

OPEN TAI CHI EUROPA CUP RULES

FORM EVENTS

- Solo forms for Taiji Quan, Bagua Zhang and Xing Yi Quan – with or without weapons.
- Group forms for Taiji Quan, Bagua Zhang and Xing Yi Quan – with or without weapons.

PUSH HAND EVENTS

- Fixed step pushing hands
- Free Moving step pushing hands

THE RULES

The rules are based on the following **main principles**:

- The rules should be easy to read, understand and explain.
- The rules should be easy to use for judging.
- The rules should let the participants express their skill to as high degree as possible, while maintaining a reasonable level of safety for everyone involved.

GENERAL

1 PARTICIPATION – the championships is open for all organization, association and federation.

2 PAYMENT – payment of the competition fees must be paid by May 22nd by bank transfer to:

T.K.O. - Tai Chi Kung Fu Organization, via Padova, 20 Selvazzano Dentro - 35030 PADOVA
IT47 V030 6909 6061 0000 0160 184

Enter the name of your School and the number of participants in the description.

Once the transfer has been completed, you are requested to send a copy to the email address:
info@wudang.it

3 REGISTRATION FORM – The registration must have arrived at the organizers no later than the date stated by them. If registration reaches the organizers after this date, the participant will not be accepted for the competition.

4 REGISTRATION AND WEIGH-IN – Competitors shall present themselves for registration

and weigh-in at the date & time given by the organizers. **After the set time, no more registrations will be accepted.**

5 INSURANCE – By signing the registration form the participant accepts the rules and the risks of the competition. Neither the organizers nor WFSA can be held liable in case of injury. It is the competitor's own responsibility to have suitable insurance.

6 FAIR PLAY – Participants are expected to behave in a spirit of fair play and not seek unfair advantages over other participants or try to find loopholes in the rules etc. Foul language or impolite gestures to other participants or officials are not acceptable.

7 RULE BREAKING – Participants breaking the rules of the competition can be given warnings, have points deducted (in forms) or points can be given to their opponent (in pushing hands). In extreme cases participants can be disqualified. Repeated violation of the rules is grounds for direct disqualification.

8 APPEALS – Appeals concerning judgments and decisions must be received by the secretariat in written form within an hour of the incident to be considered. Appeals will be handled by the Appeal Committee.

Appeals may never be presented during pushing hands matches, but only after the end of the

match. A deposit of 80€ shall be made at the same time as the appeal. The deposit will be repaid if the complaint is found to be of merit, regardless of the final decision.

9 INJURIES – The competition medic always has the final decision whether an injured competitor – due to health and safety reasons – can be allowed to continue the competition or not. The medic's decision can not be disputed.

10 WALK OVER DISQUALIFICATION – If a competitor does not appear after being called three times to the competition area he will be disqualified from that event. If a competitor cannot appear because he is busy competing at another event he must inform the secretariat to avoid disqualification by walk over. This can be done in person or through a spokesperson.

11 REST BETWEEN EVENTS/MATCHES – A competitor has the right to two minutes of rest in between

12 JUNIOR PARTICIPANTS – Participants aged under 18 years may only participate with the consent of their teachers and with written parental authorisation.

13 EVENT CATEGORIES – The organizers reserve the right to change the competition categories if necessary. The organisers cannot guarantee that all events will take place. A minimum of two participants in an event is necessary, otherwise the event will be cancelled. If there are only two participants in a class, a medal will only be awarded for 1st. If there are only three participants in a class, medals will only be awarded for 1st and 2nd place.

RULES FOR FORM EVENTS

14 SCORING FOR FORM EVENTS – The scoring for all form events is done by 3 judges giving scores from 0,0 – 10,0 using the criteria for that event type. A final average value is given by adding the 3 different scores and then dividing that sum by 3. If two or more final scores are equal, then their order is decided by removing the highest and lowest scores.

15 MAXIMUM DIFFERENCE IN SCORING – If there is a difference in the scores of any two judges of 1.5 points or more there must be a judges' meeting, after which the judges will re-score. If there is still a difference of 1.5 points or more, they must refer the matter to the Technical Committee.

16 JUDGES' MEETING AFTER FIRST PERFORMANCE – After the first form performance in each event, the judges will have a short meeting to discuss the level of the performance and their scoring. Except for this and the judges' meeting the judges will not normally speak to each other during the event.

SOLO FORMS

17 EXPERIENCE LEVELS – All solo form events are divided into the following experience

levels:

- **Beginner – less than two years of training in the particular style.**
- **Intermediate – less than five years of training in the particular style.**
- **Open – open to all competitors**
- **Over 55 – for people who are more than 55 years old**

OVER 55 CATEGORY

Senior practitioners (**defined as at least 55 years old**) of Taiji Quan, Bagua Zhang or Xing Yi Quan, may choose to participate in the Senior hand form event. This will be a mixed event where participants from all styles will be able to compete against each other. Over 55 people may also choose to participate in the regular form events.

18 EXPERIENCE LEVELS IN DIFFERENT MARTIAL arts – A participant may have different experience levels in different martial arts, for example intermediate in Taiji Quan, and beginner in Bagua Zhang.

19 EXPERIENCE LEVELS IN DIFFERENT SUB-STYLES – With regard to the experience levels all sub-styles of a martial art count as the same art. This means for example that a participant cannot be intermediate in Yang style Taiji Quan and beginner in Chen style Taiji Quan.

20 SOLO HAND FORM CATEGORIES.

TAIJI QUAN

- **Chen lineage Taiji Quan**
- **Yang lineage Taiji Quan**
- **Wu lineage Taiji Quan**
- **Hao (Wu) lineage Taiji Quan**
- **Sun lineage Taiji Quan**
- **Fu lineage Taiji Quan**
- **Zheng Manqing lineage Taiji Quan**
- **IWUF-42 hand form**
- **Fast forms (Liang yi, cannon fist..)**
- **Other Taiji Quan hand forms**

BAGUA ZHANG:

XING YI QUAN:

21 WEAPON FORM CATEGORIES

- **Sword (Jian)**
- **Sabre (Dao)**
- **Spear / Staff**
- **Fan**
- **Other weapons**

22 ACTUAL COMPETITION EVENTS – Depending on the number of participants in the event classes (see rule 20 and rule 21), they might be split into sub-classes. For example there might be a separate form event for simplified 24 Yang style hand form if enough participants apply for this form. On the registration form participants must specify in detail the form/lineage they wish to compete with.

23 TIME LIMIT FOR SOLO FORMS –All forms should be performed in 4 minutes or less.

24 OVERTIME – If the performance has not stopped completely within the time limit, one point will be deducted from the final score (equal to a one score deduction from each judge). The participant must stop when the final time limit is reached.

