



VIRTUAL TAEKWONDO

RULES AND REGULATIONS

VERSION 4.0

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VERSIONS

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Article 1. PURPOSE

1.1 Introduction

The World Taekwondo Virtual Taekwondo Championships, also known as the World Taekwondo Virtual Championships or the WT Virtual Taekwondo Championships in its abbreviated forms (hereinafter “Championships”), is an initiative of the WT to expand into the field of Esports and active virtual sports. Virtual Taekwondo is an inclusive event that promotes diversity.

The WT aims to include Virtual Taekwondo as an official medal event in the Olympic and Paralympic Games, and/or in the Olympic Esports Games. In this regard, the World Taekwondo Virtual Taekwondo Championships will serve as a qualification pathway to the Olympic Esports Games.

In addition, Virtual Taekwondo should be included in all the major Esports and multi-sport games. The WT also encourages the promotion of Virtual Taekwondo at the grassroots level, such as but not limited to schools, sport institutions, and *dojangs*.

This document serves as a rule book on the competition format and related rules, and provides all the necessary explanations and technological requirements for the organisers to prepare the field of play for Virtual Taekwondo competitions. This document shall hereinafter be referenced as the Rules and Regulations of Virtual Taekwondo.

1.2 Application

The Rules and Regulations of Virtual Taekwondo shall apply to all Virtual Taekwondo competitions to be promoted and/or recognised by the WT. In the event that the Rules are violated in any way without prior approval of the WT, the WT may exercise its discretion to disapprove or revoke its official recognition of the pertinent event. In addition, the WT may take further disciplinary actions to the offending party.

All competitions promoted or recognised by the WT, and as an extension by the Continental Union (CU) or Member National Association (MNA), shall observe the WT Statutes, the Bylaws of Dispute Resolution and Disciplinary Action, and all other pertinent rules and regulations of the WT.

All competitions promoted or recognised by the WT and/or each CU and/or MNA shall abide by the WT Medical Code and the WT Anti-doping Rules.

Article 2. COMPETITION FORMAT

2.1 Categories and Qualifications

The categories of the Championships shall consist of the following:

Individual Competition

- U-14 Category (All male and female athletes aged between 13 and 14 years old)
- U-35 Male Category (All male athletes between 15 and 35 years old)
- U-35 Female Category (All female athletes between 15 and 35 years old)
- U-35 Category (All male and female athletes between 15 and 35 years old)
- Over 35 Category (All male and female athletes 36 years old and above)

Team Competition

A team shall be composed of five (5) athletes. Athletes 13 years old and above can participate in the team competition and at least one athlete per gender must be represented.

2.1.1 Age Limits

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, 1990 and December 31, 2010 are eligible to participate in the U-35 categories. For the Over 35 category, athletes born before January 1, 1990 are eligible to participate.

2.1.2 Format

Each match is a Best-of-3 rounds, with each round lasting a maximum of 60 seconds and 1-minute rest between the rounds. The winner of each round will be decided when:

- An athlete totally depletes the Health Bar of the opposing athlete in the game within the timeframe;
- An athlete has a higher Health Bar than the opposing athlete when the time finishes;
- An athlete has been disqualified.

In case both athletes end the round with the same Health Bar level, the winner shall be decided by the criteria described in *Article 5.1.1 Draws*.

There will be three medalists per category, namely Gold, Silver, and Bronze. The Championships will be conducted in a single elimination format, with a bronze medal match to determine a single bronze medalist. Each medalist will receive a medal and prize money.

2.1.3 Quota

The quota for the all WT promoted virtual taekwondo events will be determined in the Event Outline.

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.

The WT, at its discretion, can invite athletes with refugee statuses to participate in the WT promoted virtual taekwondo events. 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.

2.2 Athlete

2.2.1 Criteria

An athlete who wishes to participate in the Championships is required to fulfill the following criteria:

- Must be of the same nationality of the participating team;
- Must be recommended and registered by the pertinent MNA;
- Must be a holder of the WT Global Athlete License (GAL).

2.2.2 Uniform

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.

2.2.3 Anti-doping

At the Championships and any Virtual Taekwondo event promoted or recognised by the WT, it is mandatory for all athletes to abide by the WT Anti-doping Rules. Any use or administration of drugs or chemical substances described in the WADA Prohibited List is prohibited. It is the responsibility of the athletes to understand the WADA Prohibited List and its applications.

The WT may carry out any doping test deemed necessary to ascertain if an athlete has committed a breach, and any athlete who refuses to undergo this testing or who is proven to have committed such a breach shall be removed from the Championships or event, and all records shall be removed and the athlete next in line at the competition standing will be promoted.

