

## **Rules for International Wushu Sanshou Competition (1999)**

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# **Chapter 1 General Rules**

### **Article 1 Types of Competition:**

Team events and individual events.

### **Article 2 Systems of Competition:**

2.1 Systems of the round-robin, the knock-out or the knock-out with a repechage shall be used.

2.2 The system of winning two rounds out of three in a bout is adopted. Each round lasts two minutes. There will be a one-minute rest between two rounds.

### **Article 3 Qualifications and Requirements**

3.1 The contestant must hold his own passport issued by the country/region he represents.

3.2 To participate in the competition, the contestant must produce his health certificate, indicating such details as his electroencephalogram (EEG), electrocardiogram (ECG), blood pressure and heart rate, all of which should be taken within 20 days before his checking in at the place of competition.

3.3 The contestant shall be 18-35 full years old.

3.4 The contestant must produce his insurance policy (against casualty) for the competition.

#### **Article 4 Bodyweight Categories**

- 4.1 48kg Category ( $\leq 48\text{KG}$ )
- 4.2 52kg Category ( $>48\text{KG}-\leq 52\text{KG}$ )
- 4.3 56kg Category ( $>52\text{KG}-\leq 56\text{KG}$ )
- 4.4 60kg Category ( $>56\text{KG}-\leq 60\text{KG}$ )
- 4.5 65kg Category ( $>60\text{KG}-\leq 65\text{KG}$ )
- 4.6 70kg Category ( $>65\text{KG}-\leq 70\text{KG}$ )
- 4.7 75kg Category ( $>70\text{KG}-\leq 75\text{KG}$ )
- 4.8 80kg Category ( $>75\text{KG}-\leq 80\text{KG}$ )
- 4.9 85kg Category ( $>80\text{KG}-\leq 85\text{KG}$ )
- 4.10 90kg Category ( $>85\text{KG}-\leq 90\text{KG}$ )
- 4.11 Over 90kg ( $>90\text{KG}$ )

#### **Article 5 Weighing-in**

- 5.1 Only contestants in keeping with the qualifications shall be weighed in.
- 5.2 The contestant shall bring his passport to the weighing-in.
- 5.3 The weighing-in of contestants are handled by the head registrar in collaboration with the arranging and recording group and under the supervision of the members from the Jury of Appeal.
- 5.4 Contests shall be weighed only once before the whole competition or once on each day of competition, at the designated time and place. And the weighing-in of each contestant shall be completed within an hour. Contestants shall be naked or only have their pants on when being weighed.
- 5.5 The weighing-in on each day of competition shall be completed two hours before the start of the first unit of the day's competition.
- 5.6 The weighing-in will start from the lighter weight categories. A contestant whose weight does not conform to the requirements of the category and cannot make weight within the time limit of the weighing-in, shall not be allowed to compete.

#### **Article 6 Drawing of Lots**

- 6.1 The drawing of lots, taking place after the weighing-in, will start from the lighter weight categories. Any contestant who is the only one entering for his category will not be able to compete.
- 6.2 The drawing of lots will be handled by the arranging and recording group, in the presence of the head of the Jury of Appeal, the chief referee and the coaches or team leaders of the participating teams.
- 6.3 The coaches or team leaders will draw lots for their team members.

## **Article 7 Contestants' Wear and Protective Equipment**

7.1 During a fight, the contestant must wear unified boxing gloves, helmet, chest protector, shinguards and instepguards (on bare feet). His shirt and trunks must be of the same colour as his protective equipment, and he should use his own gum-shield and jockstrap (worn under his trunks).

7.2 The colour of the protective equipment shall be either red or black.

7.3 Weight of the gloves: 230 grams for the 65kg category and under, and 280 grams for the 70 kg category and up,

## **Article 8 Protocol in Competition**

8.1 When being introduced, the contestants will make a "palm and fist" salute to the audience.

8.2 Before the start of each round, the contestants will make a "palm and fist" salute to each other.

8.3 When the result of the fight is announced, the contestants exchange their positions. After the announcement, they salute each other, and salute the judge on the platform with "palm and fist"; the judge returns the salute. Then the contestants salute each other's coaches, and the coaches return the salute.

## **Article 9 Other Provisions Relating to Competition**

9.1 The judges of a competition should only concentrate on the competition and mustn't talk with other people. They should remain in the designated seats unless they have the permission from the head judge to leave.

9.2 The contestants shall abide by the Rules of Competition, respect the judges, and obey their decisions. Wrangling, cursing, throwing away protectors to show discontent and the like are strictly prohibited.

9.3 The coach and team doctor will remain in the designated seats; they are prohibited from shouting or dropping hints to the contestant during the fight. Advices and massages to the contestant are allowed during the rest between two rounds. Infusion of oxygen, however, is forbidden.

9.4 Before the announcement of the end of one bout, the contestant will not walk out (except when injured). He will not take off the protectors (except the helmet and gum-shield). Signaled by the judge on the platform, the contestant will get onto the platform and wait for the announcement of the result.

9.5 Doping is strictly prohibited.

## **Article 10 Default**

10.1 A contestant who becomes incompetent for competition during the tournament due to injury or illness, or whose weight does not conform to the requirements, will be regarded as a case of default. He will not be allowed

to compete henceforth, however, his achievements and placings in preceding matches will still count.

10.2 In case of wide disparity of strength between two sides, to ensure safety, the coach may show the sign of default, or the contestant may raise a hand, to signal the request for a default.

10.3 A contestant who fails to turn up after his name has been read out three times in the roll-call prior to a bout, or leaves after the roll-call without any permission and fails to appear on the contest area in time, will be regarded as a case of default without justification.

10.4 A contestant who defaults without justification will be deprived of what he has already achieved in preceding matches.

## Chapter 2 Contest Officials and Their Duties

### Article 11 Composition of Officials

11.1 There will be one chief referee and one or two assistant chief referees.

11.2 The judge's group of one bout will be composed of a head judge, an assistant head judge, a recorder, a timekeeper, a judge on the platform and five sideline judges.

11.3 The arranging and recording group will be composed of an arranging and recording chief and four arranging and recording assistants.

11.4 The registration group will be composed of a head registrar, an assistant head registrar, and three to five registrars.

11.5 The medical group will be composed of a chief doctor and one or two doctors.

11.6 There will be one or two announcers.

### Article 12 Duties of Officials

12.1 The chief referee shall

12.1.1 organize the judges to study the Rules of Competition and the Regulations, and to study and master the officiating method.

