

OFFICIAL JOKGU RULES

Established on January 12, 2017

CHAPTER 1: THE GAME

- Article 1 (Definitions) ① A game of JOKGU is played between two teams comprised of four players each. The purpose is to use only the lower legs (below the knees) and the head (above the chin) to get the ball over the net and ground it on the other team's court to score a point or to prevent the other team from scoring.
- ② The team that scores 15 points first wins the set, and the team that wins two sets first wins the game.
- ③ JOKGU is played in the presence of an official referee using official facilities and equipment.

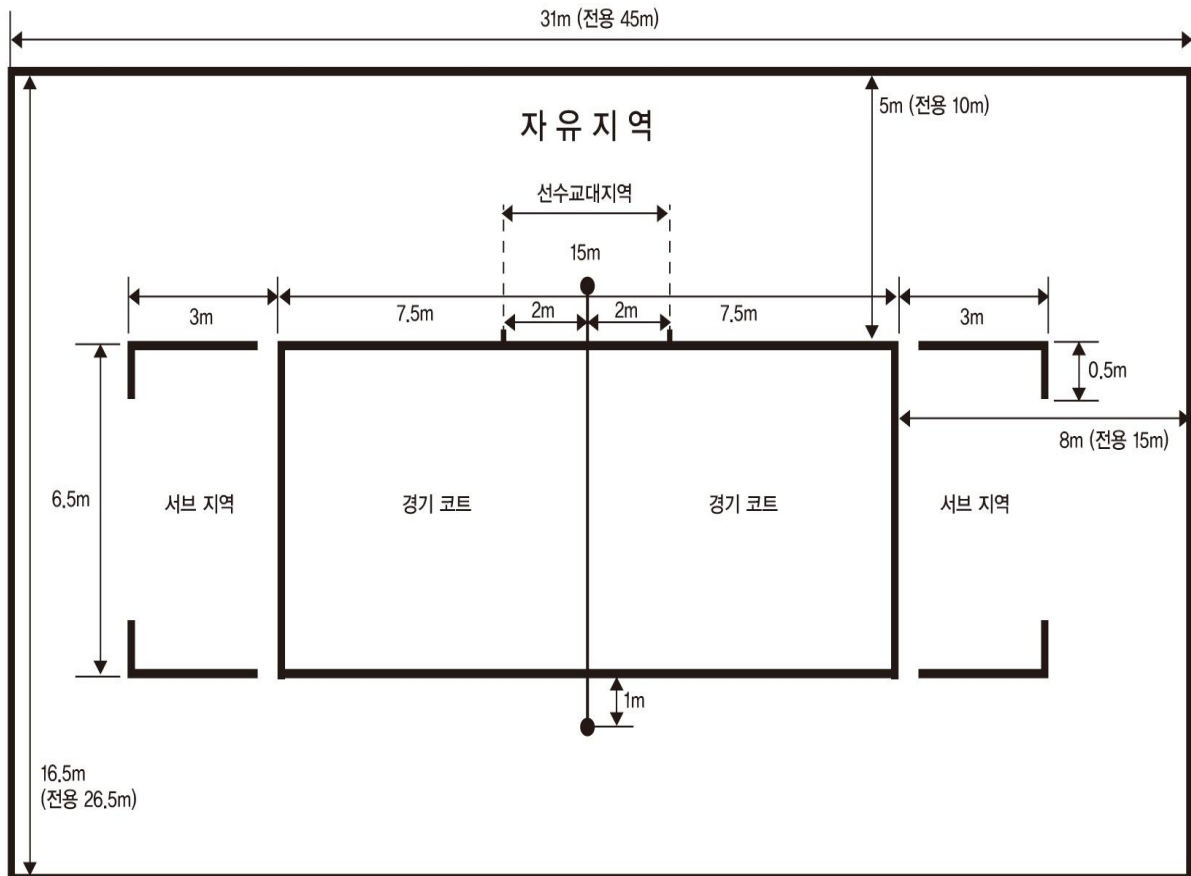
CHAPTER 2: COURT, FACILITIES AND EQUIPMENT

Article 2 (Court) ① The court is comprised of a rectangular playing court and a free zone. There should be no obstacles in the free zone, and there should be at least 5m of space from the sideline and at least 8m of space from the endline. However, in the case of a game facility dedicated to JOKGU, there should be at least 10m of space from the sideline and at least 15m of space from the endline.