The Organising Committee shall be responsible for making all necessary preparations for conducting anti-doping tests.

2.3 Officials

The number of officials recommended for each court are as follows:

Total number of officials:	4
Positions:	1 x Referee
	1 x Game Master
	2 x Technical Operators

Technical Officials

Position	Roles and responsibilities
Technical Delegate (TD)	<p>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.</p> <p>The TD:</p> <ul style="list-style-type: none"> - Oversees the implementation of the Rules and Regulations; - Presides over the Head of Team meeting and drawing of lots session; - Approves the competition results before they are officialised; - 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, Technical Operators 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 medicine in accordance with the principles of good conduct; - 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	<p>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.</p>

Competition Officials

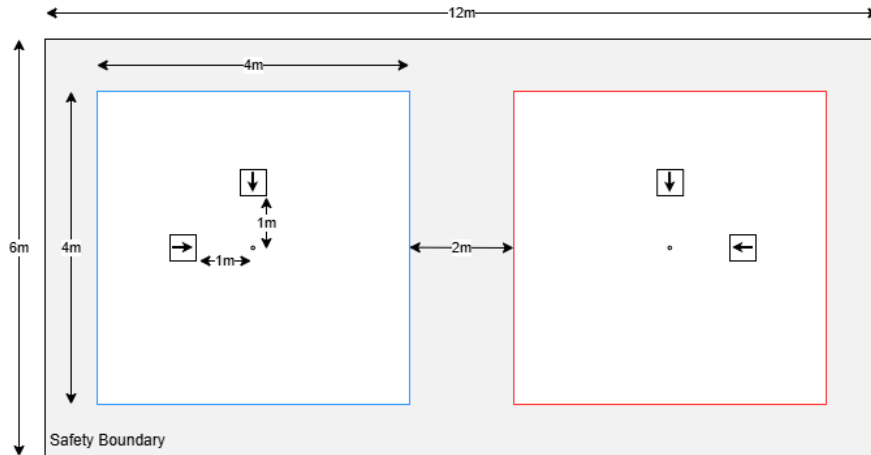
Position	Roles and responsibilities
Referee	<p>The Referee:</p> <ol style="list-style-type: none"> Inspects that motion tracking accessories are worn according to the equipment standards before entering the FOP; Works closely with the GM to preside over the match; Enforces the rules on the FOP, including issuing of warnings to players and disqualifying them for prohibited acts and unsportsmanlike conduct; In charge of stopping and resuming the fight when any intervention is needed;

	<ul style="list-style-type: none"> v. Ensures that the GM and TO's maintain fairness and impartiality when running the match; vi. 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; vii. Consults with the GM and TO's as needed to resolve disputes and review decisions; viii. Declare the winner of the match. <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 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 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. Request for a Referee Timeout (in-game command of "kal-yeo") when technical issues are observed, such as unnatural movement or glitches, to address the problem and ensure a fair match vi. Monitors the movement of players throughout the game, ensuring the match proceeds fairly and without the need for referee intervention unless required.
Technical Operators (TO)	<p>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 GM in monitoring the movement of the athletes' avatar. The TO shall raise his/her hand if any unnatural movement is observed for three (3) seconds; vi. Monitor athletes' equipment and ensure that it is kept in place and functioning properly. The TO shall raise his/her hand if any equipment failure is spotted.

Article 3. COMPETITION AREA AND TECHNOLOGY

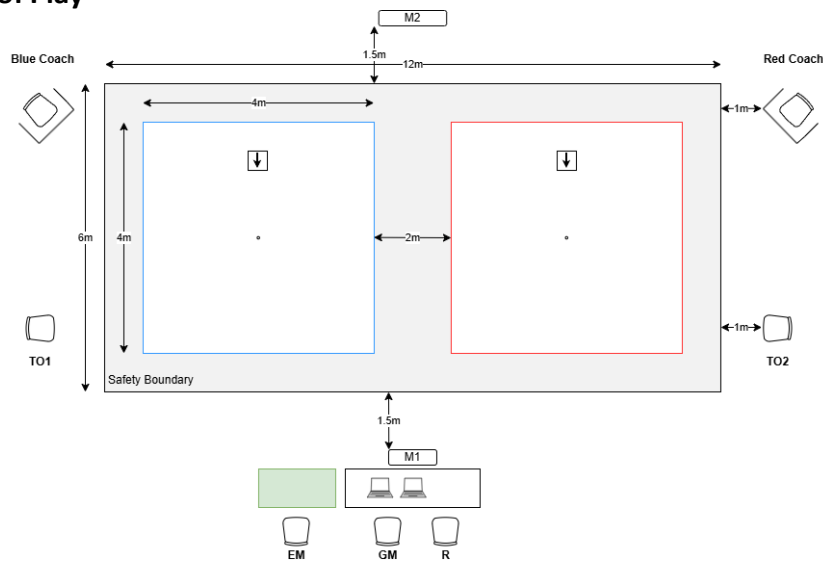
The Field of Play shall have a flat surface without any obstructing projections, and be covered with elastic and non-slippery mats. Only WT-approved mats shall be used at the Championships and in other WT-promoted and recognised Virtual Taekwondo events.

