



WT Competition Rules

World Firefighter Games 2020

AALBORG TAEKWONDO CLUB

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1. Competition Area

The competition area will be square and consist of a comprised of a Contest Area and a Safety Area. The square-shape Contest Area shall be 8m x 8m.

2. Contestant Uniform and Equipment

A contestant shall wear a WT-approved dobok or competition uniform, trunk, head, groin guard, forearm guards, shin guards, gloves, sensing socks (in the case of using protector scoring systems, PSS) and be equipped with a mouthguard before entering the Field of Play. The forearm and shin guards shall be worn beneath garment. Head protector must be firmly tucked under left arms when entering competition area. Head protector shall be put on the head following instructions of the referee before the start of the contest. Any religious item shall be worn beneath the head protector and inside the dobok or competition uniform and shall not cause harm or obstruct the opposing contestant.

3. Weight Categories

Men's division		Women's division	
Under 58 kg	Not exceeding 58 kg	Under 49 kg	Not exceeding 49 kg
Under 68 kg	Over 58 kg & not exceeding 68 kg	Under 57 kg	Over 49 kg & not exceeding 57 kg
Under 80 kg	Over 68 kg & not exceeding 80 kg	Under 67 kg	Over 57 kg & not exceeding 67 kg
Over 80 kg	Over 80 kg	Over 67 kg	Over 67 kg

4. Classification and Methods of Competition

Individual competition shall normally be between contestants in the same weight category, but if necessary, adjoining weight category may be combined to create a single classification.

The system of competition is single elimination tournament system.

5. Duration of Contest

The duration of the contest shall be three rounds of two minutes each, with a one-minute rest period between rounds. In case of a tie score after the completion of the 3rd round, a 4th round of one minute will be conducted as the Golden round, after a one-minute rest period following the 3rd round.

The duration of each round may be adjusted to 1 minute 30 seconds x 3 rounds or 2 minutes x 2 rounds.

6. Weigh-in

An official weigh-in will take place on the day of competition. The weigh-in takes place in the morning before the competition starts.

7. Procedure of the Contest

Call for contestants:

The name of the contestants will be announced twice:

- (1) Immediately before the previous fight.
- (2) Immediately before the fight.

Inspection of body, uniform and apparatus:

Inspection of body, uniform and apparatus: Before entering competition area the contestant shall undergo inspection of body, uniform and apparatus at the designated inspection desk by the inspectors. The contestant shall not wear any materials which may cause harm to the other contestant.

Procedure before the Beginning and After the End of the Contest:

- a. Before the start of the contest, the center referee will call “Chung, Hong.” Both contestants will enter the contest area with their head protectors firmly tucked under their left arms. When any of contestant is not present or present without being fully attired, including all protective equipment, uniform, etc., at the Coach’s Zone by the time the referee calls “Chung, Hong”, he/she shall be regarded as withdrawn from the contest and the referee shall declare the opponent as the winner.
- b. The referee shall start the contest by commanding “Joon-bi (ready)” and “Shi-jak (start)”.
- c. The contest in each round shall begin with the declaration of “Shi-jak (start)” by the referee.
- d. The contest in each round shall end with the declaration of “Keu-man (stop)” by the referee.
- e. The referee may pause a contest by declaring “Kal-yeo” (break) and resume the contest by the command of “Kye-sok” (continue).

8. Permitted Techniques and Areas

Permitted Techniques:

- a. Fist technique: A straight punching technique using the knuckle part of a tightly clenched fist.
- b. Foot technique: Delivering techniques using any part of the foot below the ankle bone.

Permitted Areas:

- a. Trunk: Attack by fist and foot techniques on the areas covered by the trunk protector are permitted. However, such attacks shall not be made on the part of the spine.

9. Valid Points

Scoring Areas:

- a. Trunk: The blue or red colored area of the trunk protector.

Criteria for valid point(s):

- a. Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the trunk with a proper level of impact.

The valid points are as follows:

- a. One (1) point for a valid punch to the trunk protector.
- b. Two (2) points for a valid kick to the trunk protector.
- c. Four (4) points for a valid turning kick to the trunk protector.
- d. One (1) point awarded for every “Gam-jeom” given to the opponent contestant.

10. Prohibited Acts and Penalties

The following acts shall be classified as prohibited acts, and “Gam-jeom” shall be declared:

- a. Crossing the Boundary Line.
- b. Falling.
- c. Avoiding or delaying the match.
- d. Grabbing or pushing the opponent.
- e. 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.
- f. Kicking below the waist.
- g. Attacking the opponent after "Kal-yeo"
- h. Kicking/hitting the opponent’s head.
- i. Butting or attacking with the knee.
- j. Attacking the fallen opponent.
- k. Attacking trunk PSS with the side or bottom of the foot having the knee pointed out in clinch position.
- l. Following Misconducts of contestant or coach:
 1. Not complying with the referee’s command or decision.
 2. Inappropriate protesting behavior to officials’ decisions.
 3. Inappropriate attempts to disturb or influence the outcome of the match.
 4. Provoking or insulting the opposing contestant or coach.
 5. Unaccredited doctor/physicians or other team officials found to be seated in the doctor’s position.
 6. Any other severe misconduct or unsportsmanlike conduct from a contestant or coach.
- m. When a coach or contestant commits excessive misconduct and does not follow the referee’s command the referee may declare a sanction request by raising a yellow card. In this case the Competition Supervisory Board shall investigate the contestant’s and/or coach’s behavior and determine whether a sanction is appropriate.

If a contestant intentionally and repeatedly refuses to comply with the Competition Rules or the referee’s orders, the referee may end the match raising yellow card and declare the opposing contestant the winner.

If the referee at the inspection desk or officials in the Field of Play determines, 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.

When a contestant receives ten (10) “Gam-jeom”, the referee shall declare the contestant loser by referee’s punitive declaration.

11. Golden Points and Decision of Superiority

In the event the winner cannot be decided after 3 rounds, a 4th round (golden round) will be conducted in one-minute round. In case of a contest advances to a golden round, all scores awarded during the first three (3) rounds shall be void.

The first contestant scores two (2) or more points or whose opponent receives two “Gam-jeoms” in the golden round shall be declared the winner.

If neither contestant has scored two (2) points after the completion of the golden round, the winner shall be decided by superiority based the following criteria:

- a. 4.1 The contestant who received a point by a punch in the golden round
- b. 4.2 If none of the contestant received a point by a punch or both contestants received a point by a punch each in the golden round, the contestant who achieved a higher number of hits registered by the PSS during the golden round.
- c. 4.3 If number of hits registered by the PSS is tied, the contestant who won more rounds in first three rounds
- d. 4.4 If number of round won is tied, the contestant who received less numbers of a Gam-jeom during all four rounds
- e. 4.5 If the three above criteria are the same, the referee and judges shall determine superiority based on the content of the golden round. If the superiority decision is tied among the referee and judges, the referee shall decide the winner.

Condition 4.2 and 4.3. only applies if using PSS.

12. Knock Down

A Knock Down shall be declared, when a legitimate attack is delivered and;

- a. When any part of the body other than the sole of the foot touches the floor due to the force of the opponent’s scoring technique.
- b. When a contestant is staggered and shows no intention or ability to continue as a result of the opponent's scoring techniques.
- c. When the referee judges that the contest cannot continue as the result of being struck by a legitimate scoring technique.