose of demonstrating the opponent's actions as a violation, and also exaggerating pain for the purpose of elapsing the match time. In this case, the referee shall give a *gam-jeom* penalty.

Gam-jeom shall also be given to the athlete who asks the referee to stop the contest in order to adjust the position/fit of protective equipment.

Falling down: *Gam-jeom* shall be declared When any part of the body touches the floor other than the foot, except as follows:

- As a result of opponent's prohibited act
- Both competitors fall down as the result of incidental collision

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. For pushing, the following acts shall be penalized

- a) pushing the opponent out of the boundary Line
- b) pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement

Kicking below the waist: This action applies to an attack on any part of the body 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 stamping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent's technique.

Lifting the Leg: Lifting the leg to block, or kicking 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 below 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.

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
- As the result of a discrepancy in distance in attacking.

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.

Attacking and making contact to 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) 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 *gam-jeom* (misconduct).

Attacking and making contact to a fallen opponent:

- a) 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 competitor will be greater due to the competitor's position
- b) These types of aggressive actions toward a fallen opponent are not in accordance with the spirit of Taekwondo and as 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

Misconduct of competitor or coach

The following cases are considered misconduct from a competitor or coach:

- a) Not complying with a Referee's command or ruling
- b) Inappropriate protesting or criticizing of officials' decisions

- c) Inappropriate attempts to disturb or influence the outcome of the match
- d) Leaving the designated coach's seat or standing up
- e) Provoking or insulting officials, opposing competitor, coach, or spectators
- f) Any other undesirable behavior or unsportsmanlike conduct from a competitor or coach

When misconduct is committed by a competitor 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.

XVI.I. When a competitor refuses to comply with the competition rules or the Referee's order intentionally, the Referee may declare the competitor loser.

XVI.J. When a contestant receives ten (10) "Gam-jeom", the referee shall declare the contestant loser by referee's punitive declaration (PUN)

XVI.K. To reverse a violation, call the Referee point to the competitor and declare chung (or Hong), then extend the right palm to the front, move the hand to the right, then to left as wide as the shoulders, and then back to the center while facing the computer operator and verbally declare. *(See Appendix A)*

XVI.L. If the referee determines, in consultation with the PSS technician, if necessary, that a contestant or coach has attempted to manipulate the sensitivity of PSS sensor(s) and/or inappropriately alter the PSS so as to affect its performance, the contestant shall be disqualified.

III.B. Bracketed Competition

All methods of bracketed competition are allowed. At National level competition, the Brazilian Repechage system will be used. (See Appendix D) Two competitors will perform their form/pattern simultaneously. No competitor may begin his pattern a second time (unless both competitors are unable to complete their form during the first time through).

- When using three judges, they shall be positioned in an equilateral triangle, one on each front corner and one between the two remaining corners. The referee shall abstain from scoring.
- When using five scorers, the judges shall be positioned at the four corners of the competition area and the referee shall be positioned in the rear between the two corner judges. The referee shall represent the fifth scorer.
- When doing bracketed forms, red and blue flags will be used.

Special Needs Division Rule Modifications

While providing Special Needs athletes with a competitive outlet at AAU Licensed Event is a worthwhile endeavor, these divisions may not necessarily be offered at the National Level. When, in fact, Special Needs Divisions are offered at any level of competition the following guidelines will be observed.

Special Needs Competition follows the same rules and equipment requirements as specified in current AAU Taekwondo Handbook with the following modifications.