12.1.2 check and make sure the contest area, equipments, and officiating apparatus in ready condition, and supervise all preparations related to the contests, such as those for weighing-in, drawing of lots, and arrangement of contests.

12.1.3 settle problems related to competition according to the Regulations and Rules of Competition, but has no

power to modify the Regulations and Rules.

12.1.4 provide guidance to the judges groups during the competition and replace judges when necessary.

12.1.5 notify the head judge, the arranging and recording chief, and the announcer in time if during the contest any of the contestants defaults, which results in a change of contest order.

12.1.6 have the final say when there is disagreement among the judges.

12.1.7 be responsible for supervising the officiating personnel and see that the Rules are properly implemented.

12.1.8 examine, sign on, and announce the results of competition.

12.1.9 submit to the leading body of the tournament a written summary report of the officiating work. The assistant chief referee will assist the chief referee in his work and act on his behalf in his absence.

12.2 The head judge shall

12.2.1 be responsible for organizing the work and study in his judging group.

12.2.2 supervise and guide the work of the judges, the timekeeper, and the recorder.

12.2.3 hint by blowing a whistle when spotting apparent misjudgements or omissions made by the judge-on-the-platform, so that corrections might be made.

12.2.4 with the approval of the chief referee and before the result is announced, rule against a decision of 3:2 made by the sideline judges if he believes such a ruling is absolutely necessary.

12.2.5 announce the result of judgement at the end of each round to decide the winner.

12.2.6 handle problems relating to "absolute victory", "off", "penalty", "forcible counting" according to conditions of the contestants on the platform and the record of the recorder.

12.2.7 examine and sign on the results of the match at the end of each bout.

The assistant head judge will assist the head judge in his work, and may concurrently perform the tasks of other judges when necessary.

12.3 The judge on the platform shall

12.3.1 perform his duties fairly, and implement the Rules of Competition strictly.

12.3.2 examine the contestants' protective gears and ensure safety in the contest.

12.3.3 control the fights by calls and gestures.

12.3.4 decide on a "down", "successive downs", "off", "foul", "passivity", "forcible counting", "winning three points", and handle matter, related to on-the-spot treatment of injured contestants.

12.3.5 announce the results of a bout.

12.4 The sideline judges shall

12.4.1 record the points won by the contestants according to the Rules.

12.4.2 display the result of judgement rapidly and at the same time, at the signal of the head judge at the end of each round.

12.4.3 upon completion of each bout, sign on the scoring form, which will be kept to be examined and verified.

12.5 The recorder shall

12.5.1 fill in the statistical form of each pair of contestants carefully before the fight.

12.5.2 participate in the work of weighing-in, and enter the contestants' weights in the recorder's statistical chart.

12.5.3 record the numbers of times the contestant wins three points, receives warnings and admonitions, and is forced to be counted according to the calls and gestures of the judge on the platform.

12.5.4 record the results of judgement made by the sideline judges in each round and report to the head judge after the winner is decided.

12.6 The timekeeper shall

12.6.1 check the gongs and see if they are in working condition, and make sure the clock and stopwatches keep correct time.

12.6.2 be responsible for the time-keeping of the contest, the suspension of fight, and the rest.

12.6.3 blow a whistle 10 seconds before the start of the second round, and start the watch to begin the contest time as soon as time for the rest is up.

12.6.4 beat a gong to announce the end of a round.

12.6.5 announce the result of judgement made by the sideline judges.

12.7 The arranging and recording chief shall

12.7.1 be responsible for examining the contestants' qualifications and their entry forms.

12.7.2 be in charge of organizing the drawing of lots and working out programs for each bout of contest.

12.7.3 prepare various forms to be used in the competition, check and verify the results of contests, and count the points won by the contestants to decide their placings.

12.7.4 register and publicize the results of each bout.

12.7.5 collect statistical data and relevant facts, and compile the final score sheet.

12.8 The arranging and recording assistant shall do work assigned by the arranging and recording chief.

12.9 The head registrar shall

12.9.1 be responsible for the weighing-in of contestants.

12.9.2 be responsible for providing the protective gears to be used in the contest and their control and maintenance during the tournament.

12.9.3 summon the contestants for the roll-calls twenty minutes before the start of a bout.

12.9.4 report to the chief referee in time during the roll-calls on any absence or default of the contestants.

12.9.5 check the wear and protective gears of the contestants according to the Rules.

12.10 The registrars shall do work assigned by the head registrar.

12.11 The announcers shall

12.11.1 explain briefly to the audience the Regulations and Rules of Competition, and introduce other related subjects.

12.11.2 introduce the judges and oncoming contestants.

12.11.3 announce the results of the contest.

12.12 The medical group shall

12.12.1 examine the Physical Examination Certificates of the contestants.

12.12.2 carry out the doping control.

12.12.3 conduct selective physical check-ups on contestants before the competition.



12.12.4 handle the treatment of injuries and illnesses of the contestants during the competition.

12.12.5 be responsible for determining the seriousness of a contestant's injury caused by foul actions during the fight.

12.12.6 be responsible for medical supervision over the competition, and timely propose to the chief referee to prevent those who become unfit for competition due to injury or illness from continuing the contest.

## **Chapter 3 Jury of Appeal and Its Duties**

### **Article 13 Composition of Jury of Appeal**

The Jury of Appeal will be composed of a chairman, a vice chairman and three or five members.

### **Article 14 Duties of Jury of Appeal**

14.1 The Jury of Appeal shall work under the leadership of the Organizing Committee, and shall be in charge of supervising the work concerning competition, such as checking the contest area facilities and equipment, supervising the competition arrangements, the drawing of lots, the weighing-in of athletes and the division of judges groups, and dealing with the appeals submitted by participating teams about their disagreement with the judges' ruling in the implementation of competition rules and regulations. The appeals shall be confined to issues related to the appealing team.

The Jury of Appeal shall supervise the officiation work of judges. If during the course of competition, any judges are found being apparently partial or inaccurate in officiation, the Jury of Appeal shall have the right to give a warning(s) to the judges group or chief referee group, or even suggest that the Technical Committee of the IWUF replace the judge in that contest if the case is a serious one, so as to ensure the normal running of the competition.

14.2 The Jury of Appeal, upon receiving an appeal, shall take an impartial stand, immediately make investigations on the related matter and make a decision on the appeal, and inform all relevant sides of the decision in time, without affecting the progression of other contests, or the determination of placings, or the presentation of awards.

