

**Proposal for Amendment to WT Competition Rules & Interpretation**  
**(Effective as of June 1)**

Amended: February 16, 2022

Current	Proposal																																																																		
Article 5. Weight category  [Newly added 5.1]	<p>Article 5. Weight category</p> <p><b>5.1 Cadet Height categories are classified as follow.</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Men's division</th> <th style="text-align: left;"><u>MAX. Weight</u></th> <th style="text-align: left;"><u>BMI (WHO)</u></th> </tr> </thead> <tbody> <tr><td><u>1.48cm &amp; Under</u></td><td><u>45kg</u></td><td><u>20,54</u></td></tr> <tr><td><u>1.49 cm – 1.52 cm</u></td><td><u>48kg</u></td><td><u>20,78</u></td></tr> <tr><td><u>1.53 cm – 1.56 cm</u></td><td><u>51kg</u></td><td><u>20,96</u></td></tr> <tr><td><u>1.57 cm – 1.60 cm</u></td><td><u>53kg</u></td><td><u>20,70</u></td></tr> <tr><td><u>1.61 cm – 1.64 cm</u></td><td><u>56kg</u></td><td><u>20,82</u></td></tr> <tr><td><u>1.65 cm – 1.68 cm</u></td><td><u>59kg</u></td><td><u>20,90</u></td></tr> <tr><td><u>1.69 cm – 1.72 cm</u></td><td><u>61kg</u></td><td><u>20,62</u></td></tr> <tr><td><u>1.73 cm – 1.76 cm</u></td><td><u>64kg</u></td><td><u>20,66</u></td></tr> <tr><td><u>1.77 cm – 1.80 cm</u></td><td><u>67kg</u></td><td><u>20,68</u></td></tr> <tr><td><u>1.81 cm &amp; Over</u></td><td><u>80kg</u></td><td></td></tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Women's division</th> <th style="text-align: left;"><u>MAX. Weight</u></th> <th style="text-align: left;"><u>BMI (WHO)</u></th> </tr> </thead> <tbody> <tr><td><u>1.44cm &amp; Under</u></td><td><u>43kg</u></td><td><u>20,74</u></td></tr> <tr><td><u>1.45 cm – 1.48 cm</u></td><td><u>45kg</u></td><td><u>20,54</u></td></tr> <tr><td><u>1.49 cm – 1.52 cm</u></td><td><u>48kg</u></td><td><u>20,78</u></td></tr> <tr><td><u>1.53 cm – 1.56 cm</u></td><td><u>51kg</u></td><td><u>20,96</u></td></tr> <tr><td><u>1.57 cm – 1.60 cm</u></td><td><u>53kg</u></td><td><u>20,70</u></td></tr> <tr><td><u>1.61 cm – 1.64 cm</u></td><td><u>56kg</u></td><td><u>20,82</u></td></tr> <tr><td><u>1.65 cm – 1.68 cm</u></td><td><u>59kg</u></td><td><u>20,90</u></td></tr> <tr><td><u>1.69 cm – 1.72 cm</u></td><td><u>61kg</u></td><td><u>20,62</u></td></tr> <tr><td><u>1.73 cm – 1.76 cm</u></td><td><u>64kg</u></td><td><u>20,66</u></td></tr> <tr><td><u>1.77 cm &amp; Over</u></td><td><u>75kg</u></td><td></td></tr> </tbody> </table>	Men's division	<u>MAX. Weight</u>	<u>BMI (WHO)</u>	<u>1.48cm &amp; Under</u>	<u>45kg</u>	<u>20,54</u>	<u>1.49 cm – 1.52 cm</u>	<u>48kg</u>	<u>20,78</u>	<u>1.53 cm – 1.56 cm</u>	<u>51kg</u>	<u>20,96</u>	<u>1.57 cm – 1.60 cm</u>	<u>53kg</u>	<u>20,70</u>	<u>1.61 cm – 1.64 cm</u>	<u>56kg</u>	<u>20,82</u>	<u>1.65 cm – 1.68 cm</u>	<u>59kg</u>	<u>20,90</u>	<u>1.69 cm – 1.72 cm</u>	<u>61kg</u>	<u>20,62</u>	<u>1.73 cm – 1.76 cm</u>	<u>64kg</u>	<u>20,66</u>	<u>1.77 cm – 1.80 cm</u>	<u>67kg</u>	<u>20,68</u>	<u>1.81 cm &amp; Over</u>	<u>80kg</u>		Women's division	<u>MAX. Weight</u>	<u>BMI (WHO)</u>	<u>1.44cm &amp; Under</u>	<u>43kg</u>	<u>20,74</u>	<u>1.45 cm – 1.48 cm</u>	<u>45kg</u>	<u>20,54</u>	<u>1.49 cm – 1.52 cm</u>	<u>48kg</u>	<u>20,78</u>	<u>1.53 cm – 1.56 cm</u>	<u>51kg</u>	<u>20,96</u>	<u>1.57 cm – 1.60 cm</u>	<u>53kg</u>	<u>20,70</u>	<u>1.61 cm – 1.64 cm</u>	<u>56kg</u>	<u>20,82</u>	<u>1.65 cm – 1.68 cm</u>	<u>59kg</u>	<u>20,90</u>	<u>1.69 cm – 1.72 cm</u>	<u>61kg</u>	<u>20,62</u>	<u>1.73 cm – 1.76 cm</u>	<u>64kg</u>	<u>20,66</u>	<u>1.77 cm &amp; Over</u>	<u>75kg</u>	
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Current	Proposal
Article 10. Procedure of the Contest  [Newly added 10.4.7.1]	Article 10. Procedure of the Contest  <u>10.4.7.1 In the best of three (3) system, the referee shall declare the winner of respective round.</u>
Article 12. Valid Points  12.2.3 The 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 except fist techniques. These PSS determinations shall not be subject to Instant Video Replay.  [Newly added 12.4.1]  [Newly added explanation #1]	Article 12. Valid Points  12.2.3 The 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 except fist techniques. These PSS determinations shall not be subject to Instant Video Replay <u>except for head kicks.</u>  <u>12.4.1 In the best of three (3) system, match score shall be the sum of the number of round won of the three rounds</u>  <u>(Explanation #1)</u> <u>Back kick (Dwichagi) is one type of turning kick techniques, the head and shoulder rotation must occur to be considered as a back kick (Dwichagi) and awarded technical points:</u>  <u>When contestants kick opponent by the back kick (Dwichagi), without contestant's simultaneous rotation of head and shoulder, 'Back kick' (Dwichagi) will not be considered turning kick.</u>
Article 13. Scoring and publication  13.6 If a referee perceives a contestant to be staggering, bleeding or knocked down by a kick to the head, and so begins counting, but the attack was not scored by the head PSS, the referee may request IVR to make the decision for awarding or not awarding points after the count.	Article 13. Scoring and publication  13.6 If a referee perceives a contestant to be staggering, <u>a strong impact to the head, kick to the eye(s)</u> , bleeding or knocked down by a kick to the head, and so begins counting, but the attack was not scored by the head PSS, the referee <u>or coach may</u> <u>must</u> request IVR to make the decision for awarding or not awarding points after the count.
Article 14. Prohibited acts and Penalties  14.4. Prohibited acts	Article 14. Prohibited acts and Penalties  14.4. Prohibited acts

