



***Wushu Mai San Jong Competition  
Rules & Judging Method  
Wushu Canada 2023***





Palm & first salute



Palm & first salute



First Round



Second Round



three round



Are you ready



Start the fight



Prohibited method- Warning for Knee



warning for kicking the crotch



Warning for striking to the back of head



Take down sucessfully



Push out of the platform



( Push) both out of the platform



Call back return to the platform



Both no score given



Warning



Disqualification



Call Red or Blue side appointed attack



Admonition



Rest



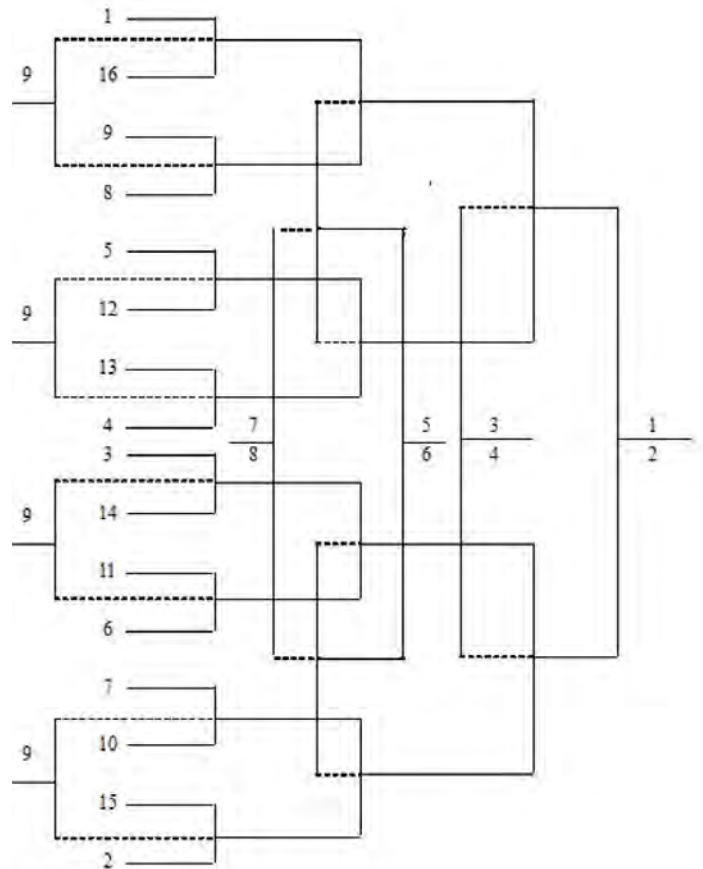
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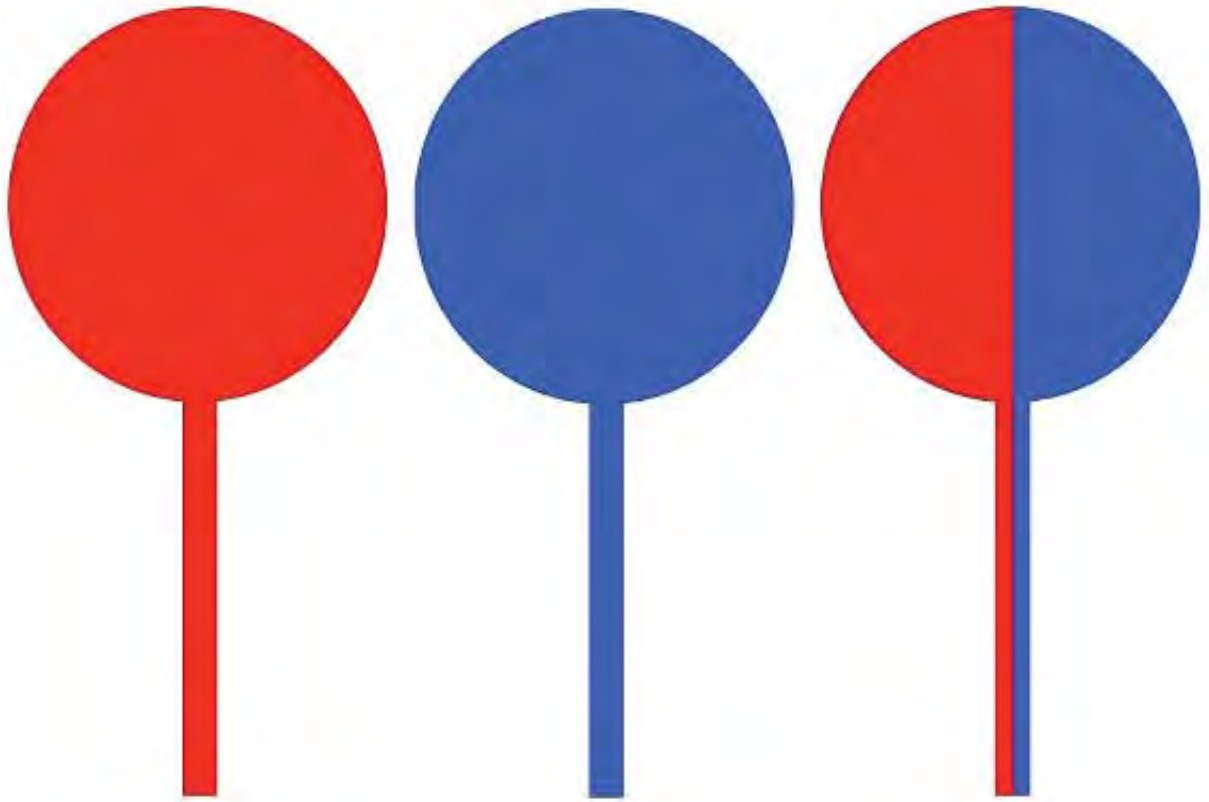
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Stop !







劝告

ADMONITION

申诉

APPEAL

强读

FORCIBLE  
COUNTING

警告

WARNING





# 2023 4<sup>th</sup> Pan American Traditional KungFu & Taijiquan Championships Rules

## 1. AGE CATEGORIES & REQUIREMENTS

- Senior competitors shall be 18-40 (including 40) full years of age  
成年運動員的參賽年齡為18-40 周歲
  - Junior competitors shall be between 15 and 17 (including 17) years of age  
青年運動員的參賽年齡為15-17 周歲
1. A competitor must hold a valid passport issued by the country/region which he/she is representing.  
運動員必須持有所代表國家或地區的護照。
  2. Each competitor must hold a valid personal life insurance certificate.  
運動員必須有參加該次比賽的人身保險證明。
  3. Each competitor must produce a valid health certificate showing his/her electroencephalogram (EEG), electrocardiogram (ECG), blood pressure, and heart rate issued by a qualified medical doctor from a check-up performed within a period of 15 days prior to the date of registration at the competition.  
運動員參賽時必須出示報到之日前15 天內的包括腦電圖、心電圖、血壓、脈搏等指標在內的體格檢查證明。

