

Amendment Proposal to the WT Competition Rules and Interpretations

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

Article 3: Competition Area		
Original Article	Proposed Amendments	Reason for Change
(Newly added)	<p>1.3 Alert Area</p> <p>The Alert Area is a designated safety buffer zone within the Contest Area, formed by a continuous 60cm-wide band extending inward from the outer edge of the Contest Area toward its center. This applies equally to both octagonal-shaped and square-shaped Contest Areas, following the respective perimeter shape. Its purpose is to visually warn athletes and referees of their proximity to the boundary, enhancing spatial awareness and preventing accidental exits. The Alert Area shall not be marked with lines or tape but must be clearly distinguished from the rest of the Contest Area by using a visibly different color, without affecting the conduct or scoring of matches.</p>	When the Protector and Scoring System (PSS) is fully utilized, only one Judge may be used, and a new position for the Judge has been defined accordingly.
<p>2 Indication of positions</p> <p>2.4 Positions of Judges: The position of the 1st Judge shall be located at a point in minimum 2m from the corner of the Boundary Line #2. The position of the 2nd Judge shall be located at a point in minimum 2m outward from the center of the Boundary Line #5. The position of the 3rd Judge shall be located at a point in minimum 2m from the corner of the Boundary Line #8. In case of two Judges setting the position of the 1st Judge shall be located at a point in minimum 3m from the outer line #1 on the left of the mat and the 2nd Judge shall be located at a point in minimum 3m from of the outer line #3 on the right. The positions of Judges may be altered to facilitate media, broadcasting and/or sports presentation.</p>	<p>2 Indication of positions</p> <p>2.4 Positions of Judges: The position of the 1st Judge shall be located at a point in minimum 2m from the corner of the Boundary Line #2. The position of the 2nd Judge shall be located at a point in minimum 2m outward from the center of the Boundary Line #5. The position of the 3rd Judge shall be located at a point in minimum 2m from the corner of the Boundary Line #8. In case of two Judges setting the position of the 1st Judge shall be located at a point in minimum 3m from the outer line #1 on the left of the mat and the 2nd Judge shall be located at a point in minimum 3m from of the outer line #3 on the right. When only one Judge is used, the Judge may be seated at the Operation</p>	

<p>3. Technical and Environmental Requirements for Competition Venues</p> <ul style="list-style-type: none"> - For G14 or higher-graded events, the minimum seating capacity of the competition venue shall be 4,000 seats 	<p>Table to perform judging duties. The positions of Judges may be altered to facilitate media, broadcasting and/or sports presentation.</p> <p>3. Technical and Environmental Requirements for Competition Venues</p> <ul style="list-style-type: none"> - For G14G6 or higher-graded events including Muli Sport Games, the minimum seating capacity of the competition venue shall be 4,000 seats. If the venue does not meet the minimum seating requirement, the final decision on its suitability shall be made in consultation with World Taekwondo (WT). 	
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Article 5: Weight category					
Original Article	Proposed Amendments				Reason for Change
1. World Weight categories are divided into men's and women's divisions, and classified into as follows.	1. World Weight categories are divided into men's and women's divisions, and classified into as follows. 1.1. 8 weight categories for men and women				Currently, Olympic competitions operate with 4 weight categories, while World Taekwondo (WT) competitions use 8. This discrepancy between the number of divisions and the actual weight distribution of athletes has led to imbalances in fairness and competitiveness. To address this issue, a new structure of 6 Olympic weight categories has been established, aiming to provide a safer and more balanced classification system. These newly proposed divisions will be tested in competition
	Men's division		Women's division		
	Under 54kg	Not exceeding 54kg	Under 46kg	Not exceeding 46 kg	
	Under 58kg	Over 54 kg & Not exceeding 58 kg	Under 49kg	Over 46 kg & Not exceeding 49 kg	
	Under 63kg	Over 58 kg & Not exceeding 63 kg	Under 53kg	Over 49 kg & Not exceeding 53 kg	
	Under 68kg	Over 63 kg & Not exceeding 68 kg	Under 57kg	Over 53 kg & Not exceeding 57 kg	
	Under 74kg	Over 68 kg & Not exceeding 74 kg	Under 62kg	Over 57 kg & Not exceeding 62 kg	
	Under 80kg	Over 74 kg & Not exceeding 80 kg	Under 67kg	Over 62 kg & Not exceeding 67 kg	
	Under 87kg	Over 80 kg & Not exceeding 87 kg	Under 73kg	Over 67 kg & Not exceeding 73 kg	
	Over 87kg	Over 87 kg	Over 73kg	Over 73 kg	

