



International Kungfu Federation Competition Rules of Kungfu Jiji (Trial Implementation)

Competing Committee
Special Committee of Kungfu Jiji

Competing Rules of Kungfu Jiji

General Rule

In 1980s, with a greater number of people's attention to Martial Arts, Kungfu, which as the representative of Chinese Martial Arts was spread to the whole world. Chinese Kungfu is popular among people in all countries due to its high reputation, good visual effect. It integrates feasibility, fitness and recreation perfectly, and has become a national sport in dozens of countries, bringing benefits to human being's welfare.

International Kungfu Federation (IKFF) integrate ancient Chinese fight skills and contemporary wrestling skills into a perfect comprehensive sport activity—Kungfu Jiji. It is their plan to present Kungfu Jiji to Chinese Wushu Association, International Wushu Federation, International Olympic Committee (IOC) and General Association of International Sports Federations (GAISF)

As the core document in IKFF competition, this Competing Rules of Kungfu Jiji is compiled by high-level Kungfu experts from China, Russia as well as other countries.

When IKFF members participate Jiji contest, this Competing Rules of Kungfu Jiji, short for Rules or Jiji Rules must be adopted.

The First Chapter General Principles

I Competing Categories

1. Group Events
2. Individual Events

II Competing Methods

- 1、Round-robin
- 2、Elimination game
3. Win two out of three rounds in a bout of fight in each game. Each round will last two minutes, break between rounds is one minute.

III Ages and qualification of Competitor

1. Adult athlete should be between 18 years old and 35 years old; Young Athletes should be between 16 years old and 18 years old.
2. Competing athletes need to take personal insurance certification. Athletes must show physical examination, its valid date must be within

15 days before starting from registration, and issued by the hospital that above the county level. The examination should include electroencephalogram, electrocardiogram, blood pressure, pulse and other indicators, including the physical examination certificate.

IV Weight Category

1. 50kg
2. 55kg
3. 60kg
4. 65kg
5. 70kg
6. 75kg
7. 80kg
8. 85kg
9. 90kg
10. 90+

V weight in and Its Regulations

1. Athletes need to take physical examination certificate, and can weight in only after the athlete reaches the qualification of the competition.

2. The process of weighing in needs to be supervised under the member of arbitration committee; The chief recorder will be responsible for weighing in with the cooperation of record group.

3. Athletes need to weight in at the specified place at specified time according to the Competition time schedule. When weigh in, be naked or wear shorts for male athletes, while hourglass corset for female athletes.

4. weight in should begin with the minimum level, each level's weight in should be finished within one hour. If one's athlete does not match with its competing level, and can not reach his/her applied level, he/she is not allowed to attend competition.

VI Draw lots

1. Draw Lots will be in charge of Recording Group, and attended by the director of Arbitration Committee, head of chief referee, and the coach or team leader of the competing team.

2. Draw Lots will be conducted after the first weigh in, which will start from the minimum level. If there is only one athlete, then he/she can not attend the competition.

VII Dress Code and Protective Gears

1. Athletes need to wear the appointed competing clothing and protective gears, the color of clothing needs to be in accordance with that of the

protective gears.

2. The protective gears are red and black, including boxing glove, The athletes need to prepare gum—shield, groin—guard and hand bandages. Groin—guard must be worn inside shorts, the bandage needs to be 3.5 meters to 4.5 meters long.

3. The boxing glove for 65kg, class female and male athletes is 230g, that for 70kg+ is 280g.

VIII Competition Manner

1 When the athlete is introduced to the audience at the beginning of the match, he/she needs to salute palm and fist to the audience.

2. Athletes need to salute palm and fist to their own coach before each game, the coach do the same to his/her athletes, and salute each other with palm and fist among athletes.

3. When the competition result is announced, the athletes need to exchange their position. After the announcement, athletes salute each other with palm and fist, and salute palm and fist to referee, the referee returns salute, finally salute palm and fist to opponent's coach.

