

Amendment Proposal to the Virtual Taekwondo Rules and Regulations

(Effective as of 30 May, 2025)

Original Article	Proposed Amendments	Reason for Change
<p>Article 2.1 Categories and Qualifications</p> <p>The categories of the Championships shall consist of the following:</p> <p><u>Individual Competition</u></p> <ul style="list-style-type: none"> Junior Mixed Category (All male and female athletes aged between 13 and 15 years old) Young Adult Individual Male Category (All male athletes between 16 and 35 years old) Young Adult Individual Female Category (All female athletes between 16 and 35 years old) Young Adult Mixed Category (All male and female athletes between 16 and 35 years old) Adult Mixed Category (All male and female athletes 36 years old and above) <p>2.1.1 Age Limits</p> <p>The minimum and maximum age limits of the athletes are based on the year and not on the date of birth. For example, if the Championships is held on November 16, 2024, athletes born between January 1, 1989 and December 31, 2011 are eligible to participate in the Young Adult Individual and Young Adult Mixed categories. For</p>	<p>Article 2.1 Categories and Qualifications</p> <p>The categories of the Championships shall consist of the following:</p> <p><u>Individual Competition</u></p> <ul style="list-style-type: none"> Junior Mixed <u>U-14</u> Category (All male and female athletes aged between 13 and 15 <u>14</u> years old) Young Adult Individual Male <u>U-35</u> Male Category (All male athletes between 16 <u>15</u> and 35 years old) Young Adult Individual Female <u>U-35</u> Female Category (All female athletes between 16 <u>15</u> and 35 years old) Young Adult Mixed <u>U-35</u> Category (All male and female athletes between 16 <u>15</u> and 35 years old) Adult Mixed Category <u>Over 35</u> Category (All male and female athletes 36 years old and above) <p>2.1.1 Age Limits</p> <p>The minimum and maximum age limits of the athletes are based on the year and not on the date of birth. For example, if the Championships is held on November 16, 2024, athletes born between January 1, 1989 <u>1990</u> and December 31, 2011 <u>2010</u> are eligible to participate in the Young Adult Individual and Young Adult Mixed <u>U-35</u> categories.</p>	<p>In line with other disciplines' age category</p>

