

# 2018 Australian Kung Fu Wushu Championships



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## CHAMPIONSHIP INFORMATION PACK

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3<sup>rd</sup> June 2018

# 2018 Australian Kung Fu Wushu Championships

## TABLE OF CONTENTS

GENERAL INFORMATION.....	2
IMPORTANT NOTE .....	3
ROUTINE COMPETITION RULES AND REGULATION.....	3
APPLICATION AND ASSESSMENT FORM FOR DEGREE OF DIFFICULTY OF OPTIONAL TAOLU .....	8
APPLICATION & ASSESSMENT FORM FOR COMPULSORY MOVEMENTS IN OPTIONAL TAOLU .....	9
FULL CONTACT AND CONTROLLED CONTACT COMPETITION RULES AND REGULATION.....	10
ALL STYLES CHOREOGRAPHY EVENT COMPETITION RULES AND REGULATIONS .....	12
FREE FROM FIGHTING (FFF) EVENT COMPETITION RULES AND REGULATIONS .....	13
TAI CHI PUSH HANDS EVENT COMPETITION RULES AND REGULATIONS.....	26
CERTIFICATE OF FITNESS (SANDA FULL CONTACT).....	30
SEREOLOGY REPORT (SANDA FULL CONTACT).....	31
WAIVER OF LIABILITIES.....	32

# 2018 Australian Kung Fu Wushu Championships

## GENERAL INFORMATION

### 1. Championship Date

Sunday 3<sup>rd</sup> June 2018 9:00 am – 5:00pm (**Registration from 8am weigh in's Saturday the 2<sup>nd</sup> at the venue 7pm**)

The Championship Organising Committee reserves the right to make changes to the programme which are deemed fit.

### 2. Championship Venue

Bendat Basketball Centre  
201 Underwood Avenue  
Floreat, Perth WA 6014

### 3. Competitors Qualification For Entry

- Routines, Sanda and Controlled Contact: Members of Kung Fu Wushu Australia or Kung Fu Wushu Australia's State Associations are eligible to participate in the Championships.
- Exhibition Events including Free Form Fighting, Free Form Fighting Controlled Contact, Push Hands, and All Styles Routines: Members and non-members of Kung Fu Wushu Australia or Kung Fu Wushu Australia's State Associations are eligible to participate in the Championships.
- Competitors must submit the required documentation and pay the designated fees (refer to Championship Fees and Registration)

### 4. Registration

- Internet Sign Up System will be adopted. The competitors shall fill out online Entry Forms and make payment via the Internet.
- Website for Internet Registration System:  
[www.register.kwwa.org.au](http://www.register.kwwa.org.au)
- Closing date for internet registration is: **Wednesday May 30<sup>th</sup> 2018**
- Competitors must also submit the completed and signed Waiver Form by the registration closing date and email to [tournament@kwwa.org.au](mailto:tournament@kwwa.org.au)
- Any competitor who has registered online and also supplied the required documentations by the required dates will be entered into the Championships.
- Refunds only issued in special cases and will be subject to administration costs as decided by the Championship Organising Committee.
- All competitors are required to check-in on the day of their event. Any competitor who does not check-in by within **30 minutes** of their event may be forfeited to compete and entry monies will be retained by the Championship Organising Committee:

### 5. Championship Fees

	<b>Members</b>	<b>Non Members</b>
Registration fee	\$59.11 per person	\$69.66 per person

### 6. Anti-Doping Policy

All competitors must comply with the KWA Anti-Doping Policy which can be viewed at [Kung Fu Wushu Australia](#) therefore agreeing to any random drug testing as requested by the Australian Sports Drug Agency.

# 2018 Australian Kung Fu Wushu Championships

## 7. Enquiries

For further information and enquires regarding the Championship, please contact:

Email: visit [www.kwwa.org.au](http://www.kwwa.org.au) or email to [tournament@kwwa.org.au](mailto:tournament@kwwa.org.au)

### IMPORTANT NOTE

#### Unacceptable Behaviour Disciplinary Procedures:

The KWA has a zero-tolerance policy towards unsportsmanlike, disruptive and unprofessional behaviour. Competitors will be immediately disqualified from this event for conduct which the Chief Referee of that event considers to be unsportsmanlike, disruptive or unprofessional. This conduct may include, but not be limited to, cheating, dishonesty, failing to comply with the reasonable directions of a competition official, jeering, interference with the activities of competition officials, publicly criticising judges' decisions outside the appeals process laid down in this document and any other form of behaviour likely to bring the sport into disrepute. In the event of a complaint about the conduct of a competitor, the Chief Referee must be notified ASAP of the incident. It is the Chief Referee's responsibility to advise the competitor, on the spot, that he/she will be disqualified. Other persons may be expelled from the event for conduct which the Chief Referee finds unacceptable.

### ROUTINE COMPETITION RULES AND REGULATION

## 8. Championship Events and Age Divisions

### - Age Divisions

- Child 7 to 12 years old
- Junior 13 to 15 years old
- Youth 16 to 18 years old
- Adult 19 to 40 years old
- Senior 41 years and above

**Note:** Age is based on the competitor's birthday during the championship year.

### - Kung Fu Events

#### Bare Hand:

- Northern Style (Northern Shaolin, Northern Praying Mantis, etc)
- Southern Style (Jow Gar, Hung Gar, Choy Li Fut, White Crane, Wing Chun, Bak Mei, Ging Mo Kune, etc)
- Other Style (Xing Yi Quan, Ba Gua Zhang, Ba Ji Quan, etc)

#### Weapon:

- Long Weapon
- Short Weapon
- Other Weapon (Flexible, Double Weapons, etc)

### - Wushu Taolu Events

#### Bare Hand:

- Elementary Routines (Group C: Age group 7 to 12 years only)
  - Changquan

## 2018 Australian Kung Fu Wushu Championships

- **International Competition Routines (Group B: Age group 13 to 15 years only)**
  - Changquan (1<sup>st</sup> Set International Competition Routine)
  - Nanquan (International Competition Routine)
  - 42 Step Taijiquan
- **International Competition Routines (Group C: Age group 16 to 18 years only)**
  - Changquan (3<sup>rd</sup> Set International Competition Routine)
  - Nanquan (3<sup>rd</sup> Set International Competition Routine)
  - Taijiquan (3<sup>rd</sup> Set International Competition Routine)
- **Optional Routines (Adult Age Group only)**
  - Optional Changquan
  - Optional Nanquan
  - Optional Taijiquan
- **Traditional Routines (Adult Age Group only)**
  - Xingyiquan (Male only)
  - Baguazang (Female only)

### ***Weapon:***

- **Elementary Routines (Group C: Age group 7 to 12 years only)**
  - Daoshu
  - Jianshu
  - Gunshu
  - Qiangshu
- **International Competition Routines (Group B: Age group 13 to 15 years only)**
  - Daoshu (1<sup>st</sup> Set International Competition Routine)
  - Jianshu (1<sup>st</sup> Set International Competition Routine)
  - Qiangshu (1<sup>st</sup> Set International Competition Routine)
  - Gunshu (1<sup>st</sup> Set International Competition Routine)
- **International Competition Routines (Group C: Age group 16 to 18 years only)**
  - Daoshu (3<sup>rd</sup> Set International Competition Routine)
  - Jianshu (3<sup>rd</sup> Set International Competition Routine)
  - Qiangshu (3<sup>rd</sup> Set International Competition Routine)
  - Gunshu (3<sup>rd</sup> Set International Competition Routine)
- **Optional Routines (Adult Age Group only)**
  - Optional Daoshu
  - Optional Jianshu
  - Optional Gunshu
  - Optional Qiangshu
- **Traditional Routines (Adult Age Group only)**
  - Shuangdao (Male only)
  - Shuangjian (Female only)

# 2018 Australian Kung Fu Wushu Championships

## - Tai Chi Events

### **Bare Hand: Compulsory / New Standardised Routines**

- 24 Step Taijiquan
- 42 Step Taijiquan
- Yang Style (40 Step Yang Style or New Yang Style Competition Routine)
- Chen Style (56 Step Chen Style Taijiquan or New Chen Style Competition Routine)
- Others (45 Step Wu Style Taijiquan or 73 Step Sun Style Taijiquan)

## - Traditional *Routines*

- Yang Style
- Chen Style
- Other Style (Wu, Sun, etc)

### **Weapon:**

- Compulsory / Standardised Sword (32 Step Taijijian, 42 Step Taijijian, Yang Style Competition Sword Routine or Chen Style Competition Sword Routine)
- Traditional Tai Chi Sword
- Other Weapon (Fan, Broadsword, etc)

## - **Duel Events**

- Choreographed sparring sets of Bare Hand to Bare Hand, Weapon to Weapon or bare Hand to Weapon

## - **Group Events**

- Choreographed group routine of Bare Hand or with Weapon.

