



3rd New England International Chinese Martial Arts Championships 2008 USAWKF National Championships, June 13-15, 2008



Organized by Malee's School of Tai Chi & Kung Fu
Sponsored by U.S.A. National Tai Chi Chuan Federation
Sanctioned by USAWKF

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Important Information for Competitors

Competition Scoring Range Guidelines:

Beginning (0-2 years, 0-3 years): 6.0 – 7.0

Intermediate (2-4 years): 7.0 – 8.0

Advanced (4+, 3+ years): 8.0 – 9.0+

Time Limits for Nationals and New England Championships

100's, 200's, 300's, and 400's. Youth and Adult Traditional Kung Fu Barehand and Weapons:

Non-Advanced Divisions: 30 seconds minimum — 1 minute, 30 seconds maximum

Advanced Divisions: 45 seconds minimum — 1 minute, 30 seconds maximum

500's and 700's. Youth Contemporary Wushu Barehand and Weapons:

Competitors 14 & under: 45 seconds minimum.

Competitors 15-17 : 1 minute, 20 seconds minimum.

600s and 800s. Adult Contemporary Wushu Barehand and Weapons:

Standard Divisions: 1 minute, 20 seconds minimum

Other/Open/Optional: 50 seconds minimum — 1 minute, 30 seconds maximum

42 Form Taijiqian: 5 minutes minimum — 6 minutes maximum

42 Form Taiji sword: 3 minutes minimum — 4 minutes maximum

Other Contemporary Taijiqian: 3 minutes minimum — 4 minutes maximum

900s. Taijiqian:

All Divisions. 3 minutes minimum — 3 minutes, 30 seconds maximum.

1000's. Other Internal:

All Divisions: 45 seconds minimum — 2 minutes, 30 seconds maximum

1100's. Internal Weapons:

All Divisions: 1 minute, 30 seconds minimum — 3 minutes, 30 seconds maximum

1600's. Choreographed Fighting Sets:

All Divisions: 45 seconds minimum.

1700's. Group Events:

External Divisions: 45 seconds minimum — 1 minute, 30 seconds maximum

Internal Divisions: 3 minutes minimum — 6 minutes maximum

Penalties for all forms divisions: If finished before minimum or after maximum time, 0.1 point will be deducted for each 5 seconds or partial increment thereof.

Example: An advanced traditional form lasting only 38 seconds is 7 seconds too short. 2/10 is deducted since 7 seconds is in the 2nd "5 second" interval outside the range. Therefore, a 38 second traditional form will receive a deduction of .2 points after the final scoring by the judges. All competitors should make sure their forms fall within the proper time limits.

1200's. Restricted Step Push Hands:

Two rounds. Each round will be 60 seconds — 15 second break between rounds. Time is suspended when referee calls a point or verification and announces decision.

1300's. Moving Push Hands:

One round of 90 seconds. Time is suspended when referee calls a point or verification and announces decision.

1400's and 1500's. Youth and Adult Light Contact Sparring:

Best of 3 rounds of continuous sparring. Each round will be 30 seconds — 1 minute break between rounds.

Sanshou:

Best of 3 rounds. Each round will be 2 minutes — 1 minute break between rounds.

Important Notes on the Rules

From the USAWKF Rules (<http://www.usawkf.org/rules/regulations.htm>):

Judging

There will be 5 judges for each forms event of the competitions, plus a chief judge who does not score, unless another number is specifically called for in the rules. The high and low scores will be eliminated and the remaining three scores will be averaged.

In the case where the difference between the high and low scores is greater than 0.7, there shall be a judges' conference called to discuss the problem. The chief judge shall have the deciding vote as to which score(s) are out of line. After the conference, all 5 judges will score again.

Should the difference between the remaining three scores be greater than 0.5, there will also be a judges conference, after which all five judges will again score.