<p>the Adult Mixed category, athletes born before January 1, 1989 are eligible to participate.</p> <p>2.1.3 Quota</p> <p>Each MNA, including the Host Country, can register a maximum of 12 athletes for the Championships, i.e. two (2) athletes per individual category and four (4) athletes per mixed category. Five (5) athletes for the team competition should be selected among those who participated in the individual competitions. The final quota for the World Championships will be determined in the Event Outline.</p> <p>As an example, to achieve the maximum participation numbers, a MNA can have two (2) athletes in the Young Adult Individual Male Category and two (2) athletes in the Young Adult Individual Female Category who will all then compete in the Young Adult Mixed Category, and two (2) male and two (2) female athletes in the Junior Mixed Category and two (2) male and two (2) female athletes in the Adult Mixed Category.</p> <p>It is the responsibility of each MNA to organise its own national qualification criteria in order to select the athletes who will participate in the Championships.</p> <p>The WT, at its discretion, can invite two (2) male and two (2) female athletes with refugee statuses to participate in the Championships. The Refugee Team does not represent any MNA and will compete under the WT flag. The WT anthem will be played in the case of march-in and/or medal ceremony.</p>	<p>For the Adult Mixed <u>Over 35</u> category, athletes born before January 1, 1989 <u>1990</u> are eligible to participate.</p> <p>2.1.3 Quota</p> <p>Each MNA, including the Host Country, can register a maximum of 12 athletes for the Championships, i.e. two (2) athletes per individual category and four (4) athletes per mixed category. Five (5) athletes for the team competition should be selected among those who participated in the individual competitions. The final quota for the World Championships <u>all WT promoted virtual taekwondo events</u> will be determined in the Event Outline.</p> <p>As an example, to achieve the maximum participation numbers, a MNA can have two (2) athletes in the Young Adult Individual Male Category and two (2) athletes in the Young Adult Individual Female Category who will all then compete in the Young Adult Mixed Category, and two (2) male and two (2) female athletes in the Junior Mixed Category and two (2) male and two (2) female athletes in the Adult Mixed Category.</p> <p>It is the responsibility of each MNA to organise its own national qualification criteria in order to select the athletes who will participate in the Championships.</p> <p>The WT, at its discretion, can invite two (2) male and two (2) female athletes with refugee statuses to participate in the <u>WT promoted virtual taekwondo events</u> Championships. The Refugee Team does not represent any MNA and will compete under the WT flag. The WT anthem will</p>	
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<p>2.2.2 Uniform</p> <p>The WT will announce if athletes need to wear WT-approved competition uniforms in the Event Outline. In case street wear is allowed, they should not display inappropriate designs or messages. Prior to every match, there will be an inspection by the Referee on the clothing and any clothing that is deemed inappropriate will need to be changed by the athlete, at no cost to the WT and the Organising Committee. The hijab is allowed to be worn.</p>	<p>be played in the case of march-in and/or medal ceremony.</p> <p>2.2.2 Uniform</p> <p>The WT will announce if athletes need to wear WT-approved Virtual Taekwondo competition uniforms in the Event Outline. In case street wear is allowed, they should not display inappropriate designs or messages. Prior to every match, there will be an inspection by the Referee on the clothing and any clothing that is deemed inappropriate will need to be changed by the athlete, at no cost to the WT and the Organising Committee. The hijab is allowed to be worn.</p>									
<p>Article 2.3 Officials</p> <p>The number of officials recommended for each court are as follows: Total number of officials: 4 Positions:</p> <ul style="list-style-type: none">• 1 x Referee• 1 x Game Master• 2 x Judges <p>Technical Officials</p> <table><tr><th>Position</th><th>Roles and responsibilities</th></tr><tr><td>Technical Delegate (TD)</td><td>One (1) Technical Delegate (TD) shall be appointed by the WT President. The TD is the ultimate decision maker for any technical matters that arise during the competitions. The TD: - Oversees the</td></tr></table>	Position	Roles and responsibilities	Technical Delegate (TD)	One (1) Technical Delegate (TD) shall be appointed by the WT President. The TD is the ultimate decision maker for any technical matters that arise during the competitions. The TD: - Oversees the	<p>Article 2.3 Officials</p> <p>The number of officials recommended for each court are as follows: Total number of officials: 4 Positions:</p> <ul style="list-style-type: none">• 1 x Referee• 1 x Game Master• 2 x Judges Technical Operators <p>Technical Officials</p> <table><tr><th>Position</th><th>Roles and responsibilities</th></tr><tr><td>Technical Delegate (TD)</td><td>One (1) Technical Delegate (TD) shall be appointed by the WT President. The TD is the ultimate decision maker for any technical matters that arise during the competitions. The TD: - Oversees the</td></tr></table>	Position	Roles and responsibilities	Technical Delegate (TD)	One (1) Technical Delegate (TD) shall be appointed by the WT President. The TD is the ultimate decision maker for any technical matters that arise during the competitions. The TD: - Oversees the	
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	<p>implementation of the Rules and Regulations;</p> <ul style="list-style-type: none"> - Presides over the Head of Team meeting and drawing of lots session; - Approves the competition results before they are officialized; - Makes final decisions related to the Field of Play (FOP) and competitions; - Make final decisions on any matters pertaining to competitions not described in the Rules. 		<p>implementation of the Rules and Regulations;</p> <ul style="list-style-type: none"> - Presides over the Head of Team meeting and drawing of lots session; - Approves the competition results before they are officialized; - Makes final decisions related to the Field of Play (FOP) and competitions; - Make final decisions on any matters pertaining to competitions not described in the Rules. 	
Referee Chairman (RC)	<p>One (1) Referee Chairman shall be appointed by the WT President.</p> <p>The RC:</p> <ul style="list-style-type: none"> - Presides over the referee meeting and training at VTKD events; - Assigns the Referees, Game Masters, Judges and inspection officers. 	Referee Chairman (RC)	<p>One (1) Referee Chairman shall be appointed by the WT President.</p> <p>The RC:</p> <ul style="list-style-type: none"> - Presides over the referee meeting and training at VTKD events; - Assigns the Referees, Game Masters, Judges and inspection officers. 	
Official Medical Doctor (OMD)	<p>The OC shall appoint an OMD for the Championships and ensure:</p> <ul style="list-style-type: none"> - OMD must have competence in emergency and trauma medicine; - OMD must be under the administrative control of the WT Medical Committee Chairman; - OMD must practice 	Official Medical Doctor (OMD)	<p>The OC shall appoint an OMD for the Championships and ensure:</p> <ul style="list-style-type: none"> - OMD must have competence in emergency and trauma medicine; - OMD must be under the administrative control of the WT Medical Committee Chairman; - OMD must practice 	

