

**THE RULES OF THE
WUSHU BINGDAO (DUANBING) COMPETITION**

Version 2021

Chinese Wushu Association

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Chapter 1 Clothing and Etiquette of Competition

Article 1 Clothing

(a) Referee

1. Referees must wear official uniforms designated by the referee committee to participate in competitions, coaching team meetings, referee training, seminars, etc.
2. The requirements for formal uniforms and equipment are as follows: dark tunic, short-sleeved white shirt with stand-up collar, special referee shoes, referee grade badge, golden whistle and referee's rod.

(b) Athletes

1. Athletes must wear pure black military uniforms. Female athletes must wear red and black military uniforms. The length of the dark pants must cover two-thirds of the calf and not less than the ankle bone.
2. Fingernails must be short, and metal jewelry or objects that may cause injury are not allowed.
3. The following protective gear is required: armor, helmet, hand guard, crotch guard, leg guard, arm guard, and Bingdao shoes approved by the Chinese Wushu Association.
4. Do not wear unapproved clothing and protective gear.
5. It is forbidden to wear glasses. You can wear soft contact lenses, but you must be responsible.
6. VI If you need to use bandages and other auxiliary protective gear due to injury, you need to get the advice of medical supervision and get the permission of the chief referee.

(c) Coaches

1. Coaches on the field must wear sports uniforms or formal attire. Shorts and slippers are forbidden to enter the field.
2. In the medal match, male coaches must wear dark suits, shirts, and ties. Female coaches can choose to wear dark dresses, suits and trousers, or suit jackets with short skirts. Female coaches can wear the headgear (set) required by religious regulations.
3. The dress of referees, athletes and coaches must be in accordance with the above regulations. If they are not dressed in accordance with the regulations, the referee committee may

disqualify them.

Article 2 Etiquette

(a) General Rules of Etiquette

1. Etiquette must be observed through the game.
2. Salutes include holding fist salute, Bingdao salute and holding sword's salute.

(b) The start of the game

1. After the referees enter the field, they shall first give a fist salute to the podium and the audience, and then salute each other.
2. Before the athletes take the stage, they should give a salute to their coaches, and the coaches will return the salute.
3. Before the start of the game, the athletes salute the spectators, referees and opponents in sequence.

(c) Competition process

1. When replacing referees, hold fist/sword salute to each other first.
2. When replacing the referee, hold each other's fist/sword first, and then change.
3. After the referee makes a penalty, the player who has been penalized salutes the referee.

(d) The end of the match

1. After the match is over, the athletes of both teams first remove their helmets giving them to their coaches, then return to the starting area, and stand facing the spectators with their swords and wait for the result of the game.
2. After announcing the result of the game, the athletes of both sides salute the audience, referees, opponents' athletes, opposing coaches, and own coaches in turn. When both athletes salute, the winner will first give the "sword salute" and say "Chengrang (means Concession)", and the loser will give the "sword salute" and say "Shoujiao (means learning)" afterwards.
3. After announcing the exit, both the athlete and the referee must retreat three steps in

succession, then turn around and exit.

