

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 white and 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 licensed local qualifying events, but if used, must be only from AAU Taekwondo PSS approved supplier.

- 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.

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 three 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, that competitor may be disqualified.

Article IV. Duties of Officials (Referees, Judges, Team Leaders 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
- 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.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.** If using PSS, complete the TA match paper.
- IV.C.3.** Inspect the scorecard and, 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 or TA matches paper 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.C.8.** Advance the winner on the bracket with ID number and score of the match

IV.D. The Computer Operator shall:

- IV.D.1.** 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. This allows time for possible points that occurred immediately prior to *kal-yeo* to be scored by the corner judges.
 - IV.D.1.b.** Time is not stopped when the Referee begins an eight count. Following the eight-count, the Referee will indicate for the clock to be stopped by announcing *shi-gan* and using the proper hand signal.
- 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).

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, then Red) to ensure that all the requirements listed in Article I and 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 walking 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 a 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.
- 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.
- 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 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.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. Even if the referee has not declared *keu-man*, the contest shall be regarded as having ended when the match clock expires.

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 command both competitor 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.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 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.

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

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

Male 18-32 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 54kg	Not exceeding 119.0	17	3
Fly	Over 54 kg – Not exceeding 58 kg	119.1 – 127.9	18	3
Bantam	Over 58 kg – Not exceeding 63 kg	128.0 – 138.9	19	3
Feather	Over 63 kg – Not exceeding 68 kg	139.0 – 149.9	20	4
Light	Over 68 kg – Not exceeding 74 kg	150.0 – 163.1	21	4
Welter	Over 74 kg – Not exceeding 80 kg	163.2 – 176.4	23	4
Middle	Over 80 kg – Not exceeding 87 kg	176.5 – 191.8	25	5
Heavy	Over 87 kg	191.9 +	27	5

Female 18-32 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 46 kg	Not exceeding 101.4	16	2
Fly	Over 46 kg – Not exceeding 49 kg	101.5 – 108.0	17	2
Bantam	Over 49 kg – Not exceeding 53 kg	108.1 – 116.8	18	3
Feather	Over 53 kg – Not exceeding 57 kg	116.9 – 125.7	19	3
Light	Over 57 kg – Not exceeding 62 kg	125.8 – 136.7	20	3
Welter	Over 62 kg – Not exceeding 67 kg	136.8 – 147.7	21	3
Middle	Over 67 kg – Not exceeding 73 kg	147.8 – 160.9	22	4
Heavy	Over 73 kg	161.0 +	23	4

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			
Senior	18–32	Senior	18–32
Executive	33–42	Executive	33–42
Ultra	43 and up	Ultra	43 and up
Weight Groups (pounds)		Weight Groups (pounds)	
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 and up	Heavy	148.8 and up

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

Junior Male 15-17 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 45kg	Not exceeding 99.2	14	2
Fly	Over 45 kg – Not exceeding 48 kg	99.3 – 105.8	15	2
Bantam	Over 48 kg – Not exceeding 51 kg	105.9 – 112.4	16	3
Feather	Over 51 kg – Not exceeding 55 kg	112.5 – 121.3	17	3
Light	Over 55 kg – Not exceeding 59 kg	121.4 – 130.1	18	3
Welter	Over 59 kg – Not exceeding 63 kg	130.2 – 138.9	19	3
Lt. Middle	Over 63 kg – Not exceeding 68 kg	139.0 – 149.9	20	4
Middle	Over 68 kg – Not exceeding 73 kg	150.0 – 160.9	21	4
Lt. Heavy	Over 73 kg – Not exceeding 78 kg	161.0 – 172.0	22	4
Heavy	Over 78 kg	172.1 +	23	4

