



IWUF

2023 IWUF International Wushu Judges
Training Certification Course

边裁判员基本要求与裁判方法

Sideline Judges Basic Requirements & judging method

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一、边裁判员基本要求

Sideline Judges Basic Requirements

二、边裁判员裁判方法

Sideline Judges judging method



一、边裁判员基本要求

Sideline Judges Basic Requirements

- 1 比赛礼节 Competition Etiquette
- 2 竞赛中的有关规定 Other Competition Related Provisions
- 3 **边裁判员职责** Duties of the sideline judges
- 4 记录 Recording
- 5 边裁判员手势 Sideline Judge's Hand Gestures
- 6 边裁判员的位置 Sideline Judge's seats



1、比赛礼节

Competition Etiquette

第八条 比赛礼节

Article 8 Competition Etiquette

(四) 边裁判员换人时，互相行抱拳礼。

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



2、竞赛中的有关规定

Other Competition Related Provisions

第十条 竞赛中的有关规定

Article 10 Other Competition Related Provisions

（一）临场执行裁判人员应集中精力，不得与它人交谈，未经裁判长许可，不得离开席位。

When officiating, all judges should concentrate fully on their task at hand, they should not converse with anyone during this time, and are not permitted to leave their stations without the Head Judge's permission.



3、边裁判员的职责

Duties of the sideline judges

第十六条 裁判人员的职责

Article 16 Duties of Contest Officials

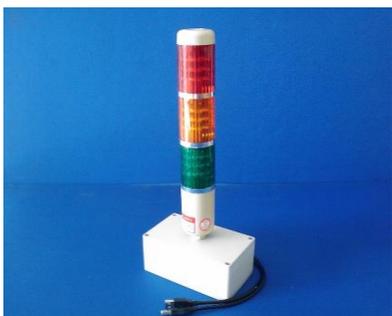
(六) 边裁判员

The sideline judges

1. 根据规则判定运动员的得分。

record the point won by the competitors according to the Rules

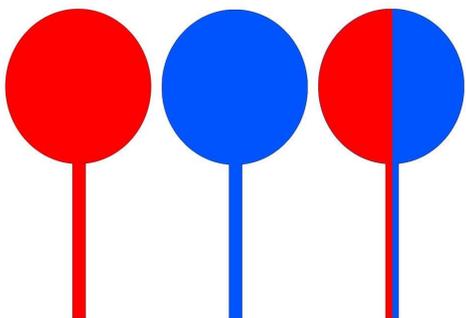




Winner Colour Light
胜负指示灯

2.每局结束后，根据裁判长信号，同时迅速显示评判结果。

display the result of the fight on-time and all at the same moment, at the whistle-call of the head judge at end of each round.



3. 客观回答台上裁判员对比赛情况的询问。

Answer objective the inquiry of the game situation from stage referee.



Sideline Judge Recording Form

Bout Number: Weight Category: Judge Number:

Color (R/B)	Full Name	Nation/Region	Round 1	Round 2	Round 3
Red					
Blue					
Bout Result:			Winner: Red () Blue ()		
Signature:	Time of Match:	Date:	(DD/MM/YYYY)		



4. 每场比赛结束，在记分表上签名并保存，以备检查核实。

at the end of each bout, signature his or her Scoring-Sheet, which will be kept as record and verifications when need.



4、记录

Recording

第二十七条 记录 Article 27 Recording

(一) 边裁判员**根据得分标准和台上裁判员的裁决**，记录运动员的得分，每局比赛结束后将运动员的得分填入记分表中。

The sideline judges shall keep a record of the points awarded to each competitor according to the scoring criteria and the platform judge's decisions. At the end of each round, they shall fill in the competitors' scores into the score recording form.



边裁判员记分表

色别	姓名	国家或地区	第 场 级别		第 号裁判
			第一局	第二局	第三局
红方					
蓝方					
比赛结果:			胜方: 红方 () 蓝方 ()		

签名:

比赛时间:

年 月 日



Sideline Judge Recording Form

Bout Number:

Weight Category:

Judge Number:

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

Signature:

Time of Match:

Date:

(DD/MM/YYYYY)