## 2. WEIGHT CATEGORIES 體重分級

	Senior Weight Divisions 成年體重分級	Junior's Weight Divisions 青年體重分級
1.	48kg Category ( $\leq 48\text{kg}$ )	48kg Category ( $\leq 48\text{kg}$ )
2.	52kg Category ( $>48\text{kg}-\leq 52\text{kg}$ )	52kg Category ( $>48\text{kg}-\leq 52\text{kg}$ )
3.	56kg Category ( $>52\text{kg}-\leq 56\text{kg}$ )	56kg Category ( $>52\text{kg}-\leq 56\text{kg}$ )
4.	60kg Category ( $>56\text{kg}-\leq 60\text{kg}$ )	60kg Category ( $>56\text{kg}-\leq 60\text{kg}$ )
5.	65kg Category ( $>60\text{kg}-\leq 65\text{kg}$ )	65kg Category ( $>60\text{kg}-\leq 65\text{kg}$ )
6.	70kg Category ( $>65\text{kg}-\leq 70\text{kg}$ )	70kg Category ( $>65\text{kg}-\leq 70\text{kg}$ )
7.	75kg Category ( $>70\text{kg}-\leq 75\text{kg}$ )	75kg Category ( $>70\text{kg}-\leq 75\text{kg}$ )
8.	80kg Category ( $>75\text{kg}-\leq 80\text{kg}$ )	80kg Category ( $>75\text{kg}-\leq 80\text{kg}$ )
9.	85kg Category ( $>80\text{kg}-\leq 85\text{kg}$ )	
10.	90kg Category ( $>85\text{kg}-\leq 90\text{kg}$ )	
11.	Over 90kg Category ( $>90\text{kg}$ )	

Mai San Jong, Platform Chi Sau including all Taolu :

Senior : 18-40,41 and over

Junior: 15-17, 14 and under

### 3. WEIGHING-IN 稱量體重

1. All qualified athletes must present their passports in order to weigh in.  
運動員經資格審查合格後方可參加稱量體重，必須攜帶本人護照。
2. The weighing-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the Jury of Appeals.  
必須在仲裁委員的監督下稱量體重，由檢錄長負責，編排記錄員配合完成。
3. All athletes must arrive at the designated time at the designated place as set out by the organizing committee in order to weigh in. Athletes may weigh-in in the nude or with trunks on. (Female competitors may wear tight-fitting undergarments).  
運動員必須按照大會規定的時間到指定地點稱量體重。稱量體重時，運動員須裸體或只穿短褲(女運動員可穿緊身內衣)。
4. The weighing-in shall start with the lighter weight categories and continue onto the heavier categories. Each category should conclude its weighing in within a period of one hour. Any competitor who fails to weigh in correctly within his or her registered division within the allocated time period of one hour will not be permitted to participate in any of the subsequent contests.  
稱量體重先從比賽設定的最小級別開始，每個級別在一小時內稱完。在規定的稱量時間內體重不符合報名級別時，則不准參加後面所有場次的比賽。
5. Competitors that are competing on a specific day of competition are required to weigh-in at the specific time and place prior to the start the day's events.  
當天有比賽的運動員，須在賽前規定的時間內稱量體重。

### 4. DRAWING LOTS

1. The drawing-lots ceremony shall be conducted by the scheduling-recording group, in the presence of the chairman of Jury of Appeal, the chief referee and team coaches or team leaders.  
由編排記錄組負責抽籤，仲裁委員會主任、總裁判長及參賽隊的教練員或領隊參加。
2. The drawing-lots ceremony shall take place after the initial weighing-in session has concluded, and will start with the lighter weight categories and continue on to the heavier categories. Any category with only one competitor shall be excluded from the contest.  
在第一次稱量體重後進行抽籤，由比賽設定的最小級別開始。如該級別只有1人，則不能參加比賽。
3. Team coaches or team leaders shall draw lots on behalf of the competitors from their respective teams.  
由各隊教練員或領隊為本隊運動員抽籤。

### 5. COMPOSITION OF COMPETITION OFFICIALS

Chief Judge 總裁判長– one (1)

Platform Referee 台上裁判員– one (1)

Head Judge 裁判長– one (1)

Sideline Judges 邊裁判員– five (5)

Time Keeper 計時員– one (1)

If necessary, the organizer shall consider to arrange sufficient rotational standby manpower for each role.  
如有需要，主辦單位應考慮為每個角色安排足夠的輪換候補人手。

## 6. DUTIES OF COMPETITION OFFICIALS

### 1. Chief Judge

- 1.1 Organize the study sessions for all officials to study and review the Rules and Regulations of the Competition, and to master the officiating methods.  
負責組織裁判人員學習競賽規程和規則，研究裁判方法。
- 1.2 Inspect and ensure the correct preparation of the competition venue field of play, competition and judging equipment, and the preparation of the weighing-in, drawing of lots ceremony and other competition-related preparations.  
檢查落實場地、器材、裁判用具及稱量體重、抽籤、編排等有關競賽的準備工作。
- 1.3 Attend to problems related to the competition Rules and Regulations, but has no power to modify them.  
根據競賽規程、規則的要求，解決競賽中的有關問題，但不能修改競賽規程和規則。
- 1.4 Manage the judges' groups during the competition and replace officials as required.  
比賽中指導各裁判組的工作，根據需要可以調動裁判人員。
- 1.5 During the course of competition should there be any changes to the order of competition due to a competitor defaulting and withdrawing, the Chief Judge should timeously notify the technical delegate, the jury of appeals, the platform referee, the head judge, the sideline judges, and the timekeeper.  
每場比賽，運動員因棄權變動秩序，應及時通知技術代表、仲裁委員會、台上裁判員、裁判長、邊裁判員和計時員。
- 1.6 Have the right to make the final decision when a dispute arises within the technical official groups.  
裁判組出現有爭議的問題，有權做出最後決定。
- 1.7 Be responsible for the accurate implementation of the rules and regulations by the competition officials.  
負責檢查裁判人員執行規則的情況。
- 1.8 Review, sign and announce the results of the competition.  
審核、簽署和宣布比賽成績。
- 1.9 Submit a written report to the Organizing Committee.  
向組委會遞交書面總結。

## 2. Head Judge

- 2.1 Be responsible for the organization of his judges' group's study sessions and work implementation.  
負責本組裁判員的學習和工作安排。
- 2.2 Overview and manage the work of the judges and timekeeper.  
比賽中監督、指導裁判員、計時員的工作。
- 2.3 Should the platform referee make any apparent incorrect judgments or miss any judgments, notify the platform referee by way of the signal whistle to make the relevant corrections.  
台上裁判員有明顯錯判、漏判時，鳴哨提示改正。
- 2.4 May amend the bout results prior to them being announced with the approval of the Chief Judge in cases of misjudgment.  
當比賽結果出現反判時，在宣布結果前徵得總裁判長同意後可以改判。
- 2.5 Announce the result at the end of each round.  
每局比賽結束後，宣告評判結果。
- 2.6 Handle such matters as an absolute victory, off-platform, warnings, forcible counting etc. according to the competitors' actions on the platform and the recorder's records.  
根據場上運動員的情況和記錄員的記錄，處理優勢勝利、下台、處罰、強制讀秒等有關規定事宜。
- 2.7 Review and sign the results at the end of each bout.  
每場比賽結束時，審核、簽署比賽成績。

## 3. Platform Referee

- 3.1 Inspect the competitors' protective gear and ensure safety during the bout.  
檢查場上運動員的護具，保證安全比賽。
- 3.2 Direct the competitors during a bout through calls and gestures.  
用口令和手勢指揮運動員進行比賽。
- 3.3 Make judgments for instances of falling down, off-platform, warnings and admonishments, forcible counting, etc., and call for first aid when needed.  
判定運動員倒地、下台、犯規、消極、讀秒、臨場治療等有關事宜。
- 3.4 Announce the results of each bout.  
宣布每場比賽結果。

