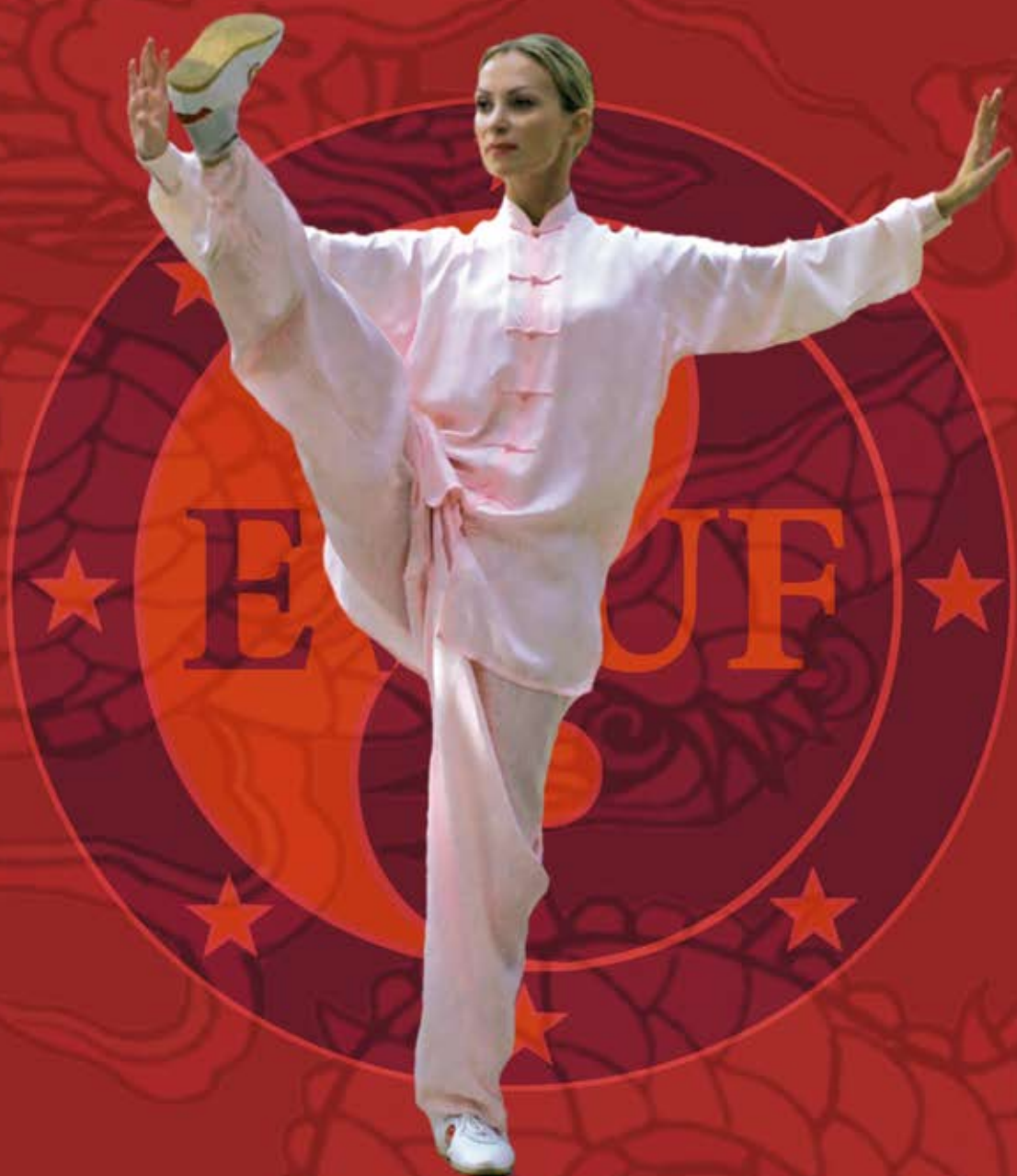


2d European traditional wushu CHAMPIONSHIPS

April 2013, Bucarest, Romania



**Open to all european recognized
wushu – kungfu schools & clubs**



Shaolin, Wing chun, Taichi, Bagua, Tuishou, Hsing yi, leitai fighting etc.



Dear wushu friends!

In order to promote the Art of traditional Wushu and raise the level of Kung Fu (mastery of the Art), the European Wushu federation is organizing the 2-d edition of European Traditional wushu championships open for ALL european wushu clubs and schools recognized by respective national federations.

The 1- st edition in 2011 in Tallinn, was a big succes and was attended by 47 clubs from 19 countries.

We are extending our invitation to your organisation and would be happy to see your team in Bucarest, Romania, in April 2013.

Please find in Attachement all related materials about the event.

Sincerely yours, EWUF Secretariat

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013



REGULATIONS

1. EUROPEAN CHAMPIONSHIP: The official name of the event is:-

«EUROPEAN TRADITIONAL WUSHU CHAMPIONSHIPS 2013»

This event is an official EWUF Traditional Championship. It is conducted according to the IWUF system of participation encouraging a larger participation from countries with no limitation, as stipulated by IWUF for the World Traditional Championships.

The EWuF Executive Committee approves the EWUF Vice-President/ Technical Committee Chairman to preside over the Competition Committee, which is authorized to organize and manage the competition.

2. DATE and PLACE:

Date: 8th till 15th April 2013

Place: Bucharest, Romania

Venue: "Sala Polivalenta Sports Hall" (the biggest one in Bucharest)

3. PARTICIPATION:

3.1 Those eligible to participate are national teams from EWUF member countries. Those national teams can only be composed of groups from schools and clubs recognized by respective national federations. The OC reserves the right to verify teams are recognized by their national federation. **Any team or individual in a team that is not recognized by the national federation will not be allowed to take part.**

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013

3.2 All applications shall bear the signature of the respective team manager.

3.3 There is no limitation for the number of national teams.

3.4 According to the IWUF rules, as applied at continental level, the EWuF reserves the right to accept teams from:-

- a. Member federations of the European Wushu Federation (EWuF)
- b. Those wushu groups and clubs in countries, which have been recognized by the member associations of EWuF.
- c. Those wushu groups and clubs located in countries where there is no official EWuF recognized federations.

3.5 EWUF reserves the right to verify the criteria of selection of teams in member countries to assure it is done in fair and democratic way either by competition results or by drawing the lots.

3.6 As participation is made of national groups (club/school) in this EWUF event, there is no limitation for the number of teams from member countries. The teams, therefore, shall bear the name of country and club, i.e.: Moldova, "Golden Lion Wushu School" and be called national team 1, 2, 3 etc., i.e.: Moldova 1, Moldova 2, Moldova 3, the same format as used during IWUF events."

4. ENTRIES

4.1. PRELIMINARY ENTRIES

The preliminary forms should be sent before **1st February** 2013 to the Organizing Committee of the EWuF Traditional Wushu Championships 2013 and Chair of the Technical Committee. The Organizing Committee will verify these teams with the national federation.

4.2 FINAL ENTRIES

Subject to the system being available Internet Sign-Up System will be adopted. You will be informed if it shall be available by e-mail. The Final Entry Forms must state the exact number of competitors taking part in the events. And the entries must reach the Organizing Committee of the EWuF Traditional Wushu Championships 2013 no later than 24:00 (Bucharest time) and EWuF Chairman of the Technical Committee on or before 1 March 2013.

NOTE: In order to assure accommodation, teams are required to pay a deposit of 50€ per person(double room) and 75€ per person(single room) when submitting the final entry forms, into the EWUF account:

One copy of the Final Entry Form must be brought with the team as

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013

confirmation during team registration.

Contact details are...

Organizing Committee of the EWuF Traditional Wushu Championships 2013

Email: **etwc2013@yahoo.com**

Telephone: ++40 7 2231 9693

Fax: ++40 2 1317 0073

EWuF Technical Committee Chairman

Email: **dragonway@rambler.ru**

NOTE:

➤ One copy must be brought with the team as confirmation during team registration.

➤ No changes or additional entries will be accepted after the time limit other than stated in the rules.

➤ All entries must be properly typed or printed in English. They are valid only when signed by the President or Secretary General of the respective Federation and bearing the official stamp of the Federation.

5. REGISTRATION

All participating teams are required to check-in with the Organizing Committee (OC) of the European Traditional Wushu Championships no later than 24:00 (Bucharest Time) on April 9, 2013. When registering, the participants should settle the relevant fees of the Championships and EWuF membership fee, confirm the Registration Form, medical forms, waiver of liability, any other documents specified by the OC and bring the necessary competition equipment, otherwise, the participants are not allowed to participate in the competition.

6. EVENTS

Shall include **Traditional Taolu** (routines), **Qingda-leitai** (light contact fighting) and **Taiji Tuishou** (pushing hands). The rules governing the competition shall be as announced and interpreted by the EWuF Technical Committee.

6.1 Age groups in Competition

- a) Adult: full age of 18 and above up to 30 years old (for Taolu and Tuishou)
35 years old for Qinda-Leitai Sanshou
- b) Senior: full age of 31 to 50 years old- Taolu only (up to 65 years old for traditional taijiquan **only**).
- c) Junior: from 12 to 17 (Taolu).

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013

d) Junior: from 14 to 17 (Qinda).

e) Children: under 12 (Taolu).

Full age is determined by the date shown in the passport on
THE DAY OF REGISTRATION (which is on 9th April 2013).

6.2 Taolu group:

All events listed in «Traditional Wushu Competition Rules», «taolu competition» section and allowed by IWUF. The old style Chinese carpet shall be used for the events.

6.3 Fighting group:

Sanshou Qinda-leitai – with the categories and groups listed in EWUF Sanshou Qinda competition Rules. However the age limit shall be **restricted to 2 age categories:-**

**14 and 15 years of age in one category and
16 and 17 years of age in another category.**

The participants shall provide the following to wear:

Long trousers, red or black tee-shirt, groin and mouth guards.

Provided by the O.C.

Sanda gloves, head-guards and body armour (optionally; participants may provide their own if it conforms to requirements. The OC shall have the final say on acceptability).

NOTE: Sanshou Qinda-Leitai Platform will be used for fights

An IWUF Sanda platform or similar approved by the Technical Committee shall be used during adult Qinda-Leitai competition. A certified Judo or Karate tatami can be used for junior competitions for security reasons. The tatami size in this case should match that of the platform + security zones.