Chapter 2 Competition area, Equipment and Bingdao

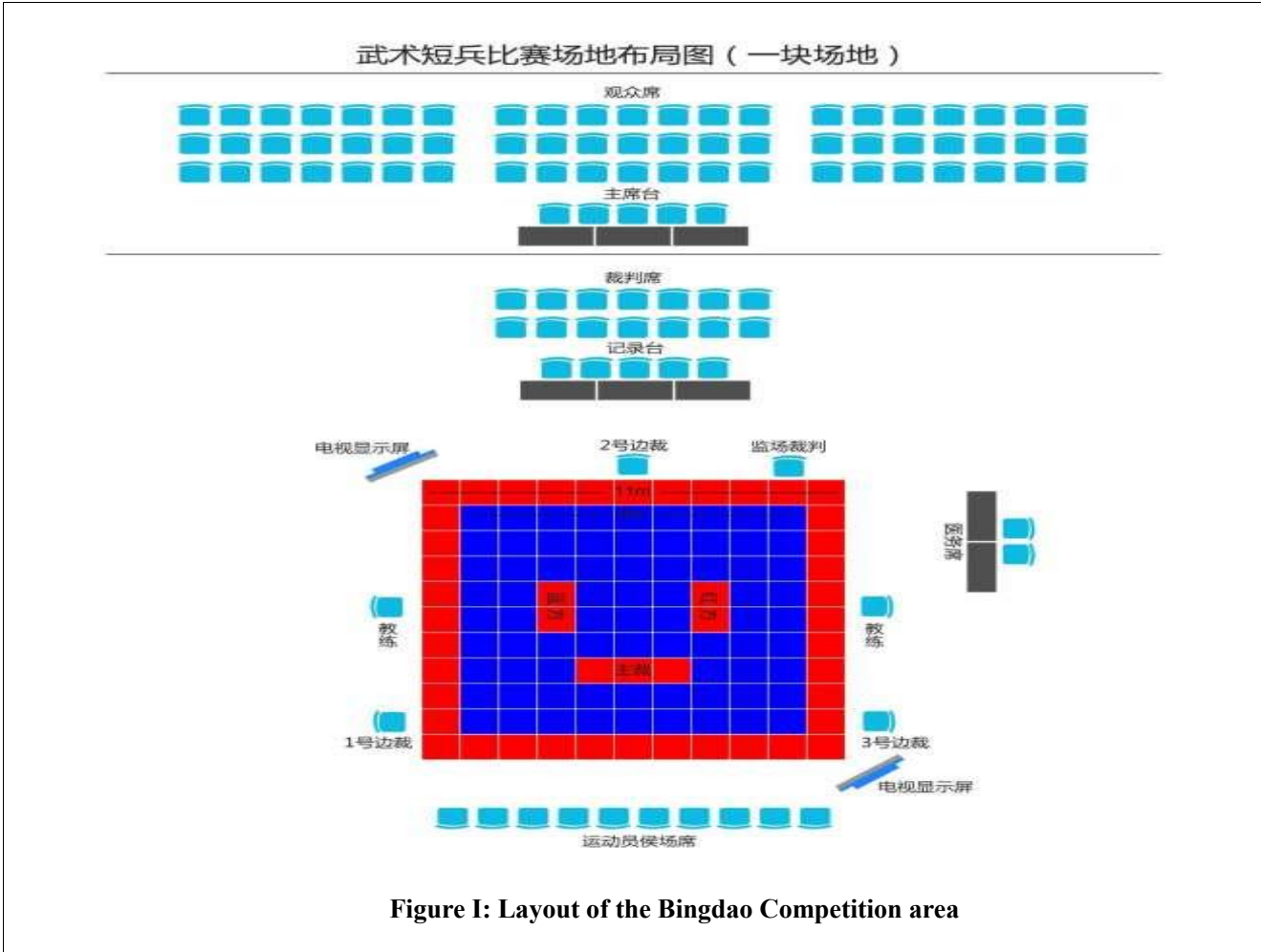
Article 3 Competition area

(a) Specifications

The competition area is covered with an 11×11m mat/carpet/floor approved by the Chinese Wushu Association. The square area with a middle side of 9 meters (measured from the outer edge of the venue) is the competition area for athletes, and one meter around is a safety zone. A safe area with at least two meters of clearance should be maintained around the site. When the arena is used, an additional meter should be added to the safety zone on each side.

(b) Layout

1. As shown in Figure 1, the two mats, which are 1 meter away from the center of the playing field and close to the podium, are inverted to distinguish the colors of the playing field and serve as the identification pads for the starting positions of the two athletes. When the game starts, waits for the penalty, ends, the athletes of both teams shall stand face to face in the center of the front of their respective starting mats.
2. Invert the three mats 1 meter from the center mat of the playing field and horizontally close to the player's waiting area to become the color that distinguishes the playing field and serve as the identification mat for the referee's position. The referee should face the two athletes and stand among the three marking mats.
3. The side judges should sit in a triangle-shaped safety zone outside the area.
4. The referee in the surveillance room should sit outside the safety zone, to the left or right of the No. 2 side judge and be equipped with a whistle.
5. Coaches should sit outside the safety zone on the side of their respective athletes. During the match, the coaches should sit outside the stage (below).
6. The one-meter safety zone must be different from the main color of the competition area to maintain eye-catching reminders.



Article 4 Protective gear and Bingdao

(a) Protective gear

Athletes must wear protective gear designated by the conference, including: head guard, armor, hand guard (Bingdao gloves), crotch (private part), arm guard, leg guard, and Bingdao shoes.

(b) Bingdao

1. Athletes must use Bingdao that follows the competition standards to compete.
2. As shown in Figure 2, the total length of the Bingdao is 85-95cm, the diameter of the sword body is 2.9-3.9cm, the thickness of the guard plate is 1.2-1.5cm, the handle is 15-18cm, and the tip of the Bingdao is 2.9cm-3.9cm. The sword head (the end of the handle) is a 1.9cm-2.9cm cushion, and the center of gravity is at 8-10cm from the guard plate to the sword's body.
3. The weight of Bingdao is treated according to different levels of men and women (as shown

in Table 1), and the error value is $\pm 10g$.

Athlete weight and gender		Athlete weight and gender		Athlete weight and gender	
<i>Adult man</i>	<i>Bingdao</i>	<i>Junior male</i>	<i>Bingdao</i>	<i>Children, boys</i>	<i>Bingdao</i>
60KG and below	400g	52KG and below	350g	42KG	300g
65KG-75KG level	450g	56KG-65KG level	400g	45KG-52KG	350g
80KG and above	500g	70KG and above	450g	56KG	400g
Athlete weight and gender		Athlete weight and gender		Athlete weight and gender	
<i>Adult woman</i>	<i>Bingdao</i>	<i>Junior female</i>	<i>Bingdao</i>	<i>Children, girls</i>	<i>Bingdao</i>
52KG and below	300g	47KG and below	250g	42KG and below	200g
56KG-65KG	400g	50KG-58KG level	300g	45KG-52KG level	250g
70KG	450g	63KG	350g	56KG and above	300g

