



**OCUBE**  
S.E Organizer

# VIRTUAL TAEKWONDO

**FEBRUARY 22, 2025.**

**Saturday 9:00 am - 1:00 pm**

**1966 N. 400 E, North Ogden UT, 84414.**



## CONTACT INFORMATION

First Name:	Last Name:
Address/City/State/Zip Code:	
Email Address:	Cellular Number:
Date of Birth:	Age:
Gender:	Belt Level/Rank:

## SCHEDULE

Description	Time	Day	Events	Price
Virtual Taekwondo			1	80

## PAYMENT

<b>Credit Card on file</b>	<b>Cash</b>
will have 3% service charge	

Name on Card:	Expiration:	Zip Code:	Total Amount
Card Number:		Visa, Master, Disc, Amex	
Signature (Card on File):	CVV:	Total Events:	

## LIABILITY WAIVER AND CONSENT TO MEDICAL TREATMENT

I hereby submit this registration and liability form to participate in the **Virtual Taekwondo**. I certify that the above information is true and correct and hereby discharge and waive any and all responsibility of the **M.O.D Taekwondo Elite INC**, Instructors and other officials from liability for any injury, including death, and for damage to or loss of property which may be suffered by myself arising out of, or in any way resulting from or attributable in whole or in part to my traveling to, training for, being coached in, using any sports equipment in, or participating in the **Virtual Taekwondo**. As a student or parental/legal guardian of the students, I give consent to x-ray exam, medical, chiropractic, dental or other treatments(s) deemed necessary for the safety and welfare of the contestant. I understand this authorization is given prior to any diagnosis, treatment or hospital care being required but is given to provide the medical/chiropractic/ dental staff authority to render care as deemed advisable. In the case of minors, it is understood that the efforts shall be made to contact the undersigned prior to rendering treatment, but will not be withheld if the undersigned cannot be reached. I understand that in case of injury, only basic first aid will be made available on site, and that I am fully responsible for any and all resulting medical or other expenses.

**non-refundable**

Parent Signature: \_\_\_\_\_

Date: \_\_\_\_\_

## Article 1 AGE CATEGORY

### 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, 2009, and December 31, 2015**, are eligible to participate in the **Junior Mixed Category**.

For the **Adult Mixed Category**, athletes born before **January 1, 1989**, are eligible to participate.

<b>Tiger 8 – 10</b>	Male - Female	<b>Adult 18 - 32</b>	Male - Female
<b>Youth 11 – 13</b>	Male - Female	<b>Senior 33 - 43</b>	Male - Female
<b>Junior 14 – 17</b>	Male - Female	<b>Ultra 43 - 53</b>	Male - Female

### 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 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 time finishes;
- An athlete has been **disqualified**.

If both athletes finish the round with the same Health Bar level, the system will determine the winner based on the number of head and body kicks landed. **More information will on Article 4.**

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**.

### 1.3 Criteria

1. **Enrollment in a Taekwondo School** – Athletes must be actively enrolled in a Taekwondo school. Proof of enrollment may be required.
2. **WT Practitioner** – The school must follow World Taekwondo (WT) regulations and be led by a certified WT instructor.
3. **Competitive Readiness** – Athletes must demonstrate knowledge of WT techniques and competition rules.
4. **Code of Conduct** – Participants must uphold sportsmanship, discipline, and WT ethics. Misconduct may lead to disqualification.

Ong's Taekwondo will announce in the Event Outline if athletes are required to wear Ong's Taekwondo-approved competition uniforms. Before each match, the Referee will inspect the clothing, and any inappropriate attire must be changed at no cost to Ong's Taekwondo or the Organizing Committee. The hijab is permitted.

## 1.4 Officials

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

- Total number of officials: 4  
Positions:
  - 1 × Referee
  - 1 × Game Master
  - 2 × Judges / Inspector

### Technical Officials

- **Technical Delegate (TD):** Appointed by WT, oversees rule implementation and final decisions.
- **Referee Chairman (RC):** Assigns referees, game masters, and judges.
- **Game Operations Manager:** Manages gameplay setup and execution.

### Competition Officials

- **Referee:** Enforces rules, declares winners, and ensures safety.
- **Game Master:** Controls gameplay, verifies players, and triggers in-game commands.
- **Judges:** Inspect equipment, monitor gameplay, and ensure fair play.

Position	Responsibilities
Technical Delegate (TD)	<p>One (1) Technical Delegate (TD) shall be appointed by Ong's Taekwondo. 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"> <li>• Ensures the proper implementation of the Rules and Regulations.</li> <li>• Oversees the Head of Team meeting and the drawing of lots session.</li> <li>• Approves competition results before they are officially confirmed.</li> <li>• Makes final decisions regarding the Field of Play (FOP) and competition matters.</li> <li>• Resolves any competition-related issues not covered in the Rules.</li> </ul>
Referee Chairman (RC)	<p>One (1) Referee Chairman shall be appointed by the Ong's Taekwondo</p> <p>The RC:</p> <ul style="list-style-type: none"> <li>- Presides over the referee meeting and training at VTKD events;</li> <li>- Assigns the Referees, Game Masters, Judges and inspection officers.</li> </ul>