**Note:** Championship Organising Committee has the power to merge any division or events if insufficient number of competitors for any division or events occurs.

## 9. Participation Methods

- Each routine competitor may enter at most:
  - three individual routine events
  - one duel event
  - one group eventfor a maximum of 5 (five) events
- Duel event is limited to two (2) to three (3) persons. Male and female mixed teams are allowed.
- In group events, teams shall consist of no less than six (6) persons and no more than ten (10). Male and female competitors can be mixed. Age groups can be mixed. Each participating organisation may only enter one group team.

## 10. Relevant Rules

### **Kung Fu, Tai Chi, Duel & Group**

- Unless otherwise stated within these rules and regulations, the competition rules will be based on the latest "KWA Competition Routine Rules". These rules can be obtained at [Kung Fu Wushu Australia](#)
- Competitors must wear competition costume in compliance with the Rules to participate in the competition.
- All weaponry must be in compliance the Rules. This must be provided by the competitors themselves.
- Music must be accompanied to Group routines. Lyrics are not permitted.

# 2018 Australian Kung Fu Wushu Championships

## Wushu

- Unless otherwise stated within these rules and regulations, the competition rules will be based on the "Rules for International Taolu Competition" (2005). These rules can be obtained at [Kung Fu Wushu Australia](http://www.kungfuwushuaustralia.com.au)
- Competitors must wear wushu taolu competition costume in compliance with the Rules to participate in the competition.
- All weaponry must be in compliance with the Rules. This must be provided by the competitors themselves.
- Optional Taolu with Nandu
  - The Scoring Criteria for Events with Specific Requirements for Degree of Difficulty will be implemented.
  - Competitors are required to submit the Registration Form for Movements with Degree of Difficulty by for all of their events and emailed to [tournament@kwwa.org.au](mailto:tournament@kwwa.org.au)
- Non-nandu taolu events
  - The Scoring Criteria for Events without Specific Requirements for Degree of Difficulty will be implemented.
- Music must be accompanied to Optional Taijiquan and Optional Taijijian. Lyrics are not permitted.

## 11. Time Requirements for Routine Events

### Kung Fu Events:

- Bare hand and Weapon routines: Not less than forty (40) seconds and not more than two (2) minutes.

### Wushu Events

- Changquan, Nanquan and Weapon routines:
  - Adult Group: Not less than one (1) minute and twenty (20) seconds and not more than one (1) minute thirty (30) seconds.
  - Child, Junior, Youth and Senior Age Group: No time limit.
- Taijiquan and Taijijian routines:
  - 42 Forms Taijiquan: Five (5) to six (6) minutes. Warning bell given at 5<sup>th</sup> minute..
  - 42 Forms Taijijian, 3rd Set of Competition Taijiquan and Taijijian Routines: Three (3) to four (4) minutes. Warning bell given at 3<sup>rd</sup> minute.
  - Optional Taijiquan and Taijijian: Three (3) to four (4) minutes. And **NO warning bell will be given.**
- Xingyiquan, Baguazhang, Shuangdao and Shuangjian routines: Between One (1) and two (2) minutes

### Tai Chi Events

- Simplified 24-Step Taijiquan shall be between four (4) and five (5) minutes.
- Compulsory (except 24 Step Taijiquan) / New Standardised Hand Routines shall be between five (5) and six (6) minutes.
- Traditional Bare Hand Routines shall be between four (4) and five (5) minutes.
- All Sword Routines and Other Weapon Routines shall be between three (3) and four (4) minutes.

# 2018 Australian Kung Fu Wushu Championships

## **Duel Events:**

- Not less than forty (40) seconds and not longer than one (1) minute and thirty (30) seconds.

## **Group Events**

- Not less than two (2) minutes and not longer than five (5) minutes.

## **12. Placing and Awards**

The top three places for each event will be awarded as follows:

1st Place	Gold Medal
2nd Place	Silver Medal
3rd Place	Bronze Medal

# 2018 Australian Kung Fu Wushu Championships

## APPLICATION AND ASSESSMENT FORM FOR DEGREE OF DIFFICULTY OF OPTIONAL TAOLU

Association: \_\_\_\_\_

Name: \_\_\_\_\_ Surname: \_\_\_\_\_ Male/Female

Degree of difficulty for movements, and connections						Event: _____					
1 <sup>ST</sup> SEGMENT											
2 <sup>ND</sup> SEGMENT											
3 <sup>RD</sup> SEGMENT											
4 <sup>TH</sup> SEGMENT											
TOTAL VALUE				Movements				Transitions			
Signature of Coach						Email					

Movement	Code

## 2018 Australian Kung Fu Wushu Championships

### APPLICATION & ASSESSMENT FORM FOR COMPULSORY MOVEMENTS IN OPTIONAL TAOLU

Association: \_\_\_\_\_

Name: \_\_\_\_\_ Surname: \_\_\_\_\_ Male/Female

Application for Compulsory Movements							Event: _____						
1 <sup>ST</sup> SEGMENT	Compulsory Movements												
	Assessment												
2 <sup>ND</sup> SEGMENT	Compulsory Movements												
	Assessment												
3 <sup>RD</sup> SEGMENT	Compulsory Movements												
	Assessment												
4 <sup>TH</sup> SEGMENT	Compulsory Movements												
	Assessment												
Total Deduction for Choreography													
Signature of Coach							Email						

Movement	Code

# 2018 Australian Kung Fu Wushu Championships

## FULL CONTACT AND CONTROLLED CONTACT COMPETITION RULES AND REGULATION

### 13. Championship Events and Age Divisions

#### Controlled Contact Sparring Events

- **Age Divisions**
  - 7 – 9 years old
  - 10 – 12 years old
  - 13 – 15 years old
  - 16 – 18 years old
  - 19 – 40 years old
  - 41 – 55 years old

**Note:** Age is based on the competitor's birthday during the championship year.

- **Weight Classes:**
  - Men & Women: below (kg): 33, 36, 39, 42, 45, 48, 52, 56, 60, 65, 70, 75, 80, 85, 90  
over 90kg

**Championship Organising Committee has the power to merge any divisions if insufficient number of competitors for any divisions occurs.**

#### Full Contact Sanda Events

- **Age Divisions**
  - Youth 16 to 18 years old
  - Adult 19 to 40 years old

**Note:** Age is based on the competitor's birthday during the championship year.

- **Weight Classes:**
  - Men & Women: below (kg): 48, 52, 56, 60, 65, 70, 75, 80, 85, 90  
over 90kg

**Note:** Championship Organising Committee has the power to merge any 2-neighbouring division or events if insufficient number of competitors for any division or events occurs.

### 14. Participation Methods

- Each competitor may register and compete in both controlled contact sparring and Full Contact Sanda events.
- Each competitor may only enter in 1 (one) weight category.

### 15. Relevant Rules

#### Controlled Contact Sparring Events

- Unless otherwise stated within these rules and regulations, the competition rules will be in accordance with the "KWA Controlled Contact Sparring Rules". These rules can be obtained at [Kung Fu Wushu Australia](#)

#### Full Contact Sanda Events

- Unless otherwise stated within these rules and regulations, the competition rules will be in accordance with the "KWA Full Contact Sanda Rules". These rules can be obtained at [Kung Fu Wushu Australia](#)

# 2018 Australian Kung Fu Wushu Championships

## 16. Competitors Costume, Uniform, Foot Wear & Equipment

### Controlled Contact Sparring Events

- Competitors shall wear costumes and protective gears in compliance with the “KWA Controlled Contact Sparring Rules” to participate in the competition. These rules can be obtained at [Kung Fu Wushu Australia](#)
- Competitors must wear and bring their own gloves, cotton shin protectors, cotton instep protectors and mouth guards. Gloves will be either red or black.
- Male competitors must wear and bring their own groin guard. All groin guards must be worn under the uniform pants. Groin guards are optional for female competitors.
- Adult female competitors must wear and bring their own approved chest protector

**Note: Failure to comply with these rules will result in disqualification from their event.**

### Full Contact Sanda Events

- Competitors shall wear costumes and protective gears in compliance with the “KWA Full Contact Sanda Rules”. These rules can be obtained at [Kung Fu Wushu Australia](#)
- Each competitor must bring their own two (2) sets of costumes: one set of black and one set of red costumes.
- Each competitor must bring their own mouth guard, groin guard and instep guards.
- Gloves and other protective equipment will be provided by the Organizing Committee.

## 17. Weighing-in

### (a) **Controlled Contact Sparring Events**

- To be advised.

### (b) **Full Contact Sanda Events**

- To be advised.
- Competitors are required to submit a KWA Certificate of Fitness and Serology Report. These must be issued within six (6) months before the Championships and signed by a qualified doctor. This will be submitted during weigh-in.

