



European Wushu Federation
THE OFFICIAL EUROPEAN CONTINENTAL BODY FOR THE
CHINESE MARTIAL ARTS RECOGNISED BY THE IWUF

EWUF TAIJI-TUISHOU RULES

Version 11 (2012)

CHAPTER 1 GENERAL RULES

Article 1 - Types of Competition

1.1 Individual events

Within the **Weight Category**, the individual placing will be decided directly from the elimination results.

1.2 Team events

In accordance with the competition regulations, the team placing will be decided from the sum of individual results of the team.

Article 2 - Systems of Competition:

Competition shall be conducted under the round-robin or elimination system according to the size of the competition and the number of participants in any category.

Article 3 - Gender and age groups in competition

Male category. Competitors shall be **16-40** years of age at the time of competition.

Article 4 - Weight Categories

- 4.1 48kg Category (Under $\leq 48\text{kg}$)
- 4.2 52kg Category ($> 48\text{kg} - \leq 52\text{kg}$)
- 4.3 56kg Category ($> 52\text{kg} - \leq 56\text{kg}$)
- 4.4 60kg Category ($> 56\text{kg} - \leq 60\text{kg}$)
- 4.5 65kg Category ($> 60\text{kg} - \leq 65\text{kg}$)
- 4.6 70kg Category ($> 65\text{kg} - \leq 70\text{kg}$)
- 4.7 75kg Category ($> 70\text{kg} - \leq 75\text{kg}$)
- 4.8 80kg Category ($> 75\text{kg} - \leq 80\text{kg}$)

4.9 85kg Category (>80kg – ≤85kg)

4.10 Over 85kg Category (>85kg)

Article 5 - Weighing-in

5.1 The weighing-in shall be conducted by the registrar, in collaboration with the schedule-recorders and the Judge team.

5.2 Competitors shall be weighed in at the designated place within two hours of the competition, only with their trunks on. The weighing-in shall finish in one hour. A competitor who fails to turn up within the stipulated time shall be considered as Default of the contests.

5.3 The weighing-in shall start with the lighter weight categories. A competitor who weights under his entered category shall be allowed to compete in his entered category. A competitor who outweighs his entered category and fails to reduce his weight within the stipulated time shall not be allowed to compete.

5.4 The drawing-lots ceremony shall take place after the medical check and the weighing-in. Any decision made, under special circumstances (e.g. category with only one competitor to be merged together with weight categories above) should be approved by the committee.

Article 6 - Taiji Quan Examination

Athletes for push hands must enter for the compulsory or traditional Taijiquan routines test. Athletes who score less than six points shall not be allowed to take part in the push hands competition.

Article 7 - Competition Protocol

7.1 Upon entering the competition area, Judges march in to the centre of the competition area, and stand facing the head judge.

Sideline judges shall give a fist-palm salute when they are introduced to the audience and stand at the side of the competition area.

7.2 Each round shall start with competitors standing either side of the platform judge, facing the head judge.

When being introduced each competitor shall first give a fist-palm salute to the audience, then exchange of fist-palm salute between the two competitors.

.3 At the end of the round, after the announcement of the result the competitors shall give a fist-palm salute to the judge, and then to each other.

Article 8 - Dress and Protective Gear

Competitors may wear soft soled shoes or barefoot, shirts and trunks suitable for competition with red or black color sash according to the drawing-lots result.

Article 9 - Contest Duration

Each bout consists of a maximum of three two-minute rounds with a one-minute rest in between rounds. A bout is won by the best of two out of three rounds. Therefore if a player wins the first two rounds they are the winner of the bout and the third round in not required.

Article 10 - Sign during contest

10.1 Whistle will be blown five seconds before the contest round by the timekeeper, and beat the gong at the end of the contest round. Other forms of signaling may be used with the prior agreement of the Head Judge and the event Organizing Committee.

10.2 The platform judge shall Guide the fights through calls and gestures.

Article 11 - Other Provisions During Competition

- 11.1 All athletes shall abide by the Rules and respect and obey the judges' decisions. It is prohibited to cause injury intentionally.
- 11.2 The team coach and doctor may be seated at the designated place and are allowed to give massage or guidance to their athletes during the rest periods between the rounds.
- 11.3 Athlete must not request break, they shall signal to platform judge by raising their hand for any special circumstance during the bout.
- 11.4 Athletes are prohibited to have; long nails, wear watches or any item that might injure the opponent during contest.

