



## Official Rules & Regulations

### <Professional League>

July 1, 2025

*The rules and regulations of Kombat Taekwondo are subject to periodic updates and modifications. As the organization evolves, these changes may be implemented without prior notification.*

Kombat Taekwondo is a distinctive combat sport administered by Kombat Taekwondo organization. The term "Taekwondo" denotes a Korean form of unarmed combat involving the use of traditional techniques of kicking and punching, as determined by the regulations set forth in the rules and those specified by the Kombat Taekwondo Event Commission presiding over the competition.

### **1. Qualification of Contestant**

- A. Taekwondo black belt in any style.
- B. Minimum age of 18 years old.
- C. Must provide valid health evaluation by registered doctor.

### **2. Competition Area**

The Kombat Taekwondo matches are held in a 8x8 fighting cage that is specially designed for the Kombat Taekwondo. The fighting area may be altered to meet the requirements and/or specifications set by the Kombat Taekwondo Event Commission in charge of the competition.

### **3. Equipment**

The Organizer is responsible for providing the supplies instructed by the Kombat Taekwondo Event Commission. The Kombat Taekwondo Event Commission in charge shall make all decisions relating to hand wrapping, ankle/foot wrapping, and the use of soft supportive braces. Event medical team and/or designated referee(s) will inspect each contestant before entering the competition area.

### **4. Protective Gears**

All protective gear (except for groin protector, mouthguard, and female Chest Guard) used during the Kombat Taekwondo fights in professional leagues will be provided by the Kombat Taekwondo. Protective gears are:

- A. Mouthguard – Contestants must bring mouthpiece (single or double side) suitable for high impact and shock absorb type of month guard. It is required to bring a backup. No competitor's brand or logo shown on the mouthpiece.
- B. Gloves – Open fingered padded gloves.
- C. Footpads – Open toed padded footpads.
- D. Groin protector - Suitable for mixed martial arts Male and Female fighters. Training groin guard is not allowed. Female Groin Guard is optional but highly recommended.
- E. Chest Guard – It's optional but highly recommended for female contestants. Female contestants are responsible to supply their own chest guard that will be worn underneath the Sports Bra top (not padded) provided by the OC. The chest guard could be padded for high performance combat that is designed to absorb high impact and to allow maximum mobility. It must be approved by OC.

## **5. Apparel**

- A. Contestants are required to wear official attire approved by the Kombat Taekwondo Event Commission. During the fight, they will only wear Kombat Taekwondo-branded trousers and a sports bra for female contestants.
- B. Contestants may wear entrance cloth/event outfits when entering the ring, but they must remove it upon entering. Contestants may include the following: the use of national emblems, country flags, brands, the contestant's name, logo, nickname, and labels, but they must comply with the rules set forth by the Kombat Taekwondo Event Commission.
- C. Wearing shoes or any other type of footwear, except for Kombat Taekwondo-approved foot pads, is not permitted during the competition.
- D. Coaches and other accompanying personnel must wear attire approved by Kombat Taekwondo.
- E. Along with selecting the apparel, contestants have the option to choose an entrance fight song of their preference. However, it is essential to obtain approval from the event commission before the tournament.

## **6. Appearance**

- A. Each contestant is required to maintain cleanliness and be well-groomed, as well as wear clean clothes and use clean equipment before the start of the fight.
- B. No makeup, face or body paint, jewelry, or other piercing accessories are allowed while participating in the competition or exhibition. Only permanent tattoos will be allowed; paintings made with ink, or any other substance are not permitted.
- C. Contestants must have short fingernails and toenails, and they are not allowed to wear metallic or any other objects that could potentially harm their opponent. Nail painting is permitted, but artificial nails are not allowed.
- D. A small quantity of petroleum jelly is permitted for application on the facial area only.
- E. Referees will evaluate whether a contestant's hair poses any threat to their safety or that of their opponent.