5、边裁判员手势

Sideline Judge's Hand Gestures

第二十九条 边裁判员手势

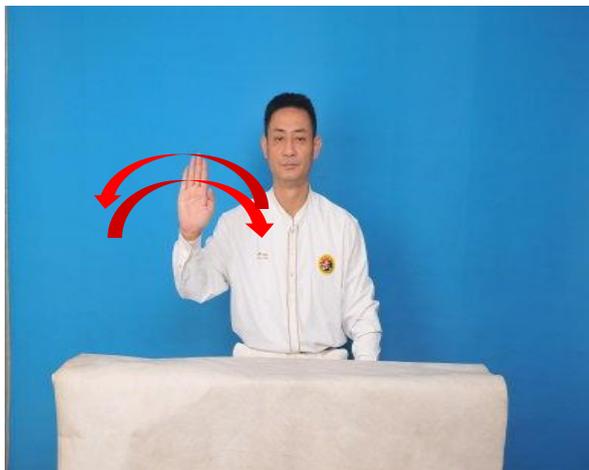
Article 29 Sideline Judge's Hand Gestures

(一)下台或倒地

一手食指伸直向下，其余四指弯屈。

(1) Off the Platform or Falling Down Point downwards with the index finger, with the other four fingers clenched.



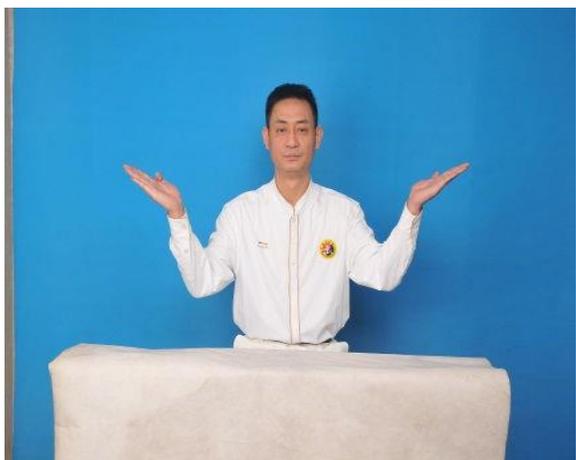


(二)没下台或没倒地

一手立掌，左、右摆动 1 次。

(2) Not Off the Platform or Not Falling Down. Form a palm with one of the hands, with the fingers pointing up and wave it to the left and right.





