



**Rules of WushuOntario Combat Sports
A Pathway to Excellence
2017**

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Chapter 1 – General Regulations

Article 1 Competition Classes - *Individual Events*

- *High Performance Class - A / B / C*
- *Recreational Class - D / E / F*
- *For Class, weight and gender matrix, see [WushuOntario Combat Sport Competition Division Summary](#)*

Article 2 – Competition Method

(1) *Round Robin Method; Knock-Out Method*

(2) *Each bout consists of one to three, timed rounds according to class of combat division.*

- *Three two-minute rounds - with a one-minute rest in between (Class A and B)*
- *Three 1 minute 30 second rounds - with a one-minute rest in between (Class C)*
 - *A bout is won by a competitor winning two of the three rounds*
- *Two 1 minute 30 second rounds - with a one-minute rest in between (Class D)*
 - *A bout is won by a competitor winning both rounds or by total points achieved in each round*
- *One 2 minute round (Class E and F)*
 - *A bout is won by a competitor with most points achieved in round or*
 - *first to achieve max points or max spread (7points)*

Article 3 Age Categories, Requirements & Medicals

Age Categories

- (1) **Senior** competitors shall be 41-55 years of age;
- (2) **Prime** shall be 18-40 years of age;
- (3) **Junior** competitors shall be between 15 and 17 years of age;
- (4) **Minor** shall be between 12 and 14 years of age;
- (5) **Bantam** shall be between 10 and 11 years of age;
- (6) **Atom** shall be between 8 and 9 years of age;
- (7) *Determined in years of age as at January 1st of each competition season.*
- (8) *Exception to rule: Upon written approval by the WushuOntario Combative Committee, Class C & D competitors may opt to compete in a higher age bracket provided they will be of age by the date of the given year's World Championship or Internationally Sanctioned Event. If done so, that competitor must remain in that bracket for the entire competition season.*
- (9) **Class F** competition divisions are engaged based on experience (belt) age and gender which will slightly vary from event to event.

Requirements and Medicals

- (10) *A competitor must hold a valid passport issued by Canada for participation at the National Team Qualifiers.*
- (11) *A competitor must be a resident of Canada for participation at the National Championships.*
- (12) *A competitor must be a resident of Ontario for participation at the Provincial Championships or Games.*
- (13) *Each competitor must hold valid liability life insurance certificate through membership in WushuOntario.*
- (14) *Each competitor must produce a valid certificate showing his/her:*
 - a. *WOP-36 Health certificate - All Classes;*
 - b. *Blood Test Results – Class A and B*
 - c. *Electrocardiogram (ECG) – Class A, B and C,*
 - d. *Blood pressure and heart rate – All Classes*
 - e. *Issued by a qualified medical doctor from a check-up signed dated and stamped.*
 - f. *This certificate is valid for 1 year from date of issue for use within WushuCanada and WushuOntario Sanctioned Events.*
- (15) *International competition requires each competitor must produce a valid health certificate showing his/her electroencephalogram (EEG), electrocardiogram (ECG), blood pressure and heart rate issued by a qualified medical doctor from a check-up performed within a period of 15 days prior to the date of registration.*

Article 4 – WushuOntario Weight Categories

Age	Senior 40-55		Prime 18-39		Junior 15-17		Minor 12-14		Bantam 10-11		Atom 8-9	
Gender	Male	Female	Male	Female	Male	Female	Male	Female	Male	Female	Male	Female
Weight (lbs)	125	110	110	105	110	100	95	90	75	75	55	55
	140	125	125	120	125	115	110	105	90	90	65	65
	155	140	140	135	140	130	125	120	105	105	75	75
	170	155	155	150	155	145	140	135	106+	106+	85+	85+
	185	156+	170	150+	170	146+	141+	136+				
	186+		185		170+							
			186+									

IWuF Junior's Weight Divisions

1. 48kg Category (Under ≤48kg)
2. 52kg Category (> 48kg - ≤52kg)
3. 56kg Category (> 52kg - ≤56kg)
4. 60kg Category (> 56kg - ≤60kg)
5. 65kg Category (> 60kg - ≤65kg)
6. 70kg Category (> 65kg - ≤70kg)
7. 75kg Category (> 70kg - ≤75kg)
8. 80kg Category (> 75kg - ≤80kg)

**National Team Qualifiers will relate directly with IWuF Regulations and categories available for any given competition event.*

IWuF Senior Weight Divisions

1. 48kg Category (Under ≤48kg)
2. 52kg Category (> 48kg - ≤52kg)
3. 56kg Category (> 52kg - ≤56kg)
4. 60kg Category (> 56kg - ≤60kg)
5. 65kg Category (> 60kg - ≤65kg)
6. 70kg Category (> 65kg - ≤70kg)
7. 75kg Category (> 70kg - ≤75kg)
8. 80kg Category (> 75kg - ≤80kg)
9. 85kg Category (> 80kg - ≤85kg)
10. 90kg Category (> 85kg - ≤90kg)
11. Over 90kg Category (> 90kg)

Article 5 – Weighing-In

- (1) All qualified athletes must present their identification or passport in order to weigh-in
- (2) The weighing-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the chief official.
- (3) All athletes must arrive at the designated time at the designated place as set out by the organizing committee in order to weigh-in. Athletes may weigh-in in the nude or with trunks on. (Female competitors may wear tight-fitting undergarments)
- (4) The weighing-in shall start with the lighter weight categories and continue on to the heavier categories. Each category should conclude its weighing in within a period of one hour. Any competitor who fails to weigh-in correctly within his or her registered division within the allocated time period of one hour will not be permitted to participate in any of the subsequent contests.
- (5) Competitors that are competing on a specific day of competition may be required to weigh-in at a specific time and place prior to the start the day's events (if applicable) Each event will have slightly different procedures depending on venue availability and Class of bouts arranged. In general weigh in will occur prior to event date with the option of weighing in on day of. However, those who do not make weight on day of, will forfeit their results.

Article 6 – Drawing Lots

- (1) The drawing-lots ceremony shall be conducted by the scheduling-recording group, in the presence of the chairman of Jury of Appeal, the chief referee and team coaches or team leaders.
- (2) The drawing-lots ceremony shall take place after the initial weighing-in session has concluded, and will start with the lighter weight categories and continue on to the heavier categories. Any category with only one competitor shall be excluded from the contest.
- (3) Designated officials shall draw lots on behalf of the competitors in presence of team representatives.

Article 7 Competition Attire & Protective Gear

- (1) All competitors shall wear WushuOntario approved clothing and protective gear.
- (2) WushuOntario approved clothing for men includes combative shorts and short or no sleeve vest, and for women includes shorts and t-shirt. The shorts and top will be of the same colour, namely red or blue or black. Competitors are required to provide their own clothing and this should include one (1) set in red and one (1) set in blue or black. Any Clothing worn should not inhibit the full range motion of the competitor's body and limbs or interfere with their opponent's actions in anyway, and it should not impede or interfere with the WushuOntario specified protective gear either. (This may include but are not limited to strings, laces, buckle etc.) Also, any clothing worn should not have sponsorship, messages or excessive designs that would impede on colour recognition, small branding logos under 5x5inches are acceptable. Should a competitor's clothing fail to conform to the above, the Chief Official on site has the authority and final say to deny their participation in the event. (Fig 1 – 2)



Red Fighter



Black Fighter



Blue Fighter

- (3) Protective gear is separated into colours, namely red, blue or black. Protective gear includes headgear, gloves, chest protector. Competitors are required to provide their own mouth guard, groin cups and hand wraps. The groin cups must be worn under the trunks.

Depending on Class other equipment may include:



Head Protector
with Face Shield
Class C-F



Head Protector
with Raised Cheek
Class B



Shin and Instep
Guards
Class C-E



Shin Guard
Class A-C



Hand Wrap

*The length for hand wraps shall be between 3.5m and 4.5m in total.
Hand wraps must not be taped or weaved through fingers.*

(4) Gloves:

Class A - Sanctioned 8oz <140lbs 10oz >141lbs
Class B - Sanctioned 10oz <140lbs 12oz >141lbs
Class C – 12 oz
All Female and Bantam Divisions – 10 oz.
All Atom and Minor Divisions – 6 oz.



*Class A-E requires 6oz, 8oz, 10oz or 12oz
Gloves that maybe supplied by organizers.*

*Class F requires closed fingered combat
Gloves that must be supplied by competitor.*

(5) For female competitors who are of the religious faith, WushuOntario permits attire in line with the below standards. If worn, under IWuF stipulation participants are required to wear all the below attire and may not selectively wear some of them separately.



This includes the following:

- Long sleeve top (not form fitting)
- Full length trousers (not form fitting)
- Head scarf (underneath the protective head gear)

The above stipulated clothing must be made of flexible material that is not excessively slick or slippery (material composed of spandex, polyester, nylon and microfiber combinations are acceptable). The long sleeve top, head scarf and full length trousers will be of the same colour, namely red, blue or black. Competitors are required to provide their own clothing and this should include one (1) set in red and one (1) set in blue or black.

Such clothing should not inhibit the full range motion of the competitor's body and limbs or interfere with their opponent's actions in anyway, and it should not impede or interfere with the WushuOntario specified protective gear either. Should a competitor's clothing fail to conform to the above, the Chief Official on site has the authority to deny their participation in the event.

