

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

Current	Proposal																																																																		
<p>Article 5. Weight category</p> <p><b>[Newly added 5.1]</b></p>	<p>Article 5. Weight category</p> <p><b>5.1 Cadet Height categories are classified as follow.</b></p> <table border="1"> <thead> <tr> <th align="center">Men's division</th> <th align="center"><u>MAX. Weight</u></th> <th align="center"><u>BMI (WHO)</u></th> </tr> </thead> <tbody> <tr><td><u>1,48cm &amp; Under</u></td><td align="center"><u>45kg</u></td><td align="center"><u>20,54</u></td></tr> <tr><td><u>1,49 cm – 1,52 cm</u></td><td align="center"><u>48kg</u></td><td align="center"><u>20,78</u></td></tr> <tr><td><u>1,53 cm – 1,56 cm</u></td><td align="center"><u>51kg</u></td><td align="center"><u>20,96</u></td></tr> <tr><td><u>1,57 cm – 1,60 cm</u></td><td align="center"><u>53kg</u></td><td align="center"><u>20,70</u></td></tr> <tr><td><u>1,61 cm – 1,64 cm</u></td><td align="center"><u>56kg</u></td><td align="center"><u>20,82</u></td></tr> <tr><td><u>1,65 cm – 1,68 cm</u></td><td align="center"><u>59kg</u></td><td align="center"><u>20,90</u></td></tr> <tr><td><u>1,69 cm – 1,72 cm</u></td><td align="center"><u>61kg</u></td><td align="center"><u>20,62</u></td></tr> <tr><td><u>1,73 cm – 1,76 cm</u></td><td align="center"><u>64kg</u></td><td align="center"><u>20,66</u></td></tr> <tr><td><u>1,77 cm – 1,80 cm</u></td><td align="center"><u>67kg</u></td><td align="center"><u>20,68</u></td></tr> <tr><td><u>1,81 cm &amp; Over</u></td><td align="center"><u>80kg</u></td><td></td></tr> </tbody> </table> <table border="1"> <thead> <tr> <th align="center">Women's division</th> <th align="center"><u>MAX. Weight</u></th> <th align="center"><u>BMI (WHO)</u></th> </tr> </thead> <tbody> <tr><td><u>1,44cm &amp; Under</u></td><td align="center"><u>43kg</u></td><td align="center"><u>20,74</u></td></tr> <tr><td><u>1,45 cm – 1,48 cm</u></td><td align="center"><u>45kg</u></td><td align="center"><u>20,54</u></td></tr> <tr><td><u>1,49 cm – 1,52 cm</u></td><td align="center"><u>48kg</u></td><td align="center"><u>20,78</u></td></tr> <tr><td><u>1,53 cm – 1,56 cm</u></td><td align="center"><u>51kg</u></td><td align="center"><u>20,96</u></td></tr> <tr><td><u>1,57 cm – 1,60 cm</u></td><td align="center"><u>53kg</u></td><td align="center"><u>20,70</u></td></tr> <tr><td><u>1,61 cm – 1,64 cm</u></td><td align="center"><u>56kg</u></td><td align="center"><u>20,82</u></td></tr> <tr><td><u>1,65 cm – 1,68 cm</u></td><td align="center"><u>59kg</u></td><td align="center"><u>20,90</u></td></tr> <tr><td><u>1,69 cm – 1,72 cm</u></td><td align="center"><u>61kg</u></td><td align="center"><u>20,62</u></td></tr> <tr><td><u>1,73 cm – 1,76 cm</u></td><td align="center"><u>64kg</u></td><td align="center"><u>20,66</u></td></tr> <tr><td><u>1,77 cm &amp; Over</u></td><td align="center"><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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<p>Article 7. Duration of Contest</p> <p><b>[Newly added 7.1.1]</b></p>	<p>Article 7. Duration of Contest</p> <p><b>7.1.1 <u>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.</u></b></p>																																																																		

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<p>Article 10. Procedure of the Contest</p> <p><b>[Newly added 10.4.7.1]</b></p>	<p>Article 10. Procedure of the Contest</p> <p><b><u>10.4.7.1 In the best of three (3) system, the referee shall declare the winner of respective round.</u></b></p>
<p>Article 12. Valid Points</p> <p>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.</p> <p><b>[Newly added 12.4.1]</b></p> <p><b>[Newly added explanation #1]</b></p>	<p>Article 12. Valid Points</p> <p>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 <b><u>except for head kicks.</u></b></p> <p><b><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></b></p> <p><b><u>(Explanation #1)</u></b>  <b><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></b></p> <p><b><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></b></p>
<p>Article 13. Scoring and publication</p> <p>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.</p>	<p>Article 13. Scoring and publication</p> <p>13.6 If a referee perceives a contestant to be staggering, <b><u>a strong impact to the head, kick to the eye(s)</u></b>, 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 <b>or coach</b> <del>may</del> <b>must</b> request IVR to make the decision for awarding or not awarding points after the count.</p>

