

2024 International Wing Chun Competition Contest Rules

Guangdong Wushu Association (Editor)

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Chapter I Competition Organization

I. COMPETITION COMMITTEE

Depending on the scale of the competition, a Competition Committee, a Competition Department, or a Competition Division may be established, consisting of a number of administrators responsible for competition operations. Under the unified leadership of the Organizing Committee of the Organization Committee, it is responsible for the organization of the competition throughout the Organization Committee.

II. COMPETITION SUPERVISORY COMMITTEE

(i) The Competition Supervisory Committee shall be the supervisory body of the Competition.

(ii) The Competition Supervisory Committee shall be composed of a director, 1-3 deputy directors, and a number of members.

(iii) Duties of the Competition Supervisory Committee

1. Supervise and inspect the work of the arbitration committee and referees;

2. Supervise and inspect the competition behavior of participating sports teams;

3. Have the right to penalize arbitrators, referees, and relevant personnel of the sports team for disciplinary offenses;

4. The Competition Supervisory Committee shall not be directly involved in the work of the Arbitration Committee and the referees within the scope of their duties, shall not interfere with the proper performance of their duties by the Arbitration Committee and the referees, and shall not change the results of the decisions of the referees and the Arbitration Committee.

III. ARBITRATION COMMITTEE

(i) Composition of the Arbitration Commission: 1 director, 1-3 deputy directors, and a number of members.

(ii) Functions of the Arbitration Commission

1. Accept appeals from sports teams and make decisions in a timely manner, but do not change the outcome of the referee's decision;

2. More than half of the members of the Arbitration Commission must take part in the deliberations, and a decision taken by more than half of the members voting shall be valid. In the event of an equality of votes, the Director of the Arbitration Commission shall have the right of decision. The members of the Arbitration Commission shall not participate in the discussion and voting on issues that implicate their organization;

3. The award of the Arbitration Commission shall be final;

4. The Arbitration Committee is responsible for determining the location of the arbitration video at each venue during the tournament;

5. The Arbitration Committee is responsible for determining the location of the arbitration video at each venue during the tournament.

IV. REFEREE COMMITTEE

(i) Grouping of Referees

1. Routine Competition Group

2. Wing Chun San Sau and Chi Sau Competition Groups

3. Intelligent Kung Fu Pile Competition Group

4. Wushu Grading Examination and Evaluation Group

(ii) Composition of Referees

1. 1 chief referee, 1-2 deputy chief referees

2. Judging teams for routine competitions

(1) There shall be 1 referee and 1 deputy referee; 3-5 scoring referees; several referee groups may be set up according to the size of the competition;

(2) 1 chief choreographer;

(3) 1 chief checker;

3. Wing Chun San Sau and Chi Sau Competition Judging Panel

(1) 1 head referee head and 1-2 deputy head referees;

(2) 1 on-field head referee, 4-5 on-field side referees, 1 recorder and 1 timekeeper.

4. Intelligent Kung Fu Pile Competition Judging Team

(1) The referee group shall consist of 1 head referee, 1 deputy head referee, and 2 referees, and several referee groups may be set up according to the scale of the competition;

(2) 1-3 operating referees, with several additional operating referees depending on the size of the competition;

(3) 1-3 checking referees and a number of checking referees may be added according to the scale of the competition;

5. Composition of support staff (depending on the size of the competition, the number of staff may be increased or decreased as appropriate).

(1) Competition electronic system operators 1-2 per site;

(2) Choreographers 3-5;

(3) Scrutineers 2-3 per site;

(4) 1-2 proclaimers;

(5) Video Players 1-2;

(6) Cameraman 1-2 per site.

V. DUTIES OF REFEREES

(i) Chief Referee

1. Organize and lead the work of each referee group to ensure the implementation of the competition rules and check the implementation of the preparatory work before the competition;

2. Interpret the rules and regulations, but have no authority to amend them;

3. In the course of the match, the referee may be mobilized according to the needs of the match, and the referee shall have the right to deal with any serious errors;

4. Review and announce the results and summarize the referee's work.

(ii) Deputy Chief Referee

1. Assist the Chief Referee and may focus on a particular part of the competition;

2. To act in the absence of the Chief Referee.

(iii) Duties of the Head Referee

1. Organize the business study and implementation of the refereeing work of this refereeing team;

2. Execution of competitions for routines with insufficient or exceeded time, redo, and group events with fewer than the required number of people;

Points will be deducted for counting, non-compliance of soundtrack items, etc;

3. The head referee, with the consent of the chief referee, has the right to make adjustments to the score due to an athlete who is

unreasonable, but does not have the right to change the referee's score;

4. In the event of a serious judging error, the referee head may recommend to the chief referee that the appropriate action be taken.

(iv) Duties of Deputy Referees

1. Assist the head referee in his/her work and be responsible for managing the work of the checking team at the venue to ensure that the matches of the division are conducted in an orderly manner.

(v) Duties of Referees

1. Obey the leadership of the head referee, participate in the referee's business study, and do the preparation work;

2. Enforce the rules conscientiously, score independently make a good record of the scoring on the spot, and be responsible for the scoring of the athletes' whole set of movement drills.

(vi) Duties of the Chief Choreographer

1. To be responsible for all the work of the choreography and records team, reviewing registration forms and organizing the Order Book in accordance with the requirements of the General Assembly;

2. Be responsible for the review of the scoring records of the competition site; in case of special circumstances, according to the instructions of the chief referee, the site can be adjusted to the

relevant items on the field group, order (including the addition or deletion of personnel, items);

3. Prepare forms required for the competition, review and verify competition results and rankings;

4. When the electronic competition scoring system is used, the coordination between the referee group and the operation group of the electronic competition system must be done to ensure that the competition results are error-free;

5. In the event of a tie, the final scores will be handled in accordance with the rules and regulations to determine the ranking;

6. Organization of the gradebook.

(vii) Duties of the Head Checker

1. Responsible for coordinating and arranging the layout of the venue before the competition, and implementing the location of the roll call counters, the location of the athletes' entry and exit, and the marking of the venues;

2. To be responsible for all the work of the checking team, to communicate with the head referees in a timely manner, and to report any changes to the chief referee and declarer in a timely manner.

VI. DUTIES OF SUPPORT STAFF

(i) Duties of the Choreographer

1. Work according to the tasks assigned by the Chief Choreographer.

(ii) Duties of the Checker

1. Roll call will be conducted in a timely manner according to the order of the competition, and the roll call sheet will be submitted to the head referee after the athletes of the competition have been brought into the arena;

2. Cooperate with the head referee and do the checking of athletes on the field; be responsible for determining the starting position when several athletes are on the field at the same time;

3. Responsible for taking athletes who have completed the competition to the field to ensure that the competition is in good order.

(iii) Duties of Proclaimers

1. Report on the results of the competition, introduce the relevant competition regulations, rules, scale of the competition, characteristics of the Wing Chun program, etc.

(iv) Duties of Cameramen

1. Live videotaping of all competition events;

2. Comply with the requirements of the Arbitration Committee and the Competition Supervision Committee, and be responsible for broadcasting the video of the relevant items;

3. All video recordings shall be retained in accordance with the rules of the General Assembly and shall be delivered to the Competition Office for archiving.

VII. PARTICIPANTS AND THEIR REGULATIONS

Participants include athletes, coaches, team leaders, and accompanying doctors of the participating teams. To ensure the smooth running of the Organization committee, the following regulations must be observed:

(i) Participants should register on time and comply with the rules of the Organization committee as stipulated in the Regulations;

(ii) Participate in the Team Leaders' Meeting (Organizing Committee) and the Joint Meeting of Coaches and Referees arranged by the Organizing Committee, fully express their opinions and raise questions, and strictly follow the decisions once they are made;

(iii) Participants shall compete fairly in accordance with the rules and regulations, fulfill martial arts etiquette, obey the judges, and respect their opponents;

(iv) No participant shall exert influence on or interfere with the referees during the competition. Once discovered, the Competition Supervisory Committee will deal with the matter seriously and disqualify the participant in serious cases.

VIII. COMPLAINTS

The Arbitration Committee will only accept appeals from sports teams who disagree with the points deducted by the head referee for their team's athletes at the time of the competition.

(i) Complaint Procedures

1. If a team has any objection to the deduction of points by the referee, the team leader or coach of the team must submit an appeal in writing to the Arbitration Committee within 15 minutes after the end of the match, together with a CNY 1,000 appeal fee, and only one appeal is allowed.

2. The Arbitration Committee shall carefully consider the content of the complaint, check the video recording of the arbitration, and if the referee deducts points correctly, the sports team that complained must firmly obey. If the team is unreasonably pestered due to disobedience, according to the seriousness of the case, the Arbitration Committee may recommend the Competition Supervisory Committee to give serious treatment until the results of the competition are canceled; if the head referee deducts points incorrectly, the Arbitration Committee makes an application to the Competition Supervisory Committee to deal with the head referee without changing the result of the refereeing and return the complaint fee, and the result of the decision should be informed to the relevant parties in a timely manner.

Chapter II Rules for Routine Competition

I. COMPETITION AGE

(i) Age Grouping of Individual Routines

1. Children's A1 group (no gender): under 7 years old (those born after January 1, 2017)
2. Children's Group A2: 8 to 9 years old (December 31, 2016 to January 1, 2015)
3. Children's Group A3: 10 to 11 years old (December 31, 2014 to January 1, 2013)
4. Juvenile B1: 12 to 14 years old (December 31, 2012 to January 1, 2010)
5. Juvenile B2 Group: 15 to 17 years old (December 31, 2009 to January 1, 2007)
6. Youth Group C1: 18 to 29 years old (December 31, 2006 to January 1, 1995)
7. Youth Group C2: 30 to 39 years old (December 31, 1994 to January 1, 1985);
8. Middle-aged D1 group: 40-45 years old (December 31, 1984 to January 1, 1979)
9. Middle-aged Group D2: 46-49 years old (December 31, 1979 to January 1, 1975)

9. Middle-aged and old-aged Group E: 50-59 years old
(December 31, 1974 to January 1, 1965)

10. Senior F Group: 60 to 70 years old (December 31, 1964 to
January 1, 1954)

(ii) Age Grouping for Sparring Routines

Children's group (A1, A2, A3)

Juvenile group (B1, B2)

Youth Group (C1, C2)

Middle-age group (D1, D2)

(iii) Age Grouping for Group Events

Juvenile group (A1, A2, A3, B1, B2)

Adult group (C1, C2, D1, D2, E, F)

II. COMPETITION PROGRAM SETTING

(i) Routines

1. Barehand Individual Routine

(1) Siu Nim Tao;

(2) Chum Kiu;

(3) Biu Jee;

(4) Representative routines of other Wing Chun styles (Ye School, Ruan School, Yao School, Lingnan School, Gulao School, Hongchuan School, Shaolin Yongchun School, etc.)

(5) Wing Chun for Juvenile and Youth

(6) Wing Chun Quan Individual Self-chosen Routine

2. Individual Weapon Routine Events

(1) Wing Chun Sabreplay

(2) Wing Chun Cudgel Play (A long pole close to or higher than the height of the practitioner himself)

3. Sparring Routine Events (2-3 participants per event)

(1) Wing Chun bare-handed sparring

(2) Wing Chun weapon sparring

4. Group Routine Events (8 or more than 8 participants per event)

(1) Wing Chun bare-handed exercise in group

(2) Wing Chun exercise in group

(3) Wing Chun weapons in group

III. ORDER OF PLAY

Under the supervision of the Competition Supervisory Committee and the Chief Referee, the Choreography and Records Team will use the computer program to sort the groups and determine the order of events and the order of athletes on the field.

IV. ROLL CALL

Athletes must arrive at the designated place 30 minutes before the competition to report for the first roll call and

inspection of clothing and equipment. The second roll call will take place 20 minutes before the competition and the third roll call will be 10 minutes before the competition. Failure to roll call at any time will result in disqualification.

V. ETIQUETTE

Athletes shall give a clasping salute to the head referee when they hear the roll call on the court, after completing the competition routine, and when the head referee announces the final score; 0.1 point will be deducted for no clasping salute.

