Wushu Sanda Competition Rules & Judging Method

International Wushu Federation

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Chapter 1 – General Regulations

Article 1 Competition Types

- *Team Events*
- *Individual Events*

Article 2 – Competition Method

(1) Round Robin Method; Knock-Out Method

(2) Each bout consists of three two-minute rounds (junior events may employ 1 minute 30 second rounds) with a one-minute rest in between. A bout is won by a competitor winning two of the three rounds.

Article 3 Age Categories & Requirements

Points (2), (3) and (4) below are replaced with the Combatant Medical Book when competing in Australia.

(1) Senior competitors shall be 18-40 (including 40) full years of age; junior competitors shall be between 15 and 17 (including 17) years of age; and children competitors shall be between 12 and 14 (including 14) years of age at the time of competition.

(2) A competitor must hold a valid passport issued by the country/region which he/sheis representing.

(3) Each competitor must hold a valid personal life insurance certificate

(4) 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 at the competition.

Article 4 – Weight Categories

4.1 Children's Weight Divisions

1. *39kg Category (Under≤39kg)*
2. *42kg Category (＞39kg—≤42kg)*
3. *45kg Category (＞42kg—≤45kg)*
4. *48kg Category (＞45kg—≤48kg)*
5. *52kg Category (＞48kg—≤52kg)*
6. *56kg Category (＞52kg—≤56kg)*
7. *60kg Category (＞56kg—≤60kg)*

4.2 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)*

4.3 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 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 Jury of Appeals.*

(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 are required to weigh-in at the specific time and place prior to the start the day's events.*

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) *Team coaches or team leaders shall draw lots on behalf of the competitors from their respective teams.*

Article 7 Competition Attire & Protective Gear

(1) *All competitors shall wear IWUF approved clothing and protective gear.*

(2) *IWUF approved clothing for men includes sanda shorts and vest, and for women includes sanda shorts and t-shirt. The shorts and vest will be of the same colour, namely red or blue. Competitors are required to provide their own clothing and this should include one (1) set in red and one (1) set in blue. (Fig 1 – 2)*

(3) *Protective gear is separated into two colours, namely red and blue. Protective gear includes headgear, gloves, chest protector. Competitors are required to provide their own gum guard, groin cups and hand wraps. The groin cups must be worn under the trunks. The length for hand wraps shall be between 3.5m and 4.5m in total. (Fig 1 – 2)*

(Fig 1)

(Fig 2)

(4) *For the Junior and Children divisions, the weight of the gloves will be 230 grams. For Senior divisions, the weight of gloves shall be 230 grams for the women's categories and the men's 65kg category and below; and the weight of the gloves shall be 280 grams for the men's 70kg category and above.*

(5) *For female competitors who are of the Islamic faith, the IWUF has permitted such competitors to wear Islamic competition attire in line with the below standards. Such competitors are required to wear all the below stipulated Islamic 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 or blue. Competitors are

required to provide their own clothing and this should include one (1) set in red andone (1) set in blue (Fig 3 – 4). Such clothing should not inhibit the full range motionof the competitor's body and limbs or interfere with their opponent's actions in anyway, and it should not impede or interfere with the IWUF specified protective gear either. Should a competitor's clothing fail to conform to the above, the Jury ofAppeals on site has the authority to deny their participation in the event.

(Fig 1)

(Fig 4)

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, whowill 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 weighing 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) *During a competition, should a competitor have a groundless default, all his results attained in the competition up to that point shall be cancelled.*

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) chairman, one (1) assistant chairman, and three (3) or five (5) 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 IWUF Technical Committee to remove them from their current officiating work to ensure the smooth 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 relateddirectly to the appealing team.

(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 watch the video recording 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 atied 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 theircountry or region 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 shallrequest that the Technical Committee deals with the judge in question in line withIWUF 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, andfollowing the consent of the Chief Referee together submit it along with the appealfee of US$200. 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 IWUF's relevant provisions, 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 referee and one (1) or two (2) assistant chief referees.

(2) Contest Judges Group: One (1) head judge, one (1) assistant head judge, platform referees (two to four (2-4) groups required on rotational standby); one (1) recorder, one timekeeper, 3 or 5 sideline judges (2-3 groups required on rotational standby).