Game Operations Manager	One (1) representative from Official Technology Provider shall be appointed by the TD as the Game Operations Manager for each event. For the World Championships, this position will be appointed by the WT President.
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### Competition Officials

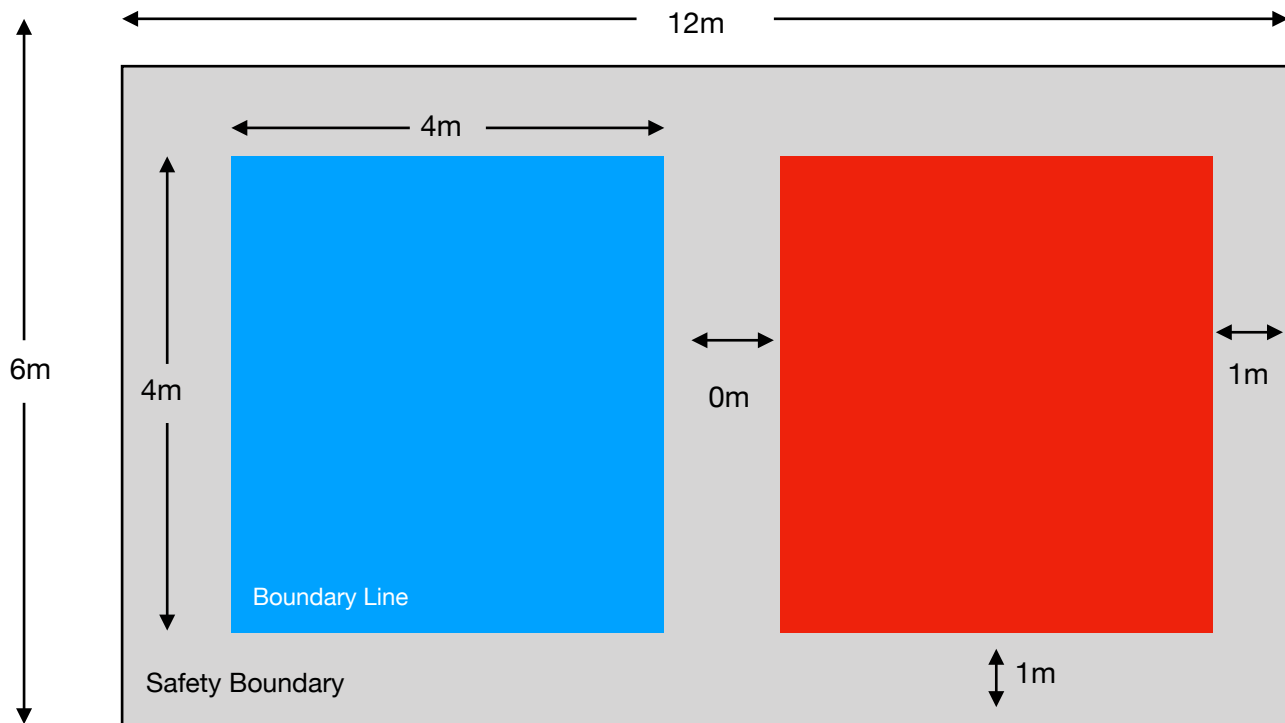
Position	Responsibilities
Game Master (GM)	<p>The GM:</p> <ul style="list-style-type: none"> <li>i. Works closely with the Referee to control gameplay;</li> <li>ii. Creates the room and starts the game for each match;</li> <li>iii. Ensure that the correct players have joined the room and in the right sequence – blue always joins first;</li> <li>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;</li> <li>v. Triggers the in-game ‘Referee Timeout’ when the referee declares “kal-yeo”;</li> <li>vi. Assists the Referee in monitoring the movement of players in the game.</li> </ul>
Judges	<p>Judges:</p> <ul style="list-style-type: none"> <li>i. Inspect that nodes and VR headsets are worn according to the equipment standards before entering the FOP;</li> <li>ii. Handle the athletes’ equipment before and during the match;</li> <li>iii. Set in game athlete boundary (if not done before the event);</li> <li>iv. Assist with calibration and equipment adjustments before the start of the match and when needed;</li> <li>v. Assist the Referee in monitoring prohibited acts performed by players such as pressing the “power” button on the VR headset. The judge shall raise his/her hand if any of these acts are observed;</li> <li>vi. Assist the Referee in monitoring the movement of the athletes’ avatar. The judge shall raise his/her hand if any unnatural movement is observed for three (3) seconds;</li> <li>vii. Monitor athletes’ equipment and ensure that it is kept in place and functioning properly. The judge shall raise his/her hand if any equipment failure is spotted.</li> </ul> <p>In addition, one (1) male and one (1) female Judge will be assigned to the back of house for inspection duties.</p>

## Article 2. 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 recognized Virtual Taekwondo events.

### 2.1 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. 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.



### Article 3. COMPETITION PROCEDURES

#### 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.

#### 3.1 Inspection

After being called, the athletes, assisted by the judges, 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.