## 4. Sideline Judges

- 4.1 Award points to the competitors in line with the Rules.  
根據規則判定運動員的得分。
- 4.2 Display the results simultaneously and instantly at the head judge's request at the end of each round.  
每局比賽結束後，根據裁判長信號，同時迅速顯示評判結果。
- 4.3 Shall objectively answer the platform referee queries regarding situations arising during a bout.  
客觀回答台上裁判員對比賽情況的詢問。
- 4.4 Sign the scorecard at the end of each bout which must be kept for examination and verification.  
每場比賽結束，在記分錶上簽名並保存，以備檢查核實。

## 5. Time-Keeper

- 5.1 Inspect the gong and timing devices before the competition, making sure that the clocks and stop-watches keep the correct time.  
賽前檢查銅鑼、計時鐘，核准秒錶。
- 5.2 Keep a record of the time elapsed during the rounds, stops, and rest periods between the rounds.  
負責比賽、暫停、局間休息的計時。

## 7. JURY OF APPEALS & DUTIES 仲裁委員會及其職責

### Composition of Jury of Appeals 仲裁委員會的組成

The Jury of Appeals will consist of one (1) chairman, one (1) assistant chairman, and three (3) or five (5) members.

由主任、副主任、委員共3人或5人組成。

### Duties of Jury of Appeals 仲裁委員會的職責

1. The Jury of Appeals shall work under the leadership of the Organizing Committee of the Competition. The Jury of Appeals is responsible mainly for supervising competition on such matters as checking the competition area and facilities, equipment, scheduling, drawing of lots, competitors' weighing-in, grouping of officials and arrangement and conduction of their work etc. During competition the Jury of Appeal shall supervise the officiating work. In case of any obvious unjust behavior or incorrect judgment, it shall have the right to give warnings to the officials concerned and, in serious cases, may even propose to the IWUF Technical Committee to remove them from their current officiating work to ensure the smooth running of competitions.  
仲裁委員會在大會組委會的領導下進行工作。主要負責監督比賽的競賽工作，包括監督檢查場地設施、比賽器材、編排、抽籤、運動員稱量體重及裁判員分組安排等內容。在比賽中對裁判員的評判工作進行監督，發現裁判員的評判有明顯不公正和不準確的行為時，仲裁委員會有權向總裁判組和裁判組提出警告，嚴重者可建議國際武聯技委會免去該裁判員在該次比賽的裁判工作，以保證競賽的正常進行。
2. The Jury of Appeal shall deal with appeals submitted by participating teams who have disagreement with the platform referee's decisions in relation the Rules and Regulations of the Competition. Such appeals shall be confined to decisions related directly to the appealing team.  
受理參賽隊對台上裁判員執行競賽規程、規則的判決結果有異議的申訴，但只限對本隊裁決的申訴。
3. The Jury of Appeal shall handle the appeals immediately after receiving them and duly notify the parties concerned of the ruling.  
接到申訴後，應立即進行處理，並將裁決結果及時通知有關各方。
4. The Jury of Appeal shall investigate the case and will immediately watch the video recording at the competition site. It may hold discussion meetings and invite other parties to attend them as observers without the right to vote. The meetings must be attended by more than half of the

members of the Jury of Appeal. The number of members of the Jury of Appeal participating in the investigation must be more than half of its total members in order for any voting decisions to be valid. In case of a tied vote, the chairman shall have the right to make the final decision.

根據申訴材料提出的情況，必須複審錄像，進行調查。召開仲裁委員會討論研究，可以吸收有關人員列席會議，但無表決權。仲裁委員會出席人數必須超過半數以上，表決時超過半數以上做出的決定方為有效。表決結果相等時，仲裁委員會主任有終裁權。

5. Members of the Jury of Appeal shall not participate in investigations in which their country or region is involved.

仲裁委員會成員不參加與本人所在國家或地區有牽連問題的討論和表決。

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

對申訴材料提出的問題，經過嚴格認真複審，確認原判無誤，則維持原判；如確認原判有明顯錯誤，仲裁委員會有權改變相關裁決，並提請國際武聯技委會對錯判的裁判員按有關規定進行處理。仲裁委員會的裁決為最終裁決。

## 8. APPEAL METHOD & REQUIREMENTS 申訴程序及要求

1. Each participating team has the opportunity to appeal at most two (2) times within a single competition. A participating team who has disagreement with the platform referee must immediately compile a written appeal at the competition scene, and following the consent of the Chief Referee together submit it along with the appeal fee of US\$200. The Jury of Appeals will then immediately review the match and come to a conclusion. Should the appeal be found to be valid, then the result will be altered and the appeal fee will be refunded. Should the appeal be found to be invalid, then the result will remain unchanged and the appeal fee will be retained.

參賽隊在整個比賽中總共有兩次申訴的機會。如果對台上裁判員臨場判罰有異議，必須在現場立即提出書面申訴，經總裁判長許可後，交付200美元的申訴費。仲裁委員會立刻複議並作出仲裁結論，如申訴正確，改變裁判結果，退回申訴費；如申訴不正確的，則維持原判，申訴費不退。

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

各隊必須服從仲裁委員會的最終裁決。如果因不服裁決無理糾纏，將視情節輕重，按照國際武聯的有關規定進行嚴肅處理。

## 9. MISCELLANEOUS RULE 其他規則

The English version of this document is the master document and supersedes translated version, the contents of this Rules book subject to change without notice.

本文件以英文版本為主並取代翻譯版本；內容如有需要、本會保留修改權，不作另行通知。

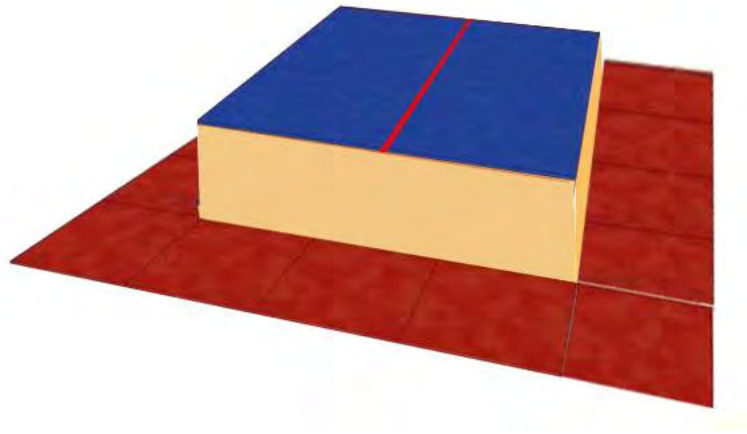


## NEW Chi Sau competition on a platform L 200cm x W 200cm x H 75cm

### 1. PLATFORM 平台

The competition will take place on a 200cm x 200cm x 75cm platform (shoes permitted). There will be a visible “centerline” dividing the platform in half. The platform shall be surrounded by rubber foam mat. Athletes will stand at each half of the platform.

