

Game Rules

Established on Jan. 12, 2017

Revised on Jan. 27, 2018

Revised on Feb. 9, 2019

Completely revised on May 30, 2020

Revised on Jul. 9, 2020

Revised on Feb. 6, 2021

Revised on Mar. 27, 2021

Revised on Nov. 13, 2021

Revised on Jan. 22, 2022

Revised on Apr. 30, 2022

Revised on Sep. 24, 2022

Revised on Nov. 30, 2022

Chapter 1: The Game

Article 1 (Definition)

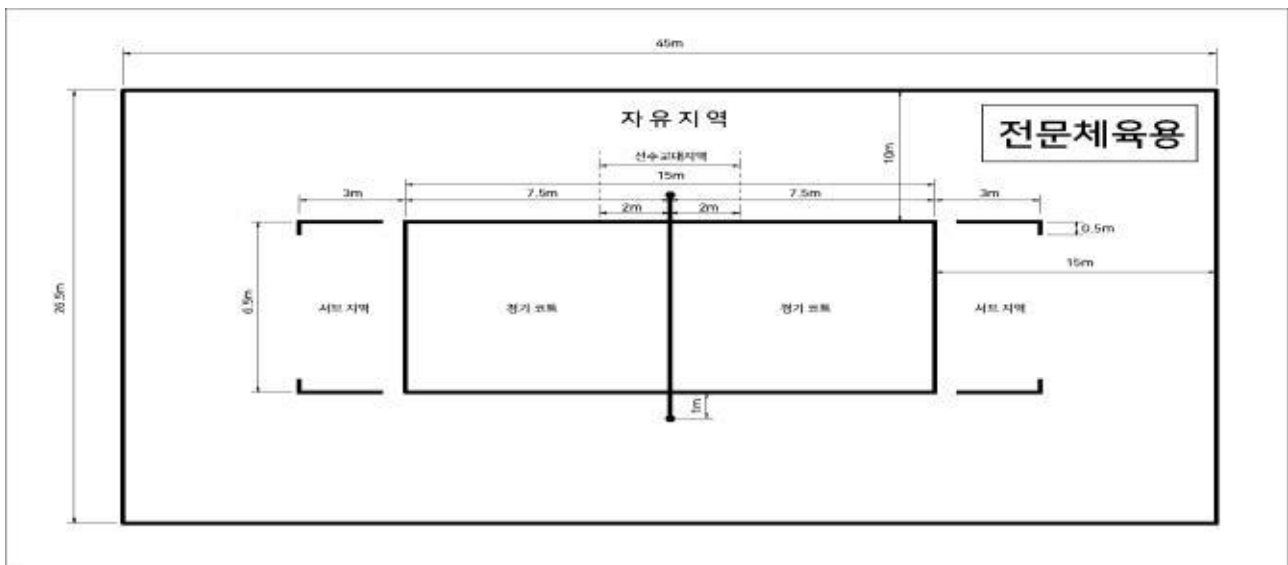
- (1) A game of jokgu is played between two teams comprised of four players each. The purpose of each team is to use only the feet (below the knees) and the head (above the chin) to get the ball over the net of the opponent team to score a point or to prevent the opponent team from scoring.
- (2) The team that scores 15 points first wins the set, and the team that wins two sets first wins the game.
- (3) A game of jokgu is played in the presence of an official referee while using the official facilities and equipment.

Chapter 2: Court, Facilities, and Equipment

Article 2 (Jokgu-exclusive Court)

