



# IWUF

2023 IWUF International Wushu Judges  
Training Certification Course

# 台上裁判员的基本要求与裁判方法

## Basic Requirements and Adjudication Methods of the Platform Referee

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# 台上裁判员的职责

## Duties of the Platform Referee

- **1. 检查场上运动员的护具，保证安全比赛。**
- Check the competitors' protective gears and ensure safety during fighting.
- **2. 用口令和手势指挥运动员进行比赛。**
- Manage the fights by the required "Calls and Gestures"
- **3. 评判运动员倒地、下台、犯规、消极、读秒、临场治疗等有关事宜。**
- Make decisions on such cases like: "down, off, foul, passivity, forcible counting", and call the doctors onto platform to medicate injured competitors.
- **4. 宣布每场比赛结果。**
- Announce the result of a bout.



# 台上裁判员的基本要求

## Basic Requirements of the Platform Referee

1. 有良好的身体素质；精通散打规则和裁判法；熟练掌握散打技术。
2. 准备工作：穿戴大会规定的着装；上场执裁不许戴手表、手饰及任何金属和硬件。要带适量的消毒棉纱，放在上衣口袋内。
3. 精神面貌：精神饱满、思想集中。头脑清醒、反应敏捷。判断准确、口令清晰、声音洪亮。手势清楚、动作规范。裁判员在台上应始终保持一种活动的状态和果断、沉稳的风度。



# 台上裁判员的基本要求

## Basic Requirements of the Platform Referee

4. 站位: 台上裁判员的站位要尽量避免背朝裁判长、尽可能不要挡住了边裁判的视线, 同时又能看清运动员在比赛中的动作。
5. 移动路线: 台上裁判员应与运动员保持三角形, 距运动员1.5-2米距离侧身移动, 两眼始终注视双方运动员的动作和活动范围, 根据运动员动作的变化, 相应的调整与运动员之间的距离。
6. 特殊情况: 当运动员到台边或出现被重击、犯规、倒地等情况时, 要迅速靠近运动员, 根据情况及时喊“停”注意保护运动员的安全。



# 台上裁判员的判罚要点

The Main Points of the Platform Referee



# 与“下台”相关的判罚/Fall-off

- 1. (一方) 下台/one side falls off the platform
- 是指在比赛中，一方运动员身体的任何部位支撑了台下的保护垫或场地，且与台上运动员完全脱离，判为下台。示例1.1。
- Before or when the platform referee ordered “Ting” (stop), any part of the competitor’ s body touches (with weight) the protective mat or the ground outside of the platform, and has no contact with any part of the opponent’ s body who is still on the platform, it will be considered as one side falls off the platform.
- 2. 双方下台/Both Fall-Off
- 是指双方运动员从比赛“开始”至“停”的口令期间，同时或先后都掉下了擂台。示例2.1。
- Before or when the platform judge ordered “Ting” (stop), both competitors fall off the platform at the same time or one by one.



# 与“下台”相关的判罚/Fall-off

## 3. 下台无效/invalid fall-off

- ①双方或一方运动员在台上裁判员喊“停”之后下台。示例3.1
- The fall-off is occurred after the order “Ting” .
- ②一方先倒地后，二次发力致使对方下台。示例3.2
- One player falls down first, and then uses the action to cause the opponent falls off the platform.
- ③一方下台时，没有与台上运动员完全脱离。示例3.3
- One player falls off the platform, but has contact with any part of the opponent' s body who is still on the platform.
- ④双方倒地，没有分离，后倒地一方支撑了台下。
- The both players fall down, not separated, and the athlete who falls down second touches (with weight) the protective mat or the ground outside of the platform.





