

2016 Updates of WTF Rules and Regulations (including European Qualification for Olympics)

RULES – IMPORTANT

1. No more SHIGAN before giving Kyong-go, only Kalyeo. Shigan is used in 2 occasions: Centre referee asks for Video Review after counting with no points registered OR doctor requests additional time to fix up injured player before Kyeshi minute is up.
2. No more bowing out at end of match. Just declare the winner.
3. Pain is not an injury. Kyeshi will be given to injured player if there is
 - Blood
 - Dislocation of shoulder or joints
 - Twisted ankles
 - Kick to the neck or groin
4. When the CR declares Kalyeo, the Computer Operator shall stop the time after one second.
5. When the CR counts due to a knock down, the Operator must continue the passage of time.
6. When the technical point(s) are missed by Corner Judges, the CR will call Kalyeo and use hand signals (one or two fingers) to ask confirmation from CJ's to add them back to the player. If the CJ does not see the action, he will cross his forearm to signal the CR of his request. CR must obtain the confirmation of at least 2 CJ's to add the technical point(s) back to the player.
7. Corner Judges will stand up for 3 or 4 points FACE KICK; same for technical points, the CJ's will stand up and gesture to the CR the number of 3 or 4 face kick points. Please note Centre Referee cannot stop the match if he sees the face kick points; only the CJ's can interrupt the match to add the points.
8. Coach cannot ask for a head kick because of e-headgears are used. He must ask for FACE kick for 3/4 points.
9. Coach must specify 3 or 4 point face kick. The request will not be granted if he asks for the wrong thing.
10. If there is an obvious head kick (strong blow) and requires counting, but no points are scored, the CR will count till to 8 or even 10. If the knock-downed contestant is ready to fight again at 8, the CR will call SHIGAN and:
 - Either wait for the CJ's stand up to show 3 or 4 point hand signal OR
 - Request a Video Review for the face/head kick. The Video Juror will grant the request if it is a legal kick: foot beneath the ankle bone kicks the head of the opponent and there is no illegal act (e.g. grabbing) associated with the action.
11. If a contestant falls, CR shall command 3 times "Stand up" at 3 seconds interval:
 - A. If the contestant stands up deliberately slow, a Kyong-go shall be given (if he is pushed down, his opponent will receive Kyong-go as well).
 - B. The match will end by the CR declaring "Keuman" if the contestant refuses to stand up in 10 seconds and his opponent will be the winner by RSC.
12. A contestant can ask his coach to request an IVR during the match (by words or gestures) without penalty.
13. If both contestants fall down due to a collision or crash of shins without any exchange of techniques, there will be no Kyong-go penalty; the CR must display the sign of "waving off" to indicate his intention.
14. During the last 10 seconds of the 3rd round or anytime during the 4th round, any of the CJ's can request an IVR on behalf of the coach for a face kick if the coach has no quotas.

15. The CR must show the following 4 hand signals for the corresponding Kyong-gos:
 - Out of boundary line.
 - Grabbing or holding.
 - Pushing.
 - Evading the match or not fighting.

