



VIRTUAL TAEKWONDO

RULES AND REGULATIONS

VERSION 1.0

In effect from June 13, 2024

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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:

- 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)

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, 1989 and December 31, 2011 are eligible to participate in the Young Adult Individual and Young Adult Mixed categories. For the Adult Mixed category, athletes born before January 1, 1989 are eligible to participate.

2.1.2 Format

Each match is a Best-of-3 rounds, with each round lasting a maximum of 90 seconds and 1-minute rest between the rounds. The winner of each round will be decided when:

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

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

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.

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.

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.

2.1.4 Refugee Team

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.

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 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:

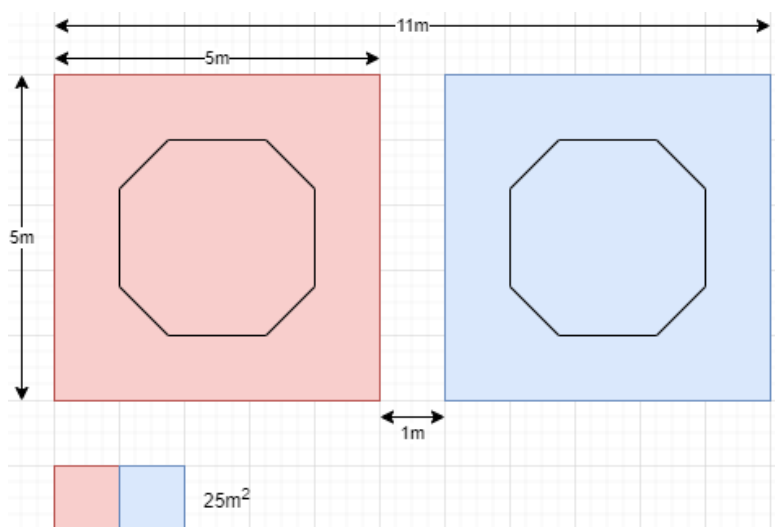
<i>Total number of officials:</i>	<i>6</i>
<i>Positions:</i>	<i>1 x Technical Delegate</i>
	<i>1 x Referee</i>
	<i>1 x Game Master</i>
	<i>1 x Assistant Game Master</i>
	<i>2 x Technical Support Personnel</i>

Position	Roles and Responsibilities	Notes
Technical Delegate (TD)	<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 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. 	Appointed by the WT President.
Referee	<p>The Referee:</p> <ul style="list-style-type: none"> - Serves as an extension of the game master and is the eyes on what is taking place in the FOP. 	<p>During the game:</p> <ul style="list-style-type: none"> - Calls the action and manages the athletes in the FOP. - Ensure that competitors compete safely and within the FOP.
Game Master (GM)	<p>The GM is the main controller of gameplay and:</p> <ul style="list-style-type: none"> - Creates the room and starts the game for each bout. - Calls referee timeout when an intervention is needed (e.g. player falls, equipment adjustment needed, spots unnatural movement over a prolonged period, etc.). 	<p>Before the game:</p> <ul style="list-style-type: none"> - Ensure that the correct players have joined the room and in the right sequence – blue always joins first. - Ensure that players are properly calibrated before starting the match. Game Master can see the movements of both players avatars. <p>During the game:</p> <ul style="list-style-type: none"> - Monitor players physical movements and in game avatars closely. GM may call a referee timeout when an intervention is needed.
Technical Support Personnel (TS)	<p>The Technical Support Personnel:</p> <ul style="list-style-type: none"> - Provide technical assistance to each athlete before and during the match. - Ensuring that nodes and VR headsets are functioning as required. 	<p>Before the game:</p> <ul style="list-style-type: none"> - Sets in game player boundary (if not done before the event). - Ensure that players nodes are worn in the correct position. - Joins the room for players. - Ensure that the game is in pass-through mode for safety. - Assist with calibration and centering the headset position and view. <p>During the game:</p> <ul style="list-style-type: none"> - Assist with calibration and equipment adjustments when needed.