Junior Female 15-17 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 42 kg	Not exceeding 92.6	13	2
Fly	Over 42 kg – Not exceeding 44 kg	92.7 – 97.0	14	2
Bantam	Over 44 kg – Not exceeding 46 kg	97.1 – 101.4	15	2
Feather	Over 46 kg – Not exceeding 49 kg	101.5 – 108.0	16	2
Light	Over 49 kg – Not exceeding 52 kg	108.1 – 114.6	17	3
Welter	Over 52 kg – Not exceeding 55 kg	114.7 – 121.3	18	3
Lt. Middle	Over 55 kg – Not exceeding 59 kg	121.4 – 130.1	19	3
Middle	Over 59 kg – Not exceeding 63 kg	130.2 – 138.9	20	3
Lt. Heavy	Over 63 kg – Not exceeding 68 kg	139.0 – 149.9	21	3
Heavy	Over 68 kg	150.0 +	22	4

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 and up	Heavy	139.0 and up

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

Cadet Male 12-14 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 33kg	Not exceeding 72.8	11	1
Fly	Over 33kg – not exceeding 37kg	72.9 – 81.6	12	1
Bantam	Over 37kg – not exceeding 41kg	81.7 – 90.4	13	2
Feather	Over 41kg – not exceeding 45kg	90.5 – 99.2	14	2
Light	Over 45kg – not exceeding 49kg	99.3 – 108.0	15	2
Welter	Over 49kg – not exceeding 53kg	108.1 – 116.8	16	3
Lt. Middle	Over 53kg – not exceeding 57kg	116.9 – 125.7	17	3
Middle	Over 57kg – not exceeding 61kg	125.8 – 134.5	18	3
Lt. Heavy	Over 61kg – not exceeding 65kg	134.6 – 143.3	19	3
Heavy	Over 65kg	143.4 +	20	4

Cadet Female 12-14 Blk Belt Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fin	Not exceeding 29kg	Not exceeding 65.9	10	1
Fly	Over 29kg – not exceeding 33kg	66.0 – 72.8	11	1
Bantam	Over 33kg – not exceeding 37kg	72.9 – 81.6	12	1
Feather	Over 37kg – not exceeding 41kg	81.7 – 90.4	13	2
Light	Over 41kg – not exceeding 44kg	90.5 – 97.0	14	2
Welter	Over 44kg – not exceeding 47kg	97.1 – 103.6	15	2
Lt. Middle	Over 47kg – not exceeding 51kg	103.7 – 112.4	16	2
Middle	Over 51kg – not exceeding 55kg	112.5 – 121.3	17	3
Lt. Heavy	Over 55kg – not exceeding 59kg	121.4 – 130.1	18	3
Heavy	Over 59kg	130.2 +	19	3

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

MALE Weight Groups (pounds)		FEMALE Weight Groups (pounds)	
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– 21.3
Heavy	134.6 and up	Heavy	121.4 and up

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

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	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

VI.H. Mini Cadet Black Belt Divisions Using PSS Showing Hogu Settings

Mini Cadet Male Blk Belts 10-11 Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fly	Not exceeding 29kg	Not exceeding 65.0	10	1
Feather	Over 29kg – not exceeding 36kg	65.1 – 78	10	1
Light	Over 35kg – not exceeding 40kg	78.1 – 90	11	2
Middle	Over 40kg – not exceeding 46kg	90.1 – 102	12	2
L. Heavy	Over 46kg – not exceeding 52kg	102.1 – 115	13	2
Heavy	Over 52kg	Over 115	13	3
Mini Cadet Female Blk Belts 10-11 Divisions	Weight in Kilograms	Weight in Pounds	PSS Power Level	PSS Hogu Size
Fly	Not exceeding 29kg	Not exceeding 65.0	10	1
Feather	Over 29kg – not exceeding 36kg	65.1 – 78	10	1
Light	Over 35kg – not exceeding 40kg	78.1 – 90	10	1
Middle	Over 40kg – not exceeding 46kg	90.1 – 102	11	2
L. Heavy	Over 46kg – not exceeding 52kg	102.1 – 115	12	2
Heavy	Over 52kg	Over 115	12	2

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. 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. Team Trials ONLY, all Black Belt matches shall consist of three two-minute rounds with a one-minute rest between rounds.

VII.B.3. District and Regional competition, the tournament Directors have the option of scheduling two two-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 and Final Match. Competitors shall be allowed at least two-minutes rest between semi-final and final matches.