Table 1: The weight standard of Wushu Bingdao

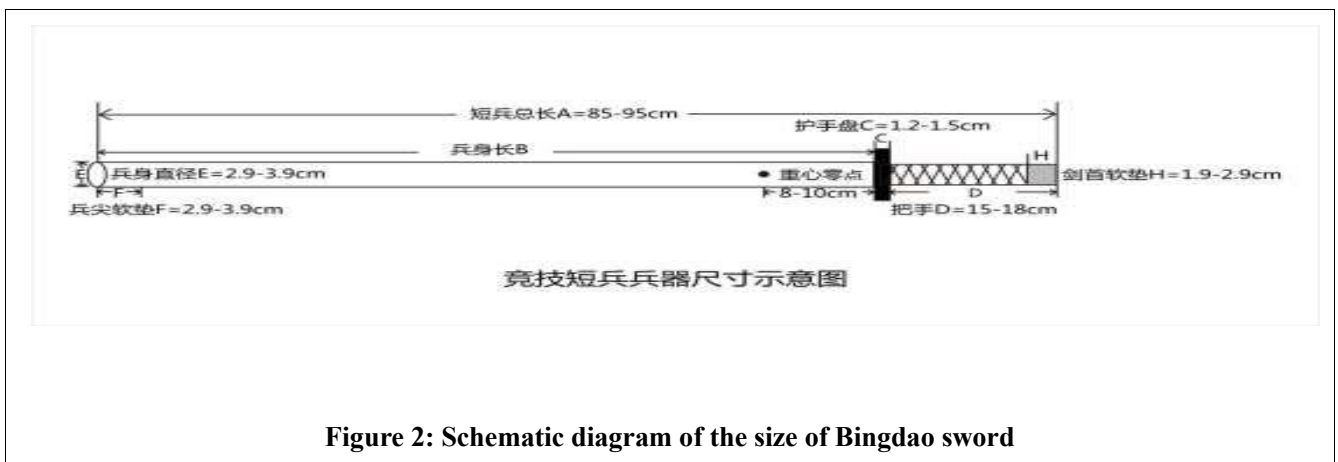


Figure 2: Schematic diagram of the size of Bingdao sword

- The total length of the Bingdao is 85-95cm
- The diameter of the sword body is 2.9-3.9cm
- The tip of the sword head is 2.9cm-3.9cm.
- The thickness of the guard plate is 1.2-1.5cm
- The center of gravity is at 8-10cm from the guard plate to the sword's body)
- The handle is 15-18cm
- The cushion of sword head (the end of the handle) is a 1.9cm-2.9cm

Chapter 3 Competition Methods, Competition Time and Competition organization

Article 5 Competition method and competition time

(a) the system of Competition

1. The competition is divided into individual competitions and team competitions.
2. The single-loss resurrection system is adopted for individual competitions and the single-elimination system is adopted for team competitions.

(b) Individual competition

1. The individual game adopts the single-game deciding method of "point reduction and death system". (PRDS)
2. Adult athletes will play a net 4 minutes per game. 30 seconds before the end of the game, each coach has a chance to suspend the card during a game, which is used for technical and tactical arrangement and rest. The time is 30 seconds.
3. The game time for teenagers and children can be adjusted to 2-3 minutes per game according to the situation.

(c) Team competition

1. In the team competition, each game has a net play of 3 minutes, with a 1-minute break between innings. The game adopts the team decisive method of "decreased points and death system". (DPDS)
2. Each team of the competition consists of 7 players for men and women, and 5 players can play in each round of competition.
3. In the team competition, every member of each team is eligible to play, but each level is limited to 1 person, and there is no fixed standby.
4. The coaches of both sides shall fill in the name of the first participant on the form stipulated by the conference and hand it to the official record desk as required.

5. After each game, the coach shall give the names of the players participating in the next game to the referee within 30 seconds, and shall not make any changes after they have been handed in.
6. Any team member or coach who does not follow the regulations to change the list of players or the order of appearance, the team will be disqualified.
7. Regardless of the number of rounds in the entire team match, there can only be a maximum of 2 pauses, and at most once in each round.

(d) Playoff

1. When there is a tie in the game, an extra game is required to determine the winner. The extra time is a net play of 2 minutes, and the "golden points system" is adopted to determine the winner.
2. If there is still a tie in the playoff, the referee will determine the outcome.

Note:

- Tie: At the end of the game, the scores of both sides are the same, and the last athlete of both sides in the team competition "lose" at the same time is a tie.

- Golden points system: the "sudden win method". During the extra time, if one player takes the lead to score, the referee immediately stops the game and directly declares that the player who scores first wins.

3. When a tie is required for an extra match, after the referee blows the whistle, the three side judges will independently raise their hands to determine based on the performance of both sides on the court. The athlete with more than two votes wins. The basis for the judgment is the aggressiveness of offense and defense, the number of technical movements used, the number of difficult techniques used, and the standard of etiquette during the overtime.
4. The single-game decision-making method of the "decreased points and death system": In individual competitions, the players on the field each take 20 points. If one player scores, the opponent's own score will be reduced. At the end of the game, the player whose score is reduced (the one with more remaining scores) wins; if the score is the same, it is a tie; when the score is reduced to zero in the game, the game ends and the opponent wins.

5. The team decisive method of the "reduced points and death system"(DPDS): In a team competition, each athlete of both sides will bring their own 8 points in a one-on-one "DPDS" single game in the order of appearance. After a 30-second break between innings, the winner of a single game will then play against the other players of the opposing team. If there is a tie in the game, both sides will switch to other players at the same time to play the next game. In the new round of the game, the winning team's own points from the previous round are postponed to this round, and the losing team and the tie team's own points are added to the next player on their side. During the game, if any player of either side is "dead" (self-provided and accumulated scores are zero), the game ends early, and the side with the remaining self-provided points wins. For reasons such as physical strength, the winner of a single game can apply for "automatic death" and voluntarily abandon the next game, and its "self-contained and accumulated points" can continue to be added to its own athletes in the next game. When all the athletes of one side are "dead", or the last game is finished, the team competition is over, and the side with the more scores remaining wins.

(e) Timing

1. The game time is the net play time. The referee gives the first "start" signal, and the timing starts; when the referee calls "stop", the timing is suspended; the referee gives the "start" signal again to continue timing.
2. When there are 30 seconds left in the game, the timekeeper shall give a clear and identifiable bell or buzzer signal.
3. Between two consecutive matches, athletes will be given a rest period equal to the length of regular games. But if the athlete needs to change the protective gear of a different color, this period will be extended to 5 minutes.

Article 6 Age and qualification review

(a) Age of participation

1. Age of the adult athletes is 18-40 years old.
2. Age of athletes in the youth group is 15-17 years old.

3. Age of the juvenile athletes is 12-14 years old.
4. Age of the children's athletes is 5-11 years old.

(b) Qualification review

1. The athlete must be a valid registered athlete.
2. Athletes must have proof of personal insurance to participate in the competition.
3. Athletes must present a physical examination certificate including EEG, ECG, blood pressure, pulse, and other indicators within 15 days before the registration date.