16. Please watch out for holding of Monkey kick, Fish kick or Scorpion kick:
 - If point(s) are scored, they must be invalidated and gives Kyong-go for holding.
 - Points will stay ONLY if there is no illegal action associated with gaining the point. (Such as holding or grabbing).
 - Scorpion kick is 3 points; not 4 points. Fish is 1 point; not 3 points.
17. If a punch occurs at the end of a round and the CJ's press but no score appears. They will request a meeting and add one point to the puncher. Opponent coach cannot request IVR to dispute the punch point because time has expired.
18. But if the CJ's added 3 or 4 points face kick to the player at the end of a round, the opponent coach has the right to request IVR because time has expired before the execution of the face kick.
19. At a Golden Point Round, Chung player scores a body PSS point. The CJ's can request a meeting and reverse the result if they think Hong has executed a face kick before the PSS body point. The CR will invalidate the Chung's one point and add three/four points to Hong and declare him the winner. If Hong coach has a quota card, he may challenge the decision and request the Video Juror to review the sequence of the actions. Moreover, if only one of the CJ's think Hong should be the winner and Hong coach has no quota card; the CJ will ask the CR to request an IVR to review the sequence of actions to determine if there is a face kick before the PSS body point scored by Chung.
20. If coach requests 6 points for 2 face kicks and the Video Juror determines only one face kick is valid. He will reject the IVR; but he will instruct the CR to add 3 point to the player.
21. If coach requests 3 points for a face kick and the Video Juror determines that there are 6 points for 2 face kicks. He will accept the IVR and the CR will only add 3 points to the player as requested.
22. Video Juror must take into consideration of any illegal action associated with a face kick before he accepts an IVR challenge for touch to face. If there is a grab before kicking to the face, the VJ must reject the request but he cannot ask the CR to add Kyong-go to the offender. Moreover, the Video Juror will check the 5 second rule to make sure the request of the coach is within the time limit of the action.
23. If Chung pushes Hong out of the boundary line and CR gives Kyong-go to Hong because he does not see the push. Hong coach can request IVR to invalidate his player's Kyong-go (due to pushing). If VJ accepts the challenge, CR will invalidate Hong's Kyong-go but he cannot give Kyong-go to Chung.
24. No Kyong-go's should be given if the offences are carried out after the CR declares Kalyeo (except "attack after Kalyeo" if there is intention and the action is deliberate).
25. 5/10 seconds rule for not fighting: if an air kick (missed kick) has been launched, the "time clock" will be re-set.
26. 3 seconds rule for lifting the leg: the foot must touch the floor every 3 seconds to re-set the "time clock". If a strike is made just at the 3 second mark, the score will stay; but a Kyong-go will be given.
27. If the leg is in the air when the CR calls Kalyeo, the foot then extends and strikes his opponent; it will be considered as "Attack after Kalyeo".
28. Coaches can only ask the following 4 things for Video Replay:
 - Kyong-gos for opponent player for falling down or crossing the boundary line.
 - Invalidate any Kyong-gos or Gam-jeoms given to own player.

- Removal of points if CR gives a Kyong-go and forgets to invalidate the points. (PLEASE NOTE: CJ's can stand up and request a meeting to remind CR to remove the points before the coach asks to do so)
 - Add or invalidate 3/4 face kick points. Addition of technical points if CJ's fail to do so; OR invalidation of technical points if the coach thinks Corner Judges have added the points by mistake.
29. CR will tell the Video Juror the reason for giving Kyong-go and the coach must specify the Kyong-go he wants to invalidate. For Example, Coach will ask to invalidate the "grabbing" Kyong-go given to his own player.
 30. Any officiating referees (including T.A.) can ask to stop the match and check for phantom points or other technical issue.
 31. A coach can request IVR for any technical issues. The CR will use his own card to request the technical issue raised by the coach. If the coach is repeatedly wasting time for asking non existing technical issues, his quota card will be taken away. Furthermore, if the coach is insistent and becoming belligerent, yellow card can be used.
 32. There will be no taping beneath the sensor socks unless it is approved by the Commission Doctor because of injury.
 33. If there is a very strong Turning Kick or Back Kick to the Body (PSS) with no score, CR will count to 4 and then declare KEISHI and call for doctor. If competitor cannot continue after one minute Kyeshi time, the CR will end the match and declares the opponent as winner (WITHDRAWAL).

Hong kicks and falls, **Hong** Kyong-go.

Hong kicks and **Chung** falls, **Chung** Kyong-go.

If both players fall after an exchange of techniques, both will receive Kyong-gos.

Hong pushes **Chung** (or other illegal acts) and **Chung** falls, **Hong** Kyong-go.

Hong and **Chung** shin-crash or collide without any kicking to the bodies (no exchange of techniques), no Kyong-go. CR must display "WAVING OFF" signal.

Hong kicks and **Chung** falls down due to knock down; CR counts, **Chung** no Kyong-go.

YELLOW CARD PROCEDURE:

- 1) A Gam-jeom must be given before the yellow card is shown. If a coach is unruly and obnoxious, the CR will call Kalyeo and point to the offending coach first, then points to his player and declares GJ. After that, the yellow card will be shown to the offending coach. If the coach keeps on his bad behaviour after the yellow card is shown, the same procedure will be repeated. If the coach realizes his mistake and calms down, the CR will call Kye-sok and continues with the match.
- 2) The yellow card can be used even if the match is over or between rounds. There will be no Gam-jeom given if the match is over. The CR will simply flash the yellow card to the offending coach or player. An incident report will be handed in as soon as possible by the CR to the Referee Chairman and the CSB after the match is over.