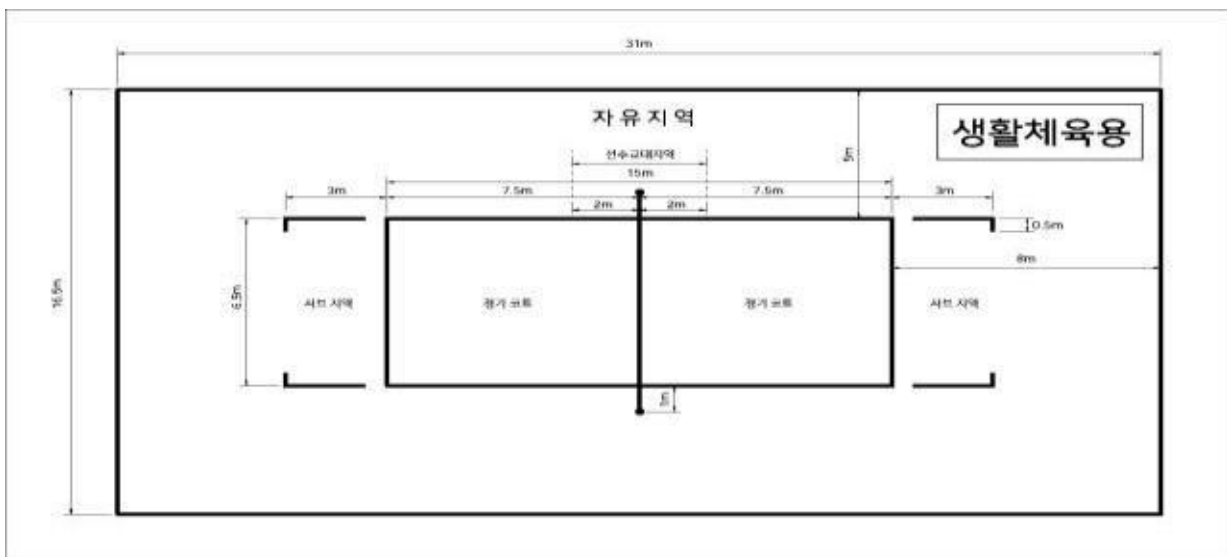
- (1) The jokgu-exclusive court should have 10m of space from the sideline and 15m of space from the end line, in which there are no obstacles within those limits.

- (2) The surface of the court must be flat, should level off, and must have a sense of uniformity.
- (3) All games must be played on the jokgu court mat approved by the Korea Jokgu Association in accordance with the form in Enclosure 1.
- (4) There must be a minimum of 12m from the floor to the lowest obstacle that extends to the ceiling of the court.
- (5) The court dimensions are as the following subparagraphs:
1. The sideline should be 7.5m long for each team for a total of 15m;
 2. The end line should measure 6.5m long;
 3. The service area is located 3m behind the end line and the extension lines of the sideline;
 4. The height of the net is 105cm from the ground;
 5. The height of the antenna is 150cm from the ground;
 6. The antenna should be separately installed 21cm (diameter of the ball) from the sideline; and
 7. The area for substituting players is 2m from the assistant referee line to the center.
- (6) The temperature of the indoor court must be above 16°C and below 25°C.
- (7) The lights must be installed in order to minimize the glare of the players and the members of the game, and they must be more than 1,000 lux, which they must not be lower than 1,000 lux when measuring 1m from above the court during the official competition. [This article was established on Sep. 24, 2022]



Article 2-2 (Exclusive Court of Sports for All)

- (1) The court is comprised of a rectangular court with a floor that has a hard surface and a free zone. There must be no obstacles in the free zone, and there should be at least 5m of space from the sideline (at least 8m between the courts if there are more than 2 courts) and at least 8m of space from the end line. <Revised on Feb. 6, 2021> <Revised on Sep. 24, 2022>
- (2) The surface of the outdoor jokgu-exclusive court must only use artificial grass and natural rubber mat as stated in the form in Enclosure 2, and all surfaces must be approved by the Association. <Newly established on Sep. 24, 2022>
- (3) The court dimensions are as the following subparagraphs.
 - 1. The sideline should be 7.5m long for each of the teams for a total of 15m, and it must be 6.5m each for a total of 13m for the elementary school team. (Revised on Sep. 24, 2022>
 - 2. The end line should measure 6.5m long. However, it is 5.5m for the elementary school team. <Revised on Nov. 30, 2022>
 - 3. The service area is located 3m behind the end line and the extension lines of the sideline.
 - 4. The height of the net is 105cm from the ground, and it is 90cm for the women’s team and the elementary school team. <Revised on Sep. 24, 2022>
 - 5. The height of the antenna is 150cm from the ground.
 - 6. The antenna should be separately installed 21cm (diameter of the ball) from the sideline.
 - 7. The area for substituting players is 2m from the assistant referee line to the center.