14.3 The decision made by the Jury of Appeal is effective only when more than half of its members have attended the meeting and when more than half of the attendants have voted for it.

14.4 A Jury member shall not participate in discussions, nor shall he vote on issues related to his own country or region.

14.5 The judge's decision shall remain unchanged if it is deemed correct after careful examination. However, it will be altered if there is apparent mistake. The decision of the Jury of Appeal shall be final.

## **Article 15 Procedure and Requirements of Appeal**

15.1 A team that has objection to a decision made by the judges in a contest may send a written appeal through its team leader or coach to the Jury of Appeal within 30 minutes following the conclusion of the contests of the related category, or within 15 minute, following the conclusion of the contest if it is the last one. The appeal shall be handed in together with a deposit of USS 100, which shall be refunded if the appeal is justified and the decision of judges altered, and shall not be refunded if the appeal is proved groundless and the decision of judges remain unchanged.

15.2 The ruling of the Jury of Appeal shall be respected by all teams. Pestering with provocative acts or remarks against the ruling shall, with the approval of the Organizing Committee, be strictly dealt with according to the seriousness of the case.

## **Chapter 4 Methods of Contest, Scoring Criteria and Penalties**

### **Article 16 Methods of Contest**

Attacking and defending techniques of any Wushu styles or schools can be employed.

### **Article 17 Valid Parts**

The head, the trunk, the thighs, and the shanks.

### **Article 18 Prohibited Parts**

The back of head, the neck, the throat, and the crotch.

### **Article 19 Prohibited Methods**

19.1 Attacking the opponent by using the head, the elbow, or the knee, or pushing reversely on the opponent's joints.

19.2 Making the opponent fall with the head over heels on the platform or deliberately smash or weigh the opponent down.

19.3 Attacking the head of the fallen down opponent with leg technique.

19.4 Continuously hitting the opponent's head with fist.

### **Article 20 Scoring Criteria**

20.1 Winning three points

A contestant will win three points if

20.1.1 his opponent falls off the platform for the first time in a round,

20.1.2 he hits the opponent's trunk by a turn-body back-sweep kick while himself remains standing.

20.1.3 he makes the opponent fall down by falling down himself on purpose and then stands up immediately,

20.1.4 he hits the opponent down by a hooked-leg kick, while himself remains standing.

20.2 Winning two points

A contestant will win two points if

20.2.1 his opponent falls down (touching the ground with part of body other than the feet) while himself remains standing,

20.2.2 he hits the opponent on the trunk by leg technique,

20.2.3 his opponent is forced to be counted once,

20.2.4 his opponent is given a warning.

20.3 Winning one points

A contestant will win one point, if

20.3.1 he hits the opponent on a valid part by a hand technique,

20.3.2 he hits the opponent on the head, or the thigh, or the shank once by a leg technique.

20.3.3 his opponent shows passivity for eight seconds, and, after being ordered to attack, remains passive for another eight seconds.

20.3.4 his opponent falls down on purpose and remains down for more than three seconds,

20.3.5 his opponent is given an admonition,

20.3.6 by using technical moves, both sides fall down successively, but his opponent falls down first.

20.4 No point awarded

No point will be awarded to either side, when

20.4.1 no clear technique is displayed and no obvious hit is made in the fight.

20.4.2 both sides fall down or off the platform at the same time,

20.4.3 both sides hit and kick each other successively,

20.4.4 one side falls on the ground as a means of combat,

20.4.5 one hits the other in a locked fight.

## **Article 21 Fouls and Penalties**

### 21.1 Fouls

#### 21.1.1 Technical fouls

- 1) Holding the opponent in arms passively,
- 2) Requesting for a time-out when in disadvantageous position,
- 3) Giving guidance or directions to contestants from outside when fight is going on,
- 4) Unsportsmanlike behavior to the judge or disobedience to his decision,
- 5) Shouting out loudly when fight is going on,
- 6) Delaying the fight deliberately.
- 7) Entering into fight without wearing the gum-shield, or spitting out the gum-shield or loosening the protective gears on purpose in a fight.
- 8) The contestant's behavior in violation of the protocol.

#### 21.1.2 Personal fouls

- 1) Attacking the opponent before the signal "Start!" or after the signal "Stop!" is given,
- 2) Hitting the opponent on prohibited parts,
- 3) Hitting the opponent by using any of the prohibited methods.

### 21.2 Penalties

21.2.1 An admonition will be given for a technical foul.

21.2.2 A warning will be given for a personal foul.

21.2.3 A contestant whose opponent has been penalized up to six points in a bout will be the winner of the bout.

21.2.4 A contestant who intentionally hurts his opponent will be disqualified from the bout and his opponent will be the winner.

21.2.5 A contestant who is found guilty of doping or inhaling oxygen during the rest will be disqualified from the whole competition.

## **Article 22 Suspension of Fight**

The fight will be suspended in any of the following cases:

- 22.1 A contestant has fallen down or off the platform (except falling down on purpose).
- 22.2 A contestant is given a penalty.
- 22.3 A contestant is injured.
- 22.4 The contestants hold each other in arms with no attack or attacking without avail for more than two seconds.
- 22.5 A contestant falls down on purpose and remains down for more than three seconds.
- 22.6 A contestant asks for a suspension of fight by raising his hand due to objective hindrance.
- 22.7 The head judge corrects a misjudgement or an omission.
- 22.8 There are problems or dangers on the platform that needs to be solved or handled.
- 22.9 The fight is affected by objective factors such as problems of lighting and about the contest area.
- 22.10 Both contestants refrain from attacking, and one of them, after being ordered to attack, shows passivity for duration of eight seconds.

## **Chapter 5 Recording Methods, Winner and Loser, Placings**

### **Article 23 Recording Methods**

- 23.1 Admonition, warning, disqualification and passivity are denoted by the signs "Δ", "x", "O", and "√" respectively.
- 23.2 The sideline judges, following the scoring criteria, will keep account of the points won and the number of fouls committed by each contestant according to the decision of the judge on the platform. At the end of each round, they will enter each contestant's scores into the recording forms.
- 23.3 In the case of a round-robin competition, the recorder will enter two points to the credit of the winner of each bout and a zero for the loser on the score sheet, or one point to each side in the case of a draw. A contestant will win two points if his opponent defaults. The default contestant will not gain any point.