比賽將在200cmX 200cm X 75cm高平台上進行（允許穿鞋）。將有一條可見的“中線”將平台一分為二。平台應由橡膠泡沫墊包圍。運動員各自站於平台一邊。



### 2. EVENT STRUCTURE 比賽結構

A bout will consist of 3 rounds, each round 30 seconds, A bout would follow the format below:  
一個比賽將包括三個回合，每個回合30秒並將遵循以下格式：

Before the beginning of the bout, referee should flip a coin to decide which side initiates the attack first.  
比賽開始前，裁判應擲硬幣決定那一方先發進攻。

The first round to the third round 第一回合至第三回合

The referee calls “kaishi” to signal the start of a bout 裁判叫【開始】，表示一個回合的開始

- Round 1 第一回合  
Red side Attacks; Blue side Defenses 紅方進攻；藍方防守
- Round 2 第二回合  
Blue side Attacks; Red side Defenses 藍方進攻；紅方防守
- Round 3 第三回合  
If there is a tie after 2 rounds, it will go directly to the 3<sup>rd</sup> round. Both sides will roll Chi Sau for 5 seconds, free play will begin immediately after the referee calls “kaishi” until the referee stops and terminates the game, and then the sideline judges give score to decide the winner.  
在兩回合的比賽後若有平手的話，將直接進入最後一個回合比賽。雙方纏手滾動五秒，裁判叫【開始】後自由發揮直至裁判叫停並終止比賽，然後由邊線評判給予分數，決定勝負。

### 3. AGE CATEGORIES & REQUIREMENTS

- Senior competitors shall be 18-40 (including 40) full years of age

成年運動員的參賽年齡為18-40 周歲

- Junior competitors shall be between 15 and 17 (including 17) years of age

青年運動員的參賽年齡為15-17 周歲

1. A competitor must hold a valid passport issued by the country/region which he/she is representing.  
運動員必須持有所代表國家或地區的護照。
2. Each competitor must hold a valid personal life insurance certificate.  
運動員必須有參加該次比賽的人身保險證明。
3. Each competitor must produce a valid health certificate showing his/her electroencephalogram (EEG), electrocardiogram (ECG), blood pressure, and heart rate issued by a qualified medical doctor from a check-up performed within a period of 15 days prior to the date of registration at the competition.  
運動員參賽時必須出示報到之日前15 天內的包括腦電圖、心電圖、血壓、脈搏等指標在內的體格檢查證明。

#### 4. WEIGHT CATEGORIES 體重分級

	Senior Weight Divisions成年體重分級	Junior's Weight Divisions青年體重分級
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11.	Over 90kg Category ( $>90\text{kg}$ )	

#### 5. WEIGHING-IN 稱量體重

1. All qualified athletes must present their passports in order to weigh in.  
運動員經資格審查合格後方可參加稱量體重，必須攜帶本人護照。
2. The weighing-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the Jury of Appeals.  
必須在仲裁委員的監督下稱量體重，由檢錄長負責，編排記錄員配合完成。
3. All athletes must arrive at the designated time at the designated place as set out by the organizing committee in order to weigh in. Athletes may weigh-in in the nude or with trunks on. (Female competitors may wear tight-fitting undergarments).  
運動員必須按照大會規定的時間到指定地點稱量體重。稱量體重時，運動員須裸體或只穿短褲(女運動員可穿緊身內衣)。

4. The weighing-in shall start with the lighter weight categories and continue onto the heavier categories. Each category should conclude its weighing in within a period of one hour. Any competitor who fails to weigh in correctly within his or her registered division within the allocated time period of one hour will not be permitted to participate in any of the subsequent contests.

稱量體重先從比賽設定的最小級別開始，每個級別在一小時內稱完。在規定的稱量時間內體重不符合報名級別時，則不准參加後面所有場次的比賽。

5. Competitors that are competing on a specific day of competition are required to weigh-in at the specific time and place prior to the start the day's events.

當天有比賽的運動員，須在賽前規定的時間內稱量體重。

## 6. DRAWING LOTS

1. The drawing-lots ceremony shall be conducted by the scheduling-recording group, in the presence of the chairman of Jury of Appeal, the chief referee and team coaches or team leaders.

由編排記錄組負責抽籤，仲裁委員會主任、總裁判長及參賽隊的教練員或領隊參加。

2. The drawing-lots ceremony shall take place after the initial weighing-in session has concluded, and will start with the lighter weight categories and continue on to the heavier categories. Any category with only one competitor shall be excluded from the contest.

在第一次稱量體重後進行抽籤，由比賽設定的最小級別開始。如該級別只有1人，則不能參加比賽。

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

由各隊教練員或領隊為本隊運動員抽籤。

## 7. COMPOSITION OF COMPETITION OFFICIALS

Chief Judge 總裁判長– one (1)

Platform Referee 台上裁判員– one (1)

Head Judge 裁判長– one (1)

Sideline Judges 邊裁判員– five (5)

Time Keeper 計時員– one (1)

If necessary, the organizer shall consider to arrange sufficient rotational standby manpower for each role. 如有需要，主辦單位應考慮為每個角色安排足夠的輪換候補人手。

## 8. DUTIES OF COMPETITION OFFICIALS

### 1. Chief Judge

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

負責組織裁判人員學習競賽規程和規則，研究裁判方法。

- 1.2 Inspect and ensure the correct preparation of the competition venue field of play, competition and judging equipment, and the preparation of the weighing-in, drawing of lots ceremony and other competition-related preparations.

檢查落實場地、器材、裁判用具及稱量體重、抽籤、編排等有關競賽的準備工作。

- 1.3 Attend to problems related to the competition Rules and Regulations, but has no power to modify them.

根據競賽規程、規則的要求，解決競賽中的有關問題，但不能修改競賽規程和規則。

- 1.4 Manage the judges' groups during the competition and replace officials as required.

比賽中指導各裁判組的工作，根據需要可以調動裁判人員。

- 1.5 During the course of competition should there be any changes to the order of competition due to a competitor defaulting and withdrawing, the Chief Judge should timeously notify the technical delegate, the jury of appeals, the platform referee, the head judge, the sideline judges, and the timekeeper.

每場比賽，運動員因棄權變動秩序，應及時通知技術代表、仲裁委員會、台上裁判員、裁判長、邊裁判員和計時員。

- 1.6 Have the right to make the final decision when a dispute arises within the technical official groups.

裁判組出現有爭議的問題，有權做出最後決定。

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

負責檢查裁判人員執行規則的情況。

- 1.8 Review, sign and announce the results of the competition.

審核、簽署和宣布比賽成績。

- 1.9 Submit a written report to the Organizing Committee.

向組委會遞交書面總結。

## 2. Head Judge

- 2.1 Be responsible for the organization of his judges' group's study sessions and work implementation.

負責本組裁判員的學習和工作安排。

- 2.2 Overview and manage the work of the judges and timekeeper.

比賽中監督、指導裁判員、計時員的工作。

- 2.3 Should the platform referee make any apparent incorrect judgments or miss any judgments, notify the platform referee by way of the signal whistle to make the relevant corrections.

台上裁判員有明顯錯判、漏判時，鳴哨提示改正。

- 2.4 May amend the bout results prior to them being announced with the approval of the Chief Judge in cases of misjudgment.

當比賽結果出現反判時，在宣布結果前徵得總裁判長同意後可以改判。

- 2.5 Announce the result at the end of each round.

每局比賽結束後，宣告評判結果。

- 2.6 Handle such matters as an absolute victory, off-platform, warnings, forcible counting etc. according to the competitors' actions on the platform and the recorder's records.

根據場上運動員的情況和記錄員的記錄，處理優勢勝利、下台、處罰、強制讀秒等有關規定事宜。

- 2.7 Review and sign the results at the end of each bout.