In case there are less than 6 athletes per age group/category, EWUF takes the right to join the junior age categories on the same weight category, or otherwise apply the EWuF Qinda Rules as the OC and Technical Committee may agree.

6.4 Taiji Tuishou (trial): (ADULTS ONLY)

According to the rules used by the **Chinese Wushu Association** for “TT” competitions.

The participants shall wear: Long trousers, red or black tee-shirt, a colour belt.

7. TEAM SIZES:

The number of athletes for Taolu (routines) is limited (per club/school) to:-

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013

Adults: 4 male and 4 female;

Juniors: 4 boys and 4 girls in 3 age groups (overall 12 boys and 12 girls).

The number of athletes for light contact fighting (Sanshou Qinda-Leitai) is limited (per club/school) to:-

Adults: 3 male and 3 female;

Juniors 3 boys and 3 girls for 14-15 and 16-17 years group only (overall 6 boys and 6 girls).

The number of athletes for pushing hands (Taiji Tuishou) is limited (per club/school) to:-

Adults: 3 male and 3 female;

8. ACCOMMODATION

The official hotel to be used is:-

Hotel: "Rin Grand Hotel" 4 star

<http://www.rinhotels.ro/Grand-Hotel/Home>

Accommodation shall be based on a "per person per night basis" for two people sharing a twin room.

Included in the price shall be: breakfast, lunch and dinner

Lunch shall be provided in the stadium.

Costs: Double room: 75 euro per person per night sharing twin room

Single room: 100 euro per night (one person only per room).

Only official hotels will be used. Participants shall be required to use the official hotels as a condition of participation.

Any extra costs associated with participants that are put against their room shall be the responsibility of the individual to pay these costs.

9. PAYMENT

In order to secure the above rates it is necessary to pay a large deposit to the hotel at time of confirming the booking.

Therefore you are required to pay 50 euro per person per night as a deposit when booking the accommodation (for 7 nights = 350 €). This amount should accompany your final entry forms. A copy of the bank payment transfer should be sent to the OC after sending the entry forms and a copy brought with you a proof of payment when booking in to avoid any errors at time of booking in.

The balance can be paid in euros when the team books in. All payments must be made in full before participation in the event is permitted.

REGULATIONS
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS)
2013

All payments shall be made to the EWuF bank account, details are:-

Account name: VZW EWUF
IBAN: BE34 0016 3927 9990
BIC: GEBABEBB
Bank: BNP Paribas Fortis
Address: Warandeberg 3, B-1000 Brussels, Belgium

10. OTHER NOTES:

Teams may wear the national emblem of their national federation on their uniforms together with a small emblem of their club/school. No other forms of advertising, text or pictures are acceptable unless agreed in writing the EWuF Executive Committee.

RULES
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013



RULES

**European Wushu Federation
EWUF Technical Committee
Traditional Wushu Competition Rules**

TAOLU Traditional Competition

- Article 1 – General Rules**
- Article 2 – Duties of Contest Officials**
- Article 3 – General Rules for Competition**
- Article 4 – Competition Events**
- Article 5 – Age groups in Competition**
- Article 6 – Appeals**
- Article 7 – Determination of the Starting Order of Competition**
- Article 8 – Registry**
- Article 9 – Protocol**
- Article 10 – Timekeeping**
- Article 11 – Display of Scores**
- Article 12 – Default**
- Article 13 – Placing**
- Article 14 – Weapons**
- Article 15 – Contest Area**
- Article 16 – Scoring Methods & Criteria for Traditional Events**
- Article 17 – Protocol of Wushu Taolu Competition**

Article 1 – General Rules

The Executive Committee approves the EWUF Vice-President/Technical Committee Chairman to preside over the Competition Committee, which is authorized to organize and manage the competition.

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

Under the control of the Competition Committee shall be the following contest officials composed of:-

1. Competition Judges and Officials:-

- 1.1 One (1) Taolu Chief Judge
- 1.2 One head judge and six line judges for each carpet consisting of 2 panels: «A» and «B». The «A» panel judges are responsible for producing the score for technical performance (quality of movements). The «B» judges are responsible for producing the overall performance scoring.
- 1.3 One secretary/registrar per carpet.
- 1.4 One judge responsible for checking the participants list per carpet.
- 1.5 One cameraman per carpet working for the Jury of Appeal.

Article 2 – Duties of Contest Officials

2. The contest officials shall work under the leadership of the Competition Committee Chairman. Their duties are as follows:-

2.1 The Chief Judge shall

- 2.1.1 Be at least IWUF or EWUF «B» degree qualified judge;
- 2.1.2 Organize and lead the work of judges and assure that the Competition Rules are implemented;
- 2.1.3 Interpret the Rules and Regulations but have no right to alter them;
- 2.1.4 Replace Judges in the process of competition if their score falls out of the average 3 times consecutively;
- 2.1.5 Give warnings to competitors and coaches making trouble at the competition site and, if they refuse to listen to advice, to propose to the Competition Committee Chairman to take strict measures against them, including cancellation of their results;
- 2.1.6 Examine and announce the results of competition, and make a summary of the officiating work.
- 2.1.7 Organize judge's study and refresher course before competition to study the Rules.

2.2 The Head Judge shall

- 2.2.1 Organise judges panels and assure their work;
- 2.2.2 Report to the Chief Judge any cases where a judge's score falls out of the average 3 times consecutively;
- 2.2.3 Deduct points for repetitive movements and for overtime or under time performances (0.2 points each);
- 2.2.4 Deduct 1 point for unmotivated pauses (more than 5 seconds during the routine and more than 8 seconds in the routine's beginning).
- 2.2.5 Participate in panel «B» evaluation of overall performance. (In the case where there are serious mistakes in producing scores or the difference between scores is more than 0.5). In this case the Head Judge produces his own score for overall performance and his score is added to the average score of the «B» panel. The average of this is the «B» panel final score.

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

2.2.6 Stop the performance if:

- a) The competitors uniform falls in inconformity during the routine (1 point is deducted with permission to repeat the routine).
- b) The weapon is broken (1 point is deducted with permission to repeat the routine).
- c) There are issues with the carpet. (In this case no points are deducted for repetition of the routine).

2.3 The Judges shall

- 2.3.1 Do their best in judging under the guidance of their head judge;
- 2.3.2 Evaluate independently and in conformity with the Rules, and keep a detailed record justifying their score **(if there is no records for scoring the judge has to be replaced immediately and penalised)**;
- 2.3.3 Be responsible, as members of Panel «A», for evaluating the technical level and the quality of movements in competitors' whole routines;
- 2.3.4 Be responsible, as members of Panel «B», for evaluating the overall performance of competitors' whole routines.
- 2.3.6 The secretary/registrar shall be responsible for starting and final protocols during the event.
- 2.3.7 The judge responsible for checking the participants list shall be responsible for checking the participants 30 minutes before competition, lead them onto the carpet and give the head judges the final participant's list.
- 2.3.8 If there is no electronic system operating judges shall have their seats separated by a distance of 2 metres from each other.

2.4 Official Video Recording

- 2.4.1 The cameramen shall record all the competition events;
- 2.4.2 Replay videotapes at the request of the Head Judge or the Jury of Appeal and at the end of competition give all the materials to the Competition Committee Chairman without making any copy.
- 2.4.3 Only the official video recording can be used as reference in appeal.

Article 3 – General Rules for Competition

3. Types of Competition

3.1 The Competition may be divided into:

- 3.1.1 Individual competition;
- 3.1.2 Team competition;
- 3.1.3 Individual/team competition.

3.2 The Competition may be divided into

- 3.2.1 Senior competition;
- 3.2.2 Junior competition;
- 3.2.3 Children's competition.

Article 4 – Competition Events

4.1 Group 1.

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

Traditional Taijiquan 传统太极拳，器械，对练，推手比赛

Traditional taijiquan including Chen, Yang, Sun, Wu, Wu(Hao), Li, Wudang, Zhaobao and other traditional taijiquan styles divided into Taijiquan, Taiji qixie (taiji weapons), Taiji duilian (set-sparring) and Taijituishou (push hands) competition.

Note: 24, 48, 88, 42 and other single modern routines **are not** to be used. Modern taiji duilian forms are allowed provided that they keep in conformity with original style. Time limit for quanshu, qixie routines – maximum 3 minutes, duilian routine maximum 1 minute.

4.2 Group 2.

Traditional Bagua, Xingyi, Bajiquan 传统八卦，形意，八级拳，器械，对练比赛

Traditional **Bagua, Xingyi, Bajiquan** styles divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.3 Group 3.

Traditional Nanquan 传统南拳，器械，对练比赛

Traditional Guandong, Fujian, Sichuan etc. Nanquan schools (Hong, Li, Mo, Cailifo etc. **except** Yongchun (Wing Chun) and imitation routines (象形拳), divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.4 Group 4.

Traditional Shaolinqun 传统少林拳，器械，对练比赛

Traditional Songshan shaolinqun divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.5 Group 5.

Imitation styles 象形拳，器械，对练比赛

All imitation routines including Houquan, Yinzhuquan, Zuiquan, Tanglangquan, Ditangquan, Zonghequan, Minghequan, Heihuquan etc. divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.6 Group 6.

Traditional tongbei, fanzi, chuoqiao, pigua styles 传统通背，翻子，戳脚，劈挂拳，器械，对练比赛

Traditional tongbei, fanzi, chuoqiao, pigua styles divided into quanshu, qixie (weapons), duilian (set-sparring) competition. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.7 Group 7.

Traditional Yongchun (Wing chun) 传统永春白鹤拳，器械，对练比赛

Traditional Yongchun (Wingchun) quanshu routines 彪指 (biaozhi) and 寻桥 (xunqiao),

Weapons routines 六点半棍 (liu dian ban gun) 蝴蝶双刀 (hudie shuang dao) and wooden dummy routines are allowed. Self composed set-sparring is allowed based on wing chun techniques. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.8 Group 8.

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

Other traditional styles 其他拳术，器械，对练比赛

All other traditional quanshu and weapons routines: chaquan, huaquan, baoquan, baimei (pakmei), liuhequan, gongliquan, yuejiaquan, wudangquan (except wudang taijiqian, xingyiquan and baguaquan which belong to above-mentioned categories) etc. Not belonging to previous categories; traditional weapons (single, double, flexible) not belonging to previous weapon categories. Self composed set-sparring is allowed based on those techniques. Time limit for quanshu, qixie routines – 2 minutes. Duilian routine 1 minute.