4. When side-line judges change, salute palm and fist to each other.

IX Default

1 If the athlete can not attend the competition due to his/her injuries, which needs the diagnosis proof from obliged supervisor or weight, he/she will default the game, and can not attend the following game, but result effective for ranking has already gotten.

2 If there is a great disparity of technique between two athletes in one competition, the coach can show the sign of default to protect his/her athlete, and the athlete can put up his/her hands to default.

3. If the athletes do not weight in according to the schedule, and be absent in calling the roll of players for the first three times, or leave without any permission, or do not attend the competition when the match begins, he/she will default.

4. In the competition, if the athlete default without any reason,

X Rules in the Competition

1. The referees on duty should concentrate, and can not talk to others, neither can he leave his seat without the permission of chief referee.

2. Athletes need to obey competition rules and protocol, follow the instruction of referee. They are not allowed to speak loudly, curse and throw away the protective gears or other behave of dissatisfaction. Athlete can not leave the competing venue before the announcement of scores.

3. During the competition, each coach can only represent his registered unit, and seat at the appointed place to deliver guidance with one team doctor or assistant.

4 Dope is severely forbidden, in the break between rounds, the athletes can not infuse oxygen.

Chapter two Skill requirements, scoring criteria and fouls and penalties

Article 1 Available methods

Every school's kungfu methods in the world can be used.

Article 2 Prohibited methods

1 attack by head or elbow

2 method to compel opponent's head touch down first

3 any method to attack opponent's head who has already fallen down

Article 3 Scoring

The head, trunk and thigh.

Article 4 Prohibited for attack body areas

Head, neck, crotch

Article 4 Scoring criteria

Five points

Jump both legs cut kick

Four points

1 Full spinning tornado kick

2 front (somersault) flip without hands and down split kick

3 side flip without hands and split kick

4 Spinning backward crescent kick

5 Jump backward cut kick

Three points

1 backward crescent kick

2 backward cut kick

3 down split kick

Two points

1 One get off from the ground, and the other get 2 points

2 The opponent fall down on the ground, and the athlete remains standing;

3 Hit head or trunk of the opponent by leg technique (not including leg technique get points of 5, 4 and 3);

4 With active fall down movement causes the opponent knockout, and

you can stand naturally.

5 One party is forced to standing count for one time, the other get 2 points.

6 One party is warned for one time, and the other get 2 points.

One point

1 Hit the opponent's head and trunk by fist position;

2 Hit ham by leg technique

3 After athletes ordered to attack, 5 seconds past but still not to attack, the other party get 1 point.

4 One get advice for one time, the other party get 1 point.

No point

1 Unclear technique or unobvious effect;

2 Both player get off from the ground;

3 Both fall down on the ground;

4 One falls down on the ground with active method and the other one does not get point.

5 Hit the opponent in embracing, and no point.

Article 5 Fouls and Penalties

1 technical fouls

1 passively embracing;

2 escaping by means of back towards the opponent;

3 In a disadvantage state, raise hand and call for a suspension

4 Deliberately delay competition time

5 Don't wear or deliberately spit spitting protection, loose protective gear

6 Impolite behaviour to the referee or not obey the referee

7 Mutual embracing exceed 2 seconds and not obey the command "Break" from the referee on the ground

personal foul

1 Attacking the opponent before command "Start!", or after a command "Stop!";

2 Attack the opponent's prohibited parts;

3 Use prohibited methods to attack;

4 Do not recession and active attack after command "Break".

penalties

1 Each a technical foul appears, get advice once;

2 Each a personal foul appears and then get warning once;

3 Personal fouls for 3 times and cancel the match qualification of this round;

4 Deliberate injury the opponent, cancel competition qualification and all scores are invalid;

5 Athletes using forbidden drugs or oxygen uptake at rest period, which cancel competition qualification, and all scores are invalid.