(三)没看清

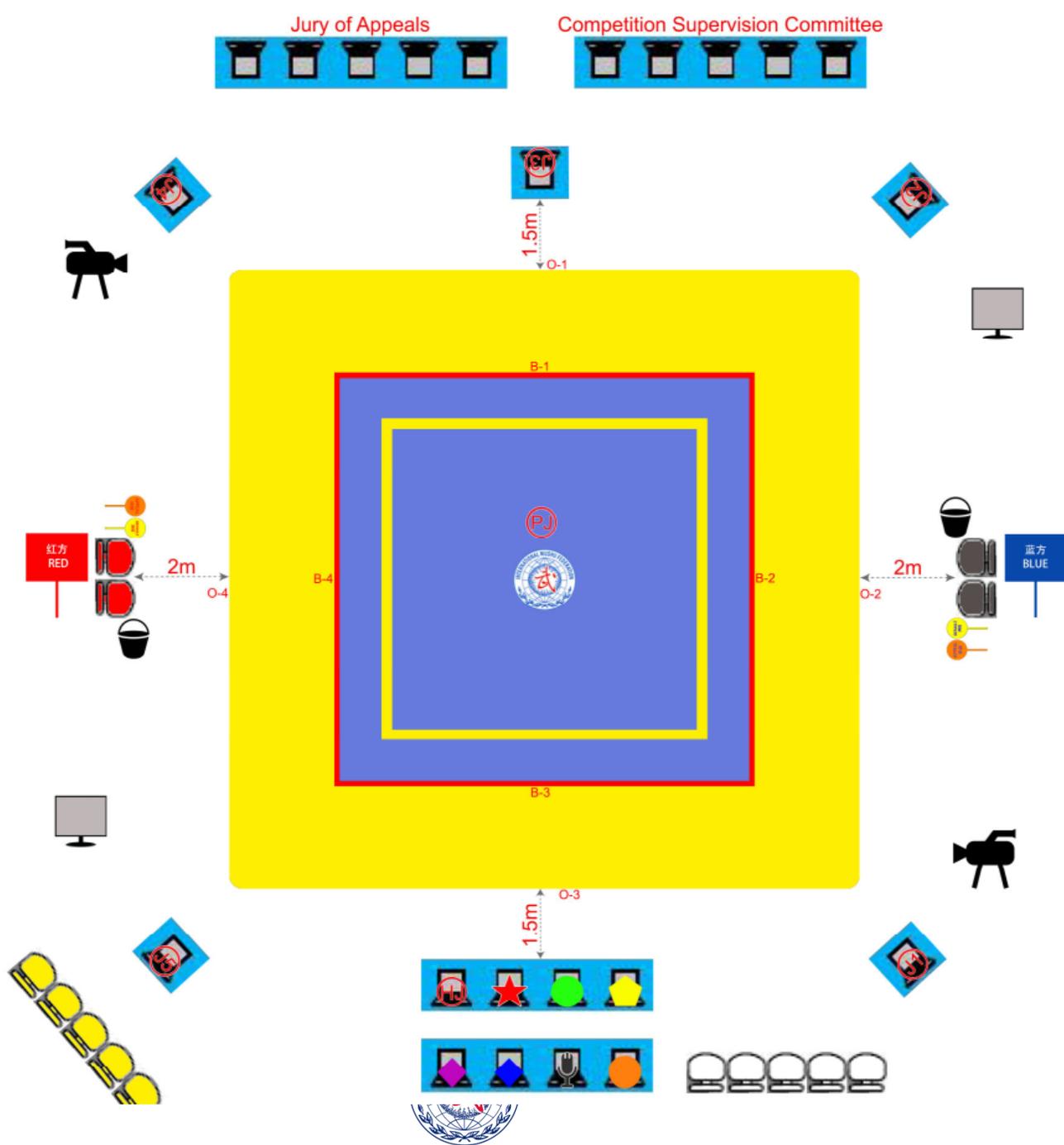
双手掌心朝上由体前向外屈肘平摆。

(3) Not Seen Clearly

Bend both arms at the elbows while holding the hands open with the palms facing upwards, and spread them outwards to the side of the body.



6 边裁判员的位置



(J1)-(J5)	Judges #1 to #5
B-1 - B-4	Boundary lines #1 to #4
O-1-O-4	Outer lines #1 to #4
📹	Jury of appeals video cameraman
(H)	Head Judge
★	Assitant 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 reepectively
🇺🇸🇧🇪	Upright Sign for Red/Blue side reepectively
(PJ)	Platform Judge
🟠🟢	Appeal Plate Paddle for Red/Blue side reepectively

二、边裁判员裁判方法

Sideline Judges judging method

- 1、熟用裁判器材 skilled use of Equipment
- 2、熟悉场裁手势 familiar Platform Judge's Hand Gestures
- 3、熟记得分标准 skilled learn by heart Scoring Criteria
- 4、明确得分部位 clear and definite Valid Scoring Areas
- 5、入场准备工作 entrance and preparation
- 6、判定是否得分 judge whether to score
- 7、击中记分方法 scoring method of strike
- 8、常见问题处理 Solutions for frequently encountered matters