4.9 Not allowed in competition.

4.9.1 All standard and optional IWUF competition routines including modern duilian;

4.9.2 Difficulty movements (except those present in the routines traditionally – i.e. quedilong in Chen taijiqian, cekongfan in Huaquan, martial acrobatics in imitation styles).

4.9.3 Mulanquan and Mulanqixie routines.

4.9.4 All Vietvodao, Vovinam and other Vietnamese styles.

4.9.5 Shorinji Kempo, Taikiken and other Japanese derivatives.

4.9.6 Penchak Silat, Sikaran, Kuntao, Panatukan and other Malaysian, Indonesian, Thai and Pilipino arts.

4.9.7 Qigong routines.

4.9.8 All self-composed routines except duilian (provided it meets style's principles), imitation styles and weapons (weapons anyway should be traditional and used principles clearly belonging to historical schools and styles of wushu (i.e. Chunqiu dadao, Guandao, Hudie shuangdao etc.).

The criteria of determination of routines and schools authenticity shall be the «Encyclopedia of Chinese Wushu» (中国武术百科全书出版社 1998 北京) compiled by the Chinese Wushu Association and Wushu research Institute.

4.10 Duration of Event.

Time limitation is applied on the «stop after time limit» principle. That means that if your routine has 2 minutes time limitation, at 1 min. 54/56 sec. **You should perform an appropriate closing form (shoushi) and a salute (baoquanli) to finish it.**

4.11 The principle of grouping and dividing styles.

To avoid fake competition and encourage participation, the principle of «groups with no less than six competitors in group shall be implemented». That means, that 3 shall get medals, and 3 shall remain without.

If there is less than six competitors in the group, they are added to another group which is the closest. (i.e. Chen taijiqian and Zhaobao taijiqian can be mixed together, Yang taijiqian and Li taijiqian, Sun taijiqian and Wu taijiqian, etc.)

In case of weapons the same principle shall be applied (i.e. taiji dao competitor can be mixed with taiji jian group).

The inverse is applied if there are too much competitors in a group (more than 18). They shall be, in this case split according relevant principles (i.e. in nanquan event, Guandong and Fujian routines can be split into two separate groups with separate awarding in this case). If the splitting makes unequal groups (i.e. 5 and 13 competitors, the required number of competitors from the second group shall be added to the other to obtain the number of six – 6 – 12).

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

The competition committee shall do the correct grouping after the guidance of its Chairman.

Article 5 – Age groups in Competition

- 5.1 Adult: full age of 18 and above up to 30 years old (for taolu and sanshou qinda-leiti).
- 5.2 Senior: full age of 31 to 50 years old- taolu only (up to 65 years old for traditional taijiquan only).
- 5.3 Junior: from 12 to 17 (taolu).
- 5.4 Children: under 12 (taolu).
- 5.5 For information: Juniors from 14 to 17 (qinda).

Full age means the age according to the passport the day of checking-in for competition upon arrival.

Article 6 – Appeals

Scope of appeals:

- 6.1 The Jury of Appeal shall handle appeals submitted by a representative of a participating team, which disagrees with deductions made by the Head Judge on their team's athlete in the process of competition.
- 6.2 Appeal is not allowed disagreeing against other team's scores or results.
- 6.3 Procedures & requirements for appeals. If a participating team disagrees with the judge's decisions against its members, the appeal shall be submitted by the team leader or coach in written form to the Jury of Appeal within 15 minutes after the conclusion of the event concerned, together with an appeal fee of **Euro 100**. Each appeal is limited to one issue. The Jury of Appeal shall examine the case through videotapes. If the Jury of Appeal considers the original judgment proves to be correct, the appealing team shall abide by it and their appeal fee shall be forfeit. If any trouble-making is caused by disobedience, the Jury of Appeal may, according to the severity of the case, propose to the EWUF Technical Committee to take strict measures, including cancellation of the competition results of individuals or team. If the judgment made by the jury proves to be wrong, the Jury of Appeal shall propose to the EWUF Technical Committee to take measures, in accordance with regulations concerned, against the wrong judgment and the appeal fee shall be returned. The original results can be changed in this case. The decision of the Jury of Appeal is final. Sanctions are to be applied for non-sportive behaviour.

Article 7 – Determination of the Starting Order of Competition

The starting order of competition for each event shall be determined by drawing lots, conducted under the supervision of the Competition Committee and the Chief Referee. If both preliminaries and finals are held, the starting order in the finals shall be determined by the results of the preliminaries, with the lowest scorer appearing first and the highest scorer appearing last. In case of a tie in the preliminaries, the starting order shall be determined by drawing of lots.

Article 8 – Registry

Competitors shall arrive at the designated place 30 minutes prior to the competition for the first roll-call and for an inspection of the costume and apparatus. The second

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

roll-call will take place 20 minutes, and the third roll-call 10 minutes, before the competition starts.

Article 9 – Protocol

At the roll-call and the announcement of final scores, the competitors should give the Head Judge a fist-palm salute.

Article 10 – Timekeeping

Timekeeping shall start when the competitor begins his performance from a stationary position and stop when his whole routine ends in a standing position with feet together (heels touching each other).

Article 11 – Display of Scores

The competitors' scores shall be displayed to the public.

Article 12 – Default

Any failure to come in time for registry and competition shall be treated as default.

Article 13 – Placing

13.1 Placing in individual (including duilian) competition.

Competitors in individual events shall be placed according to their scores, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

13.2 Placing in individual all-around competition Competitors in the individual all-around event shall be placed according to their total scores or to specific methods provided in the Regulations, with the best scorer placed first, the second best scorer placed second, and so on and so forth.

13.3 Placing in group events The group with the best score shall be placed first, the group with the second best score placed second, and so on and so forth

13.4 Team Placing. Teams shall be placed according to methods provided in the Regulations of competition.

13.5 Tied Scores

13.5.1 Tied scores in individual events shall be solved in the following ways:

13.5.2 The competitor with a higher score for overall performance shall be placed higher;

13.5.3 If the tie remains, the competitor with a lower deduction of points for overall performance shall be placed higher;

13.5.4 If the tie remains, the tied competitors shall share the place.

13.5.5 In competitions with preliminaries and finals, the competitor with better results in the preliminaries shall be placed higher. If the tie remains, the placing in the finals shall be determined as provided in the above paragraphs.

13.5.6 In the individual all-around event, the competitor who ranks first in more individual events shall be placed higher. If the tie remains, the competitor who ranks second in more individual events shall be placed higher, and so on and so forth. In case of an equal number of places in all individual events, the tied competitors shall share the place.

13.5.7 In the team total points, the team which has more points in individual events shall be placed higher. If the tie remains, the team with more second places in individual events shall be placed higher, and so on

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

and so forth. In case of an equal number of places in all individual events, the tied teams shall share the place. The attribution of points is the following: 1st place – 6 points, 2d place – 5 points, 3d place – 4 points, 4th place – 3 points, 5th place – 2 points, 6th place – 1 point. In Qinda-Leitai and Taiji-tuishou the attribution of points is the following: 1st place – 3 points, 2d place – 2 points, 3d place – 1 point.

Article 14 – Weapons

Weapons used in the competitions shall conform to safety measures and must not be sharpened.

Article 15 – Contest Area

Taolu Carpet

A Chinese carpet (old standard) measuring 8m X 14m with safety zones shall be used as competition ground.

Article 16 – Scoring Methods & Criteria for Traditional Events

- 16.1 The jury shall be composed of three (3) judges in Panel «A» responsible for evaluating the quality of movements; three judges in Panel «B» responsible for evaluating the overall performance (and the Head Judge).
If there are enough judges the jury can be composed of five (5) judges in Panel «A» responsible for evaluating the quality of movements; three (3) judges in Panel «B» responsible for evaluating the overall performance (and the Head Judge).
- 16.2 The full starting score for all events is ten (10), including five (5) points for the quality of movements and five (5) points for the overall performance. A competitor's starting score means the total value of overall performance and quality of movements.
- 16.3 The judges in Panel «A» shall deduct points according to the errors in quality of movements committed by a competitor during his performance of the whole routine.
- 16.4 The judges in Panel «B» shall evaluate the overall performance of the whole routine and deduct points for errors in it. The highest or the lowest point shall be deducted. The average of the two middle scores shall be awarded to the competitor as points for grade of overall performance, if there is no correction by Head Judge.
- 16.5 Scoring criteria for quality of movements. When a competitor commits an error in regard to quality of movements, 0.1 point shall be deducted for each error; and 0.2-0.3 or 0.5 point shall be deducted for two and more errors in one movement. (See table 1).
- 16.6 Scoring criteria for overall performance
The scoring for overall performance includes evaluation for conformity of a routine to each style's basic principles, application of specific force (fail, fajin), spirit of the respective style and correct rhythm. When a competitor commits an error in regard to overall performance, 0.1 point shall be deducted for each error; and 0.2- 0.5 point shall be deducted for severe inconformity. (See table 2).
- 16.7 Evaluation for grading

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

In regard to those criteria, the overall performance is graded into three (3) levels, with 5.00-3.51 points for “superior”, 3.50-2.91 points for “average”, and 2.90-1.01 points for “inferior”.

16.8 As a whole, a competitor is required to perform with conform positions (步形—buxing) movements, full and correct force application (发力—fali, 发劲—fajin), good coordination, accurate bodywork (身法—shenfa) and stepping (步法—bufa), coordination between weapons and body (for events with weapons), distinct rhythm, conformity to the style. All these elements should be taken into consideration in scoring the execution of a competitor’s routine. The criteria’s for different styles as described in above-mentioned the reference book

«Encyclopedia of Chinese Wushu» (中国武术百科全书出版社 1998 北京)
compiled by the Chinese Wushu Association and Wushu research Institute.

Table 1 Evaluation of Quality of Movements

Deduction Criteria for Errors in quality of movements (all styles).