25 FINALS – If there are more than three (3) competitors in a form event there will be a qualification round. The competitors with the three highest scores will qualify for the final round. The competitor who scored lowest in the qualification round will start first in the final round. The Race Director may at its discretion require 2 or more competitors to perform on the same competition area after positioning themselves appropriately in consultation with the judges. In such cases any encroachment on a fellow competitor's space may result in judges deducting points from the encroaching competitor.

26 TIES IN THE FINALS – In the case of a tie that affects the first, second or third place, the judges will ask competitors to repeat their forms.

27 CRITERIA FOR HAND FORM – The following judgement criteria will be used for all hand forms:

1. Correct Posture
2. Correct Stance
3. Distinguishing Yin & Yang
4. Intent and Focus

5. Coordination

6. Smooth transitions between techniques
7. Balanced turning and stepping
8. Softness and Relaxation of the body
9. Aesthetic appearance
10. Martial spirit

28 CRITERIA FOR WEAPON FORM – The following judgement criteria will be used for all weapon forms:

1. Correct Posture
2. Correct Stance
3. Distinguishing Yin & Yang
4. Intent and Focus
5. Harmony between Body and Weapon
6. Correct use of Jin
7. Balance and Agility
8. Control of Weapon
9. Aesthetic appearance
10. Martial spirit

29 GENERAL FOULS FOR FORM EVENTS – The following fouls will result in a one point deduction from each judge:

Hesitating in a form λ

Performance of obviously inappropriate moves such as cartwheeling or somersaulting. λ

Losing control over the weapon. For example dropping the weapon, hitting the floor by λ mistake or cutting yourself with the weapon.

Finishing the form facing the wrong direction. λ

If the form performed obviously is not of an internal style the judges will contact the Technical Committee, which has the right to directly disqualify the competitor.

FAST FORMS

A fast form is mainly performed fast or with sudden changes of speed. Included in this event are Chen Cannon Punch, Traditional Yang Kuai Quan, Liang Yi Quan etc. In case of doubt contact the organizers.

30 CRITERIA FOR FAST FORMS

The criteria for judging fast forms is the same as for judging solo hand form (see rule 27), with the following additions:

11. Explosive use of Force (Jin)
12. Clear and defined techniques

TEAM FORMS

This event category is for groups of people performing a hand form or weapon form together.

31 TEAM SIZE – The group shall consist of **three** persons.

32 TIME LIMIT FOR TEAM FORMS – The time limit for group forms are the same as if the form would have been performed solo, see rule 23.

33 CRITERIA FOR TEAM FORM

The criteria for judging group form is the same as for judging solo form (rule 27 for empty hand forms and rule 28 for weapon forms), with the following additions:

- Management of space and time
- Coordination between members of the group

CONDUCT OF FORM EVENTS

On being called, competitors will enter the competition area, salute the judges and present himself/herself by name, stating the form that will be performed. In the group forms the team leader will present the team with the name of the school and the form that will be performed. On completion of their forms, competitors will wait for the judges to show their scores before saluting and leaving the area.

RULES FOR PUSH HANDS EVENTS

34 KIDS AND TEENS CATEGORIES:

- **5 - 6 years old**
- **7 – 8 years old**
- **9 – 10 years old**
- **11 – 12 years old**
- **13 – 14 years old**
- **Cadetti** : born in 1998 – 1999 – 2000 (from 15 to 17 years old)
- **Junior** : born in 1997 – 1996 – 1995 (from 17 to 20 years old)
- **Senior: for people that are** born from 1994 (21years old) are effective weight classes listed at rule number 35

35 WEIGHT CLASSES – (The following weight classes will be used in all push hand events, light sanda and tai Chi combat)

Women: -52 kg, -57 kg, -61 kg, -64 kg, -67 kg, -71 kg, -75 kg, -80 kg, -85 kg, +85 kg

Men: -60 kg, -66 kg, -73 kg, -77 kg, -81 kg, -85 kg, -90 kg, -95 kg, -100 kg, -110 kg, +110 kg

If there are too few participants registered for a weight class it may be cancelled or combined with another weight class.

36 MATCHING OF WEIGHT CLASS – At the time of weigh-in, a competitor who is no longer in the weight class for which he is registered is not assured of a place in the competition.

37 CLOTHING AND APPEARANCE – All competitors must be barefoot or in soft martial arts shoes, and otherwise suitably clothed. The wearing of jewellery, watches, glasses and other items which could be a danger to the opponent or the competitor is forbidden. Nails must be cut short and long hair must be tied back. The judges must be able to see the feet of the competitors. The shirt sleeves must not cover the elbow. Hands and arms must be free of any foreign substance.

38 MATCH LENGTH – Match length is 2x1 minutes. The clock will continue to run as long as the judge does not call a time out.

39 CLINCH – In the case of a clinch where no technique is applied the judge may break and restart the match.

40 GOLDEN POINT – Each pushing hands division will be run on a knockout basis until the finalists and the contestants for 3rd and 4th place are decided. Contests cannot end in a draw and the first to score a point in extra time will be the winner.

41 PUSHING HAND FINALS – A final cannot end in a draw and will be extended by 2x30 seconds, if it is still undecided after this, the first to score a point will be the winner.

FIXED STEP PUSH HANDS: FIXED PH WITH ONE FOOT FORWARD AND FIXED PH WITH PARALLEL FEET

42 STARTING POSITION IN FIXED STEP PH WITH ONE FOOT FORWARD – The competitors face each other in a front stance with the left foot on the middle line. The judge brings the competitors' left arms into contact. Each competitor's right hand rests on the opponents left elbow (no gripping!). Competitors have to start with four directions pushing hands form, the match starts on the referee's command as soon as the referee feels that both competitors are relaxed. At half time the competitors change their forward foot. For kids until 7 years old, the match begins with arms into contact without moving.

43 STARTING POSITION IN FIXED STEP PH WITH PARALLEL FEET: At the beginning of each round a competitor, must place both legs with parallel feet in space demarcated for it. Both competitors must join hands, keeping the back of the palms in full contact with the fingers pointing to the sky (aligned with their shoulders).

44 ALLOWED TECHNIQUES IN FIXED STEP PH – The following techniques are allowed:

Peng, Lu, Ji, An, Cai, Lie, Zhou (not elbows) and Kao.

45 FOULS IN FIXED STEP PH – The following techniques are not allowed:

- Attacks against the groin, legs, head and throat.
- Strikes
- Kicks
- Throws
- Trips

- Locks against joints.

- Biting

- Clawing with nails
- Pulling of clothes or hair
- Holding/grabbing around or on the opponents back, neck or head.
- Strikes or other attacks against nerve centres are strictly forbidden.
- Female competitors are not allowed to wilfully push/attack the opponent's breasts.
- **ONLY IN PARALLEL FEET PH:** Back is not allowed.