# 与“倒地”相关的判罚/Fall-down

- 1. (一方) 倒地/One Side Falls Down
  - 是指运动员在比赛过程中除两脚以外的身体任何部位支撑了台面。
  - His or her opponent falls down (touching the ground with any part of body other than the feet) while he or she remains standing.
  - (1) 被击倒/ Knock Down (示例4.1)
    - Losing the center of gravity and falling down due to the strong attack by the opponent.
  - (2) 被摔倒/ Take Down (示例4.2)
    - Losing the center of gravity and falling down by take down technique from the opponent.
  - (3) 自行倒地/ By his or her own mistake or other situations (示例4.3)
    - The competitor falls down due to errors in attack or defense including slipping etc.



# 与“倒地”相关的判罚/Fall-down

## 2.双方同时倒地/Both Fall Down Simultaneously

- 是指双方运动员在使用动作过程中均失重倒地，且分不出先后时，则判为同时倒地。
- Both players fall down in the same time, and cannot distinguish the sequence.
- 示例5.1



# 与“倒地”相关的判罚/Fall-down

## 3.倒地在先/Falls Down First

(1) 一方倒地在先，另一方倒地在后。示例6.1

One player falls down first, and then the other falls down.

(2) 一方压在先倒地地方的身上。示例6.2

The two players fall down together, and the one is on the other`s body.

(3) 双方先后倒地，身体没有完全脱离,先倒地地方支撑了台下地面，应判倒地在先。示例6.3。

The both players fall down, not separated, and the athlete who falls down first touches (with weight) the protective mat or the ground outside of the platform.



