

# Rules for European Wushu Youth Sanshou Competition

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## Chapter 1 General Rules

### **Article 1 - Types of Competition**

Team and Individual

### **Article 2 - Systems of Competition**

2.1 Round-robin, Direct Elimination shall be adopted.

2.2 Winning two out of three rounds in a bout of fight will be adopted. Each round lasts 1 minute 30 seconds. There will be one-minute break between rounds.

The Competition shall be individual competition.

- ② The knockout system will be adopted. If the number of competitors is 4 (exclusive of 4) or less, the single round-robin will be adopted.
- ③ The competition will be conducted in accordance with the newest edition of the “Rules for International Sanshou Competition” endorsed by the EWUF. It is not allowed to hit the head by leg, or hit the head by fist successively. The competition time of each round shall be 1 minute 30 seconds.
- ④ The power of interpretation of the Rules rests solely with the EWUF. In the case of disagreement in the interpretation of the Rules, the European Text shall prevail.

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

3.1 The competitor must hold a passport issued by the country/region which he or she represents.

3.2 The junior competitor shall be 15-18 full years reached.

But it is necessary to divide all competitors, both boys and girls in two age categories: 15-16 years old and 17-18 years old.

3.3 The competitor must produce a Life-Insurance Policy (against casualty).

3.4 In order to participate in Sanshou competitions, the competitor must produce a health certificate, indicating such details as Electroencephalogram (EEG), Electrocardiogram (ECG), blood pressure and heart rate, all exams should be taken within 20 days before medical check-up at the designated place of competition.

## **Article 4 - Men Weight Categories**

- 4.1 48kg Category (Under  $\leq 48\text{kg}$ )
- 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 ( $> 75\text{kg} - \leq 80\text{kg}$ )

8 categories Male: 48kg, 52kg, 56kg, 60kg, 65kg, 70kg, 75kg and 80kg

4 categories Female: 48kg, 52kg, 56kg and 60kg

## **Article 5 Weighing-in**

5.1 The weighing-in of competitors is handled by the Registration Group in collaboration with the Arranging and Recording Group and under the supervision of the members from the Jury of Appeal.

5.2 Only competitors who meet the requirements of the qualifications shall be weighed in. The competitor must show his or her passport during weighing-in.

5.3 Competitors are scheduled to be weighed once a day, only with their under pants on (or naked), at the designated place. The female competitors can wear skintight underwear.

5.4 The weighing-in will start with the lighter weight categories. The weighing-in of each weight category shall be completed in an hour's time. A competitor who is over weight and cannot reduce his or her weight within one hour, shall not be allowed to compete.

## **Article 6 - Draw-lots Ceremony**

6.1 The draw-lots ceremony will be handled by the Arranging and Recording Group, in the presence of the Chairman of Jury of Appeal, the Chief Referee and team coaches or team leaders.

6.2 The draw-lots ceremony will take place after weighing-in. The ceremony will start from the lighter weight categories. If there is only one competitor in his or her category, that category will be cancelled.

6.3 The team coaches or team leaders will draw lots for their team members.

### **Article 7 - Dress Code and Protective Gears**

7.1 The competitor must wear boxing gloves, head and chest protector and use his own gum-shield and groin-guard (under his trunks). Competitors' wear and protective equipment shall be either red or black.

7.2 Competitors must wear unified color shirts, trunks and protective gears. (The female competitors can wear skintight underwear.)

7.3 Weight of gloves: 230 grams for all categories (include female and male competitors).

### **Article 8 - Competition Protocol**

8.1 When being introduced, the competitors will salute the audience with "palm and fist".

8.2 Before the start of each round, the competitors will salute to their coaches with the "palm and fist" and the coaches return their salute.

8.3 Before the start of each round, the competitors will salute each other with the "palm and fist".

8.4 When the result of the fight is being announced, the competitors exchange their positions. After the announcement, they salute each other, then salute the platform judge with the "palm and fist"; the judge returns his salute. Then the competitor salute his opponent's coaches, and the coaches return their salute.

### **Article 9 - Default**

9.1 A competitor who is unable to continue the fight due to injury or illness, or who is over weight, will be considered as Default. He or she will not be allowed to compete henceforth, however, his achievements and placing in previous matches will still count.

9.2 In case of great disparity in techniques between the fighters, the coach may show the sign of default, or the competitor may raise a hand to request for a default to ensure safety.