## **7. Kombat Taekwondo Weight Divisions**

<b>Weight Category - Female</b>	
Fin Weight	-49 kg
Light Weight	49.1 kg – 57 kg
Middle Weight	57.1 kg – 67 kg
Heavy Weight	+67 kg

<b>Weight Category - Male</b>	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1 kg – 68 kg
Light Weight	68.1 kg – 74 kg
Welter Weight	74.1 kg – 80 kg
Middle Weight	80.1 kg – 87 kg
Heavy Weight	+87 kg

*Kombat Taekwondo event commission may approve fighters move up or move down weight categories.*

## **8. Weigh-In**

- A. The general weigh-in for the contestants participating in the competition shall be conducted **one day** prior to the event. The timing of the general weigh-in will be determined by the Organizing Committee and will take place at the official weigh-in location.
- B. During the weigh-in, male contestants shall wear underpants, and female contestants shall wear underpants and a brassiere. An allowance of **300 grams** will be permitted.
- C. The general weigh-in will be conducted once, with an additional weigh-in opportunity granted to any contestant who did not meet the weight requirement on their first attempt. Contestants will have a **3-hour** window for a second weigh-in whenever they decide to use it, and no further attempts will be allowed.
- D. To avoid disqualification during the weigh-in, scales identical to the official one must be provided at the contestant's place of accommodation or at the weigh-in venue for pre-weigh-ins.

## **9. Classifications & Methods of Competitions**

### **Competitions are classified as follows:**

- A. Individual competition: It shall be between contestants in the same weight category. When necessary, adjoining weight categories may be combined to create a single classification with approval of Kombat Taekwondo event commission. The decision of Kombat Taekwondo commissioner(s) must be accompanied by the acceptance of the contestant. No contestant is allowed to participate in more than one (1) weight category in one event.
- B. Team Competition: All team members must be in the same weight category. Methods of competition shall be referred to as "Team Competition Methods". Adjoining weight categories may be combined with approval of Kombat Taekwondo event commissioner.

### **System of competition:**

- A. Single Elimination match format. The number of contestants in a weight division may be adjusted or altered based on the type of event the organizer is hosting.

## **10. Duration of the Contest & Number of Round**

- A. Each match shall consist of One (1) Round.
- B. Individual match is for a duration of Five (5) Minutes.
- C. Team match is for a duration of Ten (10) Minutes.

## **11. Procedures of the fight**

### **A. Procedure for Beginning and After the End of the Contest:**

1. Before the start of the contest, the center referee will wait for the "Event Announcer" to introduce the contestants. Then signal each contestant to come to the center.
2. Referee addresses to both contestants.
3. The contestants shall face each other and perform a standing bow at the referee's command.
4. The referee shall start the contest by commanding "Ready" hand signal.
5. The match shall begin with the referee declaring "Fight" hand signal."
6. The match shall conclude with the referee declaring "STOP." hand signal. If the referee does not make this declaration, the contest is considered to have ended when the match clock has expired; however, a "Penalty" can still be given even after the match clock has expired.
7. Match time will stop only when the referee requests to pause the fight to treat injury with the consultation of the doctor and apply penalty as necessary. (Referees will indicate a X hand signal to stop the clock and a fight signal to restart the match.

8. After the match ends, the referee shall declare the victory by raising the winner's hand with both fighter at the starting spot.
9. Retirement of Contestants.

**B. Procedure when one contestant becomes “grounded” during the fight:**

1. A contestant is considered "grounded" if any part of their body, except for the soles of their feet, makes contact with the floor of the fighting area.
2. The referee will start the counting from Ten (10) to one (1) verbally, indicating the duration for both contestants to continue fighting offensively or defensively.
3. The countdown will cease when the downed contestant stands up from the grounded position; otherwise, the referee will step in and issue a “Break” signal, ensuring a clear separation between the contestants, and instruct the grounded contestant to stand up, after which the fight will resume. Failure to comply with the referee's command by the downed contestant may result in warnings, penalties, disqualification, or a loss by TKO.