### **Article 24 Winner and Loser**

- 24.1 Absolute Victory
- 24.1.1 The side who uses three point action to win three points three times in a bout will be the winner.
- 24.1.2 In the event of wide disparity of strength between the two sides, the judge on the platform may, with the

approval of the head judge, proclaim the stronger side to be the winner of the bout.

24.1.3 A contestant will win the bout if his opponent is knocked down by a heavy blow (not by personal foul actions) and remains down for ten seconds, or the opponent can stand up but with abnormal consciousness.

24.1.4 If in a bout, a contestant is heavily hit (not by personal foul actions) and forcibly counted three times, his opponent will win the bout.

24.1.5 A contestant will win a bout if his opponent is injured or ill during the fight and unable to compete again as certified by the doctor.

24.2 The result of each round will be decided according to the judgements made by the sideline judges.

24.3 If in a round, a contestant is heavily hit (not by personal foul actions) and forcibly counted twice, his opponent will win the round.

24.4 The contestant whose opponent is twice off the platform in a round will be the winner of the round, and the contestant who uses three point actions to win three points twice in a round will be the winner of the round.

24.5 If the two sides have the same number of points in a round, the winner will be decided in the following order:

24.5.1 the one who has received fewer warnings in the round will be the winner.

24.5.2 the one who has received fewer admonitions in the round will be the winner.

24.5.3 the one who has a lighter body weight (according to the weight taken on the day of competition) will be the winner.

If still the same, a draw will be proclaimed.

24.6 A contestant who first wins two rounds in a bout will be the winner of the bout.

24.7 If during the fight one side feigns to have been injured due to foul actions by the other side, the other side will win the bout after the case is confirmed by the medical supervisor.

24.8 If during the fight one side is injured by foul actions of his opponent and unable to compete again as certified by the medical supervisor, the injured side will be the winner of the bout, but he will not be allowed to compete again.

24.9 In the case of knock-out competition, if the two sides win the same number of rounds in a bout, the winner will be decided in the following order:

24.9.1 the one who has received fewer warnings will be the winner.

24.9.2 the one who has received fewer admonitions will be the winner.

24.9.3 the one who has a lighter body weight will be the winner.

If still the same, a round will be added and so on and so forth.

24.10 In the case of round-robin competition, if two sides have won the same number of rounds in a bout, a draw will be proclaimed.

## **Article 25 Placings**

### 25.1 Placings of individuals

25.1.1 In the case of knock-out competition, the placings shall be decided directly.

25.1.2 In the case of round-robin competition, the one who has the largest number of aggregated points shall be placed first.

If two or more contestants have the same number of aggregated points, the winner shall be decided in the following order:

- 1) the one who has lost fewer rounds shall be placed higher.
- 2) the one who has received fewer warnings shall be placed higher.
- 3) the one who has received fewer admonitions shall be placed higher.
- 4) the one who has a lighter body weight (according to the weight taken on the day of drawing of lots) shall be placed higher.

If still the same, the contestants tied will be awarded the same placing.

### 25.2 Placings of teams

#### 25.2.1 Placing scores:

The first six placings of each category will be given 7,5,4,3,2,1 points respectively.

25.2.2 If two or more teams have won the same number of points, the winner will be decided in the following order:

- 1) The team, which possesses more champions, shall be placed higher. If the tie still remains, the team which has more runners-up shall be counted, and so on and so forth.
- 2) The team, which has received fewer warnings, shall be placed higher.
- 3) The team, which has received fewer admonitions, shall be placed higher.

If after all these the tie still remains, the teams tied will be awarded the same placing.

## **Chapter 6 Arrangement of Competition and Recording**

### **Article 26 Arrangement of Competition**

## 26. 1 Preparations for the arrangement

26.1.1 Study the Competition Regulations, understand and master the following details:

- 1) The types and systems of the competition
- 2) The time and duration of the competition.
- 3) The bodyweight categories.
- 4) The eligibility of participants' and their total number.
- 5) The placings and awarding method.

26.1.2 Check and verify the entry forms.

26.1.3 Find out the total number of contestants in each weight category.

## 26.2 Principle to be followed in the arrangement

26.2.1 Arranging according to the Regulations and on the basis of the entries and the duration of competition.

26.2.2 Contests of the same weight category and the same round of competition should be arranged in the same unit.

26.2.3 A contestant could participate in two bouts (not in the same unit) at most in a day.

26.2.4 Contests in a unit shall start from lighter categories.

## 26.3 Arranging method

26.3.1 Calculate the rounds of competition and the number of bouts of each category, in accordance with the systems of competition.

26.3.2 Work out the Competition schedule (see Table 1).



**Table 1 Saishou Competition Schedule**

Time	Weight Category	Round No.	Bout No.	Remarks
Morning	kg Category	( )		
	kg Category	( )		
	kg Category	( )		
Evening	kg Category	( )		
	kg Category	( )		
	kg Category	( )		
Morning	kg Category	( )		
	kg Category	( )		
	kg Category	( )		
Evening	kg Category	( )		
	kg Category	( )		
	kg Category	( )		
Morning	kg Category	( )		
	kg Category	( )		
	kg Category	( )		
Evening	kg Category	( )		
	kg Category	( )		
	kg Category	( )		

26.3.3 Work out the Arrangement of the Rounds of Competition of each category (see Table 2).

26.3.4 Prepare the Program of Competition for each bout.

26.3.5 In a knock-out competition, a "Drawing Lots to Decide the Odd" method may be used in the arrangement.

Article 27 Recording

27.1 Prepare the Recorder's Statistical Chart (see Table 3).

**Table 3 Recorder's Statistical Chart**

Category \_\_\_\_\_ Red \_\_\_\_\_ Weight \_\_\_\_\_ Black \_\_\_\_\_ Weight \_\_\_\_\_

Name Round	Penalties	Ward	Adju- dication	Furible Counted	Time Points	off	Sideline	Sideline	Sideline	Sideline	Sideline	Results of Each Round	Remarks
							Judge (1)	Judge (2)	Judge (3)	Judge (4)	Judge (5)		
First													
Second													
Third													
Results													

Head Judge \_\_\_\_\_ Recorder \_\_\_\_\_ Date \_\_\_\_\_ Bout \_\_\_\_\_

27.2 Prepare the Sideline Judge Recording Form (see Table 4).

**Table 4 Sideline Judge Recording Form**

Category \_\_\_\_\_ Judge Number \_\_\_\_\_

Colour	Name	Country	First Round	Second Round	Third Round
Red					
Black					
Remarks					