46 SCORING IN FIXED STEP PH

- 1 point is awarded if the opponent raises any part of a foot from the ground.
- **ONLY IN PH WITH ONE FOOT FOWARD** : the sole of the forward foot may be lifted provided that the heel is still on the floor.
- 2 points are awarded if the opponent moves/raises both his feet.
- 4 points are awarded if the opponent touches the floor with any part of his body except the feet.

FREE MOVING STEP PUSH HANDS

In free moving step pushing hands the competition area is a square of 4 x 4 meters. The competitors are allowed to move freely within this area. The rules are as in fixed step with the following changes/additions:

47 STARTING POSITION IN FREE MOVING STEP PH – The competitors make contact with their left arms only and rotate around in a circle (counter-clockwise). The match starts on the command “Start” from the judge.

48 HALF TIME IN FREE MOVING STEP PH – At half time the competitors begin with their right arms forward rotating in a circle (clockwise).

49 ALLOWED TECHNIQUES IN FREE MOVING STEP PH – The following additional techniques are allowed:

- Low sweeps
- Throws at waist height and below.
- Leg tripping
- Safe locks
- Holding around the opponent's back
- Grabbing the legs.

Please note: Sweeps should be preceded by the breaking of the opponent's structure and balance; kicking the opponent's legs out from under him is not considered a sweep.

LIGHT SANDA

50 CATEGORY LIGHT SANDA: fight WITHOUT K.O.

51 The competitions are to be individual

52 FIGHTING TIME

- fight will be held on 2 rounds of 1.30 minutes with a 30 second interval in case of a tie will be played the third round.

53 CATEGORIES

Age:

- **Cadetti** : born in 1998 – 1999 – 2000 (from 15 to 17 years old)
- **Junior** : born in 1997 – 1996 – 1995 (from 17 to 20 years old)
- **Senior: for people that are** born from 1994 (21years old) are effective weight classes listed at rule number 35

Weight: the same as listed in **Rule 35**

54 PROCEDURES FOR WEIGHT

- The weight of the participants is made under the control of the officials, under the supervision of the assigned person who transcribing notes and communicate to the jury table of possible anomalies.
- Participants should arrive at the designated place for the weight, in a fixed schedule from press associations.
- Any participant who fails to report within the specified period shall be disqualified.
- For the overweight it is not allowed to compete (it is tolerated excess weight up to 100 gr. With respect to the category)

55 CLOTHING AND PROTECTIVE ACCESSORIES FOR THE FIGHTERS

- The competitor must be barefoot and wearing shorts and a typical method Sanda T-shirt plain with no writing or with the emblem of the company shall not exceed the dimensions of 10 x 10 cm. and possibly the same color as the shorts. No shorts or tight shorts with written Thai sealable. T-shirts with logos are not permitted advertising or social flashy logos.

Athletes may not wear clothing, caps, and objects other than those stipulated.

The athlete at the time of the catwalk when wearing rings, brooches, necklaces, watches, bracelets and other objects will be penalized one point.

Protections:

or protections required:

Helmet with chin open without grid

Mouthguards single or double

Gloves

Shell (For Men)

Groin protection (for women)

Corsage Sanda (for men)

Shin and foot guard

Protectors or optional:

Breasts protection (for women)

Ankle Cotton

Appendix equipment Athletes:

Competitors must have their own equipment clean and tidy and approved for competition are not permitted non-conforming materials see bodices of other martial arts.

It 'absolutely forbidden to wear objects or guards made of metal or hard plastic, even if covered with padding (allowed, of course, only the protective shell of plastic in my pants).

NOT allowed bandages on the hands.

Referees (after consultation with the race doctor) may allow a participant to wear other dressings, absolutely not rigid and appropriate in the event, make sure to patch or tape (never metal hooks). They can be worn by fighters at their own risk, only soft contact lenses such as visual aids.

The competitor must wear a corsage Chinese red or black according to the call.

56 CONDUCT

Participants must comply with the orders and appeals of the Referee during the fight.

Participants must abide by the rules of the competition and act with seriousness and sportsmanship. He has to bear the moral and ethical values of the discipline.

It 'absolutely forbidden to intentionally hit a point forbidden opponent or perform any forbidden technique. Participants must respect the decisions of the referee; for each objection must communicate with the coach of the team or their coach to the Clerk of the Course.

Coaches remain seated in designated places. Tips and messages are permitted only during the break between rounds each other. And 'forbidden to scream competitor during the fight.

The coach and the participants who do not fight must adhere to a high ethical conduct sporting, away from the race.

Stimulants and other fraudulent practices are strictly prohibited and prosecuted by law. Anti-doping tests will be carried out on a sample.

All 'eventual award Athletes (or anyone for them in the event of a justified absence due to injury or valid reasons) must be punctual and with the seal or suit with traditional society. If not, or unjustified delay in the ceremony, the athlete loses the right to receive the prize (while not losing the title).

57 FAILURE

All students must be provided with medical certificate type "Competitive"

An Athlete who has been enrolled in the tournament but is unable to take part due to injury, illness or other reasons, he shall notify the clerk of the course before the competition. His absence is to be considered as a case of waiver.

A participant who is injured during the tournament and missed the next fight, is declared the loser.

A participant is considered a no-no when it comes after his name was called three times before shooting, or is absent without leave after answering the call and do not show up on time in the square.

58 CALLS

Calls are interspersed in the following way: The announcer calls the two athletes in the race and asks the contestants to prepare for the next fight: · 1st call: – "On the platform to the right to submit Tom, red, and Dick, Black, and be prepared x red and y, black. "If one or both of the contestants in the race does not have:
· After 1 minute: 2nd call: – "On the platform to the right will come" · After 30 seconds:
3rd call:

– "Last Call; Yes present on the platform right ". If the athlete does not show up immediately called the third call, he is disqualified and is sanctioned for abandonment of the adversary, the victory of this fighter on the area of the event: – "Absence of the opponent, wins". And 'the timekeeper who is in charge to control the time interval between a call and the next. At the end, after pronouncing the name of the winner ("Vince Black, Dick"), the speaker should repeat the call for the next meeting.

59 MEMORANDUM OF RACE

When you call, athletes must report to the station accompanied by Coach red or black, as indicated by the jury.

The first athlete called is identified with the color red and must be placed to the right, looking at the jury table.
The two fighters must perform the greeting yin-yang (palm and fist) when entering and when leaving the

square of the race.

The fighters at the beginning of the meeting must face, each a meter and a half from the center of the area. This point is marked by a line.

All 'beginning of the fight, the two competitors on the central command of the Referee, shall perform the first greeting to the table of the jury after each other; at the end of the meeting, on the contrary, greeting also the coach of the opponent.

The fighters do not have to leave the square of the race until the result is announced by the Referee in charge.

The winner of the fight was proclaimed by 'central Referee by the raised arm.