Article 7 Timeout

1 when athlete fall down on the ground or get off from the stage;

2 when athlete is given a penalty

3 when athlete is given a prompt

4 when athlete is injured

5 when one actively fall down and the other do not take the initiative to attack

6 after athletes appointed to attack and 5 seconds past but still not to attack

7 when athletes raise hand to call for a suspension

8 when chief referee corrects errors

9 when problems or risk happened at site

10 Because of the lighting, sites, or equipment failure and other objective reasons influence game

Chapter 3 The winners and losers placing

1 In the game, one party is pounded and still can stand, but consciousness disorders, sentenced to the other party as the winner.

2 In game, one party is controlled, the other party as the winner.

3 In round, more points as the winner.

4 In game, the athlete in the injury, confirmed by the medical supervisor check and cannot continue to fight, then sentenced to the other party as the winner.

5 Injured by a foul, confirmed by the medical supervisor check and cannot continue to fight, regarding as the injured winner of the match as winner, but can't take part in the following game.

6 In game, one make a foul, the other pretend to be injured, after the medical supervisor diagnosis, sentenced to foul party as the winner.

Chapter 4 Competition and judgement method

1 each round for 2 minutes

It refers that the actual game time except suspension time. When specific operation, the time-keeper will open hour meter as soon as he hears "start" shouted by the referee, and to stop meter as soon as he hears "stop", until the hour meter up to 2 minutes, the time-keeper must beat the gong to announce the end of game on time.

2 rest period for 1 minute

It refers that the rest period. When the last round is over, the time-keeper begins to record time. When the rest period is up to 50 seconds, time-keeper shall inform athletes to prepare back to ring. When the rest period is up to 1 minute, referee must announce "start".

out of reach registration level

It refers that the athletes is not enough or beyond the registration level range when weigh weight. For example, for an athlete of 75 kg, the weight must be more than 70 kg, less than or equal to 75 kg. As long as the weight is not in the scope, will not be permitted to compete in the game.

It refers that not attend the game on time, or not attend to register on time or not compete on the ground after registration, or not participate in weighing weight at the specified time. Cancel this kind of athlete's all the scores.

It refers that parts of the athletes in the match rules cannot be struck. Afterbrain It refers that the part behind the head vertical of auricle. Neck, it is to point to the part of human body under the first vertebrae and above the collarbone. Crotch, it is to point to private parts of human body. On judging, referee on the ground must focus and timely diagnose players' foul behavior and make punishment decision. If difficult to make a decision, after Shouting "stop", referee on the ground must ask for advise of head of referee or the nearest sideline referee in time to determine whether to hit the forbidden parts, can not be disturbed judge due to athletes "pain" performance.

It refers that the athletes is hit then according to the corresponding grading standards to get point. Head, it refers that the face except afterbrain and two sides of head. Trunk, it refers that the chest, abdomen, back, waist.

It is important to note that the body's shoulders, arms, legs, heel, sole and the instep, is neither a forbidden area, and also not scoring area, hit neither sentenced to foul, also can't score. As shoulder connected to the chest, back, and waist connected to hip, so it is difficult to determine accurately when athletes hit in the connection part. For the convenience of the referee and unified dimension, to deal with this situation in accordance with the scoring standard of "method clear, obvious effects" and the principle of getting the lower limit value not the higher one. For example: the connection position

of the shoulder and chest, back, no score; hit in the thigh and calf connection parts, no score; hit in the connection position of the waist and hips, 1 point.

With head or elbow attack the opponent

It refers that use the parts to actively attack. This is a foul behavior, once hit according to the relevant articles of "rules" to give a penalty of "personal foul". In kungfu competition, and in many cases need to be close to each other. Because of the other's attack and forced to bowed their heads and other defensive moves, touched each other's body but do not have obviously attack, and there is no actual effect; Or, in the process of hug each other, head or elbow or knee touch the other's body but no obviously attack, that similar situations do not belong to use head or elbow or knee to attack the opponent.