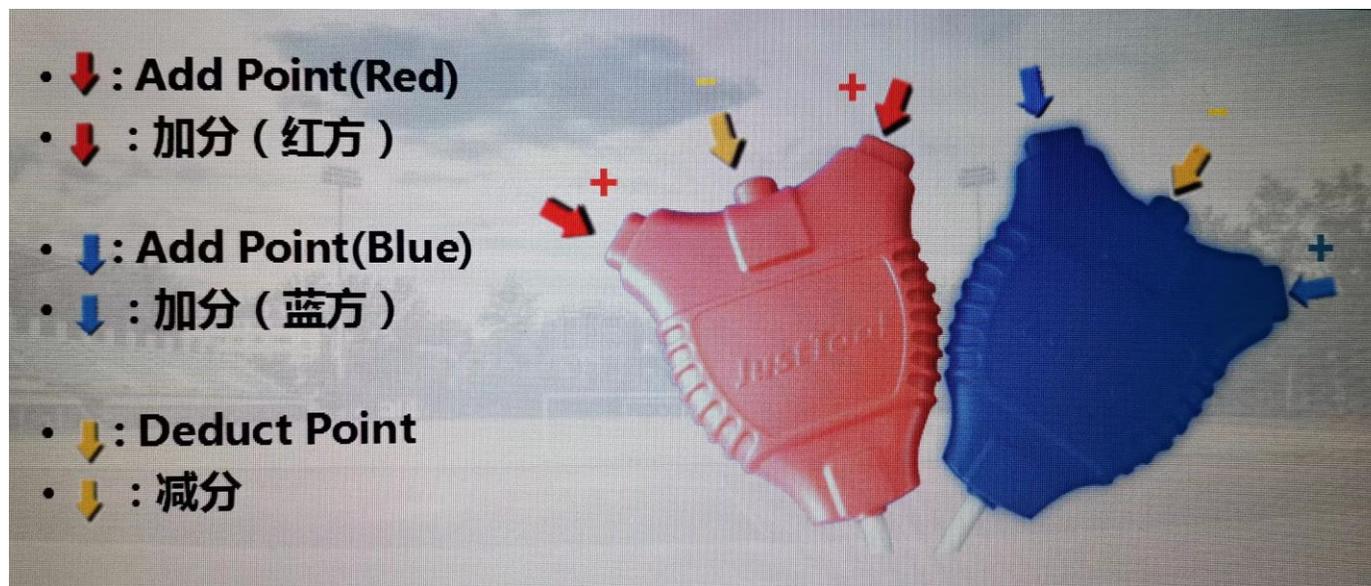


1、熟用裁判器材

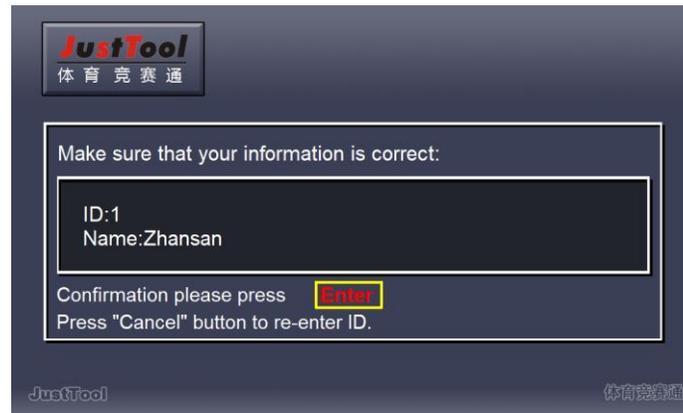
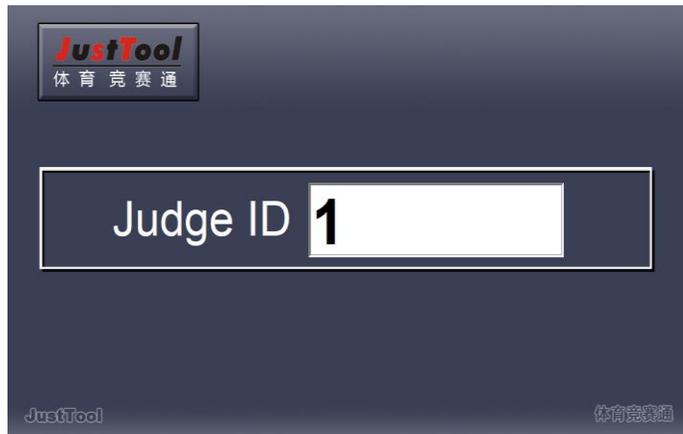
skilled use of
Equipment

(1) 打点器

presser



(2) 边裁判员终端 (显示器) sideline judge terminal (indicator)



Wushu



(3) 耳麦 headset

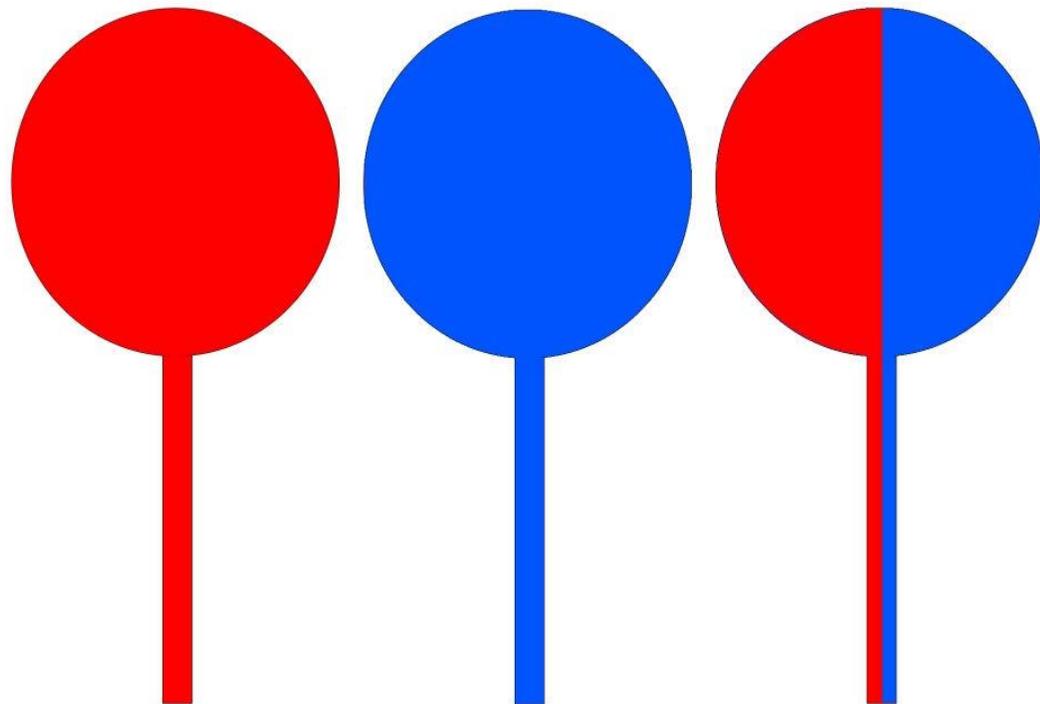


(4) 计数器 counter



(5) 色别牌

Colored Paddles



2、熟悉场裁手势

familiar Platform Judge's Hand Gestures

(1) 得2分：倒地、下台、警告、强制读8秒

Scoring two (2) points:

Down/

One competitor off the platform/

Warning/

Eight (8) - Second Forcible Counting/



(2) 得1分：倒地在先、3秒、消极5秒、劝告

Scoring one (1) point:

Down First/

Three (3) Seconds/

Five (5) - Second Passivity/

Admonition/



(3) 不得分:

同时倒地、无效、双方下台、消极提示、指定进攻

No points will be awarded:

Simultaneous Down/

Not Valid/

Both Competitors off the Platform/

Passive Holding Advice/

Appointed Attack/



3、熟记得分标准

skilled learn by heart Scoring Criteria

(1) 得2分:

腿法击中头部、躯干

Scoring two (2) points:

A competitor who strikes his or her opponent on the torso or the head with a valid leg technique.



(2) 得1分：
拳法击中头部、躯干；
腿法击中大腿

Scoring one (1) point:

A competitor who strikes his or her opponent on the torso or the head with a valid punching technique;

A competitor who strikes his or her opponent on the thigh with a valid leg technique.



(3) 不得分：
抱缠时击中对方

No points will be awarded:

一方运动员抱住另一方运动员后，或者在互相搂抱在一起时击打对方，尽管是有效部位仍不予计分。

When a competitor strikes his opponent while in a hold/clinch.



4、明确得分部位

clear and definite Valid Scoring Areas

(1) 头部

头部，是指除了后脑以外的面部和头两侧的部位。

The head means parts of the face and sides of the head except for the back part of the head.



(2) 躯干

躯干，是指胸部、腹部、背部、腰部。

The torso refers to the part of chest, abdomen, back, and waist.



(3) 大腿

大腿是指髋关节以下，膝关节以上，包括臀部在内的部位。

The thigh refers to the area below the hip joint and above the knee joint, including the hips.



● 注意：

人体的肩部、上肢、小腿、脚跟、脚掌与脚背，既不是禁击部位，也不是得分部位，击中后既不能判犯规，也不能判得分。

● take notice of:

The human body's shoulders, upper limbs, lower legs, heels, soles, and insteps are neither forbidden areas nor scoring areas. neither fouls nor points can be awarded if hit.



5、入场准备工作

entrance and preparation

(1) 检查着装、电子评分仪器、计数器、色别牌、评分表、笔等裁判用具。

Inspect referee tools and clothing、indicator、counter、Colored Paddles、the score recording form、pen and so on.



(2) 入场后，面对擂台成立正姿势站在裁判台左侧，当自己被介绍时，应上前一步行抱拳礼，然后退回原位，待裁判长示意后，迅速坐下，准备工作。交换时，退场裁判员站在裁判台右侧，上场裁判员站在裁判台左侧，相互行抱拳礼。

After the entrance, facing the platform with attentive posture on the left side of the referee 's table, when they are introduced, make one step forward to perform a palm-fist salute, and then return to the original position while waiting for the head judge' s gesture signaling to sit down and prepare to officiate. When exchanging, the retiring referee should stand on the right side of the referee' s table, and the substituting referee should stand on the left side of the referee' s table, and give each other a palm-fist salute.



6、判定是否得分

Deciding factor for scoring

(1) 判定得分：“击中”

Scoring factor: “strike”

(2) 判定不得分：“方法不清楚，效果不明显”

Factors for no score: “the technique is unclear, the effect is not obvious”



(1) 判定得分：“击中”

Scoring factor: “strike”

击中，是指使用允许的**手法**或**腿法**击打对方的**得分部位**后而产生了得分的**效果**。

Strike means that the competitor hits the opponent on a valid part by successfully using a legal hand technique or leg technique, and produces a scoring effect.



● 如何判定达到“击中”效果？应从**四个方面**综合评定：

How to decide whether a competitor has struck the opponent?

(1) **看进攻**，进攻动作清晰，击中点（得分部位）准确。

Look carefully at the Attack if the technique is clear and strikes a valid part.



(2) **看防守**，击中时对方没有相应的防守动作，或明显击中在先防守在后。

Look at the Defense. The defender has no corresponding defensive action on an attack or is obviously hit before he/she could respond.