Article 7 Weight Classification and Lottery

(a) Weight classification

1. Juvenile weight classification:
 - a) 39 kg class (≤ 39 kg)
 - b) 42 kg class (> 39 kg- ≤ 42 kg)
 - c) 45 kg class (> 42 kg- ≤ 45 kg)
 - d) 48 kg class (> 45 kg- ≤ 48 kg)
 - e) 52 kg class (> 48 kg- ≤ 52 kg)
 - f) 56 kg class (> 52 kg- ≤ 56 kg)
 - g) 60 kg class (> 56 kg- ≤ 60 kg)
 - h) Above 60 kg (> 60 kg)
2. Weight classification for young men
 - a) 48 kg class (≤ 48 kg)
 - b) 52 kg class (> 48 kg- ≤ 52 kg)
 - e) 56 kg class (> 52 kg- ≤ 56 kg)
 - d) 60 kg class (> 56 kg- ≤ 60 kg)
 - e) 65 kg class (> 60 kg- ≤ 65 kg)
 - f) 70 kg class (> 65 kg- ≤ 70 kg)
 - g) 75 kg class (> 70 kg- ≤ 75 kg)
 - h) Above 75 kg (> 75 kg)

3. Weight classification for young women

- a) 44 kg class (≤ 44 kg)
- b) 47 kg class (>44 kg- ≤ 47 kg)
- c) 50 kg class (>47 kg- ≤ 50 kg)
- d) 54 kg class (>50 kg- ≤ 54 kg)
- e) 58 kg class (>54 kg- ≤ 58 kg)
- f) 63 kg class (> 58 kg- ≤ 63 kg)
- g) 68 kg class (>63 kg- ≤ 68 kg)
- h) Above 68 kg (>68 kg)

4. Adult male weight classification:

- a) 56 kg class (≤ 56 kg)
- b) 60 kg class (>56 kg- ≤ 60 kg)
- c) 65 kg class (>60 kg- ≤ 65 kg)
- d) 70 kg class (>65 kg- ≤ 70 kg)
- e) 75 kg class (>70 kg- ≤ 75 kg)
- f) 80 kg class (>75 kg- ≤ 80 kg)
- g) 85 kg class (>80 kg- ≤ 85 kg)
- h) Above 85 kg (>85 kg)

5. Adult women's weight classification:

- a) 48 kg class (≤ 48 kg)
- b) 52 kg class (> 48 kg- ≤ 52 kg)
- c) 56 kg class (>52 kg- ≤ 56 kg)
- d) 60 kg class (>56 kg- ≤ 60 kg)
- e) 65 kg class (>60 kg- ≤ 65 kg)
- f) 70 kg class (> 65 kg- ≤ 70 kg)
- g) 75 kg class (>70 kg- ≤ 75 kg)
- h) Above 75 kg (>75 kg)

(b) Weight-in

1. Athletes can participate in weight measurement only after passing the qualification examination, and they must carry their identity certificates when weigh-in.
2. Athletes must weigh their weight under the supervision of the arbitration committee, and the designated weigh-in referee is responsible for the completion of the arrangement and recording team.
3. Athletes must go to the designated place for weigh-in according to the time specified by the conference. When weigh-in, male and female athletes must be measured by same-sex referees in separate rooms, and athletes must be naked or wear only shorts (female athletes can wear tight underwear).
4. The electronic scale for weigh-in must be calibrated. It should be placed flat on a hard floor without carpet/mat, and the weight should be accurate to two decimal places.
5. One hour before the official weigh-in, set up a pre- weigh-in process to give athletes the opportunity to control their weight. The pre- weigh-in scale must be consistent with the official weighing scale.
6. During the formal weigh-in, only athletes can enter the weigh-in room, and coaches and other sports team representatives and staff must leave the weigh-in room.
7. When officially weigh-in, athletes have only one chance. Start with the minimum level set in the competition, and each level will be weighed within 1 hour. If the weight does not meet the registration level within the specified weigh-in time, you will not be allowed to participate in all subsequent competitions.

(c) Draw lots

1. The arrangement and recording team is responsible for drawing lots. The director of the arbitration committee, the chief referee and the coach or team leader of the team will participate.
2. Draw lots after the first weigh-in, starting from the minimum level set by the competition. If there is only one athlete at that level, the competition at that level will be cancelled.
3. The coach or leader of each team draws lots for the athletes of the team.

Chapter 4 Powers and Responsibilities of Technical Officials

Article 8 Powers and Responsibilities of Technical Representatives Powers and Responsibilities of Technical Representatives

1. Negotiate and communicate with the competition organizing committee and review the competition schedule and registration before the competition. Anyone who does not meet the relevant regulations has the right to disapprove their registration for technical reasons.
2. Confirm the competition venue, equipment and facilities, competition operation, safety measures, etc., to ensure that the competition is completed correctly.
3. Supervise and coordinate the work of all technical officials.
4. Participate in the arrangement of all competition draws, venue groupings, and results confirmation.
5. Make a final judgment on technical issues that occur during the competition that are not expressly stipulated in the rules.
6. The technical representatives shall work with the organizing committee to ensure that all technical arrangements are in full compliance with the rules of martial arts competition.

Article 9 Powers and Responsibilities of Arbitration

1. The Arbitration Committee shall be composed of a team of 3 or 5 persons designated by the Organizing Committee of the Conference.
2. The arbitration committee is responsible for supervising the judging work of the referees during the competition. If the referees' judgments are found to be obviously unfair and inaccurate, the arbitration committee has the right to warn the technical officials and the referee team. It is recommended that the Chinese Wushu Association remove relevant technical officials and referees who violated disciplines from the refereeing work of the competition to ensure the normal progress of the competition.
3. When a team has an objection to the judgment result of the referee team's implementation of the competition rules and rules, the arbitration committee will accept the team's appeal against the team's decision.

