

***Competition Rules
of the TGKSF
The German
Kuo Shu Federation***



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1. Form Competition

1.a) General

In this case the general rules apply. Valuated points are strength, quality, spirit, martial ethics and mistakes (e.g. abort or pause for thought).

Acrobatic performances are not valuated, but the stance after the landing.

The organizer reserves the right to combine or separate categories, if it is necessary. Eventually changes can only release by the organizer on the tournament day and resulting team changes or deregistration are not accepted.

We ask for your understanding!

Weapon categories for children and adults:

Category	Long weapon	Gun(Long stick) and Qiang (Speer)
	Short weapon	Dan Dao (Broadsword) and Jian (Straight sword)
	Other long weapon	Kwan Dao, Doubleheadspeer, Flail
	Other short weapon	Double weapon, knives, fan, bench, whip

Explanation age limits

Until 8 years: competitor is not 8 yet

Until 10 years: competitor is not 10 yet

Until 14 years: competitor is not 14 yet

Until 18 years: competitor is not 18 yet

Until 2 years: competitor has until 2 years experience in Kung Fu

Over 2 years: competitor has over 2 years experience in Kung Fu

Until 4 years: competitor has until 4 years experience in Kung Fu

Over 4 years: competitor has over 4 years experience in Kung Fu

The competitors are only allowed to compete in the category that corresponds to their age. Only the organizer has the right to grade up the competitors.

Two Men Set

The rules are the same as the general forms. Men and women are merged together in one category. This category is open for all styles. Sets, where one of the competitor carries a weapon, is a two men set weapon!

Tai Chi

The rules are the same as the general forms. Additional the 13 principals of Tai Chi must be included. Men and women are merged together in one category. The categories are listed by its style. Categories are merged together if there are less than 3 competitors.

1.b) Referee guide

Quality of Techniques

1. Quality of hand, legs, stance, movement
2. Degree of difficulty (3 points)
3. Skill

Strength

1. Smoothness of force
2. Balance (3 points)
3. Coordination among hands, eyes, body, step

Spirit

1. Spirit
2. Rhythm (3 points)
3. Features of the Form

Martial Ethics

1. Dress
2. Personal appearance (1 points)
3. Courtesy

Detail Description

Quality of Techniques (max. 3 points)

1. Quality of hands, legs, stance, and movement

Deduct a minimum of 0.05 points for each mistake. If the competitor makes the same mistake more than once, deduct no more than a total of 0.2 points for that error.

2. Degree of difficulty

Form difficulty should be appropriate for the skill level of the competitor (for example, a sufficiently complicated and demanding form for advanced level competitors.) Though this is a subjective area, deductions should begin at 0.05 and should not exceed 0.3 for an inappropriately simple form.

3. Skill

To evaluate this area, place the competitor in one of three categories: above average, average, or below average. If their performance is above average, then deduct 0.05 to 0.2 points from their total score. If they show average skill ability, then deduct from 0.2 to 0.4 points. Finally, if their performance is below average skill level, deduct from 0.4 to 0.6 points.

Strength (max. 3 points)

1. Smoothness of force

Again, place the competitor's strength level into one of the three categories: above average, average, or below average. Deduct points accordingly. Above Average 0.05 to 0.2, Average 0.2 to 0.4, Below Average 0.4 to 0.6.

2. Balance

Use the same categorization as in "Smoothness of force".

3. Coordination among hands, eyes, body, and step.

Use the same method as in "Smoothness of force" and "Balance".

Spirit (max. 3 points)

1. **Spirit**
The judge can make their own decision here, and deduct from 0.05, points or greater.
2. **Rhythm**
Use the same method as in “Spirit”.
3. **Features of the Form**
Use the same method as in “Spirit” and “Rhythm” of the form.

Martial Ethics (max. 1 point)

Ideally, the competitor should receive a full point in this category. The judge may, however, deduct points according with mistakes or violations of the following categories.

1. **Dress**
Worth 0.33 points
2. **Personal appearance**
Worth 0.33 points
3. **Courtesy**
Worth 0.33 points

2.a) Light Contact till 14 years of age

Minimum age to compete in light contact is 6 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline. NO late entries will be accepted!

All techniques must be controlled (i.e., pulled) on contact.