	<p>medicine in accordance with the principles of good conduct;</p> <ul style="list-style-type: none"> - At least one (1) Medical Doctor, one (1) registered nurse and two (2) paramedics should stand by at the venue at least for the whole period of the Championships. <p>The Referee may ask the OMD if an athlete is medically cleared to continue the fight.</p> <p>The OMD administers care to the athletes and manages emergency situations and the evacuation of the injured to the hospital.</p> <p>At the end of each competition day, the OMD reports to the WT the injuries suffered by the competitors and cares given to them.</p>		<p>medicine in accordance with the principles of good conduct;</p> <ul style="list-style-type: none"> - At least one (1) Medical Doctor, one (1) registered nurse and two (2) paramedics should stand by at the venue at least for the whole period of the Championships. <p>The Referee may ask the OMD if an athlete is medically cleared to continue the fight.</p> <p>The OMD administers care to the athletes and manages emergency situations and the evacuation of the injured to the hospital.</p> <p>At the end of each competition day, the OMD reports to the WT the injuries suffered by the competitors and cares given to them.</p>	
Game Operations Manager	One (1) representative from Official Technology Provider shall be appointed by the TD as the Game Operations Manager for each event. For the World Championships, this position will be appointed by the WT President.	Game Operations Manager	One (1) representative from Official Technology Provider shall be appointed by the TD as the Game Operations Manager for each event. For the World Championships, this position will be appointed by the WT President.	

Competition Officials		Competition Officials		
Position	Roles and responsibilities	Position	Roles and responsibilities	
Referee	<p>The Referee:</p> <ul style="list-style-type: none"> i. Works closely with the GM and Judge(s) to preside over the match; ii. Enforces the rules on the FOP, including issuing of penalties to players for prohibited acts and unsportsmanlike conduct; iii. In charge of stopping and resuming the fight when any intervention is needed; iv. Ensure the safety of athletes in the FOP; v. Declare the winner of the match. 	Referee	<p>The Referee:</p> <ul style="list-style-type: none"> i. <u>Inspects that motion tracking accessories are worn according to the equipment standards before entering the FOP;</u> ii. Works closely with the GM and Judge(s) to oversee <u>preside</u> over the match; iii. Enforces the rules on the FOP, including issuing of penalties <u>warnings</u> to players <u>and disqualifying them</u> for prohibited acts and unsportsmanlike conduct; iv. In charge of stopping and resuming the fight when any intervention is needed; v. Ensure the safety of athletes in the FOP; <u>Ensures that the GM and TO's maintain fairness and impartiality when running the match;</u> vi. <u>Responsible for managing any disruptions during the match, including determining the cause of disconnections and deciding how to resume the match based on the game state;</u> vii. <u>Consults with the GM and TO's as needed to resolve disputes and review</u> 	

