



2023

Canadian Sanda REGULATIONS

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- **Competition Classes**
- **Age, Gender & Weight Divisions**
- **Medical Requirements**
- **Weigh-in**
- **Drawing Lots**
- **Competition Attire & Gear**
- **Protective Gear**

1. Competition Classes:

Participation Category	Class
High Performance Sanda	A/B/C Regulation Contact
Recreational Sanda	D/E/F Limited Contact

*Recreational competition divisions are engaged based on experience (belt/sash) age, and gender which is determined for each sanctioned event.

2. High Performance Age, Gender, & Weight Divisions:

Age*	Senior 40-55		Prime 18-39		Junior 15-17	
Gender	M	F	M	F	M	F
Weight (lbs)	125	110	110	105	110	100
	140	125	125	120	125	115
	155	140	140	135	140	130
	170	155	155	150	155	145
	185	156+	170	150+	155+	146+
	186+		185			
			186+			

Age*	Minor 12-14		Bantam 10-11		Atom 8-9	
Gender	M	F	M	F	M	F
Weight (lbs)	95	90	75	75	55	55
	110	105	90	90	65	65
	125	120	105	105	75	75
	140	135	106+	106+	85+	85+
	141+	136+	Future Use		Future Use	

*Age is determined in years of age as of January 1st of each competition season.

**Exception: Upon written approval by the Wushu Canada/Ontario Combative Committee, class B & C Junior and Minor competitors may opt to compete in a higher age bracket by the date of the given year's World Championship or Internationally Sanctioned Event. If done so, that competitor must remain in that bracket for the entire competition season.

Recreational Age, Gender, & Weight Divisions:

Age*	Minor 12-14		Bantam 10-11		Atom 8-9	
Gender	M	F	M	F	M	F
Weight (lbs)	110	100	80	75	60	60
	130	120	80+	75+	60+	60+
	130+	120+				

Age*	Senior 40-55		Prime 18-39		Junior 15-17	
Gender	M	F	M	F	M	F
Weight (lbs)	125	120	120	120	120	115
	140	135	135	135	140	130
	160	135+	150	135+	140+	130+
	180		165			
	180+		185			
			185+			

3. Medical/Residency Requirements (Sanda Class A, B, C Only)

- A competitor must hold a valid passport issued by Canada for representation of Canada at IWUF World Championships, Multi-Sport Games, International Competitions and Olympic Games.
- A competitor must be a resident of Canada for participation at the National Championships.
- A competitor must be a resident/training in a specific Province for participation at the Provincial Games.
- Each competitor must hold a valid insurance through membership in WushuCanada.
- Each competitor must produce a valid certificate showing his/her:
 - i. Form-WO36 Health Certificate-All Classes.
 - ii. Blood Test Results – Class A and B
 - iii. Electrocardiogram (ECG) – Class A, B, C
 - iv. Blood pressure and heart rate- All Classes
 - v. Issued by a medical doctor from a check-up, signed, dated, and stamped
 - vi. This certificate is valid for 1 year from the date of issue for use within Wushu Canada and Wushu Ontario Sanctioned events.

International competition requires each competitor 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 15-day period prior to the date of registration for the event.

4. **Weigh-in (Sanda Class A, B, C Only)**

- All qualified athletes must present their Identification or passport in order to weigh-in.
- The Weigh-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the chief official.
- All athletes must arrive at the designated time and place as set out by the organizing committee in order to weigh-in. Athletes may weigh-in in the nude or with shorts on, (female competitors may wear fitting undergarments).
- Each category should conclude its weigh-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 will not be permitted to participate in any of the subsequent contests.
- Competitors that are competing on a specific day of competition may be required to weigh-in at a specific time and place prior to the start of the day's events (if applicable). Each event will have slightly different procedures depending on the venue and class of bouts arranged.
- In general, weigh-in will occur prior to the event date with the option of weighing in on the day of. However, those who do not make weight on the day of will forfeit their results. Please check the **WushuOntario Weight Safety Policy** for up to date information.

5. **Drawing Lots (Sanda Class A, B, C Only)**

- The drawing lots ceremony shall be conducted by the scheduling-recording officials in the presence of the chief referee and team coaches/leaders. This pertains to elimination tournaments only.
- Matched bouts shall be based on rosters submitted with weight change deadlines as specified by each event. Competitors must meet submitted weight to participate as per weigh in regulations.
- **Any category with only one competitor shall be excluded from any contest, but may be combined with another category provided that there is not a mismatch in level or weight variance of more than 20lbs in Recreational and 15lbs in High Performance divisions.**
- Designated officials shall draw lots on behalf of the competitors in the presence of team representatives.

6. Competition Attire and Gear (Sanda Class A, B, C Only)

- All competitors shall wear approved clothing and protective gear.
- Competitors are required to provide their own clothing, and should include the following:

Men	Women
Combative Shorts 1 pair Red, 1 Pair Blue or Black	Combative Shorts 1 pair Red, 1 Pair Blue or Black
Short-sleeve Shirt or Sleeveless 1 Red, 1 Blue or Black	Short sleeve Shirt 1 Red, 1 Blue or Black
<p style="text-align: center;">Competitors with Faith Requirements:</p> <p style="text-align: center;">For female competitors who are of the religious faith, WushuOntario permits attire in line with the below standards. If worn, under IWUF stipulation participants are required to wear all the below attire and may not selectively wear some of them separately.</p> <ul style="list-style-type: none"> Long sleeve top (not form fitting) Women- Full length trousers (not form fitting) Men- Full length compression pants (form fitting) Head scarf (must fit underneath the protective head gear) <p style="text-align: center;">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)</p>	
<p style="text-align: center;">Any clothing worn should not inhibit the full range motion of the competitor's body and limbs or interfere with their opponent's actions in anyway, and it should not impede or interfere with the WushuOntario specified protective gear either.</p> <p style="text-align: center;">(This may include but are not limited to strings, laces, buckle etc.)</p> <p style="text-align: center;">Also, any clothing worn should not have sponsorship, messages or excessive designs that would impede on colour recognition, small branding logos under 5x5inches are acceptable. Should a competitor's clothing fail to conform to the above, the Chief Official on site has the authority and final say to deny their participation in the event.</p>	



**Red
Fighter**



**Blue
Fighter**



**Black
Fighter**



**Alt. Faith
style**

7. Protective Gear

- Protective gear is separated into colours, namely red, blue, or black.
- Protective gear includes headgear, gloves, chest protector.
- Competitors are required to provide their own mouth guard, groin cups and hand wraps. The groin cups must be worn under the trunks.
- Depending on class and type of event, the equipment may include:



**Headgear w
Facemask: C-F**



**Headgear w
Raised Cheek: B**



**Shin & instep:
B/C**



**Shin Guards:
A**



**Gloves: F
Closed Finger**



Hand Wraps:

*The length shall be 3.5m to 4.5m
in total. Must not be taped or
weaved through fingers.*



Boxing Gloves

Class A – 10oz Sanctioned

Class B – 10oz Sanctioned <140lbs 12oz >141lbs

Class C – 12 oz

All Female and Bantam Divisions – 10 oz.

All Atom and Minor Divisions – 6-8 oz.

Class A-C gloves may be supplied by organizer

Class F-D Gloves must be supplied by competitor

Classes & Competition Rules

- Class & Competition Rules
- Competition Etiquette
- Defaults
- Provisions

Classes & Competition Rules

This section is intended to demonstrate the similarities and differences between Recreational Sanda scoring rules and High Performance Sanda rules.

One of the unique and noticeable implementations is that the Class system has been applied to the Recreational Sanda structure as well so as to delineate the path of skills progression more clearly as students' progress through the ranks and gain more experience, gradually increasing on intensity.

On the left pages the scoring rules for Recreational Sanda competition, and on the facing pages, the equivalent rules for High Performance Sanda can be seen. Each is organized by Recreational Class from F-C. High Performance Class C, B and A are developmental stages for those vying for spots on the National Team.

Recreational Sanda Rules follow a clear point tallying system, introducing various elements of Sanda in the progression through the Classes. Upon overlapping at Class C competitors are now aligned to stay within the confines of Recreational participation or to move into High Performance competition.

Each chart will outline the following information:

- **Class**
- **Contact Type**
- **Equipment Requirements**
- **Age/ Medical requirements**
- **Match Duration**
- **Point Scoring method**
- **Prohibited Hits**
- **Warnings**
- **DQ's**

Ring etiquette, Procedures, and Refereeing are covered in the next chapter.

Classes & Competition Rules

Recreational SANDA				
Novice	(6–18month exp/ min age 8)	Light-Performance	(Class ‘F’)	
CONTACT TYPE: Light Control	<ul style="list-style-type: none"> • Light Controlled Contact to targets on body. • No Contact to Head or Legs • Strikes must be intended and clear to the target. Incidental hits will not be counted. 			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none"> • Approved Helmet/plastic shield • Approved Dipped-Foam gloves. • Approved shin-instep covering • Chest/Rib Guard: Red/Blue 	<ul style="list-style-type: none"> • Mouth guard • Groin Protection (males) • Kung-fu pant/T-shirt 		
MEDICAL REQUIREMENTS	In-House: <ul style="list-style-type: none"> • Standard Liability waiver 	Sanctioned WC Event: <ul style="list-style-type: none"> • WC Rec Event Waiver 		
SCORING				
DURATION	Up to 3x 1-minute Rounds- Point Based with Stops Non-Continuous, Points Determined by Platform Referee for Scoring			
POINTS	Punch to Head N/A	0	Exit/Push out of Ring N/A	0
	Punch to Body	1	Throws – N/A	0
	Kick to Head N/A	0	Throws – N/A	0
	Kick to Body	2	Falling/slipping down	0
	Kick to Leg- N/A	0	Warnings/Fouls (max3)	2
	<ul style="list-style-type: none"> • Best 2 of 3 rounds - highest points scored wins each round. • Match is stopped and reset each time a Point is called. • Majority Rules: Upon Center Judges command, judges simultaneously point appropriately coloured paddle to the player they believe scored the point. At least 2 of the 3 judges must agree with call for the point to be awarded. • No push out limit: Stop, reset match, continuation, no penalties. 			
PROHIBITED Techniques	<ul style="list-style-type: none"> • No leg kicks, head hitting, catches, throws, or takedowns, • No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, etc.) • No Strikes or spin kicks to the head, to neck and back 			
WARNINGS	<ul style="list-style-type: none"> • Illegal contact, warning • 2nd Illegal contact, 2nd Warning, and Penalty Point awarded to opponent. • 3 Warnings issued ends the match, Win given to the opponent. 			
DQ's	<ul style="list-style-type: none"> • Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent. • Unsportsmanlike behaviour (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from remainder of the events. 			