## 18. Placing and Awards

- The top three places for each event will be awarded as follows:

1st Place	Gold Medal
2nd Place	Silver Medal
3 <sup>rd</sup> Equal Place	Bronze Medal

# 2018 Australian Kung Fu Wushu Championships

## ALL STYLES CHOREOGRAPHY EVENT COMPETITION RULES AND REGULATIONS

### 19. All styles Choreography event

- Age Divisions
  - 5–7 years old
  - 8–10 years old
  - 11–13 years old
  - 14–15 years old
  - 16–18 years old
  - 19–45 years old
  - Senior: 46 years and above

**Note:** Age is based on the competitor's birthday during the championship year.

### 20. Categories

- Competition is open to all martial arts styles.
  - There are two separate categories:
    - o Solo performance bare handed
    - o Solo performance with weapon

### 21. Performance Space

- Size of competition space is 5m x 5m.
- Surface may be hard or soft at competitor's discretion.
- Music is permitted.

### 22. Performance Rules

- Time limit from start to finish of the routine is one (1) minute.

### 23. Scoring

- Performance is assessed under the following two criteria:
  - Attitude – contextual elements including spirit & presentation
  - Ability – content elements including technique and control.
- Each criterion is given a mark from 1 to 5 (no half marks), and the two marks are summed to give a total mark out of 10.
- There are no score penalties for time violations.

### 24. Judging

- Judging is by a panel of five (5) judges.
  - In the case of a tie, initially judges will confer to decide on a winner. If the judges cannot determine a clear winner, the relevant competitors will be invited to a tie-break performance. Judges will decide on a clear winner.

# 2018 Australian Kung Fu Wushu Championships

## FREE FROM FIGHTING (FFF) EVENT COMPETITION RULES AND REGULATIONS

### 25. Free Form Fighting - (adult full contact all style competition)

- Age Divisions
  - 5–7 years old
  - 8–10 years old
  - 11–13 years old
  - 14–15 years old
  - 16–18 years old
  - 19–45 years old
  - Senior: 46 years and above

**Note:** Age is based on the competitor's birthday during the championship year

### 26. Categories

- Competition is open to all martial arts styles.
- Male & Female Adult age category includes ages from 18 years up to 35 years minus one day.
- Competitors outside of this category that wish to compete must be endorsed by their Instructor in writing, via the Free Form Fighting Competitor Endorsement Application.
- Male & Female weight categories - Middleweight; 75 Kg and below (Weigh In Required), Open weight: Greater than 75 KG
- All competitors must register with their Martial Arts School, Club or Organisation.
- The FFF organisers will not accept any competitors that are independent and do not currently belong to a Martial Arts School/Club/ Organisation.
- The Free Form Fighting Competitor Endorsement Application must be filled out by your Instructor, and sent to the FFF Committee for approval, for registration to take place.
- For all 1st round bouts, fighters from the same School/Club/Academy will not be matched up against each other. In the case that a School/Club/Academy fields more fighters than available bouts, it will be up to the School/Club/ Academy to put forward its best fighters into the available bouts allocated.
- All competitors must have a corner person present for every bout. Competitors are only allowed to have 1 corner person. This is further mentioned in 12.8 and 17.9.
- In honouring the tournament, its competitors and officials, and in the interest of maintaining a safe and fair environment, only competitors who have not been involved in professional competition (from any discipline including but not limited too MMA, boxing, kick boxing etc) are welcome.

### 27. Weigh Ins

- Weigh Ins will be conducted on the day of the tournament only. We will not honour any requests to weight in at a time outside of the FFF nominated period.
- Weigh Ins will be conducted prior to the event starting, by FFF officials.
- Weigh Ins will be conducted on a digital scale.
- FFF officials will allow for a variance of +/- 1 kgs.
- Competitors will weigh in wearing briefs or shorts.
- At the discretion of FFF weigh in officials, up to 15 minutes may be given to competitors to make the required weight.
- Failure or lateness to attend the weigh in, will result in immediate disqualification.
- Failure to make the required weight, will result in immediate disqualification.
- In the case that a competitor does not make the required weight, they will not be eligible to compete in a different weight category for the tournament.

# 2018 Australian Kung Fu Wushu Championships

## 28. The Fighter's Equipment

- It is the responsibility of the competitor to provide all their own equipment (to FFF standards), at their own cost. Failure to do so will result in immediate disqualification. The FFF organisers do not condone sharing equipment between competitors. The FFF officials will perform a verification of all fighter's equipment after the weigh ins have taken place.
- Individually fitted mouth protector (gum shield).  
Club or Academy uniform. Being bare chested is not permitted. Wearing tight fitting garments such as skins, under armour, 2XU etc, is also not permitted.
- Shoes are not permitted.
- FFF Regulation glove. Open hand, fingerless, light neoprene, tight fitting glove with wrist strap.
- Individually fitted groin-protector.
- FFF Regulation shin guards. Must cover shins, and foot.
- Bandaging/wrapping/strapping of wrists, hands, feet or ankles is not allowed.
- Garments containing insulting or inappropriate logos are prohibited.
- All jewellery such as ear rings, necklaces, rings, chains, piercings, hair pins or any other cosmetic devices & materials are prohibited.

## 29. Bouts

- All bouts are conducted in 3 rounds of 2 minutes.
- There is a break of 1-minute duration between rounds.
- At any stage throughout a bout, the referee may signal for the timekeeper to pause the time, so that they may issue any warnings, or penalties as required.
- For any uniform malfunctions, the referee must signal for the timekeeper to pause the time, so that uniforms can be adjusted safely and in a timely manner.

## 30. Legal techniques

- All forms of boxing combined with kicks and knees to the body.
- All types of foot sweeps performed with the foot.
- Rear and reverse kicks to the body.
- All types and forms of throwing within 5 seconds of clinching.
- Any type of strikes and blows with the elbows.
- Foot sweeps with the contact point being above the ankle knuckle.
- Any form or type of kicks with the shins against the thighs.
- Pushing with the gloves.
- All strikes, blows and punches executed with the palm side of the gloves.
- Clinching by holding the Trapezius is allowed.
- Striking the side of the back is allowed. However, any strikes delivered close to either side of the spine are NOT allowed.
- Striking whilst clinching or grasping is allowed, as long as all strikes/ techniques are delivered to legal striking areas shooting, sacrifice throws and others strategic attacking techniques (i.e. foot sweep in which competitor puts hand on floor to balance whilst sweeping) are legal. To clarify a competitor may choose to place a part of their body on the
- floor (other than their feet) in a strategic attacking movement or technique.
- If in the event of a competitor enacting sweep, clinching or grasping it is legal to strike them, as long as it is within the legal striking areas. Once the grounded position becomes defensive (for the purpose of this tournament, it will be considered defensive after 1 strike has been delivered), no more strikes can be delivered.

## 31. Illegal techniques

- Clinching longer than 5 seconds is not allowed.
- All kicks to the knees. Includes front, side and back of knee.
- All strikes, blows, punches and kicks to the back of the neck.
- Any type of attack against the joints.
- Any type of strike to the groin.
- Any form or type of kicks or knees to any part of the body above the neckline (throat, neck or head).

## 2018 Australian Kung Fu Wushu Championships

- Any form of strike with the hands, forearms or elbows to any part of the body above the neck line (throat, neck or head).
- Biting.
- Grasping/clinging to the throat or neck. No contact of any kind may be made to any part of the body above the neckline, including from the clinch (back of neck).
- Any strike to the spine.
- Any throw/takedown in which the opponent's head or neck is first to hit the ground.
- Clawing, scratching or pinching the flesh.
- Any type of uncontrolled aggressive behaviour
- Striking an opponent who is down, and in a defensive position. For the purpose of these rules a competitor is considered down if any part of his body apart from the feet makes contact with the ground during the course of a match.
- In the case that an opponent actively chooses to place more than his feet on the ground to execute a strategic attacking move they are only allowed to be struck once, and only when they are in what is considered to be an attacking position. This will be determined at the referee's discretion.
- Any contact above the neckline, to either the front, side or back of the head/neck/throat. This includes clinching with intent to control, strike or throw as well as contacting the neck or the head, whilst in the process of being thrown, or whilst your competitor is attempting a take down.
- At the discretion of the referee up to three warnings will be issued before a penalty is awarded. On awarding of a 3rd warning, a penalty must be issued straight away.
- Warnings and Penalties
- Any form of contact to any part of the body that is above the neckline.
- Attacking the opponent's spine whilst it is turned towards his opponent. This does not extend to a technique commenced prior to the opponent executing a turning technique (e.g. Back kick).
- Any technique that the referee may regard as foul or unfair or not in the spirit of the tournament.
- If a competitor contributes to their own injury by avoiding a legal technique and that technique then hits the competitor in a prohibited place, the technique shall not be deemed a warning. (e.g. If a competitor avoids a crescent kick by shifting their leg back then gets hit in the groin).
- If a competitor is so over excited or aggressive and becomes a danger to them-self or the opponent.
- Any form of Timidity, including but not limited to: Avoiding contact with opponent, intentionally or consistently dropping the mouthpiece, and faking or exaggerating the effects of an injury.
- Engaging in unsportsmanlike conduct, including but not limited to the use of foul or abusive language.
- Attacking an opponent on or during a break.
- Attacking an opponent who is under the care of the referee.
- Attacking an opponent after the sound to end the round has been made.
- Flagrantly disregarding the referee's instructions.
- Interference of any kind by the corner.
- Taking a drink whilst in the middle of a round. A competitor may drink during the 1-minute break between rounds only.
- Receiving ice/strapping or any other forms of medical treatment from anyone during a bout (includes during the break between rounds). If this happens, a penalty must be issued to the competitor immediately.
- Having more than 1 corner person present in a corner at any stage throughout the bout. An immediate penalty will be issued to the competitor when this happens.
- Serious breaches (either isolated or repeated) of the rules/regulations, will result in a review process and may lead to the School/Club/Academy being banned from participating in future events. This review process will be conducted by the FFF organising committee and senior officials.

