

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 and/or Judges, 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 Arbitrator 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 arbiter can hear opinions from the Referee, Judges, or Team Leader.

XVIII.B.3. If necessary, the arbiter 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/sanctioned.

XVIII.B.6. Errors in factual judgment: When the arbiter 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/sanctioned.

XVIII.B.7. The decision of the arbiter 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. All competitors must wear:

I.A.1. Olympic style chest protector

I.A.2. Headgear, white for either player

I.A.2.a. As optional, the blue player may wear blue headgear and the red player may wear red headgear

I.A.2.b. 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.A.3. Commercially manufactured shin and instep protectors, Macho, Addidas, etc. (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.B. Mandatory Equipment When Using Electronic Protector and Scoring System (PSS). Electronic Protectors are not to be used at Sanctioned local Qualifying events.

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

I.B.2. Headgear, white for either player

I.B.2.a. As optional, the blue player may wear blue headgear and the red player may wear red headgear

I.B.2.b. 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. AAU Taekwondo approved sensing socks

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

I.B.5. AAU Taekwondo approved gloves

I.B.6. Mouth-guard

I.B.7. 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.

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 the 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.

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 then 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. Control the competition

IV.A.2. Physically inspect the competitors before the match

IV.A.2.a When using an electronic Protector and Scoring System (PSS), the referee shall check that the PSS system and sensing socks worn by both athletes are working properly.

IV.A.3. Give pre-competition instructions when necessary, declare the beginning and the end of the match, and give warnings and commands such as “**Kal-yeo**” (**break**) and “**Kye-sok**” (**continue**)

IV.A.4. Announce penalties and disqualifications and verbally announce invalid scores.

IV.A.5. Make every effort to ensure the safety of the competitor

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 with or without consultation of the Team Leader and/or Judge

IV.A.9. When using paper scoring, collect the scorecards from the Judges and submit them to the Team Leader at the end of each round

IV.A.10. In the event of a tie at the end of regulation, a ‘sudden death round will follow. The first point scored or first full penalty point (any combination of kyong-gos or a gam-jeom) decides the match. In the event there is still no winner, the decision will be made using the rules of superiority

IV.B. The Judges shall:

IV.B.1. Be positioned in an equilateral triangle – one on each front corner and one between the two remaining corners

IV.B.2. Record points, warnings, infractions, and disqualifications on the scorecard if using paper scoring. Score point with controllers when using electronic scoring

IV.B.3. Deliver the completed scorecard to the Referee following the end of each round if using paper scoring

IV.B.4. State their opinions forthrightly when requested by the Referee, Team Leader and/or National Chief 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 Protest committee 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:

IV.D.1. Follow instructions from the Referee to record penalties and keep time electronically

IV.D.2. 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: Although 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. Keep a record of the results of each contest (win, loss).Referee

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, the Referee Shall: (*See Appendix A*)

V.A.1.a. Call the competitors: Standing at his mark in the ring, the Referee with both arms bent at the elbow at a 45 degree angle and the index finger extended, 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. Competitors will enter the ring holding their headgear under their left arm.

V.A.1.b. Bow in the Competitors: The Referee shall raise both arms (triceps parallel to the floor and at chest 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) to insure that all the requirements listed in Article I & II above have been followed.

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

V.A.2.a. The Referee shall assume a 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)*

V.A.3.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 Award the Joo-eui:

V.A.4.a. The Referee shall break the competitors with the “Kal-yeo” command at the spot where the violation took place.

V.A.4.b. He/she will face the perpetrator of the offense and give a verbal warning to the competitor.

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

V.A.5.a. The Referee shall break the competitors with the “Kal-yeo” command at the spot where the violation took place, and will then turn to the timekeeper and declare “Shi-gan” (Non-injury time-out).

V.A.5.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 arm fully extended and declare “Kyong-go” (Half-Point Penalty).

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, and then turn to the timekeeper and declare “Shi-gan” (Non-injury time-out).

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 “ Chung or Hong”.

V.A.6.c. Still facing the perpetrator, the Referee will assume Char-yeot 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.7. To Continue the Match: *(See Appendix A)*

V.A.7.a. The Referee shall say “Kye-sok” (continue) while striking sharply downward from the ear with a right knifehand and returning upward.

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

V.A.8.a. The Referee shall say “Keu-man” (stop) and command the competitors return to the starting position.

V.A.8.a.1. If using paper scorecards, the Judges bring the completed scorecards to the Referee who then approaches the table, bows and then presents them to the Team Leader. The Team Leader then determines the winner and informs the Referee. The Referee then returns to his position in the center of the ring.