Current	Proposal
14.4.1.5 Lifting the leg to block, or/and kicking the opponent's leg to impede the opponent's kicking attack, or lifting a leg or kicking in the air for more than 3 seconds to impede opponent's potential attacking movements, or kick was aiming to below the waist	<p>14.4.1.5 <del>Lifting the leg to block, or/and kicking the opponent's leg to impede the opponent's kicking attack, or lifting a leg or kicking in the air for more than 3 seconds to impede opponent's potential attacking movements, or kick was aiming to below the waist</del></p> <p><u>The following are considered prohibited acts:</u></p> <ul style="list-style-type: none"> <li>a) <u>Lifting the leg to block</u></li> <li>b) <u>Kicking the opponent's leg to impede the opponent's kicking attack</u></li> <li>c) <u>Kick was aiming to below the waist</u></li> <li>d) <u>Lifting the leg above waist for kicking in the air for three (3) times or more.</u></li> <li>e) <u>Lifting a leg or kicking in the air for more than three (3) seconds to impede opponent's potential attacking movements</u></li> </ul>
14.4.1.11 Attacking trunk PSS with the side or bottom of the foot having the knee pointed out in clinch position	<p>14.4.1.11 <del>Attacking trunk PSS with the side or bottom of the foot having the knee pointed out in clinch position</del></p> <p><u>Attacking trunk PSS with the side or bottom of the foot in clinch position</u></p>
14.4.1.12 Following Misconducts of contestant or coach <ul style="list-style-type: none"> <li>a) Not complying with the referee's command or decision</li> <li>b) Inappropriate protesting behavior to officials' decisions</li> <li>c) Inappropriate attempts to disturb or influence the outcome of the match</li> <li>d) Provoking or insulting the opposing contestant or coach</li> <li>e) Unaccredited doctor/physicians or other team officials found to be seated in the doctor's position</li> <li>f) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach</li> </ul>	<p><u>14.4.1.12 -&gt; to be moved to 14.4.1.13</u></p>
[Newly added 14.4.1.12]	<p><u>14.4.1.12 Attacking back of head PSS in clinch position</u></p>
[Newly added 14.7.1]	<p><u>14.7.1 In the best of three (3) system, when a contestant receives four (4) "Gam-jeom"</u></p>

