AUSTRALIAN SANDA

PRESENTS

SANDA OCEANIA CHAMPIONSHIPS - SOC

CONTROLLED NON-HEAD CONTACT

COMPETITION RULES

Updated September 2021

AUSTRALIAN SANDA

SOC controlled **non-head contact** competition rules are designed for combat sport athletes who train on a novice or recreational basis and do not want to risk the effects of full contact Sanda matches.

Australian Sanda's Mr. Robert Williams, High-Performance Coach for Kung Fu Wushu Australia's – KWA National Team and Mr. Kevin Blundell, KWA National Team Manager plus the KWA's Australian and Oceania Sanda Development General Manger have devised these rules to provide Juniors and Novices a safe environment to develop their skills in preparation for the International Wushu Federation (IWUF) Sanda Rules if they choose to do so.

The guiding principle is to encourage competition among young athletes and adult club members without excessive exposure to danger or injury whilst they are still developing and honing their Sanda skills.

It is imperative that all competing athletes and coaches thoroughly read through these rules in their entirety to ensure fair, safe and consistency participation within these amateur Sanda competitions.

SANDA散打
COMBAT KUNG FU™

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CHAPTER 1 – GENERAL RULES

RULE 1 – TYPES OF COMPETITION

1.1 **Controlled NON-HEAD contact sparring competition is done as an individual competition.**

RULE 2 – METHOD OF COMPETITION

2.1 The elimination system will be adopted.

2.2 Each bout will be best of two (2) out of three (3) rounds. The competition time for each round will be two (2) minutes for 18 years and above and one (1) minute thirty (30) seconds for under 18 years.

2.3 The rest period between each round will be (1) minute.

RULE 3 – ENTRY REQUIREMENTS

Age Division:

3.1 Competitors can only enter in the following age division:

(a) **9 - 12 years old**

(b) **13 – 17 years old**

(c) **18 – 55 years old**

3.2 Age is based on the competitor's birthday during the year of the tournament.

3.3 If there are insufficient competitors for any age division, the Organising Committee reserves the right to merge age and divisions

Medicals:

3.4 Injured or ill competitors will **not be permitted** to take part.

3.5 Competitors with any physical or other medical conditions (including handicaps), which may inhibit or impact the performance of either competitor, or the smooth running of the competition will require a medical certificate declaring he / she is fit and able to safely participate in controlled non-head contact sparring. E.g. illness, disease, impaired hearing, mental health issues, artificial limb. The medical certificate is to be submitted during weigh-in.

RULE 4 – WEIGHT CATEGORIES

4.1 Each age group within the 9 -12 year old category may be merged based on weight and gender.

Under 33kg Category	≤33kg
36kg Category	>33kg—≤36kg
39kg Category	>36kg—≤39kg
42kg Category	>39kg—≤42kg
45kg Category	>42kg—≤45kg
48kg Category	>45kg—≤48kg
52kg Category	>48kg—≤52kg
56kg Category	>52kg—≤56kg

60kg Category	>56kg—≤60kg
65kg Category	>60kg—≤65kg
70kg Category	>65kg—≤70kg
75kg Category	>70kg—≤75kg
80kg Category	>75kg—≤80kg
85kg Category	>80kg—≤85kg
90kg Category	>85kg—≤90kg
Over 90kg Category	>90kg

4.2 The Organising Committee will merge weight categories if there are insufficient numbers of competitors for any category.

4.3 The Organising Committee reserves the right to amalgamate competitors based on numbers within that division wherever safe and appropriate.

RULE 5 – WEIGH-IN

5.1 Weigh-in is to occur on the morning of the day of the tournament and is conducted under the supervision of the event coordinator.

5.2 The weigh-in shall start with the lighter weight categories. If a competitor weighs in heavier or lighter that the category they have registered within, they **will not be allowed** to compete.

RULE 6 – EVENT DRAW

6.1 The division draw is to be finalised via ballot [drawing of numbered table tennis balls by each competitor] **prior** to the commencement of the division bouts.

6.2 Only competitors who turn up at the weigh-in, and meet their nominated weight category and all competition entry requirements will be included in the division draw.

6.3 Elimination draws are to be in accordance with Table 3 in Rule 26.

RULE 7 – UNIFORM AND PROTECTIVE GEAR

ATHLETES

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

7.1 Each competitor must wear their martial arts school uniform consisting of shirt or singlet and long pants or shorts, pertaining to his or her school. Uniform must be in good condition. No street clothes are permitted. The head judge will have the final say as to whether any clothing is or is not acceptable in competitions. No logos or insignias can be worn or displayed on a uniform that do not conform with current community standards.

7.2 Competitors must wear and bring their own cotton instep protectors and fitted mouth guards. Gloves will be provided either blue or red. Headgear is not required.

7.3 Male competitors must wear and bring their own groin guard. The groin guard must be worn under the uniform pants. Groin guards are optional for female competitors.

7.4 Adult female competitors must wear and bring their own approved chest protector.

7.5 Blue or Red Gloves will be provided either 6oz under 48kg and 10oz for all weight division over 48kg

7.6 Hand wraps shall be restricted to soft gauze type cloth. **Taping or packing of the knuckles is not allowed.** The length for hand wraps shall be 3.5m and 4.5m in total.

7.7 The competitors will be bare footed during the bout.

7.8 All competitors must have short (and safe) fingernails and toenails.

7.9 Spectacles, hard contact lenses and dentures must not be worn.

7.10 All jewelry, 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 competitor will not be allowed to take part. The head judge will have the final say as to whether any such item is or is not acceptable in competitions.

7.11 The head judge must approve non-compulsory safety equipment such as bandaging, prosthetic limbs or splints.

7.12 Any cuts or lacerations must be covered with a medically approved plaster, which will protect both the competitor and others from contact with blood.

7.13 Hair must be arranged appropriately so that it cannot cause injury to the contestant or their opponent e.g., by swinging into the eyes. Hair clips bobby pins and other ornaments are not permitted. If a headband is worn it must be safe so that it cannot swing into the eyes of either competitor.

7.14 Personal hygiene. Competitors must commence the event in a clean non body odor manner with all hand and foot nails cut short and filed smooth

ACCREDITED OFFICIALS

7.15 Officials will always present themselves in a clean and tidy manner.

7.16 Officials will wear the prescribed attire which will be either specifically announced for the event and may include items such as specially printed polo shirts and black trousers.

7.17 Referees and medical officials are required to wear rubber gloves to protect themselves against contact with blood.

RULE 8 – PROTOCOLS

8.1 Competitors and their Coach are to go to their allocated position in the arena prior to their bout. Only designated coaches and approved officials are allowed to be at this designated point whilst preparing for their bout. Competitors from each side will enter the arena when signaled by the referee.

8.2 When called, the respective competitors will stand upright and give the fist-palm salute to the public and to the head judge.

8.3 Each bout will start with a fist-palm salute on the arena from both competitors to their respective coaches. The coaches will salute back the same way. The competitors will then perform a fist-palm salute to each other.

8.4 The two competitors will swap positions prior to the announcement of the winner. After the announcement, the two competitors will give a fist-palm salute to each other and then to the referee and then to the opponent’s coaches. The referee and coaches will salute back the same way.

8.5 When a sideline judge is replaced by another judge, both judges shall perform a fist-palm salute to one another.

RULE 9 – DEFAULT

9.1 A competitor who is unable to compete due to injury or illness and confirmed by the tournament doctor will be considered a default and can no longer take part in the tournament. However, his tournament results prior to the default will remain in place.

9.2 A competitor weighs in outside his registered weight category will be considered a default and cannot take part in the tournament.

9.3 If a competitor is being outclassed and clearly overwhelmed, Referees, medical officials and their coach may, for health and safety reasons, may call a default. The competitor may also raise his hand to request a default.

9.4 A competitor who is absent for the weigh-in, or who fails to answer the three rollcalls prior to a bout, or who leaves after the rollcalls without permission and fails to appear in time in the competition area, will be regarded as a default.

RULE 10 – OTHER MATTERS

10.1 All participating teams will abide by the rules and regulations and respect and obey the judges' decisions. It is prohibited to wrangle, curse, throw protective gear, or throw tantrums. Competitors are not allowed to walk out (except in cases of first-aid emergency) before the announcement of the bout's results.

10.2 The team coach is to be seated at the designated place and are ONLY allowed to give massage or give guidance to their competitors during the rest periods between the rounds.

10.3 Doping is strictly prohibited. Infusion of oxygen is forbidden during the rest periods between the rounds.

CHAPTER 2 – APPEALS & DECISIONS

RULE 11 – NO APPEALS

11.1 There will be no appeals.

RULE 12 – DECISIONS

12.1 The decision of the head judge shall be final and binding in all respects excluding disputes between officials.

RULE 13 – DISPUTE BETWEEN OFFICIALS

13.1 If any officials disagree regarding technicality during a bout and cannot resolve, the matter must be escalated to the head judge.

13.2 If the head judge is unable to resolve the matter or the dispute is between the head judge and another official, then it must immediately be escalated to the tournament chairman or chief judge of the tournament.

13.3 The tournament chairman or chief judge has the right to make the final decision when a dispute arises between officials.

CHAPTER 3 – OFFICIALS AND DUTIES

RULE 14 – OFFICIALS

14.1 There will be one (1) chief judge and one (1) event coordinator.

14.2 Each arena will consist of the following officials:

(a) one (1) head judge;

(b) one (1) referee;

(c) three (3) or five (5) sideline judges;

(d) one (1) scorekeeper;

(e) one (1) timekeeper;

(f) one (1) arena marshal.

(g) one (1) or two (2) equipment marshal/s; and

(h) one (1) or two (2) official audio and video/camera person/s (may or may not be present)

RULE 15 – MEDICAL OFFICIALS

15.1 One (1) suitably qualified and experienced medical doctor.

15.2 One (1) suitably qualified and experienced first aid practitioner.

RULE 16 – DUTIES OF OFFICIALS

16.1 The chief judge will:

(a) Resolve problems according to the rules and regulations.

(b) Provide guidance to all officials and replace officials if necessary.

(c) Have the right to make the final decision when a dispute arises between officials.

(d) Ensure that the officials are implementing the rules properly.

16.2 The event coordinator will:

(a) Be responsible for handling the registration details.

(b) Conduct the weigh-in and record the competitors' weights.

(c) Be responsible for the event draws and event schedules in accordance with Rule 26 and provide the final version to the head judge as well as posting a copy on the wall for all competitors to see.

(d) Prepare all head judge's score sheets and table officials score sheets.

(e) Prepare all necessary templates and forms to be used in the tournament;

(f) Ensure that the arena, sparring equipment and officiating equipment are all ready for the tournament.

(g) Inform the referee, the marshals, and head judge of any changes to the schedule during the course of the tournament.

(h) Verify competitors' results and determine their placing

(i) Record and maintain all the tournament results.

16.3 The head judge will:

(a) Enforce the rules throughout the bout.

(b) Be responsible for ensuring the sideline judges, timekeeper and scorekeeper are familiar with their officiating duties, scoring methods and the rules.

(c) Oversee the conduct of the officials and the safety of the competitor.

(d) Ensure the smooth operation of the bout.

(e) Ensure that the rules are applied correctly, fairly, uniformly, and consistently.

(f) Uphold the standard of the refereeing and judging.

(g) Clarify the application or interpretation of the rules.

(h) Supervise and mentor the sideline judges, timekeeper, and scorekeeper.

(i) Stop a bout to correct any errors made by the referee or if there is any problem during the bout.

(j) Announce the results at the end of each round.

(k) Confirm or reject the referee's decision in relation to absolute victories, out of bounds, penalties and standing 8-second count.

(l) Remove an official who is not performing at an acceptable standard.

(m) Examine and sign the results at the end of each bout.

16.4 The referee will:

(a) Put the safety of the competitors as its first responsibility.

(b) Make such decisions as seen fit to ensure the safe conduct and smooth running of the bout.

(c) Enforce the rules throughout the bout.

(d) Check the competitors' protective equipment and ensure the bouts are done in a safe manner.

(e) Control the arena and the competitors using calls and signals.

(f) Stop the bout to award absolute victory if it is due to a foul.

(g) Announce the result of the bout.

16.5 The sideline judges will:

(a) Award points to the competitors in accordance with the rules.

(b) Display the results of each round by raising a coloured card or similar device at the same time as the other judges to the head judge at the end of each round.

16.6 The scorekeeper will:

(a) Record the number of personal fouls, technical fouls, out of bounds and standing 8-second count issued by the referee.

(b) Record the sideline judges' decisions.

(c) Inform the head judge the winner of each round based on the sideline judges' decisions.

(d) Inform the head judge the winner of the bout based on the results of each round.

(e) Inform the head judge when a competitor receives three (3) personal fouls or three (3) standing eight-second count.

16.7 The timekeeper will:

(a) Oversee the timer and always ensure its accuracy.

(b) Check the gong or buzzer and timing devices before the start of the tournament and make sure the timing devices are working properly.

(c) Stop and start the time only on the command of the referee.

(d) At certain times the head judge may delegate for the referee and call for time to be stopped.

(e) Blow a whistle ten (10) seconds before the end of each round, countdown to zero using the buzzer or gong to announce the end of the round. If a buzzer or gong is not available, a whistle can be used in its place.

(f) Read out the sideline judges' decisions.

16.8 The arena marshal will:

(a) Organise the competitors so that there will be no delays between fights.

(b) Summon the competitors for roll calls twenty (20) minutes before the start of the bout.

(c) Inform the event coordinator and head judge immediately relating to cases of competitors' absence, default, or lack of compliance with uniform and protective gear requirements during the roll coll.

(d) Check the competitors before each bout to ensure proper uniform and protective gear is being worn.

16.9 The equipment marshal will:

(a) Be responsible for the preparation of protective gear and its management during the competition.

(b) Supervise the competitors as they put on their protective gear.

(c) Check the competitors before each bout to ensure proper uniform and protective gear is being worn.

16.10 The medical doctor will:

(a) Check any medical certificates received during the weigh-in.

(b) Carry out anti-doping tests if required.

(c) Provide first-aid service to injured or sick competitors during the competition.

(d) Examine injuries caused by fouls.

(e) Be responsible for medical supervision and recommend to the head judge to disqualify injured or sick competitors from the competition when necessary.

16.11 The first aider will:

(a) Provide first-aid service to injured or sick competitors during the competition.

(b) Assist the medical doctor.

CHAPTER 4 – FIGHTING TECHNIQUES, SCORING CRITERIA & PENALTIES

RULE 17 – FIGHTING TECHNIQUES

17.1 Hand and leg techniques, takedowns and sweeps which are not listed as a prohibited technique may be used to attack any legal target area and applied with the following variation according to participants' age.

APPROVED TECHNIQUES	9 – 12 Years	13 – 17 Years	18 – 55 Years
Punches to the body	✓	✓	✓
Kicks to the body and legs	✓	✓	✓
Clinching (maximum three seconds only)	✓	✓	✓
Sweeps and takedowns that will not causeinjury	✓	✓	✓
Throws that will not cause injury	✓	✓	✓

17.2 **All techniques must be controlled contact, that is striking the approved targets with control.**

RULE 18 – PROHIBITED TECHNIQUES

18.1 The following techniques are strictly prohibited:

(a) **STRIKING TO THE HEAD, WHETHER MAKING CONTACT OR AS A FEINT.**

(b) Head butt, forearm, elbow, and knee strikes or arm locks and similar joint-locking techniques.

(c) Takedowns by sweeps and throws that could result in a head, neck or spine injury or throws which cause a competitor to land awkwardly on the head, neck, spine, shoulder, knee or joints or throws with a falling height from above shoulder level.

(d) Intentionally smashing or pressing an opponent down.

(e) Hitting the opponent's head by any means when they are already down.

(f) Choke or strangling techniques.

(g) Grappling or wrestling on the mats.

(h) Being vocal during the bout is prohibited.

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 opponent was struck by the technique.

18.3 Uncontrolled and excessive attacks.

RULE 19 – LEGAL TARGET AREAS

19.1 The following parts of the body are legal target areas:

(a) Torso above the waist including front and side but excluding the back.

(b) Thighs, inside and outside of thigh area.

(c) The leg below the knee.

RULE 20 – PROHIBITED AREAS OF ATTACK

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

(a) Any part of the head.

(b) Any part of the neck.

(c) The groin.

(d) The back (spine).

(e) The knees, elbows, and other joints.

RULE 21 – SCORING CRITERIA

21.1 **TWO (2) POINTS WILL BE AWARDED WHEN:**

(a) The opponent is forced out of the fight arena either by retreating or being hit or thrown while the competitor remains in the arena. If using mats instead of platform, the opponent is considered “out of bounds” when any part of the foot is outside the designated arena.

(b) The opponent attacks but slips or falls (except when part of the attacking technique e.g.: (falling when executing a spinning kick) or a clean safe throw while remaining standing. In all circumstances the competitor must remain inside the fight arena.

(c) Executing an effective kick to the torso above the waist including the front and side but excluding the back.

(d) Techniques where the attacker makes the opponent fall down while the attacker’s body touches the ground and gets back to his feet within three (3) seconds.

(e) When the opponent receives a standing 8-second count

(f) When the opponent receives a personal foul.

21.2 **ONE (1) POINT WILL BE AWARDED WHEN:**

(a) Executing an effective punch to the torso above the waist including the front and side but excluding the back.

(b) Executing an effective kick to the thighs (unless the leg is raised off the ground to be used as a blocking technique of if the attacking leg is hit when blocking).

(c) When both competitors fall down but the opponent hits the ground first.

(d) Techniques where the attacker makes the opponent fall down while the attacker’s body touches the ground but fails to get back to his feet within three (3) seconds.

(e) When the opponent fails to attack within five (5) seconds after receiving the order for appointed attack.

(f) When the opponent fails to get to his feet within three (3) seconds after falling down on purpose as part of an attacking technique (e.g., falling spinning kick, sacrifice throw, etc.);

(g) When the opponent receives a technical foul.

21.3 **NO SCORE WILL BE AWARDED WHEN:**

(a) Any technique gets blocked or does not land clearly or cleanly.

(b) Both competitors fall down on / off the fight arena at the same time. If using mats instead of platform, both competitors are considered out of bounds when one of their feet is outside the arena while in a clinch or attempting a throwing technique.

(c) The opponent attacks and misses or gets blocked and the body lands on the floor as part of the attacking technique (e.g.: falling whirlwind kick) but stands up within three (3) seconds.

(d) Exchanging punches and kicks during clinches.

RULE 22 – FOULS AND DISQUALIFICATIONS

22.1 **Technical Foul:** The referee will declare a technical foul when a competitor:

(a) Exhibits passive behaviour or avoids fighting by turning his back to the opponent.

(b) Calls for a time out in a disadvantageous situation.

(c) Delays the fight intentionally;

(d) Disobeys the referee's instruction or decision.

(e) Shows disrespect to the opponent, their coach, or officials.

(f) Fails to wear gum shield or removes it; or his gear comes loose or comes off.

(g) Fails to observe protocol.

22.2 **Personal Foul:** The referee will declare a personal foul when a competitor:

(a) Attacks an opponent before the referee gives the signal to start.

(b) Attacks an opponent after the referee gives the signal to stop.

(c) Attacks the prohibited areas.

(d) Attacks with illegal techniques.

(e) Attacks with uncontrolled or excessive techniques.

22.3 **Disqualification**: The referee will disqualify competitor when the competitor:

(a) Gets three (3) personal fouls. To be disqualified from the bout.

(b) Deliberately injures his opponent or demonstrate the intention to hurt their opponent with a prohibited technique regardless of whether or not the opponent was struck. To be disqualified from the whole competition with all his results annulled.

(c) Shows disregards for good sportsmanship or flagrant violation of the rules. To be disqualified from the whole competition with all his results annulled.

(d) Uses prohibited substances or inhaling oxygen during the rest period. To be disqualified from the whole competition, with all his results annulled.

22.4 **Removing the coach:** A Coach who repeatedly offends the spirit of the competition may either be

removedfrom the competition; in which case they must leave, or their team may be disqualified by the head judge.

RULE 23 – STOPPING A FIGHT

23.1 The referee will stop the fight when:

(a) A competitor has fallen down (except if it is part of the attacking technique) or goes out of the arena.

(b) A competitor is penalised for a foul.

(c) A competitor is bleeding or injured.

(d) The competitors hold each other in a clinch for more than two (2) seconds.

(e) A competitor displays passive behavior or runs away.

(f) A competitor falls on purpose as part of the attacking technique and remains down for more than three (3) seconds;

(g) A competitor raises his hand to request a stop to the fighting or if the coach requests the bout to be stopped.

(h) The head judge needs to correct any errors made by the referee or if there is any problem during the bout.

(i) There is any hint of danger, or a dangerous incident happens during the bout.

(j) The bout is interrupted by unforeseen circumstances with the lighting or the competition arena.

(k) A competitor fails to attack within five (5) seconds after receiving the order for appointed attack.

CHAPTER 5 – WINNING AND PLACING

RULE 24 – DETERMINING THE WINNER

24.1 **ABSOLUTE VICTORY:**

(a) When a competitor is completely outclassed by his opponent the referee may seek the approval of the head judge to declare the better competitor the winner of the bout.

(b) The competitor whose opponent gets knocked down (except for those caused by personal fouls) and fails to get back to his feet within ten (10) seconds or gets back to his feet but is unable to continue to fight, will be declared the winner of the bout.

(c) The competitor whose opponent receives three (3) standing 8-second count during the bout, will be declared the winner of the bout.

(d) **If after the end of a round, the difference in score between the two competitors is twelve (12) pointsor more and confirmed by all sideline judges, then the competitor with the higher score will be declared the winner of the bout.**

24.2 **WINNER OF THE ROUND:**

(a) The winner of a round will be by the majority votes of the judges who are scoring the round. They will on request simultaneously show their award either; BLUE or RED as winner or DRAW.

(b) The competitor whose opponent receives two (2) standing 8-second count during the round, will be declared the winner of the round.

(c) The competitor whose opponent leaves the competition arena two (2) times during the round, will be declared the winner of the round.
(d) In the event of a draw, the winner of the round will be decided in the following order:

i. The competitor with fewer personal fouls will be declared the winner of the round.

ii. The competitor with fewer technical fouls will be declared the winner of the round.

iii. The competitor with a lighter weight during the weigh-in will be declared the winner of the round.

iv. If a tie remains, the head referee must decide.

24.3 **WINNER OF THE BOUT:**

(a) The winner of a bout will be the first competitor who wins two (2) consecutive rounds or if the bout goes over three (3) rounds the competitor who wins two (2) of the three (3) rounds.

(b) When a competitor gets disqualified, the opponent will be declared the winner of the bout.

(c) The competitor whose opponent is injured or ill and cannot continue to fight will be declared the winner of the bout.

(d) If a competitor fakes injury in a foul committed by the opponent, the fouling side will be declared the winner of the bout.

(e) The competitor who gets injured by the opponent in a foul and cannot continue to fight will be declared the winner of the bout but cannot fight in subsequent bouts.

(f) Under the elimination system, if the bout ends in draw, the winner of the bout will be decided in the following order:

i. The competitor with fewer personal fouls will be declared the winner of the round.

ii. The competitor with fewer technical fouls will be declared the winner of the round.

iii. The competitor with a lighter weight during the weigh-in will be declared the winner of the round.

iv. If a tie remains, **the head referee must decide.**

v. Medals or Trophies or Belts will be awarded to each categories winner, second place and third or equal third.

RULE 25 – PLACING

25.1 Under the elimination system, the placings will be determined directly from the results of the division.

CHAPTER 6 – SCHEDULING, EVENT DRAW GUIDELINES AND SCOREKEEPING PAPERWORK

RULE 26 – SCHEDULING AND EVENT DRAW GUIDELINES

26.1 The event coordinator is responsible for having a full understanding of:

(a) The type and method of competition.

(b) The schedule of the competition.

(c) The weight categories.

(d) The eligibility of participation.

(e) The placing and prize awarding methods.

26.2 The event coordinator is responsible for reviewing the registration forms and statistics of competitors for each weight category. (Table 1)

26.3 The event coordinator will arrange the competition schedule to the following general guidelines:

(a) All bouts will be made in accordance with the rules, registration forms and general schedule of the competition.

(b) Bouts held in the same day will be scheduled as follows:

i. Bouts will commence with the youngest aged competitors and lighter weight categories.

ii. Bouts within the same rounds will start with the

(c) Finalising the event schedule for all bouts and categories in a continuous and professional manner.

RULE 27 – SCOREKEEPING PAPERWORK

27.1 The scorekeeper will keep a record of the sideline judges' decisions, personal fouls, technical fouls, disqualifications, out of bounds and standing 8-second count (Table 5).

27.2 Under the elimination system, the scorekeeper will keep and update the draw with each win until all placings are decided for each category.

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ELIMINATION DRAW (SAMPLE 8 COMPETITORS)

- List out the competitors from #1 to #8.
- Number of bouts = number of competitors – 4.
- Competitors are placed into the draw as per the numerical sequence:

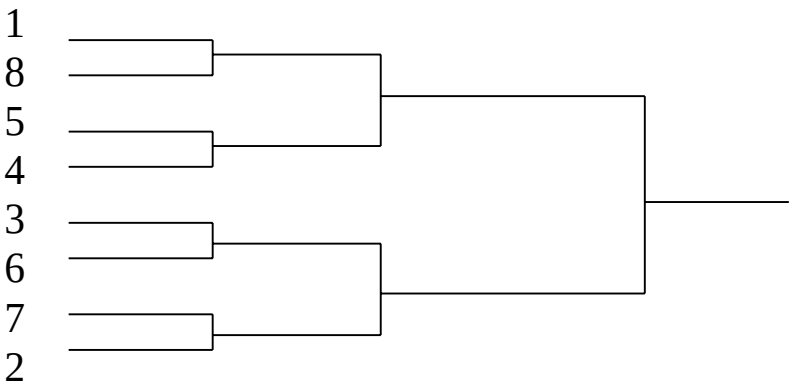


TABLE 5 – SCOREKEEPER'S / HEAD JUDGE'S SCORESHEET

Bout # - Gender - Age – Weight Category - Round # (eg. quarter-final)

Colour	First Name	Last Name	School	Round #	Personal Foul	Technical Foul	Standing 8 Count	Out of Bounds	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Round Winner	Bout Winner
Red				Round 1											
Blue															

CHAPTER 7 – CALLS AND SIGNALS

RULE 28 – REFEREE'S CALLS AND SIGNALS

28.1 **Fist-Palm Salute**

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

Fig 1

Fig 2

28.2 **Enter the competition arena**

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

Fig 3

Fig 4

28.3 **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

28.4 **First round**

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

28.5 **Second round**

Facing the head judge, take a bow stance and, while calling “Dierju（Second round）!”, extend one arm upward with the index and middle fingers separated and pointing up, and the thumb and the other two fingers clenched (Fig 7).

28.6 **Third round**

Facing the head judge, take a bow stance and, while calling “Disanju (Third round)!”, extend one arm upward with the thumb and the index and middle fingers separated and pointing up and the other two fingers clenched (Fig 8).

Fig 6

Fig 7

Fig 8

28.7 “**Yubei (Ready)!” and “Kaishi (Start)!”**

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 (Fig 9). Then, while calling “Kaishi (Start)!” draw the palms in towards one another in front of the abdomen (Fig 10).

Fig 9

Fig 10

28.8 **"Ting (Stop)!"**

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

Fig 11

28.9 **Passive 5-second count (when a competitor doesn't attack after getting appointed attack)**

While calling "Hong Fang (Red side)!" or Lán biān "(Blue side)!" and signaling 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 12).

Fig 12

28.10 **10-second 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, uncurl the fingers one by one from the thumb to the little finger, at an interval of one (1) second (Figs 13-14).

Fig 13

Fig 14

28.11 **Passive hold (Clinching)**

Signal to the relevant competitor with one arm straightened and palm facing upward, then fold the arms in front of the body in a hug like manner (Fig 15).

28.12 **Passive hold (Other than Clinching)**

Signal to the relevant competitor with one arm straightened and palm facing upward, then fold the arms in front of the body in a hug like manner. Followed by raising one hand with the index finger pointing up and the other three finders and thumb clenched into a fist. (Fig 16).

Fig 15

Fig 16

28.13 **Standing 8-second count (when a competitor is standing but dazed)**

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

Fig 17

28.14 **Three seconds (when a competitor falls to ground as part of technique but fails to get up after three seconds)**

Signal to the relevant competitor with one arm straightened and palm facing up while calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!”. Then 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 18).

Fig 18

28.15 **Appointed attack (when no one attacks, referee orders one to attack)**

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

Fig 19

28.16 **Down**

While calling "Hong Fang (Red side)!" or “Lán biān (Blue 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).

Fig 20

28.17 **Down First**

Extend one arm towards the competitor who is the first to fall down and, while calling "Hong fang (Red side)!” or “Lán biān (Blue side)!” cross the arms in front of the abdomen, palms facing down (Figs 21-22).

Fig 21

Fig 22

28.18 **Simultaneous fall**

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

Fig 23

28.19 **One competitor off the arena**

Extend one arm towards the competitor off the arena (Fig 24) and, while calling "Hong fang (Red side)!" or “Lán biān (Blue side)!” push the other hand forward in a bow stance, fingers pointing up (Fig 25).

Fig 24

Fig 25

28.20 **Both competitors off the arena**

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).

Fig 26

Fig 27

28.21 **Kick the crotch**

Extend one arm with palm facing up towards the offender and, while calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” point the other hand at the crotch, palm facing inward (Fig 28).

28.22 **Hit the back of head**

Extend one arm with palm facing up towards the offender and, while calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” place the other hand on the back of the head (Fig 29).

Fig 28

Fig 29

28.23 **Elbow foul**

Bend both arms in front of the chest and, while calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” cover one elbow with the other hand (Fig 30).

28.24 **Knee foul**

Raise one knee and, while calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” pat the knee with the hand of the same side (Fig 31).

Fig 30

Fig 31

28.25 **Personal Foul**

Extend one arm with palm facing up towards the offender. While calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” bend the other arm at elbow into a right angle, fingers clenched into a fist with the thumb side facing outward (Fig 32).

28.26 **Technical Foul**

Extend one arm with palm facing up towards the offender. While calling "Hong Fang (Red side)!" or “Lán biān (Blue 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).

28.27 **Disqualification**

While calling "Hong Fang (Red side)!" or “Lán biān (Blue side)!” clench both hands into fists and cross the forearms in front of the body (Fig 34).

Fig 32

Fig 33

Fig 34

28.28 **Not valid**

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

Fig 35

Fig 36

Fig 37

28.29 **First aid emergency treatment**

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

Fig 38

28.30 **Rest**

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

Fig 39

28.31 **Exchange positions (instructing fighters to swap sides before declaring winner)**

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

Fig 40

28.32 **Draw**

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

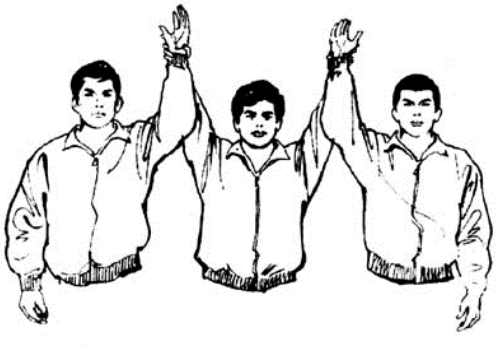


Fig 41

28.33 **Winner**

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

Fig 42

RULE 29 – SIDELINE JUDGES' SIGNALS

29.1 **Off the arena or falling down**

Point down with a forefinger, with the other four fingers clenched (Fig 43).

Fig 43

29.2 **Not off the arena or falling down**

Move one hand from side to side once, fingers pointing up (Fig 44).

Fig 44

29.3 **Not seen clearly**

Bend both arms at elbow with hands open and palms facing upward and spread them outward to the side of the body. (Fig 45).

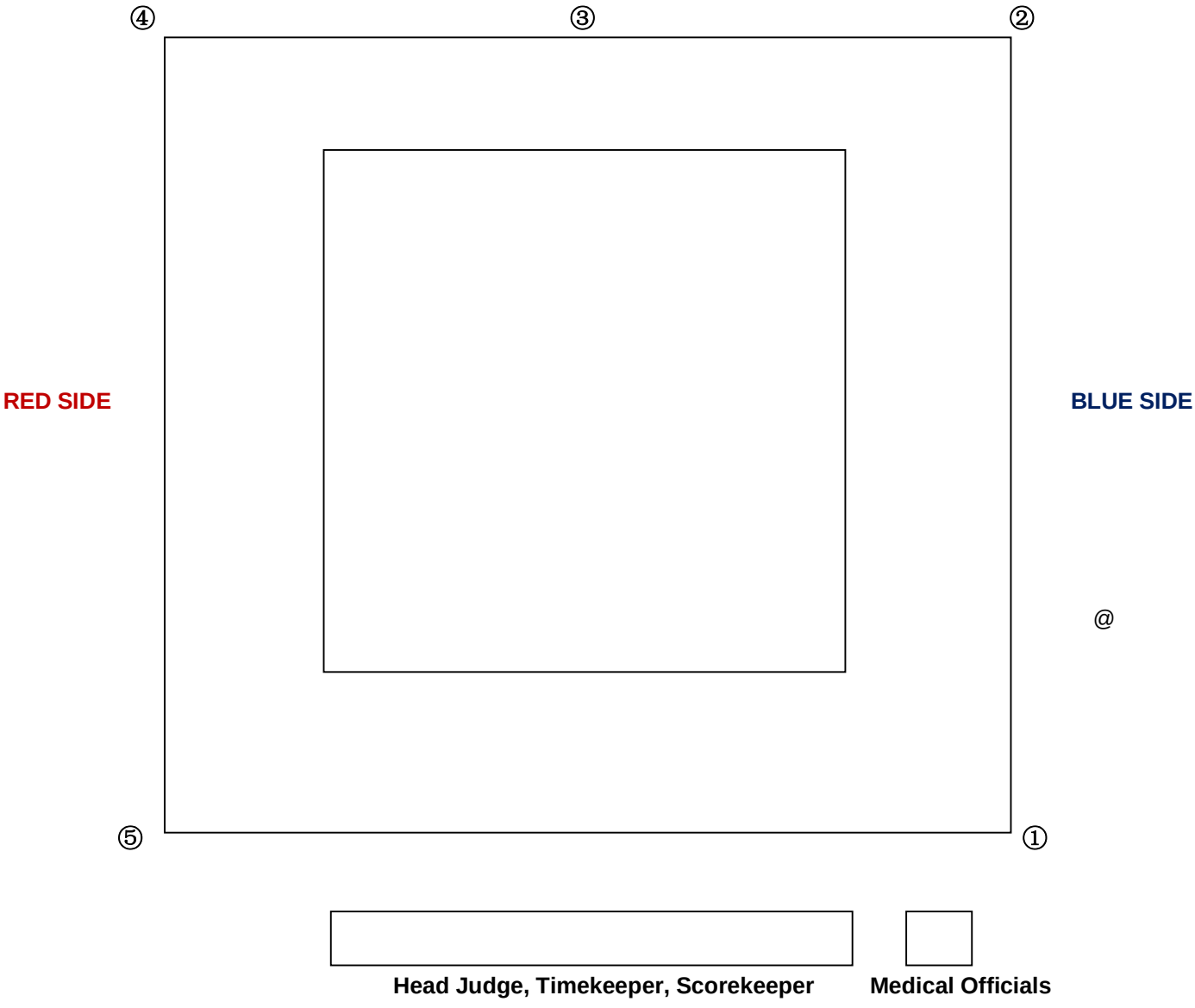
Fig 45

CHAPTER 8 – COMPETITION ARENA AND EQUIPMENT

RULE 30 – COMPETITION ARENA

30.1 The competition arena shall be square with an area of 8 x 8 meters. This area will be covered with a minimum of 4cm thick mats.

30.2 The competition arena will be surrounded by a minimum 2-meter-wide safety zone around the perimeter. This safety zone will be covered with a minimum of 4cm thick mats. The safety zone will be of different color to the competition arena.



The encircled figures ①②③④⑤ are seats for the sideline Judges

The mark X can only seat the competitor and ONE Coach

RULE 31 – EQUIPMENT

31.1 Colored Bats or Cards or other such devices

A total of eighteen (18) – six (6) in blue, six (6) in red, and six (6) half in red and half in blue -- are used by the sideline judges to indicate the winner or a draw (Fig 46).

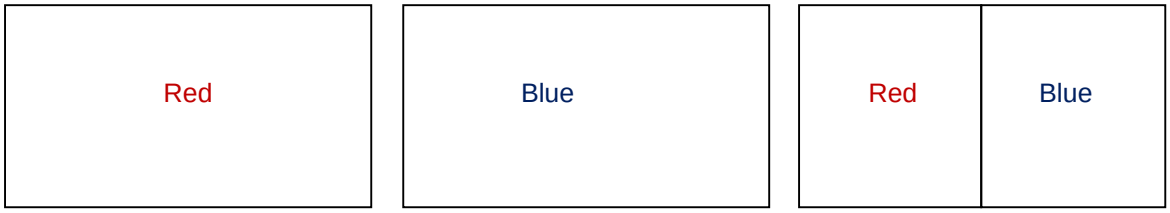


Fig 46

31.2 Two (2) stop watches (one as a reserve)

31.3 Two (2) whistles. One for the head judge and one for the referee

31.4 One (1) microphone and speaker

31.5 Two (2) metric weighing scales

31.6 Supply of disposable gloves, enough for one set of disposable gloves for each bout and a separate set for medical officials.

31.7 Fully stocked first aid kit and stretcher.

31.8 Laptop and software to record the results.

31.9 Pens for all officials.

31.10 Head judge scoresheet for the scorekeeper.

31.11 Competition schedule for marshal.

31.12 Medals and or Trophies for winners, second place and third or equal third