## **12. Types of Contest Result**

**Victory can be attained by:**

- A. Knockout
- B. Technical Knockout
- C. Disqualification
- D. Judges’ Decision

**Explanation:**

➤ **Knockout:**

1. Knockout via legal attacks, such as punches, kicks, knees, hammer fist, elbows, spinning back fist, or takedowns where the contestant is unable to continue the fight due to the high impact blows.

➤ **Technical Knockout:**

1. Due to referee or doctor stoppage.
2. Due to injury through legal techniques that jeopardize fighter’s physical well-being.
3. Coach or Contestant request to withdraw.
4. Incurred 3 Knockdowns.

➤ **Knockdowns**

1. Knockdown because of high impact with trembling shock by legal hand, and kicking techniques to the legal area, causing the other contestant to stagger in the standing position or fall to the ground.

**Situation 1** => After a high impact hand or kicking techniques that cause the contestant to stagger in standing position or to fall on the ground but is able to continue to fight with the 10 second count -> This will be considered as “Knockdown”.

- **Procedure:** Center referee will **BREAK** the fight to keep the attacker away and start the **10** counts (1 to 10) **with hand signal** when the contestant is staggering or on the ground due to major blow. If the contestant can continue the fight by 8 counts, a knockdown will be awarded with a hand signal pointing to the contestant who delivered the blow with 1 or 2 or 3 fingers representing number of knockdown(s) successfully delivered.

*If the down contestant is unable to continue, referee will continue the count to 10, issue a STOP command and conclude the fight with hand signal for "Knockout"*

2. Falling due to any takedown techniques (sweeps, reaps, throws), pushes, imbalance, or slips are not considered knockdowns. (Refer to "Take Down" section for procedure call)
3. A contestant incurs **3 knockdowns** any time during the match, will lose the match by Technical Knockout in the score card.

➤ Disqualification

1. A contestant who repeatedly commits "intentional" illegal actions will receive an official penalty. After receiving Six (6) penalties, the contestant will be disqualified from the fight.
2. Manipulating protective gear to gain an advantage or cause injury to the opponent.
3. Knocking out an opponent through illegal attacks of any kind.
4. Causing injury to other contestant through illegal attacks and the doctor or referees determine the fight cannot be continued.

➤ Judges' Decision:

1. Unanimous Decision: When all judges select the same contestant as the winner of the match.
2. Split Decision: When two judges choose one contestant as the winner of the match, and one judge selects the opponent as the winner. In the event of a two-judge system, Center Referee shall render a decision to break the tie.
3. In the event of a contest being concluded due to an injury resulting from a prohibited act or a double knockout occurrence, the rules established by the presiding commission regarding technical decisions shall be applied.

***There will be no "Draw" decision. Each match must have a winner.***

### **13. Stopping Contest**

- A. Only the center referee and/or the doctor/medic, as determined by the Kombat Taekwondo event commission, have the authority to stop a contest. No other individuals are allowed to make this decision, ensuring the safety and integrity of the event.
- B. During the match, the contestant or coach is allowed to withdraw or stop by the following methods:
  1. Tapping his/her hand continuously on any area of the PIT.
  2. Verbally request for stoppage.
  3. Coach throws in the towel.

### **14. Referee Official and Responsibilities**

Referee

- A. The referee shall control and manage the match.
- B. The referee shall declare the winner of the match.
- C. The referee shall assess warnings and penalties in accordance with the rules and regulations.
- D. One center referee is appointed for Individual Match and Two center referees for Team Match.

Judges

- A. Three (3) judge system will be implemented for both individual and team matches.

- B. Judges will follow “Judging Criteria” to evaluate both contestants through effective fighting strategies, and complete the Score Card.
- C. Judges will be positioned at various locations around the fighting arena and shall make their own independent decision of each contestant.

**Referee officials must wear approved Kombat Taekwondo apparel.**

### **15. Judging Criteria**

- A. Knockdowns.
- B. Effective Kicking, Striking, and Takedowns.
- C. Aggressiveness.

Judges will assess clean and effective techniques involving kicking, striking, and takedowns. The effectiveness of blows should be determined by direct and strong impact. Blocked blows or blows that hit the arms, hands, or non-permitted areas will not be considered.