9.3 A competitor who is absent for weighing-in, or is absent after his or her name has been called three times in the roll-call prior to a bout, or leaves after the roll-call without permission and fails to appear on the competition area in time, will be regarded as a case of default without justification.

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

## **Article 10 - Other Provisions During Competition**

10.1 The judges assigned in the competition, must not talk with others. They should remain sited at the designated place, unless they are permitted to leave by the Head Judge.

10.2 The competitors should abide by the Rules, respect and obey the judges' decisions. It is strictly prohibited to wrangle, curse, and throw away the gears and gloves. Competitors are not allowed to walk out (only in case of injury) before announcement of the result of the match.

10.3 The team coach and doctor will remain sited in the designated place. Advices and massages to their competitor are allowed only during intervals.

10.4 Doping is strictly prohibited. Infusion of oxygen is forbidden during intervals.

## **Chapter 2 Officials and Duties**

### **Article 11 - Composition of Officials**

11.1 The contest officials will compose of a Chief Referee and one or two Assistant Chief Referees.

11.2 The Judges' Group will compose of a Head Judge, an Assistant Head Judge, a Platform Judge, a Recorder, a Timekeeper, and three or five Sideline Judges.

11.3 1 Arranging and Recording Chief

11.4 1 Head Registrar

### **Article 12 - Composition of Staffs**

12.1 4 programming and recording assistants

12.2 3 to 5 registrars

12.3 2 to 3 doctors

12.4 1 to 2 announcers

### **Article 13 - Duties of Contest Officials**

13.1 The Chief Referee shall:

13.1.1 organize all the judges groups to revise the Rules and Regulations of Competition, and to master the officiating method.

13.1.2 check and make sure the platform, equipments, and officiating apparatus are ready, and supervise all preparations, such as: weighing-in, draw-lots, and competition schedule.

13.1.3 settle problems according to the Rules and Regulations, but has no power to modify them.

13.1.4 provide guidance to judges during the competition and replace them if necessary.

13.1.5 notify the head judge, the arranging and recording chief, and the announcer on time if any competitors default, which may effect the competition order.

13.1.6 makes the final decision when there is disagreement among judges.

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

13.1.8 examine, signed records and announce the results of competition.

13.1.9 submit a written summary report to the competent organs of the officiating work.

13.2 The assistant chief referee shall assist the chief referee and act on behalf in his absence.

13.3 The head judge shall:

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

13.3.2 supervise the work of the judges, the timekeeper, and the recorder.

13.3.3 whistle when spotting apparent misjudgments or omissions made by the platform judge, to adjust the mistakes.

13.3.4 over-rule the decision (with the approval of the chief referee) made by the sideline judges for apparent misjudgement. The alteration must be made before the announcement of the result in a round.

13.3.5 announce the results of each round.

13.3.6 handle problems under such circumstances like: "absolute victory", "off", "penalty", "forcible counting" according to conditions of the competitors on the platform and the recording procedures.

13.3.7 examine and signature the results of the match at the end of each bout.

13.4 The assistant head judge shall assist the head judge, and perform the tasks of other judges when necessary.

13.5 The platform judge shall:

13.5.1 perform his duties fairly, and implement the Rules strictly.

13.5.2 check the competitors' protective gears and ensure safety during fighting.

13.5.3 manage the fights by the required "calls and gestures".

13.5.4 make decisions on such cases like: "down", "off", "foul", "passivity", "forcible counting", and call the doctors onto platform to medicate injured competitors.

13.5.5 announce the results of a bout.

13.6 The sideline judges shall:

13.6.1 record the points won by the competitors according to the Rules.

13.6.2 display the result of the fight on-time and all at the same moment, at the whistle-call of the head judge at end of each round.

13.6.3 at the end of each bout, signature his or her Scoring-Sheet, which will be kept as record and verifications when needed.

13.7 The recorder shall:

13.7.1 fill-up in the Statistical Forms of each round of fights carefully before the competition.

13.7.2 participate the work of the weighing-in ceremony, and enter the competitors' weights in the recorder's statistical chart.

13.7.3 record the numbers of warnings, admonitions, and forcefully counts according to the calls and gestures made by the platform judge.

13.7.4 record the results of each rounds made by the sideline judges and report to the head judge after the winner is being decided.