			<p>decisions:</p> <p>viii. Declare the winner of the match.</p> <p>In addition, one (1) male and one (1) female Referee will be assigned to the back of house for inspection duties.</p>	
Game Master (GM)	<p>The GM:</p> <ul style="list-style-type: none"> i. Works closely with the Referee to control gameplay; ii. Creates the room and starts the game for each match; iii. Ensure that the correct players have joined the room and in the right sequence – blue always joins first; iv. Ensure that players are properly calibrated before starting the match and in between rounds. Game Master can see the movements of both players avatars; v. Triggers the in-game ‘Referee Timeout’ when the referee declares “kal-yeo”; vi. Assists the Referee in monitoring the movement of players in the game. 	Game Master (GM)	<p>The GM:</p> <ul style="list-style-type: none"> i. Works closely with the Referee to control gameplay oversee the match; ii. Creates the room and starts the game for each match; iii. Ensure that the correct players have joined the room and in the right sequence—blue always joins first are in the correct position in the virtual environment; iv. Ensure that players are properly calibrated before starting the match and in between rounds. Game Master can see the movements of both players avatars; v. Triggers the in-game ‘Referee Timeout’ when the referee declares “kal-yeo”; vi. Assists the Referee in monitoring the movement of players in the game. vii. Request for a Referee Timeout (in-game 	

			<p>command of “kal-yeo”) when technical issues are observed, such as unnatural movement or glitches, to address the problem and ensure a fair match</p> <p>viii. Monitors the movement of players throughout the game, ensuring the match proceeds fairly and without the need for referee intervention unless required.</p>	
Judges	Judges: <ul style="list-style-type: none">i. Inspect that nodes and VR headsets are worn according to the equipment standards before entering the FOP;ii. Handle the athletes’ equipment before and during the match;iii. Set in game athlete boundary (if not done before the event);iv. Assist with calibration and equipment adjustments before the start of the match and when needed;v. Assist the Referee in monitoring prohibited acts performed by players such as pressing the “power” button on the VR headset. The judge shall raise his/her hand if any of these acts are observed;	<p>Judges Technicians (TO)</p> <p>Judges TO's:</p> <ul style="list-style-type: none">i. Inspect that nodes and VR headsets are worn according to the equipment standards before entering the FOP;ii. Handle the athletes’ equipment before and during the match;iii. Set in game athlete boundary (if not done before the event);iv. Assist with calibration and equipment adjustments before the start of the match and when needed;v. Assist the Referee in monitoring prohibited acts performed by players such as pressing the “power” button on the VR headset. The judge shall raise		

<div> <div></div> <div> vi. Assist the Referee in monitoring the movement of the athletes' avatar. The judge shall raise his/her hand if any unnatural movement is observed for three (3) seconds; vii. Monitor athletes' equipment and ensure that it is kept in place and functioning properly. The judge shall raise his/her hand if any equipment failure is spotted. </div> </div>	<div> <div></div> <div> <div>his/her hand if any of these acts are observed;</div> vi. Assist the Referee GM in monitoring the movement of the athletes' avatar. The judge TO shall raise his/her hand if any unnatural movement is observed for three (3) seconds; vii. Monitor athletes' equipment and ensure that it is kept in place and functioning properly. The judge TO shall raise his/her hand if any equipment failure is spotted. </div> <div>In addition, one (1) male and one (1) female Judge will be assigned to the back of house for inspection duties.</div> </div>
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<p>AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.</p> <p>The athletes shall face each other and make a standing bow at the Referee’s command of “Charyeot (attention)” and “Kyeong-rye (bow)”. After bowing to each other the athletes will turn to face the spectators. The Referee will take his/her position next to the Game Master and the Judges will put the VR Headset on the athletes and assist them with the Calibration process.</p> <p>On the mat, Judges will guide the athletes to the start point. After all final preparations are done, and the athletes in the proper position, the Technical Support Personnel will leave the mats, and the Referee will start the match.</p>	<p>Once the Game Master gives the signal, the Referee will call for the athletes to be at the start points on their respective mats by calling “Chung, Hong”. Both athletes will enter the FOP with their AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.</p> <p>The athletes shall face each other and make a standing bow at the Referee’s command of “Charyeot (attention)” and “Kyeong-rye (bow)”. After bowing to each other the athletes will turn to face the spectators. The Referee will take his/her position next to the Game Master and the Judges will put the VR Headset on the athletes and assist them with the Calibration process.</p> <p>On the mat, Judges Technical Operator will guide the athletes to the start point. After all final preparations are done, and the athletes in the proper position, the Technical Support Personnel Operators will leave the mats, and the Referee Game Master will start the match</p>	
<p>Article 4.4 Start of and During Competition</p> <p>The Game Master gives the signal and the Referee will call for the athletes to be at the start points on their respective mats by calling “Chung, Hong”. Both athletes will enter the FOP with their AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.</p>	<p>Article 4.4 Start of and During Competition</p> <p>The Game Master gives the signal and the Referee will call for the athletes to be at the start points on their respective mats by calling “Chung, Hong”. Both athletes will enter the FOP with their AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.</p>	

