

WORLD TAEKWONDO GP LONDON 2017 TECHNICAL MEETING

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World Taekwondo Referee Committee Chairman

Strong kick to face or head but no score:

Center Referee will count and request "Video Review".

"Blocking with the knee" will have the same hand signal as "attacking with the knee": Centre Referee will tap his/her raised right knee after giving Gam Jeom.

No Gam Jeom will be given if the player falls down or steps out of boundary line when the Centre Referee is counting.

If a player <u>pretends</u> to be pushed out by opponent, the hand signal for Gam Jeom is bringing the right index finger to the center of the lips (misconduct). The definition of "Grabbing Gam Jeom": "The hands or the arms pass/cross the opponent's body" while clinching is allowed as long as:

- a. hand(s) is/are not grabbing the sleeve(s) or the should strap(s)
 of the hogu,
- b. the arm(s) is/are not wrapping around the opponent's body,

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- c. the arms are not squeezing the opponent's body
- d. the arms are not moving the opponent around, or
- e. the hand(s) or arm(s) are not controlling the opponent.

If the player lifts his/her leg or does a cut kick, follows by a slide back and attacks immediately: no Gam Jeom if the actions are done continuously as a tactic. For serious injury, Centre Referee must call for commissioned doctor to treat the player.

Definition of a "fallen opponent": any part of the body besides the soles of the feet touches the floor. "Attack a fallen opponent" is punishable:

- a. with or without (malicious intent) contact, Gam Jeom;
- b. if the player scores before his/her opponent touches the floor, points stay and opponent receives Gam Jeom for falling down;

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- c. if the player scores after his opponent touches the floor, points will be invalidated and Gam Jeom will be given for attacking a fallen opponent, his/her opponent will receive Gam Jeom for falling down;
- d. Coach can ask Gam Jeom for "attacking a fallen opponent" if

 Centre Referee is not sure of timing and let the score stand.

Both players get 9 Gam Jeom's: if both of them commit the next infraction at almost the same time, such as grabbing or stepping out of boundary line; Gam Jeom will be given to the player who offends first.

For example: Hong chases Chung out and both step out before
Centre Referee can call Kalyeo; Chung will lose the match by PUN

No Gam Jeom will be given if both players fall down due to collision or kicking from opponents. Centre Referee will show the "wave off" hand signal to indicate such occurrence.

If player is tardy of coming to his spot when the Centre Referee call for "Chung, Hong" between rounds, he/she will receive a Gam Jeom for not complying with Referee's command.

In order to maintain a professional atmosphere, referees and officials are encouraged not to carry on a conversation with coaches or players during the duration of the competition. If the coach has a concern or question, please direct such inquiry to the Referee Chairman.

Reminding all coaches of IVR challenges:

- a. any Gam Jeom given to own players;
- b. Gam Jeom to opponent player for falling down, stepping out of boundary line, attacking a fallen opponent or attacking after Kalyeo;
- c. add or invalidate technical point of turning kick;

13 (cont.)

- d. invalidate opponent points if Centre Referee has given Gam

 Jeom and forgets to invalidate points;
- e. any technical issues such as phantom points, time management or equipment failure.