The wrestling technique that forced the opponent's head fall down first

It refers that in the process of using the wrestling technique, to control the opponent's body, force the opponent's head fall down first, that means to deliberately hurt the opponent's behavior. To judge whether use this wrestling, generally should comply with the following three conditions:

1 One party in a controlled state will not be able to use fall down action to protect himself, the other use method to make the opponent's head toward the ground.

2 When one party hang in the air, to suddenly changes the opponent's position to force his head fall towards the ground.

3 In a state of close to the ground, to suddenly twist the opponent's head, forcing the other party's head fall towards the ground first.

If adopting the normal wrestling method, the party was wrestled due to weak protection made his head fall down first by unreasonable fall down action, which situation outside the scope of the penalty.

Attack one's head who had already fallen down

In any case, are not allowed to use any method to attack the person's head who has already fallen down. It must pay attention to attack the player's head who voluntarily fall down, because after the voluntarily fall down and within 3 seconds, both sides approve that attacked by each other.

Hit the target and get score

It refers that the athletes use available methods to hit the opponent's scoring area and produce the corresponding effect. As to how to determine the "hit" score generally from the following four aspects:

1 On attack. Clear attack methods, accurate hit point and obviously hit the scoring area.

2 On defence. Hit without corresponding defensive actions; or hit first,

defensive movement later; or defensive mistakes and do not produce a corresponding defence effect.

3 On displacement. Hit the opponent's body to produce movement, vibration, shaking phenomenon.

4 Listen to sound. After hitting, there is a ringing or depressing noise.

In evaluation process, we can judge from four aspects at the same time, also can judge from one or two aspects, this depend on actual situation.

About "hit the target and get score" there are two situations need to note:

1 If one party uses action and caught immediately by the other athletes but then struggle to free, and use the allowed methods to hit the other's scoring area; Or when shouting "stop" and meanwhile hit the other's scoring area; or break the hold at the same time at the "break", and use method to hit the other's scoring area, both should be seen as effective hit points.

2 Both players attack each other during the period from "start" to "stop", and can clearly effective hit the other's scoring area, that should be judged as effectively hit by each other and get score.

Fall down

It refers that the athletes in the game process, any part of the body other than the feet touch the ring. Generally it has the following three conditions:

1 Be knocked down, it is to point to be hit by the other's hand and leg and lose gravity to the ground.

2 Fallen down, it refers that the other use wrestle method to make the opponent lose his balance to the ground.

3 To fall down by himself due to improper offensive and defensive movements.

Both sides fall down

It refers that both athletes lose their balance in match, both body touch ring (any part except feet); or at the moment when one is wrestling the other and lost the balance of himself and support the falling down athlete's body.

Need to be note:

1 When one party falls down, after referee shouting "stop", obviously use secondary power action that result in the other fall down, shall be sentenced to unilaterally fall down.

2 Wrestling by each other, after one party falls down but tightly grip or hug the other's some part, but the standing player hasn't lose balance, even if his body touched down the fallen player's body, as long as not form a substantial support, it still should be sentence to unilaterally fall down.

Take the initiative to fall down

It refers that the parts of the body other than the feet need to support the ground first and then to use a method, or after using method must use fall down technique to attack. When using this kind of action, referees must quickly and accurately distinguish whether it is active to the ground. To fall down initiatively must be used by oneself in a normal posture to offensive or defensive. If your body is out of balance, conveniently fall down in order to avoid attack and cannot join reasonable attack methods, are not regarding as actively fall down.

Take the initiative to fall down including the following several ways:

13.1 Using initiative actions to attack and knock down the opponent and can conveniently stand get two points.

13.2 Using initiative actions to knock down the opponent, but when the opponent is falling, the person who initiative to the ground is pinned and can not conveniently stand; it still should be sentence to action is invalid.

13.3 Using initiative actions to attack but not hit the opponent, and gets up and stand within 3 seconds, no score.

13.4 Using initiative actions to attack but not hit the opponent, and not gets up and stand within 3 seconds, it still should be sentence to the one who initiative to the ground "negative".