13.8 The timekeeper shall:

13.8.1 check the gongs and make sure the clock and stopwatches keep correct time.

13.8.2 keep the time during fighting, stop the time during suspension of fight, also keep the time during interval.

13.8.3 when the computer display system is not available, whistle 10 seconds before the start of each round and beat a gong to announce the end of a round.

13.8.4 read-out the decision of each sideline judges .

13.9 The programming and recording chief shall:

13.9.1 be responsible for examining the competitors' qualifications and their entry forms.

13.9.2 in-charge of organizing the drawing-lots ceremony and work out competition schedule.

13.9.3 prepare various forms to be used in competitions; check and verify the results of competitions; and check the number of bouts won by the competitors to decide their placing.

13.9.4 register and announce the results of each bout.

13.9.5 collect data provided in order to compile the final score sheet.

13.10 The programming and recording assistant shall finish the job assigned by their chief.

13.11 The head registrar shall:

13.11.1 be responsible for the weighing-in ceremony.

13.11.2 be responsible for furnishing the protective gears to the competitors, to check and store them during the competitions.

13.11.3 summon the competitors for the roll-calls, twenty (20)minutes before the start of a bout.

13.11.4 report to the chief referee on time during the roll-calls, if any absence or default of competitors.

13.11.5 check the shorts, T-shirts and protective gears of the competitors as required by the Rules.

13.12 The registrars shall do their jobs as assigned by the chief registrar.

13.13 The announcers shall:

13.13.1 explain briefly to the audience about the Rules and Regulations of Competition, and introduce also other related topics.

13.13.2 introduce the judges and on-coming competitors.

13.13.3 announce the results of the competitions.

13.14 The medical group shall:

13.14.1 check the Health Certificates of the competitors.

13.14.2 carryout anti-doping tests together with the Anti-Doping experts.

13.14.3 conduct the physical health condition examination of competitors before the competition.

13.14.4 provide first-aid treatment to injured or sick competitors during the competition.

13.14.5 have the final decision to suspend the fight on serious injuries caused by foul actions during the fight.

13.14.6 be responsible for the competition on all medical aspects, and suggest to the chief referee on time regarding those competitors who are not fit to continue the competition.

## Chapter 3 Jury of Appeal and Duties

### **Article 14 - Composition of Jury of Appeal**

The Jury of Appeal will be composed of a chairman, a vice chairman and two to three members.

### **Article 15 - Duties of Jury of Appeal**

15.1 The Jury of Appeal, under the leadership of the organizing committee, is mainly responsible for supervising the competition works, such as:

checking the competition area and venue, protective gears, choreography, draw-lots ceremony, weighing-in ceremony and appointing the judges.

The Jury of Appeal shall supervise the officiating works of the judges. During the competition if any judges are found in favor of or incapable of officiating, the Jury of Appeal has the right to give warnings to groups of head judges and chief referee, or even suggest to the Technical

Committee to replace the contest official in that particular competition, to ensure the principles of fair-play.

15.2 The Jury of Appeal shall receive and deal with appeals submitted by participating teams about their own disagreements with the judges' officiation in the implementation of competition rules and regulations. The appeal shall be defined to issues related to the appealing team.

15.3 The Jury of Appeal, if decided to accept the appeal shall immediately deal with it. The Jury of Appeal will inform all parties and competent organs involved on time about its decision.

15.4 During hearing, the official videotapes may be replayed if necessary, but such issue will depend on how the appeal has been formulated. The related persons have no right to vote. The final decision taken by Jury of Appeal is only valid when majority of its members attended the convocation and voted positive on the issue. If it is a tied vote, the Chairman's vote will be final.

15.5 A member of Jury of Appeal will withdraw, when the issues is concerned with his or her country or region.

15.6 Having verified carefully about the case, if the judges' decision proved positive the result shall remain unchanged. Likewise, if their decision is negative, the Jury of Appeal will request the IWUF Technical Committee to take disciplinary actions against the accused contest officials. However, the result shall remain unchanged. The decision of the Jury of Appeal shall be final.

#### **Article 16 - Procedure and Requirements of Appeal**

16.1 A team representative who is against the decision of the judges may submit a written complaint to the Jury of Appeal within 15 minutes at the end of the bout. The complaint should be submitted together with a fee of USD100, will be returned if the protestor wins the case. If the case proved groundless, the fee will be held back and the result remains unchanged.