VI. TIMING

Timing begins when the athlete starts a physical movement from a stationary position; timing ends when the athlete finishes a full set and stands side-by-side.

VII. DEMONSTRATION OF POINTS

The results of the athlete's competition are shown publicly for scores.

VIII. ABSTENTIONS

Anyone who cannot attend the roll call and competition on time will be considered as a forfeit.

IX. DOPING CONTROL

Doping controls are conducted in accordance with the provisions of the International Olympic Charter and the relevant requirements of the International Olympic Committee.

X. AWARDS AND ADMISSIONS

(i) Single Event:

If the number of male and female applicants for each group in each single event is less than 5 (including 5), the groups will be combined according to similar age groups in the same event; if there are still less than 5, the groups will be combined according to the same age groups in different events; children will be admitted into the A1 group regardless of gender, and other groups will be admitted according to male and female respectively.

(ii) The top six places in each single event will be admitted, and medals and ranking certificates will be awarded; the rest of the results will be set in the proportion of 30%, 40%, and 30% for gold, silver, and bronze prizes, and medals and certificates will be awarded;

(iii) The group events will be accepted by the top six in each group, and trophies, medals, and ranking certificates will be awarded. The rest of the results will be set in the proportion of 30%, 40%, and 30% for gold, silver, and bronze awards, and medals and certificates will be awarded;

XI. METHODS OF PARTICIPATION

(i) Each team may report one leader, two coaches, and an unlimited number of players. Each athlete can only represent one team to participate in the competition, and shall not enroll in the competition in the name of an individual.

(ii) Individual Event

1. Each team is not allowed to enter an individual event.

(iii) Sparring Event

1. There is no limit to the number of sparring events per team;
2. Sparring is organized according to age groups, limited to 3 people, men and women can be mixed.

(iv) Group Event

1. There is no limit to the number of team events per team;
2. Teams may not be organized across age groups and may be mixed;
3. Number of participants: not less than 8 (0.5 points for each person less)

XII. METHODS OF COMPETITION

(i) Grouping of Competition Events

1. Every event of each age group will be divided into groups of no more than 8 persons/group, 2 groups of more than 8 persons

and no more than 16 persons, 3 groups of more than 16 persons and no more than 24 persons, and so on;

2. If there are fewer than 4 entries/groups for each event in each age group, they will be merged into the nearest age group and then grouped.

3. Treatment of equal scores

(1) The highest sum of invalid points is listed first;

(2) The highest minimum invalid score is listed first;

(3) If still equal, places are tied.

(ii) Routine Completion Time

1. Individual events and sparring events: traditional barehand, equipment, and sparring routines take 40 seconds - 2 minutes to complete;

2. Group event: 3-6 minutes to complete the routine;

3. The time taken by the athlete to complete the routine is based on the timing of the Judging Panel.

(iii) Depending on the nature of the competition and the content of the competition, the time for completing the routines may be stipulated accordingly in the regulations.

(iv) Music for Group Events

1. Group events must be accompanied by music, musical accompaniment can not appear in the rap and other content, if

there is rap, the referee's total deduction of 0.2 points, is not accompanied by the music referee's total deduction of 0.1 points.

2. Each team shall check the music of their team at the first roll call before the competition of the soundtrack event, hand it over to the player, and cooperate with the player to complete the playback of their team's competition music.

(v) Failure to Complete Routine Provisions

1. Athletes will not be scored if they do not complete the competition routine.

XIII. REDO

If a competition routine is interrupted due to objective reasons, a redo may be requested once, and the redo may be scheduled for the last player to take the court in that category; in the event of a redo by the last player, a 5-minute break will be allowed before taking the court.

XIV. CLOTHING

(i) Referees should be uniformly dressed

(ii) Athletes shall wear competition attire and martial arts shoes suitable for the sport of martial arts

(iii) Athletes may be required to dress for competition in accordance with the characteristics of the event.

XV. COMPETITION VENUES

(i) Competition venues for individual and sparring events are 14 meters long and 8 meters wide. The inner edge of the perimeter of the site should be marked with a 5 cm wide white border line, with both the length and width of the site measured from the outer edge of the borderline. The perimeter of the site should be at least 2 meters wide safety zone.

(ii) Competition venues for team sports

The field should be 16 meters long and 14 meters wide, with a 5-centimeter wide white border around the inner edge of the field, and the length and width of the field measured from the outer edge of the border. There should be a safety zone of at least 1 meter wide around the perimeter of the site.

(iii) Competition Venues

The height of the ground space is not less than 8 meters; the distance between two venues is more than 4 meters; the vertical and horizontal illuminance of the venue lights should be within the prescribed range.

(iv) The competition venue should be clearly marked with a venue number.

Arbitration video and electronic scoreboards should be set up around the field; referees' chairs should be set up on one side of

the field, and all settings should be kept at a distance of more than 2 meters from the sideline of the field.

(v) The waiting area for athletes to the right rear of the judges' stand shall have 24 athletes waiting for their turn.

XVI. COMPETITION EQUIPMENT

The use of equipment designated by the tournament regulations or other martial arts equipment is permitted.

XVII. OTHER COMPETITION EQUIPMENT

Equipped with audio-visual equipment such as video cameras, televisions, and stereos.

XVIII. SCORING METHODS AND CRITERIA FOR COMPETITION ITEMS

(i) Each competition is worth 10 points.

(ii) Scoring methodology

1.5 Scoring Referee will determine the score of the athlete (team) according to the technical level of the athlete (team) on the spot, based on the scoring criteria for the level of the exercise, minus the points deducted for "other mistakes" made by the athlete in the exercise, i.e., the referee's score of the athlete's (team's) exercise. The referee's score can be up to 2 decimal places, ending with 0 to 9.

2. Determination of the number of points due

Remove the highest and lowest scores from the scores of the five referees and take the average of the middle three scores as the athlete's score. The score shall be taken to 2 decimal places.

3. Determination of final score

The referee subtracts the points deducted or added by the referee from the athlete's due score to give the athlete's final score.

(iii) Scoring Criteria

Table 1 Scoring criteria for Wing Chun routines

Grade	Rank	Score Band			Technical standards of movement
		Adult Group	Juvenile Group	Children's Group	
Talented	Level 1	9.25 to 10.00	8.50 to 8.75	7.75 to 8.00	The movements are standardized in stance, correct in method, sufficient in strength, smooth in force, accurate and clear in point of force, clear in rhythm, strict in structure, unity of waist and horse stance, reasonable in arrangement, outstanding in technique and style, and coordinated in hand-eye-body-method and body-equipment coordination, which fully reflect the
	Level 2	9.00 to 9.24	8.25 to 8.49	7.50 to 7.74	
	Level 3	8.75 to 8.99	8.00 to 8.24	7.25 to 7.49	

Grade	Rank	Score Band			Technical standards of movement
		Adult Group	Juvenile Group	Children's Group	
					characteristics of the style of Wing Chun.
Favorable	Level 4	8.50 to 8.74	7.75 to 7.99	7.00-7.24	The movements are more standardized, more correct, more sufficient strength, more smooth, more accurate, and clear points of force, strict structure, waist, and horse stance are basically united, more reasonable arrangement, more prominent techniques and styles, more distinct rhythms, more coordinated hand-eye-body-facility-steps, and body-equipment coordination, basically reflecting the characteristics of the traditional style of Wing Chun.
	Level 5	8.25-8.49	7.50 to 7.74	6.75 to 6.99	
	Level 6	8.00 to 8.24	7.25 to 7.49	6.50 to 6.74	
General	Level 7	7.75 to 7.99	7.00 to 7.24	6.25 to 6.49	The movements are not standardized, the methods are not correct, the strength is not sufficient, the force is not smooth, the points of

Grade	Rank	Score Band			Technical standards of movement
		Adult Group	Juvenile Group	Children's Group	
	Level 8	7.50 to 7.74	6.75 to 6.99	6.00 to 6.24	force are not accurate and clear, the rhythm is not clear, the structure is not tight, the waist and horse stance are not integrated, the choreography is not reasonable, the techniques and styles are not prominent enough, the hand-eye-body-steps and body-machine coordination are not coordinated enough, and the characteristics of the traditional style of Wing Chun are not reflected.
	Level 9	7.00 to 7.49	6.50 to 6.74	5.75 to 5.99	

Table 2 Wing Chun sparring scoring criteria

Grade	Rank	Score Band		Technical standards of movement
		Adult Group	Juvenile Group	
Talented	Level 1	9.25 to 10.00	8.50 to 8.75	Natural transitions between Chi Sau and Off Hand, obvious attack and defense, precise and natural movements without any pulling, and large changes in the positions of the two as the

Grade	Rank	Score Band		Technical standards of movement
		Adult Group	Juvenile Group	
	Level 2	9.00 to 9.24	8.25 to 8.49	stance and footwork change. It is able to utilize the mindfulness of Wing Chun: (1) Come and stay and go (2) Shaking hands and punching straight (3) Chase your body, not your hands (4) Hitting the hand is eliminating the hand
	Level 3	8.75 to 8.99	8.00 to 8.24	
Favorable	Level 4	8.50 to 8.74	7.75 to 7.99	(1) To be able to use Wing Chun's techniques, to fight, and at the same time to be able to do the Wing Chun's firm hold of Zi Wu, hold the center and use the center. (2) Apply the opposite pulling method technique (3) Unified and coordinated bodywork and footwork, with obvious footwork displays and positional changes, able to stay on point. (4)
	Level 5	8.25 to 8.49	7.50 to 7.74	
	Level 6	8.00 to 8.24	7.25 to 7.49	
General	Level 7	7.75 to 7.99	7.00-7.24	(1) Ability to smoothly handicap and swap offenses

Grade	Rank	Score Band		Technical standards of movement
		Adult Group	Juvenile Group	
	Level 8	7.50 to 7.74	6.75 to 6.99	and defenses (2) Able to use basic Wing Chun attack and defense techniques.
	Level 9	7.00 to 7.49	6.50 to 6.74	(3) To be able to apply the "keep in the center, use in the center" principle. (4) Inability to unload and borrow force freely

(iv) Scoring criteria for group projects

Movement standardization, accurate method, skilled technology, barehand style is outstanding, consistent movement, neat formation, content, layout is well-proportioned, formation pattern is varied, the music style of the project should be harmonious and consistent with the characteristics of the project.

Table 3 Other Error Content and Marking Criteria

Type of error	Error Content and Marking Criteria		
	Deduction of 0.1 point	Deduction of 0.2 points	Deduction of 0.3 points
Clothing and accessories affect movement	▲ Saber color, sword spike falling to the ground or entangled in the body ▲ Garment open or torn ▲ Costumes and headdresses fall to the ground ▲ Shoes come off		
Weapon touches the ground, disengages, bumps, deforms,	▲ Touchdown of Weapons ▲ Weapon Handle Release ▲ Weapon touching (entanglement) ▲ Weapon bending deformation		▲ Weapon breakage (including imminent breakage) ▲ Weapons fall to the ground

breaks, and falls to the ground.			
go out of bounds (sport)	▲ Any part of the body touches the ground outside the line		
disequilibrium	▲ Upper body swaying, foot shifting, or jumping	▲ Additional support for hands, elbows, knees, feet, Weapons	▲ Fall to the ground (hands or shoulders, head, torso, hips touching the ground)
oblivion	▲ Forgetting once		
sparring session	▲ Strikes Failed	▲ Missed each other	▲ Injuring each other by mistake

Note: Points should be deducted cumulatively for each occurrence of the above errors.

(v) Points deduction criteria for referees

1. the provision for completing routines in less than or in excess of time.

(1) If the athlete completes the routine in less than the specified time or exceeds the specified time by less than 5 seconds (including 5 seconds), 0.1 points will be deducted; if the athlete completes the routine in less than the specified time or exceeds the specified time by more than 5 seconds, and in less than 10 seconds (including 10 seconds), 0.2 point will be deducted; if the athlete completes the routine in less than the specified time or exceeds the specified time by more than 10 seconds, 0.3 point will be deducted, and the maximum point will be deducted 0.3 point.