Current	Proposal
<p>Article 14. Prohibited acts and Penalties</p> <p>14.4. Prohibited acts</p> <p>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> <p>14.4.1.11 Attacking trunk PSS with the side or bottom of the foot having the knee pointed out in clinch position</p> <p>14.4.1.12 Following Misconducts of contestant or coach</p> <p>a) Not complying with the referee's command or decision</p> <p>b) Inappropriate protesting behavior to officials' decisions</p> <p>c) Inappropriate attempts to disturb or influence the outcome of the match</p> <p>d) Provoking or insulting the opposing contestant or coach</p> <p>e) Unaccredited doctor/physicians or other team officials found to be seated in the doctor's position</p> <p>f) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach</p> <p><b>[Newly added 14.4.1.12]</b></p>	<p>Article 14. Prohibited acts and Penalties</p> <p>14.4. Prohibited acts</p> <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><b><u>The following are considered prohibited acts:</u></b></p> <p><b><u>a) Lifting the leg to block</u></b></p> <p><b><u>b) Kicking the opponent's leg to impede the opponent's kicking attack</u></b></p> <p><b><u>c) Kick was aiming to below the waist</u></b></p> <p><b><u>d) Lifting the leg above waist for kicking in the air for three (3) times or more.</u></b></p> <p><b><u>e) Lifting a leg or kicking in the air for more than three (3) seconds to impede opponent's potential attacking movements</u></b></p> <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><b><u>Attacking trunk PSS with the side or bottom of the foot in clinch position</u></b></p> <p><b><u>14.4.1.12 -&gt; to be moved to 14.4.1.13</u></b></p> <p><b><u>14.4.1.12 Attacking back of head PSS in clinch position</u></b></p>

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<p data-bbox="204 331 448 365"><b>[Newly added 14.7.1]</b></p> <p data-bbox="204 501 384 535">(Explanation #1)</p> <p data-bbox="204 568 785 831">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.</p> <p data-bbox="204 936 576 969">iii) Avoiding or delaying the match:</p> <p data-bbox="256 1003 767 1245">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</p> <p data-bbox="204 1346 395 1379"><b>[Newly added f)]</b></p> <p data-bbox="204 1547 775 1883">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</p>	<p data-bbox="809 297 1374 427"><b><u>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.</u></b></p> <p data-bbox="809 501 989 535">(Explanation #1)</p> <p data-bbox="809 568 1390 864">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 <b><u>or in case a contestant who received a point with turning kick falls down,</u></b> no penalty shall be given.</p> <p data-bbox="809 936 1181 969">iii) Avoiding or delaying the match:</p> <p data-bbox="909 1003 1385 1279">b) Turning the back <b><u>and move away</u></b> 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</p> <p data-bbox="909 1346 1385 1480"><b><u>f) “Gam Jeom” will be given when contestant moves 3 consecutive steps backward or sideways without technical engagement.</u></b></p> <p data-bbox="809 1547 1385 2018">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. 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> <b><u>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</u></b></p>

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	<p><u>hooking the leg with forearm.</u>  <u>For pushing, the following acts shall be penalized</u>  <u>- pushing the opponent out of the boundary line</u>  <u>- pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement</u></p> <p><u>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.</u></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>
<p>Article 15. Golden Points and Decision of Superiority</p> <p><b>[Newly added 15.5]</b></p>	<p>Article 15. Golden Points and Decision of Superiority</p> <p><b>15.5</b> <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 following5.1:</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></p>
<p>Article 16 Decisions</p> <p><b>[Newly added explanation #8]</b></p>	<p>Article 16 Decisions</p> <p><b>(Explanation #8)</b>  <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></p>

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	<p><b><u>i) In case of Article 16.2. Win by final score (PTF), match score shall be the sum of the number of round won of the three rounds.</u></b></p> <p><b><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. Point gap for corresponding round shall not be applied in semi- finals &amp; finals in senior division by the outline of tournament.</u></b></p>
<p>Article 21. Instant Video Replay</p> <p>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;</p> <ul style="list-style-type: none"> <li>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</li> <li>ii) Technical point</li> <li>iii) Any penalty against own contestant</li> <li>iv) Any mechanical malfunction or error in time management.</li> <li>v) When referee forgot to invalidate point(s) after "Gam-jeom" was given for prohibited act</li> <li>vi) Wrong identification of fist attacking contestant by judge</li> </ul> <p><b>[Newly added vii)]</b></p> <p>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</p>	<p>Article 21. Instant Video Replay</p> <p>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;</p> <ul style="list-style-type: none"> <li>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</li> <li>ii) Technical point</li> <li>iii) Any penalty against own contestant</li> <li>iv) Any mechanical malfunction or error in time management.</li> <li>v) When referee forgot to invalidate point(s) after "Gam-jeom" was given for prohibited act</li> <li>vi) Wrong identification of fist attacking contestant by judge</li> </ul> <p><b>vii) <u>Head kick that is not scored</u></b></p> <p>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. 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</p>

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