Mandatory equipment - Head Guard (approved type with face guard), proper Groin Guard (not cricket boxes), non-abrasive Sparring Mitts, non-abrasive Padded Boots and Mouth guards. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Illegal Techniques:

- a) Use of excessive force.
- b) Attacking with elbows and knees.
- c) Attacks to areas of Head/Face not protected by the Head Guard.
- d) Sweeps under the calf.
- e) Grabbing and holding on to opponent's leg.
- f) Attacks to joints, groin, throat, eyes, back of the head and spine.
- g) Kicks using non-padded areas of the foot except the sole.
- h) Grabbing or wrestling
- i) Using finger/claw techniques.
- j) Holding the opponent and kicking or punching at the same time
- k) All joint locks

Non-scoring Techniques:

- a) Hitting opponent's arm including shoulder.
- b) Kicks below belt level.
- c) Techniques which lack spirit.

Duration:

2 minutes

If there is a tie, there will be a 1 minute round.

If there will be a huge number of competitors, the organizer has the right to lower the fightingtime!

Scores:

- a) 1 point for kicks to the head.
- b) 1 point for sweeps which cause the opponent to fall to the ground.
- c) 1 point for all other legal scoring techniques.
- d) 1 point to opponent on each occasion a fighter is "out of area" on purpose.

Fouls:

- a) Using any illegal techniques as defined above.
- b) Losing one's temper or using foul language.
- c) Disobeying referee's commands.
- d) Showing disrespect to any official, competitor, spectator or member of the public.
- e) Behavior detrimental to the image of the martial arts.

Penalties for fouls occurring in each fight:

- a) 1st foul - 1 point to the opponent.
- b) 2nd foul - 2 points to the opponent.
- c) 3rd foul - disqualification from the entire competition.
- d) Serious infraction of the rules will result in immediate disqualification.

Injuries

All competitors owe a duty of care not to injure their opponent by strictly obeying the rules and not committing any fouls. Where the opponent is injured and, according to medical opinion, should not continue, then the other fighter will be deemed to have acted carelessly and will be disqualified from the category or the entire competition. The referee can only disqualify the other fighter with the consent of the Chief Referee.

Referee

Each fight will be controlled by one Executive Referee assisted by three Pointing Referees. Only the Executive Referee has the authority to issue commands to the fighters. The Pointing Referees will use hand signals to communicate with the Executive Referee.

Protests

Protests must be submitted within 15 minutes, with a fee of 200 € to the Chief Referee.

2.b) Light Contact over 15 years of age

Minimum age to compete in light contact is 15 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline. NO late entries will be accepted!

All techniques must be controlled (i.e., pulled) on contact.

Mandatory equipment - Head Guard (approved type), proper Groin Guard (not cricket boxes), non-abrasive Sparring Mitts, non-abrasive Padded Boots and Mouth guards. Competitors are responsible for having these items available.

Referees must approve Head Guards with face protection.

Illegal Techniques:

- a) Use of excessive force.
- b) Use of dangerous throws that will result in opponent landing on their head or neck.
- c) Attacking with elbows and knees.
- d) Attacks to areas of Head/Face not protected by the Head Guard.
- e) Sweeps above the ankle.
- f) Grabbing and holding on to opponent's leg.
- g) Attacks to joints, groin, throat, eyes, back of the head and spine.
- h) Kicks using non-padded areas of the foot, except the sole.
- i) Grabbing or wrestling
- j) Using finger/claw techniques.
- k) Holding the opponent and kicking or punching at the same time
- l) All joint locks

Non-scoring Techniques:

- a) Hitting opponent's arm including shoulder.
- b) Kicks below belt level.
- c) Sweeps where the opponent does not fall to the ground.
- d) Techniques which lack spirit.

Duration:

2 minutes

If there is a tie, there will be a 1 minute round.

If there will be a huge number of competitors, the organizer has the right to lower the fightingtime!

Scores:

- a) 1 point for kicks to the head.
- b) 1 point for throwing the opponent to the ground.
- c) 1 point for sweeps which cause the opponent to fall to the ground.
- d) 1 point for all other legal scoring techniques.
- e) 1 point to opponent on each occasion a fighter is "out of area" on purpose.

Fouls:

- a) Using any illegal techniques as defined above.
- b) Losing one's temper or using foul language.
- c) Disobeying referee's commands.
- d) Showing disrespect to any official, competitor, spectator or member of the public.
- e) Behavior detrimental to the image of the martial arts.

Penalties for fouls occurring in each fight:

- a) 1st foul - 1 point to the opponent.
- b) 2nd foul - 2 points to the opponent.
- c) 3rd foul - disqualification from the entire competition.
- d) Serious infraction of the rules will result in immediate disqualification.

Injuries

All competitors owe a duty of care not to injure their opponent by strictly obeying the rules and not committing any fouls. Where the opponent is injured and, according to medical opinion, should not continue, then the other fighter will be deemed to have acted carelessly and will be disqualified from the category or the entire competition. The referee can only disqualify the other fighter with the consent of the Chief Referee.