V.A.8.b. The athletes should remove their headgear and place it under their left arm. The Referee will bow out the competitors following the same procedure used to bow them in.

V.A.9. To Award the Winner: *(See Appendix A)*

Still standing between the two competitors and facing the computer operator, he/she will 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.10. 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 2 third places), indicating where they should stand. The Referee will then announce the places starting with 4th place (or 3rd if awarding 3 third places) and ending with 1st place while extending the appropriate number of fingers over the competitors head to indicate the place they won.

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

VI.A. Senior Divisions— Black Belts, Ages 18 to 32

MALE Weight Groups		FEMALE Weight Groups	
Fin	Not Exceeding 119.0	Fin	Not Exceeding 101.4
Fly	119.1 – 127.9	Fly	101.5 – 108.0
Bantam	128.0 – 138.9	Bantam	108.1 – 116.8
Feather	139.0 – 149.9	Feather	116.9 – 125.7
Light	150.0 – 163.1	Light	125.8 – 136.7
Welter	163.2 – 176.4	Welter	136.8 – 147.7
Middle	176.5 – 191.8	Middle	147.87 – 160.9
Heavy	191.9+	Heavy	161.0+

VI.B. Senior Divisions—Colored Belts, Ages 18 to 32

Executive Divisions—All Belts, Ages 33 to 42

Ultra Divisions—All Belts, Ages 43 and up

Male Divisions		Female Divisions	
Senior	18 to 32	Senior	18 to 32
Executive	33 to 42	Executive	33 to 42
Ultra	43 & Up	Ultra	43 & Up
Weight Groups		Weight Groups	
Fly	Not Exceeding 127.9	Fly	Under 108.0
Feather	128.0 – 149.9	Feather	108.0 – 125.7
Welter	150.0 – 176.4	Welter	125.8 – 147.7
Heavy	176.5+	Heavy	148.8+

VI.C. Junior Divisions—Black Belts, Ages 15 to 17

MALE Weight Groups		FEMALE Weight Groups	
Fin	Not Exceeding 99.2	Fin	Not Exceeding 92.6
Fly	99.3 – 105.8	Fly	92.7 – 97.0
Bantam	105.9 – 112.4	Bantam	97.1 – 101.4
Feather	112.5 – 121.3	Feather	101.5 – 108.0
Light	121.4 – 130.1	Light	108.1 – 114.6
Welter	130.2 – 138.9	Welter	114.7 – 121.3
Light Middle	139.0 – 149.9	Light Middle	121.4 – 130.1
Middle	150.0 – 160.9	Middle	130.2 – 138.9
Light Heavy	161.0 – 172.0	Light Heavy	139.0 - 149.9
Heavy	172.1+	Heavy	150.0+

VI.D. Junior Divisions—Colored Belts, Ages 15 to 17

MALE Weight Groups		FEMALE Weight Groups	
Fly	Not exceeding 105.8	Fly	Not exceeding 97.0
Feather	105.9 – 121.3	Feather	97.1 – 108.0
Welter	121.4 – 138.9	Welter	108.1 – 121.3
Middle	139.0 – 160.9	Middle	121.4 – 138.9
Heavy	161.0+	Heavy	139.0+

VI.E. Cadet Divisions—Black Belts, Ages 12 to 14

Male Weight Groups		Female Weight Groups	
Fin	Not exceeding 72.8	Fin	Not exceeding 65.9
Fly	72.9 – 81.6	Fly	66.0 – 72.8
Bantam	81.7 – 90.4	Bantam	72.9 – 81.6
Feather	90.5 – 99.2	Feather	81.7 – 90.4
Light	99.3 – 108.0	Light	90.5 – 97.0
Welter	108.1 – 116.8	Welter	97.1 – 103.6
Light Middle	116.9 – 125.7	Light Middle	103.7 – 112.4
Middle	125.8 – 134.5	Middle	112.5 – 121.3
Light Heavy	134.6 – 143.3	Light Heavy	121.4 – 130.1
Heavy	143.4 +	Heavy	130.2 +

VI.F. Cadet Divisions—Colored Belts, Ages 12 to 14

Male Weight Groups		Female Weight Groups	
Fly	Not exceeding 81.6	Fly	Not exceeding 72.8
Feather	81.7 – 99.2	Feather	72.9 – 90.4
Welter	99.3 – 116.8	Welter	90.5 – 103.6
Middle	116.9 – 134.5	Middle	103.7 – 121.3
Heavy	134.6 +	Heavy	121.4 +