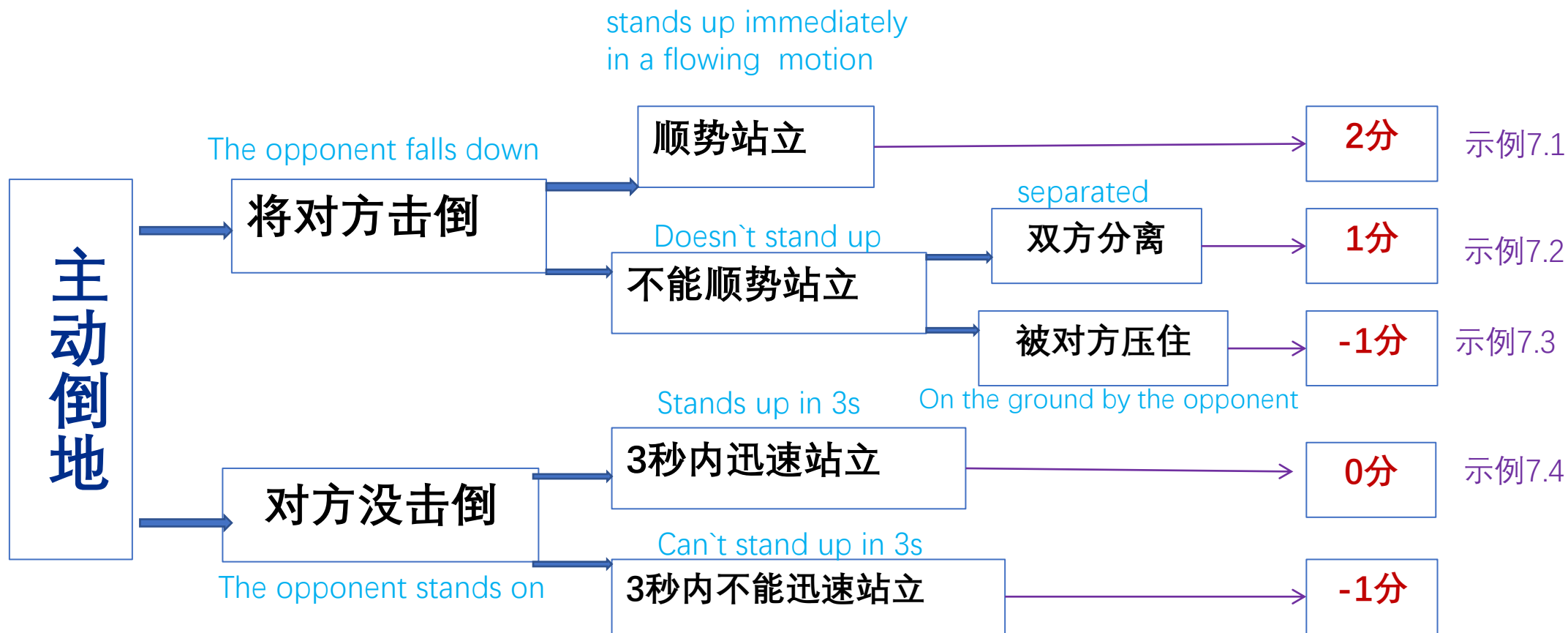
# 与“倒地”相关的判罚/Fall-down

- 3.倒地~~在先~~/Falls Down First
- 该判罚需要注意的是/Attention
- (1) 有时“倒地~~在先~~”与“倒地”容易混淆而产生误判，其判断的关键是：只要一方倒地后另一方失去了重心而形成了“支撑”，即为“倒地~~在先~~”，如果只是一擦而过并没有形成“支撑”，即为“倒地”。
- Sometimes **Falls Down First** and **Falls Down** are easily confused and misjudged, the key to its judgment is: after one player falls down, as long as the other one lose the balance and support the mat or the fallen one, that is "Falls Down First", if only a wipe touch and not support, that is "Falls Down".
- (2) 有时在擂台边的“倒地~~在先~~”与“双方下台”或“下台无效”容易混淆而产生误判，其判断的关键是：只要一方运动员“倒地~~在先~~”后使用了二次发力，将对方推掀下台或使双方滚翻下台，都应判先倒地一方运动员“倒地~~在先~~”。  
示例6.5。
- Sometimes **Falls Down First** and **Both Fall-Off** or **Invalid Fall-Off** are easily confused and misjudged. The key to the judgment is that if only the fallen one uses the action to cause the opponent falls off the platform, it should be judged **Falls Down First**.



# 与“倒地”相关的判罚/Fall-down

- 4. 主动倒地/Falls Down Oneself Deliberately



# 关于读秒的判罚/Referees on Counting

## Types of counting

**Count of 8:** During the judge's count, when the staggered/dazed competitor raises his or her hand to indicate that he or she can continue the competition, the judge still has to count to eight and only then will he continue the match.