Signature \_\_\_\_\_ Date \_\_\_\_\_ Bout \_\_\_\_\_

27.3 Check and made public the result of each bout.

27.4 Work out the placings through calculation of the scores.

27.5 Compile the Results Brochure.

**Table 2 Arrangement of the Rounds of Competition**

The Single Round Robin (3 persons)

1st Round of 2nd Round of 3rd Round of  
Competition Competition Competition

1---0 1---3 1---2

2---3 0---2 3---0

Number of persons= $n$ , the Number of Round =  $n- 1$ ,

Number of bout= $n(n-1)/2$

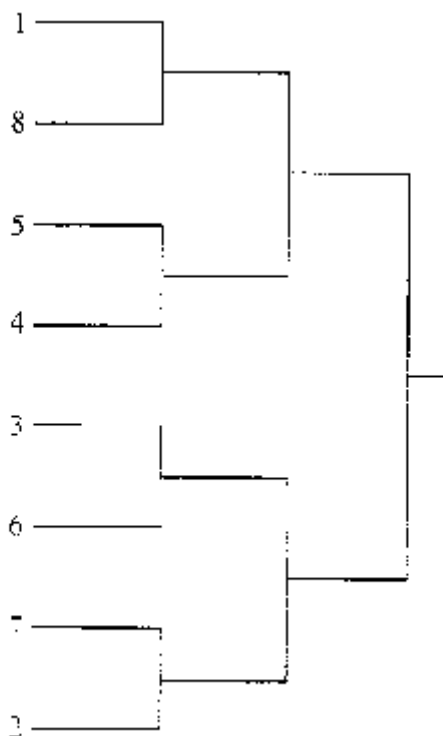
When  $n$  is an even number, the number of round =  $n- 1$

When  $n$  is an odd number, the number of round =  $n$

**The Knock-out (8 persons)**

Number of Round =  $n$  ( $n$  is the number of times 2 is multiplied by itself)

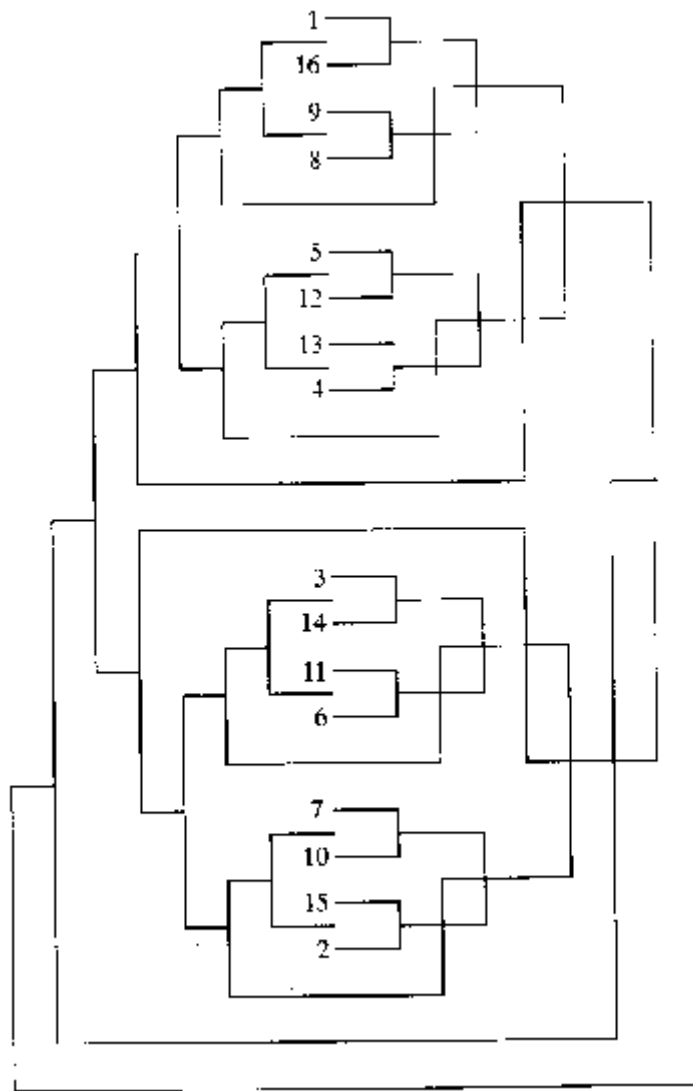
Number of Bouts =  $N-1$  ( $N$  is number of persons)



**The Knock-out with a Repechage (16 persons)**

Number of Round =  $2n$  ( $n$  is number of times 2 is multiplied by itself)

Number of Bouts =  $2N-2$  ( $N$  is the number of persons)







**Figure 1**



**Figure 2**

### 28.2 Onto the platform

Standing at the centre of platform, the judge on the platform extends two hands pointing to both contestants with palms up (Figure 3). When he calls for the contestant to step onto the platform, he lifts his two hands by bending the elbows to 90 degrees with palms facing each other (Figure 4).



**Figure 3**



**Figure 4**

### 28.3 Both sides salute each other

The judge on the platform rests his left hand on top of right fist in front of his body to signal both contestants to salute each other (Figure 5).

#### 28.4 First round

The judge on the platform, facing the head judge's seat in bow stance, extends one arm forward with the index finger pointing up and the other three fingers and thumb closed into fist (Figure 6).



**Figure 5**



**Figure 6**

#### 28.5 Second round

The judge on the platform, facing the head judge's seat in bow stance, extends one arm forward, with the index and middle fingers separated and pointing up, and the thumb and other two fingers bent (Figure 7).

#### 28.6 Third round

The judge on the platform, facing the head judge's seat in bow stance, extends one arm forward with the thumb, the index and middle fingers separated and pointing up, and the other two fingers bent (Figure 8).



**Figure 7**



**Figure 8**

#### 28.7 "Ready-Start!"

Standing in bow stance between the two contestants, the judges on the platform calls "Ready" and at the same time extends his arms to both sides with palms up pointing the contestants (Figure 9). Then he swings the palms down and together in front of abdomen to give the "Start" calls for the fight to begin (Figure 10).





Figure 9



Figure 10

#### 28.8 "Stop!"

The judge on the platform calls "stop" and takes a bow stance at the same time, stretching an arm with palm vertical to the ground between the two contestants (Figure 11,12)



Figure 11



Figure 12

#### 28.9 8 seconds passivity

The judge on the platform puts both hands up in front of body, with the small and ring fingers of one hand bent and the thumbs and other fingers of both hands extended and parted (Figure 13).