	<div>1.2. 6 weight categories for men and women</div> <table><tr><td colspan="2">Men's division</td><td colspan="2">Women's division</td></tr><tr><td>Under 54kg</td><td>Not exceeding 54kg</td><td>Under 46kg</td><td>Not exceeding 46 kg</td></tr><tr><td>Under 60kg</td><td>Over 54 kg & Not exceeding 60 kg</td><td>Under 51kg</td><td>Over 46 kg & Not exceeding 51 kg</td></tr><tr><td>Under 67kg</td><td>Over 60 kg & Not exceeding 67 kg</td><td>Under 57kg</td><td>Over 51 kg & Not exceeding 57 kg</td></tr><tr><td>Under 74kg</td><td>Over 67 kg & Not exceeding 74 kg</td><td>Under 63kg</td><td>Over 57 kg & Not exceeding 63 kg</td></tr><tr><td>Under 82kg</td><td>Over 74 kg & Not exceeding 82 kg</td><td>Under 70kg</td><td>Over 63 kg & Not exceeding 70 kg</td></tr><tr><td>Over 82kg</td><td>Over 82 kg</td><td>Over 70kg</td><td>Over 70 kg</td></tr></table>	Men's division		Women's division		Under 54kg	Not exceeding 54kg	Under 46kg	Not exceeding 46 kg	Under 60kg	Over 54 kg & Not exceeding 60 kg	Under 51kg	Over 46 kg & Not exceeding 51 kg	Under 67kg	Over 60 kg & Not exceeding 67 kg	Under 57kg	Over 51 kg & Not exceeding 57 kg	Under 74kg	Over 67 kg & Not exceeding 74 kg	Under 63kg	Over 57 kg & Not exceeding 63 kg	Under 82kg	Over 74 kg & Not exceeding 82 kg	Under 70kg	Over 63 kg & Not exceeding 70 kg	Over 82kg	Over 82 kg	Over 70kg	Over 70 kg	settings to evaluate their effectiveness and suitability for future Olympic adoption.																			
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6. Team Weight range are classified as follows.	<table><tr><td>Division</td><td>Male pair</td><td>Female pair</td><td colspan="2">Male Team</td><td colspan="2">Female Team</td><td>Mixed Team</td></tr><tr><td>Maximum number of athletes</td><td>2</td><td>2</td><td>4</td><td>3</td><td>4</td><td>3</td><td>4 (Maximum 2 male & 2 female)</td></tr><tr><td rowspan="5">Total weight range</td><td colspan="7">Senior</td></tr><tr><td>160kg or less</td><td>135kg or less</td><td rowspan="2">300kg or less</td><td rowspan="2">240kg or less</td><td rowspan="2">260kg or less</td><td rowspan="2">200kg or less</td><td rowspan="2">2 female athletes: 135kg or less 2 male athletes: 160kg or less</td></tr><tr><td>130kg or less</td><td>110kg or less</td></tr><tr><td colspan="7">Junior</td></tr><tr><td>150kg or less</td><td>125kg or less</td><td>280kg or less</td><td>225kg or less</td><td>240 kg or less</td><td>185kg or less</td><td>2 female athletes: 125kg or less 2 male athletes: 150kg or less</td></tr></table>	Division	Male pair	Female pair	Male Team		Female Team		Mixed Team	Maximum number of athletes	2	2	4	3	4	3	4 (Maximum 2 male & 2 female)	Total weight range	Senior							160kg or less	135kg or less	300kg or less	240kg or less	260kg or less	200kg or less	2 female athletes: 135kg or less 2 male athletes: 160kg or less	130kg or less	110kg or less	Junior							150kg or less	125kg or less	280kg or less	225kg or less	240 kg or less	185kg or less	2 female athletes: 125kg or less 2 male athletes: 150kg or less	Junior division weight ranges have been added.
Division	Male pair	Female pair	Male Team		Female Team		Mixed Team																																										
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Article 6: Classification and methods of competition		
Original Article	Proposed Amendments	Reason for Change
<p>1 Competitions are classified as follows</p> <p>1.2 Team Competition: Method and weight categories of team competition shall be stipulated in the Standing Procedures for World Taekwondo World Cup Team Championships.</p>	<p>1 Competitions are classified as follows</p> <p>1.2 Team Competition: Method and weight categories of team competition shall be stipulated in the Standing Procedures for World Taekwondo World Cup Team Championships. Article 22. Team competition</p>	<p>The rules regarding team competition have been added to Article 22 of the competition regulations, and the content has been revised accordingly.</p>