3.1 Mat Size and Specifications



The size of the mats is 4m by 4m for each player and the mats should be placed a minimum of 2m apart from each other. Each mat shall have two possible start position options, marked 1m from the centre, of which only one shall be used for the competition. The start positions may face forward, or players facing each other. It must not be configured back-to-back or with the players' backs facing the main spectator area. The start position on each mat must be marked 1m from the center in the opposite direction of the player's front. The start position is marked using a 0.25m by 0.25m square with a Black or Yellow outline.

3.2 Set-up of Field of Play



Glossary

GM:	Game Master	M1:	On-court Displays	<div style="display: inline-block; width: 10px; height: 10px; border: 1px solid blue; border: 1px solid red;"></div>	Play Area
TO1 - TO2:	Technical Operator 1 and 2	M2:	Spectator Display	<div style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></div>	Start Position
R:	Referee		GM Machines	<div style="display: inline-block; width: 0; height: 0; border-left: 5px solid transparent; border-right: 5px solid transparent; border-bottom: 8px solid black;"></div>	Player Orientation
EM:	Equipment Manager	<div style="display: inline-block; width: 20px; height: 10px; background-color: #90EE90;"></div>	Equipment Desk		

This is the recommended arrangement of the Field of Play at the competition venue.

The competitions will be managed by a Referee, Game Master and two (2) Technical Operators. A minimum of two (2) displays shall be provided. At least one display shall be positioned for the clear view of the Technical Operators and Coaches, and at least one display shall be positioned for spectator viewing. All displays shall be placed at a minimum distance of 1.5m from the mats. The distances between the Game Master Console, Technical Operators, Coaches' area and spectator displays if they are standing, shall be at least 1m from the mats for the safety of the athletes. The position of the Technical Operators and Coaches may be altered to accommodate the environment of the venue and requirements from media broadcasting and/or sport presentation.

Article 4. COMPETITION PROCEDURES

4.1 Participation Numbers

All international-level events recognised by the WT shall be formed with the participation of at least four (4) countries with no less than four (4) athletes in each category. In case there is an international-level event with less than four (4) athletes in each category, the results from the pertinent event will not be officially recognised.

4.2 Drawing of Lots

The athletes will be drawn to face one another by random drawing at the Head of Team Meeting. The date of the drawing of lots shall be set forth in the outline of the Championships. At least one representative from each team must attend the drawing of lots and participating teams are responsible for confirming their entries before the drawing of lots. In case of no representative can be at the drawing of lots, the team must designate a proxy and inform the Technical Delegate before the drawing of lots.

The drawing of lots may be conducted by random computerized drawing or by random manual drawing of lots. The method and order of drawing shall be determined by the Technical Delegate.

4.3 Pre-competition

4.3.1 Calling of Athletes

The name of the athletes shall be announced at three (3) times beginning thirty (30) minutes prior to the scheduled start of the match. If an athlete fails to report to the athletes holding area following the third call, the athlete shall be disqualified, and this disqualification shall be announced.

4.3.2 Inspection

After being called, the athletes, assisted by the Technical Operators, will strap-on the equipment including the AXIS sensors. Thereafter, the athlete will undergo an inspection of the body, uniform and apparatus at the preparation areas by the Referee. Athletes shall not wear any materials which may cause harm to the other athlete, or wear clothes with inappropriate designs or messages. An athlete will be disqualified if he/she fails the inspection.

4.3.3 Final Preparations

After inspection, the athletes shall proceed to their respective preparation area with one coach. The equipment manager will pass the VR headsets with motion tracking receiver attached to the Technical Operator. The Technical Operator will join the Game Room and help the athletes select their in-game characters which have been selected during registration.

The Referee enters and stands next to the Game Master.

On the mat, 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 Operators will leave the mats, and the Game Master will start the match.

4.4 Start of and During Competition

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. 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.