<p>The athletes shall face each other and make a standing bow at the Referee's command of "Charyeot (attention)" and "Kyeong-rye (bow)". After bowing to each other the athletes will turn to face the spectators. The Referee will take his/her position next to the Game Master and the Judges will put the VR Headset on the athletes and assist them with the Calibration process. Once the Referee signals that both players are properly calibrated, the Judges leave the mat.</p> <p>The Game Master shall start the match, and the athletes will follow the in-game commands of "Joon-bi (ready)" and "Shi-jak (start)". Each round shall begin with the declaration of "Shi-jak (start)" when the Game Master triggers the start of the next round.</p> <p>Whenever there is a break or timeout either due to technical issues or at the discretion of the Referee, the Referee shall declare "Kal-yeo (break)" and the match will be stopped immediately. The match can only resume when the referee gives the command of "Kye-sok (continue)".</p> <p>After the end of each round, the Referee shall give the command of "Keu-man (stop)" and the athletes will return to their respective start points. The Referee shall declare the winner by raising his/her arm of winning side. In the meantime, the Judges will go up to the mat and take off the VR Headsets from athletes. The Judges will stand the athletes' start points holding the VR Headsets during the break.</p>	<p>The athletes shall face each other and make a standing bow at the Referee's command of "Charyeot (attention)" and "Kyeong-rye (bow)". After bowing to each other the athletes will turn to face the spectators. The Referee will take his/her position next to the Game Master and the Judges Technical Operator will put the motion trackers and VR Headset on the athletes and assist them with the Calibration process. Once the Referee signals that both players are properly calibrated, the Judges Technical Operators leave the mat.</p> <p>The Game Master shall start the match, and the athletes will follow the in-game commands of "Joon-bi (ready)" and "Shi-jak (start)". Each round shall begin with the declaration of "Shi-jak (start)" when the Game Master triggers the start of the next round.</p> <p>Whenever there is a break or timeout either due to technical issues or at the discretion of the Referee, the Referee Game Master shall declare trigger a Timeout which will be followed by the in-game command of "Kal-yeo (break)" and the match will be stopped immediately. The match can only resume when the referee Game Master triggers the resume action which will be followed by the in-game gives the command of "Kye-sok (continue)".</p> <p>After the end of each round, the Referee game shall give the command of "Keu-man (stop)" and the athletes will return to their respective start points. The Referee shall declare the winner by raising his/her arm of winning side. In the meantime, the Judges Technical Operators will go up to the mat and take off the VR Headsets from athletes. The Judges Technical Operators will</p>	
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	stand the athletes' start points remain on the FOP holding the VR Headsets and controllers during the break.	
<p>5.1.1 Draws</p> <p>If both athletes end the round with the same HP, i.e. the same damage was done by both players, the winner of the round will be determined by the game based on the following criteria, in order. If the first criterion cannot determine a winner, the next one will be considered, and so on.</p> <ul style="list-style-type: none"> • Headshots - The athlete with the higher number of headshots is the winner. • Kicks - The athlete with the lower number of kicks is the winner. <p>Last hit - The athlete who delivered the last</p> <p>5.2 Scoring</p> <p>The valid scoring areas or strike zones are the upper torso and the head.</p> <ul style="list-style-type: none"> • Kick: Kicks to the head and body deal damage to the HP on the Health Bar. Successful kicks to the head deal more damage compared to the body; • Punch: Punches do not deal any damage, i.e. athletes can only score by kicking. <p>Damage to the HP on the Health Bar is calculated based on the acceleration of the strike. Different acceleration levels produce different levels of damage – Low, Medium and High. Strikes with insufficient acceleration will not deal any damage.</p>	<p>5.1.1 Draws</p> <p>If both athletes end the round with the same HP, i.e. the same damage was done by both players, the winner of the round will be determined by the game based on the following criteria, in order. If the first criterion cannot determine a winner, the next one will be considered, and so on.</p> <ul style="list-style-type: none"> • Headshots - The athlete with the higher number of headshots is the winner. • Kicks - The athlete with the lower number of <u>kicks is the winner who dealt higher damage per kick, resulting in a lower total number of kicks, is the winner.</u> • Last hit - The athlete who delivered the last <p>5.2 Scoring</p> <p>The valid scoring areas or strike zones are the upper torso <u>above the waist</u> and the head.</p> <ul style="list-style-type: none"> • Kick: Kicks to the head and body deal damage to the HP on the Health Bar. Successful kicks to the head deal more damage compared to the body; • Punch: Punches do not deal any damage, i.e. athletes can only score by kicking. <p>Damage to the HP on the Health Bar is calculated based on the acceleration of the strike. Different acceleration levels produce different levels of damage – Low, Medium and High. Strikes with insufficient acceleration will not deal any damage.</p>	<p>To clarify the revised roles of the Game Master and Referee.</p>
Article 5.5.1 Technical Timeout	Article 5.5.1 Technical Timeout	

