



USA Taekwondo Kyorugi Interpretation Updates

June 2025, Fujairah Cadet Worlds, Charlotte Grand Prix, & USATKD Nationals

This document outlines the Kyorugi rule interpretation updates as of June 2025, which are effective for all USATKD events beginning in July 2025.

Mouthguard Color

All **USATKD** events now match **World Taekwondo** standards and require all mouthguards to be **white or clear** only. Athletes with any mouthguard color other than white or clear will **not** be allowed to compete.

Corner Judges

Corner Judges reminding Referee

During a very close match, if the Referee misses a very clear Gam-jeom for **Falling** or **Crossing the Boundary Line**, the Corner Judges may request a meeting to remind the Referee about the Gam-jeom. This should only be reserved for cases where it is **extremely clear** and may **impact the outcome of the match**.

Corner Judges reminding Review Jury

When there is a very clear technical error by the Review Jury, such as a player misidentification, the Corner Judges may call a meeting and insist on a re-review of the error. This is only for a **clear misidentification** or other **technical error**.

Example: Review Jury awards 5 points to Chung instead of Hong during dual-coach request.

Referee blackout

If the Referee completely blacks out (i.e. mental fog) they may call a meeting and the Corner Judges may be able to help. This is only in cases of **complete blackout**, and should **not** be used in times of **uncertainty**.

Punch misidentification

When a **single** Corner Judge presses the punch button for **both** Chung and Hong at the same time, it may appear as a punch misidentification error, and the coach may request for **punch misidentification**.

In this case, the Corner Judge should call a meeting to resolve the issue before the coach can request a meeting. If the Corner Judge fails to call a meeting, the Referee should tell the coach that they will call a meeting. The Referee should then call a meeting and resolve the issue with the Corner Judges.



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No time, no points, no Gam-jeoms

When no time is running on the clock, no points can be scored, **and no prohibited actions can result in a Gam-jeom** except for **Attack after Kalyeo** and **Misconduct**. The primary purpose of this change is to mitigate penalties when a timekeeper error occurs.

Mouthguard for Cadet & Para

Cadet and Para athletes wearing a face shield are no longer required to wear a mouthguard. It is now optional. Referee does not need to check for a mouthguard each round if the athletes have a face shield.

Injury procedure for Gam-jeoms

When there is an injury caused by a Gam-jeom, **let the doctor finish their procedure completely before issuing a Gam-jeom**. Depending on the Gam-jeom given, the injured athlete may pretend to have more pain in order to win the match. For this reason, we will not give the Gam-jeom until after the doctor's decision has been made and the procedure has been completed.

Eliminate Gam-jeom for point gap

During a round that is close to ending in a point gap, when a Review Jury decision may cause a point gap before a Gam-jeom, remove the Gam-jeom to trigger the point gap.

Example:

- Score is **0-9**
- **Hong** does a head kick (no score) and falls (**0-9**)
- Referee gives **Hong** Gam-jeom for falling (**1-9**)
- **Hong** coach requests head kick, which is accepted (**1-12**)
 - Since the **head kick** happened before the **falling**, the score would have been **0-12** before the fall
 - Therefore, the Review Jury should instruct the Referee to remove falling Gam-jeom from **Hong**, which will trigger the point gap (**0-12**)



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Video Replay

Gam-jeom before head kick

When a head kick is requested, the Review Jury should first check if one of the following prohibited actions **preceded** the head kick:

- Crossing the boundary line
- Falling down
- Attack after Kalyeo
- Attack the fallen opponent

If any of the following prohibited actions preceded the head kick, **even if the Gam-jeom was not given by the Referee**, then the Review Jury shall **reject the request**.

Counting with 2 head kicks

When there are 2 head kicks with no score preceding an 8-count, there are 2 cases:

1. **Both head kicks are strong** - in this case, the Referee may request both head kicks by pulling the corresponding card, then going up to the head table to request for 2 head kicks.
2. **Only one kick is strong** - in this case, if the coach is standing, get their card first. Then, play both your card (for the **strong** kick) and the coach's card (for the **light** kick).

If the Referee **forgets** to get the coach's card before pulling their own card, the coach must **stay standing** throughout the whole request.

Gam-jeom before technical points

When technical points are requested, the Review Jury should check if one of the following prohibited actions **preceded** the turning kick:

- Crossing the boundary line
- Falling down
- Attack after Kalyeo
- Attack the fallen opponent

If any of the following prohibited actions preceded the turning kick, **even if the Gam-jeom was not given by the Referee**, then the Review Jury shall **reject the request** and instruct the Referee to **remove the base points that scored**.

Coach request for no grabbing Gam-jeom

When a coach requests for no Gam-jeom for grabbing, the Referee must specify which type of grabbing Gam-jeom they gave to the Review Jury:

- Monkey kick
- Monkey kick to the back of the head
- Fish kick
- Grabbing the opponent