每場比賽結束時，審核、簽署比賽成績。

### 3. Platform Referee

3.1 Inspect the competitors' protective gear and ensure safety during the bout.

檢查場上運動員的護具，保證安全比賽。

3.2 Direct the competitors during a bout through calls and gestures.

用口令和手勢指揮運動員進行比賽。

3.3 Make judgments for instances of falling down, off-platform, warnings and admonishments, forcible counting, etc., and call for first aid when needed.

判定運動員倒地、下台、犯規、消極、讀秒、臨場治療等有關事宜。

3.4 Announce the results of each bout.

宣布每場比賽結果。

### 4. Sideline Judges

4.1 Award points to the competitors in line with the Rules.

根據規則判定運動員的得分。

4.2 Display the results simultaneously and instantly at the head judge's request at the end of each round.

每局比賽結束後，根據裁判長信號，同時迅速顯示評判結果。

4.3 Shall objectively answer the platform referee queries regarding situations arising during a bout.

客觀回答台上裁判員對比賽情況的詢問。

4.4 Sign the scorecard at the end of each bout which must be kept for examination and verification.

每場比賽結束，在記分錶上簽名並保存，以備檢查核實。

### 5. Time-Keeper

5.1 Inspect the gong and timing devices before the competition, making sure that the clocks and stop-watches keep the correct time.

賽前檢查銅鑼、計時鐘，核准秒錶。

5.2 Keep a record of the time elapsed during the rounds, stops, and rest periods between the rounds.

負責比賽、暫停、局間休息的計時。

## 9. CHALLENGE FORMAT 攻擊格式

Attacking the head is strictly prohibited. An accidental offense will be warned once. A repeated accidental offense will result in a loss of the round. An intentional offense will be immediately disqualified from the entire competition.

嚴禁打頭，一次意外犯規將被警告一次。重複的意外犯規將被判這回合輸。故意犯規將立即被取消整個比賽資格。

Valid target areas include 有效的目標部位包括：

- the torso 軀幹

Techniques permitted include 允許的技術包括：

- striking with the fist, palm, or elbow 用拳頭, 手掌, 或手肘
- sweeping 掃腿
- a single fluid-motion take-down 乾淨利落摔倒

IMPORTANT NOTE – Applying any of the prohibited methods or attacking any of the prohibited areas may receive a serious warning and cause immediate disqualification.

重要提示 - 應用任何禁止的動作或攻擊任何禁止的部位可能會收到嚴重警告並導致被即時取消資格。

Prohibited target areas are 禁止的部位是：

- Absolutely no attack to the face/head 絕對不許攻擊面部/頭部
- the throat 喉嚨
- the neck 頸部
- the knees 膝蓋
- the groin area 下陰

Prohibited methods 禁用動作：

- a. Attacking with the head, the fingers, or by putting pressure on the joints of the opponent in an adverse direction 用頭部, 手指攻擊或向對手的關節以相反方向施加壓力
- b. Clinching or Wrestling (a hold or grab lasting more than 1/2 second or a failed takedown followed by a second takedown attempt) 互相摟抱或摔跤 (保持或抓握持續超過半秒、或摔倒動作不遂, 然後再嘗試摔倒動作)
- c. Attacking the face/head 攻擊面部/頭部
- d. Elbowing to the head 肘擊頭部
- e. Foot stomping or any kicking to the trunk 踩踏或踢向軀幹
- f. Stomping or kicking to the joints (knee) 踩踏或踢對方關節 (膝蓋)
- g. Spinning kick or uncontrolled techniques 轉身旋風腿或不受控制的技術
- h. Attacking a downed opponent by any means 以任何方式攻擊已被擊倒的對手

## 10. TIME AND STOPPAGES 時間和停止

When the referee calls “kaishi”, the **challenger** will be allowed to initiate an attack within 5 seconds. After 6<sup>th</sup> second, the platform referee will call “ting” at any time to stop the challenge. Also, a challenge will end when the platform referee calls “ting” to signal the end of that challenge.

當裁判員叫【開始】表示比賽正式開始, 【攻擊者】可以在五秒後先發進攻, 裁判員會隨時叫【停】中止比賽。同樣當比賽結束時, 裁判員亦會叫【停】以表示該比賽結束。

- when there is a pause in the activity 活動暫停時
- to issue a warning 發出警告
- in the event of a medical emergency, a competitor is unable to compete after an on-site doctor's assessment. 發生醫療緊急情況，經現場醫生評估後，運動員無法比賽。
- An athlete has fallen on or off the platform 運動員跌倒在平台上或平台之外

## 11. SCORES, DEDUCTIONS & WARNINGS 得分，扣分與警告

### SCORE STRUCTURE 得分結構

In each round, 1-5 technical points per competitor can be awarded by each of the 5 sideline judges based on how the competitor displays the Wing Chun style. Points will be awarded based on the following criteria:

每個回合，5名邊線裁判可以根據選手的詠春拳風格，給每位選手1-5個技術分。分數將根據以下標準授予：

- 1 point 一分 – a single punch on valid area successfully 一拳成功擊中有效部位
- 2 points 兩分 – a combination of techniques e.g., Lap Da - Tan Da or Pak Da 技術的組合，例如攏打、攤打或拍打
- 3 points 三分 – falls on the platform or out of the platform 跌倒在平台上或平台外

The competitor with the highest score in each round will be the winner. The competitor who wins 2 rounds will be the winner of the bout. If a competitor is knocked out or chooses not to continue, the remaining competitor will be the winner. Technically pushing the opponent out of the stage will win the round. 每個回合得分最高的選手將成為獲勝者。贏得兩個回合的選手將為該場比賽的獲勝者。如果一名選手被擊倒或選擇不繼續比賽，剩下的選手將獲勝。技術性把對手推出台外，即贏得該回合。

- If the **challenger** successfully lands a hit on a valid target area on the **defender** during a challenge, **challenger** will be awarded 1 point and the **defender** will be awarded none.  
如果【攻擊者】在比賽中進攻對手成功擊中了【防守者】有效部位，則將獲得1分，而【防守者】則無分。
- If the **defender** successfully defends the attacks of the **challenger** without being hit during a challenge, the **defender** will be awarded 1 point and the **challenger** will be awarded none.  
如果【防守者】成功地防守【攻擊者】的進攻而沒有被擊中，則將獲得1分，而【攻擊者】則無分。
- If there is an exchange or counter-attack that takes place between the competitors (meaning that both competitors land successful hits on valid target areas), both competitors will receive points. The sideline judges will award 3 points to the competitor who they feel dominated the overall exchange and 2 points to the competitor who doesn't.  
如果雙方之間發生逆轉或反攻（意味著雙方都成功擊中了有效目標部位），則雙方都將獲得



分數。五位邊線裁判將向他們認為在整體比賽中優勝的運動員給予3分，並向其對手給予2分。

- If the **challenger** attacks successfully with Wing Chun technique and style, and there is no defense from the **defender**, points will be awarded to the **challenger** according to each sideline judge's assessment.

如果【攻擊者】使用詠春拳的技術和風格成功進攻，而【防守者】沒有防守，則由每位邊線裁判的評定將分數給予【攻擊者】。

- If the **challenger** attacks and there is successful defense with Wing Chun technique and style from the **defender**, points will be awarded to both competitors according to each sideline judge's assessment.

如果【攻擊者】發起進攻，並且【防守者】採用詠春的技術和風格成功防守，則由每位邊線裁判的評定向兩位運動員給予分數。

- If the **defender** counter-attacks the **challenger** successfully with Wing Chun technique and style, points will be awarded to the **defender** according to each sideline judge's assessment.