Article 8 Competition Etiquette

- (1) Competitors shall perform a palm and fist salute when they are introduced to the audience before the start of each match.*
- (2) At the start of each round, the competitors shall perform a palm and fist salute from the platform towards their respective coaches who in turn shall return the same palm and fist salute. The competitors will then perform a palm and fist salute towards one another.*
- (3) When announcing the result of a bout, the competitors shall first switch their positions. Following the announcement of the result, the competitors shall perform a palm and fist salute to each other first, then to the platform judge who will return the salute, following which the competitors will salute one another's coaches, who will also return the salute.*
- (4) When a sideline judge is replaced by another judge, both judges shall perform a palm and fist salute to one another.*

Article 9 - Default

- (1) Should during the course of a competition, a competitor is unable to compete due to illness or injury (which must be confirmed as legitimate by the medical committee's appointed doctor) or due to failure to weigh-in correctly, this shall be considered as default and the competitor will not be permitted to participate in the following matches. However, the ranking achieved up to that point will still be considered as valid.*
- (2) Should during the course of a bout; there is a great disparity in strength and ability and a competitor is being outclassed, in order to ensure the safety of the competitor, his or her coach may raise the default plate. The competitor himself/herself may also raise his/her hand or voluntarily step off the competition platform to default during the course of a bout.*
- (3) Should a competitor be absent for the weigh in; fail to appear for the roll-call 3 times prior to a bout or leaves the designated area following the roll-call; fail to appear at the competition area on time; this will be regarded as a groundless default.*
- (4) Pre-bout weigh in is allowed for all competitors who fail the official weigh in, or was not able to attend the official weigh in. However, if the competitor fails the final pre-bout weigh in, it is deemed a groundless default and will be marked on their official record as such (loss). Pre-bout takes place prior to equipment prep before a match.*
- (5) During a competition, should a competitor have a groundless default; all his results attained in the competition up to that point shall be forfeited and deemed a loss.*

Article 10 – Other Competition Related Provisions

- (1) When officiating, all judges should concentrate fully on their task at hand; they should not converse with anyone during this time, and are not permitted to leave their stations without the Head Judge's permission.*
- (2) All competitors must abide by the competition rules and protocols, and respect and obey the judges and officials' decisions. It is forbidden to cause disruptions, curse and shout, throw protective gear etc. or act in any way to display discontent. During a bout, competitors are not permitted to leave the field of play prior to the announcement of the results (except in cases of medical or first-aid emergency).*
- (3) During a bout, the coach may only be accompanied by one assistant-coach or team doctor. They must wear official attire and must remain seated at the designated spot.*
- (4) Doping in any form is strictly forbidden. Competitors are not permitted to inhale oxygen in the rest period between rounds.*

Chapter 2 - Jury of Appeals & Duties

Article 11 – Composition of Jury of Appeals

The Jury of Appeals will consist of one (1) chairperson, one (1) assistant chairperson, and one (3) to five (5) additional appointed members.

Article 12 – Duties of Jury of Appeals

(1) The Jury of Appeals shall work under the leadership of the Organizing Committee of the Competition. The Jury of Appeals is responsible mainly for supervising competition on such matters as checking the competition area and facilities, equipment, scheduling, drawing of lots, competitors' weighing-in, grouping of officials and arrangement and conduction of their work etc. During competition the Jury of Appeal shall supervise the officiating work. In case of any obvious unjust behavior or incorrect judgment, it shall have the right to give warnings to the officials

concerned and, in serious cases, may even propose to the WushuOntario Combat Sport Committee to remove them from their current officiating work to ensure the smooth and fair running of competitions.

(2) The Jury of Appeal shall deal with appeals submitted by participating teams who have disagreement with the platform referee's decisions in relation the Rules and Regulations of the Competition. Such appeals shall be confined to decisions related directly to match at hand following the procedure of appeals and requirement.

(3) The Jury of Appeal shall handle the appeals immediately after receiving them and duly notify the parties concerned of the ruling.

(4) The Jury of Appeal shall investigate the case and will immediately review proof (video) at the competition site. It may hold discussion meetings and invite other parties to attend them as observers without the right to vote. The meetings must be attended by more than half of the members of the Jury of Appeal. The number of members of the Jury of Appeal participating in the investigation must be more than half of its total members in order for any voting decisions to be valid. In case of a tied vote, the chairman shall have the right to make the final decision.

(5) Members of the Jury of Appeal shall not participate in investigations in which their athlete or club is involved.

(6) Should through the examination process it is found that the platform referee's original decision was correct, it will be upheld. Should the platform referee's original decision be found to have been incorrect, the Jury of Appeals has the right to change the platform judge's decision and competitor's result concerned, and shall request that the Technical Committee deals with the judge in question in line with WushuOntario provisions. The decision of the Jury of Appeal shall be final.

Article 13 – Appeal Method & Requirements

(1) Each participating team has the opportunity to appeal at most two (2) times within a single competition. A participating team who has disagreement with the platform referee's must immediately compile a written appeal at the competition scene, and following the consent of the Chief Referee together submit it along with the appeal fee of CAD\$100. The Jury of Appeals will then immediately review the match and come to a conclusion. Should the appeal be found to be valid, then the result will be altered and the appeal fee will be refunded. Should the appeal be found to be invalid, then the result will remain unchanged and the appeal fee will be retained.

(2) All teams shall abide by and accept the final decisions made by the Jury of Appeals. Strict measures will be taken, according to the severity of the case and WushuOntario's relevant policies, against teams that cause any disruptions in protest to the decision of the Jury of Appeals.

Chapter 3 – Competition Officials & Duties

Article 14 - Composition of Competition Officials

(1) There shall be one (1) chief official and one (1) or two (2) assistant chief referees.

(2) Contest Judges Group: One (1) head judge, one (1) assistant head judge, one (1) or more platform referees, one (1) recorder, one (1) timekeeper, 3 or 5 sideline judges (2-3 groups required on rotational standby).

(3) One (1) Chief Scheduler-Recorder.

(4) One (1) Chief Registrar

(5) NOTE: During any given event, one designated official may assume multiple roles for efficiency.

Article 15 – Composition of Competition Assistants

(1) Four (4) Scheduler-Recorders

(2) Four to six (4-6) Registrars

(3) One (1) Medical Supervisor; Two to five (2-5) Medical Assistants

(4) One to two (1-2) Announcers

(5) Two to four (2-4) Electronic Scoring System Operators (if applicable)

(6) Two to four (2-4) Jury of Appeals Camera Operators (if applicable, if not, any required video for appeal must be provided by the appealing party).

Article 16 – Duties of Competition Officials

(1) Chief Official

1.1 Organize the study sessions for all officials to study and review the Rules and Regulations of the Competition, and to master the officiating methods.

- 1.2 Inspect and ensure the correct preparation of the competition venue field of play, competition and judging equipment, and the preparation of the weighing-in, drawing of lots ceremony and other competition related preparations.
- 1.3 Attend to problems related to interpretation of the Rules and Regulations, but has no power to modify them.
- 1.4 Manage the judges' groups during competition and replace officials as required.
- 1.5 Should during the course of a competition there be any changes to the order of competition due to a competitor defaulting and withdrawing, the chief official should timeously notify the technical delegate, the jury of appeals, the head judge, the chief scheduler-recorder and the announcers.
- 1.6 Have the right to make the final decision when a dispute arises within the technical official groups.
- 1.7 Be responsible for the accurate implementation of the rules and regulations by the competition officials.
- 1.8 Review, sign and announce the results of competition.
- 1.9 Submit a written report to the Organizing Committee.

(2) Assistant Chief Referee

- 2.1 Be responsible for the accurate implementation of the rules and regulations by the competition officials.

(3) Head Judge

- 3.1 Be responsible for the organization of his judges' group's study sessions and work implementation.
- 3.2 Overview and manage the work of the judges, timekeeper and recorder.
- 3.3 Should the platform referee make any apparent incorrect judgments or miss any judgments, notify the platform referee by way of signal whistle to make the relevant corrections.
- 3.4 May amend the bout results prior to them being announced with the approval of the Chief Referee in cases of misjudgment.
- 3.5 Announce the result at the end of each round.
- 3.6 Handle such matters as absolute victory, off-platform, warnings, forcible counting etc. according to the competitors' actions on the platform and the recorder's records.
- 3.7 Review and sign the results at the end of each bout.

(4) Assistant Head Judge

- 4.1 The assistant head judge will assist the head judge with his work, and may perform other officials' tasks concurrently when necessary.

(5) Platform Referees

- 5.1 Inspect the competitors' protective gear and ensure safety during the bout.
- 5.2 Direct the competitors during a bout through calls and gestures.
- 5.3 Make judgments for instances of falling-down, off-platform, warnings and admonishments, forcible counting etc., and to call for first aid when needed.
- 5.4 Announce the results of each bout.

(6) Sideline Judges

- 6.1 Award points to the competitors in line with the Rules.
- 6.2 Display the results simultaneously and instantly at the head judge's request at the end of each round.
- 6.3 Shall objectively answer the platform referees queries regarding situations arising during a bout.
- 6.4 Sign the scorecard at the end of each bout which must be kept for examination and verification.

(7) Recorder

- 7.1 Accurately complete the competitors' details on the recording forms before each bout.
- 7.2 Participate in the work of weighing-in ceremony and record each competitor's weight on the statistical chart of the bout.
- 7.3 Record the numbers of warnings, admonitions, forcible counting and off-platform, passive holding / clinching, passivity according to the platform judge's calls and gestures.
- 7.4 Determine the winner of each round according to the sideline judges' decisions and report this to the head judge.