Article 3. COMPETITION AREA AND TECHNOLOGY

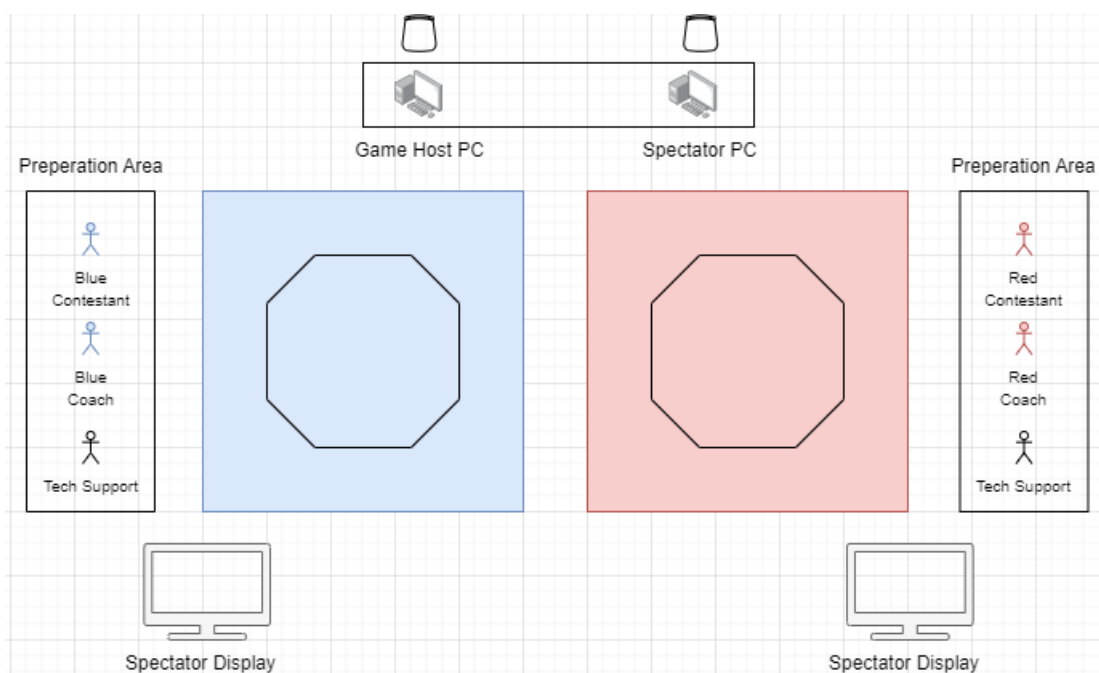
The Field of Play shall have a flat surface without any obstructing projections, and be covered with elastic and non-slippery mats. Only WT-approved mats are approved to be used at the Championships and in other WT-promoted and recognised Virtual Taekwondo events.

3.1 Mat Size and Specifications



The size of each mat is 5m by 5m, and the two mats should be placed 1m apart from each other. The octagonal-shape mat is not mandatory and is for visual reference only. The number of courts for the Championships will depend on the number of athletes and competition days.

3.2 Set-up of Field of Play



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

The distances between the Game Host PC (personal computer), Spectator Host PC, preparation areas, and spectator displays if they are standing, shall be at least 1m from the mats for the safety of the athletes.

The competitions will be managed by a Referee. There will be two Game Masters in each competition; one seated at the Game Host PC and an assistant Game Master at the Spectator PC.

A Technical Support Personnel will be assigned to each athlete to assist them throughout the match.

3.3 Technology and Equipment Set-up

This section details the software and technology required to organise a Virtual Taekwondo event, including the Championships.

3.3.1 Virtual Taekwondo Game Software

The game software is the platform in which the avatars of the athletes will compete against each other in a virtual environment. The minimum requirements are:

- Two PCs – one for the Game Host and one for the Spectator Displays
- Specifications:
 - **Operating System (OS):** Windows 10 or higher
 - **Computer Processing Unit (CPU):** Intel Core i7-12700H (any equivalent or higher)
 - **Graphics Card:** RTX 3050 (any equivalent or higher)
 - **DirectX:** Version 12
 - **Random Access Memory (RAM):** 16GB of system memory
 - **Storage:** 60 GB available space

Each PC will need to be operated by a Game Master, whose main responsibility is to ensure the smooth operations of the game software and competitions, as well as its rules.