Current	Proposal
(Explanation #1)	<u>in a round, the opponent will be declared the winner of that round.</u>
ii) Falling down: “Gam-jeom” shall be declared for falling down. However, if a contestant falls down due to the opponent’s prohibited acts “Gam-jeom” penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. If both contestants fall as a result of incidental collision, no penalty shall be given.	(Explanation #1) ii) Falling down: “Gam-jeom” shall be declared for falling down. However, if a contestant falls down due to the opponent’s prohibited acts “Gam-jeom” penalty shall not be given to the fallen contestant, while a penalty shall be given to the opponent. If both contestants fall as a result of incidental collision <u>or in case a contestant who received a point with turning kick falls down,</u> no penalty shall be given.
iii) Avoiding or delaying the match:  b) 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	iii) Avoiding or delaying the match:  b) Turning the back <u>and move away</u> 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
[Newly added f)]	f) <u>“Gam Jeom” will be given when contestant moves 3 consecutive steps backward or sideways without technical engagement.</u>
iv) Grabbing 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 the leg with forearm. For pushing, the following acts shall be penalized a) pushing the opponent out of the boundary line b) pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement	iv) Grabbing or pushing the opponent: <del>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 the leg with forearm.</del> <del>For pushing, the following acts shall be penalized</del> <del>a) pushing the opponent out of the boundary line</del> <del>b) pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement</del> a) <u>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 the leg with forearm.</u> <u>For pushing, the following acts shall be penalized</u>

