



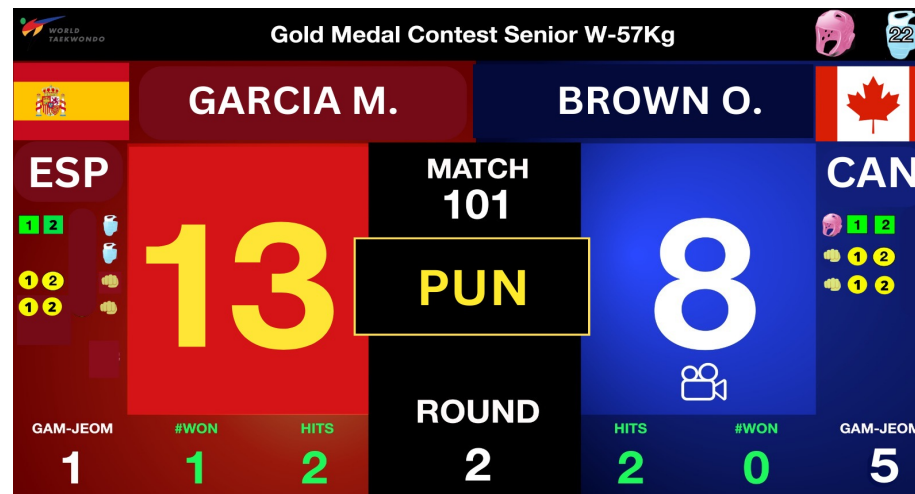
Paris 2024 Olympic Games

Songchul KIM
Chair, World Taekwondo
Referee Committee



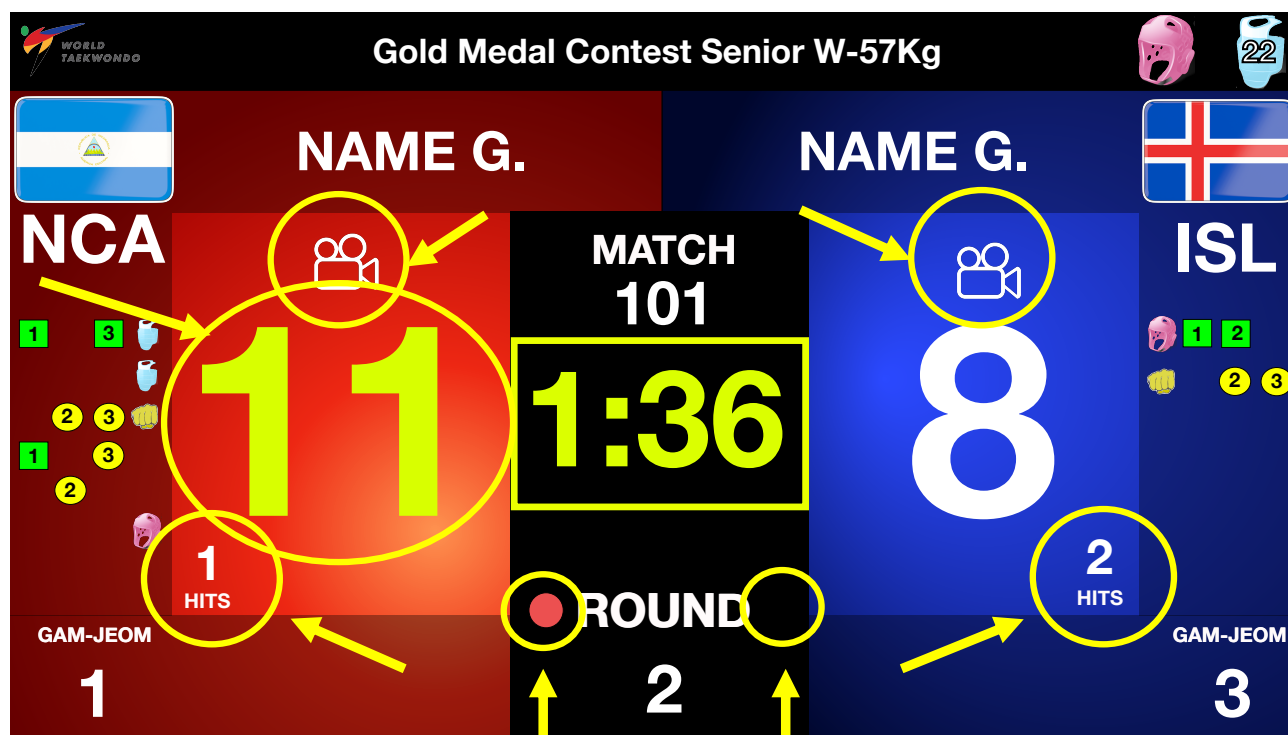
The Best of Three (3) System

- 5 Gam-jeom in a round = opponent winner of that round
 - When 4th Gam-jeom is given, Referee will show 4 fingers to Contestant.