示例8.1

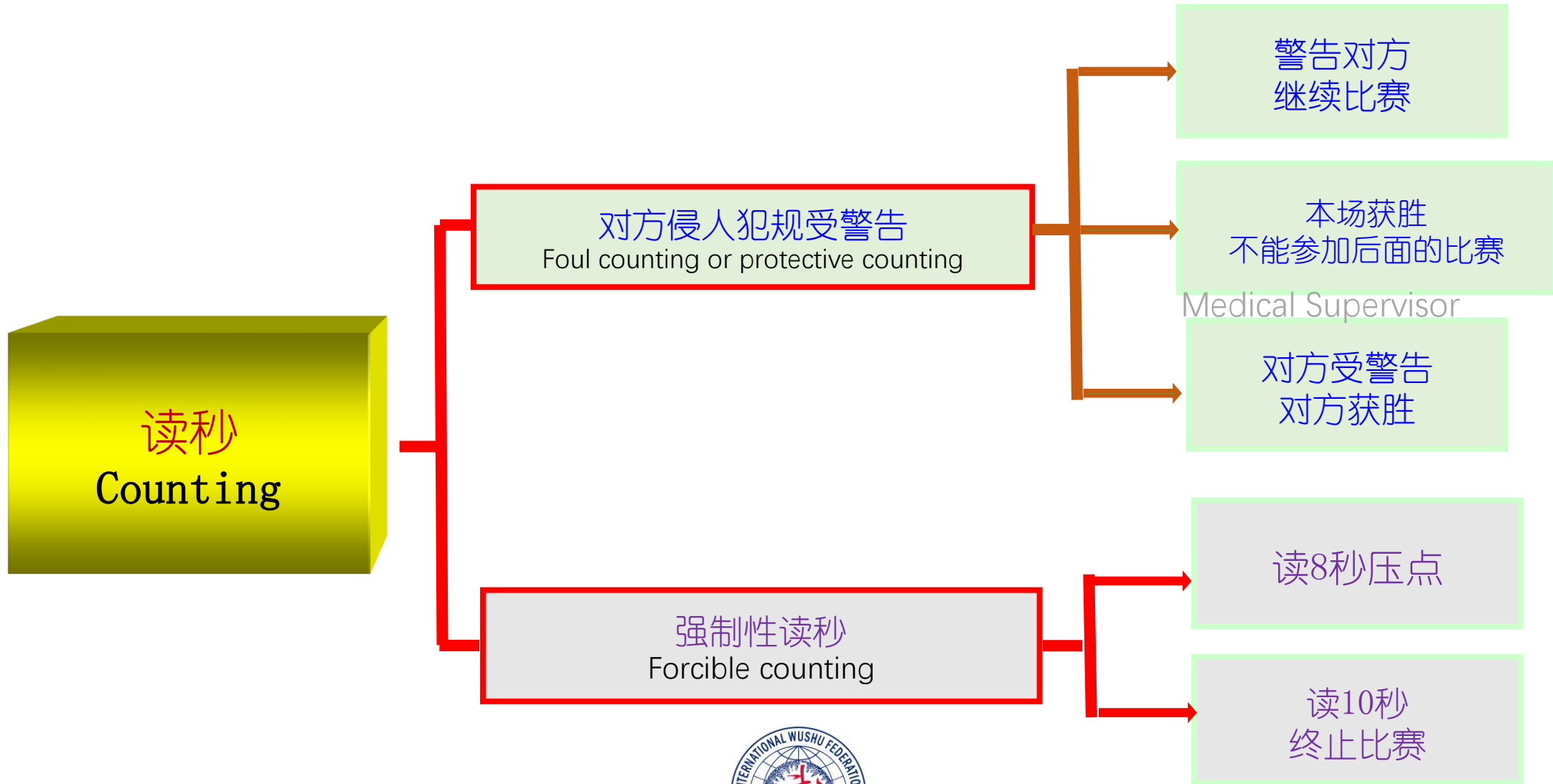
**Count of 10:** During the judge's count, the competitor doesn't raise his or her hand to indicate to continue the match, or even though he or she insists to continue the match, the referee is aware of his or her abnormal consciousness, the referee must count to 10, to finish the match.

示例8.2

**Stop counting:** During the counting process, if the platform judge perceives that the athlete is unconscious, has a dislocation, a fracture etc. in such conditions, the judge must stop counting and remove the mouthpiece of the competitor, and makes the emergency treatment gesture to the doctor.

示例8.3

# 关于读秒的判罚/Referees on Counting



# 关于读秒的判罚/Referees on Counting

- 读秒后的处理 (5种情况) /Disposal of Counting (5 ways):
  - 1. 一方运动员因对方侵人犯规而读秒，但在读至8秒钟前已表示能继续比赛且知觉正常时（需读完8秒钟），则应给予犯规运动员“警告”的处罚。示例9.1
  - Counting due to personal fouls - the competitor indicate that he or she can continue the match before the judge' s count to 8, and if the competitor is able to continue, then the judge should count to 8 and then give the violating athlete one warning.
  - 2.一方运动员因对方侵人犯规而读秒，但在读到8秒钟之前没有表示能继续比赛（需读完10秒钟），且经医务监督人员检查确认不能继续比赛，则判受伤运动员获得本场比赛的胜方，但不能参加以后场次的比赛。
  - Counting due to the personal fouls, if the competitor doesn' t indicate that he/she can continue the match when the judge counts to 8, the judge must complete (10 seconds) the count, and the doctor will assess the competitor actual condition. In line with the doctor' s evaluation, if the competitor is injured he or she will win the bout but can not participate in any of the following matches.