② The court dimensions are as follows:

1. The sidelines should be 7.5m long on each side of the court for a total of 15m.
2. The endline should measure 6.5m long.
3. The service area is located 3m behind the endline and the extension line of the sidelines.
4. The height of the net is 105cm from the ground, but it is 90cm for the 60s age group and women.
5. The height of the antennae is 150cm from the ground.
6. An antenna should be installed 21cm (diameter of the ball) from the sideline.
7. The area for substituting players is 2m from the assistant referee line.

8. As for the court dimensions for elementary school students, the sidelines should be 6.5m long and the endlines 5.5m long, and the height of the net should be 80cm.



전용 (JOKGU-exclusive court)

자유지역 Free zone

선수교대지역 Player substitution area

경기코트 Playing court

서브지역 Service area

Article 4 (Supports and Antennae) The supports should be sturdy and measure 7.5 ± 2.5 cm in diameter. The supports should be set up at least 1m from the sidelines, while the antennae should be installed vertically on the net at 21cm (diameter of the ball) from the sidelines. Contrasting colors such as red and white should be used so that the upper part of the net is conspicuous.

Article 5 (Lines) All lines should be 5cm in width and be created using a piece of cloth or tape in a color that contrasts with that of the floor or ground.

Article 6 (Ball) The ball should be one that has been examined and officially approved in accordance with the regulations of the KOREA JOKGU ASSOCIATION

① The ball should have no more than 12 faces and weigh 330~360g, with an air pressure of $0.4 \sim 0.5 \text{kg/cm}^2$ ($\pm 10\%$ depending on the court conditions). It should have a bounce of around 30~35% on an unpaved surface and measure 200~205mm in diameter. However, it should weigh 290 ± 10 g for elementary school students, with all other specifications being identical.

② At an official JOKGU competition hosted and supervised by the KOREA JOKGU ASSOCIATION and/or affiliated organizations, a ball designated as the official competition ball in accordance with the official regulations should be used.

Article 7 (Jokgu Shoes) Jokgu shoes should be ones that have been examined and approved in accordance with the regulations of the Technical Committee of the KOREA JOKGU ASSOCIATION, and they should be an integrated type that has not been modified.

① As for the specifications, jokgu shoes should be made of a strong material such as leather and artificial leather, while the soles should be synthetic rubber and consist of tread in triangular, rectangular or circular shapes. The space of the grooves should measure no more than 20mm each and the height of the protrusions should be no more than 5mm.

② Jokgu shoes should be ones that have been designated as jokgu shoes in consideration of player safety, the classiness of the competition, etc.

Article 8 (Proper Attire) ① Player uniforms should match within the team.

Players should wear shorts for the bottom, with the top displaying their uniform number. The numbers shown on the top and bottom pieces of the

uniform should match. Players must also wear designated jokgu shoes.

② Referees' attire and accessories should be specified in the JOKGU referee manual.

③ The team captains must put on the captain band around their left arm before the start of the game.

④ Wearing tights and knee guards is permitted.

⑤ A kerchief should be no more than 1mm thick, and a headband should be no more than 5cm wide and 3mm thick. However, hats are not allowed.

⑥ Wearing eye protection is permitted.

⑦ Other types of gear, etc. are not permitted.

CHAPTER 3: TEAM COMPOSITION

Article 9 (Team Composition and Player Registration) ① Each team should be comprised of up to 8 members including the head coach and the players.

② The teams for the top division are selected based on the win-loss records. The members of every division must register with the Association based on their home addresses. In order to enter national

competitions or higher or competitions hosted by a city or province outside their area of residence, approval from the secretariat of the affiliated municipal or provincial association must be obtained in advance.

③ Details should be specified in the administrative regulations of each department. However, players and teams registered with any of the 17 municipal and provincial associations under the KOREA JOKGU ASSOCIATION will be sanctioned in case of participating in an event (competition) of another JOKGU organization that does not comply with the game rules and regulations of the Association, while referees will have their qualifications revoked.