Referee

Each fight will be controlled by one Executive Referee assisted by three Pointing Referees. Only the Executive Referee has the authority to issue commands to the fighters. The Pointing Referees will use hand signals to communicate with the Executive Referee.

Protests

Protests must be submitted within 15 minutes, with a fee of 200 € to the Chief Referee.

2.c) Referee Guide

Behavior of the Referee:

A Referee should act calm, because every trouble can confuse the competitor. And should know, what could happen, if he or she is not strict enough towards the competitors. An important sentence:

***Earlier I was a fighter, too, now I am educated as a referee
and one level above the fighters!***

Important movements:

1. Step on the platform with greeting und take position.
2. Attention to both referees: every move is executed with the right leg.
3. Start of fight, i.e. step to the front, call the fighters, greeting to the main referee, greeting to each other und take fighting position.
4. Start or continue and stop the fight because of time end or against the rules.
5. Warning or deduction
6. End of the fight, i.e. send fighters to their corner, step back, announce round winner and winner of the match
7. Referee change or leave platform

3. Full Contact

3.a) Full Contact from 14 – 15 years

Minimum age to compete in full contact is 14 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type with face guard), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 2 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Striking while the head is held;

Striking after stop;

Disrespectful conduct;

Abuse;

Knee, elbow strikes;

After illegal technique follows a warning!

Scoring:

- | | |
|----------|--|
| 1 Point | clear punch or kick to a legal target area |
| 1 Point | executing a throw causing the opponent to fall and landing on to top |
| 2 Points | clear punch or kick that knocks opponent down |
| 2 Points | forcing or throwing opponent off platform |

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show their score at the end of the round.

3.b) Full Contact from 16 – 17 years

Minimum age to compete in full contact is 16 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type with face guard), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 2 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Striking while the head is held;

Striking after stop;

Disrespectful conduct;

Abuse;

Knee, elbow strikes;

After illegal technique follows a warning!

Scoring:

- | | |
|----------|--|
| 1 Point | clear punch or kick to a legal target area |
| 1 Point | executing a throw causing the opponent to fall and landing on to top |
| 2 Points | clear punch or kick that knocks opponent down |
| 2 Points | forcing or throwing opponent off platform |

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.c) Newcomer Class (N)

The Newcomer class shall help beginners to start fighting in a competition. Although the techniques are executed in full strength, it is not called full contact, because the fighters are well protected by their equipment.

Accurate techniques and controlled fighting are the main characters. Uncontrolled behavior is warned very fast.

At the very last of 3 won tournament fights or 5 won fights in Newcomer class, the fighters have to go up to the C class.

Minimum age to compete in full contact is 18 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type with face guard), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 2 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Knee, elbow strikes;

After illegal technique follows a warning!

Scoring:

1 Point	clear punch or kick to a legal target area
1 Point	executing a throw causing the opponent to fall and landing on to top
2 Points	clear punch or kick that knocks opponent down
2 Points	forcing or throwing opponent off platform

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.d) C Class

The C class is for fighters, that won 3 tournament fights in the Newcomer class or from the perspective of the trainer have the ability to fight in this class.

Minimum age to compete in full contact is 18 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type without face guard; cheek bone protection optional), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 2 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Holding opponent's head and knee strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Elbow strikes to the head;

After illegal technique follows a warning!

Scoring:

1 Point clear punch or kick to a legal target area

1 Point executing a throw causing the opponent to fall and landing on to top

2 Points clear punch or kick that knocks opponent down

2 Points forcing or throwing opponent off platform

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.e) B Class

The B class is for fighters, that won 8 tournament fights in the C class or from the perspective of the trainer have the ability to fight in this class.

Minimum age to compete in full contact is 18 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type without face guard; cheek bone protection optional), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 3 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Holding opponent's head and knee strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Elbow strikes to the head;

After illegal technique follows a warning!

Scoring:

1 Point clear punch or kick to a legal target area

1 Point executing a throw causing the opponent to fall and landing on to top

2 Points clear punch or kick that knocks opponent down

2 Points forcing or throwing opponent off platform

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.f) A class

The A class is for fighters, that won 15 tournament fights in the B class or from the perspective of the trainer have the ability to fight in this class.

Minimum age to compete in full contact is 18 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type without face guard; cheek bone protection optional), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 3 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Holding opponent's head and knee strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Elbow strikes to the head;

After illegal technique follows a warning!