60 MEMBERS OF THE JURY

1. Clerk of the Course

And 'appointed by the National Council; is responsible for the overall conduct of the competition controls and coordinates the races and time on the platforms; the weigh-in, check out the tools and personal protective equipment from the circle has the functions of the fields or race; coordinates the work of the Officials, and check for leaks; answers to questions, problems and appeals to Him proposed; decide on the solution of problems arising in the course of the competition according to the rules but does not have the right to change these rules; should give direction to the group of referees controlling disputes. Submit to the Board of Directors of WFSA Italy, a written report on the progress of the race. The Race Director may be assisted by a "an assistant and a head officer notes," who assist him in his work and replace it in case of temporary absence of them are reserved for control tasks pre-race weight communicating to the Secretaries of any changes in the control panel of the Pass, and the categories of medical certificates, and the tools and protections during the race prepare and convene the athletes of the following races at least 20 minutes prior to and dealing with the withdrawal of the tender leaves have already been made to prepare the awards and rankings for the compilation of any company for the award of trophies or titles of Champion of Italy.

2. Judge Central (Chief Judge of the platform):

One for each competition area. And 'responsible for organizing the work of the referees of his group. It puts on 'Area of Race and gives the orders; is in charge of the meeting and shall monitor its performance; examines the protective equipment of the competitors on the platform; check the fighters with commands and gestures and that the rules of the fight are respected; note to the table the outputs from the platform of the contenders; gives the penalty, signaling the penalty at the table of the Jury for the registration; decide the disqualification of the competitor in the event of serious misconduct, after the convening of the side referees; protecting competitors and defend them from injury; declares the beginning and end of each round, termination and continuation; is time to stop the timer at each break; after reporting its technical opinion as to the side referees; has the final say when there is a dispute among the arbitrators; on a clear error arbitration may request a review of the referees side for the final decision; proclaims the winner by raising the arm.

3. Co-Judges or Judges side:

A minimum of two to a maximum of four for each competition area. This raises the corners of the competition area; check caps and uniforms of the combatants; assist the Referee central signaling abnormalities, danger or wrongdoing, calling the attention of the Referee Central with a whistle; give their honest opinion on each phase of the meeting when requested by the Referee Central; attribute points in the competition according to the rules; may seek clarification on the decisions taken by the MR; are called by the MR to make a judgment

in the case of disqualification of a competitor or in special cases that occur during competition. At the end of each meeting shall be sent to the Jury table, with the central referee, their judgment is binding on the advantage or equality among athletes. At the table of the Jury (minimum two in each area of competition):

A. Jury Secretary assigned to the computer:

Check the identity of the participants and that have been properly recorded, and assist the Race Director and the chief officer notes; assist in the operations of the weight of competitors; accepts or rejects the competitors (eg. / checks that the competitor is in possession of all the requirements for the competition); controls the compilation of tender boards and the regular registration of athletes; provides a list of competitors allowed for the public transcript; announces upcoming meetings; announces the results of the meetings; keeps track of the penalties and the outputs from the platform of the race reported by the Referee Central and controls the judgment by all the referees at the end of each meeting. Signing the notice boards

B. Assistants of the Jury:

Assist the Secretary of the Jury for the mandate of announcing athletes and preparing the leaves of the race.

C. timekeeper assigned to your computer:

Check out the gongs and ensures that the clock working properly; controls the time of the race; if time stops the clock to stop the arbitration by order of the Referee Central and resumes counting in command continuation of the meeting; starts a minute stall at the request of the Referee Central; controls the interval between the calls of the athletes; provides the signal for the end of round; sounds the end of the round in the event of reaching the maximum number allowed outputs from the platform by an athlete or the achievement of total 6 penalty

Q. Doctor:

Must give his professional opinion when requested by the Referee Central. If your doctor says that an athlete is no longer able to continue the bout, the Referee shall comply with that decision. The medical committee will be formed to the races minors from 1 doctor and depending on the number of participants from three to five for the races larger.

E. Commission or Commissioner of arbitrage:

The Board or the Commissioner appointed by the Board of WFSF working under the direction of the organizing committee and is made for the minor races from one person to the races and 3 above. Its tasks are to accept the claims of the participating teams who have objections on the work of the referees.

After receiving the complaint, the committee should try to fix it immediately so as not to interrupt the race. In case of necessity can review the recorded video and if you should take a decision on the ratification or approval of the arbitration verdict, must abstain if the decision is made on your company's athletes.

The decision of the Commission or of the Commissioner of arbitration is final.

F. Control Commission of the races:

Note .Some of these tasks can be grouped by the same person provisionally.

61 UNIFORM FOR OFFICIALS

Officials called the race must wear the uniform provided below:

- Dark blue jacket
- White shirt
- Dark blue tie
- Pants dark gray
- Gray socks, black, blue or white
- Read black or white gym shoes during 1'arbitraggio
- WFSF badge on the left chest of the jacket
- During the summer Referees may direct meetings by removing the jacket, after the ceremony of the opening greeting, pinning the badge on the left chest of the white shirt, and / or a pole.
- At the discretion of WFSF may be adopted shirts or sweatshirts details.

62 SIGNS DURING COMPETITION

1. The fighters must comply with the signal of the Referee during the fight.
2. The signal "ready" is given at the beginning of each round and the sound of the gong marks the conclusion.
3. If problems occur during the competition, the Referee stops the fight.
4. In the event that an athlete reaches 6 penalty points, the employee must report points to the end of the meeting. The penalized athlete shall be disqualified.
5. The marks awarded by the arbitrators shall be collected at the end of each round.
6. The verdict was announced by the jury table dall'addetto (victory red or black).
7. The timekeeper shall sound the gong to signal the end of the round.

63 METHODS OF ATTACK AND DEFENSE

And 'permission to use the following techniques:

- Fists:

Direct left, directed right, left hook, right hook, left uppercut, right uppercut, blow overthrown by screwing and other shots derivation of Wushu while you hit with the padded part of the glove.

- Knees and elbows:

- Are permitted only in the categories of professionals.

- Kicks:

Front, side, circular, ax, back, screwing.

- Fight:

The techniques performed standing or in the period preceding the fall.

64 PARTS APPLY

The parties apply include:

- The head, the front and side
- The front and side torso, hips behind.
- Abdomen and hips
- Thighs
- The rear legs

The parties do not apply include:

- The back of his head, neck, genitals and joints

65 POINTS

Methods for obtaining points:

- Fists taken to mark the head and trunk: 1 point
- The penalty led to sign the trunk and thighs: 1 point
- The kicks to the head to score 2 points
- 1 kick in flight with feet off the ground: 2

points Projections:

- 2 points that carried out within three seconds.
- 1 point unclean or those in which the athlete falls further to its own

projection. Falls:

- 2 points when the athlete falls, slips or loses balance on its own, and touches the ground with any part other than the feet.
- 2 points when the athlete falls following a projection technique failed (the opponent remains standing)
- 2 points when the athlete falls following an attack attempt failed (

example, a technique of calcium steering wheel or a technique of sacrifice).