The athletes shall face each other and make a standing bow at the Referee’s command of “Cha-ryeot (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 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 Technical Operators leave the mat.

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.

Whenever there is a break or timeout either due to technical issues or at the discretion of the Referee, the Game Master shall 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 Game Master triggers the resume action which will be followed by the in-game command of “Kye-sok (continue)”.

After the end of each round, the Game Master triggers the resume action which will be followed by the in-game shall give the command of “Keu-man (stop)” and the athletes will return to their respective start points. In the meantime, the Technical Operators will go up to the mat and take off the VR Headsets from athletes. The Technical Operators will remain on the FOP holding the VR Headsets and controllers during the break.

4.5 End of Competition

If an athlete has won the match, either prior to the end of the round or due to the end of the designated time, the match shall be deemed to have ended even if the Referee has not given the command of “Keu-man (stop)”.

4.6 Suspension of Competition

If a match has to be stopped due to an injury to one or both athletes, the Referee shall take the measures prescribed below:

- The Referee shall suspend the match by declaration of “Kal-yeo” and the Game Master will stop the game;
- The Referee shall allow the athlete one (1) minute to receive first aid by the OMD; the OMD may request more time (up to 2 minutes) if necessary;
- If an injured athlete cannot return to the match after one (1) minute, the Referee shall declare the opposing athlete as the winner;
- In case an injured athlete cannot return to the match due to the opposing athlete having performed a prohibited act, the opposing athlete shall be penalized by the Referee and be declared the loser of the match. The winner of the match will be determined by the amount of HP in the Health Bar when the game was stopped;

- In case both athletes are unable to continue with the match after one (1) minute, the winner of the match will be determined by the amount of HP in the Health Bar when the game was stopped;
- If both athletes are injured and are unable to continue the match after one (1) minute at the Round 1 or Round 3, the winner shall be determined by the HP in the Health Bar remaining before the injuries occurred in the pertinent Round. If this occurs during the Round 2, the winner shall be determined by the decision of the Round 1;
- If the Referee, upon consultation with the OMD, determines that an athlete can resume the match, the Referee shall give the command “Kye-sok” to continue with the match. If the athlete refuses to comply or continues to stay down, the Referee shall stop the match and declare the opposing athlete as the winner.

Article 5. SCORING SYSTEM

The winner of a Virtual Taekwondo match is determined by a Health Bar. The maximum value of a Health Bar is 1,000 Health Points (HP) which will be reduced by the opponent's successful strike.

5.1 Conditions to Win

The conditions to win a round and ultimately, a match are:

- When an athlete has more HP in the Health Bar than the opponent at the end of a round;
- When an athlete has the same HP (but not full HP) in the Health Bar as the opponent but fulfills one criterion to determine a winner (*see 5.1.1*).
- When an athlete successfully knocks out an opponent before a round time has elapsed. To achieve this, an athlete would need to reduce the opponent's Health Bar to 0 HP;
- When an athlete has scored two (2) round points of a Best-of-3 match.

5.1.1 Draws

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.

- Headshots - The athlete with the higher number of headshots is the winner.
- Kicks - The athlete who dealt higher damage per kick, resulting in a lower total number of kicks, is the winner.
- Last hit - The athlete who delivered the last hit is the winner.

5.2 Scoring

The valid scoring areas or strike zones are above the waist and the head.

- 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.

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.

5.3 Stun

In Virtual Taekwondo, a stun refers to the situation when an athlete immobilizes the opponent for three (3) seconds. The athlete who is stunned will be defenseless against attacks. Once the stun time has elapsed, the stunned athlete can resume gameplay as per normal, provided there is enough HP left on the Health Bar.

5.3.1 Stun Point

Each athlete has a stun power bar with a maximum value of 500 stun points. The valid stun point areas are same as the scorings that deal damage points.

- Kick: Kicks to the head and body score stun points and fill up the stun power bar. Successful kicks to the head full up more stun points compared to the body;
- Punch: Punches to the body score stun points and fill up the stun power bar.

Once the stun power bar has accumulated to 500 points, the next successful strike will stun the opponent.

5.3.2 Block

An athlete may block a strike. To perform a block, an athlete can activate the shields located on the avatar's forearms by raising the arms. An opposing athlete will not deal any damage if the strike is successfully blocked; in fact, the defending athlete who successfully blocks the strike will reduce the opposing athlete's stun point.