Type	Movement	Errors for Deduction	One error	Two and more errors in one movement
Balances (Pingheng)	High, middle and low balance	Loose balance, position unstable, side-stepping.	0.1	0.2-0.3
Assuming a position	Postures (步形—buxing)	Position not conforming to style, Position unstable, sidestepping.	0.1	0.2-0.5
	Stepping (步法—bufa)	Incorrect stepping methods (not conforming to chosen style). Position not fixed.		
Hand techniques (手法—shoufa)	Incorrect hand form or movement (手形—shouxing)	Hand form not conforming to style	0.1	0.2
	Incorrect techniques (手法—shouxing)	Hand techniques not conforming to style	0.1	0.2-0.3
Legwork	High kicking with leg straightened (直摆腿法—zhibaixingtuifa)	Supporting leg bent at the knee Kicking leg bent at the knee. Kick not level		

RULES

EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

Legwork (腿法—tuifa)	Dantui, chuaitui 弹腿—dantui, 踹腿—chuaitui)	Kicking leg not fully extended at final stage	0.1	0.2-0.3
	Sweeping techniques (扫转腿法—saozhuantuifa)	Sweeping leg not fully extended Sole off the ground		

Table 2 Evaluation of Overall performance

Deduction Criteria for Errors in Overall performance (all styles)*.

Type	Movement	Errors for Deduction	In one movement	In the whole routine
Conformity to style	Rhythm	Not conforming to rhythm	0.1	0.5-1.0
	Application of force	Not conforming to Style application of force	0.1	0.5-1.0
	Martial Spirit	Absence of required spirit	0.1	0.2-0.3
Coordination	Coordination in bodywork and Hand and leg (weapons) techniques	Absence of coordination	0.1	0.5-1.0

Article 17 – Protocol of Wushu Taolu Competition

17.1 Fist-Palm Salute and salute with short weapons (dao)

In a standing position with feet together, place the right fist against the upright left palm, with the former's knuckles at the root of the latter's fingers, in front of and 20-30cm away from the chest.

In a standing position with feet together and the broadsword held in the left hand, bend the elbow to place the broadsword across the chest with the sharp edge facing up, the first joint of the left thumb in contact with the centre of the right palm and the two hands 20-30 cm away from the chest.

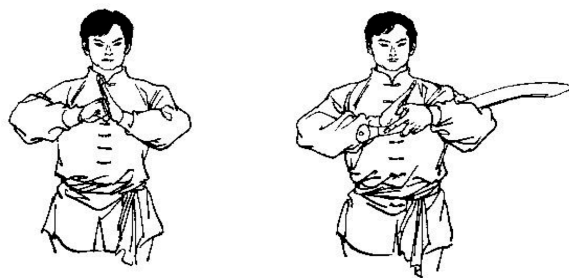
* The criteria's for different styles as described in above-mentioned the reference book *«Encyclopaedia of Chinese Wushu»* (中国武术百科全书出版社 1998 北京) *compiled by the Chinese Wushu Association and Wushu research Institute.*

RULES
EWUF TRADITIONAL WUSHU CHAMPIONSHIPS (ADULTS & JUNIORS) 2013

17.2 Salute with short weapons (jian) and salute with long weapons

In a standing position with feet together and the sword held in the left hand, bend the elbow to bring up the blade across the chest and close to the outside of the forearm, with the ulnar side of the right palm at the root of the left index finger and the two hands 20-30 cm away from the chest.

In a standing position with feet together and both arms bent at elbow in front of the chest, hold the spear or cudgel erect in the right hand at one-third of the length from the butt or end, while the left palm is placed on the second joint of the right thumb, with the two hands 20-30 cm away from the chest.



Notes:

1. For routines with double weapons, the latter should be held in one hand for a salute with broadsword, sword, spear or cudgel. If this is impractical, hold the apparatus in both hands and look at the head judge, by way of a salute with eyes.
2. When an official wants to inspect an apparatus, the competitor should hand it upright to him, with the tip pointing downward in case of a short apparatus, and upward in case of a long one.

European Wushu Federation

THE OFFICIAL EUROPEAN CONTINENTAL BODY FOR THE CHINESE MARTIAL ARTS RECOGNISED BY THE IWUF



EWUF SANDA-QINGDA RULES

For **Light Contact Fighting** - Version 11.1 (2012)

- (a) for 7 to 14 years of age
- (b) for 15 to 17 years of age
- (c) for 18 to 35 years of age
- (d) other age groups

INTRODUCTION

SANDA-QINGDA (meaning light contact fighting) is designed to cater for the majority of athletes who train on a non-professional basis and therefore cannot risk the effects of full contact sanda matches (previously called sanshou).

The EWuF Sanda-Qingda Rules were first drafted by Ng Shau Yin and Raymond Smith.

The revision and interpretation of these rules is the sole jurisdiction of the EWuF Technical Committee (EWuF TC) Sanda-Qingda Rules Committee, which is directed by the EWuF Technical Committee.

The guiding principle is to encourage competition among young athletes and ordinary club members without excessive exposure to danger.

ALL COPY RIGHTS TO THESE RULES REMAIN THE PROPERTY OF THE EWUF

INDEX

Preface	- Introduction	page 1
Index	- Index of Content	page 2
Rule 1	- Scope of Participation	page 3
Rule 2	- Method of Competition	page 3
Rule 3	- Duration of Contest	page 3
Rule 4	- Fighting Area	page 4
Rule 5	- Weight Categories	page 4
Rule 6	- Medical Procedures	page 4
Rule 7	- The Pairing of Competitors.	page 4
Rule 8	- System of Contest	page 5
Rule 9	- Entrance to Contest Area	page 5
Rule 10	- Salute	page 5
Rule 11	- Equipment	page 5
Rule 12	- Dress Code	page 6
Rule 13	- Signals During Contest	page 7
Rule 14	- Method of Attack	page 7
Rule 15	- Valid Target Areas	page 7
Rule 16	- Methods of Defence	page 7
Rule 17	- Suspension of a Fight	page 7
Rule 18	- Prohibited Techniques	page 8
Rule 19	- Prohibited Areas of Attack	page 8
Rule 20	- Fouls, Warnings and Penalties	page 9
Rule 21	- Absolute Victory	page 10
Rule 22	- Scoring Criteria	page 10
Rule 23	- Disqualification	page 11
Rule 24	- Decisions	page 11
Rule 25	- Appeals	page 11
Rule 26	- Anti Doping	page 12
Rule 27	- Other Matters	page 12
Rule 28	- By-Laws	page 12
Appendix A	Referees Calls and Signals	page 13-19

Rule 1 - Scope of Participation

This will be defined by the EWuF TC Chairman directly or by the EWuF Sanda-Qingda Rules Committee in conjunction with the competition organisers at the time of advertising an event. It is aimed at 'juniors' between 7 and 14 years old and 'youths' 15 to 17 years old and adults 18 to 35 years old groups. Further consideration may be given later to a veteran's event subject to the EWuF Medical Commission. Cadet categories can also be used.

The Sanda-Qingda event is intended for LIGHT CONTACT fighting only. Therefore Sanda fighters (fully contact fighters) who have taken part in EWuF or IWUF Sanda events are not eligible to take part in Sanda-Qingda. Once a competitor changes from Sanda-Qingda to Sanda they may not take part in Sanda-Qingda again unless they apply to the EWuF TC for reclassification. In any event should such reclassification if given can only be given once and this is without exception.

Rule 2 - Method of Competition

2.1 Individuals shall compete in tournaments by category, which shall be defined as:

- (a) under 14's: the minimal age shall be 7 years. Categories defined by organisers, usually two year increments.
- (b) 14 and 15 years of age
- (c) 16 and 17 years of age
- (d) 18 and above: the maximal age shall be 35 years
- (e) Optional: Cadet category 17 and 18 years of age
- (f) Optional: Senior category 36 to 45 years of age

The determination of the age of a competitor will be announced in the regulations of the event they are competing in (This may include either the age of participant on 1st January of the year of the event or their actual age at the time of registration according to their passport).

Each age group may, subject to numbers, be further sub-divided by weight and height with the agreement of the organisers and the Chief Head Judge. This can be achieved at the weighting in session but prior to draw lots.

If there are insufficient numbers in any level or group they will be merged with another level or group if such is judged to be safe with the agreement of the organisers and the Chief Head Judge

In the under 15's and under 18's categories if a contestant is deemed by the Chief Head Judge to be too big for their group they can be re-assigned to a higher group. This does not apply in the other direction.

2.2 League matches will follow the same scoring method for bouts. Construction of a league, and the match order, shall be defined by the organiser after consulting with the EWuF TC.

2.3 The rules and regulations of the EWuF will be applied.

Rule 3 - Duration of Contest

The duration of each match will be set by the organisers and approved by the rules committee but shall not exceed 2 minutes per round. In the case of a single bout to decide the category the best of three rounds may be used, the third round only being played if the score is one round each at the end of the second round. The time between rounds shall be one minute but can be reduced to half the length of a round. If a large number of bouts are to be undertaken the organisers can reduce the flights to one round.

Rule 4 - Fighting Area

- 4.1 The contest area shall be a maximum of 8 meters square with a 2 meter safety zones around it. This area shall be covered with mats. The size of the area can be reduced if agreed by the Organisers and the Chief Head Judge. Optional a Platform according to the IWUF Sanshou Rules can be used.
- The area will have two parallel lines (the competitors standing lines), each a meter long, shall be drawn at a distance of 1.5 meters from and on either side of the centre point of the fighting area.
- A one meter line shall be drawn 2 meters from the centre of the match area at right angles to the contestant's lines. This shall be the Referees standing line, such that the Referee will be facing the head Judges table.

Rule 5 - Weight Categories

(a) Under 18's

Allows for under 48 kg
each category being in
increments of 3 kg

After 48 kg the over 18's
categories apply

(b) Over 18's

under 52 kg	(but not less than 48 kg)
under 56 kg	52 kg to 56 kg
under 60 kg	56 kg to 60 kg
under 65 kg	60 kg to 65 kg
under 70 kg	65 kg to 70 kg
under 75 kg	70 kg to 75 kg
under 80 kg	75 kg to 80 kg
under 85 kg	80 kg to 85 kg
under 90 kg	85 kg to 90 kg
over 90 kg	

(c) League Matches: Weight categories will be decided prior to the event and allow for no more than:

- c.1 Under 14 years (between 7 & 13 years) a max of 5Kg variance between lightest and heaviest competitor.
- c.2 Over 14 year a maximum of 8 Kg variance between lightest and heaviest team members.