Article 12: Valid Points		
Original Article	Proposed Amendments	Reason for Change
<p>2 Criteria for valid point(s):</p> <p>2.2 Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the head.</p> <p>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 except for head kicks.</p> <p>3. The valid points are as follows.</p>	<p>2 Criteria for valid point(s):</p> <p>2.2 Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the head with a proper level of impact</p> <p>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 except for head kicks. However, when a kick is delivered to the opponent's head and no point is awarded, only the Center Referee may request an Instant Video Replay in accordance with Article 21.3.2</p> <p>3. The valid points are as follows.</p>	<p>To enhance fairness and accuracy by ensuring that only techniques with proper impact are scored</p>

<p>3.1 One (1) point for a valid punch to the trunk protector</p> <p>3.2 Two (2) points for a valid kick to the trunk protector</p> <p>3.3 Four (4) points for a valid turning kick to the trunk protector</p> <p>3.4 Three (3) points for a valid kick to the head</p> <p>3.5 Five (5) points for a valid turning kick to the head</p> <p>3.6 One (1) point awarded for every one “Gam-jeom” given to the opponent contestant</p>	<p>3.1 One (1) point for a valid punch to the trunk protector</p> <p>3.2 Two (2) points for a valid kick to the trunk protector</p> <p>3.3 Four (4) points for a valid turning kick to the trunk protector</p> <p>3.4 3 Three (3) points for a valid kick to the head</p> <p>3.5 Five (5) points for a valid turning kick to the head</p> <p>3.4 When a valid turning kick is delivered to the trunk protector or the head, the awarded points shall be doubled: four (4) points for a valid turning kick to the trunk protector, and six (6) points for a valid turning kick to the head.</p> <p>3.6 3.5 One (1) point awarded for every one to the athlete when “Gam-jeom” given to the opponent opposing contestant.</p>	<p>Scoring simplification to improve public understanding of Taekwondo competition rules</p>
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Article 13: Scoring and publication		
Original Article	Proposed Amendments	Reason for Change
<p>1. Scoring of valid point(s) shall be determined primarily using the electronic scoring system installed in Protector and Scoring Systems (PSS). Points awarded for punching techniques and additional points awarded for turning kicks shall be scored by judges using manual scoring devices. If PSS (Protector & Scoring System) is not used, all scoring shall be determined by judges using manual scoring devices.</p>	<p>1. Scoring of valid point(s) shall be determined primarily using the electronic scoring system installed in Protector and Scoring Systems (PSS). Points awarded for punching techniques and additional points awarded for turning kicks shall be scored by judges using manual scoring devices. For punch points, a semi-automatic scoring method may be applied, where the PSS measures the power of impact and judges determine the accuracy to award points using manual scoring devices. For body and head points, when scoring is recognized by the PSS, additional points awarded for turning kicks shall be scored by judges using manual scoring devices. If PSS (Protector & Scoring System) is not used, including points for techniques to the body, head, and punch areas where PSS is not applied, all scoring shall be determined by judges using manual scoring devices.</p>	<p>To improve fairness and consistency in scoring while enhancing spectator experience, punch validation now requires both PSS detection and judge confirmation when sensing gloves are used, and a ‘Health Bar’ format may be adopted on scoreboards to make matches more engaging and easier to understand.</p>