(3) **看位移**，击中后使对方身体产生晃动、移动、震动等重心移动的现象。

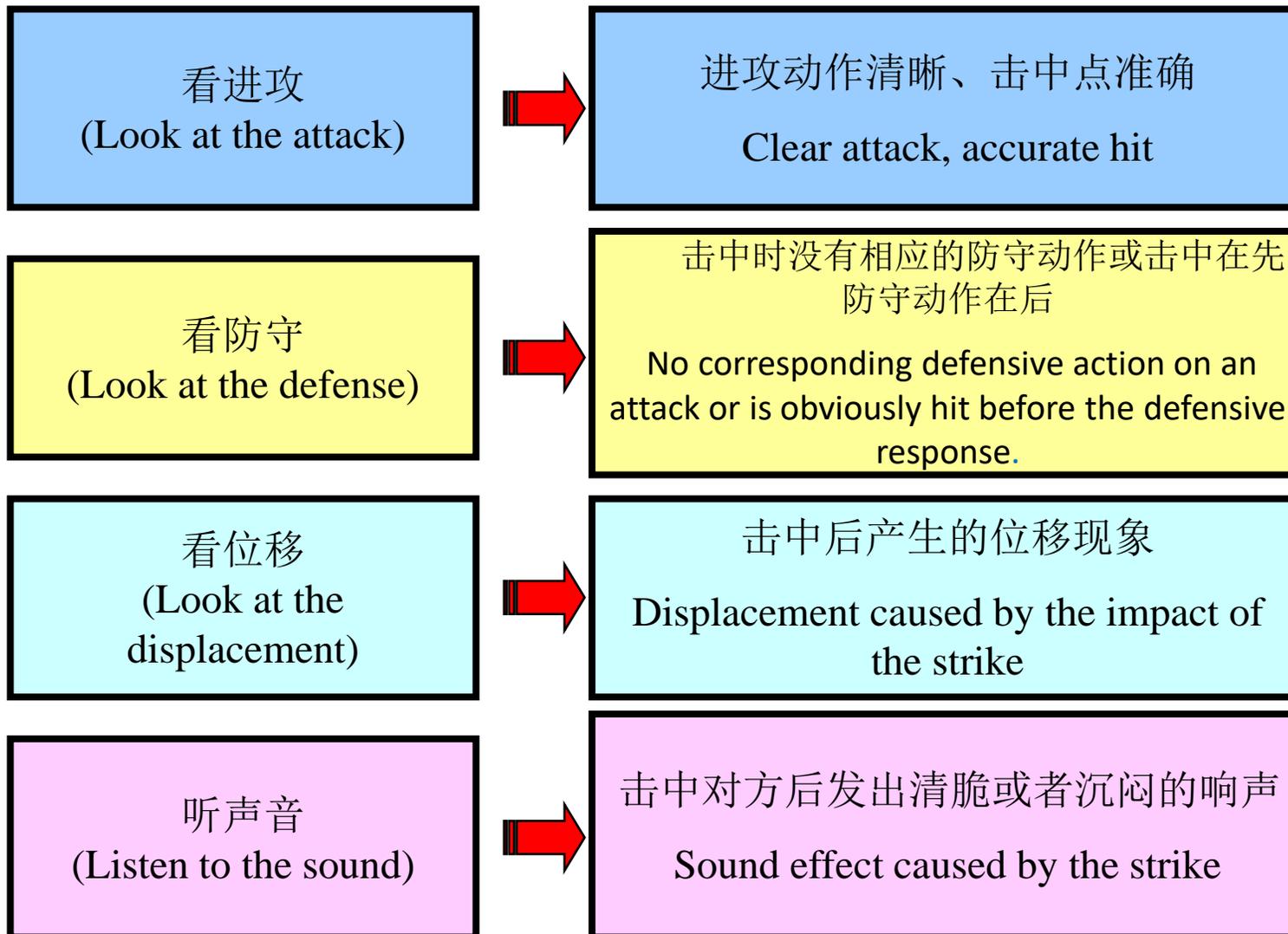
Look at the displacement. The opponent's body sways or is displaced due to the strike.



(4) 听声音，击中对方后发出清脆或者沉闷的响声。
Listen to the Sound. Listen to the sound effect caused by the strike.



击中的判定
Hit judgment



(2) 判定不得分

“方法不清楚，效果不明显”

no score: When a technique employed is not clear and lacks effect, no points will be awarded.

