



World Taekwondo Kyorugi Interpretation Updates

March 2025, Belgium IR Refresher Course

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

Punches

To score a valid punch, judges must see a straight punching technique using the knuckle part of a tightly clenched fist from the rear arm. **A punch from the front arm will not score.**

Attack after Kal-yeo

Attack after Kal-yeo shall include:

- When the Referee declares Kal-yeo (arm fully extended), then the attacking foot leaves the mat
- When the Referee declares Kal-yeo, then an attacking fist starts from the original position
- When the contestant's leg is already in the air and the Referee declares Kal-yeo, then the attacking leg begins another action

No Gam-jeom will be declared if the attack begins before or at the same time as Kal-yeo.

Misconduct

The players need to stay engaged until the end of the round. In the last 2-3 seconds, if the players are not engaged, the Referee will call "Gong-gyeok." If the players ignore the Referee's command, a Gam-jeom for Misconduct will be given.

If the rest time between rounds reaches 00:00 and a player has not left their chair, the Referee will give a Gam-jeom for Misconduct. Referees will enter the ring with 00:15 remaining rest time, call Chung/Hong at 00:10, and aim to start the match at 00:00. Referee can issue the Gam-jeom before starting the new round.

Coaches should not interfere with Referee/Judges decisions. If coaches interfere, the procedure is as follows:

- **1st time** - Referee will declare Kal-yeo and give the hand signal to sit down
- **2nd time** - Referee will give the coach's player a Gam-jeom for Misconduct
- **3rd time** - Referee will issue the Yellow Card

This procedure resets each round. If two Yellow Cards are issued in a match, the player will be disqualified.



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Video Replay

Requesting 2 actions

Coaches can request 2 actions within 5 seconds, even if they are not connected, if the requests include:

- Head kick(s) not scored
- Removal of Gam-jeoms given to own player
- The following Gam-jeoms for the opposing player:
 - Crossing the boundary line
 - Falling down
 - Attack after Kalyeo
 - Attack the fallen opponent

Requesting 2 actions example

Chung kicks to Hong's head and points are not scored by PSS. At the same time, Hong crosses the boundary line. Chung coach can request IVR for the head kick and a GJ for Hong.

Requesting 2 actions limitations

- Coaches cannot request 2 Gam-jeoms unless the 2nd Gam-jeom is Attack after Kalyeo
- Coaches cannot request more than 2 head kicks total
- In the case of a request for double IVR, if both requests are accepted, the coach will get their quota back. If one request is accepted and the second is rejected, the points/Gam-jeoms will be given for the accepted request but the second will be rejected and the coach will lose their quota.

Prohibited Act Preceding Head Kick

If an IVR request for a head kick is made, and during the video replay the Review Jury sees a clear prohibited act prior to the requested kick related to:

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

The Review Jury will advise the Referee to reject the request, pocket the card, and declare the necessary Gam-jeom.

Camera Issues

In the following cases, a coach's request will be declined but the **card is returned**:

- The cameras do not record due to a malfunction
- All cameras are **completely blocked** by the Referee or an athlete

Boundary Line Repositioning

There are 3 instances when the Referee will position the players near the boundary line:

- After issuing a Gam-jeom for Crossing the Boundary Line
- After issuing a Gam-jeom for Avoiding that occurred near the boundary line
- After an IVR request if the players were near the boundary line prior to the request, or if the positioning makes a strategic impact