Rule 6 - Medical Procedures

- 6.1 All athletes must be available for medical inspection including dope testing as and when required by the EWuF.
- 6.2 Qingda competitors can only enter the correct age and weight categories (rule 2 may apply).
- .3 Documents must be produced during weighing in and be checked for any medical entry by an authorised person before the contestant can proceed into the event.
- .4 Suitably qualified and experienced first aides must be present during the conduct of a bout.
- .5 For international events a passport check on nationality will also take place.
- .6 Compliance with medical certification of health, which from time to time is required by the Medical Commission and specified in the event regulations.

Rule 7 - The Pairing of Competitors.

In conjunction with, Rules 2 and 5 above. Lots will be drawn, to pair off competitors before the event in accordance with any adjustments made to the categories by the organisers. If seeding of participants is used only none seeded participants will have lots drawn. The drawing of lots will be carried out in the presence of a EWuF recognised official appointed in conjunction with the competition organisers.

Rule 8 - System of Contest

There shall be three principle types of competition: Direct Elimination, Double Elimination and League (sometimes referred to as Pool, also known as Round Robin).

- .1 **Direct Elimination.** Under this method the two competitors compete and the winner of the round goes forward to meet the next competitor in the next round until the final round is reached and the winner declared.
- .2 **Double Elimination.** Similar to Direct Elimination, however the loser of each first round will fight again for selection into the second round.
- .3 **League.** This involves each member of a pool (group) of competitors taking it in turn to compete with every other competitor in their pool. The winners of the pool will go on to further rounds if such are planned, which may be further leagues or direct elimination's, or they may be declared the winner of their category (subject to number of entries), the decision on which protocol will be used shall be agreed by the Chief Head Judge and announced by the organisers.

Rule 9 - Entrance to Contest Area

- 9.1 Competitors and their seconds will be led into a designated place. Both competitors will go onto the contest area upon the notified signal of the Referee.
- 9.2 The same procedure will be repeated in reverse when leaving the area.
- 9.3 A competitor may have a maximum of two seconds on the sideline. Seconds can be coaches, team leaders, other accredited team person and/or medical attendant)

Rule 10 - Salute

- 10.1 When called, the respective competitors will stand upright and give the 'palm and fist' salute to the public and to the Head Judge.
- 10.2 Before the contest starts and when finished, the competitors will salute each other and the Referee.

Rule 11 - Equipment

The competitors shall be responsible for providing all their own necessary safety equipment to the Rules Committees acceptable standard. However in some circumstances the EWuF TC can specify that the organising committee will provide some or all of the equipment for the competitors, this option will be specified in the rules and regulations for the actual event and if not specified the competitors will be responsible for their own items. Regardless all competitors shall provide their personal items namely gum shield and groin cup protector (under their trunks) and ladies may use a chest protector under their top. The general equipment shall consist of:-

- 11.1 **Compulsory Equipment:** The same standards shall apply as used by the IWUF for sanda for head guard, shin and instep, body armour, gum shield, groin guard and for females the use of chest protector. EWuF approved boxing gloves exact specifications shall be as stated by the EWuF TC. Unless otherwise stated this shall be 10oz gloves for seniors (adults) and either 8oz or 10oz for juniors depending on the category they are entered in.

Rule 12 - Dress Code

12.a) Athletes

Failure to comply with this rule will mean disqualification of the contestant from the competition.

- 12.1 The competitors must provide their own clothing, which must be clean and well presented. It shall consist of either a training jacket or plain tee shirt (as specified by the event organisers) and long trousers (no shorts or boxing trunks will be allowed). Tops must not be covered in prints or be multi coloured. Badges of the competitors association, national federation and that of the EWuF are permitted. No advertising shall be permitted unless specified by the EWuF Executive Committee. The Chief Head Judge will have the final say as to whether any clothing is or is not acceptable in competitions.
- 12.2 Spectacles, hard contact lenses and dentures must not be worn.
- 12.3 All jewellery, including such items as; rings, earrings, studs, pendants and necklaces must be removed. Rings, which cannot be removed must be taped over. If the ring is still considered dangerous the contestant will not be allowed to take part. The Chief Head Judge will have the final say as to whether any such item is or is not acceptable in competitions.
- 12.4 Any cuts or lacerations **must be covered** with a medically approved plaster, which will protect both the contestant and others from contact with blood.
- 12.5 Injured athletes will not be permitted to take part, however if an elasticated support is required one may be used subject to the approval of the Chief Head Judge.
- 12.6 The competitors will be bare footed during the matches. However it is strongly recommended that all competitors wear appropriate foot covering when not engaged in match play.
- 12.7 Personal hygiene. Competitors must commence the event in a clean non body odour manner with all hand and foot nails cut short and filed smooth.

12.b) Judges

- .8 Judges will at all times present themselves in a clean and tidy appearance.
- .9 Judges shall wear the prescribed attire, which shall be either specifically announced for the event and may include items such as specially printed tee/sweat shirts or tracksuits. Otherwise the standard dress code shall be black shoes, black socks, grey trousers, black belt, white shirt (short or long sleeves), EWuF tie and a single breasted navy blue blazer.
- .10 Judges who Referee may wear suitable shoes in either white or black and a black bow tie and shall remove their jacket.
- .11 Judges who Referee are required to wear rubber gloves to protect them against contact with blood.
- .12 All Judges shall carry two pens (one as a spare) to record their scores.

Rule 13 - Signals During Contest

- 13.1 An agreed signal will be given 5 seconds before each round begins and at the end of each round.
- 13.2 The competitors and their seconds will obey the calls and hand signals of the Referee unconditionally.
- 13.3 The Head Judge will stop the fight if there is any problem during the round.
- 13.4 When a contestant receives maximum negative points, the Score Keeper will signal the Referee.
- 13.5 At the end of each round the Head Judge will signal and the Scoring Judges will show their score by awarding a win to one or other of the competitors or show a draw. All Judges must show their scores at the same time. Scoring may be achieved manually or electronically as arranged by the organising committee. If electronic system is used it must be approved by the Technical Committee.
- 13.6 To assist the Referee the Score Keeper will update signboards at the match table for recording "leaving the fight area" and "negative points".
- 13.7 Signals given by the Referee are described in appendix A

Rule 14 - Method of Attack

Movements of any wushu style or system, which are not forbidden by the rules, may be used to attack any valid target area on an opponent's body. Kicks, strikes, sweeps and throws (only those mentioned in rule 22) are allowed, subject to the specific restrictions placed on these techniques by the rules and applied with variation according to the age of participants.

Rule 15 - Valid Target Areas

- 15.1 The sides of the head.
- 15.2 The trunk.
- 15.3 The sides and backs of the legs.

Rule 16 - Methods of Defence

Movements of any wushu style or system, unless specifically forbidden in the rules, may be used to defend against attacks.

Rule 17 - Suspension of a Fight

The Referee will suspend the fight when:-

- 17.1 A contestant has fallen down or out of the area.
- 17.2 A contestant is penalised for a foul.
- 17.3 A contestant is injured.
- 17.4 There is continuous contact between the competitors for more than 3 seconds.
- 17.5 There is passivity.
- 17.6 The Head Judge finds reason to stop the bout.
- 17.7 There is any danger during the bout.

Rule 18 - Prohibited Techniques

18.1. The following techniques are strictly prohibited:-

- 18.1.1 Striking to or at the face whether making contact or as a feint.
 - 18.1.2 Direct attacks to limbs (see rule 15) and joints.
 - 18.1.3 Head butt, elbow and knee strikes
 - 18.1.4 Dangerous throws - Any throw that is likely to cause serious injury (eg: neck, stomach and shoulder high throws). Throws which cause a contestant to land awkwardly on a vulnerable part of the anatomy (head, neck, spine, shoulder, knee or other joint etc...). Throws with a falling height from above the attackers chest level.
 - 18.1.5 Time wasting
 - 18.1.6 Finger thrusts to any part of the body.
 - 18.1.7 Choke or strangle techniques.
 - 18.1.8 Grappling or clinching for more than 3 seconds.
 - 18.1.9 Grappling or wrestling on the mat.
 - 18.1.10 Arm locks and similar joint-locking techniques.
 - 18.1.11 Grasping an opponent with one or two hands and striking with the other hand or kicking.
 - 18.1.12 Biting, scratching, hair pulling, spitting etc...
 - 18.1.13 Continuous hitting to any part of the body especially the head.
 - 18.1.14 Pushing the opponent for more than 1 meter
- 18.2. All techniques, which are deliberately intended to injure the opponent rather than to score points are prohibited whether on target or not. The consideration will be judged on what would have happened if the blow had landed.
- 18.3. Force of strikes is deemed reasonable at less than 10% of potential power for any category, more than that will be considered excessive and will lead to private or public warnings and/or disqualification (with or without prior warning). The determination as to how much force was used in any attack shall be the responsibility of the Referee and the Head Judge.

Rule 19 - Prohibited Areas of Attack

The following parts of the body are prohibited to any type of attack.

- 19.1 Face
- 19.2 Back of the head.
- 19.3 The eyes and throat.
- 19.4 The groin.
- 19.5 The back (spine).
- 19.6 The kidneys.
- 19.7 The knees, elbows and other joints.

Rule 20 - Fouls, Warnings and Penalties

If a foul or other prohibited act is committed the Referee for the bout or the Head Judge of the contest area may give warnings or penalties. When the sum of penalties awarded reaches or exceeds the maximum permitted for the specific match either 3 points for a single round bout or 6 points for a best of 3 round bout an automatic disqualification shall apply to that bout. When the bout is of more than one round the penalties shall roll over from one round to the subsequent rounds in that bout. Penalties collected in one bout are not counted in subsequent bouts, which means each participant starts each bout afresh with a clean score sheet. However the Chief Head Judge can disqualify any participant from any part or from the whole event if a competitor is deemed to show repeated fouling to gain advantage even if less than the 6 penalty points are recorded.