Article 12 - Default

- 12.1 A competitor who is unable to compete due to injury or illness, must be endorsed by the competition doctor, shall be considered as a default.
- 12.2 A competitor who fails to answer the three roll calls prior to a bout, or who leaves after the roll calls without permission shall be regarded as a default.
- 12.3 During the contest bout, the competitor may raise his hand to request a default; his coach may also show the default signal to be considered as a default.

CHAPTER 2 OFFICIALS AND THEIR DUTIES

Article 13 - Officials

- 13.1 There shall be one (1) chief referee and one (1) or two (2) assistant chief referees.
- 13.2 The jury on duty shall consist of:
One (1) head judge, one (1) recorder, one (1) timekeeper,
one (1) platform judge, and five (5) sideline judges.
- 13.3 One (1) chief scheduler-recorder, two or three scheduler-recorder
- 13.4 One (1) chief registrar, two or three registrars
- 13.5 One (1) to two (2) announcers
- 13.6 Two (2) to three (3) medical workers

Article 14 - Officials' Duties

- 14.1 The Chief Referee shall:
 - i. Organize all officials to study the Rules and Regulations of the Competition, and to master the officiating methods.
 - ii. Organize and lead the work of juries.
 - iii. Settle problems according to the Rules and Regulations; however, they will be without the power to modify them.
 - iv. Provide guidance to juries in competition and replace officials if necessary.
 - v. Have the right to make the final decision when a dispute arises in a jury.
 - vi. Make sure that everything is ready for competition in regard to the contest area, equipment and officiating apparatus.
- 14.2 The assistant chief referee shall assist the chief referee and may act on his behalf in his absence.

14.3 The Head Judge shall:

- i. Organize their jury in its work and study.
- ii. Inspect competition equipment, examine and sign the results at the end of each bout.
- iii. When disagreements occur between platform judges and sideline judges during competition the head judge shall make the final decision.
- iv. Inspect and supervise the work of the judges during competition. When a mistake is discovered the head judge has the right to stop the contest temporarily in order to deal with the problem.

14.4 The Platform Judge shall:

- i. Check the competitors' protective gear and ensure safety in fighting.
- ii. Guide the fights through calls and gestures.
- iii. Make decisions on such matters as Fouls ,fall-down and fall-off.
- iv. Announce the result of a bout.

14.5 The Recorder shall:

- i. Announce/signal the winner of each round according to the sideline judges' decisions.
- ii. Inform the head judge to stop the fight if one competitor has received five penalties or three fall-downs.
- iii. At the end of the contest complete the record forms of the competition and report to the head judge.

14.6 The Timekeeper shall:

- i. Keep a record of the contest and announce the time for contest starts and stops.

14.7 The scheduler-recorder shall:

- i. Be responsible for examining the competitors' entry forms and work out the competition schedule program.
- ii. Organize the drawing-lots ceremony and work out the competition schedule.
- iii. Prepare various forms to be used in competitions.
- iv. Record and announce the results of all bouts and verify the competitors' results to determine their placing.

14.8 The Registrar shall:

- i. Summon the competitors for roll calls twenty (20) minutes before the start of a contest. Check if competitors' dress conforms to the Rules.
- ii. Be responsible for the competitors' weighing-in ceremony.
- iii. Report to the chief referee immediately in cases of absence or default during the roll calls.

14.9 The Announcers shall:

- i. Announce the results of competitions, and introduce to the audience a general idea of the Rules and Regulations of the Competition.

14.10 The Medical workers shall:

- i. Check the competitors' health certificates.

- ii. Provide first-aid service to injured or sick competitors during the Competition and be responsible for medical supervision and propose to the chief referee in time to suspend injured or sick competitors from competition.

CHAPTER 3 JUDGING METHODS

Article 15 - Systems of Competition

During the competition, the principle of “Zhan (stick-to), Lian (attach), Nian (join)”, Sui (follow-up) and “hard and soft cooperate mutually” shall be implemented.