(8) Time-Keeper

- 8.1 *Inspect the gong and timing devices before the competition, making sure that the clocks and stop-watches keep correct time.*
- 8.2 *Keep a record of the time elapsed during the rounds, stops and rest periods between the rounds.*
- 8.3 *In instances where computer scoring system is unavailable, blow the whistle ten (10) seconds before the start of each round and strike the gong to announce its end.*

(9) Chief Scheduler-Recorder

- 9.1 *Be responsible for examining the competitors' credentials and entry forms.*
- 9.2 *Organize the drawing-lots ceremony and compile the competition schedule.*
- 9.3 *Prepare all the various forms to be used in competition; check and verify the competitors' results to determine their placing.*
- 9.4 *Record and disseminate the results of all bouts.*
- 9.5 *Collect data for statistics and compile the results.*

(10) Scheduler-Recorders

- 10.1 *The scheduler-recorders shall perform tasks as assigned by the chief scheduler-recorder.*

(11) Chief Registrar

- 11.1 *Be responsible for the competitors' weighing-in.*
- 11.2 *Be responsible for the preparation of protective gear and its management during the Competition.*
- 11.3 *Summon the competitors for roll-call twenty (20) minutes before the start of a bout.*
- 11.4 *Report to the chief referee immediately in the case of absence or default during the roll-call.*
- 11.5 *Inspect the competitors' dress and protective gear as required by the Rules.*
- 11.6 *Be responsible for the roll-call during the medal awarding ceremony.*

(12) Registrars

- 12.1 *The registrars shall perform tasks as assigned by the chief registrar.*

(13) Announcers

- 13.1 *Introduce the rules and regulations of the competition, as well as important information to the audience.*
- 13.2 *Introduce the judges and competitors to the audience.*
- 13.3 *Announce the competition results.*
- 13.4 *Announce platform referee point calls to educate the audience and to aid sideline judging clarity.*

(14) Medical Supervisor

- 14.1 *Inspect each athlete's submitted medical reports and documentation.*
- 14.2 *Conduct athlete medical examinations prior to the start of competition.*
- 14.3 *Provide medical attention at the field of play for injuries.*
- 14.4 *Shall be responsible to make decisions regarding circumstances when injuries caused by foul action during a bout.*
- 14.5 *Shall make decisions regarding an athlete's inability to continue competing due to injuries sustained during a bout, and recommend to the Chief referee to suspend the bout.*
- 14.6 *Work with the doping control personnel. (If applicable)*

(15) Electronic Scoring System Operators (if applicable)

- 15.1 *Electronic Scoring System Operators are responsible for work related to the operation of the electronic scoring system.*

(16) Jury of Appeals Camera Operators (if applicable)

- 16.1 *Shall be responsible for all competition filming and recording work, in line with the competition rules.*

Chapter 4 Permitted & Prohibited Methods, Scoring Standards & Penalties

Article 17 Permitted Methods

Martial Arts punching, kicking and throwing/wrestling techniques are permitted to be utilized.

IMPORTANT: For Class Specific Details see [WushuOntario Combat Sport Competition Division Summary](#) for variances in Class and age brackets. This document will routinely be updated to improve upon the development and safety standards of competing athletes. Ensure you are always referred to the most updated version.

Article 18 Prohibited Methods

- (1) Attacking with the head, the elbow, or the knee, or by putting pressure on the joints of the opponent in an adverse direction.*
- (2) Utilizing throwing/wrestling techniques which force the opponent to land on his or her head, or deliberately smashing down the opponent.*
- (3) Attacking the head of the downed opponent by any means.*
- (4) For Class C, D and E competitions it is prohibited to continuously punch the face or use leg techniques targeting the head unless otherwise stated.*

Article 19 – Valid Scoring Areas

The head, the torso and the thighs are valid scoring areas.

Article 20 Prohibited Striking Areas

The back of head, the neck and the crotch (groin) are prohibited striking areas.

Article 21 – Scoring Criteria

(1) Scoring two (2) points:

- 1.1 When a competitor's opponent falls off the platform, his or her opponent will be awarded two (2) points.*
- 1.2 A competitor will be awarded two (2) points if his or her opponent falls down while he or she remains standing.*
- 1.3 A competitor who strikes his or her opponent on the torso or the head with a valid leg technique will be awarded two (2) points.*
- 1.4 A competitor who makes his or her opponent fall down by falling down himself or herself deliberately and immediately stands up in a flowing motion will be awarded two (2) points (sweeps)*
- 1.5 When a competitor receives a forcible counting, his or her opponent will be awarded two (2) points.*
- 1.6 When a competitor is issued a warning, his or her opponent will be awarded two (2) points.*

(2) Scoring one (1) points:

- 2.1 A competitor who strikes his or her opponent on the torso or the head with a valid punching technique will be awarded one (1) point.*
- 2.2 A competitor who strikes his or her opponent on the thigh with a valid leg technique will be awarded one (1) point.*
- 2.3 In a situation when two athletes fall down together, the athlete who falls down second will be awarded one (1) point.*
- 2.4 A competitor who makes his or her opponent fall down by falling down himself or herself deliberately and does not immediately stand up in a flowing motion will be awarded one (1) point.*
- 2.5 When a competitor is ordered to attack and fails to do so within five (5) seconds; his or her opponent will be awarded 1 point.*
- 2.6 Should a competitor fail to get to his feet within three (3) seconds after falling down on purpose, his or her opponent will be awarded one (1) point.*
- 2.7 When a competitor is issued an admonishment, his or her opponent will be awarded one (1) point.*

(3) No points will be awarded:

- 3.1 When a technique employed is not clear and lacks effect, no points will be awarded.*
- 3.2 When both competitors fall off the platform, and both fall down simultaneously, no points will be awarded.*
- 3.3 Should a competitor unsuccessfully (without contact) attempt to make use of a technique by falling down himself/herself but stands up within 3 seconds, no points will be awarded the opponent.*

3.4 When a competitor strikes his opponent while in a hold/clinch, no points will be awarded.

Article 22 – Fouls & Penalties

(1) Technical Fouls:

- 1.1 Passive holding/clinch.*
- 1.2 Passive evasion.*
- 1.3 Calling for a time-out when in a disadvantageous position.*
- 1.4 Intentionally delaying the bout.*
- 1.5 Showing disrespect to or disobeying the orders of the judges and referees during a bout.*
- 1.6 Failure to wear a gum guard, or spitting it out; or a competitor's gear comes loose or comes off.*
- 1.7 Failure to display competition etiquette.*

(2) Personal Fouls:

- 2.1 Attacking the opponent before the call of "Kaishi (Start)!" or after the call of "Ting (Stop)!".*
- 2.2 Striking a prohibited area.*
- 2.3 Striking the opponent utilizing a prohibited method.*
- 2.4 Deliberately injuring the opponent with malicious intent beyond the ideology of fairplay.*

(3) Penalties:

- 3.1 An admonition will be issued for a technical foul.*
- 3.2 A warning will be issued for a personal foul.*
- 3.3 A competitor with three (3) personal fouls will be disqualified from the bout.*
- 3.4 A competitor who deliberately injures his or her opponent will be disqualified from the entire competition, with all results achieved that far invalidated.*
- 3.5 A competitor who utilizes prohibited substances and/or inhales oxygen during the rest periods will be disqualified from the entire competition, with all results achieved that far invalidated.*

Article 23 – Match Stoppage

A match will be stopped when:

- (1) When a competitor falls down (excluding deliberate falling); or falls off the platform.*
- (2) When a competitor is being issued a penalty.*
- (3) When a competitor is injured.*
- (4) Competitors who are holding / clinching without successfully executing a wrestling/throwing technique for 2 seconds.*
- (5) When a competitor deliberately falls down and remains downed for more than three (3) seconds.*
- (6) A competitor fails to attack for five (5) seconds after being ordered to do so.*
- (7) When a competitor raises his hand to request a time-out.*
- (8) When the head judge corrects a misjudgment or omission.*
- (9) When a problem arises or there is a dangerous situation on the platform.*
- (10) Due to lighting, field of play, problems with the electronic scoring system etc. and related issues effecting the competition.*

Chapter 5 Determining Winner & Loser & Placing

Article 24 – Winner & Loser

(1) Absolute Victory

- 1.1 Should during a bout there be a great disparity in strength between the two competitors, the platform referee, with the head judge's approval, may declare the stronger competitor the winner of the bout.*
- 1.2 Should during a bout, a competitor is knocked down and fails to get to his or her feet within ten (10) seconds (excluding personal fouls), or who has managed to get to his or her feet but has an abnormal state of consciousness, his or her opponent will be declared the winner of the bout.*
- 1.3 Should during a bout, a competitor has been forcibly counted three times after receiving heavy blows (excluding personal fouls), his or her opponent will be declared the winner of the bout.*

1.4 Should during a round, the difference in score between the two competitors be 12 points or more confirmed by at least 5 sideline judges, then the competitor with the higher score shall be deemed the winner of the bout

(2) Determining the winner of a round

2.1 The result of each round will be determined by the scoring by the side judges.

2.2 Should during a round, a competitor has been forcibly counted two (2) times after receiving heavy blows (excluding personal fouls), his or her opponent will be declared the winner of the round.

2.3 Should during a round, a competitor falls off the platform two (2) times, his or her opponent will be declared the winner of the round.

2.4 Should during a round there be a tied score, the winner of the round will be decided by the following sequence:

2.4.1 The competitor with fewer warnings will be declared the winner.

2.4.2 The competitor with fewer admonitions will be declared the winner.

2.4.3 The competitor with a lighter weight on the day of the contest will be declared the winner.

2.5 Should a tie remain following the above process, then the round will be declared a tie.

(3) Determining the winner of a bout

3.1 During a bout, the competitor who is first to win two rounds will be declared the winner of the bout.

3.2 During a bout, if a competitor is injured or ill and, as certified by the doctor and unable to continue the bout, his or her opponent will be declared the winner of the bout.