13.5 By the method of "fall down on the ground and back to kick" to hit the opponent successfully, the party who actively to the ground succeed and get 2 points, if not succeed, and then should be sentence to both sides fall down.

Negative 3 seconds

It refers that after use active ground movement to attack, athlete did not or could not quickly stood in 3 seconds, the referee immediately shout "stop", and give him a penalty of "negative" 3 seconds.

Making offensive in negative 5 seconds

Game players are not attack each other for 5 seconds, referee shall specify the negative one player or any one of both negative to attack. When referees specify a player to attack, according to the frequency of once per second, using a finger count at the side of the body to time for five times, athletes does not attack in 5 seconds and referee should shout "stop", And give penalty of "negative" for 5 seconds to designated athletes.

To perform this clause need to be aware of:

1 The referee must form the habit of "memorize the time" in the game

2 Should grasp two periods, namely before specified attacking, player no offensive and defensive action time is about 5 seconds, after designated

attacking, athletes must attack within 5 seconds.

3 After athletes who specified to attack, anyone who organized attack in 5 seconds, the instructions of referee end.

4 After specified to attack, if the player did not attack each other within the effective distance, or just pretend to attack each other, cannot serve as executed the instruction by the referee should continue to calculate time.

5 Athletes who specified to attack within the effective distance, if the opponent adjust the distance or made defensive but no hit effect, attack is still effective, the referee ended instruction.

6 In one round match, if both sides are negative, the referee designated attack should consider both the athletes' balance, not to partial to one side.

Unclear method, unobvious effect

It refers that the quality and effect of action completed by athlete was not accord with the requirement of hit points. Athletes use the method to attack, due to attacking at the wrong time or you are in a passive situation to make a reluctant action. Although hitting the opponent and not produce scoring effect.

Hitting the other doesn't get score while the two are holding tightly

It refers that one party clasps the other to hit, or in the condition of hugging each other for hitting, even if the effective parts are hit and also no score.

"Break" call

Athletes hug each other which there is no offensive actions or invalid attack more than 2 seconds, the referee should shout "break" call on stage. At this moment, the athletes must loosen each other, and face toward the other, feet take one step backward in turn. Two sides are completely separate and keep the two arms distant. It need not the hint by referee, they can attack each other. But before entirely separate, attack each other is forbidden.

The so-called "hug each other no offensive actions or invalid attack", refers to the athlete embrace together when neither use nor separation of state; Or two intertwined, although have action but no score, and more than 2 seconds, no stop signs. Because athletes hug each other is often associated with using wrestle technique, therefore, can be executed from the following several aspects to understand.

Wrestle effective: refers to one or both players just "touch the opponent's shoulder" with a wrestle technique gives the other of weightlessness or out of control, then making the opponent fall down or fall from the ring. That is to say, using wrestle is coherently, no sign of change technique or strength. For such a wrestle is unfavorable in 2 seconds to limit.

When one or both players use wrestle technique, each other "fight for advantage" and not "have to get" more than 2 seconds, the referee should be separated the two sides, and the athletes to step back two steps to continue match.

When one party or both parties "get the advantage" by using wrestling technique, the opponent resist to wrestle which result in the party of using wrestle technique change technique again and again for more than 2 seconds. The referee should be separated the two sides, and the athletes to step back two steps to continue match.

After referee calls "break" will appear the following situations:

When the referee call "break" at the same time, the player fall down or push the opponent outside the ring, which shall be deemed to be action effectively. Or at the same time of "break" call, players shake off from the hug, and hit the opponent by technique, which regarding as hit effectively. At that moment, referee should not pause the game.

When the referee called a "break" and give a sign to separate both athletes, but athletes do not obey the command, continue to cuddle each other or not take backward after loosening, at that moment the referee calls "stop", sentenced to the athletes technical fouls.

When the referee called a "break" and give a sign to separate both athletes, if athletes continue to attack each other, or no retreat to take the initiative to attack each other, on the referee should shout "stop", and gives to the athletes "personal foul penalty."

