

Message to all Queensland Taekwondo Players, Coaches, Referees, Instructors and other Officials,

The following Rule Changes and Current Interpretations should be studied by Coaches, Competitors and Referees as all Competitions conducted under WTF Rules will now follow these guidelines. STQ is dedicated to lifting the standard of Taekwondo Players and Competitions in Queensland to meet the standards of National and International WTF Competitions. Our High Performance Programs, Referee and Judges Seminars and STQ State Competitions are designed to achieve this goal for you, our Taekwondo family.

If you have any questions about the new rules I would be happy to answer them for you. Please forward your questions to me at: referee@STQinc.com.au.

I look forward to seeing you at the STQ Queensland Open at the Sleeman Complex, Chandler (the home of STQ's Centre of Excellence) on Sunday, 29th March.

Kerry Lister

STQ Referee Director

1st Class WTF International Referee

Olympic Referee, London Olympics, 2012

STQ Centre of Excellence

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Refereeing Guidelines for New Rules introduced by WTF January, 2015

Valid Points are as follows:

- One (1) point for a valid attack on trunk protector
- Three (3) points for a valid turning kick to trunk protector
- Three (3) points for a valid kick to the head
- Four (4) points for a valid turning kick to the head

PSS Scoring systems must be updated to accommodate the changes.

Kyeong-go Penalties

- Crossing the boundary line
- Falling down
- Avoiding or delaying the match
- Grabbing, holding or pushing the opponent
- Lifting the knee to block and/or impede the opponent's kicking attack, or lifting the leg for more than 3 seconds without executing an attacking technique, or to impede the opponent's attacking actions.
- Kicking below the waist
- Attacking the opponent after kalyeo
- Hitting the opponent's face/head with the hand
- Butting or attacking with the knee
- Attacking the fallen opponent
- Misconduct by the coach or contestant

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Serious misconduct of the above may lead to a Gam Jeum penalty in the following circumstances:

- Not complying with the referee's command or decision
- Inappropriate criticizing or protesting the official's decision
- Inappropriate attempts to disturb or influence the outcome of the match
- "Fleeing" from the contest area to avoid a normal exchange. If a contestant attempts to avoid a normal technical exchange by crossing over the boundary line or intentionally falling down repeatedly, the referee may give a Gam Jeum
- Intentionally punching to the face
- Intentionally attacking the opponent after kalyeo (kalyeo is when the referee's arm is fully extended with the kalyeo hand signal and attacking after kalyeo is when the contestants foot leaves the ground or commences the attack after the referee has completed the kalyeo command)
- Intentionally attacking a fallen opponent
- Intentionally attacking below the waist
- Provoking or insulting the opposing contestant or coach
- Allowing a person to occupy the doctor's chair who is not accredited as Team Doctor
- Any other severe misconduct or unsportsmanlike behaviour from a coach or contestant

**** When a coach or contestant commits excessive misconduct and does not follow the referee's commands, the referee may declare a sanction request by Raising the Yellow Card.**

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Rules – Important Changes and Current Interpretations from January, 2015

1. 1 point for a punch or kick to body
2. 3 points for a turning kick to body (ie. 2 additional points for the turn)
3. 3 points for a kick to the head
4. 4 points for a turning kick to the head (ie. 1 additional point for the turn)
5. Pain is not considered an injury and the athlete will be directed by the referee to continue unless the injury is serious (see point 14).
6. Gam Jeum penalties are now, in essence, an extension of a kyeong-go penalty depending upon the intentionality and, potentially, if the prohibited act is continually repeated.
7. For pushing: a player will now be penalised when the push causes the opponent to fall down, or pushes the opponent out of the boundary line, or pushes the opponent in a way that hinders his/her kicking motion or execution of a technical action.
8. Yellow Card – will be used by a referee during a match to ‘cite’ a coach/player for behaviour that is to be dealt with by the CSB after the match.
9. A coach may only request an instant video review (IVR) for the opponent’s prohibited act of falling down or crossing the boundary line.
10. Only red or blue WTF approved headgear is allowed at official WTF events (local events may allow white).
11. If a non-accredited medical person or second coach assumes the doctor’s chair next to the official coach, the player will be given a Gam Jeum and the second coach/doctor will be asked to leave.
12. If a contestant fails to report to the Inspection Desk/Marshalling area after the 3rd call (commencing 30 minutes prior to the start of the match) the player will be disqualified.
13. If the player fails to be ready when the referee calls Chung/Hong, fully equipped and with a coach, the player will be considered withdrawn and the match will be awarded to the opponent.