4. After receiving the appeal, it shall deal with it immediately and notify the relevant parties of the result of the ruling in a timely manner.
5. According to the situation raised by the appeal materials, the video recording must be reviewed, and an investigation must be conducted. When an arbitration committee is held to discuss and study, relevant persons may be invited to attend the meeting as non-voting delegates. The arbitration committee must be more than half of the number of people present, and the decision made by more than half of the votes is valid. When the voting results are equal, the chairman of the arbitration committee shall have the final ruling power.
6. The members of the arbitration committee shall not participate in discussions and voting on issues related to their country or region.
7. For the issues raised in the appeal materials, after a strict and serious review, the original judgment is confirmed to be correct, then the original judgment shall be maintained; if the original judgment is confirmed to be clearly wrong, the arbitration committee has the right to change the relevant ruling and ask the Chinese Wushu Association to correct the wrong judgment. Referees shall deal with it in accordance with relevant regulations. The award of the Arbitration Commission shall be final.

Article 10 Powers and Responsibilities of the Chief Referee

1. Host the pre-match technical meeting, discuss, and decide on related issues in the competition, and confirm the participating athletes.
2. Participate in the pre-match technical meeting/team leader, coaches meeting, organize referees to learn the rules and rules of the competition, and study refereeing methods.
3. Check and implement the venue, equipment, referee equipment, weighing, lottery, arrangement, and other related competition preparations.
4. According to the requirements of the rules and rules of the competition, solve the relevant problems in the competition, but the rules and rules of the competition cannot be modified.
5. Review, sign and announce the results of the competition.
6. Submit a written summary to the organizing committee.
7. Responsible for checking the referee's implementation of the rules.

8. Guide the work of each referee team during the game, and mobilize referees as needed.
9. The referee team has the right to make the final decision if there is a disputed issue.

Article 11 Powers and Responsibilities of the Deputy Chief Referee

1. Assist the chief referee in the work and may concurrently serve as other referees as needed.
2. Responsible for the study and work arrangement of referees in this group.
3. Supervise and guide the work of referees, timekeepers, and scorers during the game.
4. When the referee on the stage has made a clear misjudgment or missed judgment, the whistle shall be sounded to prompt correction.
5. When there is a counter-judgment in the result of the match, the judgment can be changed after obtaining the consent of the chief referee before the result is announced.
6. To assign, designate, and supervise all the referees and side judges of the match in the venues for which they are responsible.

Article 12 Powers and Responsibilities of the Referee

1. Lead the game process (declare the start, pause and end of the game, declare victory, etc.)
2. Determine the bonus points for the opening start.
3. Declare a foul and correct the missed and wrong score.
4. Convene side judges for a collegial discussion.
5. Interpret the basis of the judgment, if necessary, explain the basis of the judgment to the chief referee or the arbitration committee.
6. The authority of the referee is not only limited to the competition venue, but also includes all its related areas, as well as controlling the behavior of coaches, other athletes, or any accompanying persons of the athletes in the competition arena.

Article 13 The powers and responsibilities of the side judges

1. Independent judgment.
2. Participate in collegiate discussions.
3. A tie is determined.

Article 14 Powers and Responsibilities of the Supervisory Referee

1. Check clothing, swords, protective gear, etc.
2. Supervising the record of the game time and the extra points for fouls.
3. If the referee does not find that the "coach has applied for a timeout", the referee will sound a whistle to remind the referee.
4. Assist the referees to ensure the smooth and orderly progress of the game.

Note: When it is found that the game has not been conducted in accordance with the rules of the competition or violated the rules of the competition, the supervising referee shall blow his whistle immediately. At this time, the deputy chief referee in charge of the venue shall request the referee to suspend the game and make corrections. Related errors.

Article 15 Powers and responsibilities of video refereeing

1. Use video playback technology to help the referee make correct judgments on the controversial technology.
2. Correct the athlete's scoring technique for missed judgement on the side referees.

Note:

- a) When a coach thinks that the referee on the field has missed the penalty for his athlete's scoring technique, he can apply for a video referee.
- b) The coach's video referee application must and can only have a clear technique.
- c) The video referee only penalizes 2 and 3 points for applying for their own athletes.
- d) Two video referees, one is appointed by the referee committee, and one is randomly selected from among the technical representatives, chief referee, and deputy chief referee.
- e) Two video referees must determine that the technology is valid at the same time to determine the final score of the application.
- f) The coaches apply for video refereeing power once in each match. If they succeed, the power will continue to be maintained; if they fail, the video application power for that match will be withdrawn.

Article 16 Responsibilities of the Arrangement Record Team

1. Review the list, review the qualifications of athletes, and complete the entry of athlete information.
2. Organize the lottery, arrange the order book and the match list.
3. Complete the timing and record of the match, and record the players' fouls, scores, and judgment results according to the commands and gestures of the referees on the stage.
4. Review and verify the results and admission ranking.
5. Register and announce the results of each game.
6. Statistics and collection of relevant materials, compilation of grade books.

Chapter 5 Scoring and prohibited behaviors

Article 17 Scoring Techniques and Types Scoring Techniques and Types

(a) Scoring technique

Four techniques for scoring:

1. Strike Huashan (splitting)
2. Stone Breaking (slashing)
3. Canglong claws (slashing)
4. Immortal's Stipple (thorn)

(b) Score type

1. Score 1 point

- a) 1 point is awarded for hitting the opponent's scoring position.
- b) The opponent is warned once and gets 1 point.
- c) The starting point is directly scored at the beginning, and the referee adds 1 point to the original score.

2. Score 2 points

- a) After successful contact defense, immediately hit the opponent's scoring position and score 2 points.

- b) Use the technique of flying to hit the opponent's scoring position and get 2 points.
- d) The opponent is severely warned once and gets 2 points.

3. Score 3 points

- a) Use the turning technique to hit the opponent's scoring position and get 3 points.