66 CASES IN WHICH IS NOT GIVEN NO SCORE

1. When the shot is blocked by the opponent saved.
2. When the shot is out of the valid target.
3. When the shot is taken holding the opponent.
4. When the shot is not technically sharp and clean.
5. The two competitors will affect parts valid simultaneously or in rapid succession.
6. Both contestants fall to the ground or off the platform at the same time or later.
7. When one or both contestants fighting in a confused or leading techniques not clear interpretation and too confusing.
8. A competitor projects the opponent after it is held for more than two seconds or after the stop of the arbitrator.

67 FAILS and PENALTIES

Are considered fouls and penalty any action impeding the normal course of action and will be penalized with a warning, a penalty:

1. Attack the back of the head, neck, throat, groin
2. Attacking an opponent using his head.
3. Attacking an opponent with elbows or knees.
4. Attacking an opponent with continuous techniques or confusing punch to the head that is to say without looking at the opponent while launching the attack.
5. Attacking an opponent fell to the ground.
6. Attack the knees.
7. Bring techniques lever or twist joints.
8. Push and hold the opponent or force them to touch the ground with fighting techniques Confuse

68 PENALTIES

Deductions and suspensions:

Deduction of 1 point:

1. The athlete whose coach yells during the fight.
2. For a competitor crying or talking during the fight in order to frighten or annoy the opponent.

3. For a competitor who continues to make excuses to stop the fighting unjustified.
4. For a competitor who attacks in a confused and dangerous.
5. For a competitor who holds a passive and does not accept or avoid the fight after two appeals of the Referee Central.
6. For a competitor who holds or pushes an opponent after prior warning of the Referee Central.
7. For a competitor who voluntarily exposes himself, threatening to get a shot prohibited by the opponent.
8. For a competitor that attacks the opponent before the start signal of the referee or after the signal of the end of combat.
9. For a competitor who brings a technique towards the opponent to the ground Deduction of 2 points:
 1. A competitor who speaks or shouts, throwing insults or keeps incorrect attitudes toward the opponent or the referee.
 2. For a competitor whose coach yells or talks, is launching insults or keeps incorrect attitudes.
 3. For a competitor who does not obey the command of the referee.
 4. For a competitor who uses prohibited methods to attack or hit points prohibited.
 5. For a competitor, with good technique, wounds with striking the opponent, however, may continue for medical reasons; In this case, the referees must assess if the person has not voluntarily exposed to the attack.
 6. For a competitor who hits the opponent to react to a foul immediately.
 7. For a competitor that has attracted more than twice for the same penalty slight.

NOTE: If the non-compliance with these rules (fouls) is repeated or is deemed to be serious can also lead to the immediate disqualification of the competitor.

Outputs:

1. At the first exit from the Combat "the Referee signals the Desk by two points deducted for the competitor at fault.
2. The contestant who comes out the second time from the Combat "loses the round.
3. An "exit" from the Combat "when a competitor, distraction or desire to avoid the opponent's attack, supported at least a foot or a body part completely out of the line of demarcation.
4. It is considered to be output when a competitor comes out fighting on square improper pressure (arms, legs or body) from the opponent.

disqualification:

1. A contestant is disqualified if he maintains an attitude very unfair to the Referee or opponent, even after the official warning of the referee.

Central.

2. A contestant is disqualified when intentionally injures an opponent by using unfair methods.

3. A competitor is disqualified, as with forbidden technique, even unintentionally hurts the opponent, inhibiting, in the opinion of the physician, the continuation of the meeting.

4. A contestant is disqualified when he accumulated throughout the fight deductions for a total of 6 points.

5. A contestant is disqualified as serious or repeated fouls.

6. A contestant is disqualified when it occurs within the third call to battle.

7. A contestant is disqualified when it comes to the fight with guards and wear clothing more than prescribed without a justified reason.

69 VICTORY

Calculation of the score for the win each round:

And 'attributed the victory of the single round:

- The competitor who obtains the majority of points reported by the referees.
- The contestant whose opponent is published twice a ramp in the race
- The contestant whose opponent in a round, you hit a valid part and are counted twice "eight seconds" by KO caused by technical valid.
- If the athlete shows clear superiority and manages to score three consecutive 3-point techniques except the exit from the platform.

Each referee marks the valid points scored by the fighters and, upon completion, estimated his personal score in the following ways:

1. For the verdict at the end of the round, the sum of all the adjusted scores, the table of the jury, the penalty shall be deducted by the referee assigned to the Warring Central.

2. He wins the round, the contestant who has made the highest score, considering the sum of the data points by the referees, the penalty incurred by deducting it.

Absolute victory:

- E 'given the overall win at the end of the competitor who wins both rounds on points or before the end of time.
- It 'attributed the victory before the end of the total time in the following cases:

o In the case of a wide disparity between the two competing technique where a party has clearly lost the ability to defend themselves.

o If a competitor is injured by the attack of his opponent and the right doctor determines that it can not continue to compete.

If a competitor or abandon the match.

o If a competitor has accumulated fouls and penalties for a total of 6 points.

o If a competitor is disqualified.

o If a competitor is grounded with a hit and remains valid for 10

seconds, or unable to get up, but has the knowledge clouded (Knock-Out).

Notes: The Knockout

or in cases of K.O. the central referee has to count to ten, beating the numbers with your voice and with your fingers.

The Arbitrator or panel must always have at least up to eight; then the fighter must raise their guard and show that they can be able to

continue the bout, the Referee shall assess whether or continue to ten, claiming victorious opponent, of course, if the shot is valid.

parity:

· In case of a tie wins, first consider the following

order: a. who got less warnings.

b. who got less warnings.

· In case of absolute equality must be followed by further rounds, with the final judgment as to the previous rounds.

· In the event of a further tie, proceed to the first valid technique or the first deduction.

70 COACH

1. Coach the fighter has to sit behind the initial position of his client to a meter out of Security.

2. The coach must behave in a very sporty and refrain absolutely from shouts of encouragement, gestures or comments of disapproval

on the work of the opponent or referee; can provide advice to their athlete only during breaks in combat, and only in whispers.

3. The Coach must bring hereinafter protections or uniform parts in case of necessity for the immediate transmission, which must be made within a minute. any extension must be fully justified and approved by the referees; otherwise, the competitor may be disqualified.
4. The Coach through the “jet sponge” can rollback your athlete in serious trouble before the end of the fight.
5. It can be seen sitting at his side, from one person to maintain, during the fight, absolute silence.
6. Any person accessing the Area of the race without the permission of the Referee Central or the venue without the consent of the Clerk of the Course, will be disqualified from competition and removed from service order.
7. In the event of non-compliance, the referees can call or disqualify the coach and / or his assistant or punish deduction or disqualify the competitor.