16.2 All teams will respect the order of Jury of Appeal. Pestering with provocative acts or making remarks against the Jury's Order will be disciplined seriously.

### **Chapter 4 Competition Methods, Scoring Criteria and Penalties**

#### **Article 17 - Competition Methods**

Attacking and defending techniques of any wushu sanshou schools can be applied.

#### **Article 18 - Prohibited Methods**

20.1 Attacking using the head, the elbow, or the knee, or pushing back on the opponent's joints.

20.2 Forcing the opponent to land with the head or intentionally smashing the opponent down.

20.3 Attacking the head of the opponent when he or she is down with any technique.

20.4 Continuously hitting the opponent's head with fist.

## **Article 19 - Prohibited Parts**

The back of head, the neck, and the groin.

## **Article 20 - Valid Parts**

The trunk, and the thighs.

## **Article 21 - Scoring Criteria**

### 21.1 Winning two (2) points

A competitor will win two points when

21.1.1 his or her opponent falls off the platform,

21.1.2 his or her opponent falls down while he or she remains standing,

21.1.3 he or she hits the opponent on the trunk,

21.1.4 he or she is able makes the opponent to fall down by falling down himself or herself on purpose and then stands up immediately

21.1.5 his or her opponent is force to be counted,

21.1.6 his or her opponent received a warning.

### 21.2 Winning one point

A competitor will win one (1) point, when

21.2.1 he or she hits the opponent trunk by a fist technique,

21.2.2 he or she hits the opponent on the thigh with a kick each time,

21.2.3 both competitors fall down, while he or she remains on top of the opponent,

21.2.4 he or she is able to make the opponent to fall down by falling down himself or herself on purpose, while he or she does not remain standing,

21.2.5 his or her opponent shows passivity for eight (8) seconds after being ordered to attack,

21.2.6 his or her opponent falls down intentionally and remained for more than three (3) seconds,

21.2.7 his or her opponent is received an admonition,

### 21.3 No point awarded

No point will be awarded to either competitors, when

21.3.1 the technique executed is not clear or obvious.

21.3.2 both competitors fall down or off the platform at the same time,

21.3.3 a competitor falls on the ground as a means of combat,

21.3.4 he or she hits the opponent in a clinching.

## **Article 22 - Fouls and Penalties**

### 22.1 Fouls

#### 22.1.1 Technical fouls:

- 1) Clinching the opponent passively, or run away passively,
- 2) Requesting time-out when he or she is in the disadvantageous position,
- 3) Delaying the fight deliberately,
- 4) Un-sportsmanlike behavior towards the platform judge or disobey his decision,
- 5) Without gum-shield, spitting the gum-shield or loosening the protective gears intentionally,
- 6) The competitor's behavior is violating the protocol.

#### 22.1.2 Personal fouls

- 1) Attacking the opponent before "kaishi" (Start) or after the order "Ting"(Stop),
- 2) Hitting the opponent on prohibited parts,
- 3) Hitting the opponent by using any of the prohibited methods.

### 22.2 Penalties

22.2.1 An admonition will be given for a technical foul.

22.2.2 A warning will be given for a personal foul.

22.2.3 A competitor who received 3 personal fouls will be disqualified from the bout.

22.2.4 A competitor who intentionally hurts his opponent will be disqualified from the whole competition, and his or her result will be cancelled.

22.2.5 A competitor who results positive in using prohibited substances or inhaling oxygen during interval will be disqualified from the whole competition and his or her result will be cancelled.

## **Article 23 - Suspension of Fights**

The fight will be suspended when:

23.1 a competitor has fallen down or off the platform (except falling down on purpose).

23.2 a competitor is given a penalty.

23.3 a competitor is injured.

23.4 the competitors hold each other without any attack for more than two seconds, or run away passively.

23.5 a competitor falls down intentionally and remained for more than three seconds.

23.6 a competitor requests for a suspension by raising his or her hand due to objective hindrance.

23.7 the head judge corrects a misjudgement or omission.

23.8 problems or dangers arise on the platform.

23.9 there are problems with lighting or problems with the competition area.

23.10 again shows passivity after being ordered to attack for another eight (8)seconds.

## Chapter 5 Winner and Loser, Placing

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

#### 24.1 Absolute Victory

24.1.1 When there is great disparity of techniques between the two competitors, the platform judge with the approval of the head judge, may proclaim the stronger competitor to be the winner of the bout.