Article 3 (Net)

The net should be 7.5m long and 75cm wide and allow net play (each square measuring 10cm on each side), with the horizontal band at the top measuring 5cm in width. The net installation should be checked and adjusted by the referee and the team captain.

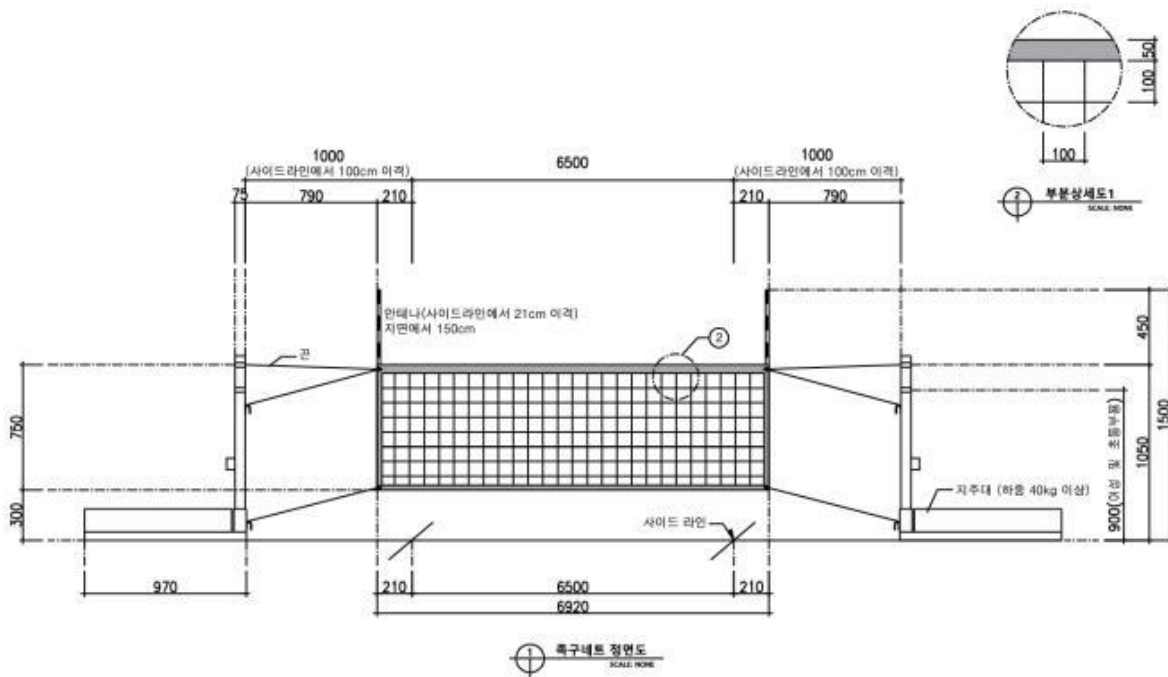
Article 4 (Supports and Pads)

The supports should be sturdy and measure 7.5 ± 2.5 cm in diameter, which must be separately installed more than 1m from the sideline, but the supporting pads must be attached for safety in accordance with Enclosure 3.

<Revised on Sep. 24, 2022>

Article 5 (Antenna)

The antenna should be installed vertically on the net at 21cm (diameter of the ball) from the ends of the sideline, and contrasting colors such as red and white should be used so that the upper part of the net is conspicuous.



Article 6 (Lines)

All lines should be 5cm in width and must be created by using a piece of cloth or tape in a color that contrasts with that of the floor.