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

(4) One (1) Chief Registrar

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

(6) Two to four (2-4) Jury of Appeals Camera Operators

Article 16 – Duties of Competition Officials

(1) Chief Referee

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 the competition 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 referee 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 platformjudge'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 thecompetitors' 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 chiefscheduler-recorder.

(11) Chief Registrar

11.1 Be responsible for the competitors' weighing-in.

11.2 Be responsible for the preparation of protective gear and itsmanagement during the Competition.

11.3 Summon the competitors for roll-call twenty (20) minutes before thestart of a bout.

11.4 Report to the chief referee immediately in the case of absence ordefault during the roll-call.

11.5 Inspect the competitors' dress and protective gear as required by theRules.

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.

(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.

(15) Electronic Scoring System Operators

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

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

All wushu punching, kicking and throwing/wrestling techniques are permitted to beutilized.

Article 18 Prohibited Methods

(1) Attacking with the head, the elbow, or the knee, or by putting pressure on the jointsof the opponent in an adverse direction.

(2) Utilizing throwing/wrestling techniques which force the opponent to land on his orher head, or deliberately smashing down the opponent.

(3) Attacking the head of the downed opponent by any means.

(4) For junior and children competitions it is prohibited to continuously punch the faceor 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 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.*

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, or 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 pointswill be awarded.

Article 22 – Fouls & Penalties

(1) Technical Fouls:

1.1 Passive holding/clinching.

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 refereesduring a bout.

1.6 Failure to wear a gum guard, or spitting it out; or a competitor's gear comesloose 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.

(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 farinvalidated.

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 awrestling/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. andrelated 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 thewinner.*

2.4.2 *The competitor with fewer admonitions will be declared thewinner.*

2.4.3 *The competitor with a lighter weight on the day of the contestwill 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 thewinner 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 thewinner.

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 ofprecedence:

1.2.1 The competitor who has lost fewer rounds will be placedhigher.

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-lotswill be placed higher.

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

tied place

(3) Team Placing

2.2 Placing Points

2.2.1 The first eight places in each weight category will be awarded 9,7, 6, 5, 4, 3, 2 and 1 points respectively.

2.2.2 The first six places in each weight category will be awarded 7, 5,4, 3, 2 and 1 points respectively.

2.3 Method for dealing with tied scores

2.3.1 If two or more teams have achieved equal points, the placing will be determined through the following sequence:

2.3.1.1 The team with more individual first places will be placed higher. If the tie remains, the team with more individual second places will be placed higher, and so on and so forth.

2.3.1.2 The team with fewer warnings will be placedhigher.

2.3.1.3 The team with fewer admonitions will be placed higher.

2.3.2 If following the above process a tie remains, the teams will share the tied place.

Chapter 6 – Competition Arrangement & RecordingArticle 26

Scheduling

(1) The schedule shall be based on the competition regulations, number ofparticipants registered, and competition schedule.

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

(3) A single athlete may at most compete in 2 matches in a single day ofcompetition.

(4) Within a single session the bouts will begin from the lighter weight categoriesand 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 competitoraccording 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 recordingform. (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 GesturesArticle

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).

(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).

(Fig 7)

(Fig 8)

(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).

(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 intoa fist (Fig 12).

(Fig 10)

(Fig 11)

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

(Fig 13)

(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).

(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)

(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 19)

(Fig 20)

(13) Eight (8) - Second Forcible Counting

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

(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 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 thumbas a signal for appointed attack (Fig 23).

(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 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 palmsdownwards. (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

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)

(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 32)

(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 bothhands 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)

(30) Rest

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

(Fig 42)

(Fig 43)

(31) Exchange Positions

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

(Fig 44)

(32) Draw

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

(Fig 45)

(33) Winner

Standing between the competitors, hold the winner's wrist and raise his or herhand. (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. (Fig47)

(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 tothe left and right. (Fig 48)

(3) *Not Seen Clearly*

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

(Fig 47)

(Fig 48)