**Figure 13**

**28.10 Count**

Facing the contestant, with two fists turned out in front of body, the judge on the platform releases his fingers one by one at intervals of one second from the thumb to the little finger, and from one hand to the other (Figure 14, 15).



**Figure 14**



**Figure 15**

28.11 Passive holding

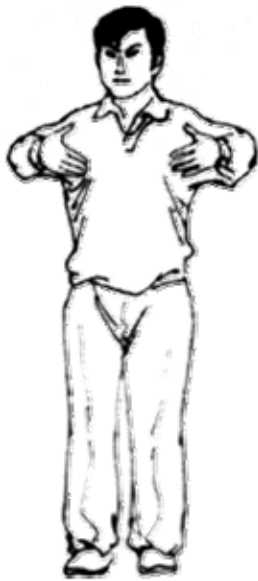
The judge on the platform holds his arms in a circle in front of his body (Figure 16).

28.12 Forcible Counting 8 seconds

Facing the head judge's seat, the judge on the platform extends one arm with the thumb up and the four fingers bent (Figure 17).

28.13 Three seconds

The judge on the platform extends one arm obliquely up with palm up, pointing the contestant, and the other hand moves horizontally from in front of abdomen to the side of body, with the thumb, the index and middle fingers separated and the other two fingers bent (Figure 18).



**Figure 16**



**Figure 17**



**Figure 18**

#### 28.14 Three points

The judge on the platform extends one arm obliquely up with palm up, pointing the contestant, while the thumb, forefinger and middle fingers of the other hand, which is held obliquely up, are naturally parted and straight, with the other two fingers bent (Figure 19).

#### 28.15 Appointed attack

The judge on the platform extends one arm between the two contestants, with the thumb straightened, the fingers bent and palm down. The hand moves sidewise in the direction of the thumb when he orders "Black/Red side to attack "(Figure 20).



Figure 19



Figure 20

28.16 Down

The judge on the platform extends one arm with palm up, pointing the side who has fallen down, and his other arm, slightly bent with palm down, moves to the side of body (Figure 21).



Figure 21



Figure 22



Figure 23

28.17 Down first

The judge on the platform extends one arm pointing to the side downed first, then calls "Red/Black down first!" and crosses his forearms in front of his body, palms facing down (Figure 22,23).

28.18 Simultaneous down

The judge on the platform extends both arms horizontally forward, then draws the hands back and pushes them down with the palms facing down (Figure 24).



Figure 24

28.19 Red/Black off

The judge on the platform extends one arm forward horizontally, pointing the off side (Figure 25), then pushes the other hand forward, with palm upright, facing forward in bow stance (Figure 26).

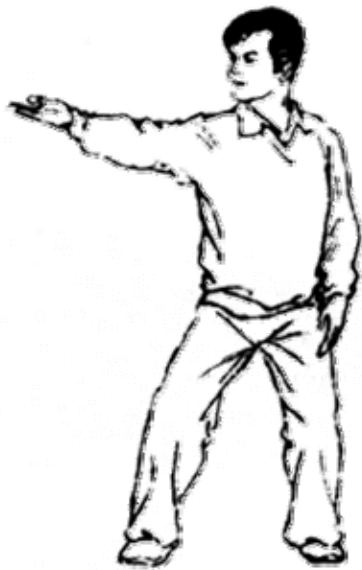


Figure 25



Figure 26

28.20 Both sides off

The judge on the platform, in bow stance, extends both hands by pushing them forward, palms being upright, facing front (Figure 27), then bends the arms to 90 degrees with palms facing back, and brings his feet together to stand upright (Figure 28).



Figure 27



Figure 28

28.21 Kicking the crotch

The judge on the platform extends one arm with palm up, pointing to the offender, the other hand points to his own

crotch (Figure 29).

#### 28.22 Hitting the back of head

The judge on the platform extends one arm, pointing to the offender, and touches the back of his own head with the other hand (Figure 30).



**Figure 29**



**Figure 30**

#### 28.23 Elbow foul

The judge on the platform crosses his arms in front of chest, with one hand covering the elbow of the other arm (Figure 31).

#### 28.24 Knee foul

The judge on the platform lifts one of his knees, and pats it with his hand (Figure 32).



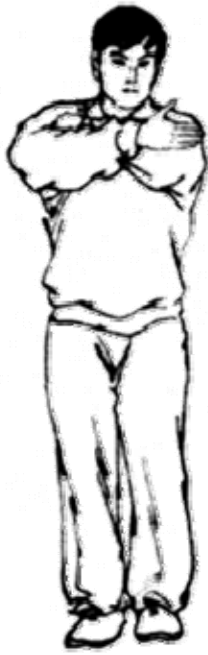


Figure 31



Figure 32

#### 28.25 Silence

The judge on the platform points to the contestant or coach who is making noise with extended arm, the thumb of which is separated from the fingers (Figure 33). Then he brings the thumb and fingers together (Figure 34).



Figure 33



Figure 34

#### 28.26 Warned

The judge on the platform extends one arm, pointing to the offender, with palm up. The other hand indicates his faults, then clenches into a fist, facing back, arm forming an angle of 90 degrees at the elbow (Figure 35).



**Figure 35**

**28.27 Admonished**

The judge on the platform extends one arm, pointing to the offender, with palm up. Then calls "Foul!" and bends the other arm to 90 degrees at elbow in front of his body, palm up, facing back (Figure 36).

**28.28 Disqualified**

The judge on the platform crosses his two forearms in front of chest, with hands clenched into fists (Figure 37).



**Figure 36**



**Figure 37**

28.29 Without avail

The judge on the platform swings his two arms to cross each other once in front of his abdomen (Figure 38,39,40).



**Figure 38**



**Figure 39**



**Figure 40**

28.30 Emergency treatment

The judge on the platform stands facing the committee doctors' seats, and crosses his two forearms in front of his chest, palms upright (Figure 41).

### 28.31 Rest

The judge on the platform extends his arms to both sides with palms up, pointing to the rest places for contestants of both sides (Figure 42).