After referees call "break", if it belongs to the action scope, causing both players cannot separate, referee can shout "stop" and then make the game to continue.

When the referee call "break" should be paid attention to:

Referee should be close to both sides, and formulate triangle stand as far as possible in order to making both players can catch the call or see gestures.

Although both players slam each other more than 2 seconds, but may be one or both parties will fall down to the ground, the referees should not be called "break";

Although both players slam each other more than 2 seconds, but may be one or both parties have consciousness to break and may be successfully break, the referee should not be called "break";

Both players slam outside the ring yellow line is more than 2 seconds, is likely to occur that one or both parties to fall from ground, the referees should not be called "break".

Negative hug

It refers that the athletes during the game initiative to hug each other to prevent the other's offense, but oneself doesn't use wrestle or invalid fell to hit each other, negative waiting the referee "break" behaviour, and this kind of behaviour appeared again and again.

For this kind of "negative hug" behaviour's judgement, should first see which one initiative to hug the other; secondly depends on whether the athletes using the wrestle in 2 seconds after hug; finally see if it is repeated to use. So-called "repeatedly", it refers that the act of athletes negative hug reaches more than 2 times in one round. Negative hug, it refers that penalty should be combined carried out with "break". In one game athletes first appeared negative hug behaviour, using "break" call with gestures. When the negative hug behaviour appeared for the second time, the referee should yell "stop" and to give the athletes a negative hug hint 1 time. When it appeared for the third time and more than three times, each time appeared and correspondingly 1 "technical foul" given.

Negative hug intentions typically have three kind of situations:

- 1 The athletes want to adjust physical strength;
- 2 Athletes in order to maintain the existing results;
- 3 After athletes attacking or found the opponent is going to attack, and immediately close to hug the other, don't let the other do effective defence or attack.

Negative hug's motion state is generally has the following several ways:

- 1 Hands clasping each other's head, neck, and instead of using wrestle techniques;
- 2 Hands clasping each other's shoulders' inside or outside instead of using wrestle techniques;
- 3 With one arm or both arms clamp each other's arm without using wrestle techniques ;
- 4 Hands clasping each other's waist and do not use the wrestling techniques ;

Turn around to escape

"turn around to escape" refers to the athlete in the game turn around to run towards the opposite direction from the other in order to avoid the coming attack. When this happens, the referee should yell "stop", and give the escaped athlete a "technical foul".

Deliberately delay competition time

It refers that the athlete is very dilatory when he return to the competition

after the rest period; or don't stand up quickly when fall down on the ground and after fall from the ground; make excuses for arranging the protectors and so on. All such situations are considered to be "deliberately delay of game time" as a technical foul.

unequal strength

It refers that there is big differences between the two athletes' skill and physical fitness. One party in the game can't show any offence and defence, the outcome is very obvious. To protest the safety of the athletes, referee should consult and cognize with the head of referees and general head of referees to proclaim that the winner is the one with strong technology.

Thump

Refers to the athletes use the available techniques to hit the other party's unforbidden area and cause "forcible counting" to the other party.

perceptual disorders

It refers that the athlete's body shows a kind of abnormal condition after he is thumped by the other. Specifically, instable standing postural, disorders paces, out of balance of body, oafish face, confused consciousness, shortness of breath and so on.

Countdowns

Seconds countdown can generally be divided into two kinds, one kind is because a foul but is likely to cause harm, to ensure the safety of athletes; the other is to hit the opponent by reasonable technique, make the opponent can't continue match, in order to ensure the security of the opponent, countdown is forced to carry out.

When countdown is in the process, referees must quickly close to the athletes, to clearly observe the facial expression, and the referee's location can't block the view of head of referees. There are at least three types of seconds:

1 countdown for 8 seconds

In the process of countdown by referee, athletes raise hands to continue match, but still need to read 8 seconds before you continue to match.

