



USA Taekwondo April 2026 Rules Update

World Taekwondo General Assembly in Tashkent, Uzbekistan

This document outlines changes to the Kyorugi rules as ratified at the World Taekwondo General Assembly held in Tashkent, Uzbekistan on April 10, 2026. These rules will be implemented by World Taekwondo starting in June. USA Taekwondo will implement them as of the American Open East, starting May 29, 2026.

Rule Updates

Double Points for Passivity

In the last 10 seconds of any round, if an athlete is given a Gam-jeom for passive behavior (see below) that Gam-jeom will award **2 points** to the opposing player. It will only count as 1 Gam-jeom. Penalties that will be considered passive behavior include:

- Crossing the boundary line
- Falling down
- Avoiding the match (running away or avoiding engagement)
- Rejection of a Technical Card request (see below)

Point Gap

The point gap required to end a round has been raised from 12 points to **15 points**. This reflects the scoring value adjustment, as spinning head kicks increased from 5 to 6 points, necessitating the point gap adjustment to maintain competitive balance.

Definition of Crossing the Boundary Line

A Gam-jeom will now be given if **any part** of the foot crosses the boundary line, not necessarily the whole foot. This adjustment ensures consistent referee decisions and prevents athletes from exploiting ambiguous boundary situations during competition.

Redefining the Winner Declaration

At the end of the match, the referee will return the athletes to the center of the ring with the command of “Chung, Hong,” then command “Cha-ryeot” (attention) and “Kyeong-rye” (bow) before announcing the winner of the match. Players can choose whether or not to remove their helmets for the bow.

The purpose is to highlight the Taekwondo philosophy of “beginning and ending with respect.” It encourages good sportsmanship, showing mutual respect between contestants, regardless of the outcome.



Technical Card System

Coaches now have 2 cards: the **challenge card** (blue/red) and the **technical card** (green).

The **challenge card** is used for referee mistakes: technical points, punch misidentification, invalidation of Gam-jeom, Gam-jeom to the opponent, etc.

The **technical card** is used for the following technical issues:

- Time issues
- Phantom points
- Scoreboard entry
- PSS Test (any round)

The purpose is to allow coaches to immediately resolve technical issues which are not related to referee judgment calls. The challenge card (blue/red) is lost if an IVR request is rejected, as before. The technical card (green) will always be retained by the coach, regardless of the review's outcome.

If the review jury confirms there is no fault (the request is rejected), the requesting coach's athlete will receive a **Gam-jeom for Misconduct**. In the last 10 seconds of a round, that Gam-jeom will result in **2 points** awarded to the opponent.