5.4 Break

In Virtual Taekwondo, a break is triggered when both athletes' avatars are in close to each other in the game for two (2) seconds. Once the break is triggered, the Referee will give the command "Kal-yeo (break)" and the match will be stopped immediately. Both athletes need to return to their start points. The match will resume when both athletes are back at their start points and the Referee has given the command of "Kye-sok".

5.5 Timeout

The Referee can request the Game Master to call for a timeout, for example in the event of a technical issue. The match can only be resumed after the Referee has given a confirmation to the Game Master. The Game Master will resume the match which will trigger the in-game command of "Kye-sok (continue)".

5.5.1 Technical Timeout

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).

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 Technical Operator closest to the Coach will walk over to the Coaches area and collect the card from the Coach

During this Technical Timeout, 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 match will resume from when the timeout was triggered.

Each Coach has one technical timeout quota per match.

5.6 Disconnection Policies

In the event of a disconnection (e.g., player or server crashes, power outage, or network interruption), the Technical Delegate (TD) will determine whether the match can be resumed or if a winner must be declared.

Match Resumption Process:

1. **Recoverable Game State:** If the game can resume exactly where it left off, the match will continue from the same point.
2. **Unrecoverable Game State:** If the game cannot restore the match to its previous state, the following rules apply:
 - If disconnection occurs within the first **20 seconds** of a round, the round will be restarted (60 seconds).

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.

Article 6. PROHIBITED ACTS AND PENALTIES

The Referee shall issue a warning if an athlete performs a prohibited act. The list of prohibited acts is described in this Article.

After the Referee has issued one (1) warning, the next offense may result in the athlete to lose the round. The Referee shall then declare the opposing athlete as the winner of the round.

6.1 Prohibited Acts

The following acts shall be classified as prohibited acts and may result in immediate disqualification as determined by the Referee.

- i. 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.
- ii. Intentionally damaging and/or making modifications to the PC, VR headset and motion trackers, or other competition-related equipment. This includes acts such as –
 - Dropping the VR headset or VR headset controllers;
 - Removing the power cable from the PC.
 - Dislodging the motion tracking receiver from the VR headset.
- iii. Intentionally leaving the designated play area, defined by the FOP and on the VR headset.
 - 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.
- iv. Physically hitting and/or injuring the opponent;
- v. Unsportsmanlike behavior, including but not limited to not complying with the referee's command or decision, inappropriate protesting against the results or Referee's decisions, or provoking or insulting the opposing contestant or coach.
- vi. Refusing the Referee's command to complete the ending procedures of the match, including not participating in the declaration of the winner.
- vii. Throwing belongings onto the mat as an expression of dissatisfaction with the result.
- viii. Provoking or getting into altercations with spectators.
- ix. Damaging public and private property.
- x. Any attempt to bribe competition officials.

Other actions not listed above but are considered as prohibited by the Technical Delegate and/or match officials.

6.2 Sanctions

6.2.1 Extraordinary Sanctions Committee

The WT President, WT Secretary General, or Technical Delegate of the event may request that an on-spot Extraordinary Sanctions Committee be convened for deliberation when inappropriate behaviors may have been committed by a coach, an athlete, an official, and/or any member of a Member National Association that has brought the sport to disrepute.

The Extraordinary Sanctions Committee shall investigate the matter, and summon person(s) concerned for confirmation of events.

The Extraordinary Sanctions Committee shall deliberate the matter and determine if disciplinary actions are to be imposed. The result of deliberation shall be immediately announced to the public. If there is a finding of violation, a written decision, including the relevant facts, rules, supporting evidence (such as witness statements), the sanction imposed, and rationale, shall be given to the sanctioned party as soon as reasonably practicable, and a copy shall be included in the Technical Delegate's report.

6.2.2 Disciplinary Actions

Disciplinary actions issued by the Extraordinary Sanctions Committee may vary according to the degree of the violation. The following sanctions may be given:

- Disqualification of the offending athlete;
- Warning and order to issue an official apology;
- Removal of accreditation;
- Ban from the competition venue for a specific day or for the duration of the Championships;
- Cancellation of results;
- Cancellation of the match results and all related merits;
- Cancellation of WT Ranking points, if any.

The WT could also issue a monetary fine of between USD 100 to USD 5,000 per violation, pending the decision of the Extraordinary Sanctions Committee.

The Extraordinary Sanctions Committee may recommend to the WT or the WT, at its own initiative, may investigate and determine that additional disciplinary actions be taken against the offender(s) involved, including but not limited to longer-term suspension, lifetime ban, and/or additional monetary fines. Such recommendation can be based on violations of the Competition Rules and Interpretations as well as violations of the WT Code of Ethics or other pertinent WT rules.