Article 7 (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 must weigh 330~360g, with an air pressure of 0.45bar±0.01bar (±10% depending on the court conditions), and regarding the rebound height of the ball, it must come up 100~125cm at 20°C and 90~110cm at 5°C (free fall vertically from a height of 2m above the steel floor of more than 5cm in accordance with the KISS testing standards), and the size must be 200~205mm in diameter. However, it is 290±10g for the elementary school team, and the dimensions are the same. <Revised on Mar. 27, 2021>
- (2) The official game ball of professional sports should be within 12 pieces and must weigh 360~380g, with an air pressure of 0.45bar±0.01bar (±10% depending on the court conditions), and regarding the rebound height of the ball, it must come up 90~110cm at 20°C and 70~90cm at 5°C (free fall vertically from a height of 2m above the steel floor of more than 5cm in accordance with the KISS testing standards), and the size must be 200~205mm in diameter. (Newly established on Sep. 24, 2022>
- (3) At an official competition hosted and supervised by the Korea Jokgu Association and the affiliated organizations, a ball designated as the official competition ball in accordance with the official regulations must be used.

Article 8 (Jokgu Shoes)

The 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 must be an integrated type that has not been modified.

- (1) As for the specifications, the jokgu shoes should be made of a strong material such as leather or artificial leather, while the soles should be made of rubber or synthetic rubber that has not been dyed, and the form of the treads can be applied freely but must have within 5mm of space between each tread, and the heights of the treads and the steel must be within 3mm. <Revised on Sep. 24, 2022>
- (2) The protrusions in the outer skin of leather or artificial leather should be within 2mm, and the corner of the floor should be made round in order to prevent any injury to the players and any damage to the exclusive flooring. <Newly established on Jan. 22, 2022> <Revised on Sep. 24, 2022>
- (3) The jokgu shoes must be ones that have been designated as jokgu shoes in consideration of the classiness of the competition, the damage to the exclusive flooring, the player safety, etc.

Article 9 (Proper Attire)

- (1) The player uniforms must match the team, and the players should wear shorts at the bottom, with the top displaying the player's number. The player's number must be located at the center, and the size of the number must be more than 15cm. The numbers shown on the top and the bottom should match, and the jokgu shoes must be worn. <Revised on Nov. 30, 2022>
- (2) The referees' attire and accessories should be specified in the jokgu referee manual.
- (3) The team captains must put on the captain bands around their left arms before the start of the game.
- (4) Wearing tights and knee guards is permitted.
- (5) The kerchief should be no more than 1mm thick, and the headband should be no more than 5cm wide and 3mm thick, but wearing a hat is not allowed.
- (6) Wearing eye protection is permitted.
- (7) Other types of gear are not permitted.

Chapter 3: Team Composition

Article 10 (Team Composition and Player Registration)

- (1) Each team should be comprised of up to 8 members including the head coach and the players, and the players must not use the same player number. <Revised on Nov. 30, 2022>
- (2) The team for the top division is selected based on the win-loss records and all members of every division must register with the Association based on their home addresses, and in order to enter a national competition or something higher or a competition hosted by a city or a province outside their areas of residence, the approval from the secretariat of the affiliated municipal or provincial association must be obtained.
- (3) The details should be specified and operated as the administrative regulations of each department. However, the players and the 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, and the referee will revoke their qualifications.
- (4) When entering a competition, the teams and the players may sign up to participate in multiple divisions if

the game schedules do not conflict with each other. However, this is not permitted for the players who belong to the top division.

Article 11 (Head Coach)

- (1) The head coach should dress in a neat manner and must be responsible for ensuring compliance with the regulations, the promotion of a sense of belonging among the players of the team, participation in the events, and the mental training of the players, and in the event that an unfair decision is made by a referee or the executive board of the competition, the head coach has the right to file an appeal after the game, request a time-out during the game, or substitute the players.
- (2) The head coach must be the individual specified in the competition entry form and must be present on the corresponding court before the start of the game. Under no circumstances whatsoever can a player delegate as a head coach.
- (3) All head coaches of the divisions must be individuals who have been registered as being qualified to be an instructor on the member registration system of the Association. Also, all instructors must carry their respective qualification certificates issued by the Association, following the 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 is registered as the head coach.
- (5) The head coach of the top division must maintain his position as a head coach for at least 6 months after the initial registration.