Current	Proposal
	<p><u>- pushing the opponent out of the boundary line</u></p> <p><u>- pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement</u></p> <p><b>b) Contestants should be separated following the referee's "fight" command in clinch position, and if they fail to do so within five(5) seconds, Gam-jeom will be given to the passive contestant or to both contestants.</b></p> <p><u>"Gam-jeom" will be given to the contestant who is grabbing, holding or crossing the arms to opponent's body in clinch position</u></p>
Article 15. Golden Points and Decision of Superiority  [Newly added 15.5]	Article 15. Golden Points and Decision of Superiority  15.5 <u>In the best of three (3) system, in case of a tie score after the completion of the 3<sup>rd</sup> round, the winner shall be decided by superiority based the following criteria:</u> <u>15.5.1 Total points accumulated in all three (3) rounds.</u> <u>15.5.2 If total points are tied, most points scored by turning or spinning kick in all three (3) rounds.</u> <u>15.5.3 If the technical score is the same as in article 15.5.2, the contestant who received less numbers of a Gam-jeom during all three (3) rounds</u> <u>15.5.4 If the three above criteria are the same, the referee and judges shall determine superiority based on the content of the 3<sup>rd</sup> round.</u>
Article 16 Decisions  [Newly added explanation #8]	Article 16 Decisions  <u>(Explanation #8)</u> <u>In the best of three (3) system, the decisions shall follow the procedure of Article:</u> <u>16.1. Win by Referee Stops Contest (RSC)</u> <u>2. Win by final score (PTF)</u> <u>5. Win by superiority (SUP)</u> <u>6. Win by withdrawal (WDR)</u> <u>7. Win by disqualification (DSQ)</u> <u>9. Win by disqualification for unsportsmanlike behavior (DQB).</u>  <u>i) In case of Article 16.2. Win by final score (PTF), match score shall be the sum of</u>

Current	Proposal
	<p><u>the number of round won of the three rounds.</u></p> <p><u>ii) In case of Article 16.3. Win by point (PTG), in case of twelve (12) points difference between two athletes per round, the referee shall stop the contest and shall declare the winner by point gap for corresponding round.</u></p> <p><u>Point gap for corresponding round shall not be applied in semi- finals &amp; finals in senior division by the outline of tournament.</u></p>
Article 21. Instant Video Replay  21.1 In case there is an objection to a judgment of the refereeing officials during the contest, the coach of a team can make a request to the center referee for an immediate review of the video replay. The coach can only request video replay for followings; i) Penalties against the opponent for instances of falling down or crossing the boundary line or attacking the opponent after "Kal-yeo" or attacking the fallen opponent ii) Technical point iii) Any penalty against own contestant iv) Any mechanical malfunction or error in time management. v) When referee forgot to invalidate point(s) after "Gam-jeom" was given for prohibited act vi) Wrong identification of fist attacking contestant by judge  <b>[Newly added vii)]</b>  21.2 When coach appeals, the center referee will approach the coach and ask the reason for the appeal. Any appeal shall not be admissible on any points scored by foot or fist attacks on the trunk or foot attack on trunk PSS and head PSS. In case of head PSS is not used, coach may request instant video replay for head kick. The scope of instant video replay request is limited to the only one action which has occurred within five (5) seconds from the moment of the coach's request. Once the coach rises the blue or red card to request for instant video replay, it will be considered that the coach has used his/her allocated appeal under any circumstance unless the judge's meeting satisfies the coach	Article 21. Instant Video Replay  21.1 In case there is an objection to a judgment of the refereeing officials during the contest, the coach of a team can make a request to the center referee for an immediate review of the video replay. The coach can only request video replay for followings; i) Penalties against the opponent for instances of falling down or crossing the boundary line or attacking the opponent after "Kal-yeo" or attacking the fallen opponent ii) Technical point iii) Any penalty against own contestant iv) Any mechanical malfunction or error in time management. v) When referee forgot to invalidate point(s) after "Gam-jeom" was given for prohibited act vi) Wrong identification of fist attacking contestant by judge  vii) <b><u>Head kick that is not scored</u></b>  21.2 When coach appeals, the center referee will approach the coach and ask the reason for the appeal. Any appeal shall not be admissible on any points scored by foot or fist attacks on the trunk or foot attack on trunk PSS <del>and head PSS</del> . <del>In case of head PSS is not used</del> , Coach may request instant video replay for head kick <b><u>regardless of using head PSS</u></b> . The scope of instant video replay request is limited to the only one action which has occurred within five (5) seconds from the moment of the coach's request. Once the coach rises the blue or red card to request for instant video replay, it will be considered that the coach has used his/her allocated appeal under any circumstance unless the judge's meeting satisfies the coach