④ When entering a competition, teams and players may sign up for multiple divisions if the game schedules are not in conflict with each other. However, this is not permitted for players who belong to the top division.

Article 10 (Head Coach) ① The head coach should dress sharply and be responsible for ensuring compliance with the regulations, promoting a sense of belonging among the players on the team, participating in event, and training players mentally. In the event that an unfair decision is made

by a referee or the executive board of a competition, the head coach has the right to file an appeal after the game, request a timeout during the game, or substitute players.

② The head coach must be the individual specified in the competition entry form and be present on the court before the start of the game.

Under no circumstances whatsoever can a player act as a head coach.

③ Irrespective of the division, the head coach must be an individual who has been registered on the member registration system of the Association and who has become qualified as an instructor. Also, all instructors must wear their respective qualification certificates issued by the Association following registration.

④ The head coach cannot register as a player. However, the head coach may register as a player in a different division whose game schedule differs from that of the division where he/she is registered as a head coach.

⑤ The head coaches in the top division must maintain their position as a head coach for at least 6 months.

Article 11 (Captain) ① Each team must appoint a captain. A captain who

is not wearing a captain band cannot ask questions or make any requests regarding referee decisions.

② The captain may examine the court and ball, check the players on the other team, ask questions about ambiguous decisions, request an explanation of the rules applied, order a change of uniform, request a break in the event that a player gets injured, etc.

③ The main referee may reject or approve the requests from a captain.

④ In the event that the captain is substituted out, the captain band should be handed over to a player on the court.

Article 12 (Players) ① Each team should be comprised of at least four players.

② If there are fewer than four players before the start of the game or during the game, the team in question will be disqualified.

③ Players should accede to any requests from the referee to check their identity.

④ Players must comply with the rules and be respectful to the other team.

Article 13 (Uniform Number) Uniform numbers may be assigned freely

but cannot be changed in the middle of a game. The numbers should be checked by the players who will compete in the game by at least 30 minutes before the start of the game.

CHAPTER 4: GAME GUIDELINES

Article 14 (Scoring) ① Points are scored by grounding the ball on the other team's court or when the other team makes a foul or becomes penalized.

② If an act of scoring a point and a violation of the rules occur consecutively in time, the point will be given if it was scored before the violation, time-wise, whereas it will not count if the violation occurred first.

③ If a serve or a direct attack results in a point without any valid contact made by a player on the other team, two points will be given.

④ A "direct attack" refers to a situation where the ball that was directed from the other team (incl. a serve) is redirected to the other side of the court before it touches the ground on one's own side of the court (incl. blocking).

⑤ If a player engages in an act that lacks sportsmanship in order to prevent the other team from scoring two points, he/she will be given a warning, and the other team will be awarded two points.

Article 15 (Game Progress) ① The skills of the game include receive, toss, kick, and serve.

② The ball is considered to be in play if it touches any part of the sideline or endline.

③ Players can stand anywhere in the court, regardless of their positions.

④ Each game consists of three sets, in principle, provided that the number of sets may be increased or decreased by the head of the competition in consideration of the overall circumstances.

⑤ The minimum score to win a set is 15 points. In case of a deuce, the team that scores two points first wins. The maximum score that can be obtained is 19 points. In the final set, the teams will switch courts after one of them scores 8 points. The teams may switch courts once beyond the score of 8 points whenever such is made aware.

⑥ Points can be scored irrespective of whether the team is currently playing offense or defense.

⑦ Timeouts must be requested by the head coach and approved by the main referee. One timeout is allowed per set, and it must last no longer than one minute.

⑧ Player substitution must be requested by the head coach, and it should be approved based on the following criteria:

1. Each team is allowed to freely substitute up to three players per set among the players on the players' list. However, when the captain is substituted out, the captain band must be handed over to one of the players on the court.

2. Player changes at the start of a set are not viewed as substitutions. However, it must be notified to the main referee because otherwise, it will be viewed as a substitution.

3. In the event of an injury during the game, two breaks for up to 3 minutes each time may be granted for each team per game. If all four players are not on the court after the 3 minutes, the team in question will be disqualified.

4. Substitution must be finished within 5 seconds after it is authorized by the main referee. If there are delays, the team will be cautioned.