<p>2. If head PSS is not employed with trunk PSS, scoring for kicking techniques to the head shall be made by judges using the manual scoring devices.</p> <p>3. The additional point given for a turning kick shall be invalidated if the turning kick was not scored as a valid point(s) by PSS.</p> <p>4. Under a three (3) corner judge setting, two or more judges shall be needed to confirm valid scoring</p> <p>5. Under a two (2) corner judges setting, two judges shall be needed to confirm valid scoring.</p>	<p>2. Where applicable, sensing gloves may be used. When sensing gloves are employed, the impact of the punch shall be detected by the PSS, and the technique shall be validated by corner judges. Only punches that meet both conditions shall be awarded points</p> <p>2. 3. If head PSS is not employed with trunk PSS, scoring for kicking techniques to the head shall be made by judges using the manual scoring devices.</p> <p>3. 4. The additional point given for a turning kick shall be invalidated if the turning kick was not scored as a valid point(s) by PSS.</p> <p>4. 5. Under a three (3) corner judge setting, two or more judges shall be needed to confirm valid scoring</p> <p>5. 6. Under a two (2) corner judges setting, two judges shall be needed to confirm valid scoring.</p> <p>7. Where body and head scoring are operated through their respective Protector and Scoring Systems (PSS), and punch scoring is operated through sensing gloves, the match may be conducted with one (1) Corner Judge, who shall determine the validity and accuracy of all technical actions and award points accordingly.</p> <p>8. Scores on spectator scoreboards may be displayed using a 'Health Bar' or 'Life Bar' format</p>	
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Article 15: Golden Points and Decision of Superiority		
Original Article	Proposed Amendments	Reason for Change
<p>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:</p> <p>5.4 If the three above criteria are the same, the referee and judges shall determine superiority.</p> <p>a) In case of two (2) corner judges, winner shall be decided by referee and two (2) judges</p> <p>b) In case of three (3) corner judges, winner shall be decided by referee and three (3) judges</p>	<p>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:</p> <p>5.4 If the three above criteria are the same, the referee and judges shall determine superiority.</p> <p>a) In case of one (1) corner judge, winner shall be decided by referee, review jury and one (1) judge</p> <p>a)b) In case of two (2) corner judges, winner shall be decided by referee and two (2) judges</p>	In line with the simplification of scoring-related competition rules

<p>e decided by three (3) judges except referee.</p> <p>(Guideline for officiating for the best of three (3) system)</p> <ol style="list-style-type: none"> 1) When a round is to be decided by superiority, the referee shall declare "Woo-se-girok (Record Superiority)". 2) 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. 3) In case of two (2) corner judges, winner shall be decided by referee and two (2) corner judges. 4) In case of three (3) corner judges, winner shall be decided by three (3) corner judges except referee. 5) The Review Jury shall record the final result, and declare to Operator the round winner. 6) Upon declaration of winner, the referee shall declare the round or match winner 	<p>by referee and two (2) judges b)c) In case of three (3) corner judges, winner shall be decided by three (3) judges except referee.</p> <p>(Guideline for officiating for the best of three (3) system)</p> <ol style="list-style-type: none"> 1) When a round is to be decided by superiority, the referee shall declare "Woo-se-girok (Record Superiority)". 2) 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. 3) In case of one (1) corner judge, winner shall be decided by referee, review jury and one (1) judge 3)4) In case of two (2) corner judges, winner shall be decided by referee and two (2) corner judges. 4)5) In case of three (3) corner judges, winner shall be decided by three (3) corner judges except referee. 5)6) The Review Jury shall record the final result, and declare to Operator the round winner. 6)7) Upon declaration of winner, the referee shall declare the round or match winner. 	
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Article 20: Technical Officials		
Original Article	Proposed Amendments	Reason for Change
<p>3. Refereeing officials</p> <p>3.3. Composition of refereeing officials per court</p> <p>3.3.1. The officials' squad is composed of one (1) referee and three (3) judges.</p>	<p>3. Refereeing officials</p> <p>3.3. Composition of refereeing officials per court</p> <p>3.3.1. The officials' squad is composed of one (1) referee and three (3) judges.</p>	<p>To accommodate match formats where only one center referee and one corner judge are assigned, this configuration has</p>