如果【防守者】成功利用詠春的技術和風格對攻擊者進行反擊，則由每位邊線裁判的評定將分數給予【防守者】。

## DEDUCTIONS & WARNINGS

The referee will call "Ting" to stop the competition in order to issue a warning.

裁判會叫【停】中止比賽，以發出警告。

A warning will be given 將發出警告：

- The referee calls "Kaishi", after 5 seconds of Chi Sau rolling and there is no immediate attack action, the **challenger** receives a warning and 1 point will be deducted.  
裁判叫【開始】，雙方進行纏手五秒後而沒有任何動作並沒有即時的攻擊行動，則【攻擊者】將被警告一次並扣一分。
- If the defender initiates an attack first, a warning will be given to the defender and 1 point will be deducted.  
如防守方先發起攻擊，則會向防守方發出警告並扣一分。
- A competitor uses Poi Pai Chang or Lan Sau for the 2nd time in one round, there will be NO score but the competitor will receive a warning and 1 point will be deducted.  
在一回合中第二次使用抱牌掌或攔手，將不會獲得分數，相反會收到警告並扣一分。
- When using the Po Pai Jeung or Laan Sau (blocking hand), the movement must be clear, and it is strictly forbidden to push the opponent. Otherwise, will receive a warning and 1 point will be deducted. No matter whether it is successful or not, it can only be used once per round.  
使用抱牌掌或攔手，動作必須清晰，嚴禁推撞對方；否則收到警告並扣一分。不論成功與否，每回合只可以使用一次。
- A competitor who hits the opponent in the prohibited area or uses the prohibited method.  
擊中對手的禁止攻擊部位或使用禁止的方法。

- A competitor who receives 3 warnings will lose the bout automatically.  
被警告三次的運動員將自動輸了這比賽。

## 12. SAFETY GEAR 安全配備

- Elastic Hand Pads should be used 將使用有彈性手墊手套
- Headgear is not needed, only chest protector 不需要頭盔, 只需要護胸墊

## 13. JURY OF APPEALS & DUTIES 仲裁委員會及其職責

### Composition of Jury of Appeals 仲裁委員會的組成

The Jury of Appeals will consist of one (1) chairman, one (1) assistant chairman, and three (3) or five (5) members.

由主任、副主任、委員共3人或5人組成。

### Duties of Jury of Appeals 仲裁委員會的職責

1. The Jury of Appeals shall work under the leadership of the Organizing Committee of the Competition. The Jury of Appeals is responsible mainly for supervising competition on such matters as checking the competition area and facilities, equipment, scheduling, drawing of lots, competitors' weighing-in, grouping of officials and arrangement and conduction of their work etc. During competition the Jury of Appeal shall supervise the officiating work. In case of any obvious unjust behavior or incorrect judgment, it shall have the right to give warnings to the officials concerned and, in serious cases, may even propose to the IWUF Technical Committee to remove them from their current officiating work to ensure the smooth running of competitions.

仲裁委員會在大會組委會的領導下進行工作。主要負責監督比賽的競賽工作，包括監督檢查場地設施、比賽器材、編排、抽籤、運動員稱量體重及裁判員分組安排等內容。在比賽中對裁判員的評判工作進行監督，發現裁判員的評判有明顯不公正和不準確的行為時，仲裁委員會有權向總裁判組和裁判組提出警告，嚴重者可建議國際武聯技委會免去該裁判員在該次比賽的裁判工作，以保證競賽的正常進行。

2. The Jury of Appeal shall deal with appeals submitted by participating teams who have disagreement with the platform referee's decisions in relation the Rules and Regulations of the Competition. Such appeals shall be confined to decisions related directly to the appealing team.  
受理參賽隊對台上裁判員執行競賽規程、規則的判決結果有異議的申訴，但只限對本隊裁決的申訴。
3. The Jury of Appeal shall handle the appeals immediately after receiving them and duly notify the parties concerned of the ruling.  
接到申訴後，應立即進行處理，並將裁決結果及時通知有關各方。
4. The Jury of Appeal shall investigate the case and will immediately watch the video recording at the competition site. It may hold discussion meetings and invite other parties to attend them as

observers without the right to vote. The meetings must be attended by more than half of the members of the Jury of Appeal. The number of members of the Jury of Appeal participating in the investigation must be more than half of its total members in order for any voting decisions to be valid. In case of a tied vote, the chairman shall have the right to make the final decision.

根據申訴材料提出的情況，必須複審錄像，進行調查。召開仲裁委員會討論研究，可以吸收有關人員列席會議，但無表決權。仲裁委員會出席人數必須超過半數以上，表決時超過半數以上做出的決定方為有效。表決結果相等時，仲裁委員會主任有終裁權。

5. Members of the Jury of Appeal shall not participate in investigations in which their country or region is involved.

仲裁委員會成員不參加與本人所在國家或地區有牽連問題的討論和表決。

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

對申訴材料提出的問題，經過嚴格認真複審，確認原判無誤，則維持原判；如確認原判有明顯錯誤，仲裁委員會有權改變相關裁決，並提請國際武聯技委會對錯判的裁判員按有關規定進行處理。仲裁委員會的裁決為最終裁決。

#### **14. APPEAL METHOD & REQUIREMENTS 申訴程序及要求**

1. Each participating team has the opportunity to appeal at most two (2) times within a single competition. A participating team who has disagreement with the platform referee must immediately compile a written appeal at the competition scene, and following the consent of the Chief Referee together submit it along with the appeal fee of US\$200. The Jury of Appeals will then immediately review the match and come to a conclusion. Should the appeal be found to be valid, then the result will be altered and the appeal fee will be refunded. Should the appeal be found to be invalid, then the result will remain unchanged and the appeal fee will be retained.

參賽隊在整個比賽中總共有兩次申訴的機會。如果對台上裁判員臨場判罰有異議，必須在現場立即提出書面申訴，經總裁判長許可後，交付200美元的申訴費。仲裁委員會立刻複議並作出仲裁結論，如申訴正確，改變裁判結果，退回申訴費；如申訴不正確的，則維持原判，申訴費不退。

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

各隊必須服從仲裁委員會的最終裁決。如果因不服裁決無理糾纏，將視情節輕重，按照國際武聯的有關規定進行嚴肅處理。

#### **15. MISCELLANEOUS RULE 其他規則**

The English version of this document is the master document and supersedes translated version, the contents of this Rules book subject to change without notice.

本文件以英文版本為主並取代翻譯版本；內容如有需要、本會保留修改權，不作另行通知。

## (Revised) Mai San Jong Competition Rules Draft /Updated May 27, 2022

1. It has been a good experience for us to run the Mai San Jong competition during the last World Wing Chun tournament in December 2018. Since then, we held a few workshops in Toronto to discuss how to improve the rules better. The workshops have been very successful. The following has been agreed upon and will be used for the next Mai San Jong competition.

對我們來說，在2018年12月舉行的「世界詠春拳錦標賽」中，舉辦「埋生樁」比賽是一次很好的經歷。其後我們在多倫多舉行了幾次研討會，討論如何更好地改善規則，研討會非常成功，已經達成共識，並將應用於下一次的埋生樁比賽。

### 2. EVENT STRUCTURE

Before the beginning of the bout, the Platform referee should flip a coin to decide which side initiates the attack first. A bout consists of 3 rounds and will follow the format below. Each round is 1 minute.