24.1.2 A competitor will win the bout if his or her opponent is being knocked-out (no personal foul actions) and remained unconscious for ten (10) seconds, or the opponent can still stand up but with abnormal consciousness.

24.1.3 During a bout of fight, a competitor has been hit heavily (no personal foul actions) and being forcibly counted three times, his or her opponent will win the bout.

#### 24.2 Winner or Loser of the round:

24.2.1 The result of each round will be decided according to the judgments of the sideline judges.

24.2.2 During a round of fight, if a competitor is being hit heavily (no personal foul actions) and being forcibly counted twice, his or her opponent will win the round.

24.2.3 The competitor who falls off the platform twice in a round, will lose the round and his or her opponent will be the winner.

24.2.4 If both competitors scored same points in a round, the winner will be decided in the following order:

1) he or she who received less warnings in the round will be the winner.

2) he or she who received less admonitions in the round will be the winner.

3) he or she who weighed lesser (during the weighing-in ceremony) will be the winner.

24.2.5 If every point in Article 24.2.4 remains the same, a Draw will be proclaimed.

### 24.3 The Winner or Loser of the bout

24.3.1 The competitor who wins the first two rounds in a bout will be the winner of the bout.

24.3.2 The competitor will win the bout if his or her opponent is injured or ill and unable to continue the competition as certified by the doctor.

24.3.3 During fighting if a competitor feigns to be injured by foul actions, his or her opponent will win the bout after being justified by the medical doctor.

24.3.4 During fighting if a competitor is been injured by foul actions and unable to continue the fight as justified by the medical doctor, the injured competitor will be the winner of the bout, but will not be allowed to continue.

24.3.5 In the case of round-robin, if both competitors have won the same number of rounds in a bout, a draw will be proclaimed.

24.3.6 In the case of knock-out (direct elimination), if both the competitors win the same number of rounds in a bout, the winner will be decided as follows:

1 He or she who received less warnings will be the winner.

2 He or she who received less admonitions will be the winner.

If the tied still remains, an additional round will be added.

## **Article 25 - Placings**

25. 1 Placing of individuals:

25.1.1 In the case of knock-out (direct elimination), the placing shall be decided directly.

25.1.2 In the case of round robin, he or she who has more points shall be placed first. If two or more competitors have same points, the winner shall be decided as follows:

1) He or she who lost less rounds shall be placed higher.

2) He or she who received less warnings shall be placed higher.

3) He or she who received less admonitions shall be placed higher.

4) He or she who weight lesser (weight taken during the weighing-in ceremony) shall be placed higher.

If every point in article 25.1.2 remains the same, a tied placing will be awarded.

## Chapter 6 Arrangement of Competition and Recording

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

#### 26. 1 Preparing the arrangement

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

- 1) The types of systems for the competition.
- 2) The time and duration needed for the competition.
- 3) The weight categories.
- 4) The eligibility of participation and number of competitors.
- 5) The placing and awarding method.

26.1.2 Check and verify the entry forms.

26.1.3 Sum up the total number of competitors in each weight category.

#### 26.2 Arrangement Procedures

26.2.1 The Arrangement must be based on the Regulations, Entries and the duration of the competition.

26.2.2 Competitions in the same weight category and the same round should be arranged under the same competition conditions.

26.2.3 A competitor can participate a maximum of two bouts of fight in one day (in different session).

26.2.4 Competitions should begin with the lighter weight categories (in one session).

#### 26.3 Arranging method

26.3.1 Calculate the rounds of competition and the number of bouts of each category according to the systems of competition.

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

26.3.3 Work out the rounds arrangement of each category (see Table 2).

26.3.4 Prepare the competition schedule for each bout.

26.3.5 In a Direct Elimination Competition, use "Draw- Lots to Decide the Odd".

#### 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 =  $n- 1$ ,  $n(n-1)$

Number of bout= 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)