Classes & Competition Rules

Recreational SANDA				
INTERMEDIATE	(18–30 months exp/ min age 8)	Light-Performance	(Class 'E')	
CONTACT TYPE: Light Contact	<ul style="list-style-type: none"> • Light Controlled Contact to targets on body or legs • No Contact to Head • Strikes must be intended and clear to the target. Incidental hits will not be counted. • Leg kicks now permitted above knee • Sanctioned Sweeps and takedown (by hand or foot) are permitted • No over the hip throws or lifts above waist. 			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none"> • Approved Helmet/plastic shield • Approved Dipped-Foam gloves • Approved shin-instep covering • Approved Chest Guard: Red/Blue • Mouth guard • Groin Protection (males) • KungFu pant/shorts, T-shirt 			
MEDICAL REQUIREMENTS	In-House: Standard school Liability waiver	Sanctioned WC Event: WC Rec Event Waiver		
SCORING				
DURATION	3 x 1 minute Rounds - Continuous No stopping time unless for injury or technical issues			
POINTS	Punch to Head N/A	0	Exit/Push out of Ring 3x+ pts	2
	Punch to Body	1	Throws (Sweeps) - complete	2
	Kick to Head N/A	0	Throws – Landing on Top	1
	Kick to Body	2	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls by Opp. (max 3)	2
	<ul style="list-style-type: none"> • Best 2 of 3 rounds - highest points scored wins each round. • Points are awarded as per usual IWUF format. • Push outs: First two times player exits ring, no points. Starting on the third out, points will be awarded to the player who caused the out. 2 scored outs ends the round. 			
PROHIBITED Techniques	<ul style="list-style-type: none"> • No contact to head or throws/takedowns from above the waist. • No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, etc.) • No Strikes or spin kicks to the head, to neck and back. • No overhead throws or body slams. 			
WARNINGS	<ul style="list-style-type: none"> • Illegal contact, warning • 2nd Illegal contact, 2nd Warning, and Penalty Point awarded to opponent. • 3 Warnings issued ends the match, Win given to the opponent. 			
DQ's	<ul style="list-style-type: none"> • Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent. • Unsportsmanlike behaviour (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from remainder of the events. 			

Classes & Competition Rules

Recreational SANDA				
ADVANCED	(30-42 months exp/min age 10)	Light-Performance	(Class 'D')	
CONTACT TYPE: Moderate Contact	<ul style="list-style-type: none"> • Light Controlled Contact to targets on body, legs and head • No kicks to head allowed • Strikes must be intended and clear to the target. Incidental hits will not be counted. • Leg kicks above knee and head contact (except kicks) now permitted • Sanctioned Sweeps and takedown (by hand or foot) are permitted • Over the hip throws or lifts above waist now permitted. 			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none"> • Approved Helmet/plastic shield • 10oz Gloves • Approved shin-instep covering • Approved Chest Guard: Red/Blue • Mouth guard • Groin Protection (males) • KungFu pant/shorts, T-shirt 			
MEDICAL REQUIREMENTS	In-House: Standard school Liability waiver		Sanctioned WC Event: WC Rec Event Waiver	
SCORING				
DURATION	3 x 2-minute Rounds-Continuous No stopping time unless for injury or technical issues			
POINTS	Punch to Head	1	Exit/Push out of Ring 2x+ pts	2
	Punch to Body	1	Throws (Sweeps) - complete	2
	Kick to Head N/A	0	Throws – Landing on top	1
	Kick to Body	2	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls by Opp. (max 3)	2
<ul style="list-style-type: none"> • Best 2 of 3 rounds - highest points scored wins each round. • Points are awarded as per usual IWUF format. • Push outs: First time player exits ring, no points. Starting on the second out, points will be awarded to the player who caused the out. 2 scored outs ends the round. 				
PROHIBITED Techniques	<ul style="list-style-type: none"> • No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, etc.) • No Strikes or spin kicks to the head, to neck and back • No overhead throws or body slams. • No Hard Contact or Consecutive/Successive targeting to the head • ONLY one head hit per engagement 			
WARNINGS	<ul style="list-style-type: none"> • Illegal contact, warning • 2nd Illegal contact, 2nd Warning, and Penalty Point awarded to opponent. • 3 Warnings issued ends the match, Win given to the opponent. 			
DQ's	<ul style="list-style-type: none"> • Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent. • Unsportsmanlike behaviour (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from remainder of the events. 			

Classes & Competition Rules

Recreational SANDA				
Pre-HP	(42 - 54 months exp/min age 12)	Med-Performance	(Class 'C')	
CONTACT TYPE: Semi-Contact	<ul style="list-style-type: none"> Controlled Medium Contact to padded targets on the body and legs (from the knee up) with no more than 35% reaction to the hits. Non-Excessive controlled contact to head (15%), strikes to face permitted only with sanctioned face cage (required equipment, no exception) Must be a purposeful hit with intention to score, incidental contacts will not be counted. Targets areas include thighs All sanctioned throws are now applicable, with control 			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none"> Approved Helmet/plastic shield 10oz U14, 12oz Gloves (15+ up) Approved shin-instep covering Approved Chest Guard Mouth guard Groin Protection (males) Sanda T-Shirt/Shorts 			
MEDICAL REQUIREMENTS	In-House: Enhanced Contact Liability Waiver		<ul style="list-style-type: none"> WC Medium Performance waiver ECG 	
SCORING				
DURATION	3 Rounds x 2-minute (12-39) Continuous, no stopping time unless for injury or technical issues			
POINTS	Punch to Head	1	Exit/Push out of Ring	2
	Punch to Body	1	Throws (Sweeps) - complete	2
	Kick to Head N/A	0	Throws – Landing on top	1
	Kick to Body	2	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls by Opp. (max 3)	2
<ul style="list-style-type: none"> Best 2 of 3 rounds - highest points scored wins each round. Points are awarded as per usual IWUF format. Push out limit: Stop, reset, continuation. 2 scored outs ends the round. 				
PROHIBITED HITS	<ul style="list-style-type: none"> No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, etc.) No Blind strikes or spin kicks to the head, to neck and back No Excessive or Consecutive/Successive targeting to the head ONLY one head hit per engagement 			
WARNINGS	<ul style="list-style-type: none"> Illegal contact, warning 2nd Illegal contact, 2nd Warning, and Penalty Point awarded to opponent. 3 Warnings issued ends the match, Win given to the opponent. 			
DQ's	<ul style="list-style-type: none"> Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent. Unsportsmanlike behaviour (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from remainder of the events. 			

Classes & Competition Rules

High Performance SANDA				
SANDA	<i>(Brackets acing to Class Chart)</i>		(Class 'C')	
CONTACT TYPE: Semi-Contact	<ul style="list-style-type: none"> Controlled Medium Contact to the head only with no more than 35% reaction to the hits. Full Contact to the body All sanctioned throws are applicable 			
REQUIEMENTS EQUIPMENT	<ul style="list-style-type: none"> Headgear- Open Face 10oz U14, 12oz Gloves (15+ up) Approved shin-instep covering Approved Chest Guard 	<ul style="list-style-type: none"> Mouth guard Groin Protection (males) Sanda T-Shirt/Shorts 		
MEDICAL REQUIREMENTS	In-House: Enhanced Contact Liability Waiver	<ul style="list-style-type: none"> WC High Performance waiver ECG 		
SCORING				
DURATION	3 Rounds x 2-minute (13-39) Continuous, no stopping time unless for injury or technical issues			
POINTS	Punch to Head	1	Exit/Push out of Ring	2
	Punch to Body	1	Throws (Sweeps) - complete	2
	Kick to Head N/A	0	Throws – Landing on top	1
	Kick to Body	2	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls by Opp. (max 3)	2
	<ul style="list-style-type: none"> Best 2 of 3 rounds - highest points scored wins each round. Points are awarded as per usual IWUF format. Push out limit: Stop, reset, continuation. 2 scored outs ends the round. 			
PROHIBTED HITS	<ul style="list-style-type: none"> No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, etc.) No Blind strikes or spin kicks to the head, to neck and back No Excessive or Consecutive/Successive targeting to the head Max 2 head hits per engagement 			
INFRACTIONS & DELAYS (Points Awarded)	When opponent fails to attack within 8-sec after the order to fight		1	
	When the opponent fails to get up within 3-sec after intentionally falling		1	
	When the opponent receives an Admonition infraction		1	
	When the opponent receives a Foul warning		2	
FOULS	<ul style="list-style-type: none"> As per IWUF Rules and Regulations 			
WARNINGS	<ul style="list-style-type: none"> Illegal contact, warning 2nd Illegal contact, 2nd Warning, and Penalty Point awarded to opponent. 3 Warnings issued ends the match, Win given to the opponent. 			
DQ's	<ul style="list-style-type: none"> Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent. Unsportsmanlike behaviour (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from remainder of the events. 			