# 2018 Australian Kung Fu Wushu Championships

## 32. Scoring

- Scoring will be determined by the Free Form Fighting W/L/D system.
- Each competitor will receive a score of either W (win) L (lose) or D (draw), after each round. If a competitor is scored as a W, then the other competitor would automatically receive a L, and vice versa. D will be issued to both competitors if the round is deemed a draw.
- For each round, the 3 judges will give a score to each fighter. At the end of the bout, the scorekeeper will add up the scores, and communicate the results to the Head Judge. In the case of a penalty, the judges will automatically mark the competitor that received the penalty as a lose. The other competitor will then be scored as a win. The only exceptions to this case, would be if the competitor that was awarded a penalty, wins the bout by a Knock Down, or if both competitors receive a penalty each, resulting in both fighters being scored as a draw for that round.
- The role of the head judge is supervising the scoring, and manage the scoring judges.
- The 2 scoring judges are responsible for scoring each round. It is their role to decide which competitor, they believe won the round, and indicate with the coloured score card to scorekeeper as required.
- In the event that after 3 rounds, and the total scores equal a tie/draw, then a weigh in will be conducted to determine the winner of the round. The competitor that has the lowest weight, will be then deemed the winner. To clarify, the weigh in will only happen after 3 rounds have taken place, and only when the combined judges scores results in a draw/tie.
- In the case of a weigh in, the competitors will immediately weigh in wearing all equipment and uniforms that they competed with.
- Evaluation of the fight will be on the following guidelines:
- Best and most skilful combinations (Cleanly executed techniques, including striking, takedowns and transitions)
- Fighting spirit, initiative and control of the fighting area.
- Respectful and honourable conduct

## 33. Officials

- 1 Referee, 1 Head Judge, 2 Scoring Judges, 1 Timekeeper, 1 Scorekeeper. All officials must be trained and approved by the FFF organisers. A minimum of 1 FFF safety officer must be present for all bouts. A FFF safety officer must be currently working in the medical field i.e. as a doctor/nurse/paramedic/ambulance officer.
- A referee may not referee a bout which contains a competitor from their club/school/academy.
- In the case that a decision regarding a Penalty, or a disqualification arises, the referee may call a conference with judges. Time will be paused. The judges will be called upon for consultation only, and will have no official bearing on the decision.
- Competitors are not required to pay the tournament entry fee, and are listed on the Officials List. For 3 competitors or less, the Senior Representative of the competitor's school plus 1 extra person are listed as team officials, and not required to pay.
- For more than 3 competitors, the Senior Representative of the competitors, plus 2 extra people are listed as team officials and not required to pay.

## 34. Victory by decision

- When the majority of the judges award the bout to the same competitor that competitor must be declared the winner.
- In all other situations the referee MUST follow the decisions of the judges. No decision can be declared unless there are a majority of the official judges in favour.
- The decision of the judges cannot be overturned unless there has been an error under the rules.
- In the event of the bout going the distance and both competitors not receiving any penalties, the winner will be the competitor that has won majority of the rounds.
- If a competitor executes a foul technique, the referee will either signal for

## 2018 Australian Kung Fu Wushu Championships

time to be stopped, and issue the appropriate warnings or penalties (as deemed appropriate) or will encourage both competitors to continue fighting. In these instances, no extra time will be given for competitors to recover. A competitor will receive only a 3 second count from the referee once they are ready to continue the round. If after 3 seconds, and they cannot continue, then the bout will be stopped, and the other competitor will be deemed the Winner.

- If in the case of a foul technique and the referee deems an intentional foul has been delivered, depending on the severity of the breach, the referee has the right to disqualify the competitor that made the breach.
- If a competitor causes an injury to them-self and cannot continue (e.g. Trips and hurts the knee) the match is awarded to the other competitor.

### 35. Disqualifications

- A competitor who fails to obey the referee's instructions during a bout.
- A competitor who is late or who fails to appear for a bout. We will allow only 1 minute for the competitor to appear for a bout, after bout has been scheduled to start.
- A competitor who has received 2 Penalties within 1 round.
- A competitor who remains facing their opponent, and does not or is not prepared to engage in fighting, for more than 10 consecutive seconds will be regarded as lacking the will to fight and will be disqualified. Both competitors in a bout may be disqualified under this clause at the referee's discretion.
- Failing to acknowledge (salute/bow) and show respect to the opponent will result in disqualification.
- Failing to acknowledge (salute/bow) and show respect to the referee will result in disqualification
- Failing to acknowledge (salute/bow) and show respect to the judges will result in disqualification
- Any competitor that does not have a corner person for their bout.

### 36. Procedure for starting a bout/round

- Referee calls the competitors to the mat.
- The competitors face the official judges and acknowledge (salute/bow).
- The competitors face the referee and acknowledge (salute/bow).
- The competitors face each other and acknowledge (salute/bow).
- The competitors assume their fighting positions.
- "Fight" is called by referee.
- Procedure for ending a round
- Gong is sounded once at 1m50s by the timekeeper
- At the 2-minute mark, the gong is sounded 3 times, to signify the end of the round.
- The competitors face each other and acknowledge (salute/bow).
- The competitors face the referee and acknowledge (salute/bow).
- The competitors face the Head Judge and acknowledge (salute/bow).
- Competitors return to their corners.
- Procedure for ending a bout
- Gong is sounded once at 1m50s by the timekeeper.
- At the 2-minute mark, the gong is sounded 3 times, to signify the end of the round.
- The competitors face each other and acknowledge (salute/bow).
- The competitors face the Referee and acknowledge (salute/bow).
- The competitors face the judges and acknowledge (salute/bow).
- Both competitors are called to the centre of the mat
- The referee calls for the decision of the judges.
- Decision is announced, and referee raises their own hand in the direction of the winner. Winner is presented to the spectators.
- The competitors shake hands and leave the fighting area.
- Declaration of a Decision
- The referee stands in a position so that they can see all the judges.
- The referee then announces (I will take your decision). At this time the judges indicate their decision, the scorekeeper calculates the score and informs the head judge who then indicates the winner.
- The referee will then indicate by raising their own arm in the direction of the winner or declare a draw.

