

# 2016 May 15<sup>th</sup>: Interpretations of WTF Kyorugi Rules and Regulations:

## RULES – IMPORTANT

1. For testing of PSS equipment: Chung player will kick Hong PSS Hogo with right foot and PSS headgear with left foot. Hung player will carry on the same procedure to make sure both PSS sox are working.
2. No more SHIGAN before giving Kyong-go, only Kalyeo. Shigan is used in 2 occasions: Centre referee asks for Video Review after counting for strong kick to the head with no points registered OR doctor requests additional time to fix up injured player before Kyeshi minute is up.
3. No more bowing out at end of match. Just declare the winner.
4. 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
5. When the CR declares Kalyeo, the Computer Operator shall stop the time after one second.
6. When the CR counts due to a knock down, the Operator must continue the passage of time.
7. 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 or does not believe it is a turning kick, 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. CJ's will stand up when he is communicating with the CR of the addition of point(s).
8. Corner Judges will stand up for 3 or 4 points FACE KICK; same as technical points, the CJ's will 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.
9. Coach cannot ask for a head kick because of e-headgears are used. He must ask for FACE kick for 3 or 4 points.
10. Coach must specify 3 or 4 points face kick for IVR. The request will not be granted if he asks for the wrong thing.
11. 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:
  - wait for the CJ's stand up to show 3 or 4 point hand signal
  - if the CJ's cannot come to a consensus of points, the CR will 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.
12. 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.
13. A contestant can ask his coach to request an IVR during the match (by words or gestures) without penalty.

14. 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.
15. During the last 10 seconds of the 3<sup>rd</sup> round or anytime during the 4<sup>th</sup> round, any one of the CJ’s can request an IVR on behalf of the coach for a face kick if the coach has no quotas if the kick is legitimate.
16. 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.
17. Please watch out for holding/grabbing of Monkey kick, Fish kick or Scorpion kick:
  - If point(s) are scored, they must be invalidated and Kyong-go will be given 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.
  - **In order to eliminate any zoo kicks, KG will be given for any attempts if there is grabbing involved (points or no points).**
18. If a punch occurs at the end of a round and the CJ’s press but no score appears. They will request a meeting if they think the punch is executed before the expiration of time and add one point to the puncher. Opponent coach cannot request IVR to dispute the punch point because time has expired.
19. 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.
20. At the 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 by Chung. The CR will invalidate the Chung’s one point and add three/four points to Hong and declare him the winner. If Chung 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.
21. 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.
22. 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.
23. 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.
24. 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 for stepping out (due to pushing). If VJ accepts the challenge, CR will invalidate Hong’s Kyong-go but he cannot give Kyong-go to Chung for pushing.
25. 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).
26. **5/10 seconds rule for not fighting:** if an air kick (missed kick) has been launched, the “time clock” will be re-set. If the Centre Referee has given the “fight signal” warning after 5 seconds. He will give KG to the

retreating player or both players if they are just bouncing around. Please note the CR will give the KG(s) immediately after 10 seconds and he does not have to display the "fight signal" again after KG.

27. 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.
28. 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".
29. 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.
30. 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.
31. Any officiating referees (including T.A.) can ask to stop the match and check for phantom points or other technical issue.
32. 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.
33. A coach must remain standing until the Centre Referee comes to him and ask for his request. (e.g. Chung player does a face kick and the Chung coach stands up and ask for face kick IVR; the corner judges stand up and two of them agree to add 3 points face kick; the CR will add 3 points to Chung. After that, the Chung coach can sit down because his issue has been resolved. If only one of the corner judges thinks it is a face kick, the CR will then approach the standing Chung coach to ask for his IVR).
34. There will be no taping beneath the senior socks unless it is approved by the Commission Doctor because of injury and the maximum thickness will be 3 mm.
35. If there is a very strong kick (e.g. turning kick or back kick) to the body (PSS) with no score, CR will count to 4 and give Kyeshi. If the player is not recovered within one minute, his opponent will be declared winner by withdrawal (WD).

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) and both fall down; no Kyong-go. CR must display "WAVING OFF" signal. If only one player falls down due to crash or collision, the fallen player will be given Kyong-go.

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.~~ **The Centre Referee will follow the players closely and maintain the triangle formation for the safety of the players.**
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 purple (blue) 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 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.
5. 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.
6. 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.
7. In the last 10 seconds of the 3<sup>rd</sup> round or any time during the 4<sup>th</sup> 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 (if no consensus from two corner judges) 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.

**Additional directive after the African Qualification for Olympics in Agadir :**

Centre Referee may stop the match and allow fighters to fix equipments when they come loose during the round. But the fighters cannot ask the Centre Referee to stop the match to adjust his shin guard, etc. It is up to the discretion of the Center Referee and he may demand the coach to tape up the loose shin guard during the rest time to prevent it from falling off again. If the fighter is insistent of trivial request after the Referee warns him with the 'fight signal', he will be given a Kyong-go for not fighting (wasting time).

If the electronic sox or glove comes undone during the match, CR will stop the fight and asks the player to fix it.

It is important for the player to keep his protective gears in good working condition. If he suspects the velcro is not working properly on his shin guard, he should tape it up before the match. The Centre Referee is not obligated to stop the match if the gears come loose.

**Additional directives after the Bonn IRRC :**

**- When there is a strong kick to the body PSS (e.g. back kick or turning kick) and the player is knocked down. For the safety of the player, the Centre Referee shall count. If there is no score, the CR will count to 4 and call Kyeshi. If the player is not recovered within one minute, the opponent will be declared winner by withdrawal (WD).**

**- When there is a strong punch (legitimate) delivered to the body and the player is knocked down. The Centre Referee will continue to count to 8 or 10 (no scores) if he sees his corner judges stand up to add the point. (One of them may have pressed the wrong button or pressed late)**

#### Additional directives after the Muju Olympic IR and coach camp:

- For testing of PSS equipment: Chung player will kick Hong PSS Hogo with right foot and PSS headgear with left foot. Hung player will carry on the same procedure to make sure both PSS sox are working.
- In order to eliminate any zoo kicks, KG will be given for any attempts if there is grabbing involved (points or no points).
- 5/10 seconds rule for not fighting: if an air kick (missed kick) has been launched, the "time clock" will be re-set. If the Centre Referee has given the "fight signal" warning after 5 seconds. He will give KG to the retreating player or both players if they are just bouncing around. Please note the CR will give the KG(s) immediately after 10 seconds and he does not have to display the "fight signal" again after KG.
- ~~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.~~ The Centre Referee will follow the players closely and maintain the triangle formation for the safety of the players.
- There will be no taping beneath the senior socks unless it is approved by the Commission Doctor because of injury and the maximum thickness will be 3 mm.

#### Daedo 2<sup>nd</sup> generation Hogo : (Please note the setting may be changed for the Olympics in Rio) :

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 Olympics weight classes. Female : 18/20/22/24 Male : 22/24/26/28
3. It is more difficult to score if player does not turn the foot when performing the round house kick (tradition round house kick by turning in the hip) since the top of the e-sox has 4 magnets.
4. Push kick still works if it is very strong (more like a side kick by bringing in the knee first for more power).

#### Ranking points for International Referees :

It was approved by the WTF at the General Assembly in MEX during the 2015 Final Grand Prix. Please go to [ir-wtf.org](http://ir-wtf.org) for information.

1. 50% of the points will come from the score of the IRRC.
2. 35% of the points will be accumulated from IR's attending G events.
3. 10% will be given by WTF feedback.

4. 5% will be given by Continental Union feedback.