- Round 1
  - Set Red: Athlete Red challenges (One-minute continuous fight)
  - Any side who falls loses 3 points, and anyone who falls twice (one hand touches the floor) loses the around
  - Anyone stepping two feet out of the platform loses 3 points (One-time policy to push your opponent out of the platform)
- Round 2
  - Set Blue: Athlete Blue challenges (One-minute continuous fight)
  - Any side who falls loses 3 points, and anyone who falls twice (one hand touches the floor) loses the around
  - Anyone stepping two feet out of the platform loses 3 points (One-time policy to push your opponent out of the platform)
- Round 3  
FREE Challenge: When Platform Referee says [Fight] Both sides can challenge each other

Platform Referee: 「 If one side attacks successfully landed on the valid target area, or one defends successfully with a clear Wing Chun technique, the platform referee will interrupt the fight and restart both in Jong Sau posture 」

Each side has offensive opportunities (challenges). An athlete will be the **challenger** during a round. Then the opponent will be the **defender**. For example, Athlete Red will attack, and Athlete Blue will defend. During the 2<sup>nd</sup> round, the two athletes will switch roles. The second set will have Athlete Blue act as the **challenger** and Athlete Red will be the **defender**.

#### 比賽結構

比賽開始前，平台裁判擲硬幣決定那一方先發起進攻。一個回合將包括三輪比賽，每個回合將遵循以下格式：

- 第一輪
  - 紅方：紅方挑戰（一分鐘連續戰鬥）
  - 任何一方跌倒扣三分，任何一方跌倒兩次（一隻手觸地）輸這一輪
  - 任何一方雙腳走出平台扣三分（一次性將對手推出平台）

- 第二輪
  - 藍方：藍方挑戰（一分鐘連續戰鬥）
  - 任何一方跌倒扣三分，任何一方跌倒兩次（一隻手觸地）輸這一輪
  - 任何一方雙腳走出平台扣三分（一次性將對手推出平台）
- 第三輪
  - 自由挑戰：當平台裁判宣告開始，雙方可以互相挑戰

### 3. PLATFORM

The competition will take place on a raised 365cm x 365cm platform or mat in bare feet (no shoes permitted). There will be a visible “centreline” dividing the platform in half. Athletes will stand at each half of the platform.

#### 平台

比賽將在365厘米X365厘米升高的平台或墊上進行（赤腳不允許穿鞋）。將有一條可見的“中心線”將平台一分為二。運動員將站在平台的每一半。



### 4. CHALLENGE FORMAT

Both athletes will start using wing chun Jong Sau for a maximum of 6 seconds. The **challenger** must initiate an attack within 5 seconds. The **defender** is not allowed to initiate an attack. Upon attack, the defender can move, disengage, or otherwise defend and counter-attack, including stepping across the centreline. If the **challenger** attacks but does not step across the centreline, this is still considered an attack and the **defender** can counter-attack, including stepping across the centreline toward the attacker. The challenge will end when the referee stops it, at which points will be awarded per the point structure. Athletes will then return to their starting positions for the beginning of the next challenge.

#### 攻擊格式

當裁判員叫開始【攻擊者】要在五秒內開始主攻，然而【防守者】不得先發進攻。【防守者】被進攻時，可以移動，脫離接觸或進行其他防禦和反擊，包括跨過中線。如果【攻擊者】進攻但沒有越過中線，則仍被視為有進攻。【防守者】可以反擊，包括越過中線向【攻擊者】邁進攻擊。當裁判員叫停，結束該次比賽並給予積分。然後，運動員將各自返回平台一邊準備開始下次比賽。

## 5. TIME AND STOPPAGES

There will be One minute limit for each challenge. When the platform referee says “kaishi” to signal the start of a challenge, the **challenger** will be allowed to initiate an attack within 5 seconds. After 6<sup>th</sup> second, the platform referee will call “ting” at any time to stop the challenge. Also, a challenge will end when the platform referee calls “ting” to signal the end of that challenge.

- when there is a pause in the activity
- to issue a warning
- in the event of a medical emergency, a competitor is unable to compete after an on-site doctor’s assessment.
- if a competitor has fallen on or off the platform

### 時間和停止

每次挑戰時間限制一分鐘。當平台裁判員說【開始】表示比賽正式開始，【攻擊者】可以在五秒內先發進攻，於第六秒後裁判員會隨時叫【停】中止比賽。同樣當比賽結束時，平台裁判員亦會叫【停】以表示該比賽結束。

- 活動暫停時
- 發出警告
- 如果發生醫療緊急情況，經現場醫生評估後，運動員無法比賽
- 如果競爭對手跌倒在平台上或平台之外

## 6. DEDUCTIONS & WARNINGS

A warning will be given:-

- if the **defender** crosses over the centreline before the **challenger**.
- If the **defender** is first to initiate an attack, a warning will be given to the **defender**.
- A competitor’s second use of Poi Pai Chang or Lan Sau in one round, will receive NO score but will receive a warning instead.
- A competitor who hits the opponent on the prohibited area or uses a prohibited method.
- A competitor who receives 3 warnings will lose the bout automatically.

Note: The referee will call “Ting” to stop the challenge in order to issue a warning.

### POINTS STRUCTURE

The competitor with the most points at the end of a bout will be the winner. If a competitor is knocked out or chooses not to continue, the remaining competitor will be the winner.

### 扣分與警告

將發出警告：

- 如果在【攻擊者】進攻之前，【防守者】已越過中線。
- 如果防守者先發起進攻，警告則會向【防守者】發出。
- 在一輪比賽中第二次使用抱牌掌或攔手，將不會獲得分數，但會收到警告。
- 擊中對手的禁止攻擊部位或使用禁止的方法。

- 被警告三次的運動員將自動輸了這回合。

注意：裁判員會叫【停】中止比賽，以發出警告。

### 積分結構

回合結束時得分最高的參賽者將成為獲勝者。如果一名參賽者被擊倒或選擇不繼續，則剩下的參賽者將成為獲勝者。

7. In each challenge, 1-5 technical points per competitor can be awarded by each of the 5 sideline judges based on how the competitor displays the Wing Chun style in each challenge. At the end of each challenge, points will be awarded based on the following criteria:
- 2 points will be awarded for each successfully landed combination of techniques. (e.g., Lap Da - Tan Da or Pak Da - Takedown)
  - 3 points will be awarded if the competitor falls down because of his own loss of balance or steps both feet off the platform or mat while retreating
  - 1 point will be awarded for a single punch or kick that lands successfully

Examples:

- If the **challenger** successfully lands a hit on a valid target area on the **defender** during a challenge, the **challenger** will be awarded points and the **defender** will be awarded none.
- If the **defender** successfully defends the attacks of the **challenger** without being hit during a challenge, the **defender** will be awarded points and the **challenger** will be awarded none.
- If there is an exchange or counter-attack that takes place between the competitors (meaning that both competitors land successful hits on valid target areas) both competitors will receive points. The sideline judges will award 3 points to the competitor who they feel dominated the overall exchange and 2 points to the opponent.
- If the **challenger** attacks successfully with Wing Chun technique and style, and there is no defense from the **defender**, points will be awarded to the **challenger** according to each sideline judge's assessment.
- If the **challenger** attacks and there is successful defense with Wing Chun technique and style from the **defender**, points will be awarded to both competitors according to each sideline judge's assessment.
- If the **defender** counter-attacks the **challenger** successfully with Wing Chun technique and style, points will be awarded to the **defender** according to each sideline judge's assessment.