## **Article 27 - Recording**

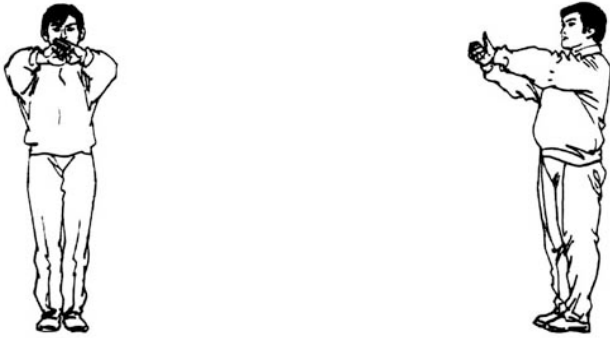
1. The sideline judges will keep account of the points scored and fouls committed by each competitor according to the decision of the platform Judge. At the end of each round, they will enter each competitor's scores into the Score-Sheet provided (see Table 3).
2. Recording staffs will enter the admonitions, warnings, disqualification, passivity and forcible counting respectively (see Table 4).
3. In the case of round-robin, the arranging and recording group will credit two points to the winner of each bout and zero point to the loser onto the score-sheet, or one point to both competitors in the case of a draw. A competitor will win two points if his or her opponent defaults. The default competitor will not be given any point.

## Chapter 7 Calls and Gestures

### Article 28 - Calls and Gestures of the Platform Judge

#### 28.1 Palm and Fist salute

Standing with both feet together. Left palm rests on right fist in front of chest 20-30 cm away (Figures 1 and 2).



#### 28.2 On the platform

Standing at the center of platform, the judge on the platform extends two hands pointing at the competitors with palms up (Figure 3). When he calls the competitor to step onto the platform, he bends the elbows to 90 degrees with palms facing each other (Figure 4).



#### 28.3 Both competitors salute each other

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



#### 28.4 First round

Facing the head judge, the judge on the platform steps into the gongbu. When calling “first round”, the judge on the platform extends one arm forward with the index finger pointing up and the rest of the three fingers and thumb closed into fist (Figure 6).



#### 28.5 Second round

Facing the head judge, the judge on the platform steps into the gongbu. When calling “second round”, the judge on the platform extends one arm forward with the index and middle fingers pointing up separately, and the thumb and other two fingers bent (Figure 7).



#### 28.6 Third round

Facing the head judge, the judge on the platform steps into the gongbu. When calling “third round”, the judge on the platform extends one arm forward with the thumb, the index and middle fingers pointing up separately, and the other two fingers bent (Figure 8).



### 28.7 "Ready and Start!"

In Gongbu, between the two competitors, the judge on the platform calls "Ready" and at the same time extends his arms pointing at both competitors (Figure 9).

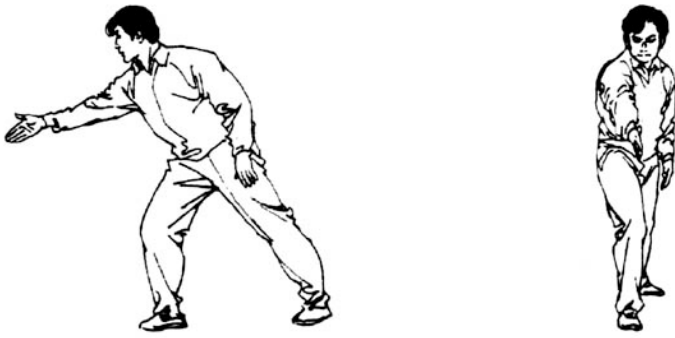


Then he brings the palms down together in front of his abdomen to call "kaishi" (Start) to order the fight to begin (Figure 10).



### 28.8 "Ting" (Stop)

The judge on the platform calls "Ting" and steps into Gongbu at the same time, stretching an arm with palm from up to down between the two competitors (Figure 11,12).



### 28.9 8 seconds passivity

When calling "Hongfang or Heifang" (Red/Black), the judge on the platform brings 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 separately (Figure 13).



### 28.10 Count

Facing the competitor, with two fists turned out in front of body, the judge on the platform open his fingers one at a time from the thumb to the little finger, and from one hand to the other (Figure 14, 15).



### 28.11 Passive

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



#### 28.12 Forcible Counting of 8 seconds

While facing the head judge, the judge on the platform extends one arm with the thumb up and the four fingers bent (Figure 17).



#### 28.13 Three seconds

When calling "Hongfang or Heifang" (Red/Black), the judge on the platform extends one arm obliquely up with palm up, pointing at the competitor, and the other hand moves horizontally from the abdomen to the side of body, with the thumb, the index and middle fingers separated and the other two fingers bent (Figure 18).