3.3 During a bout, should a competitor feign injury following a foul committed by his or her opponent – and this injury is proven to be unfounded by the medical supervisor, the athlete who committed the foul will be declared the winner of the bout.

3.4 The competitor who is injured by the opponent through foul actions and, as confirmed by the medical supervisor, unable to continue the bout, will be declared the winner of the bout, but he will be barred from subsequent bouts in the event.

3.5 Under the round-robin system, an equal number of rounds won by both competitors in a bout will be declared a draw.

3.6 Under the knockout system, an equal number of rounds won by both competitors in a bout, the winner of the bout will be decided by the following sequence:

3.6.1 The competitor with fewer warnings will be declared the winner.

3.6.2 The competitor with fewer admonitions will be declared the winner.

3.7 Should a tie remain following the above process, then then and additional round will be added.

Article 25 – Placing

(1) Individual Placing

1.1 Under the knock out system, the placing will be decided directly from the results.

1.2 Under the round-robin system, the competitor with a greater number of running points shall be placed higher. In the case of a tie between two or more competitors, their places will be determined in the following order of precedence:

1.2.1 The competitor who has lost fewer rounds will be placed higher.

1.2.2 The competitor with fewer warnings will be placed higher.

1.2.3 The competitor with fewer admonitions will be placed higher.

1.2.4 The competitor with a lighter weight at the time of drawing-lots will be placed higher.

1.3 If following the above process a tie remains, the competitors will share the tied place

Chapter 6 – Competition Arrangement & Recording

Article 26 Scheduling

(1) The schedule shall be based on the regulations, number of participants registered, & competition schedule.

(2) The same weight category, within the same round, shall be organized together as evenly as possible.

(3) A single athlete may at most compete in 2 matches in a single day of competition for Class A-C, and may compete in any reasonable amount of bouts for Class D-F at the discretion of the Chief Official.

(4) Within a single session the bouts will begin from the lighter weight categories and move up in ascending order to the heaviest weight category.

Article 27 – Recording

(1) The sideline judges shall keep a record of the points awarded to each competitor according to the scoring criteria and the platform judge's decisions. At the end of each round, they shall fill in the competitors' scores into the score recording form. (Table 11)

(2) The recorder shall keep a separate record of the admonitions, warnings, off platform, disqualification and forcible counting. (Table 10)

(3) Under the round-robin system, the scheduling-recording group shall fill in the results of each bout into the recording form, awarding two (2) points for the winner, zero (0) points for the loser and one (1) point to each side for a drawn bout. A winner by default shall be awarded two (2) points and the defaulter zero (0) points.

Chapter 7 – Calls & Hand Gestures

Article 28 – Platform Judge's Calls & Hand Gestures

(1) Palm & Fist Salute

Standing with feet together, press the left palm against the right fist at chest height, 20-30cm away from the chest (Figs 5 and 6).



(Fig 5)



(Fig 6)

(2) Mount the Platform

Standing at the center of the platform, extend both arms out to the side with the center of the palms facing upwards pointing at the two competitors (Fig 7).

As you call on them to mount the platform, bend both arms at the elbow into a right angle with the palms facing each other (Fig 8).



(Fig 7)



(Fig 8)



(Fig 9)

(3) Competitors Salute

One Another

Place the left palm on top of the right fist in front of the body as a signal to both competitors to salute each other (Fig 9).

(4) First Round

Facing the head judge, form Gong Bu (bow stance) and, while calling "Di Yi Ju (First round)!" extend one arm forward with the index finger pointing up and the other three fingers and the thumb clenched into a fist (Fig 10).



(Fig 10)



(Fig 11)



(Fig 12)

(5) Second Round

Facing the head judge, form Gong Bu (bow stance) and, while calling "Di Er Ju (Second round)!" extend one arm forward with the index finger and the middle finger separated and pointing up and the other two fingers and the thumb clenched into a fist (Fig 11).

(6) Third Round

Facing the head judge, form Gong Bu (bow stance) and, while calling "Di San Ju (Third round)!" extend one arm forward with the index finger, the middle finger and the thumb separated and pointing up and the other two fingers clenched into a fist (Fig 12).

(7) Yubei! – Kaishi! (Ready! – Start!)

Form a Gong Bu (bow stance) between the two competitors and, while calling "Yubei (Ready)!" extend both arms out sideways, palm facing up and pointing at the competitors (Fig 13).



(Fig 13)

Then, while calling "Kaishi (Start)!" draw the two palms in towards one another in front of the abdomen (Fig 14).



(Fig 14)

(8) Ting! (Stop!)

While calling "Ting (Stop)!" form Gong Bu (bow stance) and insert one extended palm (vertically orientated) between the two competitors, fingers pointing up (Fig 15).



(Fig 15)

(9) Five (5) - Second Passivity

While calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" and signaling to that competitor with one arm straightened and the center of its palm facing upwards, raise the other hand in front of the body, with the five fingers separated and extended naturally (Fig 16).



(Fig 16)

(10) Count

Facing the relevant competitor, with both arms bent at elbow and both hands clenched into fists in front of the body, palms facing forward, starting from one hand to uncurl the fingers one by one from the thumb to the little finger, at an interval of one (1) second each (Figs 17 - 18).



(Fig 17)



(Fig 18)

(11) Passive Holding / Clinching

Signal to the relevant competitor with one arm straightened and the center of its palm facing upwards, then curl the arms in front of the body in a hug like manner.

(Fig 19)



(Fig 19)

(12) Passive Holding Advice

Signal to the relevant competitor with one arm straightened and the center of its palm facing upwards, then curl the arms in front of the body in a hug like manner, followed by raising one hand naturally with the index finger pointing up and the other three fingers and the thumb clenched into a fist. (Fig 20)



(Fig 20)

(13) Eight (8) - Second Forcible Counting

Facing the head judge, extend one arm with the thumb pointing up and the other fingers clenched. (Fig 21)

(14) Three (3) Seconds

Signal to the relevant competitor with one arm straightened and the center of its palm facing upwards while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!", and move the other hand across the abdomen to the side of the body, with the thumb and the index and middle fingers separated and extended naturally and the other two fingers clenched (Fig 22).



(Fig 21)



(Fig 22)

(15) Appointed Attack

Extend one arm between the two competitors, with the thumb extended and the other fingers clenched, palm side down. While calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" move the hand horizontally in the direction of the thumb as a signal for appointed attack (Fig 23).

(16) Down

While calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" extend one arm with palm facing up and pointing at the downed competitor, as the other arm moves to the side of the body, bent at elbow and with palm facing downwards. (Fig 24)



(Fig 23)



(Fig 24)

(17) First Down

Extend one arm with the palm facing upwards towards the competitor who is the first to fall down and, while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" cross the arms in front of the abdomen, palms facing down (Figs 25-26).



(Fig 25)



(Fig 26)

(18) Simultaneous Down

Extend both arms horizontally forward and withdraw them to press both palms downwards. (Fig 27)



(Fig 27)

19) One competitor off the platform

Extend one arm towards with the palm facing upwards towards the competitor who went off the platform and, while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" push the other hand forward in a bow stance with the fingers pointing up and the palm facing forwards (Fig 28 - 29).



(Fig 28)



(Fig 29)

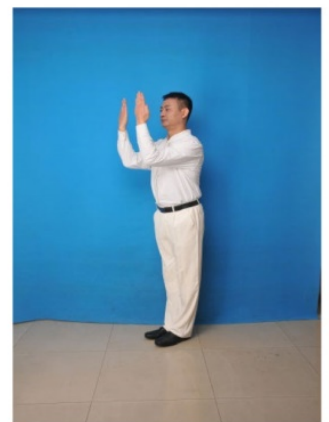
(20) Both Competitors off the Platform

Form a Gong Bu (bow stance) and push both palms forward, arms fully stretched and fingers pointing up (Fig 30).