- 15.1 At the beginning of each round, the competitor should step on the center mark of the contest circle with their RIGHT foot in front, cross their RIGHT arm to touch each other to form a starting gesture. When the platform judge orders to “Kaishi (Start)!” they may attack each other.
- 15.2 Attacks may be made within the restricted areas of the body: from below the neck, above the coccyx or bladder area and the arms.
- 15.3. Absolute Victory
 - i. The competitor should be the winner if his or her opponent has received a total of five fouls or three fall-downs in the round.
 - ii. If during fighting a competitor is injured by foul actions and unable to continue the fight as confirmed by the doctor or appointed medical staff, the injured competitor will be the winner of the bout.
 - iii. During the competition, if one competitor abstains from the competition, the opponent shall be the winner.
 - iv. During the competition, if the competitor or his coach requests a default, the opponent shall be the winner.
- 15.4 Determination of Wins and Losses
 - i. No point will be given or deducted for falling out of the platform. After penalty, fall-out or fall-down, contest shall restart by returning into the circle and forming cross-arms starting gesture.
 - ii. In a one-sided bout, the contestant who is able to command the skills of yielding, leading, neutralizing and sticking, controls the match better, controls the opponent better, and with more initiative will be declared the superior.
 - iii. The contest shall have 1 platform judge and 5 sideline judges. If the contest is not shortened due to falls-out of platform, fall-downs and default, each bout shall consist of three two-minute rounds with a one-minute rest in between. A bout is won by the best two of three rounds.

Article 16 - Fouls

16.1. Personal Foul

- i. Using stiff, forceful energy to pull or drag and embrace holding (holding the opponent with one hand reaching around and passing the centre of the opponent's back) or using leg sweep and trip.
- ii. The competitor purposely causes his opponent to commit a foul.
- iii. Arms disconnect to attack by striking.
- iv. Grabbing the opponent's clothes by one or both hands, or grabbing the opponent tightly by both hands.

- v. Attacking before the call of "Kaishi (Start)!" or after the call of "Ting (Stop)!" by the judge.
- vi. Striking by fist, using the head to attack, Chin-na Joint locks, pulling hair, attacking pressure points, elbowing, attacking groin area, leg sweep, knee or gripping the throat etc;
- vii. Attacking any part of body excluded in the Target Area

16.2. Technical Foul

- i. When the competitor restart attacking in the circle from crossed arms starting gesture before the call of "Kaishi (Start)!" and not from the center mark.
- ii. Being rude to the judge or disobeying the judges;
- iii. Receiving coaching during the round.

Article 17 - Placing

17.1 Placing of Individuals:

17.1.1. Round-Robin System

- i. Under the round-robin system, the competitor with a greater number of running points shall be placed higher.
- ii. In case of a tie between two competitors, the competitor with fewer lost rounds will be placed higher.
- iii. In case that it is still tie regarding the above rule, the competitor with fewest warnings will be placed higher. If it is still tie, the competitor with fewest fall-downs will be placed higher. If it is still tie, the competitor who scored higher for his Taijiquan Routines Test will be placed higher.
- iv. In case of a tie between more than two competitors, the competitor with fewest lost rounds will be placed higher.
- v. If it is still tie their places will be determined as in iii. (above) If the tie remains, the competitors will share the tied place.

17.2 Placing of Teams

17.2.1. Elimination System

- i. The team with higher total points (Points for placing definition, the same rule as applied in sanda) of the competitors who are in placing in each weight category will be placed higher.

17.3 Points for placing definition

- i. The first eight places in each weight category will be awarded 9,7,6,5,4,3, 2 and 1 points respectively.
- ii. The first six places in each weight category will be awarded 7, 5, 4, 3, 2 and 1 points respectively.
- iii. If two or more teams are awarded equal points, the team with more individually awarded champions will be placed higher. If the tie remains, the team with more individual runners-up will be placed higher, and so on and so forth.

Chapter 4 - CALLS AND GESTURES

Article 18 - Competition Protocol and Judge's Calls and Gestures

18.1. Fist-Palm Salute: In a standing position with feet together, place the left palm against the right fist in front of the chest, approximately 20-30 cm away.

18.2. Enter to the competition area: Judges shall enter first to the competition area; the platform

judge shall stand at the center of the competition area and, while calling “YunDongYen LuChang (athlete enter)”. Extend both arms sideways, palms up and pointing at the competitors. As the call is made to mount the platform, bend both arms at the elbow into a right angle, palms facing each other.