71 COMPLAINTS OR ACTIONS

1. No one can claim personally Officials about their decisions.
2. The technical decisions on the run and on the allocation of points and penalty are final.
3. A complaint may relate only clerical errors on the boards of athletes or results mistakenly exchanged.
4. All claims must be submitted to the Commissioner of arbitration before the race to continue permanently with regard to factual errors in the transcription on the boards.
5. Those who feel unjustly damaged by external conditions and / or internal competition, it may submit a complaint in writing to the secretary WFSF and knowledge to all the directors.

72 OTHER RULES DO NOT SPECIFIED

Although not provided for in this Regulation shall have jurisdiction to decide the Race Director with the help of match officials.

STOP POINT (KIDS / TEENS)

73 TYPES OF COMPETITION

Fight to Stop Point Level I Beginners up to 24 months of actual practice (meaning that the months of practice obtained from previous martial arts are combined with those of Kung Fu and marked on the Pass. Each technique brought to the valid target is assigned rated interrupting the meeting. the contact is light, no knockout.

The competitions are to be individual.

74 STOP POINT CATEGORIES

- 5 - 6 years old
 - 7
- 8 years old

- 9 – 10 years old
- 11 – 12 years old
- 13 – 14 years old

75 FIGHTING TIME

For each category are expected duration of 1 round of 1 minute. round of 30 " for the categories of level 1 and a further round to the categories of level 2.

76 PROTECTIVE CLOTHING AND ACCESSORIES FOR THE FIGHTERS

1. The competitor must be barefoot and wear the traditional uniform of their school consists of Chinese jacket and pants or shirt and trousers in plain unmarked. T-shirts with logos are not permitted or social flashy commercials and shorts.

2. Athletes should not wear clothes, caps, and objects other than those stipulated.

The athlete at the time of the catwalk when wearing rings, brooches, necklaces, watches, bracelets and other objects will be penalized one point.

3. Protections:

A. During combat athletes are obliged to wear:

Helmet

Mouthguards single or double

Gloves

Shell (For Men)

Sports Bra with cups or chest guard (for women)

Bodice Chinese

Shin foot guard with no shoe

Appendix equipment Athletes:

1. Contestants must have their own equipment clean and tidy and

approved for competition are not permitted non-conforming materials see bodices of other martial disciplines and so on.

2. It 'absolutely forbidden to wear objects or guards made of metal or hard plastic, even if covered with padding (allowed, of course, only the protective shell of plastic in my pants).

3. Referees (after consultation with the race doctor) may allow a participant to wear bandages, absolutely not rigid and appropriate in the event, make sure to patch or tape (never metal hooks).

4. Visual aids such as glasses unbreakable blocked with a special elastic band to the head or soft contact lenses can be worn by fighters at your own risk.
5. The contestant must wear a seat belt (or vest) of red or black according to the call.

77 CONDUCT

1. Participants must comply with the orders of the Referee and warnings during the fight.
2. The participant must comply with the rules of the competition and act with professionalism and sportsmanship. He has to bear the moral and ethical values of the discipline.
3. It 'absolutely forbidden to intentionally hit a point forbidden opponent or cause injury in any other way.
4. The participant must comply with the referee's decisions; for each objection must communicate with the coach of the team or their coach to the Clerk of the Course.
5. The coaches remain seated in designated places. Tips and messages are permitted only during the break between rounds each other. And 'forbidden to scream competitor during the fight.
6. The coach and the participants who do not fight must adhere to a high ethical conduct sporting, away from the race.
7. 'banned chewing gum during the race.
8. Stimulants and other fraudulent practices are strictly prohibited and prosecuted by law. Anti-doping tests will be carried out on a sample.
9. eventual award Athletes (or anyone for them in the event of a justified absence due to injury or valid reasons) must be punctual and with the seal or suit with traditional society. If not, or unjustified delay in the ceremony, the athlete loses the right to receive the prize (while not losing the title).

78 FAILURE

1. All students must be provided with medical certificate type "Competitive" (just type issued for the practice of sports in which it is expected to KO). Otherwise, the competitor may not participate.
2. An athlete who was enrolled in the tournament but is unable to take part due to injury, illness or other reasons, he shall notify the clerk of the course before the competition. His absence is to be considered as a case of waiver.
3. A participant who is injured during the tournament and missed the next fight, is declared the loser.
4. A participant is considered a no-no when it comes after his name was called three times before shooting, or is absent without leave after answering the call and do not show up on time in the square.
5. The athlete who fails to express a clean technique and self-control can be immediately disqualified.

79 CALLS

The calls are interspersed in the following way:

The announcer calls the two athletes in the race and asks the contestants to prepare for the next fight:

· 1st call: "On the platform to the right to submit Tom, red, and Dick, Black, and prepare x red and y, black."

· If one or both of the contestants in the race do not show up:

After 1 minute: 2nd call: "On the right footrest will come"

After 30 seconds: 3rd call: "Last call, on the platform of the right present Yes."

If the athlete does not show up immediately called the third call, he is disqualified and is sanctioned for abandonment of the adversary, the victory of this warrior the competition area:

"Absence of the opponent, wins"

And 'the timekeeper who is in charge to control the time interval between a call and the next. At the end, after pronouncing the name of the winner ("WIN Black, Caius"), the speaker should repeat the call for the next meeting.

80 MEMORANDUM OF RACE

1. When you call, athletes must report to the station accompanied by their coach red or black, as indicated by the jury.
2. The first named athlete is identified with the color red and must be placed to the right, looking at the jury table.
3. The two fighters must perform the greeting yin-yang (palm and fist) when entering and when leaving the square of the race.
4. The fighters at the beginning of the meeting must face, each at 1.5 meters from the center of the area. This point is marked by a line.
5. At the beginning of the fight, the two competitors on the central command of the Referee, shall perform the first greeting to the table of the jury after each other; at the end of the meeting, greeting vice versa also the coach of the opponent.
6. The fighters do not have to leave the square of the race until the result is announced by the Referee in charge.
7. The winner of the fight is declared by the Umpire by the central raising the arm.

81 MEMBERS OF THE JURY

1. Clerk of the Course

And 'appointed by the National Council; is responsible for the overall conduct of the competition controls and coordinates the races and time on the platforms the weigh-in, check out the tools and personal protective equipment from the circle; the organization's general or field of competition; coordinates the work of the Officials; check the tightness of the arbitrators and respond to questions, problems and appeals to Him

proposed; decide on the solution of problems arising in the course of the competition according to the rules but does not have the right to change these rules; should give direction to the group of referees.