Classes & Competition Rules

High Performance Junior SANDA				
12-17 Years		IWUF Junior Sanda Regulations		(Class 'B')
CONTACT TYPE: Full-Contact	<ul style="list-style-type: none"> Controlled Contact to the head. Full Contact to the body with no more than 45% reaction to the hits Thighs are scorable targets, from the knee up 			
EQUIPMENT REQUIRED	<ul style="list-style-type: none"> Headgear- Open Face 10oz boxing gloves Full shin-instep covering 	<ul style="list-style-type: none"> Mouthguard Groin Guard (Males) Shorts/Shirt -Red, Blue, or Black 		
MEDICAL/AGE REQUIREMENT	<ul style="list-style-type: none"> Blood Test ECG 	<ul style="list-style-type: none"> Junior 12-14, 15-17 		
SCORING				
POINTS	Punch to Head	1	Exit/Push out of Ring	2
	Punch to Body	1	Throws (Sweeps) - complete	2
	Kick to Head N/A	0	Throws – Landing on top	1
	Kick to Body	2	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls by Opp. (max 3)	2
	Punch to Head	1	Exit/Push out of Ring	2
DURATION	<ul style="list-style-type: none"> Best 2 of 3 rounds - highest points scored wins each round. Points are awarded as per usual IWUF format. Push out limit: Stop, reset, continuation. 2 scored outs ends the round. 			
PROHIBITED HITS	<ul style="list-style-type: none"> No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, etc.) No Blind strikes or spin kicks to the head, to neck and back No Excessive or Consecutive/Successive targeting to the head Max 2 head hits per engagement 			
DISCIPLINE				
INFRACTIONS & DELAYS (Points Awarded)	When opponent fails to attack within 8-sec after the order to fight			1
	When the opponent fails to get up within 3-sec after intentionally falling			1
	When the opponent receives an Admonition infraction			1
	When opponent is given a forcible counting			2
	When the opponent receives a warning			2
FOULS (Warnings Issued)	<ul style="list-style-type: none"> When the player holds the opponent/runs away passively When player raises a hand to stop the bout in a disadvantageous position When the player delays the fight intentionally When the player acts impolitely towards the judges/disobeys decisions When player wears no mouthguard, or spits it out, or intentionally loosens gear When the player fails to observe any protocol 			
PERSONAL FOULS	<ul style="list-style-type: none"> When player attacks before the call "Kaishi" (Start!) or after the call "Ting!" (Stop!) When player hits prohibited areas When player hits opponent with any prohibited method When player uses excessive or uncontrolled force 			
PENALTIES	<ul style="list-style-type: none"> An Admonition will be given for a technical foul A warning will be given for a personal foul A player with 3 personal fouls will be Disqualified from the bout A player who intentionally uses excessive or illegal techniques will be DQ'd 			

Classes & Competition Rules

High Performance Senior SANDA				
18-39 Years		<i>IWUF Senior Sanda Regulations</i>		(Class 'A')
CONTACT TYPE: Full-Contact	<ul style="list-style-type: none"> • Full Contact to the head and body with no more than 45% reaction to the hits • Thighs are scorable targets, from the knee up 			
EQUIPMENT REQUIRED	<ul style="list-style-type: none"> • Headgear- Open Face • 10oz boxing gloves (<140lbs) • 10oz boxing gloves (>141lbs) • Full shin-instep covering (Optional) • Mouthguard • Groin Guard (Males) • Shorts/Shirt -Red, Blue, or Black 			
MEDICAL/AGE REQUIREMENT	<ul style="list-style-type: none"> • Waiver • Blood Test • ECG • Prime 18-39 only • No divisions for 18 under or 40+ 			
SCORING				
POINTS	Punch to Head	1	Throws - Clean	2
	Punch to the Body	1	Throws – half complete	1
	Kick to Head	2	Falling/slipping down	1
	Kick to the Body	2	Fail to engage after 8 seconds	1
	Kick to Leg	1	Fail to get up 3 sec after falling	1
	Pushout of Ring, 1x (Max 3)	2	Warnings/Fouls by Opponent	2
DURATION	<ul style="list-style-type: none"> • Best 2 of 3 rounds - highest points scored wins each round. • Points are awarded as per usual IWUF format. • Push out limit: Stop, reset, continuation. • 2 scored outs ends the round. 			
PROHIBITED HITS	<ul style="list-style-type: none"> • No Fingers, elbows, knees, or any hit to a non-designated scoring area. (Groin, head, legs, neck, throat or back, etc.) • No Consecutive/Successive targeting to the head • Max 2 head hits per engagement 			
DISCIPLINE				
INFRACTIONS & DELAYS (Points Awarded)	When opponent fails to attack within 8-sec after the order to fight			1
	When the opponent fails to get up within 3-sec after intentionally falling			1
	When the opponent receives an Admonition infraction			1
	When opponent is given a forcible counting			2
	When the opponent receives a warning			2
FOULS (Warnings Issued)	<ul style="list-style-type: none"> • When the player holds the opponent/runs away passively • When player raises a hand to stop the bout in a disadvantageous position • When the player delays the fight intentionally • When the player acts impolitely towards the judges/disobeys decisions • When player wears no mouthguard, or spits it out, or intentionally loosens gear • When the player fails to observe any protocol 			
PERSONAL FOULS	<ul style="list-style-type: none"> • When player attacks before the call "Kaishi" (Start!) or after the call "Ting!" (Stop!) • When player hits prohibited areas • When player hits opponent with any prohibited method • When player uses excessive or uncontrolled force 			
PENALTIES	<ul style="list-style-type: none"> • An Admonition will be given for a technical foul • A warning will be given for a personal foul • A player with 3 personal fouls will be Disqualified from the bout • A player who intentionally uses excessive or illegal techniques will be DQ'd 			

Competition Etiquette

Starting the Match	
Recreational Sanda	Sanda
Competitors shall be seated on a line marked 1 meter away from the edge of the ring.	The Competitors shall be seated on their respective sides, outside the Platform area (Yellow Mats)
Each Competitor shall, upon their name being called, approach the 'On Deck' position of the ring.	Upon being called to the Leitai platform, Competitors shall perform a Palm/Fist salute when they are introduced to the audience before the commencement of each match.
Each Competitor will be marked Red or Blue by either the colour of their chest guard, or by a ribbon attached to their uniform.	Competitors shall perform a Palm/Fist salute upon entering the ring from the 'On Deck' position.
Competitors shall perform a Palm/Fist salute upon entering the ring from the 'On Deck' position.	When asked to assume their position at the starting line, competitors shall be directed to perform the Palm/Fist salute to the judges and the head table
When asked to assume their position at the starting line, competitors shall be directed to perform the Palm/Fist salute to the judges	The platform Judge will then direct the competitors to perform a Pal/Fist salute to each other.
The Center Judge will then direct the competitors to perform a Pal/Fist salute to each other	The platform judge will then call the competitors to their fighting positions
The Judge will direct the competitors to touch gloves, and then assume their fighting positions	Judge will shout " Kai Shi " (Begin), Competitors will then engage each other for combat.
Judge will shout " Kai Shi " (Begin), Competitors will then engage each other for combat.	At the start of each round, the Competitors will perform the Palm/Fist salute. On each round, Competitors will switch starting sides.
Stops During a Match	
When the match needs to be stopped to call a point or a foul, the Judge will shout " Ting! " (Stop), at which time Competitors will cease fighting and return to their starting points.	When the match needs to be stopped, the Judge will shout " Ting! " (Stop), at which time Competitors will cease fighting and await the call of the referee.

Defaults

Type of Default	Description	Class
Illness or Injury	During a match, should a competitor be unable to compete due to illness or injury (which must be confirmed as legitimate by the medical committee's appointed doctor) this shall be considered as default and the competitor will be considered in default and not be permitted to participate in the match. However, the ranking achieved up to that point will still be considered as valid.	All Classes
Weigh-in Failure	During a match, should a competitor fail to weigh-in correctly, this shall be considered as default and the competitor will be considered in default and not be permitted to participate in the match. However, the ranking achieved up to that point will still be considered as valid.	C, B, A
Mismatched Pairing	Should it be determined during a bout that there is a great disparity in strength and ability resulting in a competitor being outclassed, for the safety of the competitor, his or her coach may raise the default plate. Also, at any time the competitor arriving at this conclusion may also raise their hand or voluntarily step off the competition platform which will be marked as a default.	All Classes
Missed Official Weigh-in	Should a competitor be absent for the weigh in, this will be regarded as a groundless default.	C, B, A
Missed Rollcall	Should a competitor be absent for, and/or fail to appear for the rollcall up to 3 times prior to a bout, or leaves the designated area following the rollcall, this will be regarded as a groundless default.	All Classes
Late to Ring	Should a competitor fail to appear at the competition area on time, this will be regarded as a groundless default.	All Classes
Pre-Bout Weigh-in Option	Pre-bout weigh in is allowed for all competitors who fail the official weigh in, or was not able to attend the official weigh in. However, if the competitor fails the final pre-bout weigh in, it is deemed a groundless default and will be marked on their official record as such (loss). Pre-bout takes place prior to equipment prep before a match.	C, B, A
Groundless Default	During a competition, should a competitor have a groundless default; all his results attained in the competition up to that point shall be forfeited and deemed a loss.	All Classes

Provisions

Other Related Provisions

- When officiating, all judges should concentrate fully on their task at hand.
 - They should not converse with anyone during this time
 - They are not permitted to leave their stations without the Head Judge's permission.
- 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).
- 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.
- Doping in any form is strictly forbidden.
 - Competitors are not permitted to inhale oxygen in the rest period between rounds.

Competition Officials & Duties

- **Composition of Competition Officials**
- **Roles & Duties of Competition Officials**

Below is a breakdown of the key personnel required to be present in each ring and/or Lei-Tai for Sanda Events. Smaller events may have less roles, or one person may assume multiple roles.