VI.G. Youth Divisions—All Belts, Ages 5 to 11

MALE			FEMALE		
Ages	Weight Groups		Ages	Weight Groups	
5	Light	45.0 & Under	5	Light	45.0 & Under
	Heavy	Over 45.0		Heavy	Over 45.0
6-7	Fly	Under 40.1	6-7	Fly	Under 40.1
	Feather	40.1 – 52		Feather	40.1 – 52
	Light	52.1 – 65		Light	52.1 – 65
	Middle	65.1 – 78		Middle	65.1 – 78
	L. Heavy	78.1 – 90		L. Heavy	78.1 – 90
	Heavy	Over 90		Heavy	Over 90
8-9	Fly	Under 55.1	8-9	Fly	Under 55.1
	Feather	55.1 – 67		Feather	55.1 – 67
	Light	67.1 – 80		Light	67.1 – 80
	Middle	80.1 – 92		Middle	80.1 – 92
	L. Heavy	92.1 – 105		L. Heavy	92.1 – 105
	Heavy	Over 105		Heavy	Over 105
10-11	Fly	Under 65.1	10-11	Fly	Under 65.1
	Feather	65.1 – 78		Feather	65.1 – 78
	Light	78.1 – 90		Light	78.1 – 90
	Middle	90.1 – 102		Middle	90.1 – 102
	L. Heavy	102.1 – 115		L. Heavy	102.1 – 115
	Heavy	Over 115		Heavy	Over 115

Article VII. Duration of Competition

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

VII.B. Black Belt Rounds

VII.B.1. For the AAU National Championships and the AAU Junior Olympic Games, all Black Belt matches shall consist of three 90 second rounds with a 30 second rest between rounds.

VII.B.2. For Team Trials ONLY, all Black Belt matches shall consist of three 2 minute rounds with a one minute rest between rounds.

VII.B.3. For District and Regional competition, the tournament Directors have the option of scheduling two 2 minute rounds with a 30 second rest between rounds or three 90 second rounds with a 30 second rest between rounds.

VII.C. Advanced & Black Belts Combined. For Nationals Championships, when Red/Brown belts are combined with Black belts all matches shall consist of three, 90 second rounds with a 30-second rest between rounds. When Red/Brown belts are combined with Black Belts at the District and Regional level, they will compete using the same duration guidelines as are being used for the Black Belt divisions for that event.

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

Article VIII. Authorized Implements for Scoring

VIII.A. Forefist. No open hand, knife hand, ridge hand, or palm heel strikes are allowed.

VIII.B. Foot. Refers to any part of the foot below the ankle.

Article IX. Authorized Areas for Scoring

IX.A. Head Area (Foot Only). The “head area” is all areas above the collarbone, including neck, face, ears, top and back of head.

IX.B. Trunk. This area includes the entire trunk which is covered by the hogu between the armpit and the pelvis. This includes the back, except for the spine. Attack by fist and foot techniques are permitted

Article X. Points (Valid Scores)

Points shall be awarded when permitted techniques are delivered accurately and powerfully to legal scoring areas of the body.

Points shall be awarded when permitted foot techniques are delivered accurately and powerfully to the head. The AAU will follow the most current interpretation of the WTF regarding the amount of power that is required to be considered as a point(s).

X.A. Points Awarded for Legal Attacks to Legal Scoring Areas

X.A.1. One point for an attack on the scoring area of the trunk

X.A.2. Two points for an attack (foot) to the head.

X.A.3. One additional point shall be awarded in the event that the Referee deems that a knock down has occurred and the Referee counts. After counting, the Referee shall instruct the recorder to add one additional point if the technique causing the knockdown was scored a point.

X.B. Invalidation of Points. When a contestant scores a point or points through the use of an infraction, the point(s) shall be annulled.

X.B.1. To remove point(s) that were scored due to the use of an infraction the Referee should face the perpetrator and issue the appropriate penalty, then turn to face the computer operator, wave the right palm face high from left to right and then back to center.

X.C. When using electronic scoring, 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 may declare “Shi-gan” to stop the contest and gather the Judges to ask for statements. After discussion, the Referee will publicize the resolution.

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

X.D.1. Valid points scored to the head or an attack by the fist to the body shall be recorded by each judge using the electronic scoring instrument or judge’s scoring sheet.

X.D.2. In case of using four judges or three judges, valid points shall be those scored by at least two or more judges.