Article 18 Prohibited parts and points for scoring

(a) Forbidden part of body:

1. Back of the head
2. Throat
3. Crotch
4. Hands (above the wrist joint)
5. Feet (below the ankle joint)

(b) Scoring position

1. Head: The entire head except the forbidden part, including the top of the head, face and both sides.
2. Trunk: the front, side, back and shoulder protector wrap parts of the torso.
3. Legs: the part where the protective gear wraps from above the ankle joint to below the knee joint, excluding the knee joint and ankle joint.

Article 19 Scoring Criteria and Scoring Judgment

(a) Scoring criteria

1. Standardized and technical actions
2. Clear and hitting effect
3. Clear and scoring awareness
4. Good offensive and defensive state

(b) Score judgment

1. Use the prescribed scoring technique to hit the opponent's scoring position within the game time and meet the four scoring criteria at the same time, it will be judged as a score. After the referee issues a "pause" or " match stop" instruction, even if the technical action made is valid, no score can be scored, and the offender may even be punished for this.
2. Both athletes are off the court, and any technical action (including effective technical action) cannot be judged as a score. Attacking an athlete who has gone out of bounds will not score. Before the referee calls for a stop, after a athlete of one side has made an effective technical action in the field, and the opponent is out of bounds, this technical action is judged to be a score.

Note:

- a. When the referee calls a stop and makes an effective attack, it is judged to score.
 - b. Both parties use technical actions to hit the other side at the same time, and the corresponding scores are determined according to their respective technical actions; when one party continuously uses technical actions to hit the other party, as long as each action meets the scoring criteria, the score will be determined;
 - c. "Successful contact defense" must be when the opponent is attacking, successfully destroying the opponent's score through the blocking technique of Bingdao. In the case that the opponent does not have offensive skills, the exception is for one's own active offensive or tentative strikes against opponent legs.
 - d. leaping technique refers to the technique in which both feet obviously leave the ground at the same time.
 - e. A successful "turning technique" must be a reverse turn of 180° or a forward turn of 360° or more, and there must be a close connection between the turn and the hit, and there must be no pause in the middle.
3. Starting point plus one
 - a) At the beginning of each game, after the "prepare" command, the athletes of both sides do a fixed starting position. Within 20 seconds after the "start" command, the starting attack and defense awareness and actions are continuously unchanged. If an effective

scoring technique is developed, the referee calls "stop", and based on the original technical action score, the scoring party is determined to "add one point."

- b) Both players have a chance to add one point.
 - c) An offensive or contact defense that actively changes the direction of a weapon by one party is deemed to be the end of the opportunity for that party's starting point to score one point.
 - d) Although there are no obvious offensive and defensive actions, as long as the offensive and defensive consciousness and actions are changed or discontinuous, it is also regarded as the opportunity for the team to score plus one to end.
 - e) Floating eyes and no longer focusing on the opponent's athletes are regarded as changes or discontinuities in offensive and defensive consciousness.
 - f) Floating movements, jumping of fighting postures, and changes in the direction of weapons are regarded as movement changes or discontinuities.
 - g) The end of an athlete's starting scoring opportunity does not affect the maintenance of the other athlete's starting scoring opportunity.
 - h) During the time of the start-up plus one, the referee can still normally penalize the foul based on the athlete's passiveness, evasion, etc.
4. No score in the following situations:
- a) There is no clear intention, the technique is not clear, the hitting effect is not obvious, and no points are scored.
 - b) If you hit the opponent with any part other than the body, no points will be scored.
 - c) No points will be scored for technical actions after the referee calls for a stop.
 - d) No points are scored for technical actions after going out of bounds and falling to the ground.
 - e) Attacking an opponent who is out of bounds or fell to the ground will not score.
 - f) No points are scored for counter-handle/back-grip technical movements.
5. About the scoring criteria
- a) The standard technical action includes two parts: the standard starting posture and the standard running track.

- b)"Standard starting posture" means that the athlete's preparation posture when using offensive technical movements must conform to the basic principles of fighting postures, maintain basic body balance, and maintain a state of both offense and defense. After the standard technical action is over, you must return to the next starting position.
- c)"Standard trajectory" refers to the route taken by the athlete and the weapon from the start position to the end that meets the standards of the corresponding scoring technique. The direction and form of the trajectory of the scoring technology must conform to the force law of actual combat. The range of motion must not only guarantee the running distance of the hitting effect, but also maintain a reasonable defense distance.
- d)In the spirit of modern Wushu and sports competitions, Bingdao sports should "fight wisdom and courage" instead of "fighting and fighting hard". The technique of scoring should emphasize "controllable technique" and "do not take harm as a goal." Purpose", in the control of the running trajectory, it should avoid "excessive hitting". "Excessive hits" refer to hits that are uncontrollable and clearly exceed the scoring effect, including "straight-arm slashing", "slashing with the body in a reverse bow", "Bingdao strikes ground when using technical movements", etc.
- e)A clear hitting effect means that the offensive technique must have sufficient speed and strength to form an obvious hitting effect. It can be comprehensively judged by combining factors such as "speed, acceleration, strength of offensive technical movements", "defensive technical movements of the athlete being hit", "body reaction after being hit", and "sound of hitting";
- f) "Clear scoring awareness" refers to the consistency of concentration, scoring ideas and scoring actions.
- g)"Good offensive and defensive state" refer to the need to return to fighting posture and alertness, maintain self-protection and respect the awe of the opponent after a hit.

Chapter 6 Foul Behavior and Punishment

Article 20 Warning

- (a) Penalties for warnings

If a warning is given, one point will be added to the opponent.