#### 3.2 Final Preparations

After inspection, the athletes shall proceed to their respective preparation area with one coach. The operator will pass the VR headsets with AXIS receiver attached to the Judges. The Judges will join the Game Room and help the athletes select their in-game characters.

The Referee and Judges enter the FOP, take their positions and bow facing the spectators.

Once the Game Master gives the signal, the Referee will call for the athletes to be at the start points on their respective mats by calling “Chung, Hong”. Both athletes will enter the FOP with their AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.

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 Judges will put the VR Headset on the athletes and assist them with the Calibration process.

On the mat, Judges will guide the athletes to the start point. After all final preparations are done, and the athletes in the proper position, the Technical Support Personnel will leave the mats, and the Referee will start the match.

### **3.3 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 with their AXIS nodes worn and switched on. If an athlete is not present at the preparation area by the time the Referee has called “Chung, Hong”, he/she shall be regarded as having withdrawn from the match and the Referee shall declare the opponent as the winner.

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 Judges will put the VR Headset on the athletes and assist them with the Calibration process. Once the Referee signals that both players are properly calibrated, the Judges leave the mat.

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 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)” and the athletes will return to their respective start points. The Referee shall declare the winner by raising his/her arm of winning side. In the meantime, the Judges will go up to the mat and take off the VR Headsets from athletes. The Judges will stand the athletes’ start points holding the VR Headsets during the break.

### **3.5 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)”.

### **3.6 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 4. 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.

### **4.1 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.

#### **4.1.1 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 with the lower number of kicks is the winner.
- Last hit - The athlete who delivered the last hit is the winner.

### **4.2 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 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.

## **4.3 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.

### **4.3.1 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.

### **4.3.2 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.

## **4.4 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".

## **4.5 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)".

### **4.5.1 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. To call for a Technical Timeout, the Coach will raise the Card to signal the Referee and Game Master shall stop the game after the Referee's declaration of "Kal-yeo (break)". The Judge closest to the Coach will walk over to the Coaches area and collect the card from the Coach

During this Technical Timeout, a Judge and the Game Technician will assess if there is a technical issue. If a technical issue is found, the equipment will be swapped, and the match will resume from when the timeout was trigger by the Game Master. If a technical timeout is called during the first 10 seconds of the round, and an issue is found, the Game Master will reset the round to the beginning and the match will resume from there.

If a Technical Timeout is called and no issue is found, the player will be penalized with a Gam-jeom.



## Article 5. PROHIBITED ACTS AND PENALTIES

The Referee shall issue a penalty (“Gam-jeom”) if an athlete performs a prohibited act. The list of prohibited acts is described in this Article.

If the Referee has issued three (3) penalties to the same athlete within a single match, the offending athlete shall be disqualified from the match. The Referee shall then declare the opposing athlete as the winner of the match.

### 5.1 Prohibited Acts

The following acts shall be classified as prohibited acts, and penalties (“Gam-jeom”) and/or immediate disqualification shall be issued by the Referee or.

#### 5.1.1 Leading to Penalties

i. Inappropriate attempts to disturb or influence the outcome of the match, including intentionally triggering inputs on the PC, VR headset, VR headset controllers and/or AXIS, such as -

- Pressing the “Power” button on the VR headsets;
- Pressing the “Home” and “Menu” button on the VR headset Controller;
- Turning off any AXIS node;

ii. Intentionally damaging and/or making modifications to the VR headset and AXIS, or other competition-related equipment. This includes acts such as –

- Removing the AXIS receiver from the connector.
- Removing the Receiver connector from the VR headset.
- Adjusting the node straps during a match when a “kal-eyo” has not been called;
- Adjusting the VR headset during a match when a “kal-eyo” has not been called;

iii. Dropping the VR headset or the VR headset controllers;

iv. Intentionally leaving the designated play area, defined by the FOP and on the VR headset.

- The athlete is deemed to have left the designated play area when one foot has stepped outside the FOP.

v. Intentionally delaying the match.

- This act involves stalling with no intention of attacking. An athlete who continuously displays no intention to attack shall be given a penalty. If both athletes remain inactive after three (3) seconds, the referee will signal the “Gong-gyeok” command and issue a warning to both athletes. Subsequent instances of inactivity will result in a penalty for both players.

- Retreating or running away from the opponent to avoid attacks and to run out the clock. A penalty shall be given to the passive athlete.

- A penalty will be given to the athlete who asks the referee to stop the game to adjust equipment.

vi. Moving or attacking before the commands to start and resume the match - “sijak” or “kye-sok”;

vii. 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.

viii. Calling a Technical Timeout but it is found that there is no issue.

### **5.1.2 Leading to Disqualification**

- i. Physically hitting and/or injuring the opponent;
- ii. 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;
- iii. Refusing the Referee's command to complete the ending procedures of the match, including not participating in the declaration of the winner;
- iv. Throwing belongings unto the mat as an expression of dissatisfaction with the result;
- v. Provoking or getting into altercations with spectators;
- vi. Damaging public and private property;
- vii. Any attempt to bribe competition officials;
- viii. 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.