3.3.2 Motion Capture System

The motion tracking hardware required to calibrate with the athletes' bodies and capture their movements for the game is the Active XR Interface System (or AXIS).



Hardware:

- AXIS nodes
- AXIS dongle (receiver)
- AXIS charging dock
- Dongle adapter for VR headset
- Straps and node holders

Software: AXIS Control Centre

The AXIS node and dongle firmware, and the AXIS Control Centre software, must always be updated to the latest version. It is highly recommended that technicians or personnel with technical expertise about the AXIS ecosystem must be present at the competitions to prevent any interference issue.

3.3.3 Virtual Reality (VR) Headset



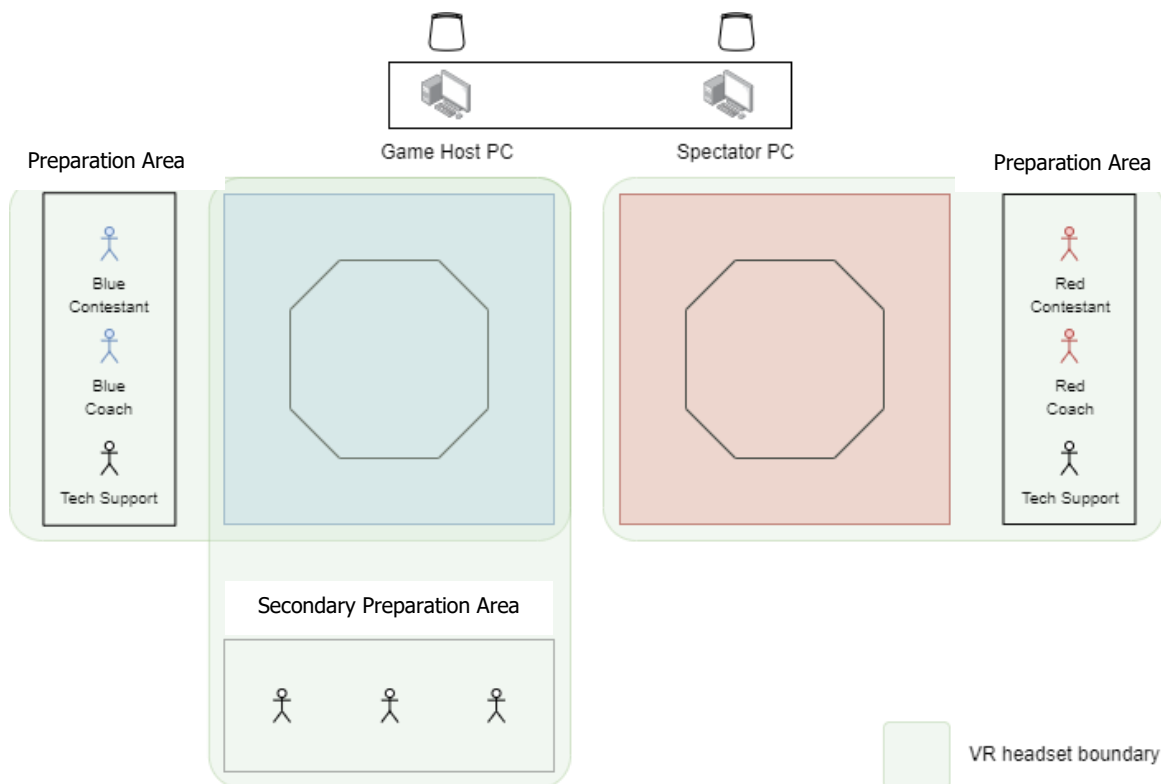
A VR headset is required for the athletes to immerse into the virtual environment and play the game.