Article XI. Definitions

XI.A. Knock Down. A Knock Down occurs when:

XI.A.1. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent's delivered technique —**or**—

XI.A.2. A contestant is staggered, showing no intention or ability to pursue the match following the opponent's delivered technique — **or** —

XI.A.3. The Referee determines that the contest cannot continue as the result of any power technique being delivered.

XI.B. Knock Out. A Knock out is declared when a contestant cannot continue the match after the Referee's "Yeo-dul" (eight) count at which time the Referee will continue the count to "Yul" (ten).

XI.C. Referee Stops Contest (R.S.C.)

XI.C.1. When the Referee or tournament physician determines that a contestant can not continue

XI.C.2. When the contestant's coach throws in a towel to stop the fight

XI.C.3. When a contestant protests a Referee's call and does not continue the contest at the Referee's command within one minute

XI.C.4. When the Referee declares a mismatch

Article XII. In The Case Of A Knockdown

XII.A. The Referee shall:

XII.A.1. Stop the attacking fighter by commanding "Kal-yeo" and keep the two competitors apart and determine the severity of the injury

XII.A.2. Count aloud from one to ten, at one-second intervals, making the appropriate hand signals indicating the passage of time. There is a mandatory eight count

XII.A.3. When a contestant who has been knocked down cannot demonstrate a willingness to continue the contest by the count of Yeo-dul (eight), the Referee will announce the other contestant the winner by KO.

XII.A.4. If the downed contestant stands up and is recovered by the count of eight and has demonstrated a willingness to continue, the Referee shall turn to the timekeeper and declare "Shi-gan" (Non-injury time-out) and announce " Chung, Il Joem" or " Hong, Il Joem" (add one bonus point if the technique causing the standing eight count was scored a point).

XII.A.5. After the addition of the bonus point, the Referee shall continue the contest by announcing "Kye-sok".

XII.A.6. The Referee shall continue the count regardless of the end of the round or the contest time.

XII.A.7. In case both contestants are downed, and one of them shows a willingness to continue, the Referee shall continue the count as long as the other contestant remains downed.

XII.A.8. In case both contestants are downed and fail to show a willingness to continue by the count of ten, the winner shall be decided by the points scored before the knockdowns.

XII.B. Procedures To Be Followed After Knock Out. In the case of a knock out by head attack, the competitor may not enter another sparring competition until after 30 days and after receiving a physical examination and clearance from a physician.

Article XIII. 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, etc. or for an injury that is not defined as a knockdown such as accidental falling or an injury from a prohibited act.

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

XIII.A.1. Declare "Kal-yeo" to stop the competitor action

XIII.A.2. Order the timekeeper to suspend the time by declaring "Shi-gan" (non-injury timeout) using the proper hand signal

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

XIII.B.1. Declare "Kal-yeo" to stop the competitor action

XIII.B.2. Order the timekeeper to suspend match time and start injury time by declaring "Kye-shi" (injury timeout) using the proper hand signal. (Kye-shi time shall not exceed one-minute.)

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

XIII.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.

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

XIII.C.1. Declare the injured competitor the loser if the injury was not the result of an attack

XIII.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

XIII.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

XIII.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

XIII.C.5. Declare a winner based on the score before the injury if both contestants are injured and cannot continue

XIII.C.6. May consult with the Team Leader and/or Judges to make a decision

Article XIV. Sudden Death Round and Rules of Superiority

XIV.A. To determine the winner at the end of the regulation time the computer program or Score Keeper (if using paper scoring) will calculate points scored throughout all of the rounds. Penalty points are not added back to break a tie.

XIV.B. In the event the score is tied a sudden death round will follow. The players will be directed back to their coaches' seat for the normal rest period between rounds. During the sudden death round, the first point scored or the first full point penalty (combination of kyong-gos or a Gam-jeom) will decide the winner. If the match is still not decided then the rules of superiority will be used to determine the winner. The Judges will decide the winner

based on initiative shown during the sudden death round only. This will be done through the use of the controllers

XIV.C. The following procedure will be used to determine the winner:

XIV.C.1. From the center and while facing the head table, the Referee bring both hands up to the chest and announce "Woo-Si-Girok".

XIV.C.2. The Judges will immediately click the controller for Chung or Hung as the superior player. The referee does not vote for the winner.

XIV.C.3. The Referee will then bow out the competitors and award the winner by declaring " Chung Sung" or " Hong Sung".