Then bend both arms at elbow into a right angle in front of the body, palms facing backwards, while bringing the feet together to stand upright. (Fig 31)



(Fig 30)



(Fig 31)

(21) Kicking the Crotch (Groin)

Extend one arm with the palm facing upwards towards the competitor who performed the illegal action and, and while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" point the other hand toward the crotch with the palm facing inwards. (Fig 32)



(Fig 32)

(22) Striking the back of head

Extend one arm with the palm facing upwards towards the competitor who performed the illegal action and, and while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" place the other hand on the back of the head. (Fig 33)



(Fig 33)

(23) Elbow Foul

Bend both arms in front of the chest and, while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" and cover one elbow with the other hand. (Fig 34)

(24) Knee Foul

Raise one knee and, while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" pat the knee with the hand of the same side. (Fig 35)



(Fig 35)



(Fig 35)

(25) Warning

Extend one arm with the palm facing upwards towards the competitor who performed the illegal action and, and while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" bend the other arm at elbow into a right angle, fingers clenched into a fist, with back of the fist facing outward. (Fig 36)

(26) Admonition

Extend one arm with the palm facing upwards towards the competitor who performed the illegal action and, and while calling "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" bend the other arm at elbow into a right angle, fingers extended forming a palm, with center of the palm facing inwards. (Fig 37)

(27) Disqualification

While calling out "Hong Fang (Red side)!" or "Lan Fang (Blue side)!" clench both hands into fists and cross the forearms in front of the body. (Fig 38)



(Fig 36)



(Fig 37)



(Fig 38)

(28) Not Valid

Extend both arms and then cross them in front of the abdomen by a swinging motion. (Figs 39 - 41)



(Fig 39)



(Fig 40)



(Fig 41)

(29) First Aid Emergency Treatment
Facing the medical supervision desk, cross forearms in front of the chest, fingers pointing up forming a cross.
(Fig 42)



(Fig 42)

(30) Rest
Extend both arms out to the side, palms facing up, and point towards the competitors' respective resting places. (Fig 43)



(Fig 43)

(31) Exchange Positions
Standing at the center of the platform, cross the arms in front of the abdomen.
(Fig 44)



(Fig 44)



(Fig 45)

(32) Draw
Standing between the competitors, hold both of their wrists and raise their hands. (Fig 45)

(33) Winner
Standing between the competitors, hold the winner's wrist and raise his or her hand. (Fig 46)



(Fig 46)

Article 29 – Sideline Judge's Calls & Hand Gestures

(1) Off the Platform or Falling Down

Point downwards with the index finger, with the other four fingers clenched. (Fig 47)

(2) Not Off the Platform or Not Falling Down

Form a palm with one of the hands, with the fingers pointing up and wave it to the left and right. (Fig 48)

(3) Not Seen Clearly

Bend both arms at the elbows while holding the hands open with the palms facing upwards, and spread them outwards to the side of the body. (Fig 49)



(Fig 47)



(Fig 48)



(Fig 49)

Chapter 8 – Competition Area & Equipment

Article 30 – Competition Area

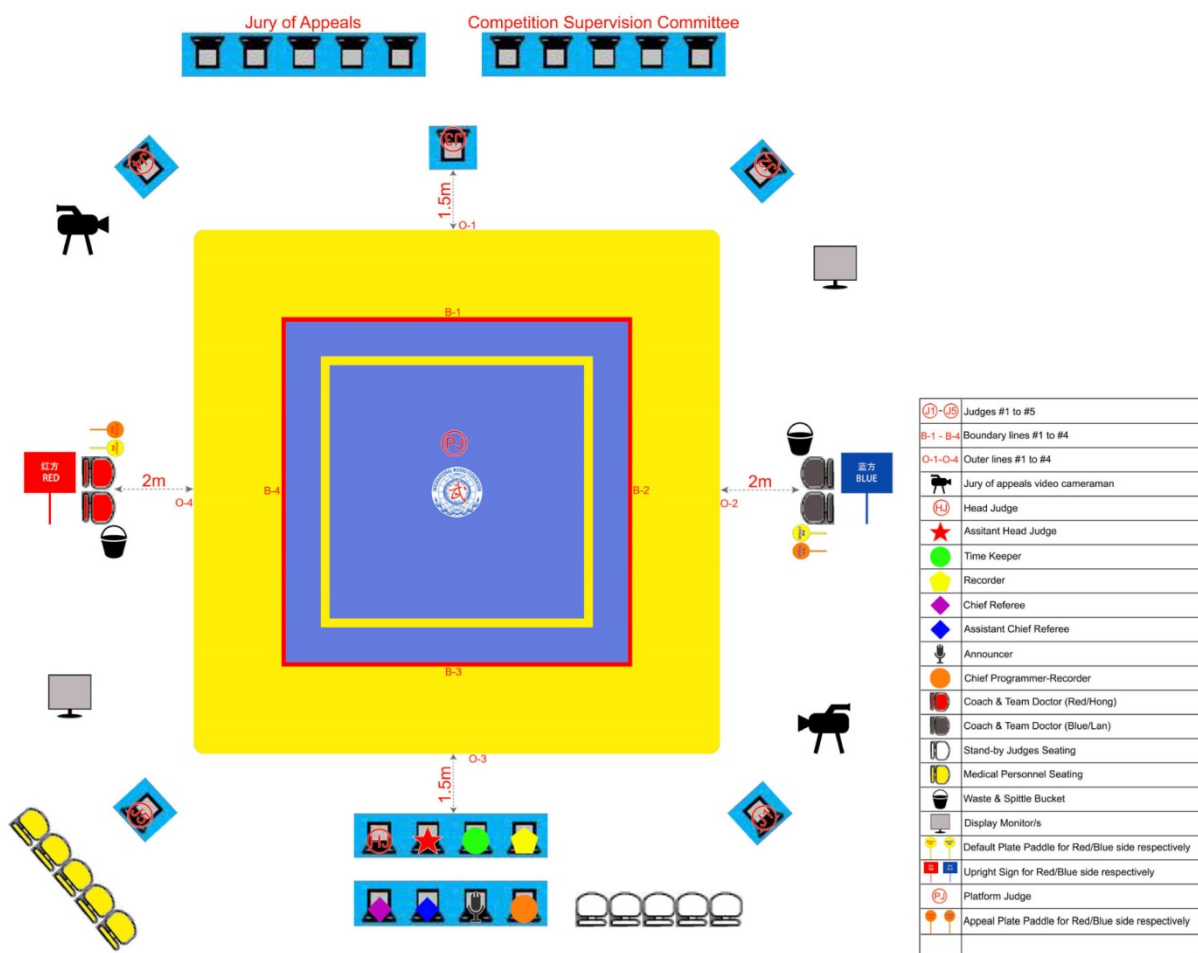
(1) **5 Star Rated Events** - Sanda competition shall take place on a WushuOntario approved wushu Sanda competition platform (leitai) which comprises of a frame with a plywood surface upon which is a layer of EVA foam which is covered by a high-quality PU leather canvas. The competition area comprises of a contest area and a safety area. The contest area shall have a flat surface without any obstructing projections. The contest area is 8 meters in length by 8 meters and has a height of 80 centimeters demarcated on all 4 sides by a red line which is 5 centimeters thick. A yellow warning line, which is 10 centimeters thick, is drawn 90 centimeters in on four sides of the contest area. At the center of the contest area surface is the IWuF logo which is 120 centimeters in diameter.

* The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2 meters in width and 30 centimeters in height.

(2) **3-4 Star Rated Events** – Sanda competition shall take place on a WushuOntario approved wushu Sanda competition mat without the platform (leitai). Class B-F events are eligible to be held in this condition.

*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2 meters in width and 5 centimeters thick.

(3) **1-2 Star Rated Events** – Sanda competition shall take place on a WushuOntario approved matted area suitable for ONLY Class E and F bouts. *The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2 meters in width and 5 centimeters thick.



Sanda Field of Play General Layout

Article 31 – Equipment

(1) Colored Paddles

These paddles are utilized by the sideline judges when judging a bout to indicate the winner, loser or a draw of a round. The round section of the paddle has a diameter of 20cm, and the handle is 20cm in length. There are a total of eighteen (18) paddles comprising of six (6) red paddles; six (6) blue paddles and six (6) split (half red, half blue) paddles.

(2) Admonition Cards

Twelve (12) 15cm x 5cm yellow cards are used for admonition, with the Chinese characters “劝告” and the English word "Admonition" on them.

(3) Warning Cards

Six (6) 15cm x 5cm red cards are used for admonition, with the Chinese characters “警告” and the English word "Warning" on them.

(4) Forcible Counting Cards

Six (6) 15cm x 5cm blue cards are used for admonition, with the Chinese characters “强读” and the English word "Forcible Counting" on them.

(5) Appeal Cards

Six (6) 15cm x 5cm orange cards are used for lodged appeals, with the Chinese characters “申诉” and the English word "Appeal" on them.

(6) Card Rack

Two (2) racks -- one in blue and one in red -- are used for holding the cards. They are 60cm long and 15cm high.

(7) Default Paddle

Two (2) yellow paddles are used for default purposes, with the Chinese characters “弃权” and the English word "Default" on them — written in red color on one side and in blue color on the other side. The round section of the paddle has a diameter of 40cm, with a handle that is 40cm in length.

(8) Appeal Paddle

Two (2) orange paddles are used for lodging of appeals purposes, with the Chinese characters “申诉” and the English word "Appeal" on them — written in red color on one side and in blue color on the other side. The round section of the paddle has a diameter of 40cm, with a handle that is 40cm in length.

(9) Technical Equipment

- **Stopwatch** - Two (2) Stopwatches (1 as a reserve)
- **Whistle** - Two (2) Whistles (1 single-pitch; 1 double-pitch)
- **Megaphone** (Audio System) - Three (3) Megaphones or Microphones
- **Gong, Mallet and Rack** - One (1) set
- **Tally Counter** - Fifteen (15) to Twenty (20) Tally Counters
- **Video Camera** - Two (2) Video Cameras (Optional)
- **Metric Scale** - Two (2) sets. The scales must display to 2 digits following the decimal points.
- **Wireless Microphones** - Three (3) Wireless Microphones (To be pinned to platform referee's chest.
- **Electronic Scoring System** - One (1) set of Electronic Scoring System (if applicable)

Chapter 9 – Recreational Introductory Pathways

Article 32 – Class E: Continuous Combat without Throws

Age: Determined as of January 1st of the competition event year.

- Juniors must compete in their appropriate age category.
- Veteran adults can compete in their age category as well as lower age categories.
- All competitors must compete in the same weight division for entire event or tournament
- Moving up or down in weight divisions is not allowed.

1. Overview:

SANDA Class 'E' Continuous Combat is designed to be a skilled event where the goal is out score your opponent by throwing and landing controlled legal techniques to valid target areas.