(2) When the athlete has exceeded the time limit and has deducted 0.3 points, the head judge shall prompt the athlete to

immediately interrupt the routine and close the position, in which case the athlete shall be deemed to have completed the routine.

2. Athletes shall be deducted 0.1 points for each complete movement missed or performed in the prescribed routine, up to a maximum of 0.5 points.

3. If an athlete fails to complete the routine due to subjective reasons, he/she may redo the routine once with the consent of the Head Judge. If the athlete repeats the routine, the referee will deduct one point from the athlete's score. If an athlete does not complete the routine for objective reasons, he/she may redo the routine once without deduction of points.

4. 0.5 points will be deducted for each decrease or increase in the number of persons required to compete in a team event.

5. 0.1 point will be deducted if the soundtrack does not comply with the competition regulations.

6. 1 point will be deducted for each occurrence of difficult movements stipulated in the Rules of Competition of Wushu Circuit of Competitive Events for each school of traditional barehand in the rehearsal.

XIX. METHODS AND CRITERIA FOR THE EVALUATION OF AWARDS FOR PERFORMANCE PROJECTS

(i) Scoring methodology

Group events are graded out of 10 points. The referee will determine the rating of the event based on the level of the athlete's performance and the routine of technical exercises, in accordance with the degree of conformity with the "General Requirements for the Rating of Group events", and in comparison with other group events. The referee's scores can be rounded off to 2 decimal places, with the last digit ranging from 0 to 9.

(ii) Assessment criteria

1. Grading Criteria

Table 4 Grading scale

Grade		Rank	Scoring Points
Talented	A	Level 1	9.50 -10.00
	B	Level 2	9.00 -9.49
	C	Level 3	8.50 -8.99
Favorable	A	Level 4	8.00 -8.49
	B	Level 5	7.50 -7.99
	C	Level 6	7.00 -7.49
Passable	A	Level 7	6.50 -6.99
	B	Grade 8	6.00 -6.49
	C	Grade 9	5.00 -5.99

(iii) General requirements for grading group events

1. Take the technical movements of Wing Chun as the main content, and can absorb and integrate the elements of other art forms better;

2. To be able to make good use of other artistic expressions to emphasize the technical style of Wing Chun.

3. Structured, informative, skillful, cooperative, thematic, and contemporary, fully demonstrating the style of Wing Chun;

4. Music theme and movement are closely matched and harmonized;

5. Innovative;

6. The event with music requires that the action be in harmony with the music and that the style of the music be consistent with the technical style and rhythm of the event;

7. Group events require neat formation, and should be the main content of the technology of the project, highlighting the style of the project, characteristics, with tacit understanding, coordinated action, appropriate structure, layout, and certain pattern changes.

Chapter III Rules of Chi Sau Competition

I. COMPETITION CATEGORIES

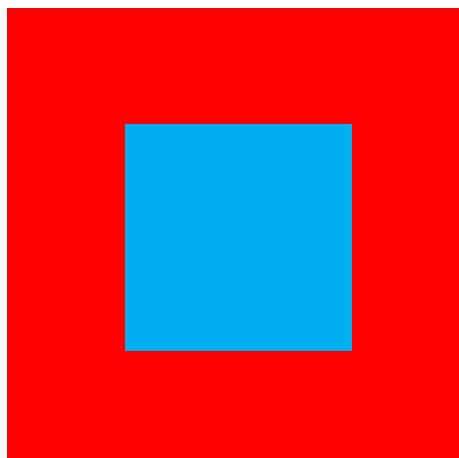
(i) Age groups: Children A2, Children A3, Juvenile B1, Juvenile B2, Youth and Middle-aged Groups (C1, C2, D1), Middle-aged and Elderly Groups (D2, E);

(ii) Weight groups:

40 kg, 44 kg, 48 kg, 52 kg, 56 kg, 60 kg, 64 kg, 68 kg, 72 kg, 76 kg, 80 kg, 84 kg, 88 kg, and above 88 kg;

II. COMPETITION VENUE

The playing field is 3*3 meters of blue area with mats and carpets and 6*6 meters of red around the periphery; 15 meters around the periphery is the safety zone, and there is a 3CM height difference between the mats of the blue area and the red area.



III. CLOTHING

(i) Refereeing

1. Referees are required to wear the official uniform of the tournament partner's brand when attending tournaments, training, seminars, etc.

(ii) Athletes

1. Athletes are required to wear event-specified protective gear (armor, helmet, open-fingered gloves, crotch guard), free choice of whether or not to wear a mouth guard, crotch guards need to be worn inside the pants, pants need to be worn with long pants, take off their shoes for the competition, and socks can be worn;

2. Fingernails must be trimmed short and no metal jewelry or items that could cause injury should be worn;

3. Unapproved clothing and protective gear shall not be worn;

4. The protective gear for the competition is in two colors: red and black;

5. It is prohibited to wear eyeglasses on the field of play. Soft contact lenses may be worn, but you must take responsibility for the consequences;

6. If the use of supplementary protective equipment such as bandages is required because of an injury, it must be recommended by the medical superintendent and authorized by the referee.

(iii) Coaches

1. Coaches on the field must wear athletic or formal attire; shorts and flip-flops are prohibited.

2. Referees, athletes, and coaches must dress in accordance with the above regulations. If they are not dressed in accordance with the regulations, they will be limited to one minute to change, otherwise they will be disqualified from the game.

IV. ETIQUETTE

(i) General rules of etiquette

1. Etiquette must be maintained throughout the game;

2. Salute using the clasped fist salute.

(ii) Start of the match

1. The referees of the first match or final of each unit shall enter the arena and give a uniform clasping salute to the podium and the spectators before saluting each other.

2. Athletes make a fist salute to their coach before coming on stage, and the coach returns the salute;

3. Before the start of the match, athletes salute the spectators, referees, and opponents in turn.

(iii) Competition process

1. When replacing a referee, give each other a fist bump;
2. When replacing an umpire, give each other a fist bump;
3. After the referee's penalty, the penalized athlete gives the referee a clasping salute.

(iv) End of competition

1. At the end of the competition, both athletes hand over their helmets to their coaches, then return to the starting area and stand facing the spectators to await the results of the competition;
2. After announcing the result of the match, both athletes salute the spectators, the referee, the opposing athletes, the opposing coaches, and their own coaches in turn;
3. When the withdrawal is announced, both the athlete and the referee must take one step back before turning around and withdrawing from the game.

V. INITIATION

(i) Step-by-step instructions

1. When the main referee on the field shouts: [each in position], both athletes face each other Wing Chun Yin-Yang

double hitching hands, not limited to the left and right or front and back feet open stand preparatory style.

2. When the main referee shouts: "Get ready", both athletes will first Wing Chun Yin Yang Double Handshake 3 times with three back-and-forth movements.

3. When the main referee on the field calls out: [Start], both athletes may officially begin their offense.

VI. COMPETITION TIME

(i) Timing

1. The match is played on a best two out of three systems, with a 1-minute round and a 1-minute break in the middle of the round. When the referee gives the first "start" signal, the clock starts; when the referee calls "stop", the clock is suspended; when the referee gives the "start" signal again, the clock continues to run;

2. When there are 10 seconds left in the competition, the competition system or timekeeper shall give a clearly recognizable bell or buzzer signal indication;

3. At the end of the competition time the timekeeper sounds the gong to announce that the competition is over.

VII. TECHNICAL PROVISIONS

(i) Description of Techniques

1. Only Wing Chun's various offensive and defensive stances, including punches, palms, footwork, and wrestling, may be used during the competition.

2. During the match, both athletes should stick their hands to fight against each other, and the referee on the field will call for a stop immediately if both hands leave each other or if there is a movement of leaving the hands after continuous punching.

3. It is forbidden to use any leg kicks to attack your opponent during the match.

4. Wrestling movements of Wing Chun may be used during the match, but no shoulder strikes against the opponent are allowed, and movements such as two-handed holds are prohibited. 2 seconds of pushing and pulling will be called off by the on-court referee.

5. During a Chi Sau match, heavy strikes of the bridge are prohibited. Attacking with the palms of the fists pulled back to the side of the body without contacting the opponent is considered a heavy striking action.

VIII. TECHNICAL SCORES

(i) 3 Points

1. 3 points are awarded for consecutive strikes to the opponent's scoring area dropping the opponent to the ground and meeting the scoring criteria.

(ii) 2 Points

1. 2 points are awarded for hitting the opponent's scoring area once in a row and meeting the scoring criteria;

2. 2 points for one serious warning to an opponent;

3. 2 points are awarded for each time the opponent falls on his hands or lands on his hips;

(iii) 1 Point

1. 1 point for a single hit to the opponent's scoring area that meets the scoring criteria;

2. An opponent is warned once and scores 1 point.

3. 1 point is awarded to an opponent who appears to be kneeling on his knees and going down on one hand once.

4. 1 point for each time an opponent falls out of the ring.

5. Both players hit each other at the same time without scoring.

(iv) Scoring Areas

1. Frontal head, chest, and abdomen within the armor envelope.

IX. POINTS FOR VIOLATIONS

(i) Deduction of 2 Points

1. Intentionally leaving the bridge and striking the opponent with a heavy blow (a heavy blow: an attack with the fist and palm pulled back to the side position is a heavy blow), and resulting in minor injuries, will be given a serious warning and 2 points will be deducted; the opponent will be sentenced to a direct loss in the event of serious injuries;

2. Attacking an opponent using an illegal move will result in one serious warning, a deduction of two points, and in serious cases, direct elimination from the tournament;

3. A second heavy blow to the opponent off the bridge shall result in a serious warning, a deduction of 2 points, and in serious cases, direct elimination from the tournament;

4. Crotch kicking will be given one serious warning, 2 points will be deducted, and serious cases will be eliminated directly from the game;

5. Anyone who uses a prohibited technique that causes injury to an opponent will be given a warning, deducted 2 points, and in serious cases, eliminated from the tournament;

6. Violation of sportsmanship (insulting opponents, coaches, referees) will be given one warning and 2 points will be deducted, and serious cases will be eliminated from the game directly;

7. One serious warning and two demerit points will be given for faking an injury.

(ii) Deduction of 1 Point

1. 1 warning is given and 1 point is deducted for 1 intentional hard hit on an opponent;

2. One warning will be given and one point will be deducted for intentional pulling of the opponent's helmet, hair, pushing or pulling, and blindside offense;

3. Insulting language, spitting, uncivilized gestures, and other uncivilized behaviors will be given a warning and 1 point will be deducted;

4. If the use of a prohibited technique does not cause injury to the opponent, a warning will be given and one point will be deducted;

5. Athletes and coaches will be deducted one point for requesting a time-out or giving a warning without cause;

6. One warning and one point deduction for other disciplinary offenses by coaches on the field (loud noises, protests, leaving their seats, etc.), failure to listen to the umpire's directions, and disobedience to the umpire's decisions.

X. PROHIBITED TECHNOLOGIES

(i) Prohibition Instructions

1. Attacking the eyes with the fingers is prohibited;
2. The use of the head, elbows, and knees to attack the opponent is prohibited;
3. Hair pulling and helmet movements are prohibited;
4. It is forbidden to attack an opponent with a rising leg maneuver;
5. The use of anti-joint movements is prohibited;
6. The use of strangulation of the neck is prohibited;
7. It is forbidden to attack an opponent who has fallen to the ground;
8. Heavy hitting and attacking parts of the game other than scoring are prohibited.

XI. PROHIBITED PARTS

(i) Description of prohibited areas

1. Strikes to the back of the head, back of the neck, throat, crotch, eyes, back, and temples of the opponent are prohibited.

XII. ROLL CALL AND REPORTING

(i) Process description

1. Wing Chun Chi Sau competitors are required to weigh in and draw lots the day before the competition, and a random sampling weighing of duplicate pounds will be conducted on the day of the competition.