- .1 When a contestant has committed a prohibited act (with or without causing serious injury), the Referee will assess the seriousness of the act and award either:-
 - a] a warning (no penalty points).
 - b] a minor penalty (1 point)
 - c] a full penalty (2 points)
 - d] a disqualification.
- 20.2 Coaches who repeatedly offend the spirit of the competition by ignoring the sideline coaching rule may either be awarded a penalty (1 or 2 points) against their athlete, or dismissed from the competition, in which case they must leave or their team may be disqualified by the Chief Head Judge. In either case a report will be sent to the Sanda-Qingda Committee for possible further disciplinary procedures. This may also apply to spectators.
- 20.3 Attacking an opponent before the Referee gives the signal to start.
- 20.4 Attacking an opponent after the Referee gives the signal to stop.
- 20.5 Disobeying the Referees instruction or decision.
- 20.6 Attacking in a vicious or malicious manner.
- 20.7 Continuously holding an opponent.
- 20.8 Escaping from fighting by turning the back to the opponent.
- 20.9 Attacking prohibited areas.
- 20.10 Pretending pain or injury to gain advantage.
- 20.11 Disrespect to opponent or officials.
- 20.12 Spitting the gum shield out or other discarding of equipment, which gains rest time or wastes time.

The Referee will warn the contestant when they commit any foul or penalty mentioned above and they will receive either a warning or a one or a two point penalty, which will be added to their opponents score.

On receipt of the Head Judges report the EWuF TC may impose penalties against any severe offence that results in the competitor or their seconds being disqualified or for behaving badly. Penalties may include fines and/or suspensions.

Explanations:

- 20a Accidental Fouls: Permitted techniques, which unintentionally make contact with prohibited areas of the opponent are considered as Accidental Fouls. Sometimes an Accidental Foul is committed through no fault of either contestant, but depending on sudden changes of stance, simultaneous attacks, a block redirecting a technique into a forbidden area of their own body etc... This type of Accidental Foul carries no penalty. In other cases an Accidental Foul may be caused by carelessness on the part of a contestant, which can be subject to warning or penalty.
- 20b Deliberate Foul: Use of prohibited techniques or intentional attacks to prohibited parts of the body is considered to be Deliberate Fouls and is always subject to penalty without warning.
- 20c Technical Fouls: Violations of the rules not concerned with prohibited techniques or attacks to prohibited targets are considered as Technical Fouls.

Rule 21 - Absolute Victory

- 21.1 When there is great disparity in techniques between two competitors the Referee may seek the approval of the Head Judge to proclaim the stronger athlete the winner of the bout.
- .2 When a contestant accumulated the maximum allowed number of penalty points in a bout; 3 points for a single round bout or 6 penalty points in a bout of 3 rounds. In such a case the other side shall automatically be declared the winner of the bout.
- .3 If a contestant is forced out of the area or off the platform **3 times** in a round the round shall be awarded to the other side.

Rule 22 - Scoring Criteria

- 22.1 **2 POINTS** will be awarded when:-
- a] An opponent is forced out of the fight area either by retreating or being hit.
 - b] Pushing an opponent out of the fight area while remaining standing inside the area.
 - c] A clean safe throw while remaining standing or leg sweeping technique including sweeping whirlwind technique where the attackers body may touch the ground. In all circumstances the attacker must remain inside the fight area.
 - d] Executing an effective kick to the valid area of the trunk or the head
 - e] When a 'Full Penalty' is given against the opponent, 2 points will be added to the other contestant.
 - f] Against an opponent making an attempt to attack but slips or falls down (except when part of the attacking technique eg: falling whirlwind kick).
- 22.2 **1 POINT** will be awarded when:-
- a] Executing an effective punch to a permissible part of the body.
 - b] Executing a effective kick to the leg (unless the leg is raised off the ground in which case it is considered to be used as a blocking technique against the attack and no score is given).
 - c] When a 'Minor Penalty' is given against an opponent, one point will be added to the other contestant.
 - d] When both competitors attempt simultaneous throwing techniques, the contestant who hits the ground first will have a point awarded against them.
 - e] If both competitors fail to attack within 8 seconds the Referee will indicate a contestant to attack. If after a further 8 seconds that contestant has not attacked a point will be awarded to the other contestant.
- 22.3 **NO SCORE** will be awarded when:-
- a] For simultaneous scores.
 - b] Striking opponents face.
 - c] Exchanging punches and kicks during clinches.
 - d] Any technique that does not land clearly or cleanly.
 - e] Both competitors fall out of (or leave) the fight area.
 - f] Executing an effective throw after holding an opponent for more than 3 seconds.
 - g] Holding and hitting an opponent.
 - i] When an opponent is holding and pressing you down for more than 3 seconds and you execute an effective leg sweep.
 - j] Jumping side kick or falling whirlwind kick where the body lands on the floor as part of the technique.
 - k] Executing an effective attack from outside the area.

Rule 23 - Disqualification

- 23.1 A disqualification applies automatically if a contestant has accumulated a total of the maximum number of penalty points permitted in their bout. This shall be 3 penalty point if the bout is of one round duration or 6 penalty points over the entire duration of a 3 round bout.
- 23.2 A Referee may with the agreement of the Head Judge disqualify a contestant, without prior warning or penalties having been given, if it is deemed that an offence warrants it. In particular this applies to the attitude of the contestant or their seconds towards their opponent or officials, if they demonstrate **intention** to hurt their opponent whether the strike lands or not a disqualification may be awarded to either the bout or the total event.

Rule 24 - Decisions

- 24.1 The match Referee shall make such decisions as seen fit to ensure the safe conduct of the bout.
- 24.2 The decision of winner of a bout will be by the majority award of the Judges who are scoring the bout. They will on request simultaneously show their award either; BLACK or RED as winner or DRAW. The Score Keeper will record these scores and the Head Judge will announce the result of the round and subsequently if more than one round the result of the bout.
- 24.3 Any time the Referee or Judges have a question regarding the bout they can consult the Head Judge who shall give a ruling.
- 24.4 The decision of the Head Judge shall be final and binding in all respects excluding appeals.

Rule 25 - Appeals

- .1 Only the registered team leader of a competitor may make an appeal against a decision and such an appeal must be put in writing and submitted to the Head Judge via the appeal table or other such designated point that has been announced as being set up for that purpose within 15 minutes of the decision. An appeal costs 100 euro and this money will be refunded if the appeal is upheld and forfeit to the EWuF if the appeal goes against the appellant. Any breach of protocol in making an appeal will forfeit the right to appeal and loss of appeal fee if paid. Any appeal accepts rule 25 as binding.
- .2 Appeals will be handled by a "Jury of Appeal" .
- .3 The Jury of Appeal shall be appointed and dismissed by the EWuF TC Chairman, which shall consist of either:
 - (a) A board of 3 people announced before the event commences. If the appeal concerns a competitor from one of the nations of the appeal board members they will be replaced by another suitable person appointed by the EWuF TC Chairman. This board will not consist of the Head Judge or Referee.
 - (b) Alternatively a board may consist of the three most senior Judges present at the event, which will be determined by the EWuF TC Chairman or his appointed officer. This board will not consist of the Head Judge or Referee or nationality of either athlete of the bout in question.
- 25.4 If the Jury of Appeal upholds the appeal the result will be amended accordingly.
- 25.5 The decision of the Jury of Appeal will be final and binding on all.

Rule 26 - Anti Doping

- 26.1 All participants shall be subject to the WADA rules relating to Anti Doping as adopted and implemented by the IWUF and EWuF.

Rule 27 - Other Matters

- 27.1 The uniform of the Judges and Referees shall be as prescribed by the EWuF minor variations to the rule may be granted by the Chief Head Judge, ie; permission to remove blazer in hot conditions.
- 27.2 Signals given by the Judges and Referees shall be standard as prescribed by the EWuF.
- 27.3 With prior notice the rules can be amended by the EWuF TC to suit the event for which they will be used.
- 27.4 Unless otherwise agreed by the EWuF Congress or other legal vote the rules for any event must be published at least 12 months before the event. However for safety reasons small amendments can be made but must be explained and agreed by the majority present at the coaches technical meeting prior to the commencement of the event, or if the IWUF has amended its rules which have a direct effect these rules.

Rule 28 - By-Laws of the Governing Body shall apply where appropriate.

E N D

APPENDIX A = Calls and Hand Signals

APPENDIX A

CALLS AND GESTURES

A1 Platform Judge's Calls and Gestures

A1.1 Fist-Palm Salute

In a standing position with feet together. place the left palm against the right fist in front of and 20-30 cm away from the chest. (Figs 1 and 2).



Fig 1



Fig 2



Fig 3



Fig 4

A1.2 Mount the platform

Standing at the centre of the platform, extend both arms sideways, palms up and pointing at the competitors (Fig 3). As a call on them to mount the platform, bend both arms at the elbow into a right angle, palms facing each other (Fig 4).

A1.3 Competitors salute each other

Place the left hand on top of the right fist in front of the body as a signal to both competitors to salute each other (Fig 5).



Fig 5



Fig 6



Fig 7



Fig 8

Salute each other

First round

Second round

Third round

A1.4 First round

Facing the head judge, take a bow stance and, while calling “Diyiju Round one” extend one arm forward with the index finger pointing up and the other three fingers and the thumb clenched into a fist (Fig 6).

A1.5 Second round

Facing the head judge, take a bow stance and, while calling “Di’erjuor Round 2”, extend one arm forward with the index and middle fingers separated and pointing up, and the thumb and the other two fingers clenched (Fig 7).

A1.6 Third round

Facing the head judge, take a bow stance and, while calling "Disanju or Round 3", extend one arm forward with the thumb and the index and middle fingers separated and pointing up and the other two fingers clenched (Fig 8).

A1.7 Make Ready

Take a bow stance between the two competitors and, while calling "Yubei or Ready!" extend both arms sideways, palm facing up and pointing at the competitors (Fig 9). Then, while calling "Kaishi or Start!" cross open palms in front of the abdomen (Fig 10).



Fig 9



Fig 10

A1.8 "Ting (Stop)!"

While calling "Ting (Stop)!" take a bow stance and insert one extended arm between the two competitors, fingers pointing up (Figs 11-12).



Fig 11



Fig 12

A1.9 8-second passivity

While calling Red side or Black side raise both hands in front of the body, with the small and ring fingers of one hand bent and the thumbs and other fingers of both hands separated and stretched naturally (Fig 13).



Fig 13

8-second passivity



Fig 14

10 Count



Fig 15



Fig 16

Passive

A1.10 Count

Facing the fallen competitor, with both arms bent at elbow and both hands clenched into fists in front of the body, palm side facing forward, unbend the fingers one by one from the thumb to the little finger, at an interval of one (1) second (Figs 14-15).

A1.11 Passive hold

Fold the arms in front of the body (Fig 16).