It is not a full contact fighting match. Judges score the fight based on who they feel outscored their opponent. Influencing their decision is ring generalship, defence, fitness level, sportsmanship and technique.

The Center referee will stop the match any time a competitor throws a technique that does not have the proper control.

In Class E Continuous Combat, fighters must protect themselves at all time.

A match is stopped only if a rule violation or push out occurs, like leaving the ring, getting pushed out of the ring, equipment is loose or if one fighter this throwing techniques too hard and out of control.

Safety and development of ring experience of our competitors is the primary focus for the centre referee.

If a fighter continues to throw techniques without control they will be warned and eventually disqualified.
{See warning system}

On the other side, if a fighter is out of shape and is avoiding the fight they will also be warned and eventually disqualified.

2. Fighting Area:

- . a) The fighting area has to be square. Each side must be 8m in length (8 x 8) maximum or (7 x 7) minimum. General safety mats may be used, or if utilizing the official Sanda Mat, the inner yellow markings shall be used as boundary.
- . b) Around the fighting area, a safety zone of two metres has to be kept clear, only referee tables are allowed to be placed within this safety zone. The zone can be marked. No spectators are allowed to be within that zone.
- . c) The Timekeeper and Scorekeeper are located at the Head-Table close to the Chief Official.
- . d) Medical staff and/or emergency personnel must be provided with direct access to all rings and there must be at least 1 personnel available to a maximum of 3 rings at any given time.
- . e) The Head-Table must be equipped with the following items: The draw sheets, Score displays, Stop watch, Bean bag or Sounding Gong, Event Stationary such as writing tools and paper.

3. Rounds:

- In all Junior/kids divisions the match consists of one round of two minutes.
- In the 18yrs+ divisions the matches consist of two rounds of two minutes with a one minute break between rounds.

4. The Competitor:

- a. The competitor must be dressed in a clean and appropriate uniform.
The competitor should be wearing a clean t-shirt with long pants.
The pants must reach the feet and be open on the bottom.
- b. There should be no zip fasteners, pockets or buttons. Competitors cannot wear any metal objects that may cause injuries to the opponent. Piercings, chains, watches or earrings are not allowed.
- c. Eyeglasses are not allowed but may be prescription sport safety goggles; soft contact lenses are allowed at the competitor's own risk.
- d. Long hair must be fastened by an elastic band.

5. Competitor Equipment:

- a. The equipment must include: Helmet with protective face shield (provided by organizer);
- b. 10oz boxing gloves (provided by organizer);
- c. Mouth guard (gum shield);
- d. Groin protector that must be worn under clothes (men and women);
- e. Safety kicks covering entire foot;
- f. Shin guards that must be worn under clothes.
- g. Chest/Breast protector for female juniors, adults and veterans.
- h. Competitors may additionally wear: Hand bandages, maximum length of 3.5 metres though no tape on the fist or knuckles. (See wrapping technique in guide)
- i. Breast protector for female kids is recommended.

6. Scoring Area:

- a. Front, back, side and top of the head;
- b. Front and side of the body;
- c. Every action must be controlled and well timed. In the event of a downed opponent, the match is stopped immediately;

7. Prohibited Actions in Class E:

- a. Sweep and kick to knee and/or thigh (low kick);
- b. Kick and punch to the groin;
- c. Kick and punch to the back of the body;
- d. Takedowns or throws;
- e. Techniques thrown towards a downed fighter;
- f. Scratching, biting, spitting of any kind;
- g. Verbal attacks to the referees or opponent;
- h. Kick and punch after stop called;
- i. Uncontrolled actions or techniques;
- j. Leaving the fighting area or falling down to waste time.

8. Other:

- a. Time may be stopped to give points;
- b. The referee will stop time to give a warning or minus-point deduction;
- c. Only one coach is allowed in fighter's corner and must remain seated;
- d. If the coach feels there has been an infringement of the rules, he may indicate to the centre referee using the sign "T" for time;
- e. At no time may the coach enter the fighting area;

- f. Only the centre referee is authorized to give penalty deduction points overseen by chief official;
- g. In each fighting area, the centre referee acts as the “ring inspector.”
- h. Centre referee is responsible to ensure that on each fighting area, all WushuOntario rules will be correctly applied.

9. Scoring System:

- a. Three sideline judges score the match;
- b. The sideline judges use the “10 point must” system;
- c. This means that the sideline judge awards the fighter winning the round 10 points;
- d. The loser receives 9 points;
- e. Scores can be affected by penalty points awarded by the centre referee;
- f. The sideline judges must declare a winner of the match, they cannot decide on a draw;
- g. Even if both fighters win one round each, the judges must decide on an overall match winner by way of final decision.

10. Sideline Judges:

- a. Score the match on:
- b. Total number of points scored;
- c. Defensive technique;
- d. Overall conditioning;
- e. Good sportsmanship;
- f. Number of deduction or minus points;
- g. Number of warnings issued.

11. Penalty Points:

- a. The centre referee works on a 3x warning system;
- b. This means the centre referee can warn a fighter twice for an infraction, like heavy contact;
- c. On the third warning a penalty deduction point or minus point is given;
- d. The fourth warning results in disqualification;
- e. The centre referee does hold the power to disqualify a fighter immediately for a gross violation of the rules;
- f. In this case they may ask Chief Official or Sideline Judges for opinion.

12. Stopping the Match:

- a. A match can be stopped in one of three ways;
- b. The participant’s corner throws in the towel;
- c. The doctor/medical staff decides that a fighter unable to continue;
- d. The centre referee stops the match;
- e. If a corner stops the match the opposition fighter is automatically declared the winner.
- f. If the Doctor/medical staff decides a fighter cannot continue, then the Centre Referee must decide if the cause of the injury was due to a legal or illegal technique or self-inflicted;
- g. If the technique was legal or the injury was self-inflicted, the opposing fighter is declared the winner;
- h. If the injury was a direct result of an illegal technique or action then the injured fighter is declared the winner but may not continue the rest of the tournament;
- i. The Centre Referee may consult with the Chief Official or Sideline Judges on these matters.

13. Protest:

- a. The scoring of the Sideline Judges are final;
- b. Protests against the decisions of a Centre Referee or Judge can only be accepted in the event that the competition rules have not been correctly applied;
- c. A Sideline Judges verdict given at the conclusion of any division shall be binding and may only be changed in the event that the Center Referee and Chief Official deem that one of the following

circumstances has occurred:

- i. A conspiracy has taken place or an illegal agreement has been entered into effect the result of the match.
- ii. The addition of the scorecards is faulty; one judge mixed up the corners, resulting in the victory being given to the wrong competitor;
- iii. A clear violation of the rules and regulations directly affecting the outcome of the match has been perpetrated.

Protest shall be directed to the Chief Official and shall state the reason in a proper manner for the complaint along with any supporting evidence that a wrong decision has been made following the protocol of arbitration.

The Center Referee will announce on the protest after hearing evidence from the protesting side and the judges concerned. (Video will not be accepted). If a satisfactory resolution is not reached, the Chief Official for Continuous Combat at the tournament will decide the protest.

14. Center Referee Hand Signals for Warnings:

- a. The Centre Referee must tell the Timekeeper to “stop the time” when informing an offending fighter of a warning;
- b. Then, the Centre Referee will show the offending fighter by way of a “Warning” hand signal and then whip their finger and say “NO”;
- c. Contact too strong: Gesture = Punch the palm;
- d. Striking in an illegal area: Gesture = Show the illegal area;
- e. Blind scoring: Gesture = Turn the body and strike a punch or kick;
- f. Holding or Grappling: Gesture = Hold your own arm and pull;
- g. Turning the body or running away: Gesture = Turn and mimic motion;
- h. Speaking or verbal abuse during the fight: Gesture = Fingers and thumb open and close.

Article 33 – Class F: Point Combat without Throws

1. Order Of Competition

- a. Once the final call for the combat division is made at ringside the division is ready to be set up.
- b. The competition cards should be collected and counted (if competition cards are not used, the official in charge shall count the competitors) to see if byes are needed.
- c. If byes are needed, they will be picked random.

2. Participant Matching

- a. Competitors cannot pick whom they want or do not want to fight.
- b. Matches should always be selected by random, but certain allowances may be given to competitors from the same school or team that are matched up in the first round of competition.
- c. They may be separated randomly from each other in the first round if possible.
- d. In the 10 years old and above Black Belt youth divisions, the competitors, boys and girls should be lined up by height (smallest to the tallest) and split into tall and short divisions.
- e. Organizers may elect to split or not split UBB Boys and / or Girls into short and tall divisions.
- f. Determining tall and short divisions is for safety reasons, not just to split the division equally.
- g. A true break in size should be found to determine the taller competitors from the shorter competitors as Class F does not account weight classes.
- h. Once the tall and short divisions are determined by height, determine who fights whom by random draw.
- i. Consideration should be given to competitors who are from the same school or team that have been drawn to fight each other in the first round.

3. Length Of Match

- a. The length of a match will be two minutes running-time unless a competitor is seven points ahead (Seven Point Spread Rule) before time has expired.
- b. If a match is tied at the end of two minutes, a sudden victory (first person to score a point) overtime period will determine the match.
- c. At the 1 minute 45 second mark of a combat match, the timekeeper will shout out “FIFTEEN SECONDS”.
- d. All Divisional Grand Championship matches are 1 two-minute round but a competitor must win by 2 points.
- e. **EXCEPTION:** Overall Grand Championship matches are two, two-minute rounds.