XIV.D. The decision of superiority will be made in the following manner:

XIV.D.1. The one who has shown initiative, which is defined as:

XIV.D.1.a. Technical dominance of the opponent through aggressive match management

XIV.D.1.b. The greater number of techniques executed

XIV.D.1.c. The use of more advanced techniques, both in difficulty and complexity

XIV.D.1.d. Display of better competition manner

Article XV. Decision

XV.A. Determination of the Winner shall be made as follows:

XV.A.1. Win by K.O

XV.A.2. Win by Referee stops contest (RSC)

XV.A.3. Win by Score or Superiority

XV.A.4. Win by seven point gap

XV.A.5. Win by Withdrawal

XV.A.6. Win by Disqualification

XV.A.7. Win by Referee's punitive declaration

XV.B. Seven Point Gap Rule

XV.B.1. For ages 15 & up, the match ends immediately upon a seven point gap in score.

XV.B.2. For ages 14 & under, 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.

****Note Exception: The 12-14 year olds competing at the National Team Trials competition shall compete using the same point gap rule as the 15-17 year olds. at the Team Trials competition**

Article XVI. Prohibited Acts

XVI.A. The Referee shall declare penalties on any prohibited acts.

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

XVI.C. Penalties are divided into Kyong-go (1/2 point) and Gam-jeom (full point) penalties.

XVI.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.

XV 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-eui per infraction, per round, per competitor.

XVI.F.2. A Joo-eui does not affect points, but a "Kyong-go" must be given in the event the athlete repeats the same act during the same round. Therefore, 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.

XVI.F.3. Joo-euis are only given for prohibited acts related to Kyong-go penalties and never for Gam-jeom penalties.

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

XVI.G.1. Evading by turning the back to the opponent

XVI.G.2. Intentionally falling down

XVI.G.3. Avoiding the match

XVI.G.4. Grabbing, holding or pushing the opponent

XVI.G.5. Attacking below the waist

XVI.G.6. Pretending injury

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

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

XVI.G.9. Crossing the boundary line with both feet

XVI.G.10. Uttering undesirable remarks or misconduct

XVI.G.11. Lifting the knee to avoid a valid attack or impede the progress of an attack

XVI.H. Gam-jeom penalties (Full Point Penalties)

XVI.H.1. Attacking the opponent after "Kal-yeo"

XVI.H.2. Throwing down the opponent by grappling the opponent's attacking foot in the air with the arm or by pushing the with the hand

XVI.H.3. Intentionally attacking the opponent's face with the fist

XVI.H.4. Interrupting the progress of the match on the part of the contestant or coach

XVI.H.5. Attacking the fallen opponent

XVI.H.6. Violent or extreme remarks or behavior on the part of the contestant or coach

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

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

XVI.K. To reverse a violation call 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. (See Appendix A)

Article XVII. Protests

XVII.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 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.

XVII.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”.

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

XVII.B.3. If necessary, the arbiter 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.

XVII.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.

XVII.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/sanctioned.

XVII.B.6. Errors in factual judgment: When the arbiter 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/sanctioned.

XVII.B.7. The decision of the arbiter will be final and there will be no means of further appeal.

Article XVIII. Safety Rules Governing Olympic-Style Sparring for Junior Competitors

The following special section of the Competition Rules shall apply to all belt ranks 5 to 14 years of age and colored belts 15 to 17 years of age competing in the Olympic Style Division.

XVIII.A. General Rules. In the local/preliminary, District, Regional, and National level competition, the rules concerning a kick to the head area shall be as follows:

XVIII.A.1. The competitor is encouraged to kick to the head area; however, the kick must be light contact with absolute control or the appropriate penalty shall be invoked.

XVIII.A.2. The competitor who executes a successful technique (light contact) will be awarded two points.

XVIII.A.3. The competitor who executes a kick to the face or neck, which does not cause injury, but, in the judgment of the Referee, is deemed excessive, will receive a one-point penalty (gam-jeom).

XVIII.A.4. The competitor who executes a kick to the face or neck, which results in a minor injury, shall receive a one-point penalty. A minor injury is defined as an abrasion or bleeding caused by excessive contact. The Referee, with or without consultation with the tournament physician, shall determine if the abrasion or bleeding is a minor injury and if the attack is a non-excessive one.

XVIII.A.5. The competitor who executes a kick to the face or neck, which results in the inability of the opponent to continue sparring because of the injury, shall be disqualified. The Referee, with or without consultation with the tournament physician, shall determine if the attack is excessive contact, and if the injury is a major one.

NOTE: Inability to continue because of fright, crying, or loss of will following a legal kick to the head does not constitute grounds for disqualification of the attacker.

****Note Exception: The 12-14 year olds competing at the National Team Trials competition shall compete using the same rules as the 15-17 year olds at the Team Trials competition**