<p>The Coach can request a Technical Timeout to check if the equipment is functioning properly. Before the start of the match, the Referee will give each coach a Technical Timeout card, which can only be used once during a match.</p> <p>To call for a Technical Timeout, the Coach will raise the Card to signal the Referee and Game Master shall stop the game after the Referee's declaration of "Kal-yeo (break)". The Judge closest to the Coach will walk over to the Coaches area and collect the card from the Coach</p> <p>During this Technical Timeout, a Judge and the Game Technician will assess if there is a technical issue. If a technical issue is found, the equipment will be swapped, and the match will resume from when the timeout was trigger by the Game Master. If a technical timeout is called during the first 10 seconds of the round, and an issue is found, the Game Master will reset the round to the beginning and the match will resume from there. If a Technical Timeout is called and no issue is found, the player will be penalized with a Gam-jeom.</p>	<p>The Coach can request a Technical Timeout to check if the equipment is functioning properly. Before the start of the match, the Referee will give each coach a Technical Timeout card, which can only be used once during a match. The final decision will be made by the Technical Delegate (TD).</p> <p>To call for a Technical Timeout, the Coach will raise the Card to signal the Referee and Game Master shall stop the game after the Referee's declaration of "Kal-yeo (break)". The Judge Technical Operator closest to the Coach will walk over to the Coaches area and collect the card from the Coach.</p> <p>During this Technical Timeout, a Judge and the Game Technician the technical operator will assess if there is a technical issue. If a technical issue is found, the equipment will be swapped, and the match will resume from when the timeout was triggered by the Game Master. If a technical timeout is called during the first 10 seconds of the round, and an issue is found, the Game Master will reset the round to the beginning and the match will resume from there. If a Technical Timeout is called and no issue is found, the player will be penalized with a Gam-jeom. match will resume from when the timeout was triggered.</p> <p>Each Coach has one technical timeout quota per match.</p>	
<p>Article 5.6 Disconnection Policies</p> <p>[New]</p>	<p>Article 5.6 Disconnection Policies</p> <p>In the event of a disconnection (e.g., player or server crashes, power outage, or network interruption), the Technical Delegate (TD) will</p>	<p>This is a new article to provide measures for assessing disconnections that occur during a match.</p>