**Proposal for Amendment to WT Competition Rules & Interpretation**  
**(Effective as of June 1, 2022)**

Amended: April 29, 2022

Current	Proposal
Article 4. Contestant  (Explanation #1)  This period may be reduced or even cancelled, with the agreement of the NOCs and the WT. The WT may take disciplinary actions at any time against the athlete and his/hers MNA that violates this article including but not limited to deprival of the achievements. In case of an athlete aged 16 or less, this article shall not be applied unless there is an appeal from any of the two countries. In case of dispute, the WT shall make evaluation and make a final decision. After the decision, no further appeal shall be acceptable.	Article 4. Contestant  (Explanation #1)  This period may be reduced or even cancelled, with the agreement of the NOCs and the WT. The WT may take disciplinary actions at any time against the athlete and his/hers MNA that violates this article including but not limited to deprival of the achievements. <del>In case of an athlete aged 16 or less, this article shall not be applied unless there is an appeal from any of the two countries. In case of dispute, the WT shall make evaluation and make a final decision. After the decision, no further appeal shall be acceptable.</del>

Current
Article 5. Weight category
<b>[Newly added 5.6]</b>

Proposal
Article 5. Weight category

**6. Team weight range are classified as follows:**

<u>Division</u>	<u>Male Team</u>	<u>Female Team</u>	<u>Mixed Gender Team</u>
<u>Maximum number of athletes</u>	<u>4</u>	<u>4</u>	<u>4</u> <u>(Maximum 2 male &amp; 2 female)</u>
<u>Total weight range</u>	<u>300kg or less</u>	<u>260kg or less</u>	<u>2 female athletes: 135kg or less</u> <u>2 male athletes: 160kg or less</u>

\* Substitute athlete(s) shall be participated in the weigh-in.

\*\* If the existing athlete(s) is replaced by substitute athlete(s), the total weight of four athletes including the substitute athlete(s), excluding the replaced existing athlete(s), shall be recalculated and applied.

Current	Proposal
Article 6. Classification and methods of competition  6.1.2 Team Competition: Method and weight categories of team competition shall be stipulated in the Standing Procedures for World Taekwondo Team Championships.	Article 6. Classification and methods of competition  6.1.2 Team Competition: Method and weight categories of team competition shall be stipulated in the Standing Procedures for World Taekwondo <u>World Cup</u> Team Championships.