5. Under no circumstances can there be a player substitution in the absence of the head coach.

⑨ Only the lower legs below the knees and the head above the chin can come in contact with the ball.

⑩ Court plays can be made freely for up to 3 bounces off the ground and 3 bodily touches. A serve or an attack can be blocked (body parts that can come into contact with the ball in this case are the same as those outlined in Paragraph 9), and the team playing offense has the right to play the ball that is located above the net after a bounce (the team playing defense will lose a point to the other team if they touch the ball).

⑪ The ball should only be allowed to touch the ground once in between plays and be touched once by a player for up to three touches while it is in the court (33 principle). The rules may be changed by the executive board of the competition in case of an event competition that is broadcast on television, etc.

⑫ Net play is permitted, and all situations occurring at the net, except physical contact, are considered an in-play. The net boundary,

however, is marked by the antennae, outside which is not considered part of the net.

⑬ If the ball or a part of the body penetrates below the net, the other team will be awarded a point, regardless of whether it interfered with the defense of the other team. If a part of a player's body enters the opponent's court and interferes with their defense, a point will be awarded to the other team.

⑭ A ball that is in midair is in play and alive until it hits the ground or another object.

⑮ Questions regarding the rules applied in the game can only be asked to the main referee by the captain. An appeal can be filed to the table officials by the head coach by describing the circumstances based on the principles of 5 W's and 1 H. The case will be judged by the Fair Sports Committee and the referee, players, executive board, etc. involved will be strictly penalized or rewarded (municipal/provincial association(s) and individuals concerned will be notified and the information will be posted on the website).

⑯ No count (e.g. points not counted, or game cancellation) will be applied

in the event of a natural disaster, or in case an obstacle enters into the court in the middle of the game and comes into contact with the ball, or it is deemed impossible to continue the game, or both teams have violated the game rules simultaneously, or it is impossible to make a proper judgment, or when the game did not proceed properly due to faulty facilities or equipment.

⑰ Even when the ball passes through outside the antenna, if a player puts it back into the court from outside the antenna on the outside, before it bounces off the ground, and the ball is returned inside the antenna within a valid number of touches, it will be deemed that the ball is still in play.

⑱ A decision based on an agreement may be requested by the captain of either team. If there is a justifiable protest or it is difficult for the main referee to make a decision on his/her own, the main and assistant referees should make a decision based on an agreement. Such decisions are final, and a decision based on an agreement is only permitted once per set.

⑲ A final decision (decision based on an agreement) made by the main

referee cannot be overturned. However, before a final decision (e.g. decision based on an agreement) is made, the game may be stopped if it is difficult to make an accurate decision, and the main and assistant referees should consult each other to make a final decision based on an agreement. (If a wrong decision is made without going through this procedure and it is acknowledged by the referee in question, the referee will be subject to disciplinary action, and appeal will not be accepted.) A decision based on an agreement between the main and assistant referees will only be made in the event of an uncertain decision or wrong decision, and agreement needs not be made for every issue.

⑳ A request for a video replay to check for a bad call by a referee during a competition that is being broadcast may be made by the head coach, once per game. The head coach should file an appeal with the main referee before a decision based on an agreement is made and request it to the table officials.

㉑ The game may be stopped if necessary based on the judgment of the main referee.

② Court change takes place at the end of a set.

③ An “adverse weather condition” refers to a weather condition where more than half the area of the court is not in a condition that allows the ball to bounce off.

1. If it decided that it is an adverse wether condition, what would have been awarded two points under normal conditions will be awarded one point instead.

2. The game will continue even in the event of an adverse weather condition. If the weather worsens, the matter will be decided by a meeting of representatives.

Article 16 (Game Record Sheets) The game record sheets are comprised of Form 1 General Records and Form 2 Records for Broadcasting Purposes. Standardized forms should be provided by the game committee for use.

Article 17 (Points Assessment Method for Ranking) ① The order of priority when it comes to assessing performance records is 1. Winning percentage, 2. Points scored in a set, 3. Total points scored, 4. Head-to-head, and 5. Draw.

② A team who was disqualified will be given a score of 0 for the performance records.

③ As for the list of matches for the finals, the list posted on the website of the KOREA JOKGU ASSOCIATION should be used.

