

# WT Rule Changes

effective from 01 June 2022

Competition Rules & Interpretation  
Updated May 2022

Version 2.0



# Impact of Tokyo Olympic Games



## Observations and reasons for change:

- 10-15 kal-yeos per round equating to around 90 seconds delay per match
- Too much passivity and clinching to avoid play
- Too much front leg fencing
- Games not running to schedule due to golden round
- Many matches lacked serious technical exchange in final seconds of final round

**Aim of the new rules is to make the game more engaging and exciting, with fewer interruptions**

# Cadet Categories

- ▶ Moving away from traditional weight categories
- ▶ Height range categories with a maximum weight
- ▶ BT Event hosts may chose whether to use heights or traditional weights

Proposal		
Article 5. Weight category		
5.1 Cadet Height categories are classified as follow.		
Men's division	MAX. Weight	BMI (WHO)
<u>1,48cm &amp; Under</u>	<u>45kg</u>	<u>20,54</u>
<u>1,49 cm – 1,52 cm</u>	<u>48kg</u>	<u>20,78</u>
<u>1,53 cm – 1,56 cm</u>	<u>51kg</u>	<u>20,96</u>
<u>1,57 cm – 1,60 cm</u>	<u>53kg</u>	<u>20,70</u>
<u>1,61 cm – 1,64 cm</u>	<u>56kg</u>	<u>20,82</u>
<u>1,65 cm – 1,68 cm</u>	<u>59kg</u>	<u>20,90</u>
<u>1,69 cm – 1,72 cm</u>	<u>61kg</u>	<u>20,62</u>
<u>1,73 cm – 1,76 cm</u>	<u>64kg</u>	<u>20,66</u>
<u>1,77 cm – 1,80 cm</u>	<u>67kg</u>	<u>20,68</u>
<u>1,81 cm &amp; Over</u>	<u>80kg</u>	
Women's division	MAX. Weight	BMI (WHO)
<u>1,44cm &amp; Under</u>	<u>43kg</u>	<u>20,74</u>
<u>1,45 cm – 1,48 cm</u>	<u>45kg</u>	<u>20,54</u>
<u>1,49 cm – 1,52 cm</u>	<u>48kg</u>	<u>20,78</u>
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<u>1,77 cm &amp; Over</u>	<u>75kg</u>	

## SAGIRKAYA METHOD CADET HEIGHT CATEGORIES

HEIGHT

Under 164cm



WEIGHT

45kg ✓

50kg ✓

56kg ✓

63kg ✗

THIS IS AN EXAMPLE: UNDER 164cm HEIGHT CATEGORY (161, 162, 163, 164cm), MAX. weight should not exceed 56kg.

## SAGIRKAYA METHOD CADET HEIGHT CATEGORIES

Men's division			Women's division		
Cadet contestant's height		MAX. Weight	Cadet contestant's height		MAX. Weight
Under 148cm	Over 144cm & not exceeding 148cm	45kg	Under 144cm	Not exceeding 144cm	43kg
Under 152cm	Over 148cm & not exceeding 152cm	48kg	Under 148cm	Over 144cm & not exceeding 148cm	45kg
Under 156cm	Over 152cm & not exceeding 156cm	51kg	Under 152cm	Over 148cm & not exceeding 152cm	48kg
Under 160cm	Over 156cm & not exceeding 160cm	53kg	Under 156cm	Over 152cm & not exceeding 156cm	51kg
Under 164cm	Over 160cm & not exceeding 164cm	56kg	Under 160cm	Over 156cm & not exceeding 160cm	53kg
Under 168 cm	Over 164cm & not exceeding 168cm	59kg	Under 164cm	Over 160cm & not exceeding 164cm	56kg
Under 172cm	Over 168cm & not exceeding 172cm	61kg	Under 168 cm	Over 164cm & not exceeding 168cm	59kg
Under 176cm	Over 172cm & not exceeding 176cm	64kg	Under 172cm	Over 168cm & not exceeding 172cm	61kg
Under 180cm	Over 176cm & not exceeding 180cm	67kg	Under 176cm	Over 172cm & not exceeding 176cm	64kg
Over 180cm	Over 180cm	80kg	Over 176cm	Over 176cm	75kg

### IMPORTANT

- Athlete weight should not exceed "MAX." weight
- No minimum weight limit for an athlete to enter in any height category

# Round Times and Format

- ▶ “Best of 3 rounds”
- ▶ The first competitor to win 2 rounds will be declared the winner
- ▶ Every round **must** have a winner – no tied rounds
- ▶ Referee will declare winner at the end of each round
- ▶ Each round begins at 0-0
- ▶ Gam-jeoms are not carried over from previous round
- ▶ There is no longer a Golden Round – 4<sup>th</sup> round



# Winning a round

You can win a round by:

- ▶ Having more points at the end of the round
- ▶ Achieving a 12 point gap at any point in the round
  - ▶ WT: 12 point gap does not come into play in senior semi-finals and finals
  - ▶ BT: 12 point gap across all matches and categories (at Chief Referee's discretion)

If you receive 5 Gam-jeoms in a round you will automatically lose that round. The round score will be recorded as it is at the time of the 5<sup>th</sup> gam-jeom.