是指运动员完成动作时的质量和效果均不符合击中的要求。运动员使用方法进攻时，因进攻时机不对或自己处于被动状态时而勉强出动作，虽打到了对方，但没有造成击中的效果。

It refers to the quality and effect of the athlete's actions do not meet the requirements of the strike. When a player attacks with the wrong timing or is forced to attack with a unfavorable position, although he or she hits the opponent, but lacks the effect, hence the score would not be granted.



● 注意

男女运动员之间、大级别与中小级别运动员之间，击中后在“看位移”、“听声音”等方面所产生的效果客观存在一定的差异，裁判员应结合经验，准确把握击中尺度进行判定，但是对于任何一场比赛的红蓝双方运动员来讲，必须保持一个判定标准。

● Attention:

There are some objective differences between male and female athletes, and between athletes of different weight category, in terms of "looking at displacement" and "listening to the sound" after hit. Referees should combine all the factors stated above to accurately grasp the hit scale to make a decision, but for both athletes in any match, a decision standard must be maintained.



7、击中记分方法

strike scoring method

(1) 依据**使用方法**和**得分部位**记分

according to the execution of techniques and its scoring criteria

(2) “就低不就高”原则

“priority of low-scoring parts” principle

(3) “累计加分”方法

“accumulated points” method

(4) “分别记分”方法

“separate scoring” method



● 击中交接点，按照“**就低不就高**”原则记分。如：击中在肩部与胸、背的连接部位，不得分；击中大腿与小腿的连接部位，不得分；击中腰部与臀部的连接部位，得1分。

If hit in a junction area , the lower-scoring parts hit will be counted in priority instead of the higher-scoring parts, for instance: If the connection between the shoulder, chest, and back is hit, no score will be awarded; if the connection between the thigh and lower leg is hit, no score will be awarded as well; if the connection between the waist and hip is hit, 1 point will be awarded to the attacker.



● 一个进攻动作造成的多种结果应“**累计加分**”。如：拳法击中对方头部并使其倒地，应相加拳法击中头部和倒地分数，计3分；腿法击中对方躯干并进行强制读8秒，应相加腿法击中躯干和强制读8秒分数，计4分。

Multiple consequences of one offensive action should be counted as "cumulative." For example, if the punch hits the head of the opponent and makes him fall to the ground, the score of the punch and the fall shall be added together, adding up to 3 points; If the kick hits the torso of the opponent and is forcibly counted for 8 seconds, the score of the kick and the forcible count shall be added together, and the score shall be 4 points.