④ The No. 1 team of each group after the preliminary round for each division will be entered into a random draw.

Article 18 (Safety Incident) As for safety incidents during a game, the host organization should subscribe to a liability insurance or an accident insurance in accordance with Article 12 (Subscribing to Insurance, etc.) of the Act on Promotion of Sports for All; however, players who sustain an injury as a result of wearing accessories shall assume full responsibility.

Article 19 (Commentators) Commentators shall be appointed by the KOREA JOKGU ASSOCIATION among those who are knowledgeable about the overall regulations and game rules of the Association and who can speak coherently and logically.

CHAPTER 5: GAME RULES

Article 20 (Serve) ① A serve can be made freely, irrespective of any sequence or target.

② A person who serves before the signal or delaying the serve will be given a caution at first, but the entire team will be given a warning if it happens for the second time.

③ After a signal is given by the main referee to begin the serve, if the server lands touches any of the lines marking a restricted area (endline, sideline, service area) or deviates from the area, a point will be awarded to the other team.

④ A serve consists of the ball leaving the hand and coming into contact with the part of the body allowed contact before it bounces off the ground. It is finished as soon as it bounces off the part of the body that it was in contact with.

⑤ The ball must be served within 5 seconds after a signal is given by the main referee. A point will be awarded to the other team if the server exceeds the time limit.

⑥ If the server serves the ball before a signal is given by the main referee and scores a point, it will not be counted, but if the server loses

a point, it will be counted.

⑦ If the server gives the ball to another player on the team after a signal to serve is given by the main referee, the team will lose a point.

⑧ If the served ball enters the other team's court after hitting the net, it is still in play, but if it fails to go over the net, the team that served the point will lose a point.

⑨ A bounce is permitted after a signal to serve is given by the main referee, but if the server deviates from the service area or serves after bouncing the ball, the team will lose a point.

⑩ The team that served first in the first set will also serve first in the third set, while the other team will serve first in the second set.

Article 21 (Game Conditions) ① When a player touches the net inside the antennae with any part of his/her body or anything attached to his/her body, regardless of whether he/she is playing offense or defense, his/her team will lose a point, and this will also be the case when anything he/she was wearing comes off and touches the net inside the antennae.

② Double touch, which means to touch the ball twice or dribble the ball, will result in the other team being awarded a point.

③ Going over time means failing to direct the ball to the other team's court after three touches, and it will result in the other team being awarded a point.

④ Holding refers to a situation where the ball stays on a player's body in the form of lifting, pressing, adhering, or pushing, and it will result in the other team being awarded a point.

⑤ Over-the-net means that a part of the body or anything attached to the body goes over the net and it will result in the other team being awarded a point, regardless of whether the player was playing offense or defense. This is also the case when anything he/she was wearing comes off and goes over the net. However, when it comes to the ball, if it is touched before it completely goes over the net, it will be considered to be in play.

⑥ When it comes to touching the ball with the body, a point will be awarded to the other team if one does not touch the ball with a part of the body that is permitted (head above the chin, lower legs below the knees).

⑦ A touch-out refers to the ball bouncing out of the court after it is

touched by a defensive player, and in this case, a point will be awarded to the offensive team. When the ball comes into contact with the ground and the body of a defensive player outside the court at the same time, a point will be awarded to the offensive team.

⑧ An out means that the ball goes out of the court after it is touched by the team playing offense, or it is bounced out of the court on the defensive team's side, or the ball passes below the net, or the ball passes outside the antenna after three touches, and in such cases, a point will be awarded to the other team.

⑨ If the ball passes through the area outside the antenna after it is touched by the team playing defense and bounces off the other team's court, or a player enters the other team's court, a point will be awarded to the other team. A point will be awarded to the other team if a player or the ball touches one of the antennae. If the ball that passes outside the antenna is touched by a player on the other team, or if a player interferes with a defensive action, a point will be awarded to the other team.

⑩ If the ball touches another object midair, the team who played the ball

immediately before it (by touching or bouncing) will lose a point to the other team.