# 关于读秒的判罚/Referees on Counting

3. 一方运动员因对方侵人犯规而读秒，但在读到8秒钟之前没有表示能继续比赛（需读完10秒钟），且经医务监督人员检查确认尚未达到已造成伤害的程度，则先判犯规方受“警告”一次后，再判其为获得该场比赛的胜方。

Counting due to the personal fouls, if the competitor doesn't indicate that he/she can continue the match when the judge counts to 8, the judge must complete (10 seconds) the count and the doctor will assess the competitor actual condition. Should the doctor's evaluation find that the athlete is feigning the injury, then the violating side will receive a warning but will be declared the winner of the bout.



# 关于读秒的判罚/Referees on Counting

- 4. 对方使用允许的攻击方法进攻，受重击一方被“强制读秒”，在读至8秒钟前已表示能继续比赛且知觉正常时，则判其“强制读秒”一次（手势俗称“压点”），对方得2分。 示例10.1
- When a competitor has been strike heavily (not through personal foul actions) and is being forcibly counted, and the competitor indicates that he/she can continue the match before the judge's count to 8, and has a normal state of consciousness, the platform referee will issue the forcible counting gesture and the opponent will score 2 points.



# 关于读秒的判罚/Referees on Counting

- 5. 因对方使用允许的攻击方法进攻，受重击一方被“强制读秒”，而在读到8秒之前没有示意能继续比赛（需读完10秒），则判对方为该场比赛的胜方。 示例10.3
- When the competitor has been hit heavily (not through personal foul actions) and is being forcibly counted, and the competitor doesn't indicate that he/she can continue the match before the judge's count to 8, then the judge will count to 10 and the opponent will win the match.



# 关于读秒的判罚/Referees on Counting

## • 读秒的注意事项/NOTICE:

- 在裁判实践中值得注意的是，在比赛过程中，当一方运动员禁击部位（通常为裆部）被另一方运动员无意击中且效果并不明显时，但在客观上又需要暂停比赛。这种情况既不至于判罚犯规方运动员警告，也不至于给被侵犯方读秒或强制读秒。此时，台上裁判员须喊“停”，口头提示犯规运动员，再使用“预备——开始”的口令和手势使比赛继续。如果被踢裆一方运动员仍然不投入比赛，则叫“停”，并对其进行强制读秒。
- It is worth noting in the referee's practice that in the course of the competition, when one of the athlete's forbidden position (usually the crotch) is **unintentionally struck** by the other one and **the effect is not obvious**, and it is objectively necessary to suspend the competition. This is neither a warning to the offending athlete nor a counting to the infringed one. In this case, the referee should call "TING " and verbally prompt the foul player, and then use the "YuBei-KaiShi " command and gesture to keep the game going. If the infringed player is still not in the game, the referee should call "TING" and count to him/her.



# 2秒暂停的判罚（重要） / 2-second stoppage (very important)

- 是指运动员相互抱缠超过2秒而不能产生摔法效果时应立即喊“停”。
  - Competitors who are holding / clinching without successfully executing a wrestling/throwing technique for 2 seconds.
- 
- ❑ 1. 双方抱缠在一起，既不使用方法也没有分离超过2秒时。
  - ❑ Competitors hold/clinch each other, neither using the method nor separating for more than 2 seconds.
  - ❑ 2. 双方互摔达2秒时仍不能控制对方。
  - ❑ Competitors try to fall on each other but couldn't control each other for more than two seconds.