#### 28.14 Appointed attack

The judge on the platform extends one arm between the two competitors, 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 19).



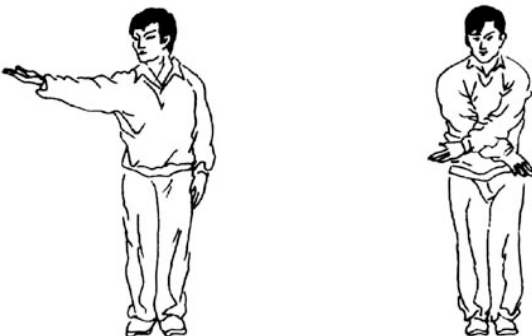
#### 28.15 Down

When calling "Hongfang or Heifang" (Red/Black), the judge on the platform extends one arm with palm up, pointing at the fallen competitor, and his other arm, slightly bent with palm down, moves to the side of body (Figure 20).



#### 28.16 Down First

The judge on the platform extends one arm pointing at the competitor who fall down first, then calls "Hongfang or Heifang" (Red/Black) and crosses his forearms in front of his body with palms facing down (Figure 21, 22).



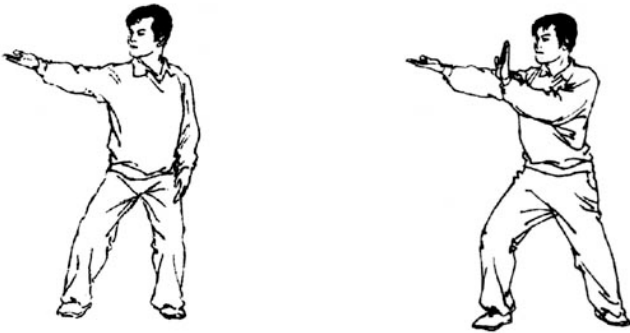
#### 28.17 Simultaneous down

The judge on the platform extends both arms horizontally forward, then drop both hands downward with palms facing down (Figure 23).



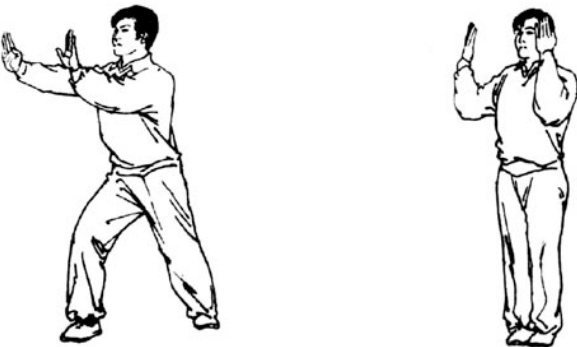
#### 28.18 Red/Black off

The judge on the platform extends one arm forward pointing at the competitor who fall off the platform (Figure 24), calls "Hongfang or Heifang" (Red/Black), then pushes the other hand forward (from his or her body to the shoulder-length) with palm upright, facing forward in Gongbu (Figure 25)



#### 28.19 Both sides off

The judge on the platform in Gongbu with both hands bend at 90°, palms pointing upright, (Figure 26) pushes both hands forward, at the same time brings his feet together to stand upright (Figure 27).



#### 28.20 Kicking the crotch

The platform judge extends one arm to point at the offender (palms-up), then calls "Hongfang or Heifang" (Red/Black) and the other hand pointing at his own body indicating the foul (Figure 28).



#### 28.21 Hitting the back of head

The judge on the platform extends one arm to point at the offender (palm-up), calls "Hongfang or Heifang" (Red/Black) and the other hand touches the back of his own head indicating the foul (Figure 29).



#### 28.22 Elbow foul

The platform judge crosses his arms in front of his or her chest, calls "Hongfang or Heifang" (Red/Black) with one hand covering the elbow of the other arm indicating the foul (Figure 30).



#### 28.23 Knee foul

The judge on the platform extends one arm to point at the offender (palm-up), then calls "Hongfang or Heifang" (Red/Black) , and lift-up one of his knees and pats at the knee with his other hand indicating the foul (Figure 31).



#### 28.24 Warning

The judge on the platform extends one arm to point at the offender (palm up). When calling "Hongfang or Heifang" (Red/Black), the other hand indicates the faults, then transform into a fist (facing back) while bending the arm at 90°(Figure 34).