Article 12 (Captain)

- (1) Each team must appoint a captain, and the captain who is not wearing a captain band cannot ask questions or make any requests regarding the decisions of the referee.
- (2) The captain may examine the court and the ball, check the players of the opponent team, ask questions about the ambiguous decisions, request an explanation of the rules that are applied, order an exchange of uniform, request a break in the event that a player gets injured, etc.
- (3) The main referee may reject or approve the requests given by the captain.
- (4) In the event that the captain is substituted, the captain band should be handed over to a player on the court.

Article 13 (Players)

- (1) Each team should be comprised of at least 4 players.

- (2) If there are fewer than 4 players before the start of the game or during the game, the team in question will be disqualified.
- (3) The players should accede to any requests from the referee when confirming their identities.
- (4) The players must comply with the rules and be respectful to the players on the opponent team.

Article 14 (Uniform Number)

The uniform numbers may be assigned freely but cannot be changed in the middle of the game, and the numbers should be confirmed by the competing players at least 30 minutes before the start of the game.

Chapter 4: Game Guidelines

Article 15 (Scoring)

- (1) The points are scored by grounding the ball on the opponent team's court or when the opponent team makes a foul or becomes penalized, and the opponent team loses a point in contrast to scoring a point.
- (2) If an act of scoring a point and a violation of the rules occurs consecutively over time, the point will be given if it was scored before the violation, considering the time, whereas it will not count if the violation occurred first. <Revised on Jul. 9, 2020>

Paragraphs (3)~(5) <Deleted on Feb. 6, 2021>

Article 16 (Game Progress)

- (1) The skills of the game include receiving, tossing, kicking, and serving.
- (2) The ball is considered to be in play if it touches any part of the sideline or the end line.
- (3) The players can stand anywhere on the court, regardless of their positions.
- (4) All games consist of 3 sets in principle. However, the number of sets may be increased or decreased due to the circumstances of the place of competition.
- (5) The minimum score to win a set is 15 points, and in case of a deuce, the team that scores 2 points first wins, in which the maximum score that can be acquired is 19 points. In the final set, the teams will switch their courts after one team scores 8 points. However, the teams may switch their courts when it has been confirmed that it has exceeded 8 points during the time of court change in the final set.
- (6) The points can be applied as cross-score irrespective of whether the team is currently playing the offense or

the defense.

- (7) The time-outs must be requested by the head coach and approved by the main referee, and they must last no longer than one minute for one time in one set.
- (8) The player substitution must be requested by the head coach, and it should be approved by the main referee based on the criteria of the following subparagraphs:
1. Each team is allowed to freely substitute up to 3 players per set among the players on the player list. However, when the captain is substituted, the captain band must be handed over to one of the players on the court;
 2. If the head coach is not present, the substitution of players is not allowed regardless of the situation, and the players of the next set are not seen as the substitution of players. However, it must be notified to the main referee <Revised on Nov. 30, 2022>;
 3. A competing player not notified to the main referee at the start of the next set,
 - When the head coach is present: It is seen as a substitution of players.
 - When the head coach is not present: Warning given to the team <Newly established on Nov. 30, 2022>;
 4. In the event of an injury during the game, 2 breaks for up to 3 minutes for each time may be granted for each player per game, but if all 4 players are not on the court after the 3 minutes, the team in question will be disqualified <Revised on Jul. 9, 2020> <Revised on Feb. 6, 2021>; and
 5. The substitution must be completed within 5 seconds after it is approved by the main referee, and if there are delays, the team will be given a warning.
- (9) Only the lower legs below the knees and the head above the chin can come in contact with the ball.
- (10) The court plays can be done freely for up to 3 bounces off the ground and 3 touches, and 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 the bounce. (The team playing defense will lose a point if it touches the ball)
- (11) The bounce and the ball touch of the player may only be allowed up to 3 times for one time each. (Principle 33) However, the team for the top division can do 2 bounces and 3 touches in principle. The rules may be operated by the executive board of the competition in case of an event competition such as being broadcast on television, etc. <Revised on Nov. 13, 2021>