Hardware:

- VR headset
- VR headset controllers
- Charging brick
- Charging cable

Software: The software version on the VR headset must be compatible with the software installed in the Game Host PC and Spectator PC.

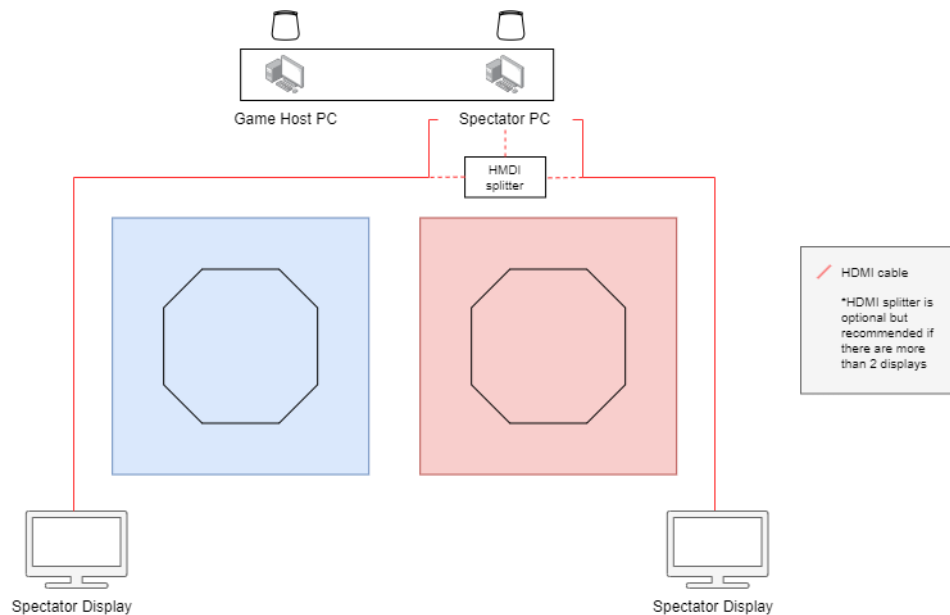
The VR headset requires the Technical Support Personnel to first define the boundary for the athletes before the game can be launched within this boundary. This process requires the Technical Support Personnel to stand on the respective mats and map out the boundary of each mat, prior to the start of each competition. The boundary of each mat should include both the preparation area and the field of play, as shown in the diagram below.



The setting of boundary is done only once before the start of the first match, and will apply to all athletes throughout the competition day. The boundary only needs to be reset in the event of any technical issue.

All VR headsets must be connected to the Wi-Fi network that is dedicated to the court that the headsets will be used in.