2. Any contestant who registers for the Wing Chun Chi Sau Competition should submit a video of one Wing Chun barehand art and one Wing Chun equipment routine (one video file for each routine, the video should be recorded continuously on a horizontal screen, no editing) to the organizing committee's email address gdwxdw@qq.com before October 10, 2024, and the contestant will be allowed to participate only after passing the audit.

XIII Protective clothing

(1) Athletes must wear the designated 6 oz dew finger fist covers, head guards, chest guards and elbow covers designated by the conference. Athletes must bring their own teeth and crotch guards (crotch guards must be worn in shorts). The game gear bonus, black two colors.

(2) Athletes must wear vests and shorts of the same color as the competition protective gear.(Female athletes can wear tight underwear).

		
Gloves 1	Gloves 2	Elbows protector

		
Head protector	Shin protector	Armor
		
Jockstrap		

(The picture above is for reference purposes only, and the conference will provide physical data.)

Chapter IV Chinese Wushu Intelligent Kung Fu Pile Competition Rules

I. COMPOSITION OF REFEREES

(i) The referee group shall consist of one referee, one deputy referee, and two referees. Several referee groups may be set up according to the scale of the competition;

(ii) 1-3 operational referees, with a number of additional operational referees depending on the size of the competition;

(iii) 1-3 checking referees, with additional checking referees depending on the size of the competition.

II. DUTIES OF REFEREES

(i) Head Referee

1. Organize the business study and implement the refereeing work of this refereeing team;

2. Supervise whether the flow of athletes on and off the court is in accordance with the rules and regulations. If there is serious non-compliance with the rules and regulations, the head referee may call a halt to the competition and report to the chief referee for redoing or disqualification of the competition;

3. In case of malfunctioning of the equipment, the referee shall call off the match and report to the Chief Referee, who may reschedule the match according to the Chief Referee's instructions;

4. Guide and review the work of this referee group and summarize the work of this referee group;

5. Interpret the rules and regulations, but have no authority to amend them.

(ii) Deputy Head Referee

1. Assist the Referee in his/her work, assist the Referee in managing the work of the Checking Referee and the Operating Referee primarily, and may focus on supervising the work of the Operating Referee and the Checking Referee;

2. To act as referee in the absence of the referee.

(iii) Duties of referees

1. Obey the leadership of the head referee, participate in the referee's business study, and do the preparation work;

2. Enforce the rules carefully and check the Kung Fu Pile scoring records;

3. Cooperate with the operating referee to ensure the correct flow of the competition. When the operating referee informs the referee of a malfunction of the equipment, the referee shall promptly report to the deputy referee and the head referee;

4. Cooperate with the checking referee to ensure that the checking is in accordance with the regulations and rules. When the checking referee informs the referee that there is a problem with the checking of the personnel, the referee shall report to the deputy referee and the head referee in a timely manner.

(iv) Duties of the Operating Referee

1. Obey the leadership of the head referee, participate in the referee's business study, and do the preparatory work of this duty;

2. Responsible for debugging the Intelligent Kung Fu Pile before the competition and ensuring that the apparatus and equipment are functioning properly. Operate the Intelligent Kung Fu Pile correctly according to the needs of the competition process;

3. In case of special circumstances, according to the instructions of the head referee, may cooperate with the head referee and the checking referee on the group and order adjustment of the relevant items (including the addition or deletion of personnel and items) for on-field operation, and operate according to the rules and regulations. In case of equipment failure during the competition, timely communicate with the referee, who will report to the superior for instructions and timely debugging and maintenance of machinery for normal operation.

(v) Duties of the Checker

1. Obey the leadership of the head referee, participate in the referee's business study, and do the preparatory work of this duty;

2. Be responsible for checking the input of team and team member registration data on the Smart Stake and making a backup of the electronic data;

3. Responsible for on-field organization work such as face recognition identification, checking, and weighing before competition. Communicate with the referee in time and report any changes in time to the head referee report;

4. Provide proper guidance to the athletes' participation process to ensure that the athletes enter and exit the stadium in a well-organized manner;

5. Cooperate with the referee to check and supervise whether the athletes get on and off the field in accordance with the competition regulations and rules;

6. In case of special circumstances, according to the instructions of the head referee, on-field adjustment of the group and order of the relevant items on the field (including the addition or deletion of personnel and items) and the operating referee to cooperate with the relevant work;

7. If there is any irregularity in the checking of athletes during the competition, the referee will be informed in time and the referee will report to his/her superior for instructions;

8. After the competition, do a good job of competition results, and all the competition electronic data backup work.

III. PARTICIPANTS AND THEIR REGULATIONS

(i) Participants include athletes, coaches, team leaders, and accompanying doctors of the participating teams. In order to ensure the smooth running of the Organization committee, the following regulations shall be observed:

1. Participants should register on time as stated in the rules and regulations and comply with the rules of the Organization committee;

2. Participate in the leaders' meeting (organizing committee) and the joint meeting of coaches and referees arranged by the organizing committee, fully express their opinions and raise questions, and once a decision has been made, strictly follow it;

3. Participants shall compete fairly in accordance with the rules and regulations, fulfill martial arts etiquette, obey the referee, and respect their opponents;

4. No participant shall exert influence or interfere with the referees during the competition; if found, the Competition Supervisory Committee shall deal with it seriously.

IV. APPEALS

(i) The Arbitration Committee shall only accept appeals from sports teams that disagree with the scores of their own athletes at the time of the competition.

(ii) Complaint Procedures

1. If a team disagrees with the score, it must submit an appeal in writing to the Arbitration Committee by the team leader or coach within 15 minutes after the end of that particular game, together with a CNY 1,000 appeal fee. An appeal is limited to one element only;

2. The Arbitration Committee will carefully consider the content of the complaint and make a decision on whether there is any eligibility for participation, whether there is any injury, and whether the roll call is in accordance with the procedures. For all competitions, if there is no error in the event, the machine is running normally and there is no problem with the chip, the results of the competition will be based on the intelligent quantitative output. Athletic teams that view the arbitration video and file a grievance must be firmly obeyed. If they are unreasonably entangled due to disobedience, according to the seriousness of the situation, the

Arbitration Committee may suggest the Competition Supervisory Committee to give serious treatment, until the results of the competition are canceled; if it is considered that there is an error in the calculation, upon the application of the Arbitration Committee, the Competition Supervisory Committee will provide the formula for the calculation, and the Arbitration Committee, the referee group, and the team making the complaint will work together to re-calculate the results, and if there is indeed an error, the results will be finally If there is indeed an error, the case will be handled according to the result of the calculation, without changing the result of the adjudication, and the appeal fee will be refunded.

V. GENERAL RULES OF THE COMPETITION

(i) Competition events

1. Prescribed Wooden Pile Routine
2. Individual merit competitions

(1) Wing Chun – “Ri” Shape Punching Demonstration Competition.

Using the Wing Chun Sun Character Punch technique, continuously striking the Kung Fu Pile A (head) with 30 punches, the total score will be recorded as the striking power score, the maximum power score of a single strike and the speed score in the ratio of 6:2:2.

(2) Wing Chun Combination Technique I

C o m b i n a t i o n I	Action Name	strike position		footwork position	
		left hand	right-hand side	left foot	right foot
	Left Hand Stance (Starting Movement)			F	F
	Turn left, Left Guard Hand, and Right Lower Elbow		Lower Hand Stance	F	F
	Left Triangle Step, Left Slap Hand, Right Thrusting Punch	Left Hand Stance	Abdomen	F	E
	Left Retreat Step, Left Guard Hand, Right Shoulder Hand, Right Cross Stance			H	Abdomen
	Left Hand Stance			F	F

Total scores are recorded on a 6:2:2 basis using the Striking Power Score, the Maximum Power Score for a Single Strike, and the Speed Score.

(3) Wing Chun Combination Technique II

C o m b i n a t i o n I I	Action Name	strike position		footwork position	
		left hand	right-hand side	left foot	right foot
	Left Hand Stance (Starting Movement)			F	F
	Left Turn into Horse Stance, Left Guard Hand, Right Low Shoulder Hand		Lower Stance Hand	F	F
	Left Retreat Step, Left Guard Hand, Right Shoulder Hand, Right Cross Stance		Right Stance Hand	H	Abdomen
	Right Step Forward, Left Thrusting Punch, Right Pressing Hand	Head	Lower Stance Hand	F	E
	Right Thrusting Punch		Head	F	E
	Left Thrusting Punch	Head		F	E
	Right Thrusting Punch		Head	F	E
	Left Hand Stance			F	F

Total scores are recorded on a 6:2:2 basis using the Striking Power Score, the Maximum Power Score for a Single Strike, and the Speed Score.

(4) Wing Chun Combination Technique III

	Action Name	strike position		footwork position	
		left hand	right-hand side	left foot	right foot
Combination III	Left Hand Stance (Starting Movement)			F	F
	Left Step Forward, Left Guard Hand, Right Shoulder Hand		Left Stance Hand	F	F
	Double Capture Hands, Right Side Kick	Left Stance Hand	Left Stance Hand	F	Stance Foot
	Left Turn into Horse Stance, Left Cover Hand, Right Thrusting Punch	Left Stance Hand	Head	F	F
	Left Hand Stance			F	F

Total scores are recorded on a 6:2:2 basis using the Striking Power Score, the Maximum Power Score for a Single Strike, and the Speed Score.

(ii) Competition Groups

1. Grouping by gender: men's group, women's group

2. Grouping by age:

Children's group (Group A1, A2, A3)

Juvenile group (Group B1, B2)

Youth group (Group C1, C2)

Middle-aged group (Group D1, D2)

Old group (Group E, F)

3. Grouping by weight

20kg, 24kg, 28kg, 32kg, 36kg, 40kg, 44kg, 48kg, 52kg, 56kg,

60kg, 64kg, 68kg, 72kg, 76kg, 80kg, 84kg, 88kg, 88kg and above (Note: according to the number of applicants or actual situation, appropriate regrouping will be carried out according to weight.)

(iii) Determination of the order of play

The Intelligent Kung Fu Pile backstage program automatically sorts the registration data into groups to determine the order of events and the order in which athletes will take the field.

(iv) Chinese Wushu Intelligent Kung Fu Pile Regulation
RoutineEntry Procedure

1. Checking in

(1) Athletes will be checked in through face recognition to review their identity eligibility and weigh in.

(2) Athletes must arrive at the designated venue 30 minutes before the competition to report;

(3) Athletes will go on stage in the designated order programmed by the Kung Fu Pile Intelligent Programming System, and complete the checking before going on stage through the face recognition of the Intelligent Kung Fu Pile before going on stage.

2. Martial Rites

(1) Fist salute: After the athlete has come on stage, when the athlete is being introduced, the person being introduced should step forward and perform the fist salute to the audience in an upright position;

(2) Recite the " Chapter of Wushu Virtues": In order to enhance the understanding of the spirit of the traditional cultural connotations of Chinese Wushu, and at the same time to strengthen the cultivation of the participants' martial virtues, participants are required to recite the "Chapter of Wushu Virtues" as the content of the competition as follows:

《武德篇》国际版

遵纪守法，伸张正义；恭敬辞让，相待以礼；
文韬武略，智勇双全；见义勇为，和平世界。

Chapter of Wushu Virtues International Edition

Uphold the law and champion justice;
Exhibit humility and courtesy in interactions;
Combining strategy and strength, embodying intelligence and courage.
Stand up for righteousness, striving for a peaceful world.

3. Practice the Chinese Wushu Intelligent Kung Fu Pile prescribed routines.

(1) After practicing the prescribed individual routine, go directly to the piles to practice the piling method;

(2) Complete the drill within the allotted time, walk in a holding salute, and exit the room.

(v) Chinese Wushu Intelligent Kung Fu Pile Power Competition Participation Procedure

1. Checking in

(1) Athletes will be checked in through face recognition to review their identity eligibility and weigh in.

(2) Athletes must arrive at the designated venue 30 minutes before the competition to report;

(3) Athletes will go on stage in the designated order programmed by the Kung Fu Pile Intelligent Programming System, and complete the checking before going on stage through the face recognition of the Intelligent Kung Fu Pile before going on stage.