4. What Is A Combat (Sparring) Point?

- a. A point is a combat technique scored by a competitor, in-bounds and up-right (not considered down) without time being called that strikes a competitor with the allowable amount of Focused Control to a legal target area.
- b. **Focused Control:** an amount of controlled force that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled. Therefore, only combat techniques that would have incapacitated the opponent, at least momentarily, if the technique had not been controlled, are considered points.

5. Required Equipment

In WushuOntario Class F Divisions, all competitors must have the following:

- a. **UNIFORM:** All competitors must wear a complete (top and bottom) traditional or professional *Sport Martial Arts Uniform* (eg. Karate, Kung Fu, Tae Kwon Do, etc.) in a good state of repair.
 - i. The appropriate color belt or sash must be worn in competition.
 - ii. All uniforms must have sleeves that reach at least to the middle of the biceps.
 - iii. Shirtless, tank tops, non-martial art pants, or unapproved shoes are allowed in the Class F Combat Divisions (see combat foot pads).

b. Required And Recommended Safety Equipment

- i. Approved headgear with face shield; (provided by organizer)
- ii. Hand and foot pads;
- iii. Mouthpieces (Gum Shield)
- iv. Groin cups (for male competitors only)
- v. Chest guards (for all competitors 17-year-old and younger) are mandatory for all competitors in Class F combat divisions.
- vi. The competitor's equipment will be checked and if it is deemed unsafe or does not fit properly, he/she will be asked to change the equipment before he/she can compete.
- vii. Insufficiently padded gloves, foot, and chest gear will not be allowed.
- viii. Equipment must be in a good state of repair and must be free of heavy taping, tears or any other repairs that may cause injury.
- ix. If a competitor is missing required equipment or the equipment does not meet combat sport martial arts fighting requirements, as it is deemed unsafe, prior to their division being called for competition, he/she is subject to the Delay of Time Penalty and may be disqualified.
- x. It is the responsibility of the competitors to have the proper equipment.
- xi. The tournament's Chief Official ultimately determines the approval or denial of the equipment.
- xii. Shin pads, elbow pads and rib/chest guards are highly recommended for additional safety to all combat competitors in all divisions if applicable.

c. Safety Equipment Standards

- i. Hand Pads: A soft padded surface must cover the fingers, wrist and any striking surface of the hand.
- ii. Foot Pads: A soft padded surface must cover the instep, sides, toes, ankle and back of the heel of the foot. The bottom of the foot does not have to be padded.
- iii. Head Gear: The front, sides and back of the head must be covered by a soft padded surface. In addition to the head gear, a face shield is required for all competitors and is provided by the organizer.
- iv. Chest Guard: All 17 and younger competitors must wear an approved chest protector in combat. The chest guard must sufficiently cover the abdomen and upper chest such that the sternum is completely protected. Rib guards that cover only the abdomen area are not approved chest guards.
- v. Mouthpiece (Gum Shield): A properly fitted mouthpiece is required

6. General Class F Combat Rules

- a. All regular WushuOntario focused controlled point calling rules will apply.
- b. Out of Bounds, falling down or excessive running (as determined by the Centre Referee) around the ring will be considered an attempt to avoid competition and the other competitor will be awarded a point.
- c. A competitor is considered out of bound when they have both feet off the combat area (mat). If the competitor is out of bounds without being kicked out or physically pushed out of bounds, their opponent will receive 1 point.
- d. If a competitor goes out of bounds while the other competitor is kicking or punching, near the competitor WITHOUT actually touching the competitor, the competitor will be considered leaving the combat area to avoid competition and the other competitor will receive a point.
- e. A fighter must stay engaged in the match if he goes at of bounds not to be penalized.
- f. If the out-of-bound competitor is scored on, with a legal technique, before the center referee calls STOP, then the in-bounds competitor can receive a score for the technique and the penalty point from the other competitor going out of bounds to avoid fighting.
- g. If a fighter touches the ground / mat with, with any part of their body, except their feet or 1 hand, they are considered down.
- h. A point cannot be scored by a down competitor and a downed competitor cannot be scored on.
- i. If an upright competitor strikes a down competition they can be penalized.
- j. A competitor who leaves their feet while in-bounds, must land with at least one foot in-bounds to score a point.

7. Point Values And Winner Determination

- a. All legal hand techniques that score will be awarded one (1) point.
- b. All legal kicking techniques that score will be awarded two (2) points.
- c. All jump spinning kicks to the head will be awarded (3) points.
- d. All penalty points will be awarded one (1) point.
- e. The competitor who is ahead by 7 points (7 point spread rule) before the end of the two-minute time period is automatically declared the winner or whoever is ahead at the end of the two minutes is declared the winner.
- f. All Divisional grand championship matches have a two-minute running time with a 10 Point Spread Rule, but must be won by 2 points.
- g. All Black Belt Grand Championship and Overall Grand Championship matches, competitors must win by two points.

8. Majority Of Votes

Points are awarded by a majority vote of all Sideline Judges. The majority of Sideline Judges do not have to agree on the same technique being scored, only that a point was scored. A majority of the Sideline Judges calling the point must call a two (2)-point kick before two points can be awarded. Otherwise only one point is awarded.

9. Legal, Illegal, And Non-Target Areas

- a. Legal Target Areas: Entire head and face, ribs, chest, abdomen, collarbone and kidneys.
- b. Illegal Target Areas: Spine, back of neck, throat, sides of the neck, groin, legs, knees and back.
- c. Non-Target Areas: Hips, shoulders, buttocks, arms, and feet.

10. Legal & Illegal Techniques

- a. LEGAL TECHNIQUES are all controlled combat techniques, except those listed as illegal.
- b. ILLEGAL TECHNIQUES: Head butts, hair pulls, bites, scratches, elbows, knees, eye attacks of any kind, take downs and ground fighting, any stomps or kicks to the head of a downed competitor, slapping, grabbing for more than one second, uncontrolled blind techniques, any uncontrolled throws, takedowns or sweeps and any other uncontrolled dangerous techniques that are deemed unsafe in Class F combat.

11. Grabbing, Sweeps, Leg Kicks, Takedowns and Ground Fighting

- a. A competitor may grab the uniform top of his/her opponent in an attempt to score with a combat technique for only one second (immediately), after which time he/she must release the uniform. Likewise, the uniform pants may be grabbed for one second to an upright opponent in an attempt to score.
- b. In CLASS F Point Combat – SWEEPS, LEG KICKS & TAKEDOWNS are NOT allowed

12. Contact levels

- a. **Light Touch Contact** means there is no penetration or visible movement of the competitor because of the contact. Light touch is required to all legal target areas in all Class F combat divisions. The face shield of a headgear along with the headgear is a legal target area.
- b. **Moderate Touch Contact** is defined as slight penetration or slight target movement. Moderate touch contact may be made to all legal target areas except the headgear, face shield and face.

13. Warnings And Penalties

- a. NO WARNINGS are issued in WushuOntario Class F combat divisions.
- b. Penalty points are issued immediately for breaking the rules.
- c. A penalty point will be issued if a competitor, as determined by the center referee
 - i. Goes out of bounds to avoid competition;
 - ii. Falls down to avoid competition;
 - iii. Runs around the ring to avoid competition;

- iv. Stalling and/or not attempting to engage the other competitor;
 - v. Excessive contact, as deemed by the center referee;
 - vi. Pushing a competitor out of bound, as deemed by the center referee;
 - vii. A coach stands up or leaves the coach's chair during the match;
 - viii. A competitor arrives at the ring without the proper equipment;
 - ix. A combat match is ready to start and the competitor is delaying his/her entry in the ring;
 - x. Competitor refuses to leave the immediate combat area an additional penalty point may be issued;
 - xi. Late strikes after call to stop;
 - xii. Retaliation strike from a competitor;
 - xiii. Competitor's equipment is incorrectly fitted or properly secured and continues to fall off or requires adjustments;
 - xiv. A competitor purposely removes their equipment.
- d. Once a competitor receives 3 penalty points they are disqualified.
 - e. If a penalty is called on one or both competitors, the penalty point(s) must be issued to the competitor(s).
 - f. This ensures the penalties are counted to determine an automatic disqualification.
 - g. For example; both competitor continue to spar after STOP is called. The Center Official calls a penalty on both competitors; one-point penalty should be issued to both competitors.

14. Delay of Time Penalty

- a. In Under Black Belts one (1) warning may be issued to the competitor;
- b. A penalty point will be issued for each minute the competitor is not properly ready to compete;
- c. Upon 3 penalty points the offending competitor will be disqualified;
- d. At the discretion of the center referee, a penalty point may be issued immediately, if the center official believes the competitor is delaying without a valid reason (equipment as an example).

15. Other Penalty Rules

- a. A competitor cannot be penalized and still receive a point on the same call.
- b. A competitor can receive a point for a proper technique and another point from a penalty call against his/her competitor.
- c. If, in the opinion of the centre referee and/or the medical personnel, a competitor cannot continue because of an injury caused by an illegal penalized attack executed by his/her competitor, the offending competitor shall be automatically disqualified.
- d. The injured competitor cannot continue to compete for the rest of tournament or event.

16. Other Causes for Penalization

- a. Attacking illegal and non-target areas;
- b. Using illegal techniques;
- c. Running out of the ring to avoid fighting, falling to the floor to avoid fighting;
- d. Continuing to strike after being ordered to stop;
- e. Excessive stalling;
- f. Blind, negligent or reckless attacks, uncontrolled techniques;
- g. Showing unsportsmanlike behavior by the competitor, his/her coaches, friends, etc.;
- h. Excessive contact and delay of time are just some examples of possible penalization;
- i. Excessive contact between Officials and Competitors is also cause for possible penalizations.