And 'responsible for organizing the work of the referees of his group. This raises the competition area and gives the orders; is in charge of the meeting and shall monitor its performance; examines the protective equipment of the competitors on the platform; check the fighters with commands and gestures and that the rules of the fight are respected; note to the table the outputs from the platform of the contenders; gives the penalty, signaling the penalty at the table of the Jury for the registration; decide the disqualification of the competitor in the event of serious misconduct, after the convening of the side referees; protecting competitors and defend them from injury; declares the beginning and end of each round, termination and continuation; is time to stop the timer at each break; after reporting its technical opinion as to the side referees; has the final say when there is a dispute among the arbitrators; on a clear error arbitration may request a review of the referees side for the final decision; proclaims the winner by raising the arm.

3. Co-Judges or Judges side:

A minimum of two to a maximum of four for each competition area. This raises the corners of the competition area; check caps and uniforms of the combatants; assist the Referee central signaling abnormalities, danger or wrongdoing, calling the attention of the Referee Central with a whistle; give their honest opinion on each phase of the meeting when requested by the Referee Central; attribute points in the competition according to the rules; may seek clarification on the decisions taken by the MR; are called by the MR to make a judgment in the case of disqualification of a competitor or in special cases that occur during competition. At the end of each meeting must be delivered to the table of the jury, the central referee, their judgment binding on the advantage or equality among athletes.

At the table of the Jury (minimum two in each area of competition):

A. Jury Secretary assigned to the computer:

Check the identity of the participants and that have been properly recorded, and assist the Race Director and the chief officer notes; assist in the operations of the weight of competitors; accepts or rejects the competitors (eg. / checks that the competitor is in possession of all the requirements for the competition); controls the compilation of tender boards and the regular registration of athletes; provides a list of competitors allowed for the public transcript; announces upcoming meetings; announces the results of the meetings; keeps track of the penalties and the outputs from the platform of the race reported by the Referee Central and controls the judgment by all the referees at the end of each meeting. Signing the notice boards.

B. Assistants of the Jury:

Assist the Secretary of the Jury for the institutional tasks, announce the athletes and prepare the leaves of the race.

C. timekeeper assigned to your computer:

Check out the gongs and ensures that the clock working properly; controls the time of the race; if time stops the clock to stop the arbitration by order of the Referee Central and resumes counting in command continuation of the meeting; starts a minute stall at the request of the Referee Central; controls the interval between the calls of the athletes; provides the signal for the end of round; sounds the end of the round in the

event of reaching the maximum number of allowed outputs from the platform by an athlete or the achievement of total 6 penalty

Q. Doctor:

Must give his professional opinion when requested by the Referee Central.

If your doctor says that an athlete is no longer able to continue the bout, the Referee shall comply with that decision.

E. Commission or Commissioner of arbitration:

The Board or the Commissioner appointed by the Board of WFSF works under the

direction of the organizing committee and is made for the minor races from one person to the races and 3 above. Its tasks are to accept the claims of the participating teams who have objections on the work of the referees. After receiving the complaint, the committee should try to fix it immediately so as not to interrupt the race. In case of necessity can review the recorded video and if you should take decisions on the approval or ratification of the arbitration verdict, must abstain if the decision is made on your company's athletes. The decision of the Commission or of the Commissioner of arbitration is final.

F. Control Commission of the races:

The control and possible referral of the Commissioner of arbitration, the race director, the chief referee and the referees are the tasks of the Council of the WFSA.

N.B. Some of these tasks can be summarized on a temporary basis and grouped by the same person.

82 UNIFORM FOR OFFICIALS

Officials called the race must wear the uniform provided below:

- Dark blue jacket
- White shirt
- Dark blue tie
- Pants dark gray
- Gray socks, black, blue or white
- Red black or white gym shoes during arbitration
- WFSF badge on the left chest of the jacket
- During the summer Referees may direct meetings by removing the jacket, after the ceremony of the opening greeting, pinning the badge on the left chest of the white shirt, and / or a pole.
- At the discretion of WFSF may be adopted shirts or sweatshirts details.

83 SIGNS DURING COMPETITION

1. The fighters must comply with the signal of the Referee during the fight.
2. The signal "ready" is given at the beginning of each round and the sound of the gong marks the conclusion.
3. If problems occur during the competition, the Referee stops the fight.
4. In the event that an athlete reaches 6 penalty points, the employee must report points to the end of the meeting. The penalized athlete shall be disqualified.
5. The marks awarded by the arbitrators shall be collected at the end of each round.
6. The verdict was announced by the jury table dall'addetto (victory red or black).
7. The timekeeper shall sound the gong to signal the end of the round.

84 METHODS OF ATTACK AND DEFENSE

1. The methods of attack and defense of their combat racing Kung- was.
2. techniques are allowed, with the front and back of the glove, and foot techniques.
3. It shall be permissible displacement and projection techniques are not dangerous (ie when you allow your opponent to make an effective technique of falling).

85 PARTS APPLY

The parts that apply to the level I and II include:

- The head excluded, throat and neck
- The trunk front, side, the line of the shoulders to the waist (even online), excluding the genitals.
- The legs, thighs and roundhouse kicks to the back of the ankle area for sweeps.

- Techniques football jump (with separation of both feet off the ground)
- Punches and roundhouse kicks with twist
- Shots with fingertips and hand cut
- Shots knee and elbow
- Any type of projection
- Any type of lock, lever or twist joints.
- Maneuvers

For the second level are not permitted, however the following types of connection:

- Shots with fingertips and hand cut
- Shots knee and elbow
- Any type of arm bar
- Maneuvers tear
- Head shots

- The head excluded, throat and neck
- The trunk front, side of the line of the shoulders to the waist (also online)
- The legs, thighs and roundhouse kicks to the back of the ankle area for sweeps

For the III level are not permitted, however the following types of connection:

- Shots elbow and knees
- Maneuvers socket wrench
- Any type of lever or twist joints
- Head shots

86 POINTS

Methods for obtaining points:

Techniques to three points:

- Falling to the ground on the opponent's net or projection sweep, executed standing in balance.
- Falling to the ground. (Bring a percussion technique and / or fall to the ground after losing balance)

Note: The Central Referee must always stop the fight if the grip lasts longer than three seconds, and if one or both fighters fall to the ground.

- Technical calcium flow to the

head. Techniques by a dot:

- Technical capacity of calcium to the body or the legs of the opponent.
- Technique of arms to the torso and head.

87 CASES IN WHICH IS NOT GIVEN SCORE

- When the shot is saved by the opponent.
- When the shot is out of the valid target.
- When the shot is taken holding the opponent.
- When the shot is not technically sharp and clean.
- When the shot on target while valid, is led out of control (in the first level).
- Both contestants fall to the ground or off the platform. simultaneously or subsequently.
- When one or both contestants fighting in a confused or leading techniques not clear interpretation and too confusing.
- A competitor throws his opponent after you have held for more than three seconds.
- A competitor carries a valid technique in the legs but this parade is pulling the foot off the ground and raising the knee in the parade.