A1.12 8-second forcible counting

Facing the head judge, extend one arm with the thumb pointing up and the other fingers clenched (Fig 17)



Fig 17



Fig 18

A1.13 Three seconds

While calling Red side or Black side extend one arm obliquely up with the palm open and pointing at the competitor. Meanwhile, move the other hand across the abdomen to the side of the body, with the thumb and the index and middle fingers separated naturally and the other two fingers clenched (Fig 18).

A1.14 Appointed attack

Extend one arm between the two competitors, with the thumb extended and the fingers clenched, palm side down. While calling Red side or Black side move the hand horizontally in the direction of the thumb as a signal for appointed attack (Fig 19).



Fig 19

Appointed Attack



Fig 20

Down



Fig 21

Down First



Fig 22

Simultaneous Down

A1.15 Down

While calling Red side or Black side extend one arm with palm facing up and pointing at the fallen competitor, as the other arm moves to the side of the body, bent at elbow and with palm facing down (Fig 20).

A1.16 Down First

Extend one arm towards the competitor who is the first to fall down and, while calling Red side or Black side cross the arms in front of the abdomen, palms facing down (Figs 21-22).

A1.17 Simultaneous Down

Extend both arms horizontally forward and withdraw them to press both palms down (Fig 23).



Fig23

Simultaneous Down



Fig24

One side off



Fig25



Fig 26

Both sides off



Fig 27

A1.18 One side off the platform

Extend one arm towards the competitor off the platform (Fig 24) and, while calling Red side or Black side push the other hand forward in a bow stance, fingers pointing up (Fig 25).

A1.19 Both sides off the platform

Take a bow step and push both palms forward, arms fully stretched and fingers pointing up (Fig26). Then bend both arms at elbow into a right angle in front of the body, palms facing back, while bringing the feet together to stand upright (Fig 27).

A1.20 Kick to crotch

Extend one arm towards the offender and, while calling Red side or Black side point the other hand at the crotch, palm facing inward (Fig 28).



Fig 28

Kick to crotch



Fig 29

Hit to back of head



Fig 30

Elbow foul



Fig 31

Knee foul

A1.21 Hit to the back of head

Extend one arm towards the offender and, while calling Red side or Black side place the other hand on the back of the head (Fig 29).

A1.22 Elbow foul

Bend both arms in front of the chest and, while calling Red side or Black side cover one elbow with the other hand (Fig 30).

A1.23 Knee foul

Raise one knee and, while calling Red side or Black side pat the knee with the hand of the same side (Fig 31).

A1.24 Warning

Extend one arm towards the offender, palm up. While calling Red side or Black side bend the other arm at elbow into a right angle, fingers clenched into a fist with the thumb side facing outward (Fig 32).



Fig 32

Warning



Fig 33

Admonition



Fig 34

Disqualification

A1.25 Admonition

Extend one arm towards the offender, palm up. While calling Red side or Black side indicate the foul with the other hand and bend the arm at elbow into a right angle in front of the body, fingers pointing up and palm facing backward (Fig 33).

A1.26 Disqualification

While calling Red side or Black side clench both hands into fists and cross the forearms in front of the body (Fig 34).

A1.27 Not valid

Extend both arms and cross them in a swing in front of the abdomen (Figs 35-37).



Fig 35



Fig 36



Fig 37

A1.28 Emergency treatment

Facing the medical supervision desk, cross forearms in front of the chest, fingers pointing up (Fig 38)



Fig 38

Emergency Treatment



Fig 39

Rest



Fig 40

Exchange positions

A1.29 Rest

Extend both arms sideways, palms up, to point at the competitors' rest places (Fig 39).

A1.30 Exchange positions

Standing at the centre of the platform, cross arms in front of the abdomen (Fig 40)

A1.31 Draw

Standing between the competitors, hold their wrists and raise their hands. (Fig 41).

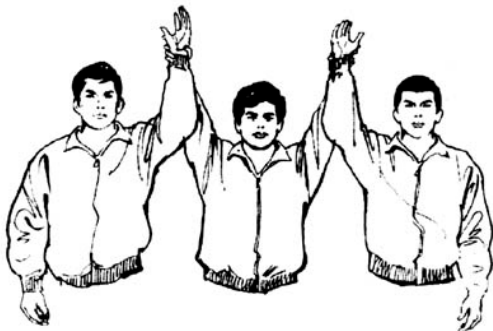


Fig 41



Fig 42

A1.32 Winner

Standing between the competitors, hold the winner's wrist and raise his hand (Fig 42).



European Wushu Federation
THE OFFICIAL EUROPEAN CONTINENTAL BODY FOR THE
CHINESE MARTIAL ARTS RECOGNISED BY THE IWUF

EWUF TAIJI-TUISHOU RULES

Version 11 (2012)

CHAPTER 1 GENERAL RULES

Article 1 - Types of Competition

1.1 Individual events

Within the **Weight Category**, the individual placing will be decided directly from the elimination results.

1.2 Team events

In accordance with the competition regulations, the team placing will be decided from the sum of individual results of the team.

Article 2 - Systems of Competition:

Competition shall be conducted under the round-robin or elimination system according to the size of the competition and the number of participants in any category.

Article 3 - Gender and age groups in competition

Male category. Competitors shall be **16-40** years of age at the time of competition.

Article 4 - 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 ($> 75\text{kg} - \leq 80\text{kg}$)

4.9 85kg Category ($>80\text{kg} - \leq 85\text{kg}$)

4.10 Over 85kg Category ($>85\text{kg}$)

Article 5 - Weighing-in

- 5.1 The weighing-in shall be conducted by the registrar, in collaboration with the schedule-recorders and the Judge team.
- 5.2 Competitors shall be weighed in at the designated place within two hours of the competition, only with their trunks on. The weighing-in shall finish in one hour. A competitor who fails to turn up within the stipulated time shall be considered as Default of the contests.
- 5.3 The weighing-in shall start with the lighter weight categories. A competitor who weights under his entered category shall be allowed to compete in his entered category. A competitor who outweighs his entered category and fails to reduce his weight within the stipulated time shall not be allowed to compete.
- 5.4 The drawing-lots ceremony shall take place after the medical check and the weighing-in. Any decision made, under special circumstances (e.g. category with only one competitor to be merged together with weight categories above) should be approved by the committee.

Article 6 - Taiji Quan Examination

Athletes for push hands must enter for the compulsory or traditional Taijiquan routines test. Athletes who score less than six points shall not be allowed to take part in the push hands competition.

Article 7 - Competition Protocol

- 7.1 Upon entering the competition area, Judges march in to the centre of the competition area, and stand facing the head judge.
- Sideline judges shall give a fist-palm salute when they are introduced to the audience and stand at the side of the competition area.
- 7.2 Each round shall start with competitors standing either side of the platform judge, facing the head judge.
- When being introduced each competitor shall first give a fist-palm salute to the audience, then exchange of fist-palm salute between the two competitors.
- .3 At the end of the round, after the announcement of the result the competitors shall give a fist-palm salute to the judge, and then to each other.

Article 8 - Dress and Protective Gear

Competitors may wear soft soled shoes or barefoot, shirts and trunks suitable for competition with red or black color sash according to the drawing-lots result.

Article 9 - Contest Duration

Each bout consists of a maximum of three two-minute rounds with a one-minute rest in between rounds. A bout is won by the best of two out of three rounds. Therefore if a player wins the first two rounds they are the winner of the bout and the third round is not required.

Article 10 - Sign during contest

- 10.1 Whistle will be blown five seconds before the contest round by the timekeeper, and beat the gong at the end of the contest round. Other forms of signaling may be used with the prior agreement of the Head Judge and the event Organizing Committee.
- 10.2 The platform judge shall Guide the fights through calls and gestures.

Article 11 - Other Provisions During Competition

- 11.1 All athletes shall abide by the Rules and respect and obey the judges' decisions. It is prohibited to cause injury intentionally.
- 11.2 The team coach and doctor may be seated at the designated place and are allowed to give massage or guidance to their athletes during the rest periods between the rounds.
- 11.3 Athlete must not request break, they shall signal to platform judge by raising their hand for any special circumstance during the bout.
- 11.4 Athletes are prohibited to have; long nails, wear watches or any item that might injure the opponent during contest.

Article 12 - Default

- 12.1 A competitor who is unable to compete due to injury or illness, must be endorsed by the competition doctor, shall be considered as a default.
- 12.2 A competitor who fails to answer the three roll calls prior to a bout, or who leaves after the roll calls without permission shall be regarded as a default.
- 12.3 During the contest bout, the competitor may raise his hand to request a default; his coach may also show the default signal to be considered as a default.

CHAPTER 2 OFFICIALS AND THEIR DUTIES

Article 13 - Officials

- 13.1 There shall be one (1) chief referee and one (1) or two (2) assistant chief referees.
- 13.2 The jury on duty shall consist of:
 - One (1) head judge, one (1) recorder, one (1) timekeeper,
 - one (1) platform judge, and five (5) sideline judges.
- 13.3 One (1) chief scheduler-recorder, two or three scheduler-recorder
- 13.4 One (1) chief registrar, two or three registrars
- 13.5 One (1) to two (2) announcers
- 13.6 Two (2) to three (3) medical workers

Article 14 - Officials' Duties

- 14.1 The Chief Referee shall:
 - i. Organize all officials to study the Rules and Regulations of the Competition, and to master the officiating methods.
 - ii. Organize and lead the work of juries.
 - iii. Settle problems according to the Rules and Regulations; however, they will be without the power to modify them.
 - iv. Provide guidance to juries in competition and replace officials if necessary.
 - v. Have the right to make the final decision when a dispute arises in a jury.
 - vi. Make sure that everything is ready for competition in regard to the contest area, equipment and officiating apparatus.
- 14.2 The assistant chief referee shall assist the chief referee and may act on his behalf in his absence.

14.3 The Head Judge shall:

- i. Organize their jury in its work and study.
- ii. Inspect competition equipment, examine and sign the results at the end of each bout.
- iii. When disagreements occur between platform judges and sideline judges during competition the head judge shall make the final decision.
- iv. Inspect and supervise the work of the judges during competition. When a mistake is discovered the head judge has the right to stop the contest temporarily in order to deal with the problem.

14.4 The Platform Judge shall:

- i. Check the competitors' protective gear and ensure safety in fighting.
- ii. Guide the fights through calls and gestures.
- iii. Make decisions on such matters as Fouls ,fall-down and fall-off.
- iv. Announce the result of a bout.