According to the criteria, the number of knockdowns should be the first priority in match assessment, followed by effective kicking, striking, and takedown techniques. If a judge believes that both contestants were completely even in knockdowns, effective kicking, striking, and takedowns, they must then score the match based on aggressiveness as the final determination.

**Knockdowns:** The knockdown occurs when the contestant is knocked down by high impact strike through punches or kicking techniques to the body. It will be solely determined by the referee. When the contestant shows the desire to fight by the time the referee count to 8 to continue the fight, the referee will issue a Knockdown hand signal (1<sup>st</sup> or 2<sup>nd</sup>). Judges will acknowledge the knockdown on the scorecard either by hand technique or kicking technique.

**Effective Kicking & Striking:** Legal strikes achieved through a combination of kicking and striking that have an immediate impact with the potential to lead to a knockout. The Contestant who executes more kicking techniques should have superiority over a fighter who uses more hand techniques or takedowns.

**Effective Takedowns & Ground Fighting :** Successful execution of takedowns and ground fighting strategies.

**Effective Aggressiveness (Tie Breaker):** Making aggressive attempts to finish the match effectively. The key term is "effective." Chasing after an opponent with no effective results or impact should not influence the judges' assessments. Kombat Taekwondo prioritizes productive aggressiveness, so the fighter who achieves results based on attacking should be favored over a fighter who counters if the results of the fighting action are similar.

### **16. Permitted Attacking Area**

#### **A. Hand and Kicking techniques:**

1. Entire Head above the chin for kicking techniques.
2. Front face and both sides of the head above the chin for hand/elbow techniques only.
3. Whole body except for the Spine area above the waist for any techniques.

#### **B. Takedowns:**

1. Between Ankle Bone and the Knee (side or back). Must hold on to the opponent between arm pits and waistline for this technique.

## **17. Legal Techniques**

### **A. Hand & Arm Techniques:**

1. Closed fist punch, hook, upper cut, hammer fist, and back fist and spinning back fist.
2. Elbow strikes without grabbing or holding the opponent in a standing position.

#### ***Explanations:***

- All closed fist punching, and hand striking techniques are permitted when directed towards the front and sides of the head, as well as the torso above the waist.
- Upper cuts to the face and above the waist are allowed. Upper cuts are only permitted without grabbing or holding the opponent.
- Elbow strike techniques are allowed when directed towards the front and sides of the head, as well as the torso above the waist. However, it is essential to note that elbow strikes are only permitted without grabbing or holding the opponent. Spinning Elbow strike is not allowed and it is NOT allowed for ground fighting.

### **B. Leg Techniques:**

1. Any kicking techniques to the permitted area above the waist.
2. Standing Knee striking without grabbing or holding any part of the body or head.

### **C. Takedown Techniques:**

1. Sweeps, Reaps, and Throws are allowed only to the range of approximately 12 inches from the bottom of the heel between ankle bone to the knee. Must hold on to the opponent for this technique.
2. Takedown techniques must be applied by holding or grabbing onto the upper body, and when the opponent is not kicking.
3. Apply takedown techniques when clinching within 3 seconds.
4. Spin Sweeping is allowed without holding.
5. Straight kick below the knee to attempt to sweep or making contact on the shin in the front is NOT allowed.
6. No grabbing of the hand or joints for throws or takedown.

### **D. Ground Fighting Techniques:**

1. Any parts of the body touch the ground other than the sole of the feet.
2. Contestant is ONLY allowed to use punch to the face and body (above the belt) without grabbing or holding or pressing down the contestant.
3. Any type of kicking technique is NOT allowed except for the "Grounded" contestant in an inferior position is allowed to kick or block the attacker. Kicking below the waist or directly to the front of the face are NOT allowed.
4. No sitting or mounting or kneeing (one knee or both knees) on top of ground contestant.
5. When the grounded contestant rolls their body completely and attempts to push up to stand, the top contestant must stop the attack.