2. Martial Rites

Performing the fist salute: After the athlete has come on stage, during the introduction of the athlete, the person being introduced should step forward and perform the fist salute to the audience in a standing position;

3. Practice Chinese Martial Arts Intelligent Kung Fu Pile Wing Chun Combo Technique

Complete the drill within the allotted time, walk the walk-around salute, and exit the room.

VI. TIMING

Timing begins when the athlete starts a body movement from a stationary position; timing ends when the athlete ends the full routine and stands side by side.

VII. POINTS DEMONSTRATION

The results of the athletes' competitions are publicly displayed on the Intelligent Kung Fu Pile display screen and announced by the Intelligent Kung Fu Pile announcing system.

VIII. ABSTENTIONS

(i) Explanation of waivers

1. Those who cannot attend the roll call and competition on time will be regarded as forfeiting;

2. During the competition, athletes who are unable to participate in the competition due to injury or illness (a diagnostic certificate issued by a doctor of the organization committee is required) or weight incompatibility will be regarded as forfeiting the right to participate in the competition and will not take part in subsequent competitions, but the results of those who have already entered the rankings will be valid;

3. Those who fail to show up for the roll call 3 times before the competition or leave without permission after the roll call and cannot make it to the arena on time will not be able to make it to the weigh-in on time and will be treated as an unexcused forfeit;

4. If an athlete abandons his/her right to play during the competition without any reason, all his/her results will be canceled.

IX. DOPING CONTROL

Doping controls are conducted in accordance with the provisions of the International Olympic Charter and the relevant requirements of the International Olympic Committee.

X. ASSESSMENT OF PLACES AND GRADED AWARDS

(i) Ranking

1. Ranking of individual and group events: Ranking is according to the results of the competition. The highest score is the first place in the individual event, the next highest is the second place, and so on.

2. Individual all-around ranking: according to the regulations, according to the total number of points scored in each individual event, the one who scores the most points will be the first all-around, the next most will be the second, and so on.

3. Team ranking: assessed in accordance with the competition regulations on the determination of team ranking.

(ii) Treatment of equality of scores

1. Lighter weights are listed first.

2. Younger is listed first.

(iii) Treatment of equality of scores in individual and team events

1. If the scores of individual all-around scores are equal, the one who has won the most first places in events in the competition will be listed first; if they are still equal, the one who has won the most second places will be listed first, and so on; if all the places won are equal, then the places will be tied;

2. If the total team scores are equal, the team will be ranked first if it has won more first places in an event; if they are still equal, the

team will be ranked first if it has won more second places, and so on; if they have won the same number of places in an event, they will be ranked in a tie.

XI. PROVISIONS FOR THE TIMING OF THE EXERCISE

The Intelligent Kung Fu Pile stipulates a time limit of 120 seconds or less for the routine drills.

XII. OUTSTANDING ROUTINE PROVISIONS

Athletes will not be scored for not completing the competition routine.

XIII. SUSPENSION OF PLAY

- (i) In case of pile failure
- (ii) When an athlete is injured
- (iii) When dealing with problems on the field and detecting dangerous situations
- (iv) When a situation arises and the athlete signals for a time-out
- (v) When the competition is affected by objective reasons such as lighting and venue

XIV. REDO

Athletes who have interrupted their competition routine for subjective or objective reasons may apply for one redo. The redo may be scheduled for the last player to take the court in that category,

and in the event of a redo by the last player, a 5-minute break will be allowed before taking the court.

XV. CLOTHING

- (i) Referees shall wear uniform martial arts referee clothing;
- (ii) Competition costumes and wushu shoes that reflect the characteristics of the sport, program, ethnicity, and era;
- (iii) The regulations may, in accordance with the nature and content of the competition, standardize the athletes' clothing for the competition;

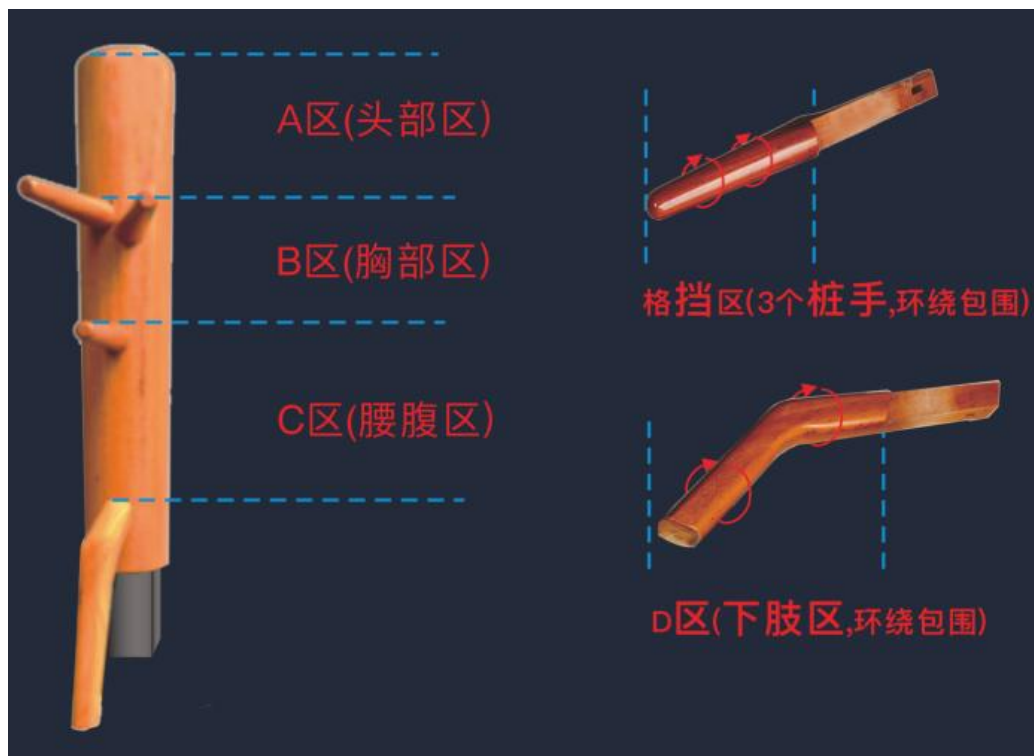
XVI. COMPETITION VENUES

Site dimensions: 3.0 meters long * 2.8 meters wide, 0.8 meters high at the base plinth.

XVII. DRILL METHODS, SCORING CRITERIA AND PENALTIES

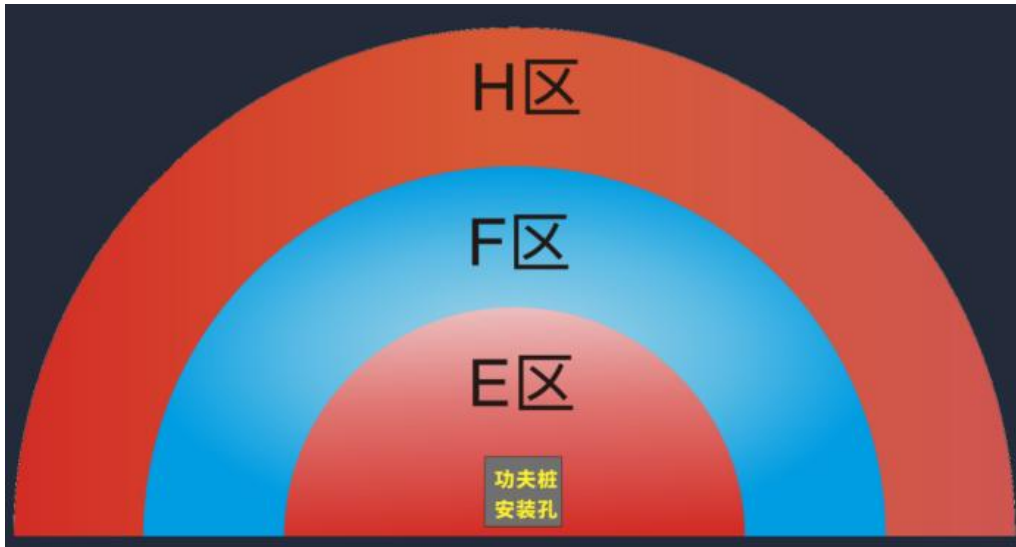
(i) Intelligent Kung Fu Pile Sensing Area for Martial Arts

1. In order to scientifically and reasonably record and collect data on the participants' kung fu power, the striking areas of the Intelligent Kung Fu Pile are divided into: Area A (Head Area), Area B (Chest Area), Area C (Waist and Abdomen Area), Area D (Lower Extremities Area), and the blocking area (Pile Hand Area).



Intelligent Kung Fu Pile Striking Area Division Map

2. In order to record the participants' stride data, the stride sensing mat is set up in three semi-circular areas, namely, Area E, Area F, and Area H. The stride sensing mat is used to record the participants' stride data.



Intelligent Kung Fu Pile Step Induction Division Chart

XVIII. RANKING

(i) Men's Single Events

1. Ranking of the maximum power of each single item in each kilogram class
2. Ranking of the total power of each kilogram drill

(ii) Women's Single Events

1. Ranking of the maximum power of each single item in each kilogram class
2. Ranking of the total power of each kilogram drill

XIX. RECORD OUTPUT

(i) Publication of Results

- (a) Results will be announced on-field in real-time on the big screen, and individuals can scan the QR code to get the result sheet after the competition.

Note: These rules are applicable to all levels of Chinese Wushu Intelligent Kung Fu Pile competitions. When there are special requirements on the nature and tasks of the competition, corresponding provisions may be made in the competition regulations.

Chapter V Wing Chun Match Rules

I. GENERAL PRINCIPLE

(i) Types of Competitions

Individual Competition:

Individual results are determined by the competition results achieved within the class to which the individual belongs.

(ii) Methods of Competition

1. According to the scale and number of people in the competition, a single elimination system will be adopted;

2. Each game will be played in 3 innings, with 2 minutes of play per inning and 1 minute of rest between innings;

3. Participating athletes must be able to practice Wing Chun routines and Wooden Dummy/Muk Yan Jong techniques, and submit a recorded video during registration.

(iii) Age of Participation and Eligibility

1. Athletes must have a passport or identity card of the country or region they represent;

2. Age requirement: 18-39 years old for youth group;

3. Athletes must have proof of personal insurance for that competition;

4. Athletes must present a certificate of physical examination including EEG, ECG, blood pressure, pulse rate, and other indicators issued by a hospital at or above the county level within 15 days prior to the date of reporting.

(iv) Wing Chun Competition Groups

(1) Grouping by gender: men's group, women's group

(2) Grouping by age:

Children's A2, Juvenile B1, Juvenile B2, Youth and Middle-Aged (C1, C2, D1);

(3) Grouping by weight:

20kg, 24kg, 28kg, 32kg, 36kg, 40kg, 44kg, 48kg, 52kg, 56kg, 60kg, 64kg, 68kg, 72kg, 76kg, 80kg, 84kg, 88kg, 88kg and above

(v) Weigh-in

1. Athletes will not be allowed to participate in the weigh-in until they have passed the qualifying examination. Must bring his/her passport or ID card;

2. The weigh-in must be done under the supervision of the Arbiter, under the responsibility of the head checker, with the cooperation of the choreographer and recorder;

3. Athletes must be weighed at the designated place at the time specified by the organization committee. Athletes must be naked or

wear only shorts (female athletes may wear tight underwear) during the weigh-in;

4. Weigh-in starts with the smallest class set for the competition and each class is weighed in within one hour. If you do not meet the weight of the class you have registered for within the specified weigh-in time, you will not be allowed to participate in all the subsequent rounds of the competition;

5. The weigh-in will be held in two sessions, the first before the draw and the second after the top eight have been placed. The weigh-in will start with the smallest class set for the competition and each class will be weighed within one hour. If the weight does not match and the registered class is not reached within the specified weighing time, the athlete will not be allowed to take part in all the subsequent rounds of the competition.