# 2秒暂停的判罚（重要） /2-second stoppage

- 虽然这一条款看似简单，但在裁判实践中却是台上裁判员需重点掌握的主要环节之一。
- Although this clause may seem simple, it is one of the key points in the referee's practice.
- 在裁判实践中，要根据时间和运动员动作状态掌握2秒的暂停时机，过早和过晚的喊“停”都会对比赛带来不利的影响。
- In the competition, the referee should grasp the appropriate moment of TING according to the **time** of 2s and the athlete's **movement**, too early and too late to shout TING will have a negative impact on the game.



## 2秒暂停的判罚（重要） / 2-second stoppage

- 注意：1.如果一方实施摔法动作，并控制住对方，即将产生效果时，不能因动作超过2秒而喊停。应该等效果出来之后再喊停。
- Note: If one player performs a fall and controls the other one, the action should not be stopped for more than 2 seconds when it is about to produce an effect. We should wait a little longer until the effect comes out and then stop.



# 与“消极比赛”有关的判罚/Negative Competition

- **消极5秒**：比赛中运动员互不进攻时间达到5秒时，台上裁判员须指定消极一方运动员或双方消极中的任何一方进攻。台上裁判员指定一方运动员进攻后，按每秒一次的频率用手指在体侧记数5次的方法计时，运动员达5秒钟仍不进攻时应喊“停”，并给予被指定方“消极5秒”的判罚。 示例14.1
- Negative 5 seconds: The referee shall order the passive player to attack when the athlete does not attack each other for up to 5 seconds. When a competitor is ordered to attack and fails to do so within five (5) seconds, his or her opponent will be awarded 1 point.
- **消极逃跑**：是指一方运动员在比赛中为了躲避对方的进攻，而有意逃跑的行为。一旦出现这种行为，台上裁判员应喊“停”，并给予逃跑一方运动员“技术犯规”的处罚。 示例14.2
- Passive evasion: refers to the intentional escape of an athlete in a competition in order to avoid the attack of the other one. In the event of such behaviour, the referee shall call “TING” and punish the runner for “Technical Foul”.





# 与“消极比赛”有关的判罚/Negative Competition

- ❏ **消极搂抱**：是指运动员主动搂抱对方不使用摔法，消极等待2秒裁判喊“停”的行为。当运动员出现消极搂抱行为时，台上裁判喊“停”后，并给予该运动员消极提示1次；出现第2次，则判罚“技术犯规”；之后每出现1次，判罚1次。 示例15.1
- ❏ **Passive holding/clinching**: The athlete take the initiative to hold/clinck the other one and do not use throwing/wrestling techniques , and passively wait for the referee to call TING .
- ❏ When the athlete holds the other side negatively, the referee should shout TING and give the athlete a negative caution; when the second time appears, the penalty is Technical Foul; after that, 1 Technical Foul for each passive holding/cilinching.



# 与“消极比赛”有关的判罚/Negative Competition

- **主动下台**：是指一方运动员**在比赛中**因体力不支或被重击等情况，为达到更长时间休息而主动下台放弃本局比赛的行为。一旦出现这种行为，视为弃权，判对方为该场胜方。
- The athlete who has been tired or struck heavily in the competition get off the platform deliberately in order to get longer rest. In the event of such conduct, it shall be considered as default and the other one shall be the winner of the match.



# 有意拖延比赛时间/Intentionally delaying the bout

- 有意拖延比赛时间是指在台上裁判员已经发出运动员上场或准备比赛的指令后，运动员没有迅速执行指令，或因个人某种原因以致影响正常开始比赛的行为。
- When the platform referee orders the athlete to enter the platform or the competition begins and the competitor doesn't enter the platform due to personal reasons or doesn't follow the referees order and delays the fight.
- 示例16.1



# 有意拖延比赛时间/Intentionally delaying the bout

- 以下行为均视作有意拖延比赛时间：
- The following situations can be called “Delaying the fight intentionally”.
- 1. 如运动员在局间休息时自行摘下护头或护齿，甚至松解护具，且又没有提前做好上场准备，在台上裁判员指挥上场后才不紧不慢地整理护具、着装或头发，拖拖拉拉地上场。
- The competitor takes out his gum guard, head protector or loosens the chest protector during a round’s break, and doesn’t get ready to fight in advance, and when the judge orders him or her to enter the platform, he or she is still preparing or enters slowly.
- 2. 不配戴护齿或缠手带就上场，被台上裁判员发现后被迫下场补戴。
- The competitor didn’t wear the gum-guard or hand wraps to fight, and this is discovered by the platform judge, who then orders him or her to go get it.