Additional directives after the Samsun, Manchester and Mexico GP's:

1. Centre Referee will travel along the octagonal boundary line to manage his match. The objective is not to get too close to the players and block any cameras. He will call Kalyeo if he needs to. He may not be able to separate the players with his outstretched arm, he will use his firm voice to notify the competitors and his arm will be extended in front of them.
2. Centre Referee **cannot** stop the match and convene a meeting if he notices two corner judges press for a punch and the point is not scored because one of them has pressed late. The yellow squares appear on two separate lines on the monitor indicating the window has closed when the second corner judge presses. Or it can happen if one of the corner judges presses for the wrong player (one for Chung and one for Hong). **Only the corner judges** can ask for a meeting and correct the scoring.
3. Coach can request IVR to invalidate technical points if he thinks the Corner Judges have added the points by mistake.
4. If the athlete's equipment comes loose, make the fight command; if a player gestures to fix equipment, make the fight command. No fixing the equipment, just keep fighting. If he is persistent, give KG. It is the athlete's responsibility to make sure his personal protective equipment is in proper conditions. If the shin-guard or arm-guard comes off during the match, pick up the equipment and drop it off to the coach (do not toss). The player can put the equipment back during the rest time. If the gloves and socks come loose, allow the player to fix them.
5. If anything to do with the PSS comes loose (e.g. transmitter disconnected), that is to be fixed immediately. If a hogo comes undone, the referee shall do it up, rather than sending the fighter to his coach.
6. A kick below the waist during an exchange is not a KG ; e.g. double kicks : first kick may hit the leg before the second kick hits the hogo : no KG.
7. Kyong-gos and Gam-jeoms : particularly for avoiding the match, if there is a need to resort to a GJ, be sure to give the KG for the first offence, then followed by GJ for the same offence. If the same offence continues in the next round be sure to give KG first, then GJ if necessary.
8. In the last 10 seconds of the 3rd round or any time during the 4th round, **if the coach has a quota, use the coach's quota rather than the CR quota** (if the judges cannot agree on a score, e.g. face kick.)

Additional directives after the European Olympics Qualification in Istanbul :

1. Corner Judges can stand up and add face kick (3 or 4 points) to the player instead of having a meeting. Make sure all CJ's stand up if one stands up. CR will check with each CJ for consensus. If 2 out of 3 CJ's agree with the points. They will be added to the appropriate player.
2. Centre Referee **cannot** stop the match to correct the punch score if he sees one of the CJ's presses late. Only the CJ's can correct such an error.

3. T.A. does not shake hands with outgoing referee team when they come off the field of play. It shows a more professional and smooth operation.
4. Reminds all Corner Judges to request Video Review for face kick at the last 10 seconds of third round or anytime during 4th round if coach has no quota.
5. Make sure chin strap of headgear is worn under the chin ; not below lips.
6. Coach cannot challenge IVR if CR declares RSC.
7. Make sure team doctor sits one chair length behind coach: not side by side.

Daedo 2nd generation Hogo :

1. Hand set configuration : top button for 1 pt technical for turning head kick. Middle button for 2 pts technical for turning body kick. Lower button for punch point.
2. E-headgear level is set at 6. Body PSS is set between 18 and 28 depending on weight class. Female : 18/20/22/24 Male : 22/24/26/28
3. It is more difficult to score if player does not turn foot when doing a round house kick since the top of the e-sox has 4 magnet sensors. Please watch Polish -68 kg male player scored consistently when he executed round house kicks.
<http://mastkd.com/2016/01/combates-del-primer-dia-del-clasificatorio-olimpico-europeo/>
4. Push kick still works if it is very strong (more like a side kick). Please watch +80 male player : Belarus and Great Britain players.

Ranking points for International Referees :

It was approved by the WTF at the General Assembly in MEX during the 2015 Final Grand Prix.

1. 50% of the points will come from IR's officiating at any WTF events and sanctioned G Championships.
2. 40% of the points will be accumulated from IR's attending IRS and IRRC.
3. 10% will be calculated from feedbacks of the various G-event Referee Chairpersons.