#### 28.25 Admonished

The judge on the platform extends one arm to point at the offender (palm up). Then calls "Hongfang or Heifang" (Red/Black) and bends the other arm at 90° in front of him (palm-up, facing backward) (Figure 35).



#### 28.26 Disqualified

When calling "Hongfang or Heifang" (Red/Black), the judge on the platform extends both arms forward (both fists) and brings his two forearms back and crossed in front of him (Figure 36).



#### 28.27 Technique not valid

The judge on the platform swings his two arms to cross each other once in front of him to indicate that the technique is not valid; therefore no points will be awarded (Figure 37, 38, 39).



#### 28.28 Emergency treatment

The judge on the platform stands facing the doctors' desk, and crosses his two forearms in front of him (palms-up) to indicate emergency (Figure 40).



#### 28.29 Rest

The judge on the platform extends both arms side-wards (palms-up), pointing at the rest places of the competitors (Figure 41).



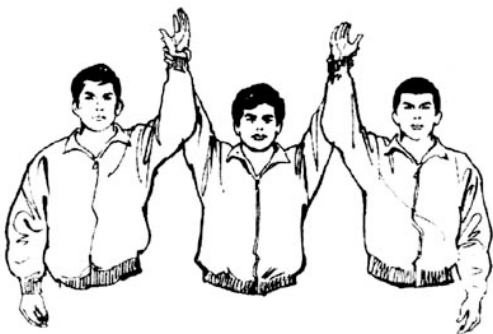
### 28.30 Exchange positions

Standing at the center of the platform, the judge on the platform extends both arms and crosses between them in front of him (Figure 42) to indicate exchange places.



### 28.31 Draw

Standing in between the competitors, the judge on the platform with both hands holds the wrists of both competitors then lifts their arms up to indicate draw (Figure 43).



### 28.32 Winner

Standing in between the competitors, the judge on the platform with one hand holds the wrist of the winner and lifts it up to indicate the winner (Figure 44).



## 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 45).



### 29.2 Not falling down or off

The sideline judge holds one hand vertical, and moves it from one side to the other (Figure 46).



### 29.3 Not seen clearly

The sideline judge extends his hands to both sides in front of body, with the elbows bent and the palms up (Figure 47).



## Chapter 3 Competition Area and Equipment

### Article 30 Competition Area

30.1 The competition area will be a platform of wooden structure, 80 cm high, 800 cm long and 800 cm wide, covered with a soft mat and a canvas surface on top of the mats. The Logo of International Wushu Federation (120 cm in diameter) must be drawn at the center of the platform. The boundaries of the platform will be engraved with red lines of 5 cm wide. A square yellow lines (warning lines) of 10 cm wide will be drawn 90 cm inside the boundaries (red lines) the platform.

30.2 Protective mats of 30 cm high and 200 cm wide will be placed around the platform (see Competition Area Plan).

### Article 31 Equipment

#### 31.1 Colored plates

Total numbers of plates: 18 including 6 in black, 6 in red, and 6 half black, half red. Each 20 cm in diameter with a wooden handle 20 cm long (see Figure 1).

There are for indicating the loser, winner or draw by the sideline judges.

#### 31.2 Admonition cards

Total number of yellow cards: 12

Each 15 cm long, 5 cm wide, printed "Admonition" on it (Figure 2).

#### 31.3 Warning cards

Total number of red cards: 6

Each 15 cm long, 5 cm wide, printed "Warning" on it (Figure 3).

#### 31.4 Forcible counting

Total number of blue cards: 6

Each 15 cm long, 5 cm wide, printed "Forcible counting" on it (Figure 4).

### 31.5 Card racks

Two (2) card racks needed: one black and one red. They are use for holding the cards. Each racks is 60 cm long and 15 cm high (Figure 5).

### 31.6 Default plates

Two yellow plates needed 40 cm in diameter each attached to a wooden handle 40 cm long. Both sides of the plate are printed "Default" (one word in black, the other in red) (Figure 6).

### 31.7 Two stop-watches (one as reserve)

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

### 31.9 Three megaphones

### 31.10 A gong, a rack and a hammer

### 31.11 Counters: 15-20 pieces

### 31.12 Two video cameras

### 31.13 Two metric scales

### 31.14 Wireless microphone (attached to the chest of the judge on the platform)

### 31.15 One set of electronic judging system