# 有意拖延比赛时间/Intentionally delaying the bout

- 3. 在开赛前不能按时进入比赛现场；或者倒地后、下台后不立即听从台上裁判员的指挥，故意磨磨蹭蹭，慢慢悠悠地起来或上台。
- The competitor doesn't show up to fight on time before the competition, or doesn't follow the judge's order to enter the platform, or slowly rises or enters deliberately after falling down or falling off the platform.
- 4. (女子) 运动员在比赛中因头发或内衣影响动作并要求暂停比赛进行整理。
- 示例16.2
- During the competition when a (female) athlete requests a time-out due to reasons of her hair or clothing affecting her techniques and she wants to correct this.
- 5. 在比赛中，台上裁判员**喊停之后**，运动员没有征得台上裁判员的同意而自行走至台下，延误比赛时间。
- During the competition when the judge orders "Ting", the competitor gets off the platform without the judge's permission, and delays the competition.



# 有关优势胜利的判罚/Absolute Victory

- 1、**实力悬殊**：是指双方运动员技能、体能的整体水平有较大差异，在比赛中主要表现为一方已没有进攻与防守的能力，胜负已经十分明显。裁判长征得裁判员同意后，判技术强者为优势胜利。
- 示例17.1
- 2、**知觉失常**：是指运动员在被重击之后，身体所表现出来的一种不正常的状态。具体表现为：站立重心不稳，步履蹒跚紊乱，不能平衡身体；面部表现痴呆，意识模糊，呼吸急促等。 示例17.2
- 注意：当一方运动员被重击倒地后如果出现神志不清、呼吸急促等情况，应让运动员平躺，并立即取出护齿，松脱护具，请医护人员上台处理。 示例17.3
- 3、**领先12分优势胜利**：（边裁判员判定）



# 有关比赛护具的规定/Requirements for Protective Gears

1. 比赛中运动员必须穿戴《规则》中规定的护具，否则判技术犯规，改正后可继续比赛。运动员因伤确需穿戴《规则》规定以外的护具时，须经**医务监督盖章确认**后，只能穿戴软性护具上场，如护肩、护腰、护膝、护踝、绷带等。

All competitors shall wear IWUF approved clothing and protective gear, otherwise they will be convicted of Technical Foul, and athletes must correct before they can continue. Protective gear includes headgear, gloves, chest protector, gum guard, groin cups and hand wraps. If an athlete is indeed required to wear protective gear other than those specified in the Rules due to injury, he or she must **be confirmed by the medical supervisor** before the competition.



# 有关比赛护具的规定/Requirements for Protective Gears

2. 运动员检录上场后，只要拳套脱落，一律按有意松脱护具，判技术犯规。如果运动员将对方推打下台或摔倒时自己的拳套脱落，则下台和倒地无效，判拳套脱落的运动员技术犯规。

After the start of the competition, as long as the player's glove was pulled off, he/she will be awarded a Technical Foul.

If the athlete's glove is pulled off during the process of throwing the opponent down or off the platform, then the throwing/wrestling technique is invalid, and the player whose glove pulled off will be awarded a technical foul.





# 关于护齿脱落的判罚/About Gum-shield Falls Off

护齿脱落有两种情况：

1.自行脱落。无论是有意吐落，还是无意脱落，都按技术犯规处理，判劝告。示例

19.1

2.被击打脱落。若是在比赛中被对手击打脱落，则不予判罚。清洗护齿配戴之后重新比赛。

示例19.2



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