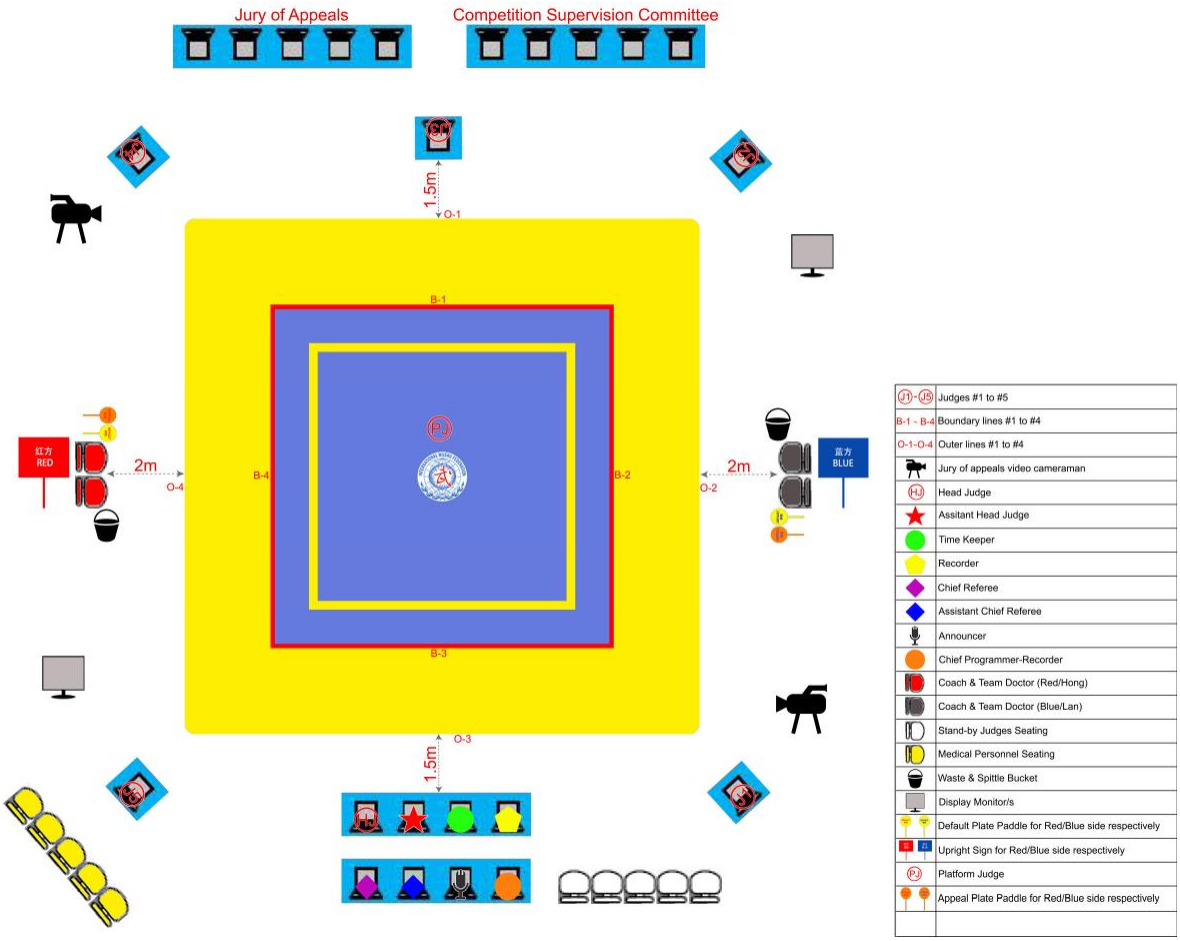
(Fig 49)

Chapter 8 – Competition Area & Equipment

Article 30 – Competition Area

(1) *Sanda competition shall take place on an IWUF 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 leathercanvas. 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.*

(2) *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.*



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. (Image 1)

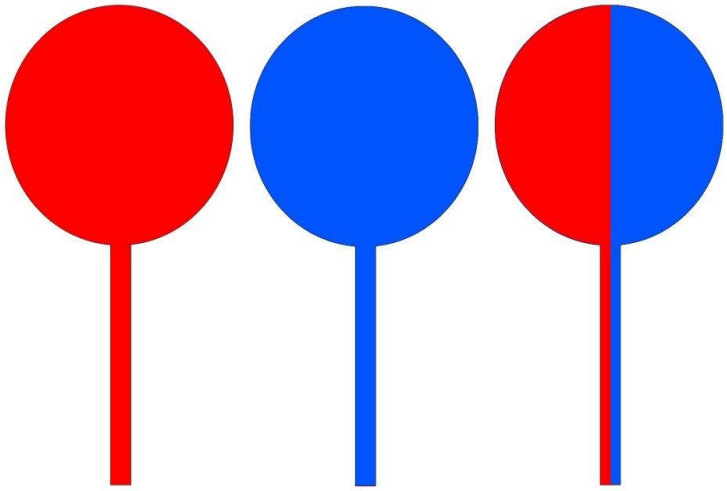


Image 1

(2) *Admonition Cards*

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

(Image 2)