3.4 Spectator Display Specifications

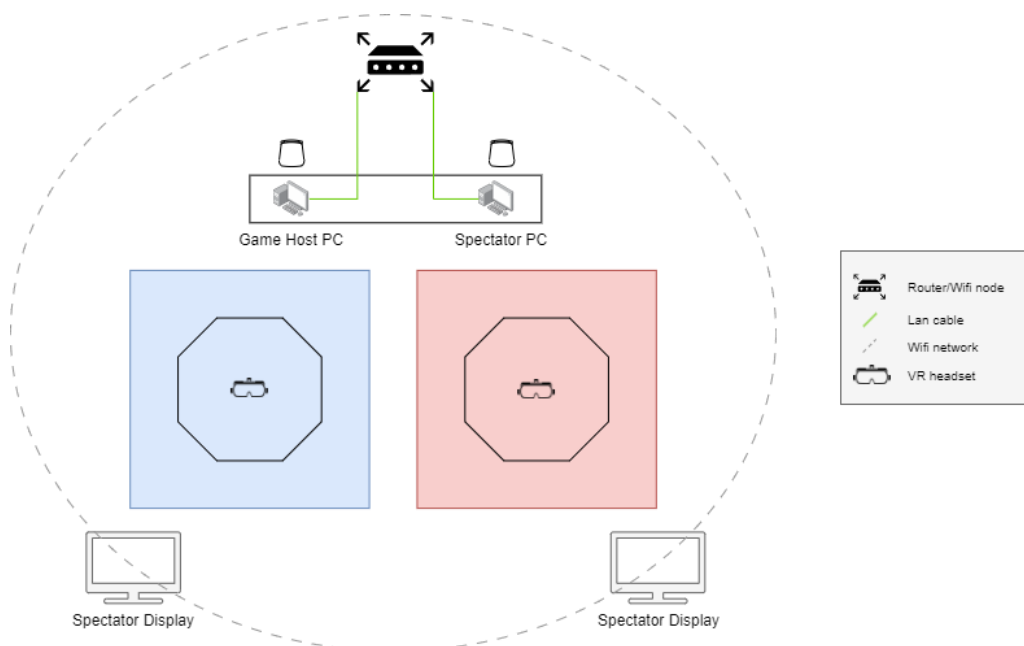


A minimum of two (2) displays are required per court, and they should be set up to face the spectators. If there are more than two (2) displays, a HDMI splitter is recommended to ensure the delivery of the best results.

The minimum recommended size of each display is a 55-inch television or equivalent. They can be placed on a stand or hung on a wall or pillar.

For the Championships, it is recommended that the competitions are held in a venue with a large hanging LED display. Depending on the number of courts, the competitions must be displayed on large hanging LED display to generate the best spectator engagement experience.

3.5 Competition Network and Wi-Fi



It is paramount that the fastest and most reliable network is provided in the venue to ensure the best and stable connection between the PCs and the virtual reality (VR) headsets.

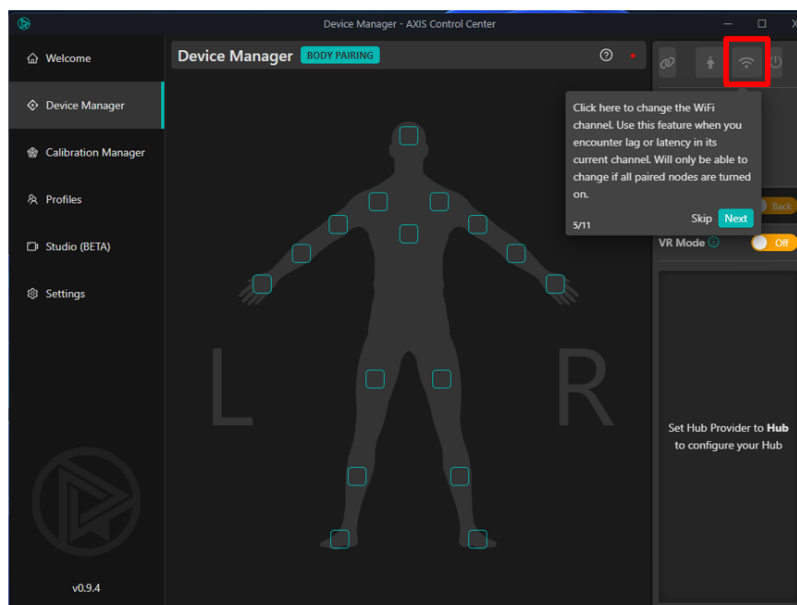
It is recommended that both the Game Host PC and the Spectator PC are connected to the network via a secure Wi-Fi or LAN connection. A minimum internet speed of 100 Mbps is required for the PCs.

The router or Wi-Fi node should be placed in a central location to provide the strongest possible connection for the VR headsets. If there are multiple courts in the same competition areas, it is recommended to have a dedicated access point for each court (can be the same Service Set Identifier or SSID).

The recommended router specifications are as follows:

Description	Specifications
Guest Networks	1× 5 GHz Guest Network 1× 2.4 GHz Guest Network
Wireless Standards	Wi-Fi 6 or higher
Wi-Fi Speeds	Total networking speed of about 3000Mbps or faster - 574Mbps (or higher) on the 2.4GHz band
Working Modes	Router Mode Access Point Mode

3.6 AXIS Network



AXIS uses a wireless 2.4Ghz signal to transfer and receive data, and has 11 separate channels to utilize.