Procedure: Center Referee will start counts "verbally" (10 to 1) without interrupting the fight to remind the down contestant to get up. When the counts reach 10, referee will first BREAK the fight and signal the grounded contestant to stand up. If the grounded contestant shows inability to continue the fight, Referee will issue a STOP command and conclude the fight with hand signal for "Knock Out"

## **18. Penalties**

The maximum penalties are FIVE (5). Once the sixth (6) penalty is issued by the referee, the contestant is disqualified.

### **A. Prohibited Hand Techniques**

1. Choking or any hand strikes the neck or in the back of the spine.
2. Grabbing or holding the neck/head/leg to carry out any kind of attack.
3. Fingers in orifices or any joint manipulation through grappling techniques.
4. Spinning Elbow strike.
5. Only straight punch or hammer fist to the front area when the contestant is down on the floor and the down contestant can NOT kick the attacker directly straight to the face or below the waist.

### **B. Prohibited Kicking or Leg Techniques**

1. Kick below the waist except for legal takedown techniques.
2. Knee blocking or intentionally block kicks with any part of the leg.
3. Kick to the back of the spine.
4. Kicking or stomping the grounded contestant.

### **C. Avoiding, Use of Unsafe Techniques & Misconduct**

1. 5-Second Rule: If contestants fail to engage within 5 seconds, the referee will issue a verbal warning by commanding "Fight". If there is still no action by either, or both contestants, a penalty will be given for "avoiding" the match.
2. When the contestant shows no will to fight by clinching, holding, running away, or pretending injury.
3. Head butting, Gouging the eyes, fish hooking, or shoulder attacks.
4. Biting, clawing, pinching, twisting the flesh, spitting or hair pulling.
5. Mounting, sitting or kneeling (one knee or both knees) on the fallen opponent to carry out any kind of attacks.
6. Pulling protective gear and apparel.
7. Unsportsmanlike behavior.
8. Out of boundary: when BOTH feet are out. If the contestant is pushed out by hand, chest, or shoulder. The other contestant will be penalized. (Does not apply to cage ring setup)

### ***Explanation:***

- Any grappling techniques that cause choking or twisting of any joint is prohibited.
- Kicking the portion of the leg below the hip, except when using sweeping techniques, is restricted to a range of only 12 inches from the bottom of the heel (between the ankle bone and knee).
- Striking or grabbing the throat or neck in any manner is strictly forbidden.
- "Cat Fight" style of any kind.
- Spinning elbow strikes such as rotating your body 180 degrees with an elbow strike is prohibited.
- Striking the spine or the back of the head is not permitted.
- No groin attacks are allowed.
- Under no circumstances may you take control of your opponent's head with one or two hands to carry out any kind of attack.
- Under no circumstances is it permitted to hold the opponent's leg at the moment of execution or after the impact of a kick.
- Clinching, holding, or grabbing for any purpose other than to immediately execute a legal technique is not permitted. Under no circumstances is it permitted to clinch for more than 3 seconds.

- Contestants cannot use shoulders to attack especially when one contestant is clinching against the wall.
- Intentionally throwing or spiking an opponent on their head or neck is forbidden.
- Timidity or passivity, including but not limited to avoiding contact with an opponent, failing to initiate legal techniques, intentionally or consistently dropping the mouthpiece, or feigning an injury, is not acceptable.
- Attacking an opponent during or after separation, while the opponent is under the care of the referee, or after the bell has sounded to end the round, is prohibited.
- Flagrantly disregarding the instructions of the referee or any interference by the corner is not acceptable.
- Biting, spitting, clawing, pinching, twisting the flesh, hair-pulling, fish-hooking, gouging, putting a finger in an orifice, cut, or laceration, small joint manipulation, or any other "dirty tactics" are strictly forbidden.
- Engaging in any unsportsmanlike conduct, including but not limited to abusive language, is not permitted. Offensive conduct during the fight, cultural, religious, or ideological provocations will be classified as unsportsmanlike conduct.
- Any technique for blocking kicks with the leg by raising the knee is not permitted, even if the intention is to use the upper part of the knee.