(3) *Warning Cards*

Six (6) 15cm x 5cm red cards are used for admonition, with the Chinesecharacters "警告" and the English word "Warning" on them. (Image 3)

(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. (Image 4)

(5) *Appeal Cards*

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

Image 2 - 5

(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 (Fig 6).

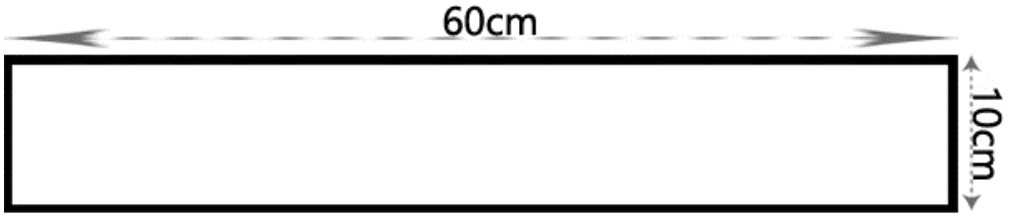


Image 6

(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 (Image 7).

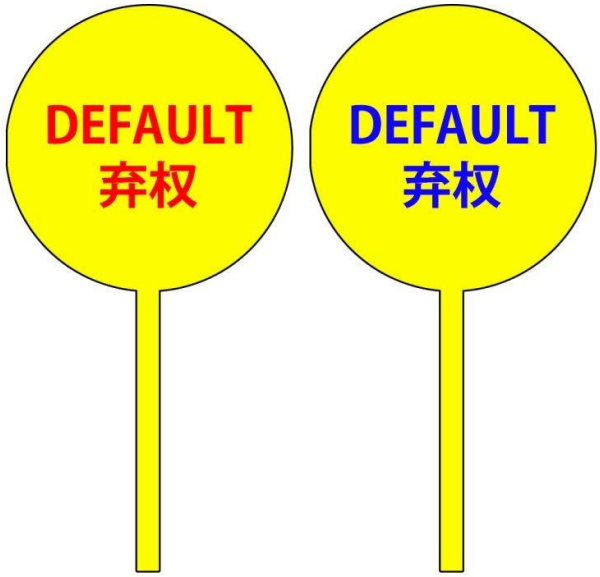


Image 7

(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(Image 8).

Image 8

(9) Stopwatch

Two (2) Stopwatches (1 as a reserve)

(10) Whistle

Two (2) Whistles (1 single-pitch; 1 double-pitch)

(11) Megaphone

Three (3) Megaphones

(12) Gong, Mallet and RackOne

(1) set

(13) Tally Counter

Fifteen (15) to Twenty (20) Tally Counters

(14) Video Camera

Two (2) Video Cameras

(15) Metric Scale

Two (2) sets. The scales must display to 2 digits following the decimalpoints.

(16) Wireless Microphones

Three (3) Wireless Microphones (To be pinned to platform referee's chest.

(17) Electronic Scoring System

One (1) set of Electronic Scoring System

Appendix 1: Single Round-Robin Competition Cycle Table (3 Competitors)

Round 1	*Round 2*	*Round 3*
1—0	*1—3*	*1—2*
2—3	*0—2*	*3—0*

Number of Competitors = n.
Should n be an odd number，the number of rounds will = n；
Should n be an even number，the number of rounds = n-1。

$$\text{Bout Number} = \frac{n（n—1）2}{}$$

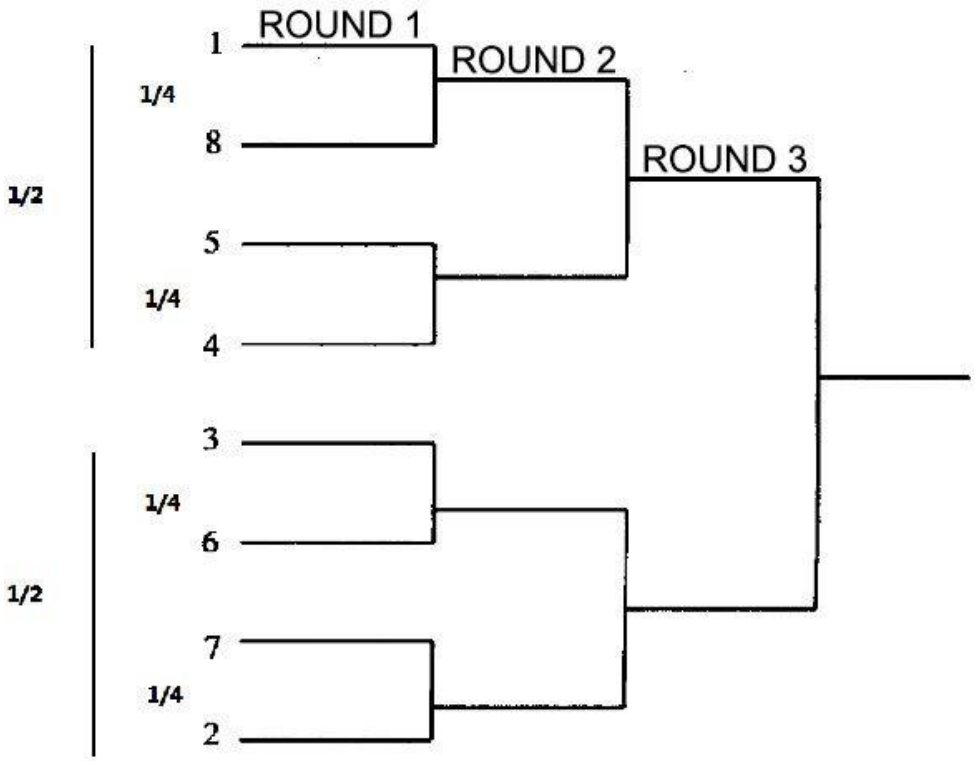
Appendix 2: Single Round-Robin Competition Accumulated Points Result Table (3 Competitors)

	1 (Full Name)	*2 (Full Name)*	*3 (Full Name)*	*Accumulated Points*	*Rounds Lost*	*Warnings*	*Admonishments*	*Weight*	*Placing*	*Remarks*
1 (Full Name)										
2 (Full Name)										
3 (Full Name)										

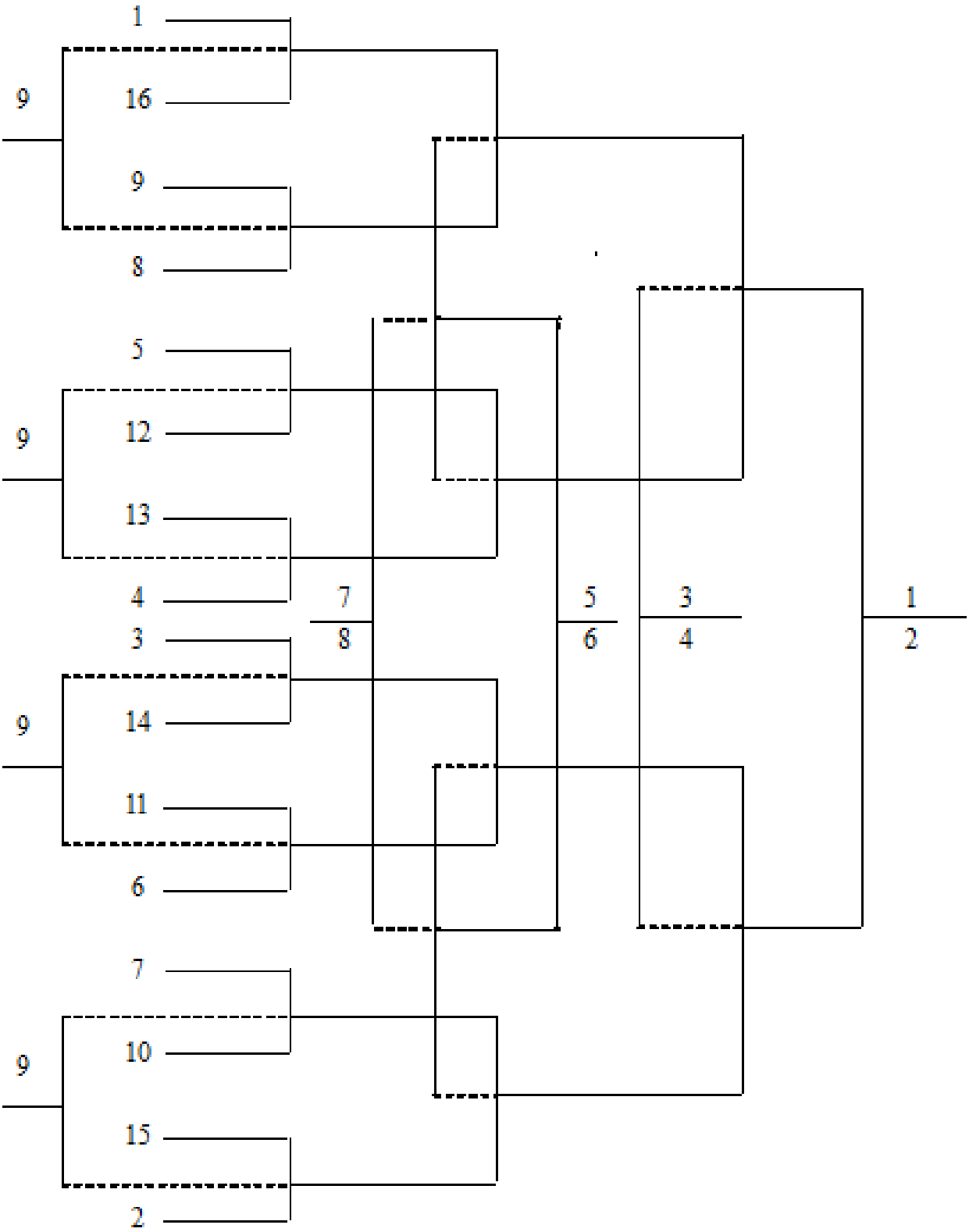
Chief Scheduler-Recorder: *Chief Referee:*

Date(YYYY-MM-DD):

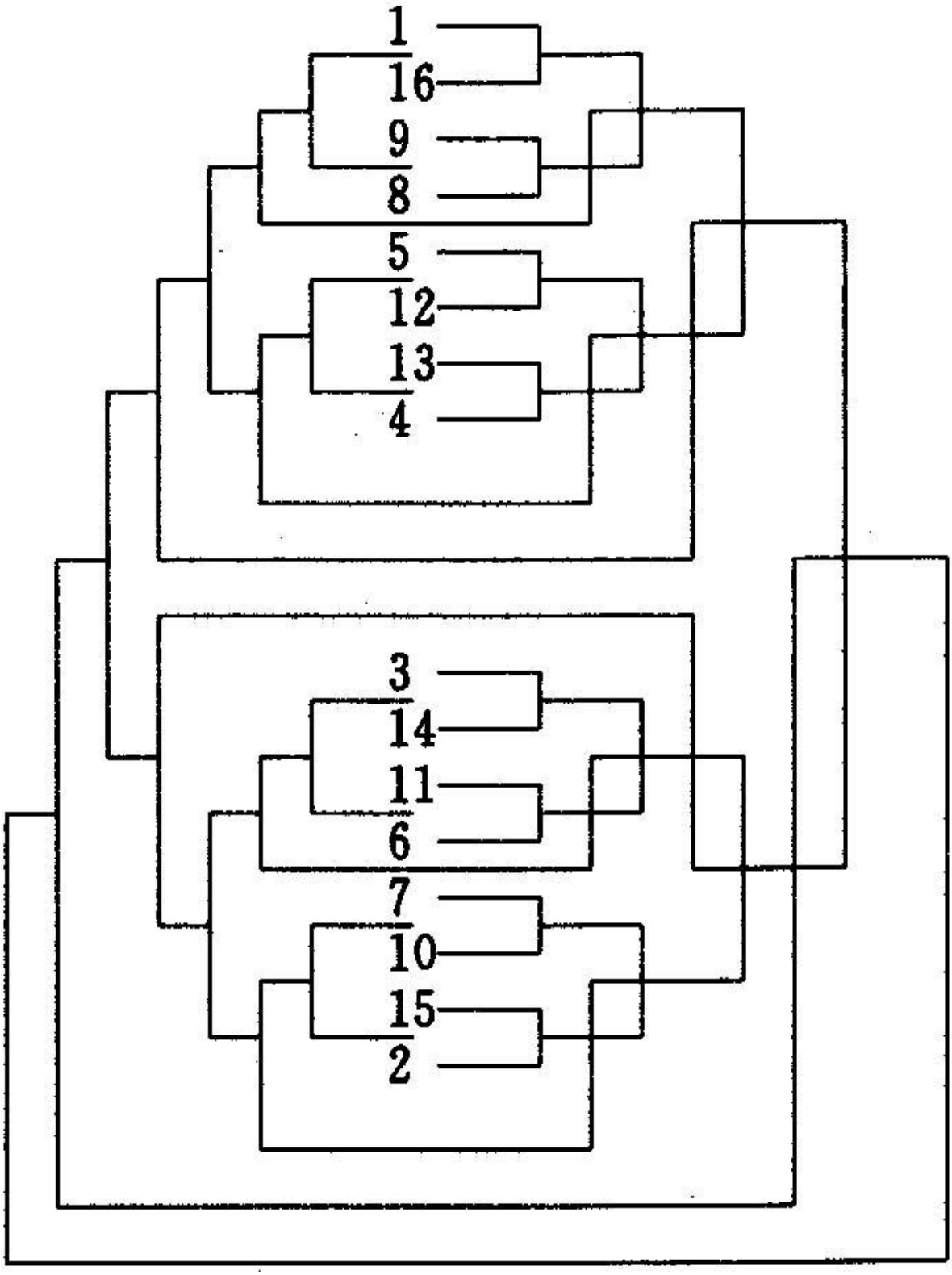
Appendix 3: Single Knock-out Competition Cycle Table (8 People)



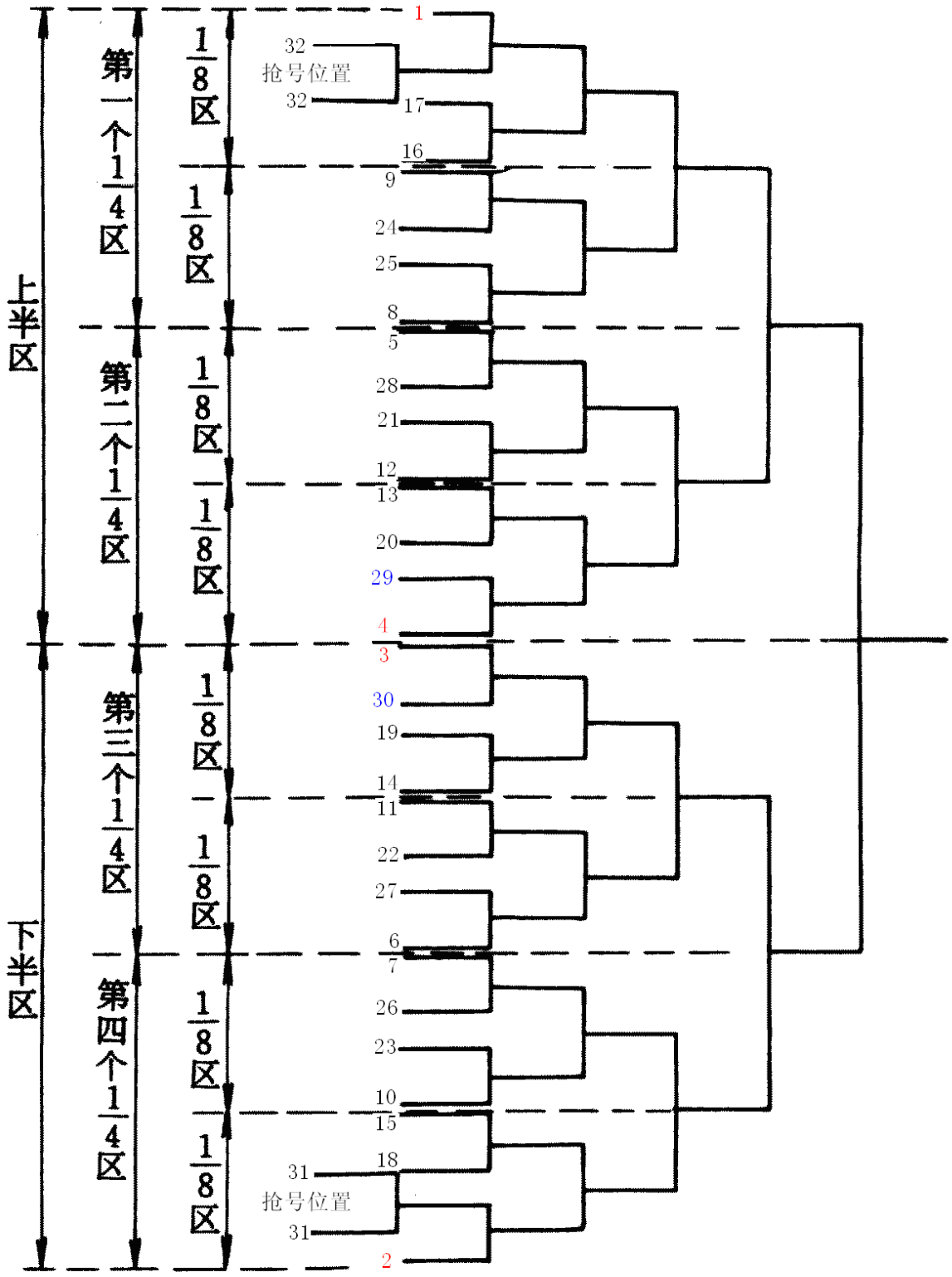
Appendix 4 : Single Knock-out Competition with Repechage Cycle Table (16 People)



Appendix 5: Dual Knock-out Competition Cycle Table (16 People)



Appendix 6: Single Knock-out Competition with Seed Table (32 People)



Appendix 7: Wushu Sanda Competition Schedule Form

Wushu Sanda Competition Schedule Form

Date: *(DD/MM/YYYY)*

Session No.:

Field of Play No：*Time:*

Weight Category	*Gender*	*Field of Play*	*Round*	*Remarks*

Appendix 8: Wushu Sanda Competition Match Sequence Form

Wushu Sanda Competition Match Sequence Form

Time：*Date:* *(DD/MM/YYYY)* *Field of Play:*

Location:

Weight Category	*SequenceNo.*	*Red*		*Result*	*Blue*		*Remarks*
		Name	*Team*		*Name*	*Team*	

Chief Referee：*Chief Scheduler/Recorder:*

Appendix 9 ： Wushu Sanda Competition Registration Form

Wushu Sanda Competition Registration Form

Country / Region： *Team Leader*： *Coach*： *Doctor*：

No.	*Name*	*Gender*	*Date of Birth*	*Weight*	*48kg*	*52kg*	*56kg*	*60kg*	*65kg*	*70kg*	*75kg*	*80kg*	*85kg*	*90kg*	*90kg+*	*Remarks*

Medical Supervisor： *Section Leader*： *Date:* *(DD/MM/YYYY)*

Appendix 10 ： Recording Form

Recording Form

Category： *Red*： *Weight*： *Blue*： *Weight*：

Penalty / *Color* / *Round*		*Warning*	*Admonishment*	*Off-Platform*	*Passive Clinching*	*5 Second Passivity*	*Forcible Count*	*Sideline Judge（1）*	*Sideline Judge（2）*	*Sideline Judge（3）*	*Sideline Judge（4）*	*Sideline Judge（5）*	*Round Winner/Loser*	*Remarks*
Round 1														
Round 2														
Round 3														
Bout Result		*Winner: Red（ ） Blue（ ）*												

Chief Referee： *Chief Scheduler/Recorder*： *Date:* *(DD/MM/YYYY)* *Bout No.:*

Appendix 11: Sideline Judge Recording Form

Sideline Judge Recording Form

Bout Number: *Weight Category:* *Judge Number:*

Color (R/B)	*Full Name*	*Nation/Region*	*Round 1*	*Round 2*	*Round 3*
Red					
Blue					
Bout Result:			*Winner:* *Red*（ ） *Blue*（ ）		

Signature: *Time of Match*: *Date:* *(DD/MM/YYYYY)*