Ideally, each ring should have these components:

Composition of Competition Officials	
Role	Sanda Lei-Tai
Referee/Judges Team	<ul style="list-style-type: none"> • 1 Center Referee • 1-2 Assistant Chief Referees
Contest/Scoring Team	<ul style="list-style-type: none"> • 1 Head Judge & 1-2 Assistant Head Judge • 1 Scorekeeper • 1 Timekeeper • 3 or 5 sideline Judges <i>(2-3 Groups on rotational standby)</i>
Additional Officials	<ul style="list-style-type: none"> • 1 Chief Recorder-Scheduler • 1 Chief Registrar
Assistants	<ul style="list-style-type: none"> • 4 Scheduler recorders • 4-6 Registrars • 1 Ring Announcer <p><i>NOTE: During any given event, one designated official may assume multiple roles for efficiency.</i></p>
Medical Personnel	<ul style="list-style-type: none"> • 1 Medical Supervisor • 2-5 Medical assistants
Jury of Appeals	<ul style="list-style-type: none"> • 2-4 Electronic scoring system operators • 2-4 JoA camera operators <i>(*if applicable, usually for high profile, national or international events)</i>

Roles & Duties of Competition Officials

Roles & Duties of Competition Officials	
	Sanda
Chief Official (Referee)	<ul style="list-style-type: none"> Organize training for all officials to study and review the Rules and Regulations of the Competition, and to master the officiating methods. Inspect and ensure the correct preparation of the competition venue field of play, Prepare competition and judging equipment, Preparation of the weighing-in & lot draw ceremony and other competition related preparations. Attend problems related to interpretation of rules, but no authority to amend them. Manage Judges, and replace officials as needed Supervise changes to order of competition due to defaulting/withdrawing, notifying the technical delegate, JoA, the Head Judge, and Chief scheduler, and announcers Have the right to make final decision when a dispute arises within technical officials' groups. Responsible for the accurate interpretation of the rules and regulations by competition officials Review, sign and announce the results of competition Submit a written report to the organizing committee
Ring <u>Coordinator</u> Chief Assistant Referee	<ul style="list-style-type: none"> Be responsible for the accurate implementation of the rules and regulations by the competition Officials
Head Judge	<ul style="list-style-type: none"> Responsible for organizing and drilling referee teams and work implementation Oversee and manage the work of Judges, timekeepers, and scorekeepers To correct platform referees in the event of incorrect or missed judgements, notifying same by whistle to make relevant correction May amend match results prior to them being announced with approval of the Chief Referee/Official Announce the results at end of each round Handle matters such as 'absolute victory', 'off-platform', warnings, and forcible counting according to competitors 'actions on the platform and scorekeepers' records.

Roles & Duties of Competition Officials

Roles & Duties of Competition Officials	
Sanda	
Assistant Head Judge	<ul style="list-style-type: none"> • The Assistant Head Judge shall assist the Head Judge with his work and may perform other tasks concurrently when necessary
Center Platform Referee	<ul style="list-style-type: none"> • Inspects the competitor's protective gear and ensures safety during the match. • Directs the competitors during the match through calls and gestures • Make judgments for instances of falling down, off platform, warnings, and admonishments, forcible counting etc, and to call for medic when needed • Announce the result of each round
Side/Corner Referees	<ul style="list-style-type: none"> • Award points to competitors in line with the rules • Display the results simultaneously and instantly at the Head Judges' request at the end of each bout • Sign the scorecard at the end of each bout which must be kept for examination and verification
Recorders/ Scorekeepers	<ul style="list-style-type: none"> • Accurately complete competitors' details on the recording forms before each match • Participate in the work of the weighing in ceremony and record each competitor's weight on the statistical chart of the match. • Record the number of warnings, admonitions, forcible counting, and off-platform, passive holding/clinching, passivity according to the platform judge's calls and gestures. • Determine the winner of each round according to the sideline judge's decision and report such to the head table
Timekeepers	<ul style="list-style-type: none"> • Inspect the gong/bell and timing devices before the competition, making sure that all clocks and stopwatches keep correct time. • Keep a record of the time elapsed during the rounds. Stops, and rest periods between rounds. • where computer scoring is unavailable, blow the whistle 10 sec before the start of each round and strike the gong to announce it end

Roles & Duties of Competition Officials


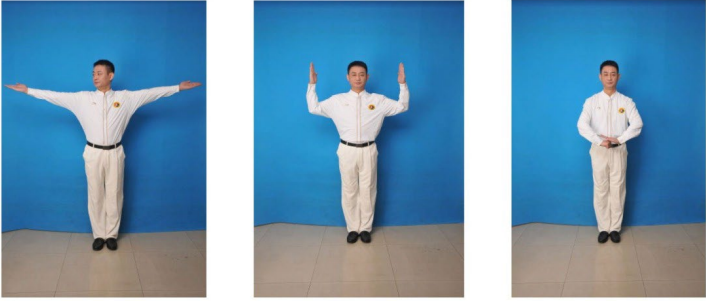

Roles & Duties of Competition Officials	
Sanda	
Chief Scheduler Recorder	<ul style="list-style-type: none"> • Be responsible for examining competitor's credentials and entry forms • Organize the lot draw ceremony and compile the competition schedule • Prepare all the various forms used in competition; check and verify the competitor's results to determine their placing • Record and disseminate the results of all bouts • Collect data for statistics and compile the results.
Scheduler Recorders	<ul style="list-style-type: none"> • The scheduler recorder shall perform tasks as assigned by the Chief scheduler recorder
Chief Registrar	<ul style="list-style-type: none"> • Be responsible for the competitor's weigh-in • Be responsible for the preparation of protective gear during competition • Summon the competitors for roll call 20 min before start of a bout • Report to Chief Referee immediately in the case of absence or default during rollcall • Inspect the competitors dress and protective gear as required by the rules. • Be responsible for the rollcall during the medal awarding ceremony
Registrars	<ul style="list-style-type: none"> • The Registrars shall perform tasks as assigned by the Chief Registrar
Announcers	<ul style="list-style-type: none"> • Introduce the rules and regulations of the competition, as well as important information to the audience • Introduces the Referees, Judges, and competitors to the audience • Announce the competition results • Announce platform referee point calls to educate the audience and to aid sideline judging clarity
Medical Supervisor	<ul style="list-style-type: none"> • Inspect each athlete's submitted medical reports and documentation • Conduct athlete medical examinations prior to the start of competition • Provide medical attention at the field of play for injuries • Responsible to make decisions on an athlete's ability to continue due to injuries sustained during a bout and recommend to the Chief Referee to suspend the bout. • Work with doping personnel (if applicable)

Judge's Calls & Hand Gestures







- Platform/Ring Judge's Calls & Hand Gestures
- Sideline Judge Calls & Hand Gestures

Platform/Ring Judge's Calls & Hand Gestures




The following are to be used in the operation of a match, and in tournaments. Please note that the shaded areas are calls specific to Sanda.

Description	Gesture
<p><i>Palm/Fist Salute</i></p> <ul style="list-style-type: none"> • 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]. 	 <p>(Fig 5) (Fig 6)</p>
<p>Mounting the Platform</p> <ul style="list-style-type: none"> • Standing at the center of the platform, extend both arms out to the sides, palms upward. [Fig 7] • Call players in by bending the arms upward and 90° with palms facing each other [fig 8] • Place L palm on top of R fist in front of body to signal players to salute [Fig 9] 	 <p>(Fig 7) (Fig 8) (Fig 9)</p>
<p>Calling Rounds</p> <p><i>First Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index finger pointing up, Call "Di Yi Ju", L arm extended to the side [Fig 10]</p> <p><i>Second Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index and middle finger pointing up, Call "Di Er Ju", L arm extended to the side [Fig 11]</p> <p><i>Third Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index and middle finger pointing up, thumb to the side, Call "Di San Ju", L arm extended to the side [Fig 12]</p>	 <p>(Fig 10) (Fig 11) (Fig 12)</p>





Platform/Ring Judge's Calls & Hand Gestures

Description	Gesture
<p>“Ready!” / “Start!”</p> <ul style="list-style-type: none"> From a Gong-Bu between the two players arms extended to both sides pointing at the players, palms facing up. [Fig 13] Shout “Yubei!” While shouting “Kaishi!”, Bring forward foot back to rear foot, draw both hands towards the front, palms down [Fig 14] 	 <p>(Fig 13)</p>  <p>(Fig 14)</p>
<p>“Stop!”</p> <ul style="list-style-type: none"> While calling a halt or pause in the bout, R step into Gong-Bu, extend the R arm to the front, palm held vertically between the two players, and shout “Ting!” [Fig 15] 	 <p>(Fig 15)</p>
<p>Five Second Passivity</p> <ul style="list-style-type: none"> Signal to the relevant player with one arm extended with palm up, and the other arm upward in front of the body with all 5 fingers separated, Call either, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) [Fig 16] 	 <p>(Fig 16)</p>
<p>Count</p> <ul style="list-style-type: none"> Facing the relevant player, with both arms bent vertically at the elbow, clench both fists in front of the body palms forward. [Fig 17] R hand uncurl the fingers on-by-one from the little finger at 1 sec intervals [Fig 18] 	 <p>(Fig 17)</p>  <p>(Fig 18)</p>





Platform/Ring Judge's Calls & Hand Gestures

Description	Gesture
<p>Passive Holding/Clinching</p> <ul style="list-style-type: none"> • Signal to the relevant player by extending one arm palm upwards • Then curl the arms in front of the body to form a 'Hug' gesture [Fig 19] <p>Passive Holding Advice</p> <ul style="list-style-type: none"> • Follow the above procedure • Then raise the R hand with index finger pointing up. [Fig 20] 	 <p>(Fig 19) (Fig 20)</p>
<p>8-Second Forcible Counting</p> <ul style="list-style-type: none"> • Facing the Head Judge in Gong-Bu, extend one arm towards the relevant player • extend the other arm with a 'thumb up' position [Fig 21] 	 <p>(Fig 21)</p>
<p>3-Second Forcible Counting</p> <ul style="list-style-type: none"> • Facing the Head Judge in Gong-Bu, extend one arm towards the relevant player, • call "Hong Fang!" (Red Side) or "Lan Fang!" (Blue Side) • Move the other hand across the abdomen to the side of the body, with thumb, index, and middle fingers separated pointing downward [Fig 22] 	 <p>(Fig 22)</p>
<p>Appointed Attack</p> <ul style="list-style-type: none"> • Extend one arm between the two players, with the thumb extended turned sideways, • Move the hand horizontally in the direction of the thumb as a signal for appointed attack. [Fig 24] • Call, "Hong Fang!" (Red Side) or "Lan Fang!" (Blue Side) 	 <p>(Fig 23)</p>