<b>Current</b>	<b>Proposal</b>
Article 7. Duration of Contest  7.1.1 In the best of three (3) system, the duration of the contest shall be three rounds of two minutes each with a one-minute rest period between rounds. However, a 4 <sup>th</sup> round of one minute will not be conducted as the Golden round. In case of a tie score after the completion of the 3 <sup>rd</sup> round, the winner shall be decided by the Article 15.  <b>[Newly added 7.1.2]</b>	Article 7. Duration of Contest  7.1.1 In the best of three (3) system, the duration of the contest shall be three rounds of two minutes each with a one-minute rest period between rounds. However, a 4 <sup>th</sup> round of one minute will not be conducted as the Golden round. In case of a tie score <del>after the completion of the 3<sup>rd</sup> round for corresponding round</del> , the <del>round</del> winner shall be decided by the Article 15.  <b>In the World Cup Team Championships, the duration of the contest shall be three rounds of four (4) minutes of 1<sup>st</sup> round, five (5) minutes of 2<sup>nd</sup> and 3<sup>rd</sup> round with a one (1) minute rest period between rounds.</b> <b>The 1<sup>st</sup> round shall be conducted based on traditional team match format for one (1) minute per contest and the 2<sup>nd</sup> and the 3<sup>rd</sup> round shall be conducted for five (5) minutes based on tag-team match format.</b>
Article 9. Weigh-in  9.2.1 The rate of selection for the random weigh-in shall be set forth in the outline of the championships or at the head of team meeting and subjects will be randomly selected by computerized system maximum two (2) hours before the start of the competition.	Article 9. Weigh-in  9.2.1 The rate of selection for the random weigh-in shall be <del>set forth in the outline of the championships or at the head of team meeting determined by the number of contestants in the weight category as following the criteria</del> and subjects will be randomly selected by computerized system maximum two (2) hours before the start of the competition. <ul style="list-style-type: none"> <li><b>a) More than 32 athletes: 20% of total</b></li> <li><b>b) 17-32 athletes: 6 athletes</b></li> <li><b>c) 9-16 athletes: 4 athletes</b></li> <li><b>d) 4-8 athletes: 2 athletes</b></li> <li><b>e) Below 4 athletes: None</b></li> </ul>
Article 14. Prohibited acts and Penalties  14.7.1 In the best of three (3) system, when a contestant receives four (4) "Gam-jeom" in a round, the opponent will be declared the winner of that round.  (Explanation #1) "Gam-jeom"  iii) Avoiding or delaying the match:	Article 14. Prohibited acts and Penalties  14.7.1 In the best of three (3) system, when a contestant receives <del>four (4)</del> <del>five (5)</del> "Gam-jeom" in a round, the opponent will be declared the winner of that round.  (Explanation #1) "Gam-jeom"  iii) Avoiding or delaying the match:

Current	Proposal
<p>a) This act involves stalling with no intention of attacking. A contestant who continuously displays a non-engaging style shall be given a "Gam-jeom". If both contestants remain inactive after five (5) seconds, the center referee will signal the "Fight" command. A "Gam-jeom" will be declared: On both contestants if there is no activity from them 5 seconds after the command was given; or on the contestant who moved backwards from the original position 5 seconds after the command was given.</p> <p>iv) Grabbing or pushing the opponent</p> <p>a) 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 the leg with forearm. For pushing, the following acts shall be penalized.</p> <ul style="list-style-type: none"> <li>- Pushing the opponent out of the boundary line</li> <li>- Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement</li> </ul> <p>b) Contestants should be separated following the referee's "fight" command in clinch position, and if they fail to do so within five (5) seconds, Gam-jeom will be given to the passive contestant or to both contestants. Gam-jeom will be given to the contestant who is grabbing, holding or crossing the arms to opponent's body in clinch position</p> <p>When misconduct is committed by a contestant or a coach during a rest period, the referee can immediately declare the "Gam-jeom" and the "Gam-jeom" shall be recorded immediately.</p>	<p>a) This act involves stalling with no intention of attacking. A contestant who continuously displays a non-engaging style shall be given a "Gam-jeom". If both contestants remain inactive after <del>five (5)</del> <ins>three (3)</ins> seconds, the center referee will signal the "Fight" command. A "Gam-jeom" will be declared: On both contestants if there is no activity from them <del>5</del> <ins>three (3)</ins> seconds after the command was given; or on the contestant who moved backwards from the original position <del>5</del> <ins>three (3)</ins> second after the command was given.</p> <p>iv) Grabbing or pushing the opponent</p> <p>a) 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 the leg with forearm. For pushing, <u>it is permitted as a quick impact and a contestant must disengage from opponent after one push</u>. The following acts shall be penalized.</p> <ul style="list-style-type: none"> <li>- <u>Pushing the opponent with prolonged or continuous contact</u></li> <li>- Pushing the opponent out of the boundary line</li> <li>- Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement</li> </ul> <p>b) Contestants should be separated following the referee's "fight" command in clinch position, and if they fail to do so within <del>five (5)</del> <ins>three (3)</ins> seconds, Gam-jeom will be given to the passive contestant or to both contestants. Gam-jeom will be given to the contestant who is grabbing, holding or crossing the arms to opponent's body in clinch position</p> <p>When misconduct is committed by a contestant or a coach during a rest period, <u>past the five (5) seconds of the round conclusion</u>, the referee can immediately declare the "Gam-jeom" and the "Gam-jeom" shall be recorded <u>immediately to the upcoming round</u>.</p>

