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**RULES  
OF  
COMPETITION**

**APPROVED BY THE FOUNDER PRESIDENT  
GRANDMASTER MENG KWONG LOKE**

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## 1. REN YI WU KWAN: RULES OF COMPETITION

### 1.1 FOUNDER'S MESSAGE

This set of rules governing the administration and conduct of our Championships have developed in the last few decades, due to your continued dedication and participation as martial artists and not just sports competitors.

It is very true that any set of rules are only as good and effective as the quality and sincerity of the individuals who operate, participate in and interpret them. Therefore to guide us as officials or participants, we must first reflect on the founding philosophy of our school - 'REN' and 'YI' . *Ren* broadly translates as 'human heartedness' and *Yi* is 'righteousness'.



These two virtues encompass the universal human ideals of benevolence, humility, respect, duty, responsibility, self-control and loyalty. On the physical plane, our style stresses on flow, beauty, compactness, lightness and speed, power and incisiveness which eventually leads to the skilful, effective and economic use of techniques. Our vast array of techniques cannot be fully utilised in Championships as many are designed to seriously injure and possibly kill our adversary for the self-preservation of ourselves and our loved ones, and even then only as a last resort. So, in this core aspect, the ultimate victor or loser in competition cannot be truly or safely assessed.

On a more realistic note, we must use the Championships to progress our school with the benefits that can be achieved. Year after year we have proved this to be true. As a martial art family and individually we continue to display good martial art spirit, exemplary conduct and self-control. A high level of technical precision and superiority can also be seen even when limited techniques are allowed, also bearing in mind our primary aim of maintaining safety. This is also the only occasion when the whole school meet to socialise, make new friends, exchange views and applaud each others effort.

Always remember, your conduct reflects upon yourselves and upon the teaching of your instructors, and taken as a whole reflects upon our entire school in the eyes of parents and the general public.

The task of duan grades, as seniors and elders of this martial art family, is to operate these rules. Your fairness and sincerity will continue to make the championships successful, meaningful and enjoyable. No-one expects perfection in every decision made – it has long been wisely observed that “to err is human”. It is also important that you practise regularly and participate to give better depth and qualification in your officiating, refereeing and judging duties.

I look forward to further developing these rules in the many decades ahead. Your positive suggestions are welcome to contribute towards the smooth running of our Championships.

Good luck in your participation and enjoy yourselves. TANG SOU!!

*Grandmaster M.K.Loke*

## **1.2 COMPETITION AREA**

- 1.2.1 The competition area must be flat and devoid of hazard. The area should be covered by mats and attention paid to ensure that these do not move apart during the competition.
- 1.2.2 The competition area is a square with sides of 8metres, though this can be varied at the organiser's discretion when the need arises.
- 1.2.3 Two parallel lines are used for positioning the contestants. These are each 1 metre long and 1 and a half metres each side of the centre of the match area. The referee begins the bout from half a metre long line at right angles to the contestants' lines.
- 1.2.4 A 1 metre wide zone just inside the perimeter of the competition area may be picked out with different coloured mat modules or by a taped margin. This serves to warn contestants when they are approaching the edge of the competition area.
- 1.2.5 The control table is sited so that it faces the referee. Four judges are seated at each corner of the area.