14.5 The Recorder shall:

- i. Announce/signal the winner of each round according to the sideline judges' decisions.
- ii. Inform the head judge to stop the fight if one competitor has received five penalties or three fall-downs.
- iii. At the end of the contest complete the record forms of the competition and report to the head judge.

14.6 The Timekeeper shall:

- i. Keep a record of the contest and announce the time for contest starts and stops.

14.7 The scheduler-recorder shall:

- i. Be responsible for examining the competitors' entry forms and work out the competition schedule program.
- ii. Organize the drawing-lots ceremony and work out the competition schedule.
- iii. Prepare various forms to be used in competitions.
- iv. Record and announce the results of all bouts and verify the competitors' results to determine their placing.

14.8 The Registrar shall:

- i. Summon the competitors for roll calls twenty (20) minutes before the start of a contest. Check if competitors' dress conforms to the Rules.
- ii. Be responsible for the competitors' weighing-in ceremony.
- iii. Report to the chief referee immediately in cases of absence or default during the roll calls.

14.9 The Announcers shall:

- i. Announce the results of competitions, and introduce to the audience a general idea of the Rules and Regulations of the Competition.

14.10 The Medical workers shall:

- i. Check the competitors' health certificates.

- ii. Provide first-aid service to injured or sick competitors during the Competition and be responsible for medical supervision and propose to the chief referee in time to suspend injured or sick competitors from competition.

CHAPTER 3 JUDGING METHODS

Article 15 - Systems of Competition

During the competition, the principle of “Zhan (stick-to), Lian (attach), Nian (join)”, Sui (follow-up) and “hard and soft cooperate mutually” shall be implemented.

15.1 At the beginning of each round, the competitor should step on the center mark of the contest circle with their RIGHT foot in front, cross their RIGHT arm to touch each other to form a starting gesture. When the platform judge orders to “Kaishi (Start)!” they may attack each other.

15.2 Attacks may be made within the restricted areas of the body: from below the neck, above the coccyx or bladder area and the arms.

15.3. Absolute Victory

- i. The competitor should be the winner if his or her opponent has received a total of five fouls or three fall-downs in the round.
- ii. If during fighting a competitor is injured by foul actions and unable to continue the fight as confirmed by the doctor or appointed medical staff, the injured competitor will be the winner of the bout.
- iii. During the competition, if one competitor abstains from the competition, the opponent shall be the winner.
- iv. During the competition, if the competitor or his coach requests a default, the opponent shall be the winner.

15.4 Determination of Wins and Losses

- i. No point will be given or deducted for falling out of the platform. After penalty, fall-out or fall-down, contest shall restart by returning into the circle and forming cross-arms starting gesture.
- ii. In a one-sided bout, the contestant who is able to command the skills of yielding, leading, neutralizing and sticking, controls the match better, controls the opponent better, and with more initiative will be declared the superior.
- iii. The contest shall have 1 platform judge and 5 sideline judges. If the contest is not shortened due to falls-out of platform, fall-downs and default, each bout shall consist of three two-minute rounds with a one-minute rest in between. A bout is won by the best two of three rounds.

Article 16 - Fouls

16.1. Personal Foul

- i. Using stiff, forceful energy to pull or drag and embrace holding (holding the opponent with one hand reaching around and passing the centre of the opponent's back) or using leg sweep and trip.
- ii. The competitor purposely causes his opponent to commit a foul.
- iii. Arms disconnect to attack by striking.
- iv. Grabbing the opponent's clothes by one or both hands, or grabbing the opponent tightly by both hands.

- v. Attacking before the call of "Kaishi (Start)!" or after the call of "Ting (Stop)!" by the judge.
- vi. Striking by fist, using the head to attack, Chin-na Joint locks, pulling hair, attacking pressure points, elbowing, attacking groin area, leg sweep, knee or gripping the throat etc;
- vii. Attacking any part of body excluded in the Target Area

16.2. Technical Foul

- i. When the competitor restart attacking in the circle from crossed arms starting gesture before the call of "Kaishi (Start)!" and not from the center mark.
- ii. Being rude to the judge or disobeying the judges;
- iii. Receiving coaching during the round.

Article 17 - Placing

17.1 Placing of Individuals:

17.1.1. Round-Robin System

- i. Under the round-robin system, the competitor with a greater number of running points shall be placed higher.
- ii. In case of a tie between two competitors, the competitor with fewer lost rounds will be placed higher.
- iii. In case that it is still tie regarding the above rule, the competitor with fewest warnings will be placed higher. If it is still tie, the competitor with fewest fall-downs will be placed higher. If it is still tie, the competitor who scored higher for his Taijiquan Routines Test will be placed higher.
- iv. In case of a tie between more than two competitors, the competitor with fewest lost rounds will be placed higher.
- v. If it is still tie their places will be determined as in iii. (above) If the tie remains, the competitors will share the tied place.

17.2 Placing of Teams

17.2.1. Elimination System

- i. The team with higher total points (Points for placing definition, the same rule as applied in sanda) of the competitors who are in placing in each weight category will be placed higher.

17.3 Points for placing definition

- i. The first eight places in each weight category will be awarded 9,7,6,5,4,3, 2 and 1 points respectively.
- ii. The first six places in each weight category will be awarded 7, 5, 4, 3, 2 and 1 points respectively.
- iii. If two or more teams are awarded equal points, the team with more individually awarded champions will be placed higher. If the tie remains, the team with more individual runners-up will be placed higher, and so on and so forth.

Chapter 4 - CALLS AND GESTURES

Article 18 - Competition Protocol and Judge's Calls and Gestures

18.1. Fist-Palm Salute: In a standing position with feet together, place the left palm against the right fist in front of the chest, approximately 20-30 cm away.

18.2. Enter to the competition area: Judges shall enter first to the competition area; the platform

judge shall stand at the center of the competition area and, while calling “YuDongYen LuChang (athlete enter)”. Extend both arms sideways, palms up and pointing at the competitors. As the call is made to mount the platform, bend both arms at the elbow into a right angle, palms facing each other.

18.3. Athlete forward: extend both arms sideways, palms up and pointing at the competitors and bend both arms at the elbow into a right angle, palms facing each other, while calling “ShangChang (athlete come forward)”. As a call on them to mount the platform.

18.4 Yubei (Ready) - Kaishi (Start)!: The platform judge will take a bow stance between the two competitors and, while calling “Yubei (Ready)!” extend both arms sideways, palm facing up and pointing at the competitors. Then, while calling “Kaishi (Start)!” cross-pronated palms in front of the abdomen

18.5. Ting (Stop)!: While calling “Ting (Stop)!” take a bow stance and insert one extended arm between the two competitors, fingers pointing up.

18.6. Down: While calling “Hongfang (Red side)!” or “Heifang (Black side)!” extend one arm with palm facing up and pointing at the fallen competitor, as the other arm moves to the side of the body, bent at elbow and with palm facing down.

18.7. Down First: Extend one arm towards the competitor who is the first to fall down and, while calling “Hongfang (Red side)!” or “Heifang (Black side)!” cross the arms in front of the abdomen, palms facing down.

18.8. Simultaneous fall: Extend both arms horizontally forward and withdraw them to press both palms down while calling “TongSiTaoTi!”

Article 19. Calls and Gestures for Penalties:

19.1 Admonition: Extend one arm towards the offender, palm up. While calling “Hongfang (Red side)!” or “Heifang (Black side)!” indicate the foul with the other hand and bend the arm at elbow into a right angle in front of the body, fingers pointing up and palm facing backward.

19.2. Warning: Extend one arm towards the offender, palm up. While calling “Hongfang (Red side)!” or “Heifang (Black side)!” bend the other arm at elbow into a right angle, fingers clenched into a fist with the thumb side facing outward.

19.3. Disqualification: While calling “Hongfang (Red side)!” or “Heifang (Black side)!” clench both hands into fists and cross the forearms in front of the body

19.4. Emergency treatment: Facing the medical supervision desk, cross forearms in front of the chest, fingers pointing up.

19.5. Rest: Extend both arms sideways, palms up, to point at the competitors’ rest places.

19.6. Winner: Standing between the competitors, hold the winner’s wrist and raise his hand.

Chapter 5 Competition Area

Article 20 - The competition area can be on carpeted area with following requirements:

20.1. A circle with 150 cm in diameter is drawn at the centre of circle with 700 cm in diameter. The circle is drawn with white line, 5 cm in width. The circle is surrounded by protective mats 200 cm wide.

20.2. The centre of circle is a solid marked circle with 50 cm in diameter. It is the center mark that the competitor steps on and forms the starting gesture at the beginning of contest.

Article 21 - The competition area alternative requirements:

21.1 The EWUF Technical Committee may designate other surfaces as suitable for the competition area.

Chapter 6 – Arbitration, Appeals and Other Matters

Article 22 – Arbitration and Appeals

22.1 Only the registered team leader of a competitor may make an appeal against a decision and such an appeal must be put in writing and submitted to the Head Judge via the appeal table or other such designated point that has been announced as being set up for that purpose within 15 minutes of the decision. An appeal costs 100 euro and this money will be refunded if the appeal is upheld and forfeit to the EWUF if the appeal goes against the appellant. Any breach of protocol in making an appeal will forfeit the right to appeal and loss of appeal fee if paid. Any appeal accepts article 22 as binding.

22.2 Appeals will be handled by a "Jury of Appeal".

22.3 The Jury of Appeal shall be appointed and dismissed by the EWUF TC Chairman, which shall consist of either:

22.4 A board of 3 people announced before the event commences. If the appeal concerns a competitor from one of the nations of the appeal board members they will be replaced by another suitable person appointed by the EWUF TC Chairman. This board will not consist of the Head Judge or Referee.

Alternatively a board may consist of the three most senior Judges present at the event, which will be determined by the EWUF TC Chairman or his appointed officer. This board will not consist of the Head Judge or Referee or nationality of either athlete of the bout in question.

22.5 If the Jury of Appeal upholds the appeal the result will be amended accordingly.

22.6 The decision of the Jury of Appeal will be final and binding on all.

Article 23 Other Matters

23.1 The rules shall be interpreted by the Technical Committee.

23.2 Any matters not covered by these results shall be decided by the Technical Committee.