

Amendment Proposal to the WT Competition Rules and Interpretations

(Effective as of **November 1, 2026**)

Article 10: Procedure of the Contest		
Original Article	Proposed Amendments	Reason for Change
4.4.7 At the conclusion of the final round, the referee shall once again call "Chung, Hong." Both contestants shall stand in the same posture as at the beginning of the contest, facing each other. At the referee's command of "Charyeot (attention)" and "Kyeong-rye (bow)," the contestants shall make a standing bow in the same manner as before. Immediately after the bow, the referee shall declare the winner by raising his/her hand to the winner's side.	4.4.7 At the conclusion of the final round, the referee shall once again call "Chung, Hong." Both contestants shall stand in the same posture as at the beginning of the contest, facing each other. At the referee's command of "Charyeot (attention)" and "Kyeong-rye (bow)," the contestants shall make a standing bow in the same manner as before. Immediately after the bow, the referee shall declare the winner by raising his/her hand to the winner's side and announcing "Chung Seung (Blue win)" or "Hong Seung (Red win)".	To ensure clarity and consistency in declaring the winner, the referee's verbal announcement ("Chung Seung" or "Hong Seung") is added immediately after the bow.

Article 12: Valid Points		
Original Article	Proposed Amendments	Reason for Change
3 The valid points are as follows. 3.5 One (1) point awarded to the athlete when "Gam-jeom" given to the opposing contestant. 3.5.1 For a "Gam-jeom" given due to the passive behavior in the last ten (10) seconds of each round, two (2) points shall be awarded to the opponent. Passive behavior includes: ① Crossing the boundary line ② Falling down ③ Running away from the opponent or avoiding	3 The valid points are as follows. 3.5 One (1) point awarded to the athlete when "Gam-jeom" given to the opposing contestant. 3.5.1 For a "Gam-jeom" given due to the ~~passive behavior~~ athlete's conduct in the last ten (10) seconds of each round, two (2) points shall be awarded to the opponent. ~~Passive behavior includes:~~ "Gam-jeom" shall be given for the following actions: ① Crossing the boundary line ② Falling down ③ Running away from the opponent or avoiding	To ensure the rule applies to all athletes, including those who commit prohibited acts subject to a 'Gam-jeom' while actively attacking, the abstract phrase 'Passive behavior' was removed and replaced with a direct reference to the athlete's actions.

	3.5.2 When the Technical Review Request was rejected using a Technical Card in the last ten (10) seconds of each round, two (2) points shall be awarded to the opponent.	To prevent the intentional use of Technical Review during the last 10 seconds as a means to rest or delay time.
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Article 15: Golden Points and Decision of Superiority		
Original Article	Proposed Amendments	Reason for Change
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: 5.1 Most points scored by turning or spinning kick. 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). 5.3 If the high value points are same, the contestant who received higher number of hits registered by the PSS. 5.4 If the three above criteria are the same, the referee and judges shall determine superiority. a) In case of one (1) corner judge, winner shall be decided by referee, review jury and one (1) judge b) In case of two (2) corner judges, winner shall be decided by referee and two (2) judges c) In case of three (3) corner judges, winner shall be decided by three (3) judges except referee.	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: 5.1 Most points scored by turning or spinning kick. 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).~~ If the technical points are the same, the contestant who first scored through the PSS, excluding points awarded due to “Gam-Jeom”. 5.3 ~~If the high value points are same~~ If no points have been scored through the PSS, the contestant ~~who received higher number of~~ with the greater number of non-scoring hits registered by the PSS. 5.4 If number of hits registered by PSS are same, then the one who registered the first hit by PSS. 5.45 If the ~~three~~ four above criteria are the same, the referee and judges shall determine superiority. a) In case of one (1) corner judge, winner shall be decided by referee, review jury and one (1) judge b) In case of two (2) corner judges, winner shall be decided by referee and two (2) judges c) In case of three (3) corner judges, winner shall be decided by three (3) judges except referee.	To grant priority to the contestant who has demonstrated greater initiative and more proactive match management