3.3.2. The officials' squad is composed of one (1) referee and two (2) judges.	3.3.2. The officials' squad is composed of one (1) referee and two (2) judges. 3.3.3. The officials' squad is composed of one (1) referee and one (1) judge.	been newly added to the officiating structure.
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Article 21: Instant Video Replay		
Original Article	Proposed Amendments	Reason for Change
<p>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:</p> <p>vii) Head kick that is not scored</p> <p>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. Coach may request instant video replay for head kick regardless of using head PSS. 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</p> <p>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.</p>	<p>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:</p> <p>vii) Head kick that is not scored, only when Head PSS is not in use.</p> <p>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 and head PSS. Coach may request instant video replay for head kick regardless of using head PSS. Instant Video Replay (IVR) for head kicks may be requested by the coach only when the Head PSS is not in use and the Conventional Head Protector is applied. The scope of Instant Video Replay (IVR) 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 raises 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</p> <p>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.</p>	<p>The coach cannot request an Instant Video Replay (IVR) related to PSS. The referee shall assess the situation and may request an IVR if deemed necessary under specific cases.</p> <p>And by allowing review of unscored head kicks to areas of the PSS headgear without sensors</p>

3.2 If a referee perceives a contestant to be staggering, a strong impact to the head, kick to the eye(s), 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 or coach must request IVR to make the decision for awarding or not awarding points after the count.	3.2 If a referee perceives a contestant to be staggering, a strong impact to the head, kick to the eye(s), 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 or coach must request IVR to make the decision for awarding or not awarding points after the count.	
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Article 22: Team Competition		
Original Article	Proposed Amendments	Reason for Change
Newly Added	<p>This article outlines the modifications to the Competition Rules used for Team Competition. The purpose is to define the competition format, weight categories, team composition, scoring system, and other operational procedures for Junior and Senior Team Competitions. For matters not prescribed in this Article 22, the World Taekwondo Competition Rules shall apply.</p> <p>1. Event Categories & Divisions</p> <p>1.1. The Team Competition event divisions and categories including the total weight range of each category are outlined in the Article 5 of the Competition Rules</p> <p>1.2 The age criteria for the Senior and Junior divisions are defined in accordance with Article 4 of the Competition Rules</p> <p>2. Competition Area</p> <p>2.1. Team Competitions shall be held on the standard WT competition area (octagonal mat) as specified in Article 3 of the WT Competition Rules.</p> <p>2.2. Any modifications required to accommodate team relay format must receive prior approval from WT Technical Committee.</p>	Team competitions had previously been conducted based solely on event outlines and general guidelines. To ensure greater consistency and regulatory clarity, team competition procedures have now been formally incorporated into the official competition rules.

	<p>3. Method of Competition</p> <p>3.1. Unless otherwise stated in the Event Outline, Team Competitions shall be conducted as a single-elimination tournament with bronze medal contests</p> <p>3.2. The Best of Three system shall apply for the Team Competitions. The contest result shall be determined by the number of rounds won out of the three rounds.</p> <p>3.3. Team Competitions shall be conducted in tag-match format in each round. Unlimited substitutions (tags) are allowed. However, once an athlete is substituted in, they must remain in the contest for at least 15 seconds before being eligible for substitution again. Additionally, after a substitution, the opposing team may not substitute their athlete for the next 10 seconds.</p> <p>3.4. Team ranking may be applied for seeding, when applicable</p> <p>3.5. Instant Video Replay shall not be applied in Team Competitions.</p> <p>4. Team Composition</p> <p>4.1. Each team may register up to the maximum number of athletes required for each event, plus one (1) reserve athlete per gender. For example, in the Male Team of Three competition, a maximum of four (4) athletes may be registered. No reserve athlete is allowed for Pair events.</p> <p>4.2. Each team must submit the entry list prior to each contest.</p> <p>4.3. Athlete replacement with a reserve athlete is permitted only between contests, not during a contest</p> <p>4.4. A maximum of two (2) coaches and one (1) medical staff member are allowed to enter the Field of Play. Only the Coaches may enter the competition area to manage substitutions during a contest.</p>	
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	<p>5. Duration of Contest</p> <p>5.1. In the best-of-three system, the contest shall consist of three (3) rounds of three (3) minutes each, with a one (1)-minute rest period between rounds</p> <p>5.2. The duration of each round may be adjusted to 2 minute x 3 rounds in case of pair events.</p> <p>5.3. The duration and number of rounds for Junior competitions may be modified depending on the event structure and shall be announced in the Outline.</p> <p>6. Weigh-in</p> <p>6.1. Athletes must undergo and pass the official weigh-in procedures in accordance with Article 9 of the WT Competition Rules.</p> <p>6.2. The combined weight of the selected athletes must not exceed the weight limit specified for the respective event.</p> <p>6.3. No random weigh-in will be conducted for the Team Competition.</p> <p>7. Valid Points and Scoring</p> <p>7.1. Valid points and scoring in Team Competitions shall be determined in accordance with Articles 12 and 13 of the WT Competition Rules.</p> <p>7.2. Each athlete's points shall contribute to the team's total accumulated score.</p> <p>7.3. Competition may also be conducted using the Health Bar System in addition to the formats specified in the WT Competition Rules. The Health Bar System shall operate as follows</p> <p>7.3.1 Health Bar System</p> <ul style="list-style-type: none"> - Each team shall begin with a Health Bar of 150 points. - Points scored by an athlete shall be deducted from the opposing team's Health Bar. - A round shall end when one team's Health Bar reaches zero (0), in which case the opposing team shall be declared the winner of that round. 	
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- If neither team's Health Bar reaches zero (0) within the allotted time, the team with the higher remaining Health Bar shall be declared the winner of the round.
- Valid points (Health Bar) are as follows:

Scoring Area	Health Bar (Total 150)
Valid Punch to Trunk Protector	-5
Valid Kick to the Trunk Protector	-10
Valid Kick to the Head	-15
Valid Turning Kick to Trunk Protector	-20
Valid Turning Kick to the Head	-30
Gam-jeom	-5
Passive behavior	Deduction X2 for 10 seconds

8. Prohibited Acts and Penalties

8.1. The following acts shall be classified as prohibited acts, and a "Gam-jeom" shall be declared.

- 1) Grabbing the opponent
- 2) Attacking the opponent after "Kal-yeo"
- 3) Attacking the fallen opponent
- 4) Crossing the boundary line
- 5) Misconduct by contestant(s) or coach

8.2. Each "Gam-jeom" shall result in one (1) point awarded to the opposing contestant.

8.3. The team that accumulates 40 Gam-jeoms at any point during the contest shall be declared the loser.

8.4 Passive Penalty: In cases where a contestant is deemed to be avoiding the match or displaying passive behaviour, the following shall apply:

- A passive penalty shall be declared against the contestant
- For the next ten (10) seconds, the opponent shall be granted the advantage of doubling the value of any points scored.

	<ul style="list-style-type: none"> - The corresponding amount shall be deducted from the Health Bar of the passive contestant's team if the Health Bar System is used. - Passive penalties may be given for the following actions: <ul style="list-style-type: none"> 1) Running away from the opponent 2) Intentionally falling down 3) Intentionally avoiding or delaying the match <p>8.5. Repeated offenses or unsportsmanlike behaviour may result in disqualification of the individual athlete or the team, at the discretion of the Referee and Technical Delegate.</p> <p>9. Competition Format</p> <p>9.1 Male and Female Pair</p> <p>9.1.1 Each team must register a minimum of two (2) and a maximum of three (3) athletes, including one (1) reserve.</p> <p>9.1.2. Each contest must begin with two (2) starting athletes.</p> <p>9.1.3. Teams must submit the entry list prior to each contest. The combined weight of the entered athletes must not exceed the weight limit of the respective division. No changes to the entry list are permitted once it has been submitted.</p> <p>9.1.4. Contests consist of three (3) (or two (2)) rounds of two (2) minutes each, with a one-minute break between rounds.</p> <p>9.1.5. Unlimited substitutions (tags) are allowed. However, once an athlete is substituted in, they must remain in the contest for at least 15 seconds before being eligible for substitution again. Additionally, after a substitution, the opposing team may not substitute their athlete for the next 10 seconds.</p> <p>9.1.6. Substitutions can only occur when the match is reasonably interrupted.</p> <p>9.2 Male Team and Female Team</p> <p>9.2.1 Each team shall register the required number of athletes for the respective event (Team of Three: three (3) athletes; Team of</p>	
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	<p>Four: four (4) athletes). In addition, each team may register one (1) reserve athlete.</p> <p>9.2.2. Each contest must begin with three (3) or four (4) starting athletes, depending on the event (Team of Three: three (3) athletes; Team of Four: four (4) athletes).</p> <p>9.2.3. Teams must submit the entry list prior to each contest. The combined weight of the entered athletes must not exceed the weight limit of the respective division. No changes to the entry list are permitted once it has been submitted.</p> <p>9.2.4. Contests consist of three (3) (or two (2)) rounds of three (3) minutes each, with a one-minute break between rounds.</p> <p>9.2.5. Unlimited substitutions (tags) are allowed. However, once an athlete is substituted in, they must remain in the contest for at least 15 seconds before being eligible for substitution again. Additionally, after a substitution, the opposing team may not substitute their athlete for the next 10 seconds.</p> <p>9.2.6. Substitutions can only occur when the match is reasonably interrupted.</p> <p>9.2.7. In the event of an injury during the competition, a Team of Four may continue the contest with three (3) athletes.