(12) The net play is permitted, and all situations occurring at the net, except for physical contact, are considered in-plays. The net boundary, however, is the net from the standard of antenna, and those aside from that are considered as other objects.

(13) If the ball or the part of the body passes through below the net, the other team will be awarded a point, regardless of whether it interfered with the defense of the opponent team, and if a part of a player's body enters the opponent's court and interferes with the defense, a point will be awarded

to the other team. <Revised on Jul. 9, 2020>

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

(15) The questions regarding the rules applied to the game can only be asked to the main referee by the captain, and an appeal can be filed to the table officials by the head coach after the game 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. (each municipal/provincial association and individuals concerned will be notified and the information will be posted on the website)

(16) No count will be applied in the event of a natural disaster, an obstacle enters into the court, the game cannot proceed, both teams have violated the game rules simultaneously, it is impossible to make a proper judgment, or when the game did not proceed properly due to faulty facilities or equipment. <Revised on Jul. 9, 2020>

(17) Even when the ball passes through outside the antenna if a player puts it back into the court from outside the antenna from 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 each team, and if there is a justifiable appeal or it is difficult for the main referee to make a decision on his 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. However, if the decision based on the agreement is revoked, the number of times the decision based on the agreement is not deducted. <Revised on Nov. 13, 2021>

(19) A final decision (decision-based on an agreement) made by the main referee cannot be overturned. However, before a final decision (e.g., a 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 with each other to

make the final decision based on the agreement, and if an accurate decision cannot be made, the video decipher can be requested. (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 the 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 the agreement does not need to be made for every issue. <Revised on Jan. 22, 2022>

(20) A request for a Video Assistant Referee 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 set. However, in the case where the decision is overturned, the number of times the Video Assistant Referee is not deducted. <Revised on Jan. 22, 2022>

(21) The game may be stopped when necessary based on the judgment of the main referee.

(22) The court change takes place at the end of a set.

(23) An adverse weather condition refers to a weather condition in which more than half of the area of the court is not in a condition that allows the ball to bounce off.

1. <Deleted on Mar. 27, 2021>

2. The game will proceed even in the event of adverse weather conditions, and if the weather worsens, the matter will be decided through a meeting of representatives.

Article 17 (Game Record Sheets)

The game record sheets are comprised of Form 1: General Records and Form 2: Records for Broadcasting Purposes, and the standardized forms should be provided by the game committee for usage.

Article 18 (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 that had been disqualified will be given a score of 0 regarding 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) <Deleted on Nov. 30, 2022>

Article 19 (Safety Incident)

As for the safety incidents during a game, the host organization should subscribe to liability insurance or

accident insurance in accordance with Article 12 (Subscribing to Insurance, etc.) of the Act on Promotion of Sports for All, and the players who sustain an injury as a result of wearing accessories shall assume full responsibility.

Article 20 (Commentators)

The 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 21 (Serve)

- (1) A serve is made clockwise from the right defense in rotation. However, if violated, it is considered a loss of points. <Revised on Apr. 30, 2022>
- (2) A person who serves before the signal or delays the serve will be given a caution on the first try, but from the second try, it will be considered as a loss of points. <Revised on Jul. 9, 2020> <Revised on Feb. 6, 2021>
- (3) After a signal is given by the main referee to begin the serve, if the server lands and touches any of the lines marking a restricted area (end line, sideline, 3m from behind) or deviates from the area, a point will be awarded to the other team.
- (4) A serve consists of the ball leaving and coming into contact with the part of the body allowed to make contact before it bounces off the ground, and it is released as soon as it leaves.
- (5) The ball must be served within 5 seconds after the signal is given by the main referee, and a point will be awarded to the other team if the server exceeds the time.
- (6) If the server serves the ball before the 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 the 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 the 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 22 (Game Conditions)