Platform/Ring Judge's Calls & Hand Gestures

Description	Gesture
<p style="text-align: center;">Both Players off the Platform/ Out of Bounds</p> <ul style="list-style-type: none"> Assume Gong-Bu, push both palms forward, arms stretched out, finger pointing up [Fig 30] Bring feet together, bend both arms at the elbow in front of body, palms to chest. [Fig 31] 	<div style="display: flex; justify-content: space-around;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> (Fig 30) (Fig 31) </div>
<p style="text-align: center;">Illegal Kick to Groin</p> <ul style="list-style-type: none"> Extend one arm with palm facing upwards towards the competitor who performed the illegal action. Point the other hand to the groin with palm facing inward [Fig 32] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	<div style="text-align: center;">  <p>(Fig 32)</p> </div>
<p style="text-align: center;">Illegal Contact to back of Head</p> <ul style="list-style-type: none"> Extend one arm with palm facing upwards towards the competitor who performed the illegal action. Place the other hand on the back of the head [Fig 33] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	<div style="text-align: center;">  <p>(Fig 33)</p> </div>
<p style="text-align: center;">Illegal Elbow Foul</p> <ul style="list-style-type: none"> Bend both arms in front of the chest and cover on elbow the palm of other hand. [Fig 34] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	<div style="text-align: center;">  <p>(Fig 35)</p> </div>

Platform/Ring Judge's Calls & Hand Gestures




Description	Gesture
<p>Illegal Knee Foul</p> <ul style="list-style-type: none"> • Extend one hand toward the offending player, • Raise other knee, with the other hand pat the knee. [Fig 35] • Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 35)</p>
<p>Warning!</p> <ul style="list-style-type: none"> • Extend one arm with palm facing upwards towards the competitor who performed the illegal action. • Bend the other arm 90° at elbow, fingers clenched in a fist, back of hand facing outward [Fig 36] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 36)</p>
<p>Admonition!</p> <ul style="list-style-type: none"> • Extend one arm with palm facing upwards towards the competitor who performed the illegal action. • Bend the other arm 90° at elbow, fingers clenched in a fist, back of hand facing outward [Fig 37] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 37)</p>
<p>Disqualification!</p> <ul style="list-style-type: none"> • Cross both arms in front of chest with clenched fists [Fig 38] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 38)</p>

Platform/Ring Judge's Calls & Hand Gestures

Description	Gesture
<p style="text-align: center;">Not Valid!</p> <ul style="list-style-type: none"> Extend both arms and then cross them in front of the abdomen by a swinging motion [Fig 39, 40, 41] 	<div style="display: flex; justify-content: space-around; align-items: center;">    </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> (Fig 39) (Fig 40) (Fig 41) </div>
<p style="text-align: center;">First Aid!</p> <ul style="list-style-type: none"> Face the Medical Supervision table Cross forearms in front of chest to form a vertical 'cross', palms open [Fig 42] 	<div style="text-align: center;">  <p>(Fig 42)</p> </div>
<p style="text-align: center;">Rest</p> <ul style="list-style-type: none"> Extend both arms to sides with palm facing upwards towards the player's respective resting stations.[Fig 43] 	<div style="text-align: center;">  <p>(Fig 43)</p> </div>
<p style="text-align: center;">Exchange Positions</p> <ul style="list-style-type: none"> Stand at center of Platform, cross arms in front of abdomen, palms open [Fig 44] 	<div style="text-align: center;">  <p>(Fig 44)</p> </div>

Sideline Judge's Calls & Hand Gestures

The following are to be used in the operation of a match, and in tournaments. Please note that these are all specific to Sanda events and are not applicable to Kempo events.

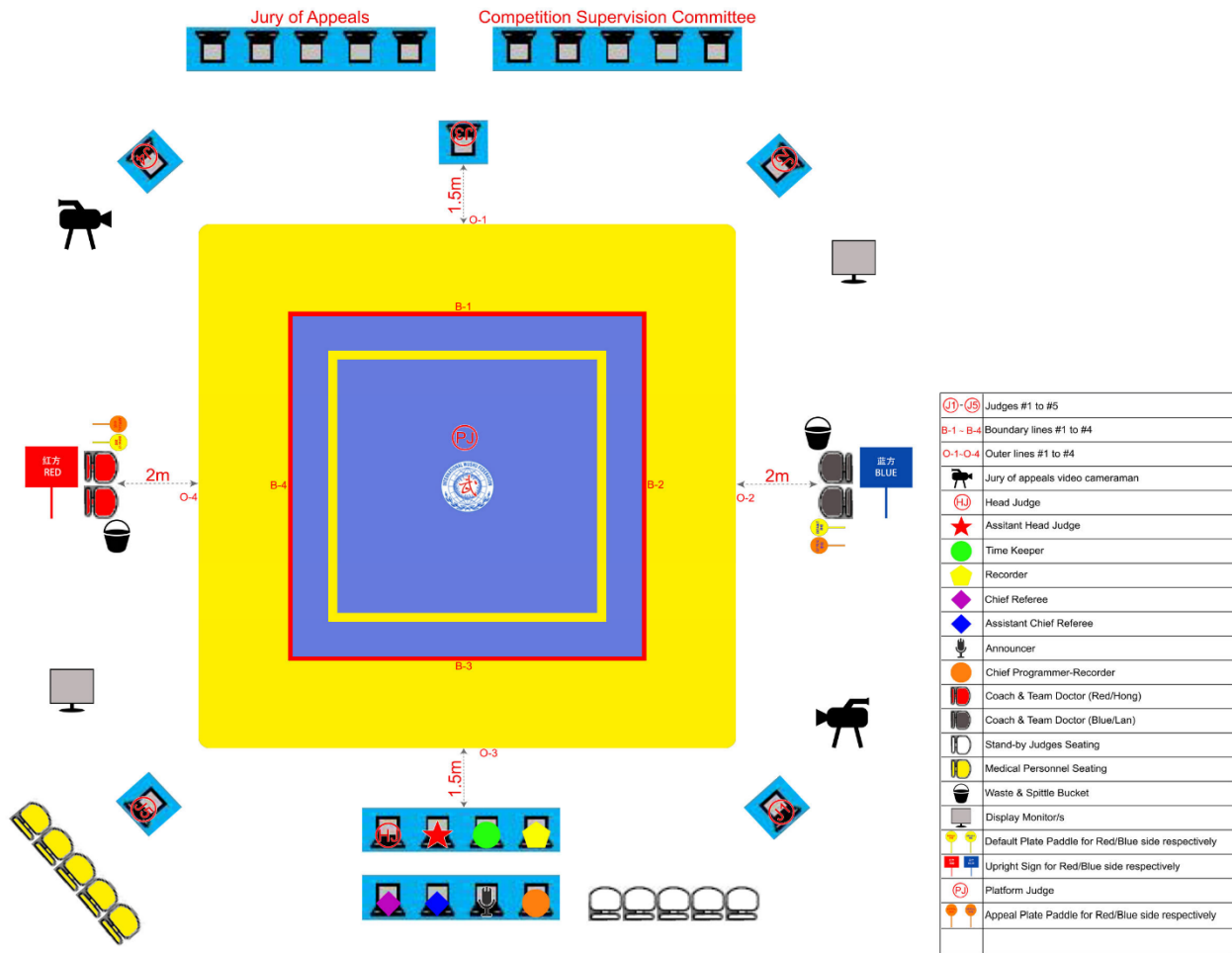
Description		Gesture
<p>Player Falls Down, Off the Platform/Out of Bounds</p> <ul style="list-style-type: none">• Point downward with R hand index finger [Fig 47]	 <p>(Fig 47)</p>	
<p>Not Fallen Down, Not Off Platform</p> <ul style="list-style-type: none">• Raise hand up in a palm, wave it to L and R. [Fig 47]	 <p>(Fig 48)</p>	
<p>Not Seen Clearly</p> <ul style="list-style-type: none">• Bend both arms at the elbow with palms open facing upwards and spread out to the sides. (the "I don't know" position) [Fig 47]	 <p>(Fig 49)</p>	