### **19. Verbal Warnings, Official Penalty, and Injuries Resulting from a Foul**

- A. The Center Referee has the authority to issue verbal warnings, penalties, or disqualify a contestant for fouls committed during the match. Warnings will be issued without interrupting the ongoing fighting action of the match.
- B. The deliberate execution of any prohibited techniques will result in an immediate penalty. To issue an official penalty, the referee will separate the fighters and communicate directly with the athlete being warned.
- C. Unintentional execution of any forbidden hand strikes and kicks will receive an immediate verbal warning.
- D. Repeated intentional illegal actions, where the referee has already given verbal warnings up to five (5) official penalties, indicating a clear intention to cause injury to the opponent, will lead to the contestant's disqualification. If a contestant is to be disqualified, the referee will signal by waving hands above the head to indicate the termination of the match.
- E. If a contestant sustains an injury resulting from prohibited acts, and the injured contestant is unable to continue after consulting with the event doctor, the injured contestant wins in accordance with the rules, regulations, and policies of the presiding Kombat Taekwondo Event Commission.
- F. If a contestant sustains an injury from a knockout to the head, the contestant cannot fight until the contestant is cleared by the doctor after sixty (60) days.

### **20. Fight Records**

The fight records for the Professional League are meticulously maintained, with victories attained through knockouts, technical knockouts, and decisions by judges. Each fighter will have its own fight records that can be obtained through the Kombat Taekwondo's official website.

### **21. Anti-Doping Test**

- A. Any use or administration of drugs or chemical substances described in the WADA Prohibited List is prohibited. The WADA Anti-Doping Code shall be applied to Kombat Taekwondo events. The Kombat Taekwondo Anti-Doping Rules shall be applied to Kombat Taekwondo events.
- B. The Organizer may conduct any doping tests deemed necessary to determine if a contestant has violated this rule. Any contestant who refuses to undergo this testing or is found to have violated this rule shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition standings.

## **<Referee Command>**

1. Calling both contestants to the middle.
2. Address the contestants:  
"Listen to my command, protect yourself at all time, and have a clean fight"
4. **"Ready"** (Right leg step BACK) -> **"Fight"** (Left leg step BACK)
5. **"Break"**  
-> when fighters clinch together and not making any movement for more than 3 seconds.  
-> when issuing a Penalty.  
-> when Knockdown occurs.  
-> when referee/doctor request for injury treatment.
6. **"STOP"** – ending the match  
-> when KO or TKO or reaching the maximum penalties.
7. **"10 Counts"** with hand signal when knockdown / KO occurs:  
Center referee will issue a "Break" command, keep the attacker away then start "verbal counting" from 1 to 10 with hand signal, (a) If the contestant shows the desire to fight by the count of 8, Referee will issue a "knockdown" to the ATTACKER with hand signal 1 (1st knockdown) or 2 (2nd knockdown), then resume the fight. (b) If the contestant shows inability to continue after 8 count, the referee will continue the count to 10, then announce KO with hand signal.
8. **"10 Counts" for Ground Fighting** As soon as takedown occurs, Referee will immediately start the verbal counting (10 to 1), then call BREAK and "Stand Up" and "Fight" to resume the match.
9. **"Penalty"**: point at the contestant when issuing a penalty.
10. **"Cross both Hands downward"** when KO or TKO or reaching max. penalties.
11. **"Cross both Hands waving above the Head"** when coach or contestant request to withdraw due to injury (not inflicted by illegal act).
12. **Injury Time**: Referee will call STOP and indicate a X hand signal to stop the clock for 1 minute of injury time from the time the doctor enters the field of play to evaluate the injured contestant.
12. **"Declare the winner"** after confirmation from the Technical Delegate.

## Team Match 2v2

The 2v2 Team Match in Kombat Taekwondo is an electrifying showcase of skill, strategy, and teamwork, governed by official Kombat Taekwondo rules. This event features two teams, each comprising two contestants, in an intense display of agility and coordination. It highlights individual talents and synchronized teamwork, creating a dynamic spectacle.