**Figure 41**



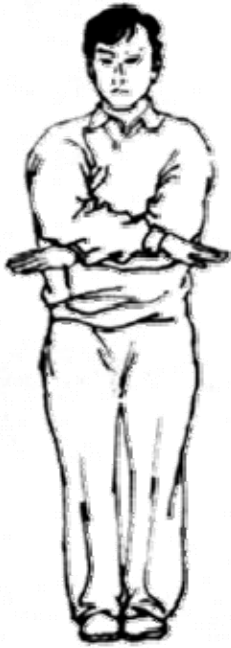
**Figure 42**

### 28.32 Exchange positions

Standing at the centre of the platform, the judge on the platform extends his two arms and crosses them in front of his abdomen (Figure 43).

### 28.33 Draw

Standing between the two contestants, the judge on the platform holds the wrists of both contestants with his own hands, then lifts their arms up (Figure 44).



**Figure 43**



**Figure 44**

28.34 Winner

Standing between the two contestants, the judge on the platform holds one wrist of the winner and lifts it up (Figure 45).



**Figure 45**

Article 29 The Sideline Judge's Gestures

29.1 Down or off

The sideline judge points down with forefinger of one hand, the other fingers and thumb being bent (Figure 46).

29.2 Not falling down or off

The sideline judge holds one hand vertical, and moves it from one side to the other, then moves back (Figure 47).



Figure 46



Figure 47

29.3 Not seeing clearly

The sideline judge extends his hands to both sides in front of body, with the elbows bent and the palms up (Figure 48).



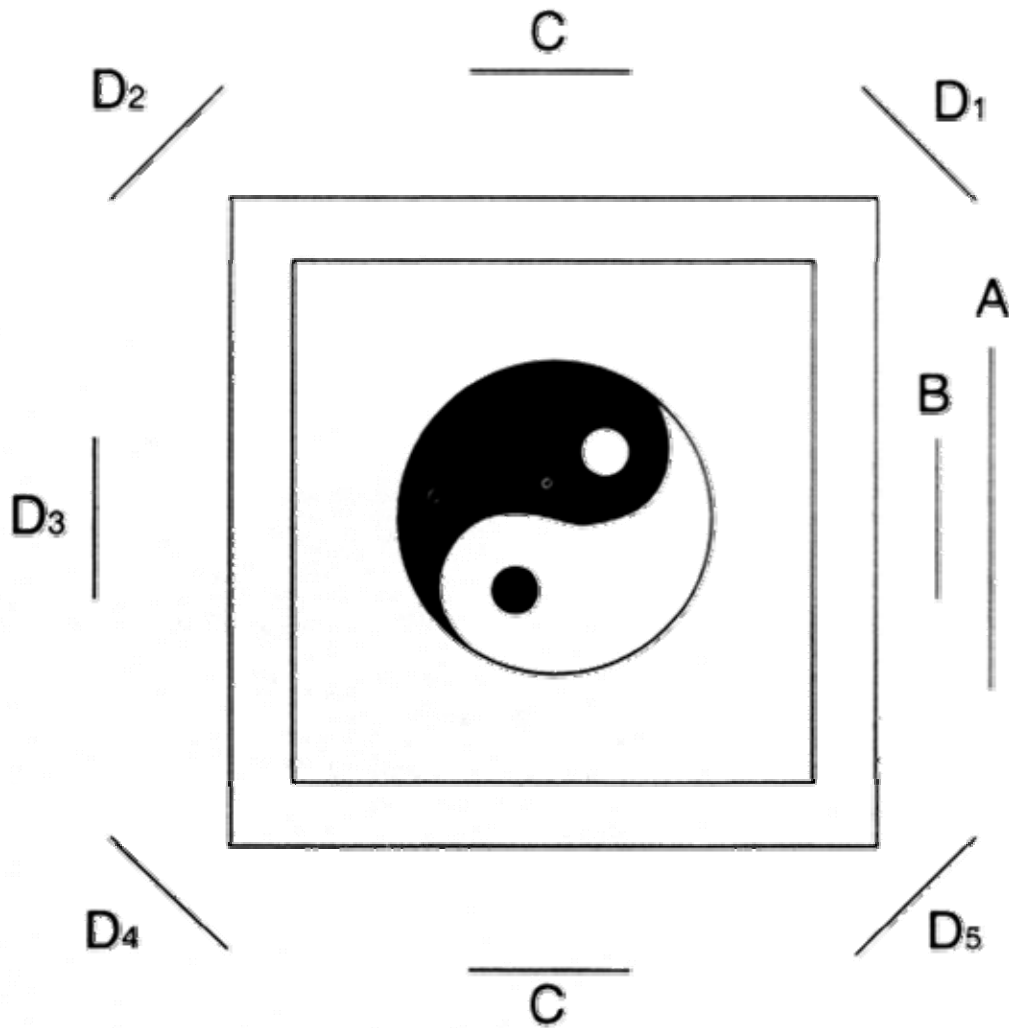
Figure 48

## Chapter 8 Contest Area and Equipment

### Article 30 Contest Area

30.1 The contest area will be a platform of wooden structure, 60 cm high, 800 cm long and 800 cm wide, covered with a soft mat with a canvas surface. The centre of the area will be marked with a "Yin and Yang Diagram" of 100 cm in diameter. The edge of the platform will be marked with red lines of 5 cm wide. Four yellow-coloured warning lines of 10 cm wide will be drawn 90 cm from and inside the four edges of the platform.

30.2 Protective mats of 20-40 cm high and 200 cm wide will be placed around the platform (see Contest Area Plan).



## Contest Area Plan

### Notes:

Line A: Seats for chief referee, assistant chief referee, announcers.

Line B: Seats for head judge, assistant head judge, time keeper, recorder.

Line C: Seats for contestants, coaches.