18.3. Athlete forward: extend both arms sideways, palms up and pointing at the competitors and bend both arms at the elbow into a right angle, palms facing each other, while calling “ShangChang (athlete come forward)”. As a call on them to mount the platform.

18.4 Yubei (Ready) - Kaishi (Start)!: The platform judge will take a bow stance between the two competitors and, while calling “Yubei (Ready)!” extend both arms sideways, palm facing up and pointing at the competitors. Then, while calling “Kaishi (Start)!” cross-pronated palms in front of the abdomen

18.5. Ting (Stop)!: While calling “Ting (Stop)!” take a bow stance and insert one extended arm between the two competitors, fingers pointing up.

18.6. Down: While calling “Hongfang (Red side)!” or “Heifang (Black side)!” extend one arm with palm facing up and pointing at the fallen competitor, as the other arm moves to the side of the body, bent at elbow and with palm facing down.

18.7. Down First: Extend one arm towards the competitor who is the first to fall down and, while calling “Hongfang (Red side)!” or “Heifang (Black side)!” cross the arms in front of the abdomen, palms facing down.

18.8. Simultaneous fall: Extend both arms horizontally forward and withdraw them to press both palms down while calling “TongSiTaoTi!”

Article 19. Calls and Gestures for Penalties:

19.1 Admonition: Extend one arm towards the offender, palm up. While calling “Hongfang (Red side)!” or “Heifang (Black side)!” indicate the foul with the other hand and bend the arm at elbow into a right angle in front of the body, fingers pointing up and palm facing backward.

19.2. Warning: Extend one arm towards the offender, palm up. While calling “Hongfang (Red side)!” or “Heifang (Black side)!” bend the other arm at elbow into a right angle, fingers clenched into a fist with the thumb side facing outward.

19.3. Disqualification: While calling “Hongfang (Red side)!” or “Heifang (Black side)!” clench both hands into fists and cross the forearms in front of the body

19.4. Emergency treatment: Facing the medical supervision desk, cross forearms in front of the chest, fingers pointing up.

19.5. Rest: Extend both arms sideways, palms up, to point at the competitors’ rest places.

19.6. Winner: Standing between the competitors, hold the winner’s wrist and raise his hand.

Chapter 5 Competition Area

Article 20 - The competition area can be on carpeted area with following requirements:

20.1. A circle with 150 cm in diameter is drawn at the centre of circle with 700 cm in diameter. The circle is drawn with white line, 5 cm in width. The circle is surrounded by protective mats 200 cm wide.

20.2. The centre of circle is a solid marked circle with 50 cm in diameter. It is the center mark that the competitor steps on and forms the starting gesture at the beginning of contest.

Article 21 - The competition area alternative requirements:

21.1 The EWUF Technical Committee may designate other surfaces as suitable for the competition area.

Chapter 6 – Arbitration, Appeals and Other Matters

Article 22 – Arbitration and Appeals

22.1 Only the registered team leader of a competitor may make an appeal against a decision and such an appeal must be put in writing and submitted to the Head Judge via the appeal table or other such designated point that has been announced as being set up for that purpose within 15 minutes of the decision. An appeal costs 100 euro and this money will be refunded if the appeal is upheld and forfeit to the EWUF if the appeal goes against the appellant. Any breach of protocol in making an appeal will forfeit the right to appeal and loss of appeal fee if paid. Any appeal accepts article 22 as binding.

22.2 Appeals will be handled by a "Jury of Appeal".

22.3 The Jury of Appeal shall be appointed and dismissed by the EWUF TC Chairman, which shall consist of either:

22.4 A board of 3 people announced before the event commences. If the appeal concerns a competitor from one of the nations of the appeal board members they will be replaced by another suitable person appointed by the EWUF TC Chairman. This board will not consist of the Head Judge or Referee.

Alternatively a board may consist of the three most senior Judges present at the event, which will be determined by the EWUF TC Chairman or his appointed officer. This board will not consist of the Head Judge or Referee or nationality of either athlete of the bout in question.

22.5 If the Jury of Appeal upholds the appeal the result will be amended accordingly.

22.6 The decision of the Jury of Appeal will be final and binding on all.

Article 23 Other Matters

23.1 The rules shall be interpreted by the Technical Committee.

23.2 Any matters not covered by these results shall be decided by the Technical Committee.