# Winning a round - Scenario



Both players are on 4 gam-jeoms  
and both commit a 5<sup>th</sup> offence

Example: blue falls and red  
crosses boundary line

Centre Referee must use their  
judgement to decide which  
happened first and give gam-  
jeom to that player

Coaches may appeal with IVR if  
they have a quota

## Winning a round – Tied Score

- ▶ If the score is a draw then the winner of that round will be decided by the first criteria met from the following:
  - ▶ Total points scored by spinning kicks
  - ▶ Higher point value techniques (3/2/1/GJ)
  - ▶ Registered hits by PSS
  - ▶ Superiority - Woo se Kirok





# Winning a round – Superiority

If the first 3 criteria are tied and the scoring system cannot automatically declare the winner the Referee will announce; Woo Se Kirok

- ▶ 2 Judge system - Judges plus CR decide winner
- ▶ 3 Judge system - Judges ONLY (no CR) decide winner

Decision based on:

1. Aggressive match management
2. Greater number of techniques
3. More advanced Techniques
4. Better competition manner



# Instant Video Replay - IVR

- ▶ Coaches can now ask for **any head kick** which has not registered on PSS
  - ▶ Includes kicks to the face
  - ▶ Anything from above the chin
  - ▶ RJ will only check that there was contact from foot to scoring area - level of impact or other factors irrelevant
  - ▶ Coaches can ask for head shot if referee counts but doesn't play their own card - card will always be returned in this case

REMEMBER: Neck is not a scoring area (but is permitted)

- ▶ Corner judges can now request for IVR (via CR)
  - ▶ To request additional/removal of technical points
  - ▶ Provided coach has lost their IVR quota
  - ▶ CANNOT ask for head kicks

# Spinning Kicks

- ▶ Turning kick means “turning motion” - so covers:
  - ▶ 360 to body / head - spinning
  - ▶ Back kick
  - ▶ Reverse turning kick
- ▶ For a kick to qualify as a “back kick” or “reverse turning kick” the shoulders and head need to rotate along with the legs



# Closing down / Clinching

- ▶ When competitors clinch the referee will immediately command “fight”
- ▶ Players then have 3 seconds to separate themselves
- ▶ After 3 seconds (if still in clinch) Referee will give gam-jeom to one or both players for:
  - ▶ Grabbing/holding (arms past opponent’s body)
  - ▶ The more passive player



# Clinching – Animal Kicks

- ▶ When in the clinch (body to body) you cannot kick to the body or back of the head with the side or bottom of the foot
  - ▶ NO ANIMAL KICKS (monkey, scorpion, fish) to body or head
  - ▶ Crescent kicks to the side of the head ARE allowed
- ▶ You will receive a GJ if you are in clinch and throw any of these kicks with contact



# Prohibited Acts - Avoiding

Gam-jeom for:

- ▶ Moving 3 paces backwards and/or sideways without technical engagement with the opponent
- ▶ 1 step or shift = 1 pace irrespective of distance travelled.
  - ▶ Being kicked does not count as technical engagement
  - ▶ Being pushed backwards does not count as “paces backwards” nor is it avoiding the match
  - ▶ Closing down does count as engagement, but only if moving forward



# Prohibited Acts – Between rounds

Gam-jeom offence occurs:

- Within 5 seconds of completion of round - goes on previous round's score
- After 5 seconds - goes on next round score



# Prohibited Acts – Falling Down

Gam-jeom for:

- ▶ Any part of the body other than the sole of the foot touching the floor – no change

No gam-jeom if:

- ▶ Player falls following a **scoring** spinning technique
- ▶ No score = gam-jeom



# Prohibited Acts - Pushing

Gam-jeom given for:

- ▶ Pushing the opponent in a way that prevents opponent kicking motion or any normal execution of attacking movement - no change.
- ▶ Pushing the opponent over the boundary line - no change.
- ▶ Continuous pushing with prolonged or continuous contact - NEW

Pushing should be used to gain space to attack/separate from clinch - not to push someone around ring

Quick impact



# Prohibited Acts – Lifting the Leg

Gam-jeom for:

- ▶ Lift the leg to block - no change
- ▶ Kicking the opponent's leg to impede opponents attack - no change
- ▶ Kick was aiming below the waist - no change
- ▶ 3 or more kicks without putting the foot down (max. 2 allowed) regardless of movement forwards
- ▶ Holding leg in the air for 3 or more seconds





# Random Weigh-In

The number of athletes being tested at random weigh in will increase to up to 20% of all athletes in a weight category, depending on how many are in the group.

Athletes:	Tested:
Below 4	None
4-8	2
9-16	4
17-32	8
Over 32	20% of total





# QUESTIONS