## **1.3 OFFICIAL DRESS**

- 1.3.1 Contestants are identified by means of a red or blue ribbon tied to their normal belts. The contestant to the right of the referee wears a red ribbon, the contestant to the left wears a blue ribbon.
- 1.3.2 Contestants' tunics must be of a design approved by the Ren Yi Wu Kwan. Jacket sleeves must not be rolled up and trousers must extend further down the legs than mid-shin. Only approved badges may be worn on the tunic. Female contestants may wear a clean white T-shirt beneath their tunics.
- 1.3.3 Dirty or ripped tunics will not be allowed.
- 1.3.4 Contestants may wear gum shields and groin guards of a type approved by Ren Yi Wu Kwan. Any contestant retrospectively discovered to be wearing a non-approved groin guard will be disqualified from the competition.
- 1.3.5 Female contestants may wear breast shields of a type approved by Ren Yi Wu Kwan.
- 1.3.6 Contestants must remove all metal objects from the body, including rings, earrings, bracelets, watches, necklaces and hairgrips. Rings that cannot be removed must be taped over. Spectacles are not allowed but contestants may wear soft contact lenses, provided that they accept that Ren Yi Wu Kwan is not responsible for any loss or damage to them or by them.
- 1.3.7 Long hair must be secured by a hair band and contestants' fingernails and toenails must be kept clean, short and rounded. The referee is empowered to disbar any contestant presenting themselves in a dirty or unkempt condition.

However, one minute may be permitted for a contestant to correct shortcomings in dress, hygiene or equipment.

- 1.3.8 Contestants wishing by virtue of their religion to wear what would be otherwise construed as unauthorised clothing, (e.g. a turban) must notify the chief referee in advance of the commencement of the tournament. The chief referee will examine each application on its merit and decide the outcome using his/her discretion.
- 1.3.9 Team officials must wear the uniform designated by the Ren Yi Wu Kwan. Any other uniform is unacceptable and the offending official will be asked to change to the approved uniform, or to withdraw from the tournament. Referees must not wear jewellery, watches, or any other embellishment on their persons.

Ren Yi Wu Kwan tournament may comprise both sparring and form competition.

## **2. ORGANISATION OF COMPETITION: SPARRING 'TOOI TA' COMPETITION**

### **2.1 GENERAL RULES**

- 2.1.1 The sparring competition is divided into a team and individual match. The individual sparring match comprises of weight, age and grade, and where possible, height divisions. The term 'bout' is used to define a sparring engagement between two persons. The term 'round' is taken to mean a discrete stage of a sparring competition leading to the eventual identification of third, second and first places. The term 'pool' is used to identify groups of contestants assigned to the same competition area at a particular time.
- 2.1.2 Fifty percent of the contestants are eliminated in each round of a sparring competition unless the 'round robin' format is used. In the latter case, each contestant fights each other contestant in that pool.
- 2.1.3 However, sparring competitions usually involve a repechage in which all contestants losing to the two finalists are brought back in to fight for up to a third placing.
- 2.1.4 Contestants are drawn against each other on a random principle excepting that entries from the same club/nation will be separated as widely as possible in the various pools.
- 2.1.5 No entries are permitted on the day of a tournament because the complexity of managing the draw in a fair way requires that it is done in advance and then given to team managers on the day.
- 2.1.6 All contestants must be current members before they are allowed to compete.
- 2.1.7 Contestants in weight divisions are allowed three attempts to make the required weight, after which they are disbarred from the relevant event. No substitutions between weight divisions is allowed on the day.

## **2.2 PARTICIPATION ON THE DAY**

- 2.2.1 Each team comprises an odd number of contestants. There are no fixed reserves and when lining up prior to engagement the two teams present only those who are about to compete. Unselected contestants and team officials must sit in the area assigned to them.
- 2.2.2 Before each match, an official fighting order form must be handed in to the scorekeeper. The fighting order can be changed for each round, but once given in it cannot be then changed. In the event that no fighting order form has been given in, then the last submitted fighting order will stand. In the event that an un-notified change in the fighting order is discovered, then the entire team will forfeit its match, regardless how far that match has preceded.
- 2.2.3 The fighting order is handed in to the scorekeeper by the team captain. It must be legible, signed by the coach and confirm the names of the contestants and that they meet the entry criteria for that particular event. Thus, if the match is age limited and it is discovered that one or more contestants is of the wrong age, then the entire team will be disqualified.
- 2.2.4 A team will be allowed to participate only when it comprises more than half of its line-up. All members of a team must fight. Thus even though a team has secured final victory by winning the first three bouts consecutively, it must still fight off the two remaining bouts. Failure to do this (except through certified injury) will result in the forfeiting team losing the match.
- 2.2.5 No contestant may be replaced by another in an individual sparring competition without the permission of the Chief Referee.
- 2.2.6 Entries which arrive at the tournament after their scheduled first match shall forfeit that match although they may, at the discretion of the organisers, participate in other events for which they have entered and which have not, as yet, begun.
- 2.2.7 If a notified entry fails to show up on the day of the tournament, he/she shall forfeit the entry fee. In the event that a reason for absence is accepted by the tournament organiser, then a refund of fees may be agreed.
- 2.2.8 If through a charting error the wrong contestants compete then regardless of outcome that bout is null and void. It is the sole responsibility of the winner of each bout or match to confirm that fact with the relevant scorekeeper.