Competition Areas & Equipment

- Sanda Playing Field/Competition Area
- Sanda Equipment Requirements

Competition Area

Event Type	Specifications
In-House	<ul style="list-style-type: none"> • Shall take place on the existing Tatami matted flooring. • The contest area is 12-feet by 12-feet (or approximately 4 meters x 4 meters) in length and width without any obstructions. • The red tatami shall frame the borders of each ring, around a 6-foot x 6-foot (2 meters x 2 meters) green mats marking the center of the ring. Two (2) Yellow lines shall be taped 6 feet (2 Meters) apart inside the center area to indicate player starting points. • A line will be marked within 3 feet (1 meter) on either side of the ring for the Red and Blue Players • A Red and Blue Box will be marked at opposite corners of the ring to be used as the 'On-Deck' position. • There shall be a table for the Scoring Recorder and assistant recorder • There shall be chair placed at the corner for the Timekeeper
Regional	<ul style="list-style-type: none"> • Shall take place on either Tatami or 1-inch x 3-foot x 3-foot martial arts Puzzle mats • The contest area shall be 12-feet x 12-feet (or approximately 4 meters x 4 meters) in length and width without any obstructions. 16-feet x 16-feet (5 meters x 5 meters) for Black Belt Divisions. • All markings shall be similar or same as indicated above
International	<ul style="list-style-type: none"> • Ideally, they should be similar, but configurations may vary from 9-foot rings to 14 ft rings depending on the organizing body and the resources they possess.
Event Type	Specifications
5-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a WushuOntario approved Wushu Sanda competition platform (Lei-Tai) which comprises of a frame with a plywood surface upon which is a layer of EVA foam which is covered by a high-quality PU leather canvas. • The competition area comprises of a contest area and a safety area. • The contest area shall be a 8m x 8m flat surface, at a height of 80cm with without any obstructing projections and demarcated on all 4 sides by a red line which is 5cm thick, a 10cm thick taped yellow warning line, drawn 90cm in on four sides of the contest area. At the center of the contest area surface is a 120cm diameter image of the IWuF logo. <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 30cm in height.</i>
3-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a WushuOntario approved Wushu Sanda competition mat <u>without the platform</u> (Lei-Tai). Class D-F events are eligible to be held in this condition. <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 5cm thick.</i>
1-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a WushuOntario approved matted area suitable for ONLY Class D, E and F bouts <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 5cm thick.</i>

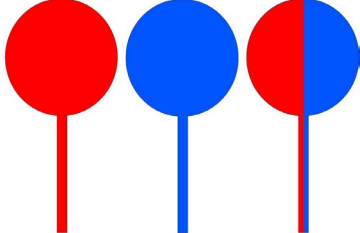

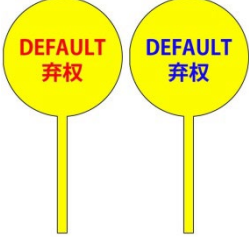



	Judges #1 to #5
	Boundary lines #1 to #4
	Outer lines #1 to #4
	Jury of appeals video cameraman
	Head Judge
	Assistant Head Judge
	Time Keeper
	Recorder
	Chief Referee
	Assistant Chief Referee
	Announcer
	Chief Programmer-Recorder
	Coach & Team Doctor (Red/Hong)
	Coach & Team Doctor (Blue/Lan)
	Stand-by Judges Seating
	Medical Personnel Seating
	Waste & Spittle Bucket
	Display Monitor/s
	Default Plate Paddle for Red/Blue side respectively
	Upright Sign for Red/Blue side respectively
	Platform Judge
	Appeal Plate Paddle for Red/Blue side respectively








**The Sanda Playing Field Layout
Competition Area**

Ring/Lei-Tai Equipment

The following equipment in the boxes shall be present for any sanctioned Sanda as per the IWUF (International Wushu United Federation). In-house Class F-D events may opt to use less equipment depending on the degree of formality being adhered to.

<p>Colored Paddles</p> <p>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.</p>	
<p>Admonition & Appeal Cards: All cards are 15cm x 5 cm</p> <p>Admonition: Twelve (12) yellow cards, with the Chinese characters “劝告” and the English word "Admonition" on them.</p> <p>Warning: Six (6) red cards with the Chinese characters "警告" and the English word "Warning" on them. (<i>Kempo & Sanda</i>)</p> <p>Forcible Counting: Six (6) blue cards with the Chinese characters "强读" and the English word "Forcible Counting" on them.</p> <p>Appeal: Six (6) orange cards with the Chinese characters "申诉" and the English word "Appeal" on them.</p> <p>Card Racks: Two (2) racks, 60cm long and 15cm high -- one in Blue and one in Red -- are used for holding the cards.</p>	
<p>Default Paddles</p> <p>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).</p>	
<p>Appeal Paddles</p> <p>Two (2) orange paddles are used for lodging 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).</p>	

Ring/Lei-Tai Equipment

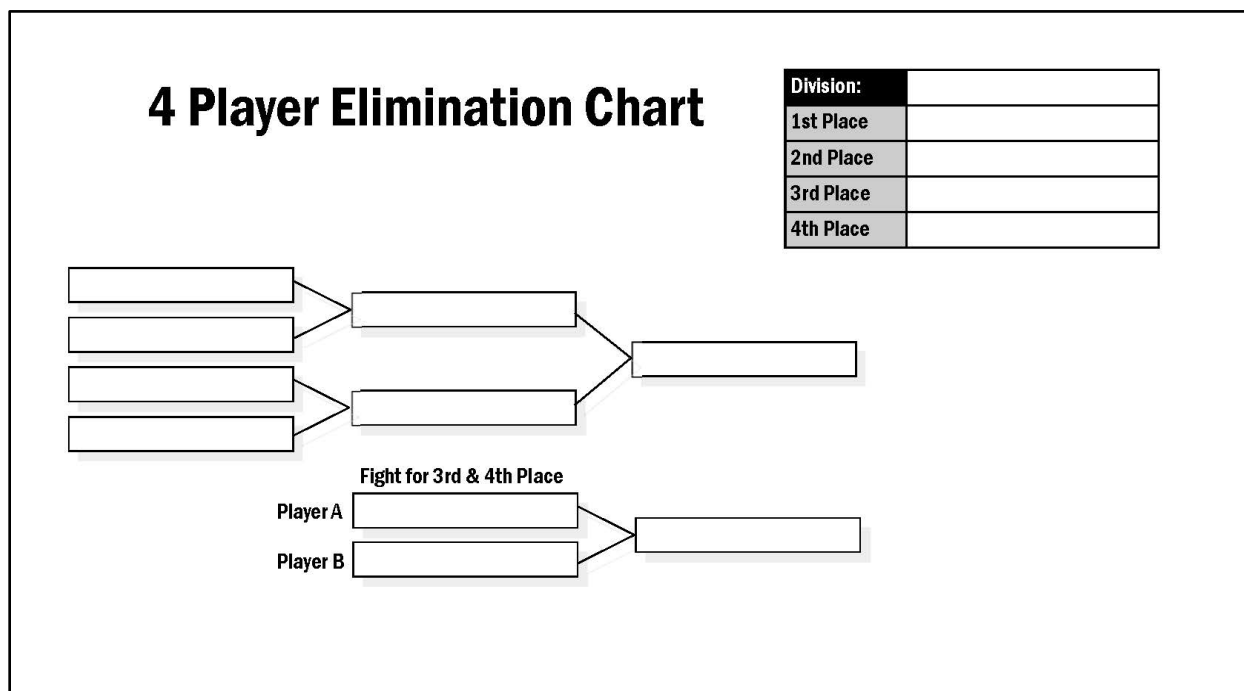
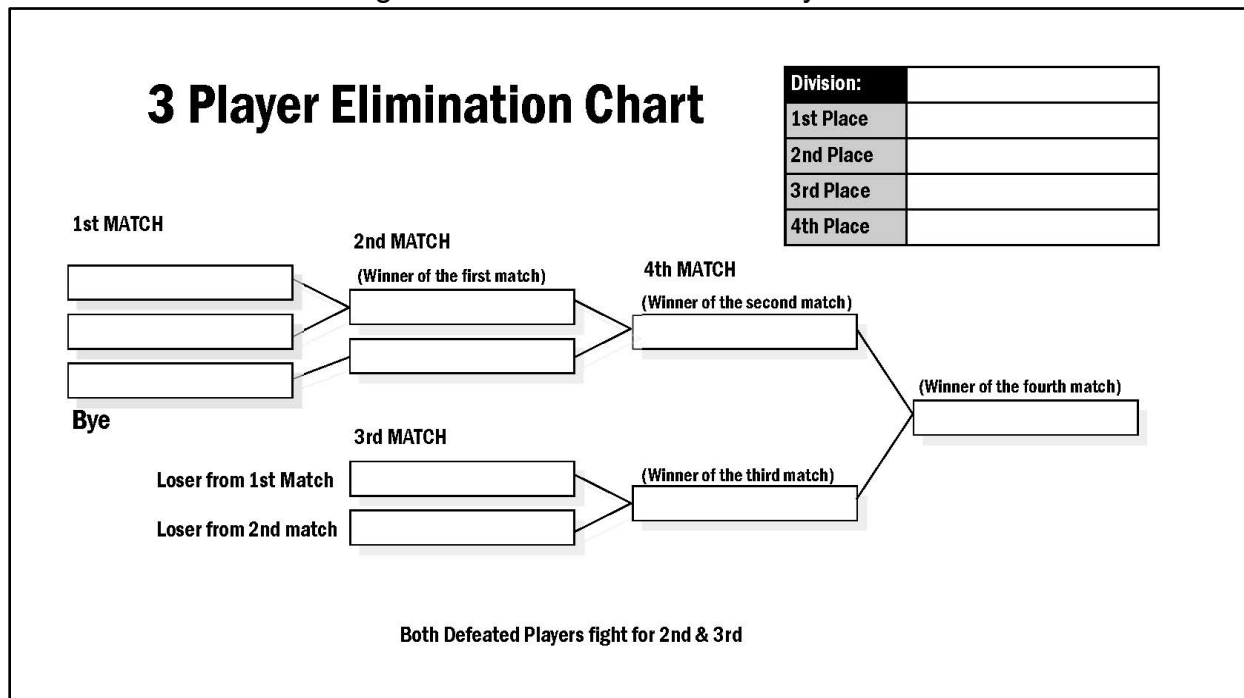
<p>Stopwatch/Timer Two (2) Stopwatches (1 as a reserve)</p>	
<p>Whistles: Two (2) Whistles (1 single-pitch; 1 double-pitch)</p>	
<p>Gong, Mallet, & Rack/Boxing Timer 1 Set</p>	
<p>Tally Counters Fifteen (15) to Twenty (20) counters</p>	
<p>Video Camera Two (2) video Cameras</p>	
<p>Metric Scale Two (2) sets. The scales must display to 2 digits following the decimal points</p>	
<p>Wireless Microphones Three (3) wireless L.A.V.'s to be pinned to platform referee's chest</p>	
<p>Electric Scoring System One (1) scoring system, if required/available</p>	

Sanda Elimination Ladders

The elimination ladders used in Sanda are designed to make a simple and easy progression to determine the winners and placing of each sparring division.