	<p><u>determine whether the match can be resumed or if a winner must be declared.</u></p> <p><u>Match Resumption Process:</u></p> <ol style="list-style-type: none"> 1. <u>Recoverable Game State:</u> <u>If the game can resume exactly where it left off, the match will continue from the same point.</u> 2. <u>Unrecoverable Game State:</u> <u>If the game cannot restore the match to its previous state, the following rules apply:</u> <ul style="list-style-type: none"> • <u>If disconnection occurs within the first 20 seconds of a round, the round will be restarted (60 seconds).</u> • <u>If disconnection occurs after 20 seconds, the Referee, in consultation with match operators, will assess the match state (e.g., health difference and time remaining). The leading player may be declared the winner, regardless of the HP margin.</u> 	
<p>Article 6. Prohibited Acts and Penalties</p> <p>Referee shall issue a penalty("Gam-jeom") if an athlete performs a prohibited act. The list of prohibited acts is described in this Article.</p> <p>If the Referee has issued three (3) penalties to the same athlete within a single match, the offending athlete shall be disqualified from the match. The Referee shall then declare the opposing athlete as the winner of the match.</p>	<p>Article 6. Prohibited Acts and Penalties</p> <p>Referee shall issue a penalty("Gam-jeom") <u>warning</u> if an athlete performs a prohibited act. The list of prohibited acts is described in this Article.</p> <p>If After the Referee has issued three (3) penalties to the same athlete within a single match, the offending athlete shall be disqualified from the match <u>one (1) warning, the next offence may result in the athlete to lose the round.</u> The Referee shall then declare the opposing athlete as the winner of the round.</p>	

<p>Article 6.1 Prohibited Acts</p> <p>[Revision to whole article]</p>	<p>Article 6.1 Prohibited Acts</p> <p><u>The following acts shall be classified as prohibited acts and may result in immediate disqualification as determined by the Referee.</u></p> <ul style="list-style-type: none"> i. <u>Inappropriate attempts to disturb or influence the outcome of the match, including a clear and obvious intent to trigger inputs on the PC, VR headset, VR headset controllers and/or motion trackers.</u> ii. <u>Intentionally damaging and/or making modifications to the PC, VR headset and motion trackers, or other competition-related equipment. This includes acts such as –</u> <ul style="list-style-type: none"> • <u>Dropping the VR headset or VR headset controllers;</u> • <u>Removing the power cable from the PC.</u> • <u>Dislodging the motion tracking receiver from the VR headset.</u> iii. <u>Intentionally leaving the designated play area, defined by the FOP and on the VR headset.</u> <ul style="list-style-type: none"> • <u>The play area is drawn at least one (1) mat or one 1m from the perimeter of the colored (red or blue) mat area on the FOP.</u> iv. <u>Physically hitting and/or injuring the opponent;</u> v. <u>Unsportsmanlike behavior, including but not limited to not complying with the referee's command or decision, inappropriate protesting against the</u> 	<p>The whole article on Prohibited Acts was re-written to remove the cumulative penalty system for prohibited acts.</p>

	<p><u>results or Referee's decisions, or provoking or insulting the opposing contestant or coach.</u></p> <p>vi. <u>Refusing the Referee's command to complete the ending procedures of the match, including not participating in the declaration of the winner.</u></p> <p>vii. <u>Throwing belongings onto the mat as an expression of dissatisfaction with the result.</u></p> <p>viii. <u>Provoking or getting into altercations with spectators.</u></p> <p>ix. <u>Damaging public and private property.</u></p> <p>x. <u>Any attempt to bribe competition officials.</u></p> <p>xi. <u>Other actions not listed above but are considered as prohibited by the Technical Delegate and/or match officials.</u></p>	
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