(b) The following behaviors will be sentenced a warning

1. Attack the opponent's forbidden area.
2. Use non-competitive techniques to attack opponents.
3. After calling stop, continue to attack the opponent.
4. Out of bounds.
5. The weapon dropped to the ground.
6. Negative competition. (After the referee prompts to attack, he still does not attack within 5 seconds)
7. Attack the opponent who is on the ground.
8. Fall to the ground.
9. Use illegal techniques, blindly attack, or defend.
10. Grip the opponent's weapon and block with your arm.
11. Deliberately bumping, pushing, holding, and other behaviors that block the opponent's attack.
12. After the referee reminded, the salute was still not in place.
13. Athletes and coaches request a timeout without reason.
14. After an athlete enters the field, the wear or protective gear is not qualified, and the referee prompts it to change it within 1 minute of the timer.
15. Insulting language, spitting, uncivilized gestures, and other uncivilized behaviors.
16. Other violations of discipline by coaches on the field. (Loud noises, protests, leaving seats, etc.)

Article 21 Serious Warning

(a) Penalties for severe warnings

A severe warning will be fined, and the opponent will be given 2 points.

(b) A serious warning will be imposed on the following behaviors

1. Attack the opponent's prohibited area and cause damage to the opponent.

2. Use illegal techniques and cause harm to opponents.
3. The athlete's dress or protective gear is unqualified, and the referee prompts the athlete to change it within 3 minutes after 1 minute of timing.
4. Acts that violate sports ethics. (Insulting referees, opponents, coaches, etc.)

Article 22 Loss of Foul

(a) Penalties for foul failure

If you are penalized for foul and lose, you will directly judge the opponent to win.

(b) The following behaviors will be convicted of fouling

1. Attack the opponent's banned area and cause serious injury to the opponent, and the match cannot be continued.
2. Harmful methods such as dropping helmets, sitting in demonstrations, and using violent means to insult or violate opponents' athletes or other personnel.
3. Violent or insulting violations of discipline against referees, officials, and competition-related staff.

Note:

Regarding violations and penalties

- I. As long as there is an action to attack the opponent's forbidden part, regardless of the strength, a foul will be sentenced.
- II. "Non-competitive Bingdao technical actions to attack opponents" mainly target "other technical actions outside the Bingdao" (such as boxing, leg, and throwing techniques), and "blind attack without a clear awareness of scoring".
- III. Any part of the body touching the outside of the playing field is deemed to be out of bounds.
- IV. Loss of control refers to "dangerous technical action application", mainly refers to "to attack the opponent with the purpose or emotion of hurting the opponent", including the technical action that failed to hit.
- V. Consecutive technical moves without clear scoring or defense are regarded as "blind attack or defense". If there is no pause and consecutive multiple offensive techniques that obviously do

not meet the scoring standard, and no pause and multiple consecutive defensive techniques that clearly do not meet the actual combat situation, the referee can directly punish "blind attack or defense."

- VI. Both sides foul at the same time. After the referee calls for a stop, both players will be punished.
- VII. Falling to the ground: Except for two feet, any part of the body touches the ground.

Chapter 7 Judging Panel and Judgment of Victory

Article 23 Referee Panel

- (a) The referee team for each game includes one referee, three side judges and one supervising referee.
- (b) During the competition, the referee, line judge, and supervising referee are not allowed to be from the same country/team as the athletes of both sides, and two or more of them cannot be from the same country/team.
- (c) The referee committee provides the software technicians of the electronic lottery system with a list of qualified referees, side referees, and supervising referees according to each field of play, and then randomly selects a referee, three line judges and one referee form the referee team.

Article 24 Collegiate

- (a) When there are obvious misjudgments or omissions, the referee can call the game to stop and call a small group of referees to discuss.
- (b) The collegiate technique can only be a 2 or 3 scoring technique.
- (c) Three or more of the five referees agree that the referee shall correct the scoring technique that has been misjudged or missed.
- (d) When the chief referee calls for a meeting, the game will be stopped first, the athletes of both sides return to the starting area, the chief referee returns to the penalty line, the chief referee declares a collegiate agreement, the athletes of both sides returned, and 3 side referees and 1 supervising referee came on the court for a meeting.
- (e) The chief referee may activate the video playback system when necessary according to the situation of the collegial discussion.

- (f) After the collegial discussion, the referee returns to the penalty line, and the athletes of both sides return to the starting area. When the collegiate judgement technique is valid, the referee's commands and gesture indicate "red side/blue side-add 2/3 points" and the game continues. When the collegiate decision is that the technique is invalid, the game continues directly.

Article 25 Judgment of victory

- (a) Win the score

At the end of the match, the winner will be determined based on the result of the judging scoring.

- (b) Winning because the opponent abstained

The opponent is judged to be a winner because the opponent is absent from the field during the check-in of the match or is unable to continue to participate in the competition or abandons the match.

- (c) Winning due to an opponent's foul

The opponent is injured and unable to continue the game due to a foul by the opponent or the opponent is determined to win due to a serious foul.

Note:

1. There is no "advantage victory" for the time being.
2. The opponent who is injured due to a foul by the opponent and is confirmed to be unable to continue the match through the medical supervision inspection shall be the winner of the match but will not be able to participate in the match within the next 30 days.

- (d) Extra match

If the score is the same at the end of the match time, an extra match will be used to determine the winner.

- (e) The decision to win

If there is still a tie in the playoff, the referee will determine the outcome. (Three line judges are judging by electronic scoring device)

- (f) Abstention

1. During the competition, athletes cannot participate in the competition due to injury (diagnostic certificate issued by a medical supervisor) or weight incompatibility. They will be considered abstaining and will no longer participate in the following competitions, but the results that have entered the ranking are valid.
2. During the competition, the strength of the athletes is very different. In order to protect the safety of their own athletes, the coach throws a white towel to indicate abstention, and athletes can also raise their hands to request abstention.
3. Those who are unable to participate in the weigh-in on time or fail to pass the weight, fail to check in 3 times before the match, or leave without permission after checking in, and who cannot be on time will be considered as abstaining for no reason.
4. Athletes' clothing and protective gear are not up to standard. After being reminded by the referee, they cannot be changed in time within 3 minutes.
5. During the competition, the athlete abstains without reason and all his results will be cancelled.