Current	Proposal
	<p><u>However, “Gam-jeom” shall be recorded to the previous round if the action happened within five (5) seconds of the round conclusion.</u></p>
Article 15. Golden Points and Decision of Superiority <p>15.5 In the best of three (3) system, in case of a tie score after the completion of the 3<sup>rd</sup> round, the winner shall be decided by superiority based the following criteria:</p> <p>15.5.1 Total points accumulated in all three (3) rounds.</p> <p>15.5.2 If total points are tied, most points scored by turning or spinning kick in all three (3) rounds.</p> <p>15.5.3 If the technical score is the same as in article 15.5.2, the contestant who received less numbers of a Gam-jeom during all three (3) rounds</p> <p>15.5.4 If the three above criteria are the same, the referee and judges shall determine superiority based on the content of the 3<sup>rd</sup> round.</p>	Article 15. Golden Points and Decision of Superiority <p><u>15.5 In the best of three (3) system, in case of a tie score after the completion of the 3<sup>rd</sup> round, the winner shall be decided by superiority based the following criteria:</u></p> <p><u>15.5.1 Total points accumulated in all three (3) rounds.</u></p> <p><u>15.5.2 If total points are tied, most points scored by turning or spinning kick in all three (3) rounds.</u></p> <p><u>15.5.3 If the technical score is the same as in article 15.5.2, the contestant who received less numbers of a Gam-jeom during all three (3) rounds</u></p> <p><u>15.5.4 If the three above criteria are the same, the referee and judges shall determine superiority based on the content of the 3<sup>rd</sup> round.</u></p> <p><u>15.5 In the best of three (3) system, in case of tie score for corresponding round, the round winner shall be decided by superiority based on following criteria:</u></p> <p><u>15.5.1 Most points scored by turning or spinning kick.</u></p> <p><u>15.5.2 If the technical score is the same, the contestant who has more scored in the order of a higher value techniques as follows (Head, Trunk, Punch, Gam-Jeom).</u></p> <p><u>15.5.3 If the high value points are same, the contestant who received higher number of hits registered by the PSS.</u></p> <p><u>15.5.4 If the three above criteria are the same, the referee and judges shall determine superiority.</u></p> <p><u>a) In case of two (2) corner judges, winner shall be decided by referee and two(2) judges.</u></p> <p><u>b) In case of three (3) corner judges, winner shall be decided by three (3) judges except referee.</u></p>

