

Article 14. Prohibited Acts and Penalties

14. Penalties shall be declared by the referee.

14.1. Prohibited acts described in Article 14 shall be penalized with “Gam-jeom” (deduction penalty).

14.2. A “Gam-jeom” penalty shall be counted as one (1) additional point for the opposing contestant.

14.3. Prohibited acts: The following acts shall be classified as prohibited acts, and “Gamjeom” shall be declared:

- **Crossing the Boundary Line**
- **Falling down**
- **Avoiding or delaying the match**
- **Grabbing or pushing the opponent**
- **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 the opponent’s potential attacking movements, or aiming a kick below the waist**
- **Kicking below the waist**
- **Attacking the opponent after "Kal-yeo"**
- **Hitting the opponent’s head with the hand**
- **Butting or attacking with the knee**
- **Attacking the fallen opponent**
- **Attacking trunk PSS with the side or bottom of the foot having the knee pointed out in clinch position**
- **Following misconducts of contestant or coach:**
 - **Not complying with the referee’s command or decision**
 - **Inappropriate protesting of officials’ decisions**
 - **Inappropriate attempts to disturb or influence the outcome of the match**
 - **Provoking or insulting the opposing contestant or coach**
 - **Unaccredited doctor/physicians or other team officials found to be seated in the doctor’s position**
 - **Any other severe misconduct or unsportsmanlike conduct on the part of a contestant or coach**
- **When a coach or contestant commits excessive misconduct or refuses to follow**

the referee’s command, the referee may declare a sanction request by first declaring “Gam-jeom” penalty, and then raising a Yellow Card. In this case, the Extraordinary Sanctions Committee shall

investigate the coach or contestant's behavior and determine whether a sanction is appropriate in accordance with Article 24.

- If a contestant intentionally and repeatedly refuses to comply with the Competition Rules or the referee's orders, the referee may end the match by raising a Yellow Card, and declaring the opposing contestant the winner.
- If the referee at the Inspection desk or officials in the ring determine—in consultation with the PSS technician, if necessary—that a contestant or coach has attempted to manipulate the sensitivity of PSS sensor(s) and/or inappropriately alter the PSS so as to affect its performance, the contestant shall be disqualified.

14.4. When a contestant receives ten (10) "Gam-jeom" penalties, the referee shall declare the contestant loser by Referee's Punitive Declaration (PUN).

14.5. "Gam-jeom" shall be counted in the total score of the three rounds.

14.6. When misconduct is committed by a contestant or coach during the rest period, the referee can immediately declare the "Gam-jeom" and the "Gam-jeom" shall be recorded in the previous round's results.

14.7. Interpretation: Objectives in establishing the prohibited acts and penalties are as follows:

- To secure the contestants' safety
- To ensure fair competition
- To encourage appropriate techniques

14.8. Explanation & Application:

14.9. Crossing the Boundary Line

• A "Gam-jeom" shall be declared when one foot of a contestant crosses the Boundary Line. No "Gam-jeom" will be declared if a contestant crosses the Boundary Line as a result of a prohibited act by the opposing contestant.

14.10. 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.

• Application:

• A contestant who falls will be given a "Gam-jeom," regardless of intention or repeated actions, except in the following cases:

- The players collide, with or without exchanging techniques, and both fall down
- The players clash shins and both fall down

- One player collides with the referee and falls down
- The fallen player is knocked out after the referee has given a 10-count. Note:
A Gam-jeom shall be given after the referee has given an 8-count to the fallen player.

14.11. Avoiding or delaying the match

- 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.
- 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.
- Retreating from the technical engagement only to avoid the opponent’s attack and to run out the clock, “Gam-jeom” shall be given to the passive contestant.
- “Pretending injury” means exaggerating injury or indicating pain in a body part not subjected to a blow for the purpose of demonstrating the opponent’s actions as a violation, and also exaggerating pain for the purpose of elapsing the match time. In this case, the referee shall give a “Gam-jeom.” However, the referee may request video review for clarification before declaration of “Gam-jeom” for pretending injury.
- “Gam-jeom” may also be given to a competitor who asks the referee to stop the contest in order to adjust the position/fit of protective equipment. In this case, the referee may choose to stop, without giving a penalty, or may indicate “fight.”

14.12. 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 the forearm.

- For pushing, the following acts shall be penalized:
- Pushing the opponent out of the Boundary Line
- Pushing the opponent in a way that prevents kicking motion or any normal execution of attacking movement

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14.13. Lifting the knee

- Lifting the leg to block or 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 the opponent's potential attacking movements, or aiming a kick below the waist.
- Lifting the leg or cut kick motion shall not be penalized only when it is followed by execution of a punching or kicking technique in combination motion.

14.14. Attacking below the waist:

- This action applies to an attack on any part of the body below the waist. When an attack below the waist is caused by the recipient in the course of an exchange of techniques, no penalty will be given. This article also applies to strong kicking or stamping actions to any part of the thigh, knee or shin for the purpose of interfering with the opponent's technique.

14.15. Attacking the opponent after "Kal-yeo":

- Attacking after "Kal-yeo" requires that the attack result in actual contact to the opponent's body.
- If the attacking motion started before the "Kal-yeo," the attack shall not be penalized.
- In Instant Video Replay review, the timing of "Kal-yeo" shall be defined as the moment that the referee's "Kal-yeo" hand signal was completed (with fully extended arm); the start of the attack shall be defined as the moment that the attacking foot is fully off the floor.
- If an attack after "Kal-yeo" did not land on the opponent's body but appeared deliberate and malicious the referee may penalize the behavior with a "Gamjeom" (misconduct).

14.16. Hitting the opponent's head with the hand:

- This article includes hitting the opponent's head with the hand (fist), wrist, arm, or elbow. However, unavoidable actions due to the opponent's carelessness such as excessively lowering the head or carelessly turning the body cannot be punished by this article.