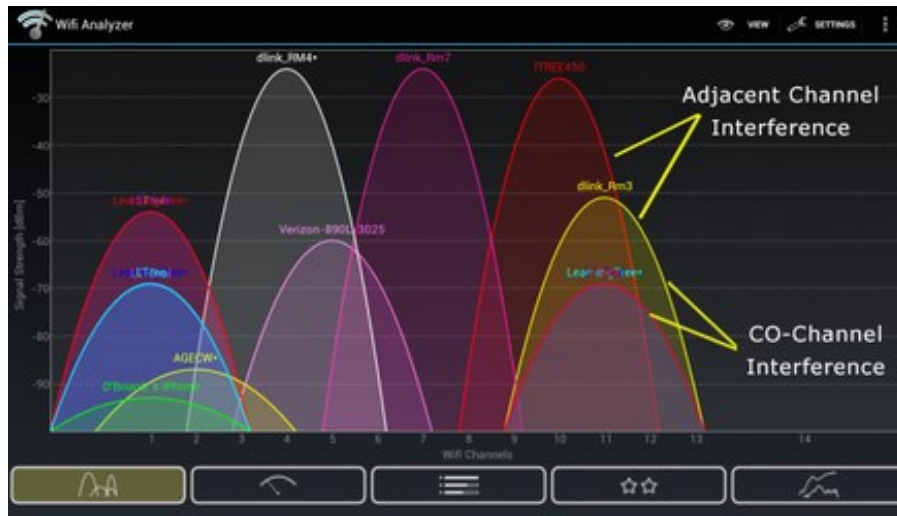
When operating multiple sets of AXIS in the same competition space, the general principles should be applied:

- For each Field of Play, the two (2) AXIS sets in use (one for blue and one for red) should be paired in different Wi-Fi channels, i.e. an odd-numbered channel and an even-numbered channel.
- The difference between each odd-numbered and even-numbered should be at least +3. This means that, for example, if an athlete's AXIS is paired on Channel 1 (odd number), the opposing athlete's AXIS should be paired on Channel 4 (even number and difference of +3).

If there are multiple Fields of Play, each Field of Play should use a different combination of odd and even-numbered channels. For example:

- FOP 1: Channels 1 and 4
- FOP 2: Channels 3 and 6
- FOP 3: Channels 5 and 8, and so on.

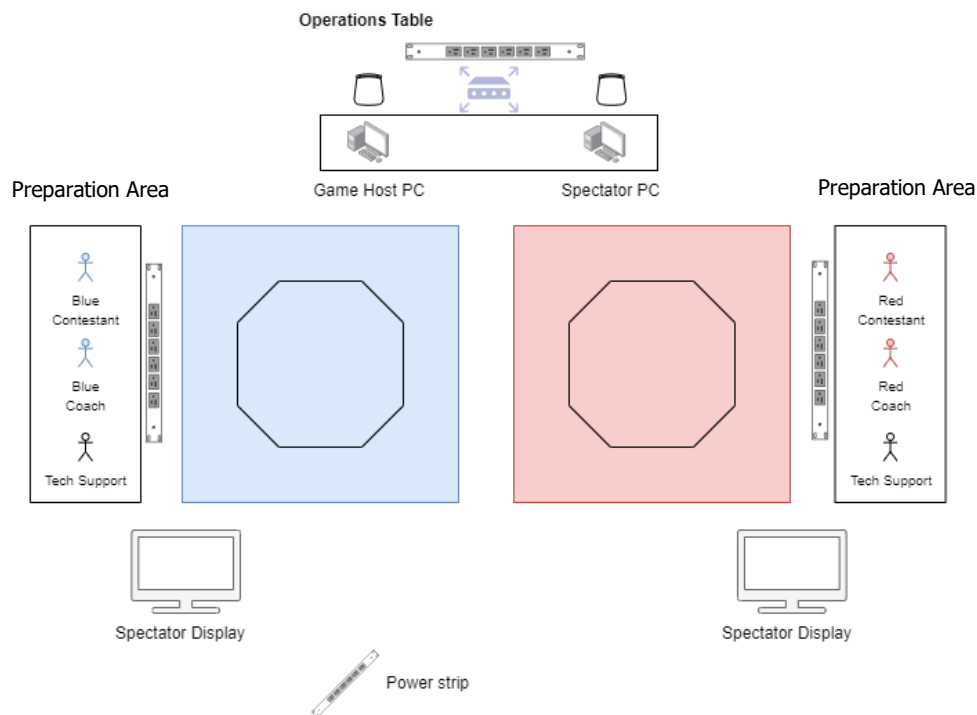
To determine which channels to use, a Wi-Fi analysis of the event space should be conducted. An example of a Wi-Fi Analyzer tool can be found on this [link](#).