17. Disqualification

- a. Requires a majority vote by all ring officials (Centre Referee and Sideline Judges), unless it is an automatic disqualification.
- b. Non-Competing Penalty: If, in the majority opinion of the ring officials, it is considered that one or both competitors are not making an obvious attempt to compete in the combat match in the

true spirit of competition, one or both competitors will be warned and if it continues, will be disqualified.

- c. Wrong Division: If any competitor competes in a division he/she does not qualify to compete in due to age, weight, rank, gender, style, etc., he/she will be disqualified.

18. OUT-OF-BOUNDS

A competitor is out-of-bounds as soon as he/she does not have at least one foot touching inside or on the boundary line. An out of bounds competitor cannot score a point while out of bounds. In bounds competitor, can score on an out of bounds competitor if the center referee has not called stop.

19. Coaching

The luxury of having a coach is something that most competitors do not have access to. Therefore, it sometimes can become an unfair advantage over a competitor who does not have a coach. The rules are made and enforced so no one competitor has an advantage or disadvantage over another competitor. Therefore, coaching is allowed but only under the following guidelines:

- a. A Coach is defined as anyone who is trying to help one competitor in anyway. A coach could be but is not limited to a friend, parent, teammate, or an official coach;
- b. Never, at any time, can a coach enter the ring without the referee's permission;
- c. No abusive, violent, unsportsmanlike or overzealous coaching;
- d. Coaches cannot ask for a time out unless they are protesting a rules violation (only the competitor may ask for a time out).
- e. A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgment or protest. However, if the Centre Referee has ruled a Sideline Judge's call was late and therefore not considered, arbitration cannot be requested;
- f. Coaches can never, at any time, interfere with the proper running of the ring or the decisions of the Officials. The Centre Referee can issue a penalty point to a competitor for each time his/her coach is interfering with a match or disrupting fair play between contestants.
- g. A Centre Referee can ask for a disqualification of a contest, but requires a majority vote of all Ring Officials;
- h. If a coach's chair is provided, the coach must stay in the chair during the match;
- i. A coach's athlete can be penalized during a match if the coach leaves the chair without permission of the Centre Referee;
- j. The Chief Official recommends the severity of the penalty base on the coach's conduct under the membership policies of WushuOntario.

20. Injured Competitor

- a. The Medical Staff has the final determination on whether a competitor may or may not be allowed to continue, with NO exceptions.
- b. If a competitor is injured not due to a penalty they are allowed 4 minutes to determine if they can continue, the time starts immediately.
- c. The time may be extended two additional minutes, once the medical staff reaches the competitor.
- d. It is the Centre Referee's responsibility to communicate with the medical staff and determine if additional time will be allowed.
- e. The Centre Referee must then inform the scorekeeper who is keeping up with the time of the delay.
- f. Medical Staff is allowed to request an extension time to properly determine if the competitor can continue.
- g. The maximum time that can be allocated to determine if a competitor can continue is 8 minutes.
- h. If the Medical Staff requests an extended length of time due to an injury and is officially allowed, it is recommended, if possible, to move to the next match while the injured competitor is recuperating. The timekeeper must record the score and time remaining to properly restart the match.

- i. If it is determined the injured competitor cannot continue, due to a penalty as determined by Centre Referee and Sideline Judges the uninjured competitor is disqualified.
- j. If the competitor cannot continue due to a penalty, the injured competitor will receive 7 points as a result of the disqualification.
- k. The competitor who committed the violation will get 0 points.
- l. If a competitor cannot continue because of an injury where there is no penalty call, the uninjured competitor will receive a 7-point spread.
- m. If something happens in any WushuOntario Class F combat competition that cannot be answered by the rules stated, the “WushuOntario Fairness Rule” will come into play. As an example – the failure of a tournament medical staff member to arrive prior, to the expiration of the 4-minute rule.

21. Excessive Injuries

- a. On a third request for an injury timeout, the competitor will NOT be allowed to continue.
- b. The Officials will follow normal protocol to see if the injury was the results of an illegal technique.

22. Timeout's

- a. A request to stop the time can only be requested by the competitor in the ring.
- b. A coach may NOT request the timeout and can be penalized if he or she:
 - i. Leave the coach's chair
 - ii. Enters the ring; or
 - iii. Uses profanity
- c. The Centre Referee at their discretion may allow the time out or elect to disregard the request.
- d. A flag or other tool will be provided, at the coach's chair, to throw into the ring to call for a judgement or protest. However, if the center official has ruled a judge's call was late and therefore not considered, arbitration cannot be requested.

WushuOntario Combat Sport Competition Division Summary

Age		Senior 40-55		Prime 18-39		Junior 15-17		Minor 12-14		Bantam 10-11		Atom 8-9	
Gender		Male	Female	Male	Female	Male	Female	Male	Female	Male	Female	Male	Female
Weight (lbs)		125	110	110	105	110	100	95	90	75	75	55	55
		140	125	125	120	125	115	110	105	90	90	65	65
		155	140	140	135	140	130	125	120	105	105	75	75
		170	155	155	150	155	145	140	135	106+	106+	85+	85+
		185	156+	170	150+	170	146+	141+	136+				
		186+		185		170+							
				186+									
Rounds & Times	A	N/A		3 Rounds x 2 min		N/A		N/A		N/A		N/A	
	B	N/A		3 Rounds x 2 min		3 Rounds x 2 min		N/A		N/A		N/A	
	C	3 Rds x 1.5 min		3 Rds x 1.5 min		3 Rds x 1.5 min		3 Rds x 1.5 min		N/A		N/A	
	D	2 Rds x 1.5 min		2 Rds x 1.5 min		2 Rds x 1.5 min		2 Rds x 1.5 min		2 Rds x 1.5 min		2 Rds x 1.5 min	
	E	2 Rds x 2 min		2 Rds x 2 min		1 Round x 2 min		1 Round x 2 min		1 Round x 2 min		1 Round x 2 min	
	F	1 Round x 2 min		1 Round x 2 min		1 Round x 2 min		1 Round x 2 min		1 Round x 2 min		1 Round x 2 min	
Class	Technical (Summary ONLY)					Contact		Points		Head	Gloves	Shins	Medicals
A	IWuF Sanda Full Regulations WushuOntario Class A Combat Regulations					Full Contact		Leg Tech	Hand Tech	Open Face	Sanctioned 8oz <140lbs 10oz >141lbs	Optional	WOP36 Blood Test ECG EEG
						Head		2	1				
						Torso		2	1				
						Legs		1	0				
						Clean Take Down		2					
						Advantage Take Down		1					
						Push Out		2					
B	IWuF Sanda General Regulations WushuOntario Class B Combat Regulations No spinning strikes to the head No kicks or consecutive punches to the head for Juniors (No more than 45 degree reaction to contact) 2 push out rule to win round					Full Contact		Leg Tech	Hand Tech	Raised Cheek w/jaw protection	Sanctioned 10oz <140lbs 12oz >141lbs	Required	WOP36 Blood Test ECG
						Head		2	1				
						Torso		2	1				
						Legs		1	0				
						Clean Take Down		4					
						Advantage Take Down		2					
						Push Out		4					

C	WushuOntario Class C Combat Regulations No spinning strikes to the head No kicks or consecutive punches to the head No inside leg kicks (excluding sweeps below knees) Moderate controlled contact to head only (No more than 45 degree reaction to contact) Full contact allowed to all other legal targets 3 push out rule to win round	Semi Contact	Leg Tech	Hand Tech	Full Face w/shield	Sanctioned 12oz	Required	WOP36 ECG
		Head	2	1				
		Torso	2	1				
		Legs	1	0				
		Clean Take Down	4					
		Advantage Take Down	2					
		Push Out	4					
D	WushuOntario Class D Sport Martial Arts Regulations No spinning strikes to the head No kicks or consecutive punches to the head No inside leg kicks (excluding sweeps below knees) No push out limit rule Moderate controlled contact to all targets only (No more than 25 degree reaction to contact)	Moderate Contact	Leg Tech	Hand Tech	Full Face w/shield	Sanctioned 12oz	Required w/instep or boot	WOP36
		Head	2	1				
		Torso	2	1				
		Legs	1	0				
		Clean Take Down	4					
		Advantage Take Down	2					
		Push Out	4					
E	WushuOntario Class E Sport Martial Arts Regulations Continuous Combat No spinning strikes to the head No kicks or consecutive punches to the head No leg kicks (excluding sweeps below knees) Controlled light contact strikes & kicks to only No push out limit rule No take downs Scored on a “10 Point Must System”	Light Contact No Throw	Leg Tech	Hand Tech	Full Face w/shield	Approved Closed Fingered Gloves	Required w/instep or boot	WOP36
		Head	2	1				
		Torso	2	1				
		Legs	0	0				
		Clean Take Down	NA					
		Advantage Take Down	NA					
		Push Out	4					
F	WushuOntario Class F Sport Martial Arts Regulations Point Combat – non pressure contact Pressured contact results in penalty or disqualification No spinning strikes to the head 3 point special controlled spin kicks allowed No leg kicks and No push outs Light Controlled contact only to all targets	Light Controlled Point	Leg Tech	Hand Tech	Full Face w/shield	Approved Closed Fingered Gloves	Required w/full foot covering or boot	WOP36
		Head	2	1				
		Torso	2	1				
		Legs	0	0				
		Clean Take Down	NA					
		Advantage Take Down	NA					
		Push Out	NA					