## 2018 Australian Kung Fu Wushu Championships

- In the case of a drawn bout the referee shall announce the decision has been issued as a draw and proceed to weigh in both competitors. The weigh ins will be conducted immediately, with competitors wearing everything that they fought in. The lightest competitor will then be deemed the bout winner.
- The referee cannot override a majority decision of the judges, the judge's decisions are final.
- Competitor Safety
- The role of the referee is to ensure the safety and welfare of both competitors, whilst encouraging the competitors to fight. The referee may at any time, pause the bout, to consult with the FFF safety officer in regard to the safety of a competitor.
- The referee may stop and end the bout, if they believe that a competitor's safety and welfare are at risk, through continuance of the bout. This can happen at any stage throughout the round.
- Each competitor must wear a mouth guard, groin guard, and FFF approved shin guards and gloves and will not be permitted to compete without these items. The referee can check at any time to ensure this is being adhered too.
- The FFF safety officer's role is to assist the referee in ensuring each competitor's safety. As a minimum standard, the FFF safety officer must actively be working in the medical field. They will be called upon to make decisions on competitor's safety throughout the tournament, as further mentioned below.
- The FFF safety officer will be on hand to provide basic medical treatment to any competitors that require medical attention throughout the competition. For any injury that is deemed to be serious, an ambulance will be called at the competitors expense, from which point they will take over responsibility of care.
- The FFF safety officer may also make a decision:
  - that a competitor cannot continue in a bout.
  - that a competitor cannot enter the next round.
  - to end a bout mid-round if they believe a contestant is in danger. In this case, the FFF safety officer will signal the timekeeper to pause the bout (5 gong sounds). A discussion including the FFF Safety Officer, Referee, Competitor in question and their cornermen will determine whether the bout will continue.
- Any competitor receiving an injury cannot compete further without approval from the FFF safety officer.
- The FFF safety officer is the only person authorised to provide any type of medical treatment or medical assistance to fighters. Icing and strapping either before or during the bout by a corner person or team official is not allowed, and will result in a penalty being issued.
- No bout will be permitted to commence without the FFF safety officer being present.
- The officials may randomly check competitor's urine for sport enhancement drugs at any time throughout the competition.
- Every competitor must have 1 person in their corner for every bout, acting as a corner person. No more than 1 person will be permitted. Breaches will result in an immediate awarding of a penalty.
- Under no circumstances will it be allowed for a competitor to compete minus a corner person. Failure to have someone in your corner will result in immediate disqualification.
- A corner person has the option to 'throw in the towel' at any stage throughout the bout, if they believe that the competitor they represent is not in a fit state to continue. If this occurs, the bout will automatically finish, and the competitor will no longer be active in the tournament.
- No competitor shall compete under these rules if they have tested positively for any of the following diseases (Hepatitis B, Hepatitis C, or HIV) or if they have any disease that may be transmitted to another person through saliva, sweat, touch or bodily contact. The FFF organisers expect that each school/ academy/club will take due diligence and not put forward any competitors suspected of any of the above.
- Each competitor must fill in and sign the Waiver form provided, to be eligible to compete in the tournament.

### 37. Protests

- All protests must be lodged within 5 minutes of the final decision being made of the respective bout.

## 2018 Australian Kung Fu Wushu Championships

- A Protest Fee of \$100 must be paid upon lodgement. This fee will be refunded if the Protest is successful. All unsuccessful Protest Fees will be forwarded to the nominated charity that the particular tournament is raising money for.
- All protests must be made with the Protest Mediator at the protest desk and may not be protested on the mat. Any protest on the mat will be deemed illegal and the fighters will be banned from further FFF events.
- Protest will be considered by all judges and tournament referee.

### 38. FFF Glossary of Terms

- Free Form Fighting Competitor Endorsement Application: Application form that must be filled out by the Head Instructor for each competitor that they wish to put forward for competition. Without completion of this application form, the FFF Committee will not honour any requests to compete. Basic details of nominating instructor, club/school/academy affiliation and competitor are required to complete this form.
- Bout: The term given to each scheduled fight, at a FFF competition. This includes the time from when the fighters are announced onto the mat immediately before the fight, the actual physical fight, and the announcing of results directly after the fight. •
- Rounds: The term given to each 2-minute segment in a bout, in which 2 competitors fight. There are 3 rounds, each of 2 minutes for every bout. There is a 1-minute break between rounds. Rounds are identified as Round 1, Round 2, and Round 3.
- Warning: Given to a competitor who has made a rule breach, either accidentally or deliberate. Warnings are given for what is deemed as minor offences. Warnings do not have any bearing on the scoring. However, if a 3rd warning is given in a round, a penalty must be issued. For any warning to be given, the referee will signal for time to be stopped. The referee will then ensure that the competitors, and judges are aware of the warning, and the reason for it.
- Penalty: Issued for a serious rule breach, or on the 3 warning being issued in a round. A penalty issued to a competitor, means that they must be scored as a loss (L) for that round. 2 penalties in a round, will result in disqualification. For a penalty to be given, the referee will signal for time to be stopped.
- Trapezius: In human anatomy, the part of the body that extends across the back and shoulders and is beneath the neck line.
- Knock Down: The term used in the case that a competitor, is unable to fight after a 3 second count by the referee. This includes but is not limited to the following situations
  - 1. Falling to the ground due to body strikes, and unable to stand back up after 3 seconds.
  - 2. Receiving a bit hit to the body, disengaging and walking away, and not able to engage after 3 seconds.
  - 3. Taking longer than 3 seconds to re-enter the ring after being knocked outside or failing to come out to the next round after call to begin round, and referee's 3 second count.

### 39. Free Form Fighting - Light contact (junior age group only)

- **Male & Female weight categories**
  - Under 36kg Category <36 kg
  - 40kg Category >36kg - 40kg
  - 44kg Category >40kg-≤44kg
  - 48kg Category >44kg-≤48kg
  - 52kg Category >48kg-≤52kg
  - 56kg Category >52kg-≤56kg
  - 60kg Category >56kg-≤60kg
  - 65kg Category >60kg-≤65kg
  - 70kg Category >65kg-≤70kg
  - 75kg Category >70kg-≤75kg
  - 80kg Category >75kg-≤80kg
  - 85kg Category >80kg-≤85kg

## 2018 Australian Kung Fu Wushu Championships

- 90kg Category >85kg-≤90kg
- Over 90kg Category >90kg

**Note: Weight categories can be altered by officials to best match competitors**

### 40. Categories

- Competition is open to all martial arts styles.
- Male & Female Adult age category includes ages from 7 years up to 17 years minus one day. Competitors outside of this category that wish to compete must be endorsed by their Instructor in writing, via the Free Form Fighting Competitor Endorsement Application.
- All competitors must register with their Martial Arts School, Club or Organisation. The FFF organisers will not accept any competitors that are independent and do not currently belong to a Martial Arts School/Club/Organisation. The Free Form Fighting Competitor Endorsement Application must be filled out by your Instructor, and sent to the FFF Committee for approval, for registration to take place.
- For all 1st round bouts, fighters from the same School/Club/Academy will not be matched up against each other. In the case that a School/Club/Academy fields more fighters than available bouts, it will be up to the School/Club/Academy to put forward its best fighters into the available bouts allocated.
- All competitors must have a corner person present for every bout. Competitors are only allowed to have 1 corner person.
- In honouring the tournament, its competitors and officials, and in the interest of maintaining a safe and fair environment, only competitors who have not been involved in professional competition (from any discipline including but not limited to MMA, boxing, kick boxing etc) are welcome.

### 41. Weigh Ins

- Weigh Ins will be conducted on the day of the tournament only. We will not honour any requests to weigh in at a time outside of the FFF nominated period.
- Weigh Ins will be conducted prior to the event starting, by FFF officials.
- Weigh Ins will be conducted on a digital scale.
- FFF officials will allow for a variance of +/- 1 kgs.
- Competitors will weigh in wearing briefs or shorts.
- At the discretion of FFF weigh in officials, up to 15 minutes may be given to competitors to make the required weight.
- Failure or lateness to attend the weigh in, will result in immediate disqualification.
- Failure to make the required weight, will result in immediate disqualification.
- In the case that a competitor does not make the required weight, they will not be eligible to compete in a different weight category for the tournament.

### 42. The Fighter's Equipment

- It is the responsibility of the competitor to provide all their own equipment (to FFF standards), at their own cost. Failure to do so will result in immediate disqualification. The FFF organisers do not condone sharing equipment between competitors. The FFF officials will perform a verification of all fighter's equipment after the weigh ins have taken place.
- Individually fitted mouth protector (gum shield).
- Club or Academy uniform. Being bare chested is not permitted. Wearing tight fitting garments such as skins, under armour, 2XU etc, is also not permitted.
- Shoes are not permitted.
- FFF Regulation glove. Open hand, fingerless, light neoprene, tight fitting glove with wrist strap.
- Individually fitted groin-protector.
- FFF Regulation shin guards. Must cover shins, and foot.
- Bandaging/wrapping/strapping of wrists, hands, feet or ankles is not allowed.
- Garments containing insulting or inappropriate logos are prohibited.
- All jewellery such as ear rings, necklaces, rings, chains, piercings, hair pins or any other cosmetic devices & materials are prohibited.
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# 2018 Australian Kung Fu Wushu Championships

## 43. Bouts

- All bouts are conducted in 3 rounds of 2 minutes.
- There is a break of 1-minute duration between rounds.
- At any stage throughout a bout, the referee may signal for the timekeeper to pause the time, so that they may issue any warnings, or penalties as required.
- For any uniform malfunctions, the referee must signal for the timekeeper to pause the time, so that uniforms can be adjusted safely and in a timely manner.
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## 44. Legal techniques

- All forms of boxing combined with kicks and knees to the body.
- All types of foot sweeps performed with the foot.
- Rear and reverse kicks to the body.
- All types and forms of throwing within 5 seconds of clinching.
- Any type of strikes and blows with the elbows.
- Foot sweeps with the contact point being above the ankle knuckle.
- Any form or type of kicks with the shins against the thighs.
- Pushing with the gloves.
- All strikes, blows and punches executed with the palm side of the gloves.
- Clinching by holding the Trapezius is allowed.
- Striking the side of the back is allowed. However, any strikes delivered close to either side of the spine are NOT allowed.
- Striking whilst clinching or grasping is allowed, as long as all strikes/ techniques are delivered to legal striking areas.
- Shooting, sacrifice throws and other strategic attacking techniques ( i.e. foot sweep in which competitor puts hand on floor to balance whilst sweeping) are legal.
- A competitor may choose to place a part of their body on the floor (other than their feet) in a strategic attacking movement or technique.
- If in the event of a competitor enacting a shoot or sacrifice throw it is legal to strike the opponent as long as it is within the legal striking areas. Once the grounded position becomes defensive (for the purpose of this tournament, it will be considered defensive after 1 strike has been delivered), no more strikes can be delivered.