Dress Code

USAWKF events are formal events. All competitors are required to dress appropriately. Competitors may wear traditional Chinese martial arts uniforms (preferred), or pants appropriate for the Chinese martial arts plus a school T-shirt or an events T-shirt (note: push-hands competitors must wear short-sleeved shirts). The competition Organization Committee reserves the right to make the final judgments on appropriate attire. Karate-type Gi's are NOT considered appropriate, and are not permitted. All uniforms should be clean, well fitted and as non-wrinkled as possible. Shoes are mandatory for all events, except for light and full-contact sparring and shuaijiao. All shoes should be regular gym-type shoes or shoes made specifically for the martial arts. No regular street-type shoe is permitted. Shoes should be clean, especially the soles.

Full-contact sparring competitors will wear trunks (no pants), and will wear T-shirts or tank tops when sparring.

Re-Performing

Any competitor may begin his/her form again, without penalty, should that competitor be interrupted by uncontrollable circumstances, i.e.: spectator interference, debris being thrown into the competing area, or the judges direction to stop. Re-performing without penalty will not be allowed due to noise from the other competitors or spectators.

Re-performing due to forgetfulness, broken weapons, etc. will be permitted with a full ½ point deduction from the total score. This will not be permitted more than once (be sure to check your weapons).

Protests/Arbitration

Any competitor may protest any score or decision at any time. However, he or she must do this in writing within 2 hours after the score or decision occurred, and the competitor must pay a filing fee of \$100.00.

The competitor must inform the Chief Judge of his or her intent to file BEFORE the end of the event, so that all competitors can be informed that arbitration is pending. Failure to do so may void the arbitration request. The Competition arbitration officials will then examine the protest. If the competitor's protest is valid, then the decision or score will be adjusted accordingly. Also, the competitor's fee will be refunded. Should the arbitration officials decide that the competitor's protest is not valid, then the decision or score shall stand, and the money will not be refunded. More in the Arbitration Section of this manual.

Light Contact Sparring

Protective Equipment

Competitors are responsible for their own protective equipment. The following is a list of the mandatory and optional equipment.

MANDATORY: Head Protector, Mouthguard, Groin Cup (males), Safety Gloves, Foot Protection

OPTIONAL: Goggles, Chest Protector, Shin Protection

Break: A Break will be called by the Referee should any of the following events occur:

Head contact that might result in an injury or a call for Foul/Disqualification.

Controlled, non-contact technique scored on the back.

A competitor scores three, quick, unanswered techniques to the opponent.

One or both competitors goes to the floor.

When any Judge calls Foul

Warning: A penalty issued on majority vote for any of the following:

Illegal techniques

Contact to a non-contact area

Excessive force (without malice or intent)

Failure to Break on the call

Caution: A non-penalty term recommended by any Judge, or called by the Referee.

Excessive Force: A head strike that results in bleeding, whipping of the head and/or neck, bruising or swelling of the face. Unreasonable force to the body, for example, a kick that moves an opponent from a stable or rooted stance to the floor or outside the ring.

Disqualification: The following results in the loss of a bout:

If an injury occurs to an opponent as a result of a foul

Accumulating four Warnings

Running out of the ring, second offense

Repeated and deliberately exposing of a Foul area

Any of the following will not be tolerated and may result in immediate disqualification:

Deliberate excessive force/intent to injure

Deliberate Fouling

Rude or belligerent behavior

Use of objectionable or abusive language by a contestant or by his/her school

Legal Contact Areas:

Torso - front and sides

Outside of thigh

Outside of leg

Entire arm

Front and side of head gear

Legal Non-Contact Target: Please note that these areas are legal for non-contact techniques only. Any contact to these areas could result in a Foul and possible Disqualification.

Front of face
Horizontal strikes to the top of the head gear

Legal Techniques:

Punches
Kicks
Open hand to the body only
Sweeps to the opponent's front leg

Illegal Techniques:

Knee strikes
Elbow strikes
Finger strikes
Take-downs or throws
Joint locking or breaking attempts
Head butts
Biting
Floor or ground fighting
Groin strikes
Open hand strikes to the front of face
Sweeps to an opponent's back leg or sweeps that attempt both legs of an opponent
Dangerous blind attempts at spinning hand or foot strikes

Sanshou

(From the IWUF rules, which can be found at http://www.usawkf.org/rules/IWUF_Sanshou_Rules.htm)

Chapter 4 Competition Methods, Scoring Criteria and Penalties

Article 17 - Competition Methods — Attacking and defending techniques of any wushu sanshou schools can be applied.