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14. If a contestant falls due to slight injury or any other reason apart from being pushed by the opponent, or due to an accidental clash between both players causing both to fall, the referee will ask the competitor to “stand up” up to a maximum of 3 times with 3 second intervals:
 - A. The contestant will be given Kyeong-go if he/she is up by the 3rd command and the contest will continue.
 - B. The referee will end the match if the contestant is not up by the 3rd command and ready to continue. The opponent will win by RSC.
(If the contestant has a serious injury, Kyeshi will be called and the doctor invited on to the court, and the player will be given 1 minute to recover).
15. A contestant can “at any time” signal his coach to request an IVR during the match without incurring a penalty, however, the contestant must not ask the referee directly for an IVR or request to stop the time (eg. To fix his shin guards). The referee will instruct the contestant to continue.
16. During the last 10 seconds of the 3rd round, or at any time during the overtime (golden point) 4th round, any of the Corner Judges can request an IVR on behalf of the coach to add or remove points for a head kick, ONLY if the coach has no quota (appeal card) remaining for that match.
17. When the referee gives a Kyong-go for crossing the boundary line, he/she needs to also give the signal for crossing the boundary line so that the coach understand why the kyong-go was given (remembering that coaches can now only appeal 2 prohibited acts a) crossing the boundary line, b) falling down).
18. Coaches can request just one thing when requesting a video review (IVR). Video Jury can only assess on exactly what is asked.
19. If a coach is requesting points to be annulled as they were scored through the use of a prohibited act, he/she must also specify what the illegal action was. (eg. Invalidate 3 points for opponent because she was holding when she scored the head kick).
20. Referee will tell the Video Juror the reason for giving kyong-go when a coach requests that this kyong-go should be removed.
21. If there is a very strong turning kick to the Body (PSS) that fails to score, the referee may count to 8 but will then give a Kyeshi and if necessary, call the doctor onto the court. If after one minute, the doctor says that the player cannot continue, the referee will stop the match (Keuman) and declare the opponent winner by withdrawal of the injured contestant.
22. If the referee counts for a head kick but no score appears on the scoreboard, he will use the referee IVR card for a “video review” regardless of whether the coach has a card or not. This is the only time the Referee can request a video review.

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23. For a punch to the body, if the player is winded and no point has been given by the judges, the referee is counting to 8, the corner judges should press their button and stand and raise their hands to request a meeting to confirm (or not) the point. If the referee counts to 10, with no point, and the judges don't raise their hand, the referee closes the match with Keuman, and declares the opponent winner by withdrawal.
24. A punch must be made with a straight arm, clenched fist, with power and accuracy that staggers the opponent due to the impact of the punch.
25. For attacking after kalyeo, if the player's foot is on the floor at the time of kalyeo, but then attacks, a penalty will be issued.
26. For attacking a fallen opponent, the attacker's foot may already have left the floor and then the opponent falls and is then kicked by the attacker, a penalty will be still given. If the opponent is regarded as "fallen" (ie. any part of the body other than the soles of the foot touching the floor) and is then attacked by the attacker, a penalty will be given to the attacker. Intentionality will determine whether the penalty is a Gam Jeum or Kyeong-go. A penalty for falling may also be given to the opponent.
27. Falling Down Scenarios:
 - Hong kicks, Chung falls – Chung gets Kyeong-go
 - Hong kicks, Hong falls, Hong gets Kyeong-go
 - Hong cut kicks below the waist, Chung falls – Hong gets Kyeong-go for attacking Chung below the waist causing him to fall
 - Hong pushes, Chung falls – Hong gets Kyeong-go for pushing Chung over
 - Both kick and both fall – both get Kyeong-go
 - Both kick and Chung falls – Chung gets Kyeong-go
 - No kick but bodies clash and Chung falls – Chung gets Kyeong-go
 - Hong kicks, both fall – both get Kyeong-go
 - Hong slips and falls – Hong gets a Kyeong-go
 - Both have an accidental shin clash and both fall – Referee gives wave signal to indicate no Kyeong-go will be given to either player
 - Neither player kicks but both clash accidentally and fall – Referee gives wave signal to indicate no Kyeong-go to either player
 - Hong kicks and Chung falls and referee counts because Chung has been knocked down by a valid kick– no Kyeong-go is given.

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