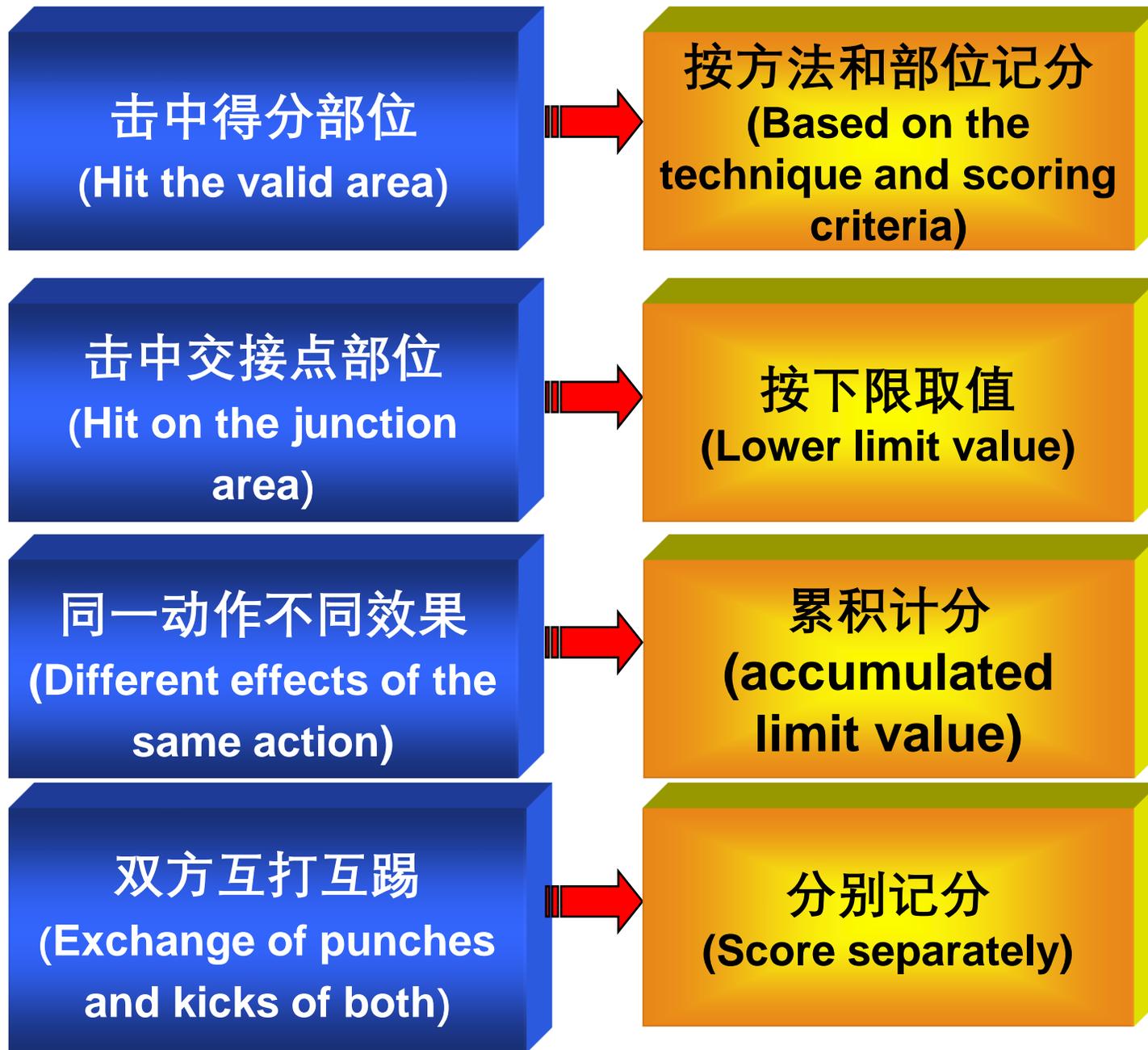


● 在“开始”至“停”口令之间运动员双方互相进攻，并且都有效击中了对方得分部位，应按得分标准**分别记分**，不互相抵消分数。如：红方拳法击中蓝方头部，同时蓝方腿法击中红方大腿，应判定双方各得**1分**，而不是**0分**。

During the "start" to "stop" command, if both players attack each other, and both players effectively hit the scoring areas of each other, they shall be scored respectively according to the scoring criteria, without canceling each other's score. For example, if red hits blue on the head with a punch and the blue hits red on the thigh, each side should be awarded 1 point, not 0 points.



击中的
记分
Scoring
for Hits



8、边裁判员判定中常见问题处理

Frequently Encountered Problems

●观众

观众的叫喊声、锣鼓声、闪光灯等都会干扰评判工作，要集中注意力，排除干扰，根据比赛实际情况进行判定。

Audience

The shouting, sound of cheering drums, and camera flash of the spectators will interfere with officiating. It is necessary to concentrate, exclude the distractions and judge based on the actual game situation.



●教练员或运动员

有时运动员在完成进攻动作后，有振臂欢呼动作；教练员有大喊“好拳、好腿”等声音，裁判员要独立评判，不能被误导。

Coaches and Athletes

Referees should judge independently and not be misled, by the cheering of both competitors and coaches, which shouts “nice punch” and “nice kick” during the competition.



●场裁

有时台上裁判员的站位或走位遮挡了边裁判视线，而无法看清楚运动员的进攻动作，一般情况不能给分，但是可根据经验，结合“三看一听”做出正确判定。

The platform judge

Sometimes the sideline judge cannot see the competitors actions clearly due to accidental blocking of the platform judge during officiating, In general, no scores will be given, but the correct judgement can be made based on experience combined with the athlete's execution of techniques and scoring criteria (“3 looks 1 listen”) .



●平均分配注意力

边裁判员在记分过程中，应将平均分配注意力到双方运动员，做到红蓝兼顾、上下兼顾。

Equal distribution of attention

Sideline judges should give attention evenly for both competitors during the scoring process, giving consideration to both red and blue athlete, giving attention to both upper and lower playing field.



●上一局比赛结果

受体能、技战术的影响，第一局获胜的运动员，下一局不一定能够获胜，要以运动员的临场发挥为依据，不能有主观印记和打分惯性。

Previous round results

Due to the Physical stamina and Technical tactics, an athlete who wins the first round may not necessarily win the next round; it should be based on the athlete's actual performance during the round, and not based on the subjective impressions during scoring.



●及时调整评分尺度

每局比赛结束，要及时关注大屏幕的打分结果，看看自己是否与他人判定有误，是否与多数人分差过大，及时找出原因，调整评分尺度，使评判结果更准确。

Immediate assessment of scoring scales

At the end of each round, you need to pay attention to the results on the score board, to compare your results with other judges; if the difference between your score and the majority have large discrepancy, find out the reason in time and adjust the scoring scale to make the judging results more uniformed and accurate.



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