## 45. Illegal techniques

- Clinching longer than 5 seconds is not allowed.
- All kicks to the knees. Includes front, side and back of knee.
- All strikes, blows, punches and kicks to the back of the neck.
- Any type of attack against the joints.
- Any type of strike to the groin.
- Any form or type of kicks or knees to any part of the body above the neckline (throat, neck or head).
- Any form of strike with the hands, forearms or elbows to any part of the body above the neck line (throat, neck or head).
- Biting.
- Grasping/clinching to the throat or neck. No contact of any kind may be made to any part of the body above the neckline, including from the clinch (back of neck).
- Any strike to the spine.
- Any throw/takedown in which the opponent's head or neck is first to hit the ground.
- Clawing, scratching or pinching the flesh.
- Any type of uncontrolled aggressive behaviour
- Striking an opponent who is down, and in a defensive position. For the purpose of these rules a competitor is considered down if any part of his body part from the feet makes contact with the ground during the course of a match. In the case that an opponent actively chooses to place more than his feet on the ground to execute a strategic attacking move they are only allowed to be struck once, and only when they are in what is considered to be an attacking position. This will be determined at the referee's discretion.
- Any contact above the neckline, to either the front, side or back of the head/ neck/throat. This includes clinching with intent to control, strike or throw as well as contacting the neck or the head, whilst in the process of being thrown, or whilst your competitor is attempting a take down.

## 2018 Australian Kung Fu Wushu Championships

- At the discretion of the referee up to three warnings will be issued before a penalty is awarded. On awarding of a 3rd warning, a penalty must be issued straight away.
- Warnings and Penalties
- Any form of contact to any part of the body that is above the neckline.
- Attacking the opponent's spine whilst it is turned towards his opponent. This
- Does not extend to a technique commenced prior to the opponent executing a turning technique (e.g. Back kick).
- Any technique that the referee may regard as foul or unfair or not in the spirit of the tournament.
- If a competitor contributes to their own injury by avoiding a legal technique and that technique then hits the competitor in a prohibited place, the technique shall not be deemed a warning. (e.g. If a competitor avoids a crescent kick by shifting their leg back then gets hit in the groin).
- If a competitor is so over excited or aggressive and becomes a danger to them-self or the opponent.
- Any form of Timidity, including but not limited to: Avoiding contact with opponent, intentionally or consistently dropping the mouthpiece, and faking or exaggerating the effects of an injury.
- Engaging in unsportsmanlike conduct, including but not limited to the use of foul or abusive language.
- Attacking an opponent on or during a break.
- Attacking an opponent who is under the care of the referee.
- Attacking an opponent after the sound to end the round has been made.
- Flagrantly disregarding the referee's instructions.
- Interference of any kind by the corner.
- Taking a drink whilst in the middle of a round. A competitor may drink during the 1-minute break between rounds only.
- Receiving ice/strapping or any other forms of medical treatment from anyone during a bout (includes during the break between rounds). If this happens, a penalty must be issued to the competitor immediately.
- Having more than 1 corner person present in a corner at any stage throughout the bout. An immediate penalty will be issued to the competitor when this happens.
- Serious breaches (either isolated or repeated) of the rules/regulations, will result in a review process and may lead to the School/Club/Academy being banned from participating in future events. This review process will be conducted by the FFF organising committee and senior officials.

### 46. Scoring

- Scoring will be determined by the Free Form Fighting W/L/D system.
- Each competitor will receive a score of either W (win) L (lose) or D (draw), after each round. If a competitor is scored as a W, then the other competitor would automatically receive a L, and vice versa. D will be issued to both
- competitors if the round is deemed a draw.
- For each round, the 3 judges will give a score to each fighter. At the end of the bout, the scorekeeper will add up the scores, and communicate the results to the Head Judge.
- In the case of a penalty, the judges will automatically mark the competitor that received the penalty as an L. The other competitor will then be scored as a W. The only exceptions to this case, would be if the competitor that was awarded a penalty, wins the bout by a Knock Down, or if both competitors receive a penalty each, resulting in both fighters being scored as a draw for that round.
- The role of the head judge is supervising the scoring and manage the scoring judges.
- The 2 scoring judges are responsible for scoring each round. It is their role to decide which competitor they believe won the round and indicate with the coloured score card to scorekeeper as required.
- In the event that after 3 rounds, and the total scores equal a tie/draw, then a weigh in will be conducted to determine the winner of the round. The competitor that has the lowest weight, will be then deemed the winner. To clarify, the weigh in will only happen after 3 rounds have taken place, and only when the combined judges scores results in a draw/tie.
- In the case of a weigh in, the competitors will immediately weigh in wearing all equipment and uniforms that they competed with.

# 2018 Australian Kung Fu Wushu Championships

## 47. Evaluation of the fight will be on the following guidelines

- Best and most skilful combinations (Cleanly executed techniques, including striking, takedowns and transitions)
- Fighting spirit, initiative and control of the fighting area.
- Respectful and honourable conduct

## 48. Officials

- Referee, 1 Head Judge, 2 Scoring Judges, 1 Timekeeper, 1 Scorekeeper. All officials must be trained and approved by the FFF organisers. A minimum of 1 FFF safety officer must be present for all bouts. A FFF safety officer must be currently working in the medical field i.e. as a doctor/nurse/paramedic/ambulance officer.
- A referee may not referee a bout which contains a competitor from their club/school/academy.
- In the case that a decision regarding a Penalty, or a disqualification arises, the referee may call a conference with judges. Time will be paused. The judges will be called upon for consultation only and will have no official bearing on the decision.
- Competitors are not required to pay the tournament entry fee and are listed on the Officials List. For 3 competitors or less, the Senior Representative of the competitors school plus 1 extra person are listed as team officials, and not required to pay. For more than 3 competitors, the Senior Representative of the competitors, plus 2 extra people are listed as team officials and not required to pay.

## 49. Victory by decision

- When the majority of the judges award the bout to the same competitor that competitor must be declared the winner.
- In all other situations the referee MUST follow the decisions of the judges.
- No decision can be declared unless there are a majority of the official judges in favour.
- The decision of the judges cannot be overturned unless there has been an error under the rules.
- In the event of the bout going the distance and both competitors not receiving any penalties, the winner will be the competitor that has won majority of the rounds.
- If a competitor executes a foul technique, the referee will either signal for time to be stopped and issue the appropriate warnings or penalties (as deemed appropriate) or will encourage both competitors to continue fighting. In these instances, no extra time will be given for competitors to recover. A competitor will receive only a 3 second count from the referee once they are ready to continue the round. If after 3 seconds, and they cannot continue, then the bout will be stopped, and the other competitor will be deemed the Winner.
- If the referee deems an intentional foul has been delivered, depending on the severity of the breach, the referee has the right to disqualify the competitor that made the breach.
- If a competitor causes an injury to them-self and cannot continue (eg. Trips and hurts the knee) the match is awarded to the other competitor

## 50. Disqualifications

- A competitor who fails to obey the referee's instructions during a bout.
- A competitor who is late or who fails to appear for a bout. We will allow only 1 minute for the competitor to appear for a bout, after bout has been scheduled to start.
- A competitor who has received 2 Penalties within 1 round.
- A competitor who remains facing their opponent and does not or is not prepared to engage in fighting, for more than 10 consecutive seconds will be regarded as lacking the will to fight and will be disqualified. Both competitors in and out may be disqualified under this clause at the referee's discretion.
- Failing to acknowledge (salute/bow) and show respect to the opponent will result in disqualification.
- Failing to acknowledge (salute/bow) and show respect to the referee will result in disqualification

## 2018 Australian Kung Fu Wushu Championships

- Failing to acknowledge (salute/bow) and show respect to the judges will result in disqualification
- Any competitor that does not have a corner person for their bout.

### 51. Procedure for starting a bout/round

- Referee calls the competitors to the mat.
- The competitors face the official judges and acknowledge (salute/bow).
- The competitors face the referee and acknowledge (salute/bow).
- The competitors face each other and acknowledge (salute/bow).
- The competitors assume their fighting positions.
- "Fight" is called by referee.