## **2.3 DURATION OF BOUT**

- 2.3.1 The normal duration of a bout is two minutes of actual sparring time.
- 2.3.2 The timing of the bout starts when the referee gives the signal to start and stops when the timekeeper calls "Stop!". Even though the referee may inadvertently allow sparring to continue, no scores will be awarded after the bout time has expired.

2.3.3 A valid technique delivered simultaneously with the time up (“Stop”) signal will be scored. A technique delivered after time up will not be scored and may result in a penalty.

2.3.4 The clock will be stopped however, on the Referee’s instruction, for injury or consultation with judges.

## 2.4 SCORING

2.4.1 The result of a bout is determined by either contestant scoring a majority of points, one contestant withdrawing, or one contestant being disqualified. In the event of the last two named cases occurring, 5 points will be added to the winning contestant’s score while the withdrawing or disqualified opponent’s score is zeroed.

2.4.2 Attacks are limited to the following areas: Face, chest, abdomen.

2.4.3 The scoring areas on the body are those areas which would be covered by a vest, but excluding the shoulder blades and back, and areas below the contestant’s belt (See Rule 2.4.2). The back area may be a target area for Duan contestants at the discretion of the Chief Referee and senior referees.

2.4.4 Scores will only be awarded when the techniques to which they relate are made while the applying contestant has their centre of gravity within the area. Scores will not be accepted from a contestant whose centre of gravity is outside of the area at the time the technique is applied to the target.

2.4.5 Simultaneous scoring techniques shall not score.

2.4.6 Scores are based on the following:

**One point** is awarded for a kick, punch or strike delivered to the opponent’s scoring areas. The specified criteria in order to score are as follows: the technique must be made in conjunction with a shout (“harn”), have good form and distance, be applied with vigour and determination and be withdrawn afterwards.

**Two points** are awarded for a punch, kick, or strike applied with the specified criteria which, in addition, is made:

- When the opponent’s attack was first deflected or evaded and the scoring counter-attack technique applied to any of their scoring areas.
- By a flying or jumping kick which makes contact whilst both of the performer’s feet are off the ground.

2.4.7 A technique with good form has characteristics conferring probable combat effectiveness were it used with uncontrolled force. Correct attitude for earning a score means a non-malicious application accompanied by great concentration. The technique is applied with vigour when it uses both speed and power and is applied in an obvious attempt to make it succeed. The technique must afterwards be withdrawn, though the contestant maintains an

alert attitude in recognition of the opponent's potential for sudden counter-attack.

- 2.4.8 A technique has the proper timing when it is delivered at the point when it will have the greatest potential effect. Thus the opponent who advances into the technique adds to its power, whilst the withdrawing opponent is moving away from the impact, and so lessens it.
- 2.4.9 Correct distancing also relates to the point at which the technique comes to rest with respect to the opponent. In order to score, the technique must have the potential to have penetrated deeply into the opponent. Since punches in which the elbow has fully straightened do not have this capacity, then they cannot be thought of as correctly distanced. A punch which comes to rest somewhere between the skin touch and 2/3 cms away from the face, and where the punching elbow is still slightly flexed, has the correct distance.
- 2.4.10 A bad technique is of no value whatsoever, regardless of where it is delivered, Thus a seriously deficient flying kick will score nothing, much less than 2 points. However, in order to encourage the usage of more difficult techniques, the refereeing panel will permit a slight drop in technical standard where these more difficult techniques are used.
- 2.4.11 A somewhat lower standard of accuracy is acceptable for junior grades of both adults and children.