Article VIII. Permitted techniques

VIII.A. Fist technique: Delivering a punch using the tightly clenched fist

VIII.B. Foot technique: Delivering techniques using any part of the foot below the ankle.

Article IX. Permitted areas

IX.A. Head Area (Foot techniques only permitted). 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 chest gear between the armpit and the pelvis. This includes the back, except for the spine. Attacks 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 (The blue or red colored area of the body protector).

Points shall be awarded when permitted foot techniques are delivered accurately 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 a valid attack (foot or hand) to the legal scoring area of the trunk

X.A.2. Two points for a valid turning kick to the legal scoring area of the trunk (continuous motion)

X.A.3. Three points for a valid kick to the head

X.A.4. Four points for a valid turning kick to the head (continuous motion)

X.A.5. One point will be awarded a competitor for every two *kyong-go* or every one *gam-jeom* infraction given to the opponent.

X.A.6. 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.A.7. 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.A.8. Match score shall be the sum of points for all rounds.

X.B. Invalidation of Points. If a contestant records the point (s) while performing a prohibited act, the following actions will be taken.

X.B.1. If the prohibited act was instrumental to the scoring of the point(s), the Referee shall declare the penalty for the prohibited act and invalidate the point(s).

X.B.2. If the prohibited act was not instrumental to earning the points, the Referee may penalize the prohibited act, but not invalidate the point(s).

X.B.3. To remove point(s) that were scored due to the use of an infraction the Referee should face the computer operator, extend the right palm to the front, move the hand to the right, then to the left as wide as the shoulders, and then back to the center, making sure the computer operator removes the point(s). The Referee will then issue the appropriate penalty.

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 player whose coach challenged the kick for delaying the game.

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 on the mid-section of the trunk shall be recorded automatically by the transmitter in the PSS. In case of a valid turning kick to the trunk protector, 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.1.a. If a technical point was given for a turning kick, but the kick was not scored by the PSS, the technical point shall be invalidated.

X.D.2. Valid point(s) to the head by a foot technique or to the body by a hand technique shall be recorded by each judge using the electronic scoring instrument or by the judges scoring sheet. The corner judges shall also score the technical point for a turning kick to the head.

X.D.3 In case of using three (3) judges, valid points shall be those scored by two or more judges while valid points shall be those scored by three or more judges in case of using four (4) judges.

(Explanation #1)

Points shall be immediately recorded: Immediate scoring means awarding the point immediately after delivery of the scoring technique. Points awarded after a period of time has elapsed cannot be considered valid.

(Explanation #2)

In case of non-use of PSS: All scoring must be done according to the judge’s own decision. There must be equipment available which is capable of immediately conveying the recorded point to the scoreboard. However, when electronic publication equipment is not available, the points shall be immediately recorded on the judge’s scoring sheet and publicized at the end of the round.

(Explanation #3)

In the case of using PSS, one (1) technical point shall be validated if the transmitter acknowledges the valid point and the judges did not give the point for a valid turning kick. In the event that the transmitter does not acknowledge the point, no point shall be given regardless of the judges’ scoring of a valid turning kick and the technical point shall be removed.

Article XI. Definitions

XI.A. Knock Down. A knock down shall be declared when a legitimate attack is delivered and any of the following criteria are met:

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 legitimate attack

XI.A.2. When a contestant is staggered, showing no intention or ability to pursue the match following the opponent’s legitimate attack

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

XI.B. Referee Stops Contest (RSC)

XI.B.1. When the Referee or tournament physician determines that a contestant cannot continue

XI.B.2. When the contestant’s coach throws in a towel to stop the fight

- XI.B.3.** When a contestant protests a Referee's call and does not continue the contest at the Referee's command within one minute
- XI.B.4.** When the Referee declares a mismatch
- XI.B.5.** When a contestant cannot continue following an eight count

Article XII. In The Case Of A Knock Down

XII.A. When a contestant is knocked down as the result of the opponent's legitimate attack, and the referee deems that an eight-count is warranted, the following measures will be taken:

- XII.A.1.** The referee shall keep the attacker away from downed contestant by declaration of *kal-yeo* (break).
- XII.A.2.** The referee shall first check the status of the downed contestant and count aloud from *ha-nah* (one) up to *yeol* (ten) at one-second intervals toward the downed contestant, using hand signals to indicate the passage of time.
- XII.A.3.** In case the downed contestant stands up during the referee's count and desires to continue the fight, the referee shall continue the count up to *yeo-dul* (eight) for recovery of the contestant. The referee shall then determine if the contestant is recovered and, if so, continue the contest by declaration of *kye-sok* (continue).
- XII.A.4.** When a contestant who has been knocked down cannot demonstrate the will to resume the contest by the count of *yeo-dul* (eight), the referee shall announce the other contestant winner by RSC (Referee stops contest).
- XII.A.5.** The count shall be continued even after the end of the round or the expiration of the match time.
- XII.A.6.** In case both contestants are knocked down, the referee shall continue counting as long as one of the contestants has not sufficiently recovered.
- XII.A.7.** When both contestants fail to recover by the count of *yeol*, the winner shall be decided by the match score before the occurrence of knock down.
- XII.A.8.** When it is judged by the referee that a contestant is unable to continue, the referee may decide the winner either without counting or during the counting.

XII.B. Procedures to be Followed After RSC Due to Serious Injury. Any contestant who could not continue the match as a result of a serious injury to any part of the body may not enter another sparring competition within thirty (30) days and must also receive a physical examination and clearance from a physician.

(Explanation #1)

When a contestant who has been knocked down does not express the will to resume by the count of *yeo-dul* (8), the referee shall announce the other contestant winner by RSC, after counting to *yeol* (10).

The contestant expresses the will to continue the match by gesturing several times in a fighting position with the clenched fists. If the contestant cannot display this gesture by the count of *yeo-dul*, the referee must declare the other contestant winner after first counting *a-hop* (9) and *yeol* (10). Expressing the will to continue after the count of *yeo-dul* cannot be considered valid. Even if the contestant expresses the will to resume by the count of *yeo-dul*, the referee can continue counting and may declare the contest over if he/she determines the contestant is incapable of resuming the match.

(Explanation #2)

When a contestant is downed by a powerful scoring blow and whose condition appears serious, the referee can suspend the count and call for first aid or do so in conjunction with the count.

Article XIII. Procedures for Suspending a Match

XIII.A. To suspend a match for non injury situations such as equipment adjustment, removal of foreign objects from competition floor, etc. 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 time-out) using the proper hand signal
- XIII.A.3.** Resume the contest by declaring *kye-sok* when situation is resolved

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 time-out) using the proper hand signal (injury 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 due to the attack, the Referee shall:

- XIII.C.1.** Declare the injured competitor the loser if the injury was not the result of an attack, such as a twisted ankle or wrenched knee.
- XIII.C.2.** Declare the injured competitor the loser if the injury was the result of an infraction that would either have resulted in no penalty or a *kyong-go* penalty for the attacking competitor.
 - XIII.C.2.a.** Pain does not constitute an injury. If the Referee determines a contestant is in pain, such as pain from a groin kick, 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 contestant 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 that would have been assessed a *gam-jeom* penalty
 - XIII.C.3.a.** If the Referee determines a contestant has received an injury such as broken bone(s), dislocation, sprain ankle(s), and/or bleeding, the referee shall allow the contestant to receive a first aid treatment for one minute by announcing *Kye-shi*. The Referee may allow the contestant to receive first aid treatment even after giving a command to "stand-up" if the contestant is subsequently determined to be injured.
- XIII.C.4.** Declare a winner based on the score before the injury if both contestants are injured and cannot continue
- XIII.C.5.** The Referee may consult with the Team Leader to make a decision

XIII.D. If the Referee determines a contestant has received an injury such as broken bone(s), dislocation, sprain ankle(s), and/or bleeding, the Referee shall consult with the

medical personnel. If a contestant is re-injured in the same manner, the medical personnel may advise the Referee to stop the match and declare the injured contestant the loser.

(Explanation #1)

If an injury requires treatment, the Referee will announce *kye-shi*. The injured competitor will have one minute for medical assistance. It is the decision of the Referee, after consultation with the medical personnel, whether it is possible for the contestant to resume the match. The referee can order the contestant to resume the match any time within one minute. The referee can declare any contestant who does not follow the order to resume the match the loser of the contest.