### 52. Procedure for ending a round

- Gong is sounded once at 1m50s by the timekeeper
- At the 2-minute mark, the gong is sounded 3 times, to signify the end of the round.
- The competitors face each other and acknowledge (salute/bow).
- The competitors face the referee and acknowledge (salute/bow).
- The competitors face the Head Judge and acknowledge (salute/bow).
- Competitors return to their corners.

### 53. Procedure for ending a bout

- Gong is sounded once at 1m50s by the timekeeper.
- At the 2-minute mark, the gong is sounded 3 times, to signify the end of the round.
- The competitors face each other and acknowledge (salute/bow).
- The competitors face the Referee and acknowledge (salute/bow).
- The competitors face the judges and acknowledge (salute/bow).
- Both competitors are called to the centre of the mat
- The referee calls for the decision of the judges.
- Decision is announced, and referee raises their own hand in the direction of the winner. Winner is presented to the spectators.
- The competitors shake hands and leave the fighting area.

### 54. Declaration of a Decision

- The referee stands in a position so that they can see all the judges.
- The referee then announces (I will take your decision). At this time the judges indicate their decision, the scorekeeper calculates the score and informs the head judge who then indicates the winner.
- The referee will then indicate by raising their own arm in the direction of the winner or declare a draw.
- In the case of a drawn bout the referee shall announce the decision has been issued as a draw and proceed to weigh in both competitors. The weigh ins will be conducted immediately, with competitors wearing everything that they fought in. The lightest competitor will then be deemed the bout winner.
- The referee cannot override a majority decision of the judges, the judges decisions are final.

### 55. Competitor Safety

- The role of the referee is to ensure the safety and welfare of both competitors, whilst encouraging the competitors to fight. The referee may at any time, pause the bout, to consult with the FFF safety officer in regard to the safety of a competitor.
- The referee may stop and end the bout, if they believe that a competitor's safety and welfare is at risk, through continuance of the bout. This can happen at any stage throughout the round.
- Each competitor must wear a mouth guard, groin guard, and FFF approved shin guards and gloves and will not be permitted to compete without these items. The referee can check at any time to ensure this is being adhered too. The FFF safety officer's role is to assist the referee in ensuring each competitors safety. As a minimum standard, the FFF safety officer must actively be working in the medical field. They will be called upon to

## 2018 Australian Kung Fu Wushu Championships

make decisions on competitor's safety throughout the tournament, as further mentioned below.

- The FFF safety officer will be on hand to provide basic medical treatment to any competitors that require medical attention throughout the competition. For any injury that is deemed to be serious, an ambulance will be called at the competitor's expense, from which point they will take over responsibility of care.
- The FFF safety officer may also make a decision:
  - that a competitor cannot continue in a bout.
  - that a competitor cannot enter the next round.
  - to end a bout mid-round if they believe a contestant is in danger. In this case, the FFF safety officer will signal the timekeeper to pause the bout (5 gong sounds). A discussion including the FFF Safety Officer, Referee, Competitor in question and their cornermen will determine whether the bout will continue.
- Any competitor receiving an injury cannot compete further without approval from the FFF safety officer.
- The FFF safety officer is the only person authorised to provide any type of medical treatment or medical assistance to fighters. Icing and strapping either before or during the bout by a corner person or team official is not allowed and will result in a penalty being issued.
- No bout will be permitted to commence without the FFF safety officer being present.
- The officials may randomly check competitor's urine for sport enhancement drugs at any time throughout the competition.
- Every competitor must have 1 person in their corner for every bout, acting as a corner person. No more than 1 person will be permitted. Breaches will result in an immediate awarding of a penalty.
- Under no circumstances will it be allowed for a competitor to compete minus a corner person. Failure to have someone in your corner will result in immediate disqualification.
- A corner person has the option to 'throw in the towel' at any stage throughout the bout, if they believe that the competitor they represent is not in a fit state to continue. If this occurs, the bout will automatically finish, and the competitor will no longer be active in the tournament.
- No competitor shall compete under these rules if they have tested positively for any of the following diseases (Hepatitis B, Hepatitis C, or HIV) or if they have any disease that may be transmitted to another person through saliva, sweat, touch or bodily contact. The FFF organisers expect that each school/ academy/club will take due diligence and not put forward any competitors suspected of any of the above.
- Each competitor must fill in and sign the Waiver form provided, to be eligible to compete in the tournament.

### 56. Protests

- All protests must be lodged within 5 minutes of the final decision being made of the respective bout.
- A Protest Fee of \$100 must be paid upon lodgement. This fee will be refunded if the Protest is successful. All unsuccessful Protest Fees will be forwarded to the nominated charity that the particular tournament is raising money for.
- All protests must be made with the Protest Mediator at the protest desk and may not be protested on the mat. Any protest on the mat will be deemed illegal and the fighters will be banned from further FFF events.
- Protest will be considered by all judges and tournament referee.

### 57. FFF Glossary of Terms: - See Free Form fighting

# 2018 Australian Kung Fu Wushu Championships

## TAI CHI PUSH HANDS EVENT COMPETITION RULES AND REGULATIONS

### 58. Tai Chi Push Hands

- Age Divisions (note weight and size is considered with age to achieve correct matching)
  - 5–7 years old
  - 8–10 years old
  - 11–13 years old
  - 14–15 years old
  - 16–18 years old
  - 19–45 years old
  - Senior: 46 years and above

**Note:** Age is based on the competitor's birthday during the championship year

### 59. Synopsis

A push hands game is played between two players that compete inside a 4 metre by 4 metre square for 2 rounds of 1 minute with a 30 second break between rounds.

### 60. Fixed Step Push Hands

A single point is awarded to a competitor when the other player moves their front foot, or breaches the rules (described below). Two points are awarded when the other player touches the floor with a third part of their body (fall). When an application is unclear, if both players move their front feet, or if both fall, no points are awarded.

A single point is awarded to a competitor when the other player places a foot out of bounds. Two points are awarded when the other player touches the floor with a third part of their body (fall).

The player with the highest score at the end of the 2 minutes is the winner. If there is a tie at the end of the 2 minutes, a third 1-minute round is played to decide the winner. When an application is unclear, or if both fall, no points are awarded.

### 61. Objectives and Framework

The object of push hands games is to give tai chi practitioners an opportunity to learn about push hands principles and techniques in a competitive environment, so they may further their understanding and ability in tai chi generally and push hands specifically. It is hoped that vigorous, principled and fair push hands play will help to support players in their quest for mastery of the art.

### 62. Game arena

The game arena consists of a 4m x 4m square arena surrounded by 1m safety exclusion zone

### 63. Officials

The game requires four officials per arena:

- One referee
- One-line judge
- One timekeeper
- One scorekeeper.

The **referee** begins, ends and 'calls' the action in a game.

The **line judge** watches the line for competitors stepping out of bounds. Also, he or she agrees or disagrees with the referee's call and, if required (e.g. where the referee's view is obstructed) initiates calls.

## 2018 Australian Kung Fu Wushu Championships

The **timekeeper** keeps time during the game by following directives from the referee and by announcing certain time markers.

The **scorekeeper** records and announces points and warnings.

### - Additional staff

- A **head judge** is required to be in charge of the elimination order, in consultation with the scorekeepers.

- A **marshall** is required to register players and issue player belts (black and red).

- **First aid staff** should be present at all games

### - Equipment

The game requires the following equipment:

#### - Per game arena:

- 36 x 1m square reversible-colour foam mats (16 centre squares in one colour, 20 surrounding squares in a contrasting colour)
- Player identification
- One black and one red belt per arena
- Timekeeper
- One stopwatch per arena
- Head judge/scorekeepers
- Bracketing sheets, score sheets, pen/pencils
- Marshall
- Paper and pen/pencil for registration
- First aid staff
- First aid kit
- Telephone to call emergency services in case of serious injury

#### - Player dress and protection:

- Players may not wear long sleeves or shirts with buttons, strings or studs attached
- Players must wear long pants with no protruding buttons
- Players may not wear rings, necklaces, earrings or other jewellery
- Players may wear soft protective headgear
- Players may wear groin protection
- Players may wear mouthguards

## 64. Bracketing (grouping of competitors)

The winner of a game is decided by points. Depending on the numbers of competitors in a round, competitors advance by elimination or round robin. Final bracketing decisions are at the discretion of the tournament organiser(s).

### Gender and Weight Categories

- Gender
  - There are no separate gender categories.
- Weight
  - Players must be weighed by the registrar or other tournament official.
  - Weight divisions are determined by the tournament organiser(s).

# 2018 Australian Kung Fu Wushu Championships

## 63. Game Rules

### How the game is decided

The player with the most points at the end of the time limit wins the game.

Up to 2 warnings may be given to a player for breach of the rules. A 3rd warning results in one point being awarded to the other player.