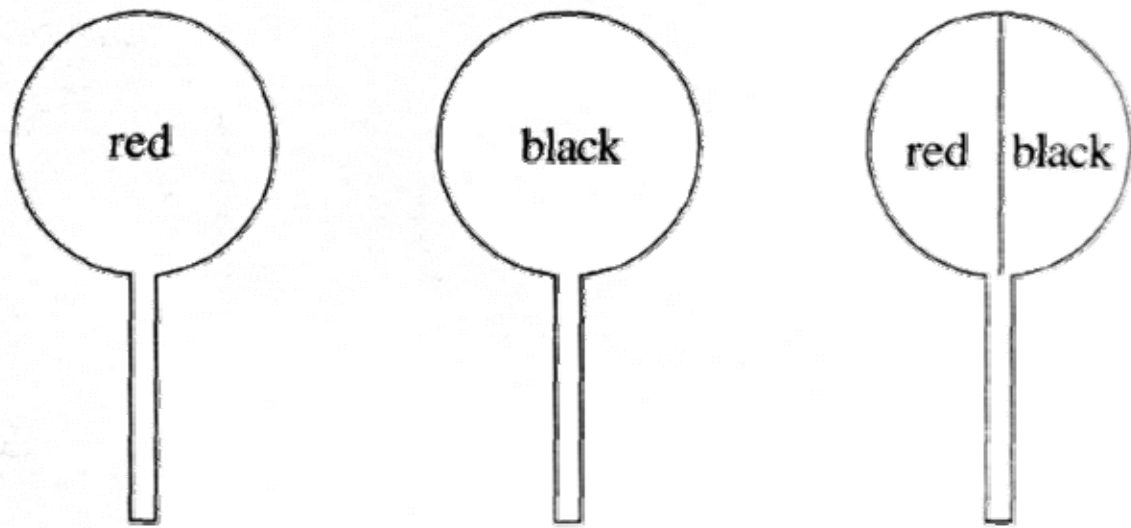
Line D: Seats for sideline judges 1,2,3,4,5.

### Article 31 Equipment

#### 31.1 Coloured plates

Six in black, six in red, and six half black and half red, the plates are indication of losing or winning or drawing of contestants as shown by the sideline judges. Totalling 18, and each 20 cm in diameter with a wooden handle 20 cm long (see Figure 1).





**Figure 1**

**31.2 Admonition cards**

Totalling 12, the cards are in yellow, each 15 cm long, 5 cm wide, with the word "Admonition" on it (Figure 2).

**31.3 Warning cards**

Totalling 6, the cards are in red, each 15 cm long, 5 cm wide, with the word "Warning" on it (Figure 3).

**31.4 Forcible counting**

Totalling 6, the cards are in blue, each 15 cm long, 5 cm wide, with the words "Forcible counting" on it (Figure 4).

**31.5 Winning three points**

Totalling 6, the cards are in white, each 15 cm long, 5 cm wide, with the words "Three points" on it (Figure 5).

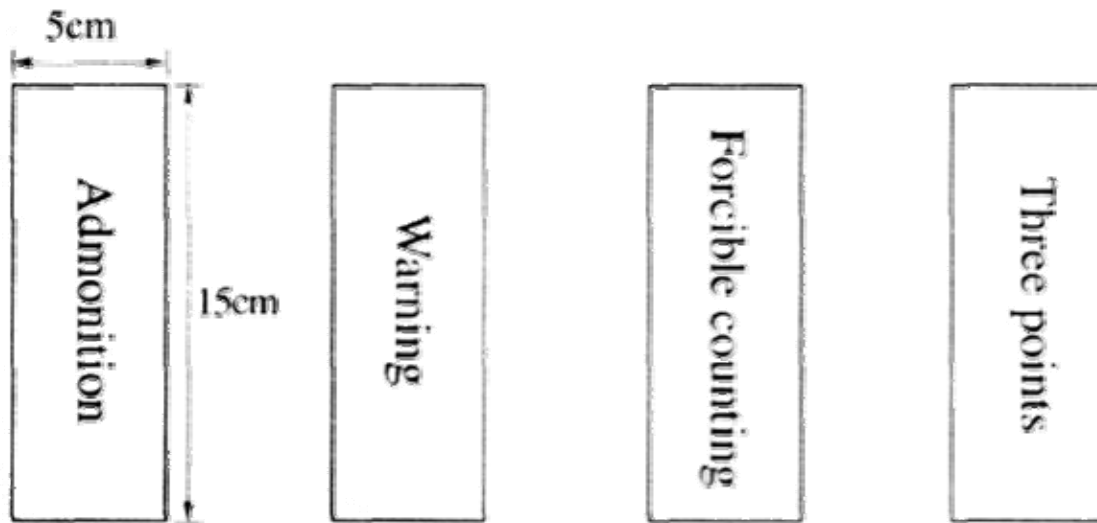


Figure 2

Figure 3

Figure 4

Figure 5

31.6 Card racks There are two card racks, one in black, the other in red, for holding the cards. Each of the racks is 60 cm long and 15 cm high (Figure 6).

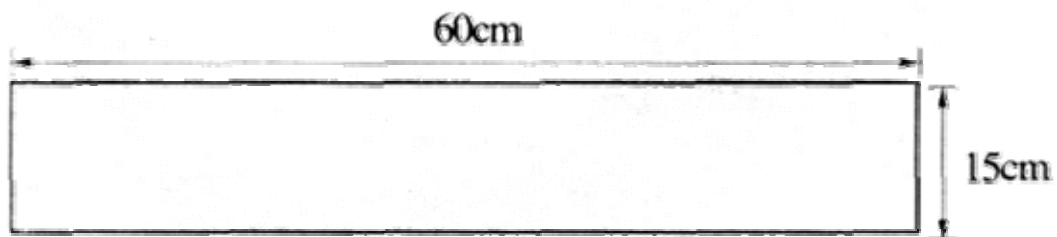
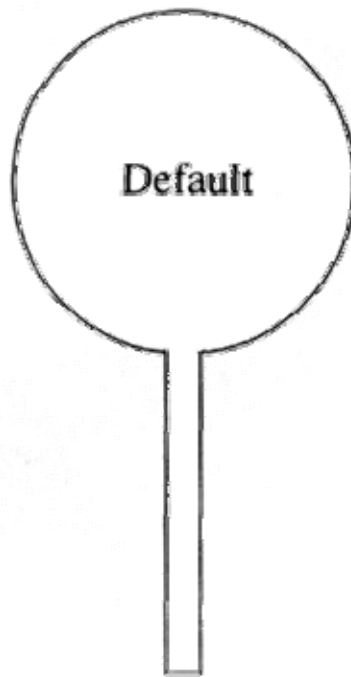


Figure 6

31.7 Default plates

Two round yellow plates 40 cm in diameter, with wooden handles 40 cm long. On either side of the plate is the word "Default" (the word on one side is in black, the other side in red) (Figure 7).



**Figure 7**

31.8 Two stop watches (one in reserve)

31.9 Two whistles (one with single pitch, the other with double pitches)

31.10 Three megaphones

31.11 A gong, a rack and a hammer

31.12 Counter: 15-20 pieces

31.13 Two video cameras

31.14 Two metric scales

Close