Scoring:

1 Point	clear punch or kick to a legal target area
1 Point	executing a throw causing the opponent to fall and landing on to top
2 Points	clear punch or kick that knocks opponent down
2 Points	forcing or throwing opponent off platform

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.g) Fight class from 40 years

Minimum age to compete in full contact is 40 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type without face guard; cheek bone protection optional), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 3 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Holding opponent's head and knee strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Elbow strikes to the head;

After illegal technique follows a warning!

Scoring:

- | | |
|----------|--|
| 1 Point | clear punch or kick to a legal target area |
| 1 Point | executing a throw causing the opponent to fall and landing on to top |
| 2 Points | clear punch or kick that knocks opponent down |
| 2 Points | forcing or throwing opponent off platform |

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.h) Fighting class from 50 years

Minimum age to compete in full contact is 50 years old. Each competitor has to fill out a registration form and submit it *and* a doctor's letter before the registration deadline (not older than 3 months!). NO late entries will be accepted!

Platform

The platform has a size of between 6x6 and 8x8 meter and the outer area is color highlighted.

Dress and Equipment

Mandatory equipment - Head Guard (approved type without face guard; cheek bone protection optional), proper Groin Guard (not cricket boxes, under the pants!), non-abrasive Sparring Mitts (min. 10 Oz) and Mouth guards. Shin and instep protector of **one** piece.

Competitors have to wear a school T-Shirt and pants. Competitors are responsible for having these items available.

Referees must approve Head Guards with face grill.

Round time

Elimination match 3 x 2 minutes

Final match 3 x 2 minutes

Break 1 minute

At draw additional round

Weight class

Refer to category list

Are there not enough fighters in one weight class, they will be merged to the next higher class. There have to be at least 3 fighters in one class.

Illegal techniques

Contact to the eyes, throat, back of the head, spine, kidneys, joints, and groin are illegal;

Techniques using the head are illegal;

Techniques intended to control the joints (qin na) are not permitted;

Holding opponent's headgear;

Holding opponent's head and strikes to the head;

Holding opponent's head and knee strikes to the head;

Striking after stop;

Disrespectful conduct;

Abuse;

Elbow strikes to the head;

After illegal technique follows a warning!

Scoring:

1 Point	clear punch or kick to a legal target area
1 Point	executing a throw causing the opponent to fall and landing on to top
2 Points	clear punch or kick that knocks opponent down
2 Points	forcing or throwing opponent off platform

Disqualification

After third violation

Non-appearance at platform after second call

Infringement the rules

3 knock downs in one round

3x leaving the platform (opponent stays at platform)

During the fight is no stopping and only at an illegal technique the referee stops. The 5 scoring referees show at the end of the round their score.

3.i) Referee Guide

Behavior of the Referee:

A Referee should act calm, because every trouble can confuse the competitor. And should know, what could happen, if he or she is not strict enough towards the competitors. An important sentence:

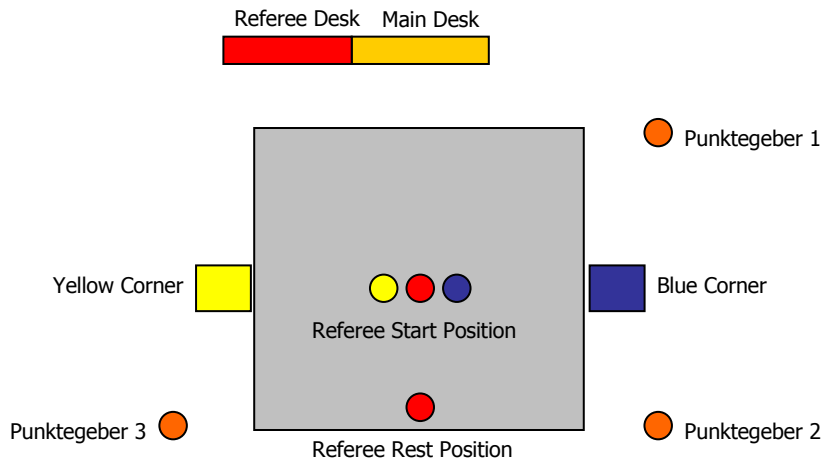
***Earlier I was a fighter, too, now I am educated as a referee
and one level above the fighters!***

Important movements:

1. Step on the platform with greeting und take position.
2. Attention to both referees: every move is executed with the right leg.
3. Start of fight, i.e. step to the front, call the fighters, greeting to the main referee, greeting to each other und take fighting position.
4. Start or continue and stop the fight because of time end or against the rules.
5. Warning or deduction
6. End of the fight, i.e. send fighters to their corner, step back, announce round winner and winner of the match
7. Referee change or leave platform

5. Platform

Light Contact



Full Contact