The Wi-Fi Analyzer tool provides an overview of the signals within the area. For the best performance, select Wi-Fi channels for AXIS where there are the least overlapping signals. Using the diagram as a reference, that would be channels 5 to 10.

To reduce interference, it is recommended to also turn off other non-essential Wi-Fi networks in the area. Using the diagram again as a reference, it is recommended to switch off the light green (O'Briana's iPhone) mobile hotspot on channels 1-3.

3.7 Power and Electricity



There must be power sockets located close to the operations table where the Game Host PC and Spectator PC are located, and the preparation areas.

At the preparation areas, power sockets are required to charge the devices (VR headset and AXIS) used during gameplay. All devices must be charged when not in use.

3.8 Equipment List

For each Field of Play, it is recommended to have:

- Minimum of four (4) Virtual Taekwondo sets. Each set comprises two (2) AXIS and two (2) VR headsets (*Refer to the Technology and Equipment Set-up section in this document*).
 - The recommendation is to have six (6) sets.
- Two (2) PCs or laptops
- A dedicated router with separate Wi-Fi network (Additional access points are recommended for each Field of Play)
- Two (2) 4-way extension plug per operation table
 - Length of the extension plug will be determined by the distance between the power socket and the operation table
- Two (2) 4-way extension plug per preparation area
 - Length of the extension plug will be determined by the distance between the power socket and the preparation area

Article 4. COMPETITION PROCEDURES

4.1 Participation Numbers

All international-level events recognized 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 recognized.

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 secondary preparation 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 shall 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.

The Technical Support Personnel will initiate the equipment strap-on process, including the AXIS sensors, only after the inspection has been conducted and approved by the Referee.

4.3.3 Final Preparations

After inspection, the athletes shall proceed to their respective preparation area with one coach. A Technical Support Personnel will be assigned to each athlete to assist in preparing the equipment for the competitions.

The Technical Support Personnel will put the VR headset on the athletes and work with the Game Master to ensure that all the athletes' equipment is functioning properly before both athletes enter the Field of Play.

Once the Game Master gives the signal, the Referee will then move to the centre between the two mats and call for the athletes to be at the start points on their respective mats by calling "Chung, Hong". 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.

On the mat, Technical Support Personnel 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.

4.4 Start of and During Competition

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 and to the opposing coaches, the athletes will turn to face the spectators and make another standing bow.

The Referee shall start the match by giving the command of "Joon-bi (ready)" and "Shi-jak (start)". Each round shall begin with the declaration of "Shi-jak (start)" by the Referee.

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)".

After the end of each round, the Referee shall give the command of "Keu-man (stop)". If there is an athlete who has won that round, the Referee shall raise a hand to the winning athlete's side to indicate that the athlete has won that round.

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 order the Game Master to stop the game.
- The Referee shall allow the athlete one (1) minute to receive first aid by the commission doctor; the commission doctor 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 Power 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 Power Bar when the game was stopped.

- If both athletes are knocked down 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 Power 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 commission doctor, determines that an athlete can resume the match, the Referee shall give the command "Kal-yeo" 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 Power Bar. The maximum value of a Power Bar is 2,000 Health Points (HP).

5.1 Conditions to Win

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

- When an athlete has more HP in the Power Bar than the opponent at the end of a round;
- 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 Power Bar to 0 HP;
- When an athlete has won two out of the three rounds of a match.