Article 18 - Prohibited Parts — The back of head, the neck, and the groin.

Article 19 - Valid Parts — The head, the trunk, and the thighs.

Article 20 - Prohibited Methods

- 20.1 Attacking using the head, the elbow, or the knee, or pushing back on the opponent's joints.
- 20.2 Forcing the opponent to land with the head or intentionally smashing the opponent down.
- 20.3 Attacking the head of the opponent when he or she is down with any technique.

Article 21 - Scoring Criteria

- 21.1 Winning two (2) points — A competitor will win two points when;
 - 21.1.1 his or her opponent falls off the platform,
 - 21.1.2 his or her opponent falls down while he or she remains standing,
 - 21.1.3 he or she hits the opponent on the trunk, or kicks the head,
 - 21.1.4 he or she is able makes the opponent to fall down by falling down himself or

herself on purpose and then stands up immediately

21.1.5 his or her opponent is force to be counted,

21.1.6 his or her opponent received a warning.

21.2 Winning one point — A competitor will win one (1) point, when;

21.2.1 he or she hits the opponent on a valid part by a hand technique,

21.2.2 he or she hits the opponent on the thigh with a kick each time,

21.2.3 both competitors fall down, while he or she remains on top of the opponent,

21.2.4 he or she is able to make the opponent to fall down by falling down himself or herself on purpose, while he or she does not remain standing,

21.2.5 his or her opponent shows passivity for eight (8) seconds after being ordered to attack,

21.2.6 his or her opponent falls down intentionally and remained for more than three (3) seconds,

21.2.7 his or her opponent is received an admonition,

21.3 No point awarded— No point will be awarded to either competitors, when

21.3.1 the technique executed is not clear or obvious.

21.3.2 both competitors fall down or off the platform at the same time,

21.3.3 a competitor falls on the ground as a means of combat,

21.3.4 he or she hits the opponent in a clinching.

Article 22 - Fouls and Penalties

22.1 Fouls

22.1.1 Technical fouls:

- 1) Clinching the opponent passively,
- 2) Requesting time-out when he or she is in the disadvantageous position,
- 3) Delaying the fight deliberately,
- 4) Un-sportsmanlike behavior towards the platform judge or disobey his decision,
- 5) Without gum-shield, spitting the gum-shield or loosening the protective gears intentionally,
- 6) The competitor's behavior is violating the protocol.

22.1.2 Personal fouls

- 1) Attacking the opponent before "kaishi" (Start) or after the order "Ting"(Stop),
- 2) Hitting the opponent on prohibited parts,
- 3) Hitting the opponent by using any of the prohibited methods.

22.2 Penalties

22.2.1 An admonition will be given for a technical foul.

22.2.2 A warning will be given for a personal foul.

22.2.3 A competitor who received 3 personal fouls will be disqualified from the bout.

22.2.4 A competitor who intentionally hurts his opponent will be disqualified from the whole competition, and his or her result will be cancelled.

22.2.5 A competitor who results positive in using prohibited substains or inhaling oxygen during interval will be disqualified from the whole competition and his or her result will be cancelled.

Article 23 - Suspension of Fights

The fight will be suspended when:

23.1 a competitor has fallen down or off the platform (except falling down on purpose).

23.2 a competitor is given a penalty.

23.3 a competitor is injured.

23.4 the competitors hold each other without any attack for more than two seconds.

23.5 a competitor falls down intentionally and remained for more than three seconds.

23.6 a competitor requests for a suspension by raising his or her hand due to objective hindrance.

23.7 the head judge corrects a misjudgement or omission.

23.8 problems or dangers arise on the platform.

23.9 there are problems with lighting or problems with the competition area.

23.10 again shows passivity after being ordered to attack for another eight (8) seconds.