Scoreboard - NEW





Prohibited Acts

- **GJ for Crossing the Boundary Line or Avoiding** (if near boundary line)
 - The resume position will be approximately 1 meter away from the boundary line
- **Grabbing**
 - Hand positioning & control of opponent to take advantage and score.



Prohibited Acts

- **Attacking back of head PSS in clinch position**
 - Regardless of contact or no contact
 - If any points score, they would be invalidated following the Gam-jeom.



IVR Reminders

- Coach must request IVR within 5 seconds of action
- Stand up, and raise IVR card
- Call 'Referee' loudly
- If judges meeting occur same time, remain standing
 - If satisfied with decision, seat down
 - If not, raise IVR card again



IVR Head Kick

- Coach may request IVR for head kick that is not scored.
- Request 'Head kick' is enough.
 - Review Jury will check if the kick is 3 or 5 points.
- Head kicks will only be accepted;
 - if it is a permitted foot technique (using any part of the foot below the ankle bone) to the scoring area (entire headgear, including the face and strap)



IVR Head Kick

- **When Coach requests IVR for head kick, Review Jury checks:**
 - Permitted foot Technique to the Scoring area (not based on impact), only checks for contact.
 - If Center Referee gave a Gam-jeom before the kick



IVR Head Kick

Example 1:

- CR gives GJ for Grabbing. (Head kick followed but does not score)
- Coach requests IVR for the head kick
- RJ sees in the video that CR gave GJ for Grabbing before the kick
- This request will be rejected.



IVR Head Kick

Example 2:

- CR gives GJ for Grabbing. (Head kick followed but does not score)
- Coach requests IVR to invalidate GJ and for head kick
- Since actions are connected, this is a valid request



IVR Head Kick

Note #1:

- 2 head kicks in one related action:
- If Coach requests for 2 heads kicks as it was 2 hits. This is a valid request.
- If only one kick makes contact, points will be added, but the request will be rejected, and the IVR card will not be returned to the coach.

Resume position after IVR

- After the IVR any time during the round, The match will resume from where the center referee last declared Kal-yeo.



IVR – PSS Test

- 1st Round → CR's Card

- 2nd Round
- 3rd Round

→ Coach's Card

(Test OK = IVR Card will be Rejected and Gam-jeom for Misconduct)



Last 5-second Gam-jeom Decisions

In the **last 5 seconds of any round**, the Center Referee may request IVR to determine Gam-jeom decision of one of the following actions:

Falling Down

Crossing the Boundary Line

Attack after Kalyeo

Attack the fallen Opponent

Note:

- Any points scored after the Prohibited Act will be invalidated
- Review Jury shows Accept hand signal when the action is correct and within time. Gam-jeom will be given
- Review Jury shows Reject hand signal when there is no need to give a Gam-jeom

A decorative graphic consisting of a blue rectangle on top of a red rectangle, both with a slight 3D effect.

Last 5-second Gam-jeom Decisions

For Falling Down & Crossing the Boundary Line:

- Review Jury will inform Center Referee what Gam-jeom will be given and to which player.
- Example 1:
 - In the last 2 seconds of the round, Hong Crosses the Boundary Line
 - Center Referee asks for IVR for 'last action' to see if Hong Crossed the Boundary Line
 - IVR show that Chung was clearly pushing
 - Review Jury will call and inform Center Referee that Gam-jeom should be given to Chung for 'Pushing'
 - Center Referee will give Gam-jeom to Chung for 'Pushing'



Note

- **Mouth Guard**

- The thickness should be (3 mm)
- It must be white or transparent. Mandatory (no exceptions).
- **If you switch Mouth Guard (GJ for Misconduct)**

- **Nail polish (fingers & toes) must be white or transparent.**

- **Checked before Weigh-in**



Last 2-3 Seconds

- Players must remain engaged until the end of the round
- If a player does not engage; CR will give Gong-gyeok (fight) signal
- If a player fails to follow the CR command, will receive a GJ for misconduct



Yellow Card

- We enjoy seeing enthusiastic coaches cheering for their players
- Do not interfere with CR/Judges decision
 - 1st – Center Referee will declare Kalyeo and signal Coach
 - 2nd – Gam-jeom for Misconduct
 - 3rd – Yellow Card (After review by the CSB, possibility of sanctions)

Thank you & Good luck!