The 2v2 Team Match in Kombat Taekwondo offers competitors a platform to demonstrate their taekwondo prowess while collaborating seamlessly with their teammates. Adherence to Kombat Taekwondo's official rules ensures fairness and an exciting experience for both competitors and spectators.

### **Descriptions:**

- A. There will be Two Center Referees for a Team Match.
- B. Each match shall consist of One Round, lasting Ten (10) Minutes. The winning Team will be decided at the end of the match.
- C. Please refer to Official rules and regulations of Kombat Taekwondo that are not listed on Team Match 2v2 description.

### **Method of Competition:**

- A. Both contestants from the same team cannot be in the pit fighting for longer than 1 minute. At 10 seconds left, countdown will begin to inform the contestants. One contestant from the team must exit the pit.
- B. If both contestants from the same team were fighting in the pit, the waiting period to re-enter the pit for 2v2 or 2v1 is 1 minute.
- C. If contestants from the same team are switching to fight 1v1, there is 1 minute waiting period.
- D. Contestants from the same team can switch to be in the pit by giving a "High Five" by ONE HAND.
- E. Contestants in the pit can invite team mate to join the fight by giving "High Tens" by BOTH HANDS.

### **Procedure of contest:**

#### **A. Procedure before the Beginning and After the End of the Contest:**

1. Before the start of the contest, the center referee will call all contestants, and all contestants will enter the contest area.
2. The contestants shall face each other and make a standing bow at the referee's command.
3. One fighter from each team must exit the pit just before the bell to begin the match.
4. The referee shall start the contest by commanding "Ready" and "Fight".
5. The contest of a match shall end with the declaration of "Finished" by the referee. Even if the referee does not declare "Finished," the contest shall be deemed to have ended when the match clock has expired. However, a "Warning or Penalty" can still be given even after the expiration of the match clock.
6. The referee may pause a contest by declaring "Stop" and resume the contest by declaring "Fight". When the referee declares "Stop," the recorder should immediately stop the match time. When the referee declares "Fight," the recorder should immediately restart the match time.
7. Both teams shall line up in the Contest Area immediately after the end of the final match, facing each other.
8. After the end of the match, the referee shall declare the winner by raising their arm toward the winning team.

**B. When one or more contestants become grounded during the fight:**

1. A contestant is considered "grounded" if any part of their body, except for the soles of their feet, makes contact with the floor of the fighting area.
2. When one contestant is grounded, all opponent contestants are allowed to attack simultaneously using hand techniques in the permitted areas.
3. The referee will begin counting down from Ten (10) to One (1), indicating the length of time for both contestants to continue fighting offensively or defensively.
4. The countdown will stop when the downed contestant stands up from the grounded position; otherwise, the referee will intervene, ensuring a clear separation between the contestants, and the grounded contestant will be instructed to stand up, after which the fight will resume. Failure by the downed contestant to follow the referee's command may result in warnings, penalties, disqualification, or a loss by TKO.
5. A contestant may submit to their opponent by either continuously tapping their hand on any area of the pit or by verbally submitting to the referee.
6. A contestant's coach may concede the match using a method determined by the presiding commission.



*The rules established for Kombat Taekwondo are always subject to the governing laws and ethical standards of the event's location. These rules may be altered or withdrawn as necessary to align with the regulations set by the Athletic Commission, Sanctioning Organization, or another authorized Regulatory Body responsible for overseeing the event. In cases not explicitly addressed in this document, the presiding commission, in consultation with the sanctioning organization and the Kombat Taekwondo rules director, possesses the authority to make suitable determinations.*

## <Scorecard>

**EVENT NAME** \_\_\_\_\_

**DATE:** \_\_\_\_\_ **Match No.** \_\_\_\_\_

**FIGHTERS**

NAME/COUNTRY	NAME/COUNTRY

**JUDGING CRITERIA**

\*\*\* KNOCKDOWNS (Determined by the referee) \*\*\*  
Knockdown is determined by the Referee. Judge will circle number of Knockdowns and points given accordingly.