Article 22 (Cautions) In the event of any of the following, the player in question will be verbally instructed to take corrective action:

1. Kicking the ball to the other team instead of handing it over for a serve;
2. Going over the net, touching the net, or any other actions or verbal gestures to interfere with the other team' attack;
3. Verbally indicating that the ball is in, out, etc. in a way that would affect the referee's judgment;
4. Serving before the signal or delaying the serve;
5. Delays in player substitution.

Article 23 (Warning) In the event of any of the following, a warning will be given (a team warning will be given to the head coach or to the captain in the absence of the head coach):

1. Kicking the ball out of the court out of frustration, anger, etc. (warning against the player);
2. A player or staff other than the captain asking questions or filing complaints, thereby causing delays (warning against the team);

3. Deliberately going over the 3-minute time limit for player substitution (warning against the team);
4. Eating or drinking or providing food/beverage during the game (warning against the player or the team);
5. Behavior deemed to smear the image of the competition or cause disruptions in its operation (warning against the player or the team);
6. Two caution (warning against the player, head coach, or the team);
7. Questioning the decision made based on an agreement between the main and assistant referees (warning against the team);
8. An action to prevent the other team from scoring two points that lacked sportsmanship (warning against the player or the team).

Article 24 (Sending a Player off the Court) A player who is sent off the court for any of the following reasons will not be allowed to play in the name game, and one of the registered bench players should play in his/her place after an approval is given by the head coach:

1. Two warnings in one game;
2. Causing delays in the game, not backing down against the referee, etc.;
3. Acting emotional or lacking sportsmanship;

4. Causing disruptions in the game by using abusive language.

Article 25 (Disqualification) ① Not wearing matching uniforms or not wearing jokgu shoes within 5 minutes after the start of the game;

② The starting lineup does not consist of four players or four players cannot be maintained on the court;

③ The team fails to enter the game within 5 minutes after receiving the notification of entry;

④ The team protests against a referee decision for more than 5 minutes;

⑤ The team causes a delay that is not related to the game for more than 5 minutes;

⑥ It is impossible to continue the game due to a protest after a decision based on an agreement is made;

⑦ The team was given two warnings in one game;

⑧ The team engages in an action that is damaging to the image of the competition.

Article 26 (Forfeiture) ① In the event of discovering an illegitimate player on the team during the competition period, the team will be forced to forfeit all the games, and all their game records and results will be

deleted. The results of the opponent teams will not be changed, and complaints regarding an illegitimate player can only be made before the end of the game and not thereafter.

② A team that engages in an act to slow down or interfere with the competition;

③ A team that commits assault;

④ A team that deliberately fixes games;

⑤ A team that makes it impossible for a game to proceed, as its player(s) or affiliated member(s) intrude(s) into the court or use(s) abusive language.

CHAPTER 6: AWARDS AND PUNISHMENT

Article 27 (Awards & Punishment) ① For matters related to awards and punishment, the regulations of the Fair Sports Committee of the KOREA JOKGU ASSOCIATION should be observed.

② As for matters related to competition awards/prizes, the guidelines of the competition should be observed.

Article 28 (Other Regulations and Rules) For matters not specified in

these Rules and Regulations, the decision made by the executive body should be observed.

Article 29 (Filing an Appeal) As for appeals, the decision made by the Appeal Review Board should be observed. The Chairperson of the Appeal Review Board is the Chairperson of the Fair Sports Committee, and the Committee should be comprised of members of the executive body, referees, players, etc.

CHAPTER 7: ADDENDA

Article 1 These Rules and Regulations shall be reported to the General Assembly following a deliberation and resolution by the Board of Directors.

Article 2 For any amendments, additions, deletions, etc. to the Rules and Regulations, the procedure outlined in Article 1 shall be observed.

Article 3 These Rules and Regulations shall take effect on January 12, 2017.

Article 4 The amended Rules and Regulations shall take effect on January 27, 2018.

Article 5 The amended Rules and Regulations shall take effect on February 9, 2019.

Article 6 These Rules and Regulations shall be reported to the General Assembly following a deliberation and resolution by the Board of Directors. The amended Rules and Regulations shall take effect on May 30, 2020.

Article 7 These Rules and Regulations shall be reported to the General Assembly following a deliberation and resolution by the Board of Directors. The amended Rules and Regulations shall take effect on July 08, 2020.