(vi) Drawing of Lots

1. The Choreography and Records Team shall be responsible for the drawing of lots, with the participation of the Director of the Arbitration Committee, the chief referee, and the coaches or leaders of the participating teams;s

2. Drawing of lots after the first weigh-in, starting with the smallest class set for the competition. If there is only 1 person in that class, they will not be allowed to compete;

3. The coach or team leader of each team will draw lots for the athletes of his/her team.

(vii) Costume Props

1. Athletes must wear the competition clothing and protective gear designated by the Organization committee;

2. The protective gear for the competition is divided into two colors: red and blue, including a head protector, chest protector, elbow protector, shin protector, and open-fingered gloves. Athletes should provide their own teeth protector, crotch protector, and hand-wrapping belt; the crotch protector must be worn inside the shorts, and the hand-wrapping belt should be 3.5 - 4.5 meters in length;

3. Athletes must wear tank tops, long pants, and bare feet. Female athletes may wear tight underwear.

		
Gloves 1	Gloves 2	Elbows protector

		
Head protector	Shin protector	Armor
		
Jockstrap		

(The picture above is for reference purposes only, and the conference will provide physical data.)

(viii) Competition etiquette

1. "Entry of Referee ": The referee enters the arena in formation, standing in the center of the arena and facing the head referee's chair. When the referee is introduced, the person being introduced shall step forward and make a fist salute to the spectators in an upright position. The side referee stands to one side of the field, facing the field;

2. When the side referee changes, give each other a fist bump;

3. "Entry of Athletes": After entering the arena, the athletes shall stand on both sides of the referee on the stage, facing the head referee. When introducing an athlete, the person being introduced

should step forward and make a fist salute to the audience in an upright position, and then make a fist salute to each other;

4. Before the start of each round, athletes on the stage make a fist salute to their coach, who returns the salute;

5. When the result is announced, the athletes will exchange their positions; after the result is announced, the athletes will first perform the fist salute to each other, then perform the fist salute to the referee on the stage at the same time, and the referee will return the salute, and then perform the fist salute to the coach of the other team, and the coach will return the salute;

6. At the end of each match, the athletes, after waiting for the main referee to announce the result of the match, shall first give a fist salute to the referee before retiring from the field.

(ix) Roll Call

Athletes must arrive at the designated place 30 minutes before the competition to report for the first roll call and to check their clothing and protective gear. The second roll call will take place 20 minutes before the competition and the third roll call will take place 10 minutes before the competition.

(x) Abstentions

1. During the competition, athletes who compete due to injury or illness (a diagnosis certificate issued by the organization

committee doctor is required) or weight discrepancy will be considered as forfeiting and will not participate in subsequent competitions, but the results of those who have entered the rankings will be valid;

2. When the match is in progress and the athletes are in a position of great strength, in order to protect the safety of the athletes on their side, the coach may raise a waiver sign or throw a white towel to indicate that they have abstained from the match, and the athletes may raise their hands to indicate that they have abstained from the match;

3. Anyone who cannot make it to the weigh-in on time, fails to show up for the roll call 3 times before the match, leaves without permission after the roll call, and cannot make it to the ring on time, will be considered an unexcused forfeit.

4. If an athlete abandons his/her right to play during the competition without any reason, all his/her results will be canceled.

(xi) Provisions Relating to Competitions

1. Signals during the game: 5 seconds before each game, the timekeeper whistles to announce the preparation; 10 seconds before the end of each game, striking the rattling wood prompts the gong to announce the end of the game;

2. The head referee on the field rules the game by word of mouth and hand signals;

3. The field side umpire gestures in conjunction with the main umpire's ruling;

4. Referee Regulations:

(1) Pro-executive referees shall concentrate, shall not talk to other persons, and shall not leave their seats without the permission of the head referee.

5. Athlete Regulations:

(1) Athletes must abide by the rules of the game and respect and obey the referee. They are not allowed to be noisy, abusive, flinging the protective gear, or any other behavior that shows dissatisfaction on the field, and they should play the game seriously and earnestly, intentional injury is strictly prohibited;

(2) During the game, coaches can only represent the unit they have enrolled in, sit in the designated position in formal attire for on-field instruction, can only bring a team doctor or assistant to assist in the work, and are permitted to give massages and instructions to the athletes during the breaks between innings;

(3) Athletes are not allowed to ask for a time-out during the match. In case of special circumstances, they should raise their hands to the referee on the field to indicate that they are not allowed to

leave the field before the result of each match is announced (except for those who have been given first aid for injuries);

(4) Athletes may not wear long nails on the field of play;

(5) Doping is strictly prohibited and athletes are not allowed to administer oxygen during breaks between rounds.

II. REFEREES AND THEIR DUTIES

(i) Composition of Referees

1. 1 Chief Referee, 1-2 Deputy Chief Referees, 1 Head Referee and 1 Deputy Head Referee.

2. 1 referee on each stand and 3 or 5 side referees. Depending on the needs of the competition, there may be 2-3 referee teams to take turns refereeing;

3. One recorder and one timekeeper;

4. 1 head choreographer;

5. 1 head checker.

(ii) Composition of Support Referees

1. Choreographers 4;

2. 4-6 checkers;

3. 1 medical supervisor and 2-5 medical staff;

4. 1-2 proclaimers;

5. 2-4 electronic scoring system operators;

6. 2-4 arbitration cameramen;

(iii) Duties of Referees

Under the leadership of the organizing committee of the conference, the referees shall do the refereeing work seriously, conscientiously, impartially, and accurately, and their duties shall be as follows:

1. Chief referee

(1) Responsible for organizing referees to study and understand the regulations and rules of the competition, and study refereeing methods;

(2) Checking and implementing the venue, equipment, referee's tools, and preparations related to the competition such as weighing, drawing lots, and scheduling;

(3) To solve problems related to the competition in accordance with the spirit of the competition regulations and rules. However, the competition regulations and rules cannot be modified;

(4) In each match, athletes shall notify the head referee, the Chief Choreographer, and the declarer promptly of any change in the order due to a forfeit;

(5) Direct the work of the referee crews during the game. Mobilize referees as needed;

(6) The referee panel has the authority to make a final decision when a controversial issue arises;

(7) Responsible for checking the enforcement of the rules by the referees;

(8) Reviewing, signing, and announcing the results of the competition;

(9) Submit a written summary to the organizing committee.

2. Deputy Chief Referee

(1) Assist the Chief Referee, act in the absence of the Chief Referee, and take on the duties of other referees as required.

3. Head Referee

(1) Responsible for the study and work organization of the referees in the group;

(2) Supervise and direct the work of referees, timekeepers, and recorders during games;

(3) When there is a clear misjudgment or omission by the on-stage referee, the whistle will be blown to prompt a correction;

(4) Handling matters related to regulations such as advantageous victories, dismounts, penalties, mandatory readings, etc., based on the condition of the athletes on the field and the records of the recorder;

(5) When the result of a match is clearly wrong, the result may be changed with the consent of the Chief Referee before the result is declared;

(6) At the end of each game, the judges are announced and the winner is decided;

(7) Review and sign game scores at the end of each game;

(8) The decision of the Referee shall be final and without appeal, except in the case of disagreement by the Competition Committee.

4. Deputy Head Referee

(1) Assist the Referee, act as Referee in the absence of the Referee, and may take on the duties of other Referees as required.

5. On-stage referee

(1) Strict enforcement of the rules and fairness in adjudication;

(2) Check the protective gear of the athletes on the field to ensure safe play;

(3) Directing the athletes to play the match with verbal commands and hand signals. If both athletes are still facing each other 3 seconds after the start of the match, they need to immediately signal one side to take the initiative and start counting 8 seconds;

(4) Judging matters relating to athletes' fall, dismounting, fouls, negativity, mandatory readings, and clinical treatment;

(5) Announcement of the results of each match.

6. On-field Side Referee

(1) The athlete's score is determined according to the rules;

(2) At the end of each round, the results of the judging are displayed simultaneously and promptly on the signal of the head judge;

(3) Objectively respond to inquiries from the on-stage referee regarding the status of the match;

(4) At the end of each game, sign the score sheet and keep it for inspection and verification.

7. Recorder

(1) Carefully complete the record sheet for each pair of athletes before the competition;

(2) Participate in weigh-ins and enter each athlete's weight on the record sheet for each competition.

(3) Record the number of times an athlete is warned, counseled, dismounted, negatively cradled, negatively 5-seconded, and forced to read, according to the referee's commands and gestures from the stage;

(4) Record the results of the side judge's judging of each round, determine the winner and report it to the referee;

(5) At the end of each game, sign the record sheet and keep it for inspection and verification.

8. Timekeepers

(1) Check gongs and time clocks and approve stopwatches before the competition;

(2) Responsible for the timing of games, timeouts, and inning breaks;

(3) In the absence of an electronic scoring system, a whistle announcement will be made 10 seconds before each inning and a gong announcement will be made at the end of each inning.

9. Head Choreographer

(1) Responsible for qualifying athletes and reviewing entry forms;

(2) Responsible for organizing the drawing of lots and compiling the appearance sheet;

(3) Preparation of forms required in the competition, review and verification of results, and acceptance of placements;

(4) Registration and publication of the results of the games;

(5) Statistics and collection of relevant materials and compilation of the report book;

10. Choreographer

(1) Work according to the tasks assigned by the Choreographer-Recorder.

11. Head Checker

(1) Responsible for weighing athletes;

(2) Responsible for the preparation and in-competition management of protective gear;

(3) Be responsible for calling the athletes for roll call 20 minutes before the competition;

(4) When checking in, if there are problems such as athletes not being available or abstaining from competition, report to the Chief Referee in a timely manner;

(5) Check athletes' clothing and protective gear as required by the rules;

(6) Be responsible for checking in the winning athletes.

12. Checker

(1) Work according to the tasks assigned by the head checker.

13. Proclaimers

(1) A brief introduction to the competition regulations, rules, and related promotional materials.

(2) Introduce the referee, and the players on the field.

(3) Announcement of the results of the judgment

14. Medical Supervision

(1) Review of the Athlete's Physical Examination Form.

(2) Responsible for conducting random medical examinations of athletes prior to the competition.

(3) Responsible for the treatment and management of clinical injuries and illnesses.

(4) To be responsible for the identification of injuries to athletes caused by foul play.

(5) If an athlete is found to be unfit to participate in the competition due to injury or illness, a recommendation for suspension shall be made to the Chief Referee in a timely manner.

(6) Cooperate with the doping control personnel to check whether the Athletes have used prohibited drugs.

15. Electronic scoring system operator

Responsible for tasks related to the operation of the electronic scoring system.

16. Arbitration cameramen

Responsible for videotaping all field events as required by competition rules.

III. THE ARBITRATION COMMISSION, ITS FUNCTIONS AND APPEALS

(i) Composition of the Arbitration Commission

It consists of a director, a deputy director, and three or five members.

(ii) Functions of the Arbitration Commission

1. The Arbitration Committee works under the leadership of the Organizing Committee. It mainly accepts appeals from the participating teams against the decisions of the referees or refereeing team in the implementation of the competition regulations and rules, but only against the judgment of the team;

2. Upon receipt of a complaint, it shall be dealt with immediately without delaying the competition, ranking, and awarding of prizes in other matches. The team concerned shall be notified in a timely manner when the result of the ruling is available;

3. In light of the circumstances presented in the grievance materials, the video recording may be reviewed, an investigation may be conducted, and the Arbitration Board may be convened to discuss and study the matter. When the meeting is held, relevant persons may be invited to attend the meeting, but the attendees do not have the right to vote. The decision of the Arbitration Committee shall be valid only if more than half of the members of the Arbitration Committee are present. In the event of a tie vote, the Director of the Arbitration Commission shall have the final say;

4. Members of the Arbitration Committee shall not take part in the discussion of issues implicating their own team;

5. If, after a strict and careful review of the issues raised in the appeal, it is confirmed that the original judgment is correct, the

original judgment will be upheld; if it is confirmed that the original judgment is obviously wrong, the Arbitration Committee shall request the Competition Supervisory Committee to deal with the wrongly-judged referee in accordance with the relevant provisions without changing the result of the judging. The decision of the Arbitration Committee shall be final.