- (1) When a player touches the inside of the net of the antenna with any part of his body or anything attached to his body, regardless of whether he is playing offense or defense, his team will lose a point, and this will also be the case when anything he was wearing comes off and touches the inside of the net of the antenna. In this case, the assistant referee will immediately blow the whistle, and there would be a loss of points. <Revised on Feb. 6, 2021>
- (2) The 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 3 touches, and it will result in the other team being awarded a point.
- (4) Holding refers to a situation in which the ball stays on a player's body in the form of lifting, pressing, adhering, or pushing, not in the form of touching, 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, and this is also the case when anything that's worn deviates from the body and goes over the net. However, when the ball partly goes over the net, 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 knee).
- (7) A touch-out refers to the offensive team's 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 defensive team. <Revised on Nov. 30, 2022>
- (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 completely passes below the net, or the ball passes outside the antenna after 3 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 a ball touches the antenna. 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 in midair, the team who played the ball immediately beforehand (by touching or bouncing) will lose a point to the other team.

(11) <Deleted on Jul. 9, 2020>

Article 23 (Cautions)

In the event of any of the following, the player in question will be verbally instructed to take the corrective action:

1. Kicking the ball to the other team;
2. Going over the net, touching the net, or doing any other actions or verbal gestures to deter the attack upon the other team's attack;
3. Verbally indicating that the ball is in, out, etc. in a way that can affect the referee's judgment;
4. Serving before the signal is given or delaying the serve <Revised on Jul. 9, 2020>; and
5. Delays in player substitution (team);

Article 24 (Warning)

In the event of any of the following subparagraphs, a team warning will be given to the coach, and if he's not present, it will be given to the captain:

1. Kicking the ball out of the court as part of reacting emotionally (player);
2. A player or staff other than the captain asking questions or filing complaints, thereby causing delays (team);
3. Deliberately going over the 3-minute time limit for set substitution (team);
4. Providing food/beverage during the game (player, team);
5. Behavior deemed to smear the image of the competition or cause disruptions in its operation (player, coach, team);
6. 2 cautions (player, coach, team);
7. Questioning the decision made based on an agreement between the main and assistant referees (team);

and

8. Not informing the main referee of the player substitution when changing the set (warning for the team if the coach is not present) <Newly established on Nov. 30, 2022>

Article 25 (Sending a Player off the Court)

A player who is sent off the court for any of the following subparagraphs will not be allowed to play in the next game, and one of the registered bench players should play in his place after an approval is given by the head coach of the corresponding team:

1. 2 warnings given in one game;
2. Causing delays in the game, not complying with the game;
3. Acting emotionally or lacking sportsmanship; and
4. Causing disruptions in the game by using abusive language

Article 26 (Disqualification)

- (1) Not wearing the matching uniform or not wearing the jokgu shoes within 5 minutes after the start of the game
- (2) The starting line-up does not consist of 4 players or cannot be maintained as 4 players on the court
- (3) The team fails to enter the game within 5 minutes after receiving the notification for entry
- (4) The team protests against the referee's 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 has been made
- (7) The team was given 2 warnings in one game <Revised on Mar. 27, 2021>
- (8) The team engages in an action that is damaging to the image of the competition

Article 27 (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 games, and all of their game records and results will be deleted. The results of the opponent teams will not be changed, and the complaints regarding the illegitimate player can only be made before the end of the game and cannot be done afterward.
- (2) A team that engages in an act to slow down or interfere with the competition will have to forfeit
- (3) A team that commits assault
- (4) A team that deliberately manipulates the game results

(5) A team that makes it impossible for a game to proceed, as its players or affiliated members intrude into the court or use abusive language <Revised on Nov. 13, 2021>

Chapter 6: Awards and Punishments

Article 28 (Awards and Punishments)

(1) For matters related to awards and punishments, they are operated in accordance with the regulations of the Fair Sports Committee of the Korea Jokgu Association.