每場比賽，5名邊線裁判員可根據選手在每場比賽中的詠春拳打法，分別給予1-5技術分。在每次挑戰結束時，將根據以下標準授予積分：

- 每次成功合規的技術組合將獲得2分。（例如，攞打、攤打、拍打或摔倒）
- 如果參賽者因失去平衡摔倒或後退時雙腳離開平台或墊，將獲得3分
- 成功合規的單拳或踢腿將獲得1分

範例：

- 如果【攻擊者】在比賽中進攻對手成功擊中了【防守者】有效部位，則將獲得分，而【防守者】則無分。
- 如果【防守者】成功地防守【攻擊者】的進攻而沒有被擊中，則將獲得分，而【攻擊者】則無分。
- 如果雙方之間發生逆轉或反攻（意味著雙方都成功擊中了有效目標部位），則雙方都將獲得分數。五位邊



線裁判員將向他們認為在整體比賽中優勝的運動員給予 3 分，並向其對手給予 2 分。

- 如果【攻擊者】使用詠春拳的技術和風格成功進攻，而【防守者】沒有防守，則由每位邊線裁判員的評定將分數給予【攻擊者】。
- 如果【攻擊者】發起進攻，並且【防守者】採用詠春的技術和風格成功防守，則由每位邊線裁判員的評定向兩位運動員給予分數。
- 如果【防守者】成功利用詠春的技術和風格對攻擊者進行反擊，則由每位副線裁判員的評定將分數給予【防守者】。

## 8. GEAR

- Elastic Hand Pads will be used instead of 8 oz gloves
- Face shield (optional) will be added on the head gear

### 安全配備

- 將使用有彈性手墊代替 8 盎司的手套
- 面罩(選項)可添加在頭部的裝備上

## 9. TARGET AREAS & TECHNIQUES

Valid Target Areas include:

- both sides of the head (light contact is allowed, but warning will be given to heavy strike)
- the torso
- the legs (above the knee only, anything below the knee will not be counted)

Techniques permitted include:

- striking with the fist, palm, or elbow
- kicking
- a single fluid-motion take-down

### 目標部位和技術

有效的目標部位包括：

- 頭部兩側（輕觸是允許，但重擊會被警告）
- 軀幹
- 腿部（僅在膝蓋以上，膝蓋以下的任何部位均不計算在內）

允許的技術包括：

- 用拳頭，手掌打擊對方頭部
- 踢腿
- 乾淨利落擊倒

## 10. PROHIBITED TARGET AREAS

- the back of head
- the face
- the throat
- the neck
- the knees
- the crotch

### 禁止的部位

- 頭後
- 面部
- 喉嚨
- 頸部
- 膝蓋
- 下陰

## 11. PROHIBITED METHODS: Serious warning will be issued and will cause immediate disqualification.

- Attacking with the head, the fingers, or by putting pressure on the joints of the opponent in an adverse direction
- Clinching or Wrestling (a hold or grab lasting more than 1/2 second or a failed takedown followed by a second takedown attempt)
- More than 2 consecutive strikes to the head
- Elbowing to the head
- Foot stomping or kicking above the shoulder
- Stomping or kicking to the joints (knee)
- Spinning or uncontrolled techniques
- Attacking a downed opponent by any means
- NO attack to the face**

### 禁用動作：可導致嚴重警告或即時取消比賽資格

- 用頭部，手指或向對手的關節以相反方向施加壓力
- 互相摟抱或摔跤（保持或抓握持續超過半秒、或摔倒動作不遂，然後再嘗試摔倒動作）
- 連續擊頭部兩次以上
- 用肘打頭
- 踩踏或踢腿高過肩
- 踩踏或踢對方關節（膝蓋）
- 轉身旋風腿或不受控制的技術
- 以任何方式攻擊已被擊倒的對手
- 嚴禁攻擊面部**

## 12. MISCELLANEOUS RULES

- After 5 seconds of inactivity, the referee will say Start (Kaishi). If there is no immediate attack action, the **challenger** will lose the challenge.
- A competitor will be declared the winner if he wins two rounds.
- If there is a 1-1 tie after 2 rounds, the third round will choose a winner. If there is a tie at the third round, a new

challenge will be performed with both competitors starting in jong sau position. The referee will count to 5, at which time either competitor can attack. The referee will stop the challenge when there is an interruption in the activity at which the sideline judges will give points to decide the winner.

d. The English version of this document is the master document and supersedes translated versions.

#### 其他規則

- a. 五秒後而沒有任何動作，裁判將說“開始”。如果沒有立即的攻擊行動，則【攻擊者】將被判輸掉這挑戰。
- b. 如果一名選手贏得兩輪比賽，他將被宣佈為獲勝者。
- c. 在兩輪的比賽後，若有平手的話，則第三輪將決出勝者。如第三輪都是平手，則進行新一輪的挑戰，由雙方擺出樁手，平台裁判員數一至五後開始比賽，任何一方都可以進攻。當活動中斷時平台裁判員叫停，然後由邊線裁判給予分數，決定勝負。
- d. 本文件以英文版本為主並取代翻譯版本。

# TRADITIONAL KUNG FU OPEN DIVISION

Name 姓名: \_\_\_\_\_

Athlete's 個人  Group 集體項目

Event 項目: \_\_\_\_\_

Time Limit 時限: \_\_\_\_\_ min.

	Inferior 一般好		Fine 好		Superior 優秀	
Hand / Body Movement 身型手法	Higher	6.50-6.99	Higher	8.00-8.49	Higher	9.50-10.00
Stances & Kicking 馬步腳法						
Coordination & Balance 協調與平衡	Middle	6.00-6.49	Middle	7.50-7.99	Middle	9.00-9.49
Expression / Intent in Application 攻防意識						
Power/ Force Flowing to Targets 力度與準繩	Lower	5.00-5.99	Lower	7.00-7.49	Lower	8.50-8.99
Speed & Rhythm 速度與節奏						
<b>Total Score 總得分</b>						
<b>Deduction 扣分:</b>	<b>0.1</b>		<b>0.2</b>		<b>0.3</b>	
Other Mistakes 其它錯誤	Untidy uniform, forgetting to bow when finish, & shoes off, weapon tangling with hand/body, forgetting, out of bounds, wrong direction to start and finish, 服裝不整、收式忘記見禮、鞋脫落、兵器纏手/身、遺忘、出界、起勢收式方向不符、		Extra support (hand or foot), 額外支持(手或足)、		Broken/dropped weapon, body falls on the floor, 兵器破損/掉落、身體跌在地上、	
Head Judge 裁判長	less or overtime limit by 1-5 seconds 不足或超時 1-5 秒		less or over time by 6-10 seconds 不足或超時 6-10 秒		less or over time by 11-15 seconds 不足或超時 11-15 秒	
Head Judge's Signature 裁判長簽署:	1. Head Judge may make score adjustments from 0.01-0.05 裁判長可調整分數由 0.01-0.05 2. Athletes may restart the routine upon the Head Judge's consent, Head Judge shall deduct 1 point from the score after the performance is finished. 運動員經裁判長同意可重新開始套路, 表演結束後裁判長將扣 1 分。					
Chief Referee's Signature 總裁判簽署:	Head Judge may make score adjustments from 0.06-0.1 with the approval of the Chief Referee 裁判長得到總裁判贊同可以調整分數由 0.06-0.1					
<b>After deduction &amp; addition 減加後, the Final Score 最終得分</b>						