5.2 Scoring

The valid scoring areas or strike zones are the upper torso and the head.

- Kick: Kicks to the head and body deal damage to the HP on the Power Bar. Successful kicks to the head deal two (2) times damage compared to the body;
- Punch: Punches can only deal damage to the body and not to the head.
 - In the case of World Taekwondo-promoted and -recognised events, World Taekwondo has the discretion to disable the punch function, i.e. athletes can only score by kicking.

Damage to the HP on the Power Bar is calculated based on the acceleration of the strike. Different acceleration levels produce different results, as shown on the chart below. Strikes with insufficient acceleration will not deal any damage.

Strike	Light	Medium	High
Punch (Body ONLY)	20	60	120
Kick (Body)	40	120	240
Kick (Head)	80	240	480

**The numbers indicate the HP deducted from the Power Bar.*

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 Power Bar.

5.3.1 Stun Meter

Each athlete has a stun meter with a maximum value of 1,000 stun points. For every damage, one stun point will be added. For example, an athlete who delivers a light kick to the body (which deals 40 damage to the HP) will be awarded with 40 stun points. Once the stun meter has accumulated to 1,000 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 meter by 50 points.

5.4 Break

In Virtual Taekwondo, a break is triggered when both athletes are in close to each other 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 starting points marked by a yellow circle in the game. The match can only resume when the referee gives the command of "Kye-sok (continue)".

5.5 Timeout

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

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.

If the Referee has issued three (3) warnings 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.

6.1 Prohibited Acts

The following acts shall be classified as prohibited acts, and warnings shall be issued by the Referee.

- Inappropriate attempts to disturb or influence the outcome of the match, including intentionally switching off the power on the VR headset or the PCs;
- Intentionally damaging and/or making modifications to the VR headset and AXIS, or other competition-related equipment;
- Intentionally crossing to the opposing athlete's mat;
- Intentionally leaving the designated play area, defined by the FOP and on the VR headset.
- Intentionally delaying the match;
- Physically hitting and/or injuring the opponent;
- 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.
- Refusing the Referee's command to complete the ending procedures of the match, including not participating in the declaration of the winner.
- Throwing belongings unto the mat as an expression of dissatisfaction with the final result.
- Provoking or getting into altercations with spectators.
- Damaging public and private property.
- Any attempt to bribe competition officials.
- Other actions not listed above but are considered as prohibited by the Technical Delegate and/or match officials. This includes player-caused bugs that have the potential to alter the competitive integrity of the game and provide unintended competitive advantage.

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.

APPENDIX

Example of the requirements at a typical Virtual Taekwondo Championships:

Athletes	Courts	Estimated time (hour:min:sec)	Day(s)	Operational Manpower	Equipment (AXIS + Headset)
8	1	2:00:00	1	7	6 sets
16	1	4:00:00	1	7	6 sets
32	1	9:00:00	1 or 2	7	6 sets
64	1	18:00:00	2	7	6 sets
8	2	1:30:00	1	14	12 sets
16	2	2:00:00	1	14	12 sets
32	2	4:30:00	1	14	12 sets
64	2	9:00:00	1 or 2	14	12 sets
8	3	0:45:00	1	21	18 sets
16	3	1:00:00	1	21	18 sets
32	3	2:15:00	1	21	18 sets
64	3	4:30:00	1	21	18 sets

Assumptions

- Each match is a best of 3 rounds, 90 seconds per round and 1 minute rest between rounds.
- For every additional court, there is an addition of both 7 manpower and 6 sets of equipment.
- For every additional court, the total event time is divided by the total number of courts.
- For every additional court, an additional network access point is required.
- For every 4 hours of running time, an additional 1 hour is added to the total event time to break and charge equipment.
- Each participant is provided their own set of accessories (straps).
- For every additional court there is 30 mins of additional transition time for medal matches.
- Recommended no. of equipment requires all devices to be charged immediately after each match.
- Manpower roles (for 1 court): 1 x game master, 2 x tech support, 2 x athlete support, 1 runner & 1 referee