Chapter 8 The start, suspension, end of the game

Article 26 Getting Started

Before the start of the match, the athletes of both sides stand in their respective starting areas, the referee stands in the penalty area, confirms that the side referees, timing, and records are all ready to be in place, followed by the referee's "prepare" command and gestures. The athletes make a "gesture" and followed the referee's "start" command and gesture, and the match begins.

Note:

Athletes must enter the competition venue under the organization of the referee. Prior to this, if an athlete has entered the competition venue in advance, the referee must request the athlete to withdraw. After the athletes enter the starting area and take their positions, the athletes of both sides must salute in sequence with the standard "salute" according to the prompt command of the referee. In the event of forgetting, the referee shall ask the athlete to salute through command and gestures. When the match restarts, the referee must check whether the athletes of both sides have stood on the starting area and are in "ready" state. If an athlete is still jumping up and down or in a

state of restlessness, the referee must ask him to stand still before the match can continue.

Article 27 Suspension

(a) The referee calls "Stop" the timing stops; the match restarts and the timing continues.

(b) When the following situations occur, the referee calls "stop".

1. Athlete scores with one hand.
2. When an athlete commits a foul.
3. When the athlete is injured.
4. When the athlete's protective gear is loose and affects the game.
5. When the short sword breaks during the game and other accidents happen.
6. When an athlete raises his hand for a timeout due to objective reasons.
7. When the referee orders the athlete to tidy up his clothing or protective gear.
8. When the referee blows the whistle.
9. When the coach applies for a timeout.
10. When dealing with unexpected problems on the field or discovering dangerous situations.
11. When the chief referee corrects a wrong or missed judgment.
12. When the game is affected by objective factors such as lighting and venue.

Note:

I. When the match is suspended and restarted, the referee must allow the athlete to return to the starting area and start again.

II. After the suspension of the match, the referee must start the match again within a reasonable time in accordance with the rules without delay.

Article 28 End

(a) At the end of the match the athlete must return to the starting area, and the referee must stand on the penalty line and announce the result.

(b) If the following situations occur, the match is over.

1. The match time is up.
2. One party abstains.
3. One party loses a foul.
4. "Score priority" appears in overtime.

Chapter 9 Appeals

Article 29 Appeal

(a) General rules for appeals

1. If the referee violates the rules of the game, the coach or official representative of the team can file an appeal.
2. The appeal must be filed in the form of a written report, which will be submitted immediately after the contest in which the dispute arises. The coach or official representative of the team must sign the written report.
3. The complaint must provide the name of the athlete, the referee list of the match and the accurate and detailed content of the complaint. Appeals regarding the overall penalty standard will not be accepted.
4. The complaining party has the responsibility to provide relevant evidence.
5. The petition must be submitted to the representative of the Arbitration Commission, and the petition deposit required by the Chinese Wushu Association must be paid at the same time.
6. Even if there is a formal appeal, it must be ensured that subsequent matches will not be delayed due to this. It is the responsibility of the event supervisor to ensure that the game continues in accordance with the competition rules.
7. During the game, if an administrative operation error occurs, the coach can directly signal the referee or deputy referee to suspend the game and correct the error.
8. The Appeal Committee has the responsibility to make reasonable rulings and take relevant measures without affecting the proceedings of the conference as much as possible. However, to ensure the fairness of the result, the elimination round can be re-played as a last resort.
9. If the arbitration committee finds that the appeal is valid, it will take corresponding measures to remedy it. The deposit for appeals paid will be returned by the competition organizing committee. If the arbitration committee finds that the appeal is invalid, the appeal will be rejected, and the appeal deposit will be confiscated.
10. Each team must obey the final ruling of the Arbitration Commission. If the entanglement is unreasonable due to dissatisfaction with the ruling, it will be severely dealt with in accordance

with the relevant regulations of the violation of the rules of the game, depending on the severity of the circumstances.

(b) Appeal process

1. After the coach or official representative of the team finds the problem about the application of the rules of the game, they will appeal immediately after the game, and at the same time ask the deputy referee in charge of the venue for an official appeal form, fill it out and sign and the corresponding fee Submit it together to the deputy chief referee in charge.
2. The deputy chief referee immediately transfers the completed appeal form to the arbitration committee. The arbitration committee that receives the appeal will immediately verify the content of the appeal and verify the evidence submitted by the appealing party, including studying the game video, inquiring relevant personnel, etc. Make an objective judgment on the validity of the content of the complaint.
3. The arbitration committee selects three arbitration committees from different regions to independently make a ruling on the validity of the complaint (the arbitration committee is not allowed to abstain, is from the same region as the complaining party, or is related to blood, marriage, etc., needs to be actively avoided) If two or more arbitration committee members agree with its validity, the appeal will be accepted.
4. According to the result of the ruling, the arbitration committee will fill in the complaint handling report, describing the conclusion of its investigation and judgment and clarify the related reasons. All participating arbitration committee members sign the report and submit the report to the technical representative for record.

(c) Dismiss the appeal

In accordance with the appeal supervision procedures, the Arbitration Commission may designate a member to verbally inform the appealing party that the appeal has been rejected if it considers that it is unreasonably dismissed. The arbitration committee shall mark "rejected" on the original appeal document, and the three committee members shall sign the document and transfer it to the

technical representative for record. The appeal deposit shall be handed over to the competition organizing committee.

(d) Accept the appeal

If the arbitration committee ruled that the appeal is valid, it must urge the referee committee and the organizing committee to take corresponding measures to remedy it. These measures include:

1. Revoke the verdict that violated the rules of the game.
2. Cancel the problem match and the match result of the affected match.
3. Replay the affected games.
4. Take a warning to prevent similar situations from happening in the next games.
5. Submit a letter of recommendation to the referee committee and impose corresponding penalties on the relevant referees.