<b>Current</b>	<b>Proposal</b>
<p>(Guideline for officiating) The procedure for superiority decision shall be as follows.</p> <ol style="list-style-type: none"> <li>1) Prior to the contest, all refereeing officials take the superiority card with them.</li> <li>2) When a match is to be decided by superiority, the referee shall declare "Woo-se-girok (Record Superiority)".</li> <li>3) Upon the referee's declaration, the judges shall record the winner within 10 seconds with their heads down, sign on the card and then give it to the referee.</li> <li>4) The referee shall collect all superiority cards, record the final result, and then declare the winner.</li> <li>5) Upon declaration of winner, the referee shall hand over the cards to the recorder and the recorder shall submit the cards to the Technical Delegate of World Taekwondo.</li> </ol> <p><b>[Newly added]</b></p> <p><b><u>(Guideline for officiating for the best of three (3) system)</u></b></p>	<p>(Guideline for officiating) The procedure for superiority decision shall be as follows <b>except for the best of three (3) system</b>.</p> <ol style="list-style-type: none"> <li>1) Prior to the contest, all refereeing officials take the superiority card with them.</li> <li>2) When a match is to be decided by superiority, the referee shall declare "Woo-se-girok (Record Superiority)".</li> <li>3) Upon the referee's declaration, the judges shall record the winner within 10 seconds with their heads down, sign on the card and then give it to the referee.</li> <li>4) The referee shall collect all superiority cards, record the final result, and then declare the winner.</li> <li>5) Upon declaration of winner, the referee shall hand over the cards to the recorder and the recorder shall submit the cards to the Technical Delegate of World Taekwondo.</li> </ol> <p><b><u>(Guideline for officiating for the best of three (3) system)</u></b></p> <ol style="list-style-type: none"> <li>1) <b><u>When a round is to be decided by superiority, the referee shall declare "Woo-se-girok (Record Superiority)"</u></b>.</li> <li>2) <b><u>Upon the referee's declaration, the judges declare the winner simultaneously after the Referee's count of three (3) by using round winner hand signal facing the head table.</u></b> <ol style="list-style-type: none"> <li>a) <b><u>In case of two (2) corner judges, winner shall be decided by referee and two (2) corner judges.</u></b></li> <li>b) <b><u>In case of three (3) corner judges, winner shall be decided by three (3) corner judges except referee.</u></b></li> </ol> </li> <li>3) <b><u>The Review Jury shall record the final result, and declare to Operator the round winner.</u></b></li> <li>4) <b><u>Upon declaration of winner, the referee shall declare the round or match winner.</u></b></li> </ol>
Article 16 Decisions	Article 16 Decisions
<p>(Explanation #7) Invalid Result Mark (IRM):</p> <ul style="list-style-type: none"> <li>- Double Disqualification (DDQ)</li> <li>- Double Withdrawal (DWR)</li> <li>- Double Disqualification for unsportsmanlike behavior (DDB)</li> </ul>	<p>(Explanation #7) <b>Invalid Result Mark (IRM):</b></p> <p style="color: red; margin-left: 20px;">— Double Disqualification (DDQ)</p> <p style="color: red; margin-left: 20px;">— Double Withdrawal (DWR)</p> <p style="color: red; margin-left: 20px;">— Double Disqualification for unsportsmanlike behavior (DDB)</p>

Current	Proposal
<p>(Explanation #8) In the best of three (3) system, the decisions shall follow the procedure of Article;</p> <p>16.1. Win by Referee Stops Contest (RSC) 2. Win by final score (PTF) 5. Win by superiority (SUP) 6. Win by withdrawal (WDR) 7. Win by disqualification (DSQ) 9. Win by disqualification for unsportsmanlike behavior (DQB).</p>	<p>(Explanation #8) In the best of three (3) system, the decisions shall follow the procedure of Article <u>16</u>;</p> <p>16.1. Win by Referee Stops Contest (RSC) 2. Win by final score (PTF) <del>5. Win by superiority (SUP)</del> 6. Win by withdrawal (WDR) 7. Win by disqualification (DSQ) 9. Win by disqualification for unsportsmanlike behavior (DQB).</p>
<p>Article 21 Instant Video Replay</p> <p>21.7 In the case that there is a clear erroneous decision from the refereeing officials on identification of the contestant or errors in the scoring system, any of the refereeing officials shall request for review and correct the decision at any time during the contest. Once the referee and judges leave the contest area, it will not be possible for anyone to request for review or to change the decision.</p>	<p>Article 21 Instant Video Replay</p> <p>21.7 In the case that there is a clear erroneous decision from the refereeing officials on identification of the contestant or errors in the scoring system, any of the refereeing officials shall request for review and correct the decision at any time during the contest. <del>Once the referee and judges leave the contest area, it will not be possible for anyone to request for review or to change the decision. If correction is decided, it has to take place ahead of the following contest for winner of the contest in question.</del></p>