(iii) Complaint procedures and requirements

1. If a sports team disagrees with the decision of the referee team, it must submit a written appeal to the Arbitration Committee by the leader or coach of the team within 15 minutes after the athlete's match, together with an appeal fee of CNY 1,000. If the appeal is correct, the appeal fee will be returned; if the appeal is incorrect, the decision will be upheld and the appeal fee will not be refunded;

2. Teams must obey the final decision of the Arbitration Committee. In case of unreasonable entanglement, depending on the seriousness of the case, the Competition Supervisory Committee and the Organizing Committee of the Organization committee may be recommended to deal with it seriously.

IV. COMPETITION SUPERVISORY COMMITTEE AND ITS RESPONSIBILITIES

(i) Composition of the Competition Supervisory Committee: It shall be composed of the Director, the Deputy Director, and three or five members.

(ii) Duties of the Competition Supervisory Committee

1. Supervising the work of the Arbitration Commission. Any person who fails to perform the duties of the Arbitration Committee correctly decides unfairly on the claims of sports teams, or violates the Regulations of the Arbitration Committee shall be criticized, educated, dismissed, or even suspended from work, depending on the seriousness of the case;

2. Supervise the work of referees. For those who fail to perform their duties properly, fail to referee seriously, conscientiously, fairly and accurately, and commit obvious violations of the rules and regulations; those who commit obvious errors, omissions and counter-judgments; and those who accept bribes from sports teams and favor athletes by improper means, they shall be criticized, educated, removed, or suspended from work, and in serious cases, it is recommended that they be demoted or revoked from their refereeing rank;

3. Supervise the behavior of team leaders, coaches, and athletes of participating units. Those who fail to comply with the "Competition Area Work Regulations" and "Athlete Code", fail to

comply with competition procedures, rules, and competition discipline, bribe participating teams, engage in transactions between athletes, and fake matches, etc., will be criticized, educated, notified, have their competition results cancelled, and be disqualified from the competition, depending on the severity of the circumstances;

4. The Competition Supervisory Committee listens to the reflections and opinions of team leaders, coaches, athletes, arbitrators, and referees on the process of the competition, so as to ensure that the competition is conducted fairly, accurately, satisfactorily, and smoothly;

5. The Competition Supervisory Committee shall not be directly involved in the work of the Arbitration Committee and the referees within the scope of their duties, shall not interfere with the proper performance of their duties by the Arbitration Committee, and the referees, shall not intervene in disputes over the results of judgments, and shall not change the results of judgments made by the panel of referees or the results of decisions made by the Arbitration Committee.

V. METHODS OF USE, SCORING CRITERIA AND PENALTIES

(i) Available Methods

1. Fighting stance: Ask Hand Pile;

2. Maneuvers: Ri shape thrusting fist, Zheng Palm, Horizontal Palm, Spread Hands, Bladder Hands, Whisking Hands, Pushing Hands, Stopping Hands, Clapping Hands, Rolling Hands, Folding Hands, Spreading Hands, Pillow Hands;

3. Legs: Straight kick, horizontal kick, tiger's tail foot;

(ii) Prohibited Areas

1. Eyes, neck, back of head, back, crotch.

(iii) Methods of Prohibition

The use of techniques other than the prescribed Wing Chun maneuvers and kicks is not permitted:

1. The use of counter-joint techniques is not permitted;

2. Drops and holds are not allowed;

3. Attacks to the head with leg kicks are not permitted;

4. Tangling with each other, pushing or pulling, or one-sided straight pushing is not allowed;

5. Attacks with the head and teeth are not permitted;

6. Attacking a fallen person is not permitted;

7. Hair pulling is not allowed;

8. Pulling of protective gear is not permitted;

(iv) Mode of Competition

1. Each game will be played 3 innings, 2 minutes per inning with a 1 minute intermission;

2. After the athletes start the match, after a time-out, or after the referee on the stage separates them, both athletes must be ready with the Wing Chun stance away from their bodies and hear the referee's start command before they can start their attack;

3. Athletes who fall to the ground or go out of the field of play while play is in progress must return to the center of the field to resume play.

(v) Scoring Areas

Head, torso, legs (no points for strikes to the knee or ankle).

(vi) Scoring criteria

1. 5 points

Five points will be awarded to those who use five or more Wing Chun techniques (including three or more different techniques, and must have a leg technique) to attack at one time, and who are able to demonstrate Wing Chun's mindfulness of attacking and defending at the same time, and who are clear and effective, and whose methods clearly hit the opponent and cause the opponent to fall to the ground.

2. 3 points

3 points for a continuous attack using 5 or more Wing Chun techniques (including 3 or more different techniques, one leg technique must be present) that demonstrates Wing Chun's mindfulness of attacking and defending at the same time, is clear and

effective, and clearly strikes the opponent, but does not knock him down.

3. 2 points

(1) A party is down (any part of the body, other than the feet, that touches the ground, regardless of the duration of the contract, is down) and the standing party scores 2 points;

(2) If a team is temporarily affected by a hard hit by an opponent that is forced to read once (not to exceed 8 seconds) by the on-stage referee, the opponent scores 2 points;

(3) One party receives one serious warning and the other party receives two points.

4. 1 point

(1) One point is awarded for effectively striking the opponent's head, torso, legs, and other illegal prohibited parts of the body with the prescribed punches, kicks, knees, and palms;

(2) If an athlete does not attack within 8 seconds after being designated to attack, the opponent scores one point;

(3) One point will be awarded to the opponent for each warning received;

(4) If one party is counseled once, the other party receives one point.

5. No points

- (1) No marks for unclear and ineffective methodology;
- (2) Both players fall to the ground at the same time, successively, without scoring a point for each other;
- (3) Both sides pester and jostle each other without scoring a point;
- (4) No points for defensive techniques.

(vii) Fouls and Penalties

1. Technical fouls (exhortations)

- (1) Attack using non-Wing Chun techniques;
- (2) Stalking or passive-aggressive running away;
- (3) Intentionally delaying the game;
- (4) Incivility or insubordination to the referee during the game;
- (5) Going onto the field without wearing or spitting out a mouth guard and loosening one's own guard;
- (6) Athletes do not observe etiquette;
- (7) Pulling on each other's clothing and protective gear;
- (8) Raise your hand for a time-out when in an unfavorable situation;

2. Intruding Fouls

- (1) Attacking the opponent before the command "Start" or after the call "Stop";
- (2) Hitting the opponent's no-hit zone;

(3) Pound the opponent with non-Wing Chun techniques.

3. Penalties

(1) One counsel for each non-Wing Chun technical foul (1 point for the opponent);

(2) One warning for each encroaching foul (2 points for the opponent);

(3) If the infringer commits two fouls in each set, the opposing team is awarded the victory for that set;

(4) Three warnings for infringing fouls within the same game are awarded to the opposing team as a win for that game;

(5) Athletes who intentionally injure others will be disqualified from the competition, all results will be invalidated, and they will be held legally responsible according to the seriousness of the situation;

(6) Athletes who use prohibited drugs, or who are given oxygen during breaks, will be disqualified and all results will be invalidated.

(viii) Suspension of Play

1. When an athlete falls to the ground (other than voluntarily) or off the stage;

2. When an athlete is penalized for a foul;

3. When an athlete is injured;

4. When athletes hold each other for more than 2 seconds without being able to produce a wrestling effect;

5. When the athlete actively falls to the ground for more than 3 seconds;
6. When an athlete raises his/her hand for a time-out;
7. When the referee corrects a misjudgment or omission;
8. In case of problems or close calls on the field;
9. When the competition is affected by objective reasons such as malfunctioning of lighting, field, and electronic scoring system.

VI. ASSESSMENT OF WINNERS AND LOSERS AND RANKINGS

(i) Winning and Losing Assessments

1. In a match where there is a difference in strength between the two sides, the referee on the stage, with the consent of the head referee, awards the winner of the match to the one with the best technique;
2. If a player is knocked to the ground for 10 seconds (except for an infringing foul) or is able to stand but loses consciousness, the opponent wins the game;
3. In a game, three (3) forced reads (except for encroachment fouls) are awarded to the opposing team as the winner of that game;
4. If an athlete suffers an injury or illness during the match and cannot continue the match after diagnosis by the medical supervisor, the opponent shall be awarded as the winner of the match;

5. The opponent forfeits and concedes.

(ii) Determination of Winners and Losers in Each Round

1. At the end of each set, the winner of each set is determined based on the side judge's judgment;

2. In a game, the opponent is the winner of the game if he or she is forced to read two times (except for encroachment fouls) by a hard hit;

3. If a team receives 2 warnings in a game, the team wins the game;

4. In the event of a tie in a game, the following order shall determine the winner:

(1) The winner is the one with fewer warnings;

(2) The winner is the one who has been advised less;

(3) The winner is the one who weighs less on the day;

(4) If the above three cases remain equal, it is a tie.

(iii) Winner/Loser Determination for Each Game

1. The winner of two innings in a game is the winner of that game;

2. If an athlete suffers an injury or illness during the match and cannot continue the match after diagnosis by the medical supervisor, the opponent shall be awarded as the winner of the match;

3. In the event of a match in which a fraudulent injury is diagnosed by the medical superintendent, the opposing team shall be awarded the winner of the match;

4. The player who is injured due to a foul committed by the opposing team and who is confirmed by medical supervision to be unable to continue the game shall be the winner of the match but shall not be allowed to participate in all subsequent matches;

5. In round-robin tournaments, a match with the same number of games won is a tie;

6. In elimination matches, in the event of a tie in the number of games won in a match, the winners shall be determined in the following order:

- (1) The winner is the one with fewer warnings;
- (2) The winner is the one who has been advised less;
- (3) If still tied, one additional game is played, and so on.

VII. ORDERS AND GESTURES

(i) On-stage Referee's Orders and Gestures

1. Embracing fist salute: Standing with legs together, the left palm and right fist are embcompetitiond in front of the chest at chest height, with a distance of 20 - 30 centimeters between the hands and the chest (Pictures 1 and 2).



Picture 1



Picture 2

2. On the stage: stand in the center of the ring into a side plank with palms pointing upward toward both athletes (Picture 3); at the same time as the command is given, flex the arm sideways at 90 degrees with palms facing each other (Picture 4).



Picture 3



Picture 4

3. Both athletes salute: arms bent in front of the body, left palm over the back of the right fist, signaling the athletes to salute (Picture 5).



Picture 5

(ii) Opening

1. First Round: Facing the head referee's chair and in a bow stance, while giving the command "First Round", raise the index finger of one hand, bend the remaining four fingers to form a fist, and raise the straight arm in front of the referee (Picture 6).



Picture 6

2. Second Round: Facing the chair of the referee and in a bow stance, while giving the command "Second Round", straighten the index finger and middle finger of one hand, separate them and bend the remaining three fingers, and raise the straight arm forward (Picture 7).



Picture 7

3. Third Round: Facing the head judge's chair, in a bow stance, while giving the command "Third Round", raise the thumb,

forefinger and middle finger of one hand separately, with the remaining two fingers bent and the straight arm raised in front of the head (Picture 8).



Picture 8

4. "Ready - Start": Standing in a lunge in the middle of the two athletes, while giving the command "Ready", straighten both arms and point the palms upward towards the two athletes (Picture 9). At the same time as the "Start" command is given, both arms are straightened with the palms facing inward in front of the abdomen (Picture 10).



Picture 9



Picture 10

5. "Stop": At the same time as the command "Stop" is given, form a bow stance with the palm of the hand and one arm extended towards the center of both athletes (Pictures 11 and 12).



Picture 11



Picture 12

6.3 seconds: one arm is straight with the palm of the back raised obliquely upwards pointing towards a certain athlete, the thumb,

index finger, and middle finger of the other hand are naturally separated, the remaining two fingers are bent, palm downwards, and swung outwards from the front of the abdomen to the side of the body horizontally (Picture 13).



