

Permitted techniques and areas

1 Permitted techniques

1.1 Fist technique: A straight punching technique using the knuckle part of a tightly clenched fist

1.2 Foot technique: Delivering techniques using any part of the foot below the ankle bone

2 Permitted areas

2.1 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.

2.2 Head: The area above the collar bone. Only foot techniques are permitted.

Valid Points

1 Scoring Areas

1.1 Trunk: The blue or red colored area of the trunk protector

1.2 Head: The entire head above the bottom line of the head protector

2 Criteria for valid point(s):

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

2.2 Point(s) shall be awarded when a permitted technique is delivered to the scoring areas of the head.

3 The valid points are as follows.

3.1 One (1) point for a valid punch to the trunk protector

3.2 Two (2) points for a valid kick to the trunk

protector

3.2 Three (3) points for a valid turning kick to the trunk protector

3.3 Three (3) points for a valid kick to the head

3.4 Four (4) points for a valid turning kick to the head

3.5 One(1) point awarded for every one “Gam-jeom” given to the opponent contestant

4 Match score shall be the sum of points of the three rounds.

5 Invalidation of point(s): When a contestant records points while using prohibited act(s):

5.1 If the prohibited act was instrumental to the scoring of the point(s), the referee shall declare the penalty for the

prohibited act and invalidate of the point(s).

5.2 However, if the prohibited act was not instrumental to earn the point, the referee may penalize the prohibited act

but not invalidate the point(s).

Prohibited acts and penalties

1 Penalties shall be declared by the referee.

2 Prohibited acts shall be penalized with “Gam-jeom (deduction penalty)” by referee.

3 A “Gam-jeom” shall be counted as one (1) additional point for the opposing contestant.

4 Prohibited acts.

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

4.1.1 Crossing the Boundary Line

4.1.2 Falling down

4.1.3 Avoiding or delaying the match

4.1.4 Grabbing or pushing the opponent

4.1.5 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

4.1.6 Kicking below the waist

4.1.7 Attacking the opponent after "Kal-yeo"

4.1.8 Hitting the opponent's head with the hand

4.1.9 Butting or attacking with the knee

4.1.10 Attacking the fallen opponent

4.1.11 Following Misconducts of contestant or coach

a) Not complying with the referee's command or decision

b) Inappropriate protesting behavior to officials' decisions

c) Inappropriate attempts to disturb or influence the outcome of the match

d) Provoking or insulting the opposing contestant or coach

e) Unaccredited doctor/physicians or other team officials found to be seated in the doctors position

f) Any other severe misconduct or unsportsmanlike conduct from a contestant or coach

4.2 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 coach's behavior and determine whether a sanction is appropriate

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

6 When a contestant receives ten (10) "Gam-jeom", the referee shall declare the contestant loser by referee's punitive declaration (PUN).