

## Punch Point

Straight punch; powerful and accurate with front part of knuckles.

If punch is not executed with a (almost) straight arm (i.e. no hook, uppercut, hammer fist, etc.) or no power; will not score.

## "MONKEY KICKS"

Some players are grabbing from blind side and throw monkey kicks.

Referee will invalidate points and Gam Jeom for grabbing.

If there is no grabbing, the "Monkey Kick" points are valid.

## Video Review

Strong kick to face or head but no score: Center Referee must count up to 8 and request "Video Review" on behalf of opponent player.

Video Juror will grant 3 or 4 points if the kick is legal.

Please note the key word is "STRONG KICK".

## **Strong head/face kick with no score**

If Centre Referee counts for a strong head/face kick with no score, he/she **MUST** request "Video Review" on behalf of the kicker. Corner Judges will remind Centre Referee if he/she forgets to ask for IVR. The coach may request IVR if the Centre Referee counts and forgets to check for Video Review for the non-scoring head kick.

## **Strong head/face kick with no score - illegal act**

If the Video Juror rejects the non-scoring head kick due to an illegal act such as "grabbing", he/she must instruct the Centre Referee to give Gam Jeom to the kicker for the infraction.

## **Knock-down**

If knock-down player is recovered within 8 seconds from the count of the referee, he/she will be given Gam Jeom for falling down before the match is resumed.

**\*only when player falls down before Kal-yeo.**



## RSC (Knock-out)

If the knock-down player cannot recover within 8 seconds, he/she will lose the match by RSC (Knock-out) after the Centre Referee counts to 10.

No Gam Jeom shall be given for falling down from the RSC (Knock-out).

## Medical attention

Player is knocked down and Centre Referee counts, Centre Referee will resume match if player is ready by the 8th count. If the same player starts to sway unsteadily few seconds later, call Kalyeo and Kyeshi for medical attention.

## Blocking with the knee

“Blocking with the knee” will share the hand signal with “attacking with the knee”: Centre Referee will tap his/her raised right knee after giving the Gam Jeom hand signal.

## Falling down after Kal-yeo

There will be no penalty of Gam Jeom after Centre Referee calls "Kalyeo" and starts counting for a knock-down situation. If player falls down or goes out of boundary line while Referee is counting, no Gam Jeom.

## Cut kicks (1)

Player will have 3 seconds to do slide-in's and cut kicks as long as the attacking leg returns to the mat within 3 seconds.

Please note the cut kicks must be aimed above PSS.

## Cut kicks (2)

If the cut kicks are done below PSS for two times or more, Gam Jeom must be given for aiming low.

No Gam Jeom if low cut kick once follows by above PSS kick or punch attack.



## Sliding in more than once

Sliding in more than once and not kicking is punishable by Gam Jeom. Please note the definition for kicking is the intentionality of the motion. If the player is doing simply pumping action with front leg or doing the figure "8" with the leg but has no intention of attacking his/her opponent, he/she will receive Gam Jeom.

## Avoiding

The same will apply to his/her opponent of retreating backwards and not fighting, he/he will receive Gam Jeom for "avoiding".

## Aiming low and combination (1)

If the player lifts his/her leg or does a cut kick, followed by a slide back and attacks (above PSS) immediately: no Gam Jeom if the actions are done continuously as a tactical move.

## Misconduct

If a player pretends 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

Grabbing : little bit of grabbing is tolerated "The hands or the arms pass/cross the opponent's body" is allowed as long as:

## The definition of grabbing

- a) hands are not holding the sleeve(s) or the shoulder strap(s) of the hogu
- b) the arm(s) is/are not wrapping around the opponent's body
- c) the arm(s) is/are not squeezing the opponent's body
- d) the arms are not moving the opponent around, or
- e) the arms are not controlling the opponent.



## The definition of pushing

Pushing to cause the opponent to go out of the boundary line, or to hinder kicking motion of the opponent.

Pushing is no longer a Gam Jeom penalty.

## Procedure of calling KYESHI

Call Kalyeo to separate players, request "doctor" or "medical" in a loud voice and hand gesture, declare "Kyeshi" when the doctor arrives.

## Attacking a fallen opponent

Any part of the body besides the soles of both 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;

## Attacking a fallen opponent

- 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 request IVR to "invalidate points after Gam Jeom is given" 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; please give Gam Jeom 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 because he steps out before Hong.

## Reminder

Do not talk to the referee during the match unless he/she is requesting for IVR. Please talk to the Games Chair if he/she has any questions after the match is concluded.



## Collision

Both players kicks and both fall down (no intention), no Gam Jeom will be given. Treat it like "collision". But make sure the "wave off" hand signal is displayed before continuing.

### About different actions (1)

If there are two different actions (not related) from the same player occurs almost simultaneously, they will be treated as that.

- Example 1: Chung player's hand touches mat then jumps up and scores 3 points from back kick. Centre Referee calls Kalyeo, gives Gam Jeom to Chung for falling down; but the 3 points from the back kick will stay.

### About different actions (2)

- Example 2: Hong player steps out and comes back inbound and scores 2 points from PSS. Centre Referee calls Kalyeo and punishes Hong Gam Jeom for stepping out; but the 2 points stay. PLEASE NOTE it is important for the Centre Referee to be vigilant to call Kalyeo to give Gam Jeom before the 2nd action occurs. This is a guideline if unavoidable situations happen.

## Avoiding – Player jumps

If the player jumps when his/her opponent kicks, there will be no Gam Jeom for opponent player if kick lands on the thigh of jumping player.

If the player jumps continuously whenever his/her opponent kicks, he/she will be punished for avoiding the match.

## At the end of the 3rd round

At the end of the 3rd round, Centre Referee may punish the player for “attack after Kalyeo” even though he/she has declared Keuman and there is no time left for the match. If the opponent is “knocked out” from the player who commits “attack after Kalyeo” infraction and cannot continue after the commissioned doctor’s diagnosis, the opponent will win by “RSC”.

## Mouth guard

Gam Jeom (misconduct) to player if he/she switches clear/white mouth guard to colored mouth guard after going through inspection with proper mouth guard.



## Beginning of the each round

Centre Referee will go to his mark when there are less than 10 seconds left from the time clock of the rest period. When "Chung and Hong" are being called, the players shall get ready and come to their positions of the mat immediately. Gam Jeom (misconduct: non-compliance) will be given if the rest time has expired and the player is not coming to his/her mark after repeated calling from the Centre Referee.

## 2nd Gam Jeom

A player may receive a 2nd Gam Jeom if he/she "attacks after Kalyeo". E.g. Centre referee calls for Kalyeo to invalidate 3 points due to "grabbing". The player who has committed the "grabbing" offends again by "attacking after Kalyeo". The Centre Referee will invalidate the points scored from "grabbing" and give Gam Jeom accordingly. The Centre Referee may give another Gam Jeom for "attack after Kalyeo" if the offence is obvious and intentional.

## Gam-jeom to both players

If Chung player turns his back and crouches to avoid an attack from Hong, Hong seizes the opportunity and pushes down on Chung's back to make a head kick. Hong will be punished for "grabbing" since he/she is using his/her hands to control opponent's body while Hong will be punished for "avoiding".

## Punch point technical issue

**Punch point technical issue can be requested by coach:**

- **If 2 judges press for the same player but no score due to one judge presses late in different window.**
- **If Chung punches but Hong receives the point. The punch point is awarded to the wrong player.**
- **Corner judges must stand up and request a meeting to correct their mistakes before coaches' IVR.**