1	2	3	1	2	3
By Punch: 5	By Punch: 10	TKO	By Punch: 5	By Punch: 10	TKO
By Kick: 15	By Kick: 20		By Kick: 15	By Kick: 20	

Circle number of penalties given to each contestant.

\*\*\* PENALTIES \*\*\*

1	2	3	4	5	6	1	2	3	4	5	6

\*\*\* EFFECTIVENESS OF ATTACKS \*\*\*  
Effectiveness of attacks is based on the impact and number of effective techniques landed. Judge to assess a "Score Value"

**KICKING TECHNIQUES**  
Scoring Range between 1 to 10

1	2	3	4	5	1	2	3	4	5

**HAND TECHNIQUES**  
Scoring range between 1 to 10

1	2	3	4	5	1	2	3	4	5

**TAKEDOWNS**  
Scoring range between 1 to 10

1	2	3	1	2	3

**TOTAL SCORE** \_\_\_\_\_ **TOTAL SCORE** \_\_\_\_\_

\*\*\* AGGRESSIVENESS \*\*\*  
Aggressiveness is based on contestant's fighting strategy and who has better ring management and more aggressive.

1	2	3	4	5	1	2	3	4	5

**FINAL SCORE** \_\_\_\_\_ **FINAL SCORE** \_\_\_\_\_

**VICTORY BY**

KO	TKO	DSQ	Judge Decision

**Referee** \_\_\_\_\_ **Judge** \_\_\_\_\_

Name \_\_\_\_\_ Name \_\_\_\_\_  
Country \_\_\_\_\_ Country \_\_\_\_\_

Event Commissioner's Approval: \_\_\_\_\_

*Annotations:*

- Add these scores together and input it into = TOTAL Score
- Add TOTAL Scores with the score from Aggressiveness together and input it into = FINAL Score
- Aggressiveness Score serves as a Tie Breaker



<b>EVENT NAME</b>												
<b>DATE:</b>						<b>Match No.</b>						
<b>FIGHTERS</b>												
<b>NAME/COUNTRY</b>						<b>NAME/COUNTRY</b>						
<b>JUDGING CRITERIA</b>												
<b>*** KNOCKDOWNS (Determined by the referee) ***</b>												
Knockdown is determined by the Referee. Judge will circle number of Knockdowns and points given accordingly.												
1		2		3		1		2		3		
By Punch:	5	By Punch:	10	<b>TKO</b>		By Punch:	5	By Punch:	10	<b>TKO</b>		
By Kick :	15	By Kick:	20			By Kick:	15	By Kick:	20			
<b>*** PENALTIES ***</b>												
Circle number of penalties given to each contestant.												
1	2	3	4	5	6		1	2	3	4	5	6
<b>*** EFFECTIVENESS OF ATTACKS ***</b>												
Effectiveness of attacks is based on the impact and number of effective techniques landed. Judge to assess a "Score Value"												
<b>KICKING TECHNIQUES</b>												
Scoring Range between 1 to 10						Scoring range between 1 to 10						
<b>HAND TECHNIQUES</b>												
1	2	3	4	5		1	2	3	4	5		
<b>TAKEDOWNS</b>												
1	2	3				1	2	3				
<b>TOTAL SCORE</b>						<b>TOTAL SCORE</b>						
<b>*** AGGRESSIVENESS ***</b>												
Aggressiveness is based on contestant's fighting strategy and who has better ring management and more aggressive.												
1	2	3	4	5		1	2	3	4	5		
<b>FINAL SCORE</b>						<b>FINAL SCORE</b>						
<b>VICTORY BY</b>												
<b>KO</b>		<b>TKO</b>		<b>DSQ</b>		<b>Judge Decision</b>						
<b>Referee</b>						<b>Judge</b>						
<b>Name</b>						<b>Name</b>						
<b>Country</b>						<b>Country</b>						
<b>Event Commissioner's Approval:</b> _____												