

## Proposal for Amendment to WT Competition Rules & Interpretation (Effective as of June 1, 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>												
<b>Current</b>													
Article 5. Weight category  [Newly added 5.6]													
<b>Proposal</b>													
Article 5. Weight category  <b>6. Team weight range are classified as follows:</b>													
<table><tr><th><u>Division</u></th><th><u>Male Team</u></th><th><u>Female Team</u></th><th><u>Mixed Gender Team</u></th></tr><tr><td><u>Maximum number of athletes</u></td><td><u>4</u></td><td><u>4</u></td><td><u>4</u> (Maximum 2 male &amp; 2 female)</td></tr><tr><td><u>Total weight range</u></td><td><u>300kg or less</u></td><td><u>260kg or less</u></td><td><u>2 female athletes: 135kg or less</u> <u>2 male athletes: 160kg or less</u></td></tr></table> <p>* <b><u>Substitute athlete(s) shall be participated in the weigh-in.</u></b></p> <p>** <b><u>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.</u></b></p>		<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> (Maximum 2 male & 2 female)	<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>
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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 <b>World Cup</b> Team Championships.												

Current	Proposal
<p>Article 7. Duration of Contest</p> <p>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.</p> <p><b>[Newly added 7.1.2]</b></p>	<p>Article 7. Duration of Contest</p> <p>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</del> <b>for corresponding round</b>, the <b>round</b> winner shall be decided by the Article 15.</p> <p>7.1.2 <b><u>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.</u></b>  <b><u>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.</u></b></p>
<p>Article 9. Weigh-in</p> <p>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.</p>	<p>Article 9. Weigh-in</p> <p>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</del> <b><u>determined by the number of contestants in the weight category as following the criteria</u></b> and subjects will be randomly selected by computerized system maximum two (2) hours before the start of the competition.</p> <p><b><u>a) More than 32 athletes: 20% of total</u></b>  <b><u>b) 17-32 athletes: 6 athletes</u></b>  <b><u>c) 9-16 athletes: 4 athletes</u></b>  <b><u>d) 4-8 athletes: 2 athletes</u></b>  <b><u>e) Below 4 athletes: None</u></b></p>
<p>Article 14. Prohibited acts and Penalties</p> <p>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.</p> <p>(Explanation #1) "Gam-jeom"</p> <p>iii) Avoiding or delaying the match:</p>	<p>Article 14. Prohibited acts and Penalties</p> <p>14.7.1 In the best of three (3) system, when a contestant receives <del>four (4)</del> <b><u>five (5)</u></b> "Gam-jeom" in a round, the opponent will be declared the winner of that round.</p> <p>(Explanation #1) "Gam-jeom"</p> <p>iii) Avoiding or delaying the match:</p>

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<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 let 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>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> <b>three (3)</b> 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> <b>three (3)</b> seconds after the command was given; or on the contestant who moved backwards from the original position <del>5</del> <b>three (3)</b> 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 let or hooking the leg with forearm. For pushing, <b><u>it is permitted as a quick impact and a contestant must disengage from opponent after one push.</u></b> The following acts shall be penalized.</p> <ul style="list-style-type: none"> <li>- <b><u>Pushing the opponent with prolonged or continuous contact</u></b></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> <b>three (3)</b> 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>When misconduct is committed by a contestant or a coach during a rest period, <b><u>past the five (5) seconds of the round conclusion</u></b>, the referee can immediately declare the “Gam-jeom” and the “Gam-jeom” shall be recorded <b><u>immediately to the upcoming round.</u></b></p>

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	<b><u>However, “Gam-jeom” shall be recorded to the previous round if the action happened within five (5) seconds of the round conclusion.</u></b>
<p>Article 15. Golden Points and Decision of Superiority</p> <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>	<p>Article 15. Golden Points and Decision of Superiority</p> <p><del>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:</del></p> <p><del>15.5.1 Total points accumulated in all three (3) rounds.</del></p> <p><del>15.5.2 If total points are tied, most points scored by turning or spinning kick in all three (3) rounds.</del></p> <p><del>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</del></p> <p><del>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.</del></p> <p><b>15.5 <u>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></b></p> <p><b><u>15.5.1 Most points scored by turning or spinning kick.</u></b></p> <p><b><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></b></p> <p><b><u>15.5.3 If the high value points are same, the contestant who received higher number of hits registered by the PSS.</u></b></p> <p><b><u>15.5.4 If the three above criteria are the same, the referee and judges shall determine superiority.</u></b></p> <p><b><u>a) In case of two (2) corner judges, winner shall be decided by referee and two(2) judges.</u></b></p> <p><b><u>b) In case of three (3) corner judges, winner shall be decided by three (3) judges except referee.</u></b></p>

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<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>(Guideline for officiating) The procedure for superiority decision shall be as follows <b><u>except for the best of three (3) system.</u></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>[Newly added]</b></p> <p><b><u>(Guideline for officiating for the best of three (3) system)</u></b></p>	<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>
<p>Article 16 Decisions</p> <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>Article 16 Decisions</p> <p><del>(Explanation #7)</del> <del>Invalid Result Mark (IRM):</del></p> <ul style="list-style-type: none"> <li><del>— Double Disqualification (DDQ)</del></li> <li><del>— Double Withdrawal (DWR)</del></li> <li><del>— Double Disqualification for unsportsmanlike behavior (DDB)</del></li> </ul>

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<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>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>(Explanation #8) In the best of three (3) system, the decisions shall follow the procedure of Article <b>16</b>;</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. <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.</del> <b><u>If correction is decided, it has to take place ahead of the following contest for winner of the contest in question.</u></b></p>