Picture 13

7. Negative 5 seconds: When you have not yet attacked under the designated attack, bend the little finger and ring finger of one hand, and while giving the command "Somewhere", straighten the remaining eight fingers naturally apart and raise them in front of the body (Picture 14).



Picture 14

8. Second reading: facing the athlete, bend the arm and make a fist in front of the body, with the center of the fist facing forward, and open from the thumb to the little finger of one hand in order, with an interval of 1 second (Pictures 15 and 16).



Picture 15



Picture 16

9. Negative entanglement: wrap your arms around the front of your body (Picture 17).



Picture 17

10. Compulsory reading of 8 seconds: facing the head referee's chair, one arm with thumb straight and the remaining four fingers bent (Picture 18).



Picture 18

11. Designated Attack: One arm is extended to the middle of both athletes, with the thumb straight and the remaining four fingers bent, palm facing down, and swung horizontally towards the thumb while giving the command "a certain side" to attack (Picture 19).



Picture 19

12. Fall to the ground: One arm is straight and pointing to the fallen side, while giving the command "a certain side", the palm of the hand is facing upwards and the other arm is bent at the side of the body, palm facing downwards (Picture 20).



Picture 20

13. Simultaneous fall to the ground: both arms are stretched out in front of the body, pulled back and pressed down, palms facing down (Picture 21).



Picture 21

14. Crotch Kick: With one arm extended and pointing towards the offending athlete, the palm of the hand is pointed inwards towards the crotch while giving the command "Somewhere" (Picture 22).



Picture 22

15. Elbow Foul: Arms bent in front of the chest, one arm bent over the other elbow (Picture 23).



Picture 23

19. Knee Foul: Lift the knee and slap the knee with the hand (Picture 24).



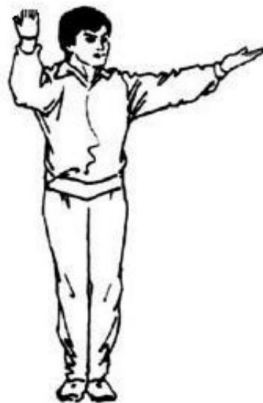
Picture 24

20. Strike to the back of the head: One arm is pointed straight at the offending athlete, and the other hand is pressed down on the back of the head while the command "Somewhere" is given. If a prohibited part of the body is attacked, such as the throat, eyes, spine, etc., the referee points his/her hand toward the attacked part (Picture 25).



Picture 25

21. Warning: With one arm extended and pointing towards the offending athlete, palm facing upwards, while giving the command "a certain side", the other hand, after showing the foul, bends the arm and makes a fist in front of the body to form a 90-degree angle, with the palm facing backward (Picture 26).



Picture 26

22. Counseling: With one arm straight and the palm facing upwards pointing towards the offending athlete, the referee, while giving the command "foul", bends the arm and raises the palm of the hand in front of the body to form a 90° angle, with the palm facing

backward (Picture 27) (if counseling, the referee only needs to point to the offending athlete and to point out the offending action).



Picture 27

23. Disqualification: Make a fist with both hands and cross both forearms in front of the chest while giving the command "Somewhere" (Picture 28).



Picture 28

24. Ineffective: straighten both arms and swing them crosswise in front of the abdomen once (Pictures 29, 30, 31).



Picture 29



Picture 30



Picture 31

25. First aid: face the General Assembly medical desk with both hands in a standing palm position and both forearms crossed in front of the chest (Picture 32).



Picture 32

26. Rest: Tilt your palms up and hold them sideways pointing towards the resting place of both athletes (Picture 33).



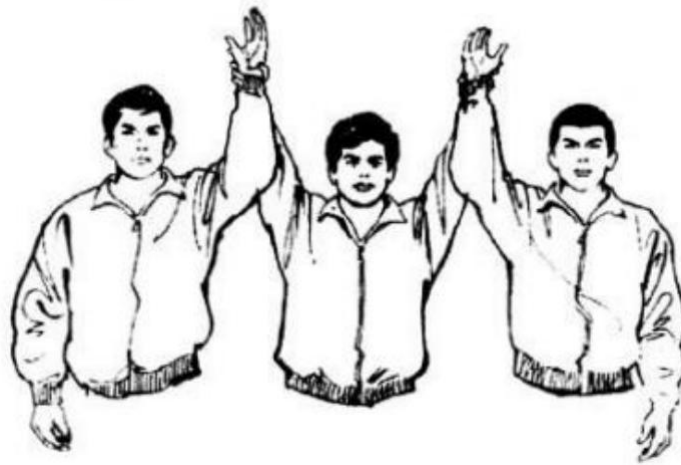
Picture 33

27. Exchanging Stances: Stand in the center of the ring with your arms straight and crossed in front of your stomach (Picture 34).



Picture 34

28. Tie: Stand parallel to the center of the two athletes and hold the wrists of both athletes up (Picture 35).



Picture 35

29. WINNING: Stand parallel to the center of the two athletes and hold the winning athlete's wrist up with one hand (Picture 36).



Picture 36

(iii) Side judge gestures

1. Get off the stage or fall to the ground with the index finger of one hand straight down and the remaining four fingers bent (Picture 37);

2. Without stepping down or falling to the ground stand on one hand and swing left and right 1 time (Picture 38);

3. Failure to see that the supine palms of both hands are bent outward from the front of the body with the elbows swinging flat (Picture 39).



Picture 37



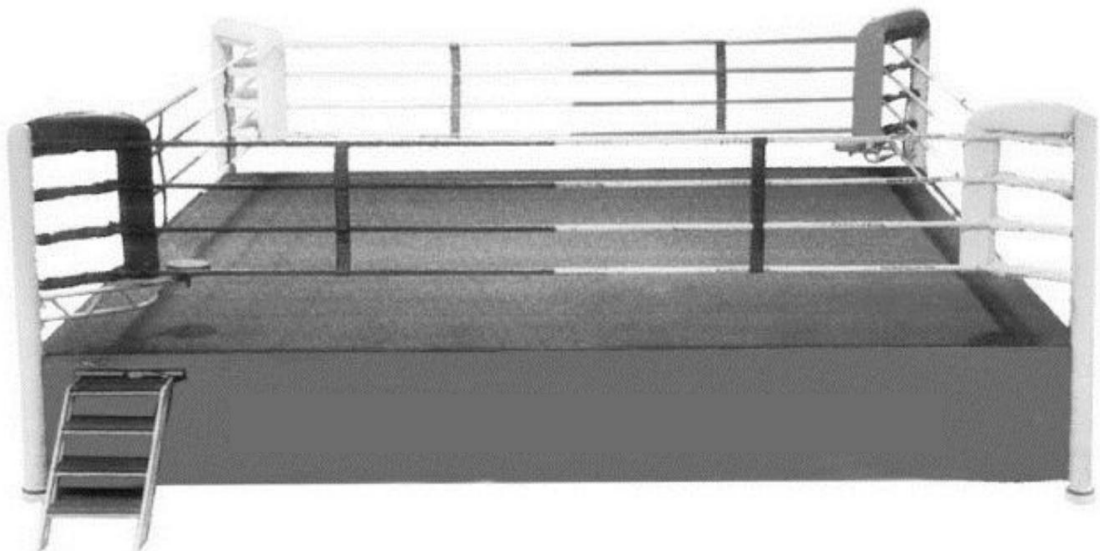
Picture 38



Picture 39

(iv) Venue

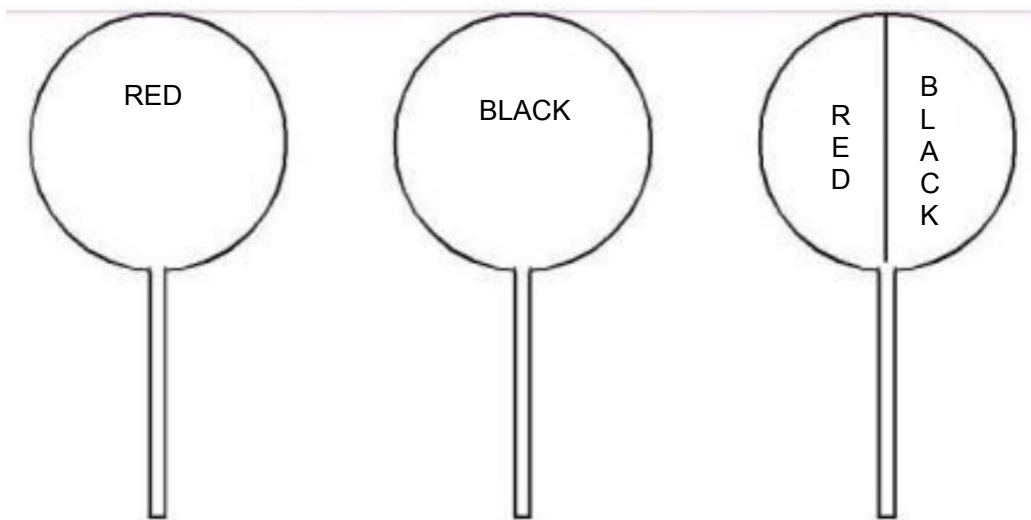
1. The competition area is 6.5M * 6.5M surrounded by a ring.



Attachment 1: International Wing Chun Combat Ring Map

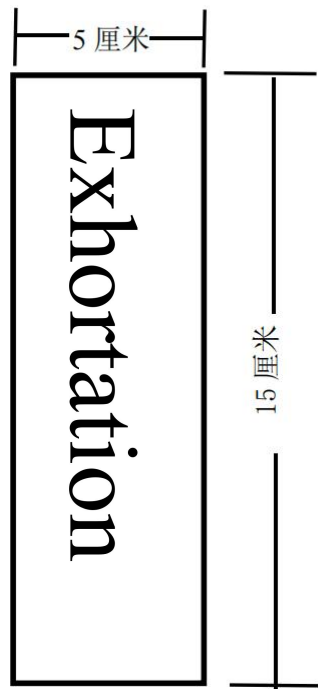
(v) Equipment

1. Color cards: the side referee determines the winner of the game by the sign presented by the athletes. The diameter of the round card is 20 centimeters, and the length of the wooden handle is 20 centimeters, with a total of 18 pieces, of which 6 are red, black, and red and black half-color cards (Picture 40).



Picture 40

2. Exhortation boards: 12 yellow boards 15 cm long and 5 cm wide with the word "Exhortation" written on them (Picture 41).



Picture 41

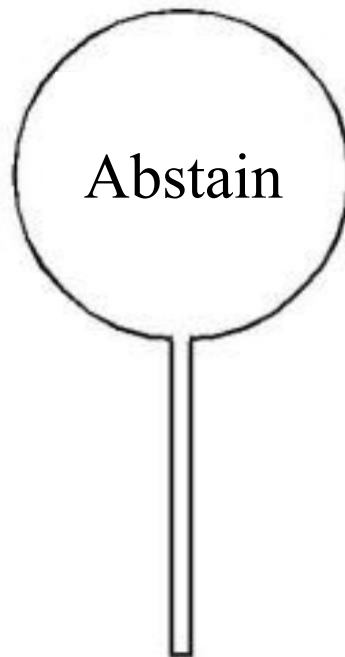
3. Warning signs: 6 red boards 15 cm long and 5 cm wide with the word "WARNING" written on them (Picture 42).



Picture 42

4. Card holders: 60 cm long, 10 cm high, 1 each in red and black (Picture 43).

5. Abstention cards: round cards 40 centimeters in diameter, wooden handles 40 centimeters long, two yellow. The word "Abstain" is written in red and black on the front and back of the round cards (Picture 44).



Picture 44

- 6. Stopwatches: 2 (one spare);
- 7. Whistle: 2 (one for single and one for double tone);
- 8. Amplified speakers: 3;
- 9. Gongs, gong hammers, gong stands, rattles: 1 pair;
- 10. Counter: 15 - 20 pieces;

- 11. Cameras: 2;
- 12. Metric meters: 2;
- 13. Wireless microphone (for on-field referees to wear on their chests);
- 14. Electronic judging system: 1 set.