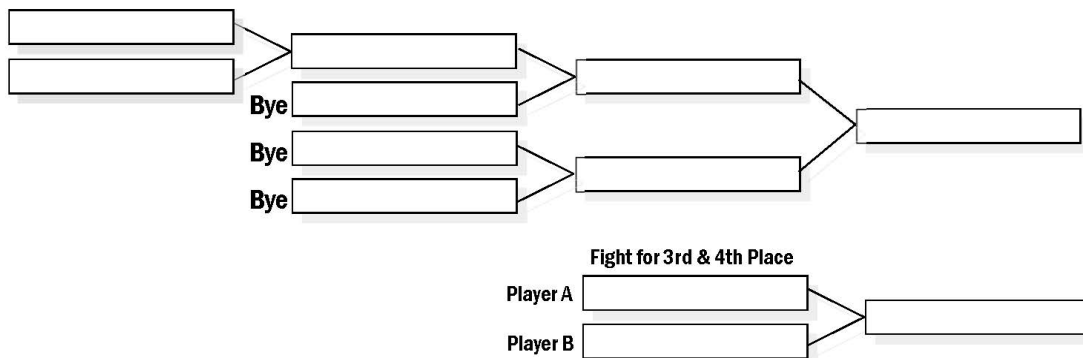
The basic premis is based on the idea that all matches must come down to the magic number of Four (4) in the semifinals. As not every division can guarantee even numbered participants, a Bye system is in place. Bye's will be selected at random at the beginning of the category.

Please review the following flow charts to see how the Bye/First Round Matches work.



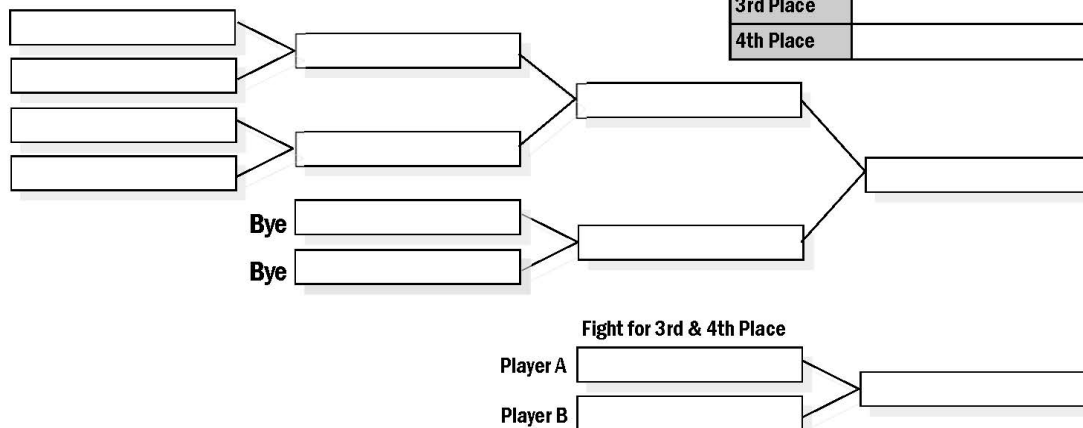
5 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



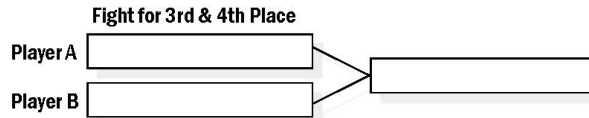
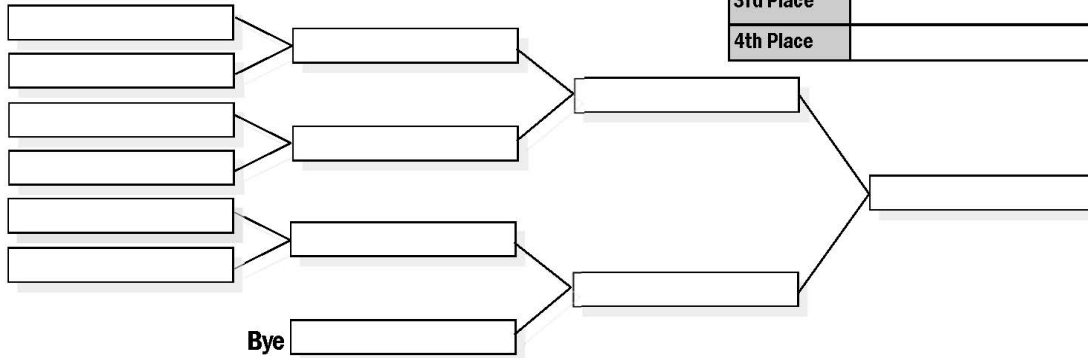
6 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



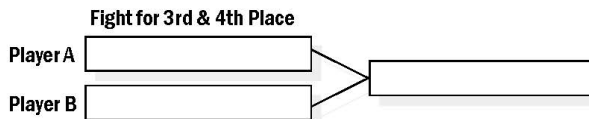
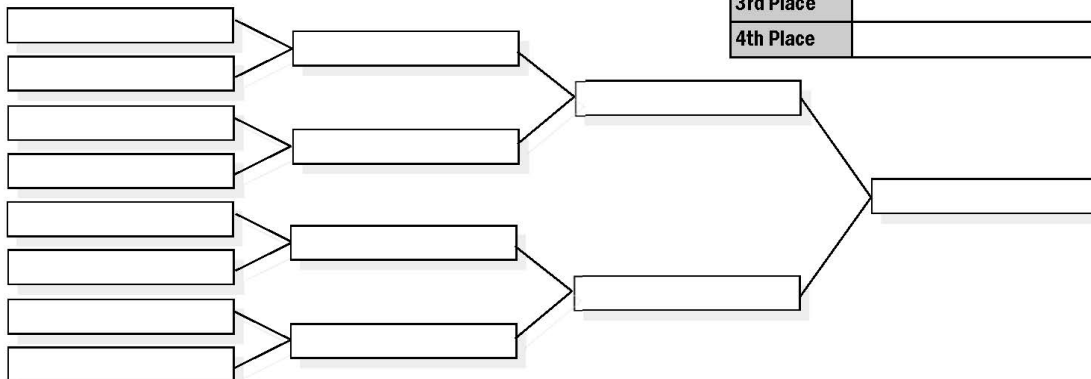
7 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



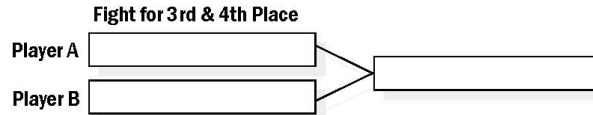
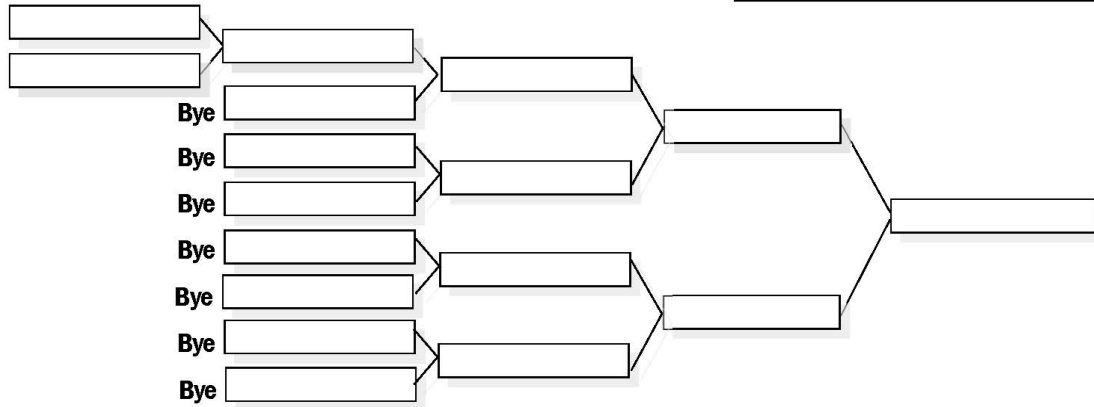
8 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



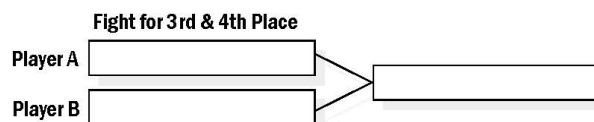
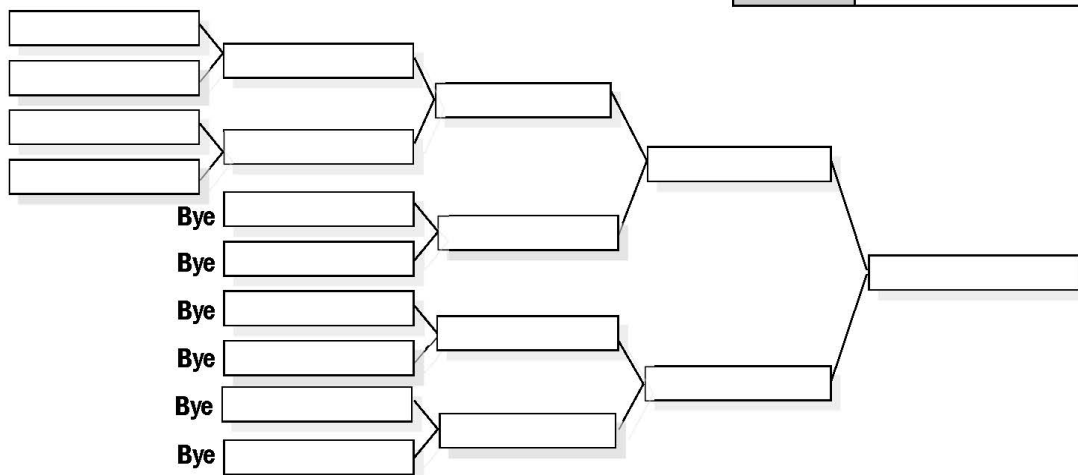
9 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



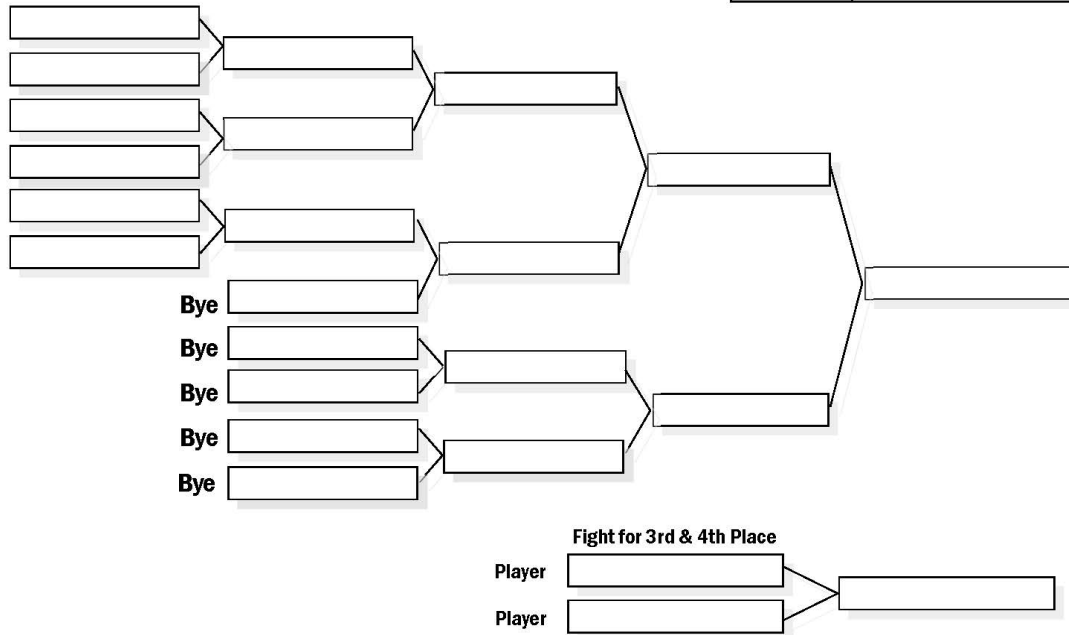
10 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



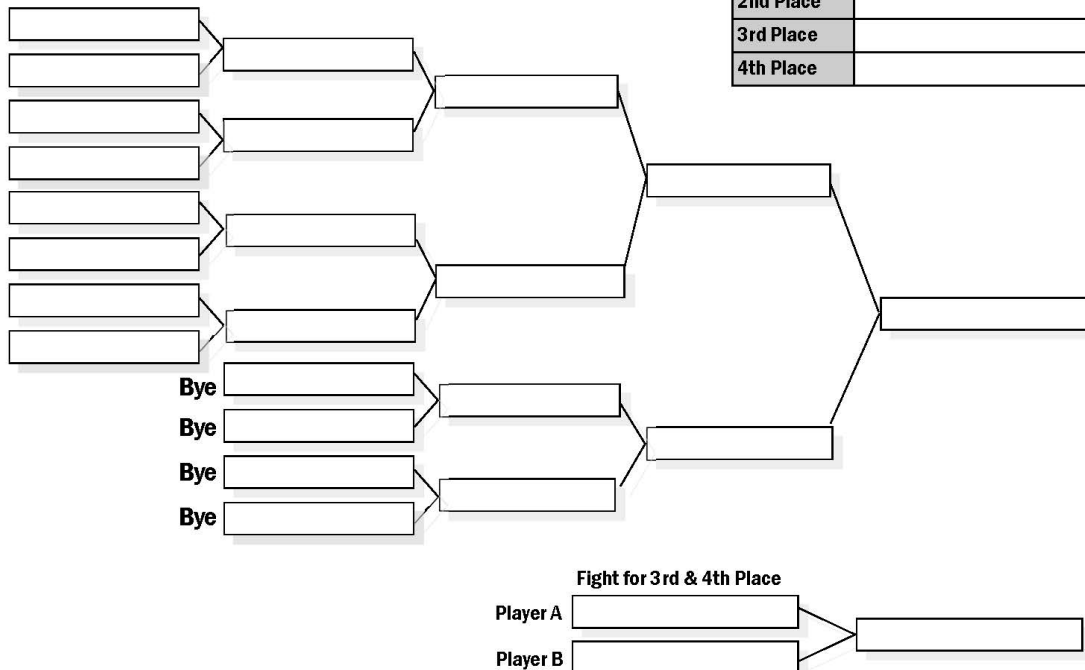
11 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



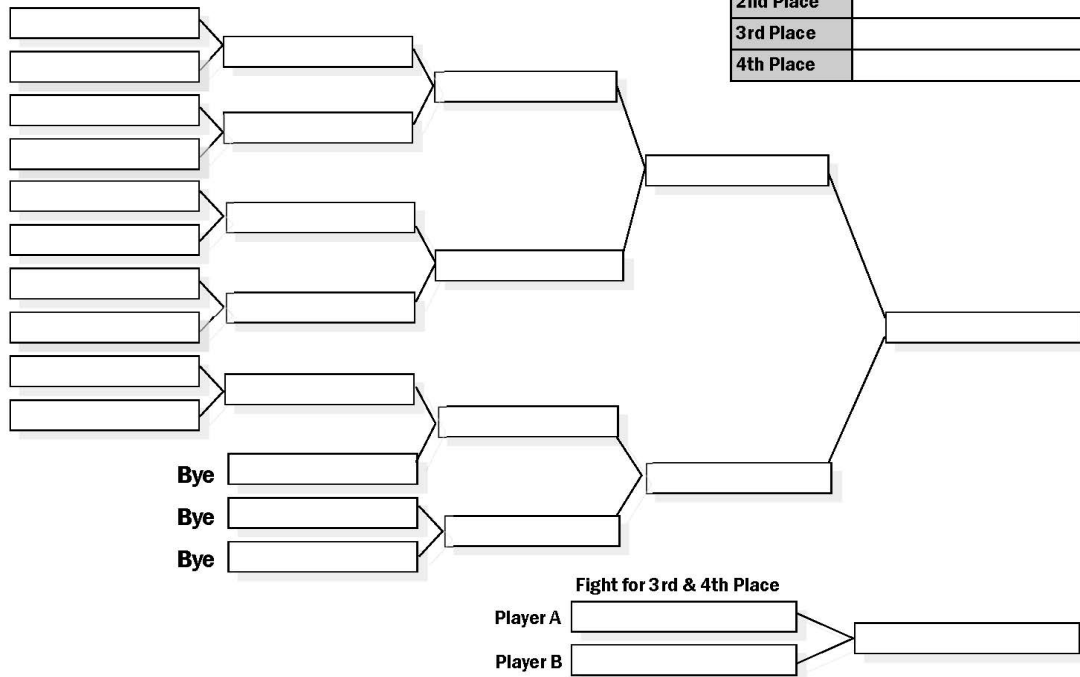
12 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



13 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



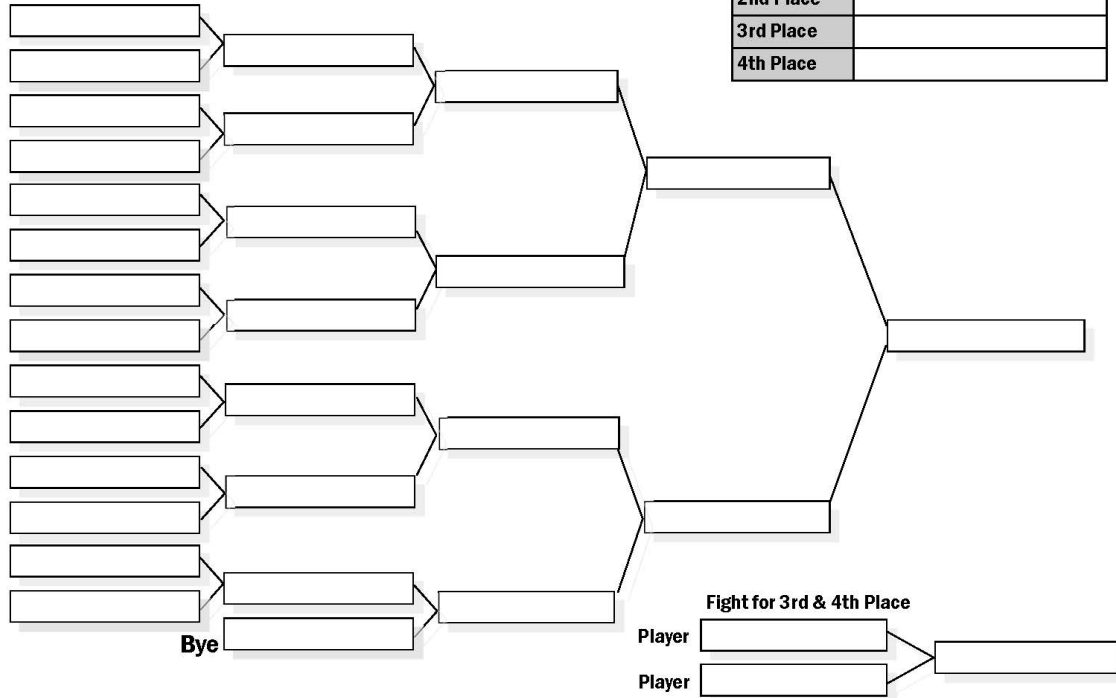
14 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



15 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



16 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	