Article 16: Decisions		
Original Article	Proposed Amendments	Reason for Change
(Explanation #8) In the best of three (3) system, the decisions shall follow the procedure of Article 16: 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. Point gap for corresponding round shall not be applied in semi- finals & finals in senior division by the outline of tournament.	(Explanation #8) In the best of three (3) system, the decisions shall follow the procedure of Article 16: ii) In case of Article 16.3. Win by point (PTG), in case of ~~twelve (12)~~ fifteen (15) points difference between two athletes per round, the referee shall stop the contest and shall declare the winner by point gap for corresponding round. Point gap for corresponding round shall not be applied in semi- finals & finals in senior division by the outline of tournament.	As the point gap has already been revised to 15 points.

Article 21: Instant Video Reply		
Original Article	Proposed Amendments	Reason for Change
3. Referee shall request the Review Jury to review the instant video replay. Review Jury, who is not of the same nationality as the contestants, shall review the video replay. 3.4 At a G-6 or higher event, when a situation arises in the last ten (10) seconds of a round in which the referee's requested decision under Article 12.3.5.1 cannot be clearly determined by the Review Jury, the TD and/or CSB may review the decision upon request by the Review Jury.	3. Referee shall request the Review Jury to review the instant video replay. Review Jury, who is not of the same nationality as the contestants, shall review the video replay. 3.4 ~~At a G-6 or higher event~~ At WT promoted events, the Olympic Games, and Continental Qualification Tournaments for the Olympic Games, when a situation arises ~~in the last ten (10) seconds of a~~ at any time during the round in which the referee's ~~requested decision under Article 12.3.5.1~~ IVR request cannot be clearly determined by the Review Jury, the TD and/or CSB may review the decision upon request by the Review Jury. In such cases, at least two members among the TD and CSB must jointly conduct the review and make the decision. Furthermore, at WT recognized G1, G2, G3 and G4 events, the TD and CSB shall not, under any circumstances, intervene in the Review Jury's decision during the match.	To ensure accurate decisions by expanding the review scope to the entire round at specific events, while proposing measures to prevent indiscriminate TD and CSB intervention at other WT sanctioned events.

4. Apart from video replay, the coach of a team may use a technical card for Technical Review Request to immediately request the center referee to resolve issues, regardless of any round. However, if the review jury confirms that there is no fault in the requested matter, a “Gam-jeom” shall be imposed on the contestant of the requesting coach. In such case, the technical card shall be returned to the coach for reuse, regardless of the result. The coach may request a Technical Review in the following cases; i. Any mechanical malfunction or error in time management. ii. In case of appeal for PSS mechanical malfunction. iii. When referee forgot to invalidate point(s) after “Gam-jeom” was given for prohibited act. iv. When the operator incorrectly registers the referee’s declaration related to “Gam jeom” or valid points in operating the system. v. In cases corresponding to Article 21.8.	4. Apart from video replay, the coach of a team may use a technical card for Technical Review Request to immediately request the center referee to resolve issues, including procedural errors or errors in match administration by the referee, regardless of any round. However, if the review jury confirms that there is no fault in the requested matter, a “Gam-jeom” shall be imposed on the contestant of the requesting coach. In such case, the technical card shall be returned to the coach for reuse, regardless of the result. The coach may request a Technical Review in the following cases; i. Any mechanical malfunction or error in time management. ii. In case of appeal for PSS mechanical malfunction. iii. When referee ~~forget fails~~ to invalidate point(s) ~~after “Gam-jeom” was given for prohibited act~~ scored by the contestant related to a prohibited act for which a “Gam-jeom” has been declared. iv. When the operator incorrectly registers the referee’s declaration related to “Gam jeom” or valid points in operating the system. v. In cases corresponding to Article 21.8.	Explicitly specifies that Technical Reviews cover referee procedural/administrative errors, not just system malfunctions.
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