

# **2018 Moscow GP Head of Team Meeting**

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**Chairman, WT Referee Committee**



# Special notes to contestants and coaches:

1) There is only one way of tying up the electronic chest protector:

- From top to bottom criss-crossing all eyelets.
- Tie up the hogu snugly and securely.

2) Contestant must not use his/her hand to pull any part of the hogu to either side when opponent is kicking.

3) Long hair must be tucked inside the helmet.

4) Mouth guard must fit properly inside the mouth. No excessive chewing or sticking it outside of the mouth.



# Weigh-in & Inspection:

- General weigh-in will conduct one day in advance with maximum of 2 hours.
- Random weigh-in will conduct the morning of the competition 1 hours prior to competition start time. Computer will select randomly 20% of the contestants to undergo a 2<sup>nd</sup> weigh-in and the maximum weight gain will be 5% of the contestant's weight category. **No show or over the 5% limit will be disqualified.** Only one weigh-in is allowed. The process will finish 30 minutes before the start time.
- All taping must be removed during weigh-in process to inspect if there is any open wounds, cuts or bleeding.
- Athletes with dental braces need to wear special mouth guard recommended by their dentists with letters of verification.
- Team doctor, chiropractor, physiotherapist and athlete trainers are allowed to accompany the coach to enter the FOP.



# Valid Points:

- One point for Punch.
- Two points for foot technique to body PSS.
- Two additional technical points will be awarded by corner judges for a turning kick scored by body PSS (valid turning kick to body:  $2+2 = 4$  points).
- Three points for foot technique to head PSS.
- Two additional technical points will be awarded by corner judges for a turning kick scored by head PSS (valid turning kick to head:  $3+2 = 5$  points).
- Each Gam Jeom declared to opponent will add one point to the contestant (except for Golden Round: contestant will lose the match if he/she receives 2 Gam Jeoms).



# Gam Jeoms:

- Two new hand signals have been added: "Attack after Kalyeo" and "Attack fallen opponent".
- Gam Jeom shall be given even after the expiration of match clock for: "Attack after Kalyeo" and "Misconduct / unsportsmanlike behaviour".
- Any points scored after an infraction will be invalidated and Gam Jeom given immediately even the points scored are not related (instrumental) to the prohibited act.
- Only one Gam Jeom will be given for each declaration of Kalyeo; except "Attack after Kalyeo" and "misconduct by coach or player" that more than one Gam Jeom may be given.



# Gam Jeoms (continued):

- Out of boundary line: when one foot is totally out of boundary line and touching the mat. There will be a 50 cm “alert line” on the new configuration of FOP.
- Avoiding the match (not fighting): fight command will be given 5 seconds and Gam Jeom will be declared if there is no exchange after another 5 seconds. The passive contestant will be punished.

# Gam Jeoms (continued):

- Grabbing: while the contestants are engaging in “clinch position”, they will be punished if they attempt “monkey kick” or “fish kick” (knee pointing out while kicking).
- Pretend injury: Centre Referee may request “Video Review” to determine if the player is pretending injury (faking).
- Pushing: Gam Jeom will be declared if the contestant is pushing while the opponent is kicking (impeding the attack). If the contestant clearly pushes his/her opponent out of the boundary line, he/she will be given a Gam Jeom for pushing.



# Suspension of match:

- When Centre Referee perceives a knock-down situation:
  - Calls Kalyeo.
  - Move attacker away from knocked down contestant.
  - Start counting.
  - May call medical if required.
  - **The match clock will be stopped during the count.**



# Golden Round:

- One minute of Golden Round will be carried out if there is a tie after the third round.
- The contestant must score **two points** or more to win, i.e. two punches, any PSS points or two Gam Jeoms declared to his/her opponent.
- If there is no winner after one minute of Golden round, the criteria to determine the winner:
  - 1) Whoever **scores one point from punching.**
  - 2) If it is still tied (one punch each or no punches at all), the contestant who **scores more "missed hits".**
  - 3) If still tied, the player who **wins more rounds** before the Golden Round.
  - 4) If still tied, the player who is penalized with **less Gam Jeoms of all 4 rounds.**
  - 5) If still tied, the judges and referee will decide the winner by **Woo-se Gi-rok.**



# What a coach can request for IVR:

- Phantom points, time management issue, PSS malfunction or technical issues.
- Any Gam jeom given to own contestant.
- Gam Jeom to opponent for “crossing the boundary line”, “falling down”, “attacking a fallen opponent” and “attacking after Kalyeo”.
- Any points gained from the above 4 Gam Jeoms.
- Add or remove of technical points.



# What a coach can request for IVR:

- Remind Centre Referee to **invalidate points scored** if Gam Jeom has been given to opponent contestant.
- **Technical issue for punch point** if one of the judges miss the scoring window of the other judge (use the coach's quota).
- **"Punch point awarded to the wrong contestant"**: judges misidentify the fist attacking contestant: e.g. Chung contestant punches and Hong contestant receives the point.
- At Golden Round, Centre Referee gives Gam Jeom and forgets to **invalidate the "missed hit"**.