14.17. Butting or attacking with the knee:

- This article relates to an intentional butting with the head or attacking with the knee when in close proximity to the opponent. However, contact with the knee that happens in the following situations cannot be punished by this article:

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- When the opponent rushes in abruptly at the moment a kick is being executed
- Inadvertent contact, or as the result of a discrepancy in distance in attacking

14.18. Attacking the fallen opponent:

- This action is extremely dangerous due to the high probability of injury to the opponent. The danger arises from the following:

- The fallen opponent is in an immediate defenseless state
- The impact of any technique which strikes a fallen contestant will be greater due to the contestant's position.
- These types of aggressive actions toward a fallen opponent are not in accordance with the spirit of Taekwondo and as such are not appropriate to Taekwondo competition. In this regard, penalties should be given for intentionally attacking the fallen opponent regardless of the degree of impact.

21.1. Procedure of Instant Video Replay is as follows:

21.2. 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 may only request video review for the following:

- Penalties against the opponent for instances of falling down, crossing the Boundary Line, attacking the opponent after "Kal-yeo" or attacking the fallen opponent
- Technical point
- Any penalty against the coach's own contestant
- Any mechanical malfunction or error in time management

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- When the referee forgot to invalidate point(s) after "Gam-jeom" was given for a prohibited act
- Wrong identification of fist attacking contestant by judges

21.3. When a coach appeals, the center referee will approach the coach and ask the reason for the appeal. No appeal shall be admissible on points scored by foot or fist attacks on the trunk, or foot attack on trunk PSS and head PSS. Where head PSS is not used, the coach may request instant video replay for a head kick.

21.4. The scope of instant video replay request is limited to only one action which has occurred within five (5) seconds from the moment of the coach's request. Once the coach raises the card to request instant video replay, it will be considered that the coach has used his/her allocated appeal, unless the result of a Judges' meeting satisfies the coach.

21.5. The referee shall approach the Review Jury, bow, and request the Review Jury to review the instant video replay. After review of the instant video replay—which, in principle, should be completed within 30 seconds—the Review Jury shall inform the center referee of the final decision: "Accepted" (right thumb up) or "Rejected" (hands crossed). The Review Jury may consult with the Referee Chairman for a second opinion.

21.6. Each coach shall receive one (1) Video Replay card per contest. If the appeal is successful and the contested issue is corrected, the coach shall retain the appeal quota for that contest. In a single match, a coach may appeal as many times as he/she wishes, as long as each appeal is upheld by the Review Jury. If an appeal is denied, the coach loses the right to any further appeal in that match.

21.7. The decision of the Review Jury is final; no further appeals will be accepted during or after the contest. (Exceptions: Errors in determining the match results, mistakes in calculating the match score or misidentifying a contestant. In such instances, an official protest could be submitted according to the "Protest Procedure After the Match," below.)

21.8. 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 can request for review and correct the decision at any time during the contest. Once the refereeing officials leave the Contest Area, it will not be possible for anyone to request for review or to change the decision.

21.9. In the case of a successful appeal, the Competition Supervisory Board may investigate the contest at the end of the competition day and take disciplinary action against the concerned refereeing officials, if necessary.

21.10. In the last 10 seconds of the third round, or any time during the Golden Round, any of the judges can ask for a review and correction of scoring when a coach does not have an appeal quota.

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21.11. Accurate records shall be kept, detailing each request for video replay and its disposition.

21.12. Application:

• **What can be appealed:**

- 3 or 5 points for head kick, or no 3 or 5 points (if head PSS is not in use)
- Additional points for a turning kick, or points incorrectly awarded for a turning kick

- Penalties against the opponent only for instances of falling down, crossing the boundary line, attacking after “Kal-yeo” or attacking the fallen opponent
- Any penalty against the coach’s own player
- Points gained through an illegal action—but only if referee has given the penalty, but failed to wave off the points
- Point(s) or penalty clearly awarded to wrong player (i.e., Chung falls, but referee gives falling penalty to Hong; Hong kicks, but score goes up for Chung, etc.)
- Any mechanical malfunction or error in time management (in this case, referee normally uses his/her own card)
- Punch point awarded to the wrong player, or technical issue regarding punch point (e.g., If two corner judges press, but one is outside the window)
- Technical points applied to the wrong kick in a sequence (e.g., Turning head kick that does not score (but judges press), immediately followed by 2-point kick to the body (not turning) that does score; the technical points pressed by the judges are scored against the body, incorrectly resulting in 4 points)
- Technical points given for a kick that is not a valid turning kick (e.g., fish kick, scorpion kick, stepping down turning kick, etc.)
- Points gained by the opponent while they were outside the boundary line, fallen, after Kal-yeo, or while attacking a fallen opponent
- Wrong penalty signal by the referee
- What cannot be appealed:
- Kicks scored, or not scored, to the body
- Kicks scored, or not scored, to the face or head if head PSS is in use (Exception: when referee counts, but no points are scored)

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- Punches scored or not scored, except in the cases outlined above
- Reversal of a previous Video Replay decision
- Invalidation of points gained through illegal action by opponent that the coach is not allowed to ask for, such as grabbing or pushing—unless referee has awarded a penalty, but failed to remove the point(s)
- Two or more actions (with certain exceptions, see below)

21.13. Situations where two actions may come into play:

- Invalidation of points scored as a result of falling, crossing the Boundary Line, attacking after “Kal-yeo” or attacking the fallen opponent

- Two or more head kicks (head touches) in same exchange
- Two Gam-jeom penalties given at the same time, with the second Gam-jeom penalty for Attacking after Kal-yeo or Misconduct. Coach may request invalidation for both Gam-jeom penalties.