### Game structure

A single game lasts for 2 rounds of 1 minute with a 30 second break. Players commence with right feet forward and left foot back.

### Fixed Step Push Hands only

After any break in play the referee will indicate a change in feet. During play the players' front feet must remain fixed, but the back feet may move freely.

## 64. Push Hands only

After any break in play, the players reset to the initial position. During play, players may move both feet freely.

### Legal techniques or moves include:

- Pushing and pulling
- Redirecting
- Slipping or deflecting.

### Actions not allowed are:

- punching
- grabbing
- kicking
- joint locking
- sweeping
- contact outside of designated physical contact areas (see below)
- holding or grappling for more than 3 seconds
- unsportsmanlike or disrespectful behaviour.

## 65. Physical contact areas

Physical contact may only be made from below the base of the neck to the waist line. Contact may not be made above the base of the neck or below the waist line.

## 66. Refereeing and Judging Guidelines

### Scoring calls

Scoring calls are made by the referee. In the case where the line judge witnesses an awardable point, he or she may stop the action and refer a call to the referee.

### Calling the points and warnings

The referee calls 'Stop!' upon seeing an awardable point. This stops the competitive action and the time.

The referee indicates the reason for the point, and the point recipient, and the number of points.

The line judge can either confirm, contradict or give no opinion on the referee's call.

## 2018 Australian Kung Fu Wushu Championships

If a line judge witnesses a point not called by the referee he or she may call 'Stop!', explain the reason and suggest that the referee call a point. The referee may confer with the line judge.

The referee restarts the action immediately upon announcing the points to the scorekeeper.

### **Disqualifications**

A player may be disqualified for a serious breach of the rules by the referee, or in the case of a repeated uniform malfunction.

### **Time-out and referee's conference**

In the event that anyone—the players, the referee or the referee's staff—require rules or procedural clarification, the referee may elect to call a 'time-out' for a referee's conference to be administered by the referee. This may also occur in cases where the referee or line judge need to clarify events they have witnessed in the play. Administrative time-outs and conferences must take place during stop-time and should be kept to a minimum, staying focused only on issues directly related to issues within the immediate game.

### **67. Ending the game**

At the end of the game, the referee will stop play, call for the players to salute each other, the referees and the head judge.

The referee then stands between the contestants, requests the final score from the scorekeeper and announces the winner of the game by holding that player's arm up in the air.

After the announcement of the winner, the referee sends the players out of the game arena and preparations for the next game will begin.

### **68. Determining the winner of the game**

The player with the most points at the end of the designated time for the game wins.

Tie Breaker: If the point score is even, another one minute round is played to determine a winner.

### **69. Determining the winner of the tournament**

The winner of each game moves upwards to contest other winners. Losers are eliminated or continue if it is a round robin round.

### **70. Complaints**

If a competitor wishes to register a complaint he or she can do so with the tournament director or someone the tournament director has placed in charge of handling complaints. There may be a fee associated with registering a complaint.

## 2018 Australian Kung Fu Wushu Championships



### CERTIFICATE OF FITNESS (SANDA FULL CONTACT)

#### CONTESTANT DETAILS

Contestant Name:				
Address:				
		State:	Postcode:	Phone:
DOB:	Age:	Sex: M / F	Height (cm):	Weight (kg):
Training:	Amateur (years):		Professional (years):	

#### MEDICAL PRACTITIONERS DECLARATION

Medical Practitioner's Name:			
Practice Address:			
Medical Registration Number:	State:	Postcode:	Phone:
<p>I declare the contestant whom I identified from: (select one)</p> <p><input type="checkbox"/> Photo Driver's License No: _____ Or</p> <p><input type="checkbox"/> Photo Passport No: _____ Country of Issue: _____ Or</p> <p><input type="checkbox"/> Other (please specify) _____</p> <p>in my opinion, and after taking the required medical assessments, is physically <b>FIT</b> to compete in Combat Sports Contests</p>			
Comments (if applicable):			
Medical Practitioner's Signature:			Date:
Medical Practitioner's Stamp (if applicable):			

## 2018 Australian Kung Fu Wushu Championships



### SERELOGY REPORT (SANDA FULL CONTACT)

**\*\*A copy of all three test results must accompany this form \*\***

#### CONTESTANT DETAILS

Contestant Name:				
Address:				
		State:	Postcode:	Phone:
DOB:	Age:	Sex: M / F	Height (cm):	Weight (kg):

#### MEDICAL PRACTITIONERS DECLARATION

Medical Practitioner's Name:					
Practice Address:					
Medical Registration Number:		State:	Postcode:	Phone:	
I certify I have sighted the results of blood testing of the Contestant				Date of Tests:	
Is there evidence that the Contestant's blood is infected with the following virus?					
<b>HIV</b>	YES / NO	<b>Hepatitis B</b>	YES / NO	<b>Hepatitis C</b>	YES / NO
I declare the contestant whom I identified from: (select one)					
<input type="checkbox"/> Photo Driver's License No: _____ Or <input type="checkbox"/> Photo Passport No: _____ Country of Issue: _____ Or <input type="checkbox"/> Other (please specify) _____					
in my opinion, based on the above test results, is <b>NOT</b> capable of transmitting any of the above mentioned viruses.					
Comments (if applicable):					
Medical Practitioner's Signature:				Date:	
Medical Practitioner's Stamp (if applicable):					

# 2018 Australian Kung Fu Wushu Championships

## WAIVER OF LIABILITIES

### 1. Competitor Details

Organisation / Federation: .....

Given Names: .....Last Name: .....Gender: .....

Date of Birth: ..... Email: .....

### 2. Waiver and Indemnity

I, the undersigned, in consideration of Kung Fu Wushu Australia and Kung Fu Wushu Western Australia collectively referred to as "Organising Committee" accepting my entry to the 2018 Australian Kung Fu Wushu Championships, hereby referred to as the "Championships", acting for myself, heirs, personal officers, agents, representatives and assignees, hereby release the Organizing Committee, its officers, agents, representatives, volunteers, judges and referees and other related members from all claims, actions, suits, and controversies at law or in equity arising out of any loss of life or injury, damage or loss of any description whatsoever which I may suffer or sustain as a result of or in connection with my participation in the Championships.

### 3. Medical Declaration

I certify and acknowledge that I have NO physical disabilities or injuries that would impair my participation in the Championships and that I further certify that I do not suffer from any illness or blood related virus that may be transmitted to any other competitor, official or spectator. I declare that I have not been rendered semi or fully unconscious within the past four weeks from today' date, and if prior to the event that I am rendered semi or fully unconscious I will notify the organiser and withdraw my registration.

### 4. Medical Treatment

I consent to any emergency treatment that may be necessary as a result of any injury that I may sustain during the course of the tournament. I fully understand that all medical attention or treatment afforded to me by the Organizing Committee, its officers, medical personnel, representatives, volunteers, and all other related members will be of the first aid type only, and hereby release the Organizing Committee its officers, representatives, volunteers, and all other related members from any liability for such aid. I am duly reasonable to arrange any transport at my own expense to a suitable medical centre or hospital if it is deemed the injury requires further treatment or in the event I have been rendered unconscious or unable I authorise for an ambulance to be called on my behalf to transport me to such a facility. I understand it is my obligation to obtain my own medical coverage.

### 5. MARTIAL ARTS DONE AT APPLICANT'S OWN RISK

I hereby assume all risk of physical and mental injuries, disabilities and losses which may result from or in connection with my participation in the Championships. I understand that the practice of martial arts is potentially dangerous.

### 6. PERSONAL PROPERTY

I accept that the Organising Committee, its officers, agents, representatives, volunteers, judges and referees and other related members are not responsible for any loss or damage to such personal property or equipment that I may bring to the Championships.

### 7. USE OF IMAGE

I agree that my performance, attendance, and participation at the Championships may be filmed or otherwise recorded or released or telecast live. I consent to allow the Organizing Committee use of my name, address, voices, poses, pictures and biographical data concerning full or parts, in any form or language, with or without other material, throughout the world, without limitation, for television, radio, video, theatrical medium picture, or any other medium by any devices now known or hereafter devised and I do hereby waive any compensation in regard thereof as well as any future rights to the aforementioned.

## 2018 Australian Kung Fu Wushu Championships

### 8. RULES AND REGULATIONS

I agree to abide by and follow the Rules established by the Organising Committee. I agree that I will conduct myself in a professional and courteous manner at all times and to be subject to penalties and sanctions for violations related thereto.

### 9. STATEMENT OF UNDERSTANDING

I have read and fully understand the conditions listed above.

**Signed** (*Participant – 18 years +*) ..... **Date** .....

[This application **must** be signed by a Parent / Legal Guardian if the Participant is under the age of 18.]

**Name of Parent / Legal Guardian:** ..... **Signed**..... **Date** .....