88 PROHIBITED ACTIONS

The following actions are strictly prohibited:

- Attach the back of the head, neck, throat, groin
- Attacking an opponent using his head.
- Attacking an opponent with elbows or knees.
- Attacking an opponent with continuous techniques or confusing punch to the head.
- Attacking an opponent fell to the ground.
- Attach the joints.
- Bring techniques lever or twist joints.
- Attach without control and with unreasonable force.
- Hold the opponent (tie).

89 PENALTIES

Deductions and suspensions:

Deduction of 1 point:

1. The athlete whose coach yells during the fight.
2. For a competitor crying or talking during the fight in order to frighten or annoy the opponent.

3. For a competitor who continues to make excuses to stop the fighting unjustified.
4. For a competitor who uses unreasonable force and / or attacks in a confused and dangerous.
5. For a competitor who holds a passive and does not accept or avoid the fight after two appeals of the Referee Central.
6. For a competitor who holds or pushes an opponent after prior warning of the Referee Central.
7. For a competitor who voluntarily exposes himself, threatening to get a shot prohibited by the opponent.
8. For a competitor that attacks the opponent before the start signal of the referee or after the signal of the end of combat.
9. For a competitor who brings a technique towards the opponent to the ground
10. Ad a competitor that comes from the Combat.
11. Ad a competitor who comes on stage with protective clothing not allowed or not approved

Outputs:

1. Each output can be punished with a deduction of a point, which is added to the other penalties.
 2. An "exit" from the Combat "when a competitor, distraction or desire to avoid the opponent's attack, supported at least a foot or a body part completely out of the line of demarcation.
 3. It is considered to be output when a competitor comes out fighting on square improper pressure (arms, legs or body) from the opponent.
 4. It is not considered valid for the purposes of scoring a technical capacity with at least one foot out of the area.
-
1. A competitor who speaks or shouts, throws insults or keeps incorrect attitudes toward the opponent or the referee.
 2. For a competitor whose coach yells or talks, is launching insults or keeps incorrect attitudes.
 3. For a competitor who does not obey the command of the referee.
 4. For a competitor who uses prohibited methods to attack or hit points prohibited.
 5. For a competitor attacking, even with valid techniques, out of control.
 6. For a competitor, even with good technique, wounds with striking the opponent, however, may continue for medical reasons; In this case, the referees must assess if the person has not voluntarily exposed to the attack
 7. For a competitor who hits the opponent to react to a foul immediately.

8. For a competitor that has attracted more than twice for the same penalty slight.
9. For a competitor who falls after an attack action or defense also volunteered with rolling.

NOTE: If the non-compliance with these rules (fouls) is repeated or is deemed to be serious can also lead to the immediate disqualification of the competitor.

disqualification:

1. A contestant is disqualified if he maintains an attitude very unfair to the Referee or opponent, even after the official warning of the Referee Central.
2. A contestant is disqualified when intentionally injures an opponent by using unfair methods.
3. A competitor is disqualified, as with any technique, even unintentionally hurts the opponent, inhibiting, in the opinion of the physician, the continuation of the meeting.
4. A contestant is disqualified when he accumulated throughout the fight deductions for a total of 6 points.
5. A contestant is disqualified as serious or repeated fouls.
6. A contestant is disqualified when it occurs within the third call to battle.
7. A contestant is disqualified when it comes to the fight with guards and wear clothing more than prescribed without a justified reason.

90 VICTORY

Calculation of the score for the final victory:

Each referee marks the valid points scored by the fighters on the appropriate score points and at the end, it sends the score to the computer desktop to the jury.

1. For the final verdict to the sum of all the adjusted scores, the table of the jury, the penalty shall be deducted by the referee assigned to the Warring Central.
2. The winner is the contestant who has achieved the highest score, considering the sum of the data points by the referees, the penalty incurred by deducting it.
3. Victory can also be attributed to neglect of the opponent.
4. If a competitor is injured by an attack of his opponent and the physician determines that it can not continue the race. The victory is attributed after the approval of the head judge.
5. The athlete wins if the opponent has accumulated fouls and penalties for a total of 6 points.

91 PAR

1. In the event of a tie wins, first consider the following order: a. Who has received less warnings

b. Who has received less warnings

2. In case of absolute equality we proceed to a further round, with the final judgment as to the previous rounds.

3. In the event of a further tie, proceed to the first valid technique or the first deduction in the first degree.

92 VICTORY BEFORE THE END

And 'attributed the victory before the end of a predetermined time:

1. In the case of a wide disparity in technology between the two competitors where a party has clearly lost the ability to defend themselves.

2. If a competitor is injured by the attack of his opponent and the right doctor determines that it can not continue to compete (disqualification for the opponent right).

3. If a competitor leaves the competition for his will or his coach ("throw in the towel").

4. If the opponent has accumulated deductions for a total of 6 points.

93 COACH

1. Coach the fighter has to sit behind the initial position of his client to a meter out of Security.

2. The coach must behave in a highly sporty and refrain absolutely from shouts of encouragement, gestures or disapproving comments on the work of the opponent or referee; can provide advice to their athlete only during breaks in combat, and only in whispers.

3. The Coach must bring hereinafter protections or uniform parts in case of necessity for the immediate transmission, which must be made within a minute. any extension must be fully justified and approved by the referees; otherwise the athlete may be disqualified.

4. The Coach through the "jet sponge" can rollback your athlete in serious trouble before the end of the fight.

5. It can be seen sitting at his side, from one person to maintain, during the fight, absolute silence.

6. Any person accessing the Area of the race without the permission of the Referee Central or the venue without the consent of the Clerk of the Course, will be disqualified from competition and removed from service order.

7. In the event of non-compliance, the referees can call or disqualify the coach and / or his assistant or punish deduction or disqualify the competitor.

94 COMPLAINTS OR ACTIONS

1. No one can claim personally Officials about their decisions.

2. The technical decisions on the run and on the allocation of points and penalty are final.

3. A complaint may relate only clerical errors on the boards of athletes or results mistakenly exchanged.

4. All claims must be submitted to the clerk of the course before the race to continue permanently with regard to factual errors in the transcription on the boards.

5. The competitor must respect and obey the decisions of the judges and possible.

objections must be submitted by your coach, the president of the jury in writing.

6. Those who feel unjustly damaged by external conditions and / or internal competition, it may submit a complaint in writing to the secretary WSFA, and knowledge to all the directors. Such a claim must be accompanied by a copy of the payment of Euro 50.00 payable to WSFA.

95 OTHER RULES DO NOT SPECIFIED

Although not provided for in this Regulation shall have jurisdiction to decide the Race Director with the help

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