</p> <p>9.3. Mixed Team</p> <p>9.3.1. Each team must register at least two (2) female and two (2) male athletes, with a maximum of six (6) athletes including two (2) reserves (one per gender).</p> <p>9.3.2. Each contest must include four (4) starting athletes: two (2) female and two (2) male.</p> <p>9.3.3. Teams must submit the entry list prior to each contest. The combined weight of the selected athletes must not exceed the weight limit of the respective division. No changes to the entry list are permitted once it has been submitted.</p> <p>9.3.4. Athletes are numbered from 1(lighter) to 2(heavier) for female and 3(lighter) and 4(heavier) for male athletes.</p>	
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	<p>9.3.5. Contests consist of three (3) (or two (2)) rounds of three (3) minutes each, with a one-minute break between rounds.</p> <p>9.3.6. The 1st round shall start with Choice of Chung's female athlete.</p> <p>9.3.7. The 2nd round shall start with choice of Hong's female athlete.</p> <p>9.3.8. In case of 3rd round, it shall start with the male athlete.</p> <p>9.3.9. Each side must match same gender for every bout</p> <p>9.3.10. Unlimited substitutions (tags) are allowed. However, once an athlete is substituted in, they must remain in the contest for at least 15 seconds before being eligible for substitution again. Additionally, after a substitution, the opposing team may not substitute their athlete for the next 10 seconds.</p> <p>9.3.11. Substitutions can only occur when the match is reasonably interrupted.</p> <p>9.3.12. In the event of an injury during the competition, Mixed Gender Teams may continue with a team of three (3) athletes.</p> <p>9.3.13. Male athletes in Mixed Team Competition must wear black Kyorugi competition uniform (Dobok) pants.</p> <p>10. Decisions</p> <p>10.1. In Team Competitions, contest outcomes shall be determined in accordance with Article 16 of the WT Competition Rules, as follows:</p> <ul style="list-style-type: none"> - 16.1 Win by Referee Stops Contest (RSC) - 16.2 Win by Final Score (PTF) - 16.6 Win by Withdrawal (WDR) - 16.7 Win by Disqualification (DSQ) - 16.9 Win by Disqualification for unsportsmanlike behavior (DQB) <p>10.2. No point gap rule shall be applied in Team Competitions, however, if a team reaches 30 points first, that team will be declared the winner of that round.</p> <p>10.3. In Team of Four and Mixed Team competitions, when four (4) athletes are competing and any of the situations described in Article 16 – Explanation 1 of the WT Competition Rules occurs to one (1) of the athletes, the Referee may ask the team's coach whether they</p>	
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	<p>wish to continue the contest with three (3) athletes. If the coach declines, the Referee shall declare the opposing team the winner, and the result of the contest shall be recorded as Win by Referee Stops Contest (RSC).</p> <p>10.4. In the event of a tied score at the end of a round, the winner of that round shall be determined in accordance with Article 15.5 of the WT Competition Rules.</p> <p>11. Protests and appeals shall be submitted in accordance with the WT Protest and Appeals Procedure.</p> <p>12. Any unforeseen matters not specified in this Article shall be decided by the Technical Delegate in consultation with the Competition Supervisory Board.</p> <p>13. For Team Competitions, any rules not expressly stated in this Article shall be governed by the WT Competition Rule.</p>	
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Original Article	Proposed Amendments	Reason for Change
<p>Article 22. Deaf-Taekwondo</p> <p>Article 23. Sanctions</p> <p>Article 24. Other matters not specified in the Rules</p>	<p>Article 223. Deaf-Taekwondo</p> <p>Article 234. Sanctions</p> <p>Article 245. Other matters not specified in the Rules</p>	<p>With the formal inclusion of Team Competition as newly established Article 22, the previous Articles 22, 23, and 24 have been renumbered as Articles 23, 24, and 25 respectively.</p>