While the contestant is receiving medical treatment or is in the process of recovering, 40 seconds after the declaration of *kye-shi*, the referee will begin to loudly announce the passage of time in five second intervals. When the contestant cannot return to the Contestant's Mark by the end of the one minute period, the match results must be declared.

After the declaration of *kye-shi*, the one minute time interval must be strictly observed regardless of the medical personnel availability. However, when the doctor's treatment is required but the medical personnel is not available or additional treatment is necessary, the one minute time limit can be suspended at the judgment of the referee.

If resumption of the match is impossible after one minute, the decision of the match will be determined according to guidelines described above.

If both contestants become incapacitated and are unable to resume the match after one minute or urgent conditions arise, the match result is decided according to the following criteria:

- If the outcome is the result of a prohibited act to be penalized by *gam-jeom* by one contestant, that person shall be the loser.
- If the outcome was not related to any prohibited act to be penalized by *gam-jeom*, the result of the match shall be determined by the match score at the time of suspension of the match. However, if the suspension occurs before the end of the first round, the match shall be invalidated and the Tournament Director will determine an appropriate time to re-contest the match. The contestant who cannot resume the match shall be deemed to have withdrawn from the match.
- If the outcome is the result of prohibited acts to be penalized by *gam-jeom* by both contestants, then both contestants shall lose.

(Explanation #2)

The situation which warrants suspending the match beyond the above prescribed procedures shall be treated as follows:

- When uncontrollable circumstances require suspension of the match, the Referee shall suspend the match and follow the directives of the National Chief Referee.
- If the match is suspended after the completion of the second round, the outcome shall be determined according to the match score at the time of suspension.
- If the match is suspended before the conclusion of the second round, a rematch shall, in principle, be conducted and shall be held in three rounds.

Article XIV. Golden Point Round and Rules of Superiority

XIV.A. In the event the score is tied a "Golden Point" round will follow. The score and penalties will be reset to zero for the Golden Point round. The players will be directed back to their coaches' seat for the normal rest period between rounds. During the "Golden Point" round, the first point scored or the first full point penalty (combination of *kyong-gos* or a *gam-jeom*) will decide the winner.

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 each Corner Judges will use the hand held controllers 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.1 The first criteria will be the player who makes the most contact to the other player's chest protector in the Golden Point round as scored by PSS (the hit level does not matter).

XIV.C.2. If the score is still tied (same number of hits), the player who receives the least *kyong-gos* from all rounds will be the winner

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, Corner Judges will use the hand held controllers to indicate their decision for the winner.

XIV.D. The following procedure will be used by the Referee when the Corner Judges are required to use the controllers to indicate the winner:

XIV.D.1. From the center and while facing the head table, the Referee will bring both hands up to the chest and announces *woo-si-girok*.

XIV.D.2. The Judges will immediately click the controller for *Chung* or *Hong* as the superior player. The Referee does not vote for the winner.

XIV.D.3. The Referee will then bow out the competitors and award the winner by declaring *Chung sung* or *Hong sung*.

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

XIV.E.1. The competitor who has shown the most initiative, which is defined as:

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

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

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

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

(Explanation #1)

Decision of superiority by judges shall be based on technical dominance of an opponent through aggressive match management, the greater number of techniques executed, the use of the more advanced techniques both in difficulty and complexity, and display of the better competition manner.

(Explanation #2)

In the event that one athlete delivers successful head kick right before the opponent's body kick but the body kick was registered, the coach of the athlete who delivered the head kick may request a challenge for the head kick. The Referee will consult with the Corner Judges. If it is determined that the head kick was valid and performed before the body kick, the Referee shall invalidate the point scored by body kick, then declare 3 or 4 points for the head kick, and declare the one who delivered head kick as winner.

Article XV. Decision

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

XV.A.1. Win by Referee Stops Contest (RSC)

XV.A.2. Win by Final Score (PTF)

XV.A.3. Win by Point Gap (PTG)

XV.A.4. Win by Golden Point (GDP)

XV.A.5. Win by Superiority (SUP)

XV.A.6. Win by Withdrawal (WDR)

XV.A.7. Win by Disqualification (DSQ)

XV.A.8. Win by Referee's Punitive Declaration (PUN)

(Explanation #1) Referee Stops Contest: The referee declares RSC in the following situations:

- a) If a contestant has been knocked down by an opponent's legitimate technique and cannot resume the contest by the count of *yeo-dut*; or if the referee determines the contestant is not able to resume the competition regardless of the progress of the count
- b) If a contestant cannot continue the match after one minute of medical treatment
- c) If a contestant disregards the referee's command to continue the match three times
- d) If the referee recognizes the need to stop the match to protect a contestant's safety
- e) When the tournament medical staff determines that the match should be stopped due to a contestant's injury

(Explanation #2) Win by withdrawal. The winner is determined by withdrawal of the opponent:

- a) When a contestant withdraws from the match due to injury or other reasons
- b) When a contestant does not resume the match after the rest period or fails to respond to the call to begin the match
- c) When the coach throws a towel into the court to signify forfeiture of the match

(Explanation #3)

Win by disqualification: This is the result determined by the contestant's failure in weigh-in or when a contestant loses contestant status before the competition begins.

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

The referee declares PUN in the following situations:

- a) If a contestant accumulates ten (10) *kyong-go* or five (5) *gam-jeom* or any combination of five (5) penalty points

- b) If it is determined that a contestant manipulated the sensor(s) or scoring system of the PSS
- c) If a contestant or coach refuses to follow the referee's commands or to comply the competition rules, or commits other serious infringing behavior including improper protest

XV.B. Point Gap Rule

XV.B.1. Win by point gap (two-round match): In case of 12 points difference between the two athletes' scores at the time of the completion of 1st round or at any time during the 2nd round, the referee shall stop the contest and declare the winner by point gap.

XV.B.2. Win by point gap (three-round match): In case of 12 points difference between the two athletes' scores at the time of the completion of 2nd round or at any time during 3rd round, the referee shall stop the contest and declare the winner by point gap.

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* (half-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.

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-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 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.

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. Crossing the boundary line

XVI.G.2. Avoiding or delaying the match

XVI.G.3. Falling down

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

XVI.G.5. Attacking below the waist

XVI.G.6. Lifting the knee to block and/or impede the opponent's kicking attack, or lifting a leg to impede the opponent's attacking movements without execution of any kicking movements

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

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

XVI.G.9. Misconduct on the part of a contestant or a coach

(Explanation #1) **Kyong-go**
Crossing the Boundary Line:

A *kyong-go* shall be declared when both feet of a contestant cross the boundary line. No *kyong-go* will be declared if a contestant crosses the boundary line as a result of a prohibited act by the opposing contestant.

Avoiding or delaying the match:

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

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 *kyong-go* for the passive contestant.

Pretending Injury:

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 *kyong-go* penalty.

Kyong-go 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:

Kyong-go shall be declared in the case of intentional or repeated falling down. However if a contestant falls down due to the opponent's prohibited acts, a *kyong-go* penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. If a contestant falls as a result of incidental collision with the opponent, no penalty shall be given.

Grabbing, holding or pushing the opponent:

This includes grabbing any part of the opponent's body, uniform or protective equipment with the hands. It also includes the act of grabbing the foot or leg or hooking either one on top of the forearm. Holding includes pressing the opponent's shoulder with the hand or arm, hooking the opponent's body with the arm with the intention of hindering the opponent's motion. If, during the competition the arm passes beyond the opponent's shoulder or armpit for the above-mentioned purpose, a penalty must be declared. Pushing acts include pushing to displace the opponent's balance for the purposes of gaining an advantage in attacking, pushing to hinder the opponent's attack or hinder the normal execution of technique and pushing with the palm, elbow, shoulder, trunk or head, etc.

Attacking 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.

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.

Misconduct of contestant or coach

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

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

NOTE:

Contestant and coach's misconduct can be subject to either *kyong-go* or *gam-jeom*. When the severity of the conduct is light a *kyong-go* shall be given and when extreme a *gam-jeom* shall be given. The determination of the seriousness of the misconduct is solely at the Referee's discretion. If misconduct is repeated after *kyong-go* the Referee may give a *gam-jeom* even if the behavior is the same.

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

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

- XVI.H.1.** Attacking the opponent after *kal-yeo*
- XVI.H.2.** Attacking the fallen opponent
- XVI.H.3.** Intentionally attacking the opponent's head with the hand
- XVI.H.4.** Intentionally attacking below the waist
- XVI.H.5.** Misconduct on the part of a contestant or a coach

(Explanation #2) Gam-jeom

Attacking the opponent after *kal-yeo*:

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

Attacking the 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 contestant will be greater due to the contestant'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

Attacking the opponent's head with the hand (including fist, palm or elbow)

- a) Intentionally striking the opponent's head with the hand
- b) Strong contact with the opponent's head using hand due to lack of caution

Misconducts of Contestants or Coaches.

- a) Not complying with the Referee's command or decision
- b) Inappropriate protesting or criticizing of officials' decisions
- c) Inappropriate attempts to disturb or influence the outcome of the match
- d) Fleeing from the competition area to avoid normal technical exchange. If a contestant attempts to avoid a normal technical exchange by behavior such as crossing the boundary line or intentionally falling down in repeated manner, the Referee may give a *gam-jeom*, after a *kyong-go*
- e) Provoking or insulting the opposing contestant or coach
- f) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach

NOTE:

Misconduct by a contestant or coach can be subjected to either *kyong-go* or *gam-jeom*. When the misconduct is less serious a *kong-go* shall be given and when the case is serious or extreme a *gam-jeom* shall be given. The determination of the seriousness of the misconduct is left solely to the Referee's discretion. If misconduct is repeated after a *kyong-go* the referee may give a *gam-jeom* even for the same behavior.

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

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.

XVI.J. Any combination of half-point or full-point penalties, which brings the total of "minus" points to five (5), shall cause that competitor to be declared the loser.

XVI.K. To reverse a violation call the Referee shall repeat the wrong signal, 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. 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 Referee Chair or Tournament Director, 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 in 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 and/or 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 and or 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 three or four points, whichever is applicable based on the type of kick.

XVIII.A.3. The competitor who executes a kick to the head 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 head 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 head or neck, which results in the inability of the opponent to continue, due to the injury, shall be disqualified. The Referee, with or without consultation with the tournament physician and or Team Leader, shall determine if the attack is excessive contact, and disqualification.

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 Black Belt Cadet competing at the National Team Trials competition shall compete using the same rules as the 15–17 year olds Black Belt Junior at the Team Trials competition.**

General Rules and Regulations for Forms/Patterns Competition

Article I. Competition Shall Be Divided By Age, Belt and Gender In General.

I.A. All ages and belt divisions

Age Groups	Belt Divisions
5 Male	Novice, Intermediate, Advanced
5 Female	Novice, Intermediate, Advanced
6 & 7 Male	Novice, Intermediate, Advanced
6 & 7 Female	Novice, Intermediate, Advanced
8 & 9 Male	Novice, Intermediate, Advanced, Black
8 & 9 Female	Novice, Intermediate, Advanced, Black
10 & 11 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
10 & 11 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
12 & 13 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
12 & 13 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
14 & 15 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
14 & 15 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
16 & 17 Male	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
16 & 17 Female	Novice, Intermediate, Advanced, Black 1, Black 2 & Up
Senior Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3, Black 4 & Up
Senior Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3, Black 4 & Up
Executive Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Executive Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Ultra Male	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up
Ultra Female	Novice, Intermediate, Advanced, Black 1, Black 2, Black 3 & Up

I.B. In Junior Divisions (ages 5 to 17), where there are 40 or more athletes, that division will be divided into two divisions according to age.

Article II. Merits

Merit will be awarded on the basis of beauty, grace, rhythm, focus, power, and technique.

Article III. Judging Procedure.

Forms/patterns may be scored by one of the following two methods.

III.A. Individual Scored Forms Competition

III.A.1 Judges shall be seated in the four corners with the Referee in front of the scorer's table.