2 countdown for 10 seconds

In the process of countdown by referee, athletes don't asked to continue the game, or have already indicated to continue, but found the perceptual disorder still need to read to 10 seconds. Once read 10 seconds, that means match has been terminated.

3 Terminate countdowns

In the process of countdown by referee, if it is found that athletes in

shock, the dangerous situation such as joint dislocation, fracture, immediately stop countdown, remove the mouthpiece of athletes and use gesture to send for a doctor to send athletes to the back for emergency treatment.

Penalty after countdown have three conditions:

1 One athlete was countdown for a foul by the opponent, but can continue the game and perception is normal before reading to 8 seconds, give a foul athletes "warning".

2 One athlete was countdown for a foul by the opponent, and because one party may be injured and stop the game for acceptance inspection, confirmed by the medical supervision and inspection for not continue the game, was sentenced to foul party "disqualified". If medical supervision confirmed that the player has not to reach the extent of the damage already, but in fact can't continue the game, was sentenced to foul "warning", and at the same time regard as the winner.

3 Using the method of allowing to hit the opponent to make him mandatory "forcible countdown". After mandatory countdown, if the injured party can continue the game, referee should give him the "continue to competition gesture" and the corresponding penalty. If can't continue, the other athletes to win.

Penalty for foul

It refers that the athlete's behaviour in the game violates the "rules" have to be got the corresponding punishment.

Penalty for foul has three conditions:

1 Advice, as long as athletes in the game appear behaviour of "technical foul" listed in the rules, which should be punished by the "advice".

2 Warning, as long as athletes in the game appear behaviour of "personal foul" listed in the rules, which should be punished by the "warning".

In general, before the use of "advice" and "warning" punishment that need to give the "prompt", this prompt has to be used in the condition of existing "foul show" but caused no consequences, if it has caused the consequences should be directly to give corresponding punishment. In addition, making the decision to judge whether is foul or not and give what is kind of punishment, referees should pay attention to unify dimension and insist on always.

3 Disqualification, as long as athletes in the game appear behaviour of "disqualification" listed in the rules, which should be punished by "disqualification".

scoring

It refers that the side referee according to athletes using different methods, hit different scoring area, produce the different effect, different penalties by

the referee on the ground, and score standard to timely record the scores of athletes. However, there are two situations should be paid attention to:

1 The part hit might be a connection of different points, now we adopt the lower limit value. That is to say, if hit the connection of 2 points and 1 point, 1 point should be adopted. If hit the connection of score and no score, that no score should be adopted.

2 Using the same action produce the effect of different points, the score should be cumulative score. For example, red player kick the black play's trunk or head, get two points; if kick the black play's trunk or head and cause black one to the ground, which score are two points get by red player plus 2 points due to black player to the ground, a total of 4 points; if black is not mandatory to read 8 seconds after fall on the ground, at this point, besides the four points, and plus 2 points due to black was forced to countdown, so one action of red player totally get 6 points.

The outcome decision of each game

Side referees use the coloring signs (coloring light and card) to show the result, the one who gains more signs is the winner.

Actively attack with better technique

As to actively attack with better technique's standard:

1 One round end, when both sides has the same scores, athlete in this round was sentenced to hug negatively, negative 5 seconds, mandatory countdown, these penalties who got less was directly regarded as winner;

2 When the above several ways are the same, determine the outcome ought to be considered comprehensively according to the following condition:

1 The technique and the effect of actively use offensive technology is better than the other;

2 In terms of active offensive, one player is better than the other in performance;

3 In terms of consciousness of actively attack and indomitable spirit, one player is better than the other;

It is worth noting that the judgement is according to the athletes performance in the whole games instead of in a certain period of time to make a decision, especially not only according to player's performance near the end of the game to decide. Side referees should judge according to the actual performance of players, not subject to the interference of outside factors (audience, coaches).

About the rules of the protective gear

1 Game players must and can only wear protective gear specified in the "rules", neither more or less.