(2) As for the matters related to the competition awards, the guidelines of the competition should be complied with.

Article 29 (Other Regulations and Rules)

For matters not specified in these rules and regulations, the decision will be made by the executive body.

Article 30 (Filing an Appeal)

Appeals are based on the file of an appeal and it will follow the decision made by the Appeal Review Board. The Chairperson of the Appeal Review Board is the Chairperson of the Fair Sports Committee and the committee should be comprised of the members from the executive body, referees, players, etc.

Chapter 7: Addenda

Article 1 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors.

Article 2 For any revisions, additions, deletions, etc. to the rules and regulations, it will be the same as the procedure outlined in Article 1.

Article 3 These rules and regulations shall take effect starting Jan. 12, 2017.

Article 4 These revised rules and regulations shall take effect starting Jan. 27, 2018.

Article 5 These revised rules and regulations shall take effect starting Feb. 9, 2019.

Article 6 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting May 30, 2020.

Article 7 These rules and regulations shall be reported to the General Assembly following deliberation and

resolution by the Board of Directors. The revised rules and regulations shall take effect starting Jul. 9, 2020.

Article 8 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Feb. 6, 2021.

Article 9 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Mar. 27, 2021.

Article 10 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Nov. 13, 2021.

Article 11 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Jan. 22, 2022.

Article 12 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Apr. 30, 2022.

Article 13 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Sep. 24, 2022.

Article 14 These rules and regulations shall be reported to the General Assembly following deliberation and resolution by the Board of Directors. The revised rules and regulations shall take effect starting Nov. 30, 2022.

[Enclosure No. 1]

Specifications of Jokgu-exclusive Indoor Flooring

Name of Product	Jokgu-exclusive indoor flooring	Quality of Material	100% PVC
Photo			
Specification	<ul style="list-style-type: none">· Total thickness: 8.0mm· Weight: 5.8kg/m²· Shock absorption: EN 14808 standard $\geq 25 \sim 30\%$· Vertical deformation: EN 14809 standard $\leq 3.5 \sim 2\text{mm}$· Sliding coefficient: EN 13036-4 standard 80 ~ 110· Ball bounce: EN 12235 standard $\geq 90\%$· Abrasion resistance: EN ISO standard $\leq 1,000 \sim 350\text{mg}$· Shock resistance: EN 1517 standard $\geq 8\text{N/m}$· Pressure resistance: EN 1516 standard $\leq 0.5\text{mm}$· Brightness: EN ISO 2831 standard $\geq 30\%$· Rotational load resistance: EN 1560 standard $\geq 1500 \sim 1500\text{N}$		

Specifications of Jokgu-exclusive Outdoor Flooring

Name of Product	Jokgu-exclusive outdoor flooring	Quality of Material	Artificial grass
Photo			
Specification	<ul style="list-style-type: none"> · Structure: Sports grass in dual structure (green color) · Material: Floor part - black, SBR coating treatment/surface - PE · Length: 35mm · Filler: Environment-friendly materials certified by the Ministry of Environment, silica within 20mm · Heavy metal content: Cadmium, lead, mercury, chromium, etc. below the permitted standards Carcinogen 0.1 or less (not detected) 		

Specifications of the Supports and Pads for Jokgu

Name of Product	Supports and pads for jokgu		Manufacturing Country	Republic of Korea
Photo				
				
Components	<ul style="list-style-type: none"> · Support cover and support rod cover 2EA, 1 SET 			
Specification	<ul style="list-style-type: none"> · Material of product - Protective filler: Polyurethane - Exterior packaging: Tarpaulin · Size of product - Length of support rod: 1100mm - Caliper: 80mm - Support cover: Height 300~450mm, length 450~900mm - Thickness of filler: More than 40mm · Product tightening method: Velcro-form 			