## **2.5 DECIDING THE OUTCOME OF A BOUT**

- 2.5.1 If at the end of a team bout, neither contestant has established a majority or superiority, then a draw will be awarded.
- 2.5.2 The winning team is the one with the most bout victories. If both have the same number of bout victories, then the team whose contestants scored the most points overall will be given the decision.
- 2.5.3 If the two teams tie on bout wins and points scored, then the following procedure will be adopted:
- Each coach or team representative has one minute to select a member of their team to fight in a tie-breaking bout. The person who does the selection must be the same person who signed the fighting order form and the selectee must be taken from the team line up and not from the named reserves.
  - In the event of a continuing tie, another pair of contestants is selected and so on until the tie is broken.
- 2.5.4 The outcome of an individual bout is decided on the basis of points scored, if there is a draw then an extension of a 1 minute bout is allowed. If this still results in a draw, then the first contestant to score in a further extension shall be deemed to be the winner.

## **2.6 PROHIBITED BEHAVIOUR**

- 2.6.1 Techniques which strike the neck or throat are forbidden. The throat is defined as that area at the front of the neck which includes the windpipe, carotid arteries and jugular veins.
- 2.6.2 Techniques which strike the target with excessive force are prohibited. However, the referee must always check with the judges whether or not the opponent moved onto the technique, since this would either increase the level of impact or be the cause of the impact.
- 2.6.3 Impact techniques which strike the groin, shin, instep, back or spine are prohibited. Whether the strike was intentional or not is irrelevant.
- 2.6.4 Attacks to the joints are prohibited.
- 2.6.5 Attacks to the face with open hand techniques are prohibited. For the purposes of these rules, the face is regarded as that area which begins one cm above the eyebrows, extending down and including the temples, and following the jawline down to the chin.
- 2.6.6 Throws are prohibited.
- 2.6.7 Any technique which cannot be controlled for the safety of the opponent is prohibited.
- 2.6.8 Repeated exits from the competition area are prohibited. 'Exit' refers to instances where even the smallest portion of the opponent's foot crosses over the outer edge of the area perimeter line. An exception to this rule is when a contestant is physically propelled out of the area by the opponent.
- 2.6.9 Foot sweeps and hooks are prohibited.
- 2.6.10 Any time wasting behaviour is prohibited. Contestants must engage in a meaningful combat throughout the time of the bout. The referee will stop the bout each time there is a long lull in the fighting and warn the contestants. If one contestant continually back-pedals then the referee will stop the bout and impose a warning or penalty.
- 2.6.11 Violent pushing of the opponent is prohibited.
- 2.6.12 Failure to maintain an effective guard is prohibited. Some contestants throw themselves into a technique with the result that they cannot block a counter. Techniques cannot score when they are applied in this manner and may result in a penalty being imposed for the contestant's own safety. Contestants who drop their guard immediately after they believe they have scored will forfeit any chance to score and may incur a penalty.
- 2.6.13 Discourteous behaviour towards an opponent or towards refereeing officials by a contestant is prohibited.
- 2.6.14 Feigning an injury which does not exist is prohibited. Exaggerating an injury which does not exist is also prohibited, though this is a less serious offence.

2.6.15 Speaking during sparring, except when replying to the referee, is prohibited.

## 2.7 PENALTIES

2.7.1 Every contestant contravening these rules will be warned or penalised. Warnings will be given privately by the referee but penalties will be imposed by the referee following consultation with the judges. Contestants may also be warned or penalised for the actions of their coach, other members of the team, team officials and supporters.

2.7.2 A warning will be given for an extremely small infraction of the rules which is not sufficient enough to merit a penalty. A **one point** penalty may be imposed for attempted minor infractions of the rules, or for the first instance of actual minor infractions. The **one point** is added to the opponent's score.

2.7.3 A **two point** penalty may be imposed directly for infractions of the rules, or for a repeated minor infraction for which a one point penalty has previously been given. The **two points** are added to the opponent's score.

2.7.4 A disqualification from the bout occurs when the contestant commits a serious infraction of the rules, or following previous infraction of the relevant penalties. The offender's score is zeroed and **five points** are added to the opponent's score.

2.7.5 A **disqualification** from the tournament occurs when the contestant has committed a very serious infraction of the rules, such as:

- Behaving in a way detrimental to the prestige of the Ren Yi Wu Kwan.
- Disobeying the referee's orders.
- Constantly behaving in a manner likely to prejudice the health or safety of the opponent.
- Behaving in a way construed by the referee as malicious.
- Feigning an injury which, according to the opinion of a neutral doctor, does not exist.

2.7.6 It is not necessary to first impose the **one point** penalty. If, in the majority opinion of the refereeing panel, the circumstances merit it, then the referee can proceed directly to a **two point** penalty, or even to a **disqualification**. However, the normal process is to go from one point penalty, through two point penalty, to disqualification.

2.7.7 Penalties do not cross accumulate. Therefore, if a **one point** penalty is given for the first instance of exit from the area, a slightly uncontrolled contact to the face will not automatically merit a **two point** penalty. However, when the total number of penalties incurred in any one bout by any one contestant totals **five points**, then that offender will forfeit the match and his/her score will be **zeroed**. **Five points** will be added to the opponent's score.

2.7.8 Penalties accrue into a bout extension, whenever such is fought for the purpose of breaking a tie.

2.7.9 The referee can impose penalties up to the point where contestants leave the competition area. The Chief Referee can impose penalties after that time.

## **2.8 INJURIES AND ACCIDENTS IN COMPETITION**

- 2.8.1 The referee will withdraw any contestant who, in the majority opinion of the refereeing panel for that bout, is unfit to carry on with the bout. Contestants who refuse to fight on, who are withdrawn, or who abandon the bout shall lose that bout by forfeiture. Their score will be zeroed.
- 2.8.2 The referee will assess the circumstances leading to the injury and together with the judges, decide whether an injured party should lose the bout through forfeiture, or win the bout through the opponent's foul.
- 2.8.3 If two contestants injure each other at the same time, or are suffering the effects of previously incurred injury and are declared by the tournament doctor to be unable to continue, then the bout is awarded to the one with the higher points score. If the score is equal, then the referee panel must give a decision, if necessary by tossing a coin.
- 2.8.4 An injured contestant who is withdrawn on the orders of the tournament doctor may not fight again in that sparring competition.
- 2.8.5 An injured contestant who wins by the opponent's foul but who is nevertheless allowed to participate further in the sparring competition may go on to win a second bout again by an opponent's foul. However, after this the contestant must be withdrawn for their own safety.
- 2.8.6 The referee stops the bout each time an injury is suspected. If necessary, the referee summons the tournament doctor. The doctor is obliged to administer treatment and to make recommendation only insofar as they relate to the proper management of that injured contestant. Should the injured party go to the doctor having been dazed or severely struck, an official or sensible adult should go with them.
- 2.8.7 The referee must constantly observe the injured contestant and be on the lookout for any actions which could exacerbate the injury, for instance, blowing forcibly through an injured nose will encourage it to bleed. The referee must also be aware that damage to a pre-existing injury can produce symptoms out of all proportion to the degree of subsequent force used.
- 2.8.8 All bandages and arm guards worn by the contestant must be approved by the tournament doctor and the refereeing panel. Contestants are expected to arrive at the tournament in a fit state to compete, so bandages over injuries incurred outside of the tournament may not be permitted.



## **2.9 PROTEST**

- 2.9.1 No contestant may protest directly to the referee. Such protests as may be made shall concern only the application of the rules - not whether a particular technique scored or did not score. The referee must be advised however, otherwise Rule 2.9.4 will be contravened.
- 2.9.2 If these rules appear to have been contravened, then the team coach is empowered to approach the Chief Referee/instructor with the protest. The burden of proving the validity of the protest resides with the complainant.
- 2.9.3 If a protest has been given in, no further rounds which might prejudice further participation of the aggrieved party may be fought until the protest has been dealt with.
- 2.9.4 The Chief Referee will interview the referee and make a decision on the protest. The Chief Referee has the power to over-rule the referee's decision in the interests of fair play and a re-match may be fought.

## **2.10 RESPONSIBILITIES OF THE REFEREEING OFFICIALS:**

2.10.1 The Chief Referee is responsible for:

- Ensuring the correct preparation of each tournament through prior discussion with the organiser.
- Allocating referees and judges to the various areas and overseeing their competence.
- Allocating substitute referees and judges where necessary. The composition of a particular panel can only be changed by the Chief Referee.
- Adjudicating on technical matters not covered by these rules.
- Authenticating all match records.
- Imposing disciplinary measures in those cases referred and adjudicating in matters of protest.

2.10.2 The Chief Referee must have a minimum grade of 5<sup>th</sup> Duan and be appointed by the Chief Instructor.

2.10.3 The referee is responsible for:

- Conducting bouts, consulting with judges, awarding scores, issuing warnings, imposing penalties, awarding decisions and supervising the judges and ancillary staff.
- Conferring with the judges, when necessary, to decide or to confirm which contestant has scored a point or won the bout.

- Notifying a score when s/he believes the judges may have been unsighted.
  - Awarding victory at the conclusion of the match.
  - Controlling the competition area and its immediate environs.
  - Ensuring the free and uninterrupted operation of the bout for the satisfactory execution of techniques.
- 2.10.4 The Referee must hold a minimum grade of 2<sup>nd</sup> Duan and be appointed by the Chief Instructor and the Technical Management Committee.
- 2.10.5 Judges are responsible for:
- Signalling the scores and rule infractions seen during a match. They may only score what they actually see.
  - Evaluating the relative abilities of the contestants.
  - Expressing opinions as to the outcome of a bout when asked by the referee.
  - Signalling to the referee when they believe s/he is unsighted in respect of an infraction, or when they wish to draw the referee's attention to something urgent.
  - Responding to the referee's signalling of a possible score at their discretion.
- 2.10.6 The Judge must hold a minimum grade of 1<sup>st</sup> Duan and be appointed by the Chief Instructor and the Technical Management Committee.
- 2.10.7 Refereeing officials may not occupy other positions during a tournament. They must not discuss the outcome of any bout with other than the members of that refereeing panel.
- 2.10.8 All consultations between members of the refereeing panel should be strenuously avoided and reliance instead placed upon approved hand signals.
- 2.10.9 The referee will call the bout to a halt as infrequently as possible in order to ensure the free flow of techniques.
- 2.10.10 When signalled by a Judge, the referee is obliged to call the bout to a halt in order to investigate the situation.

## **2.11 OPERATING THE RULES**

- 2.11.1 Only the terms and gestures used in these rules may be used in tournaments organised by the Ren Yi Wu Kwan.
- 2.11.2 Contestants are lined up along the perimeter of the competition area according to whether they are wearing red or blue ribbons on their belts. The referee stands with the refereeing panel at 90 degrees to the two lines of

contestants. The referee steps forward and directs everyone to bow to the distinguished guests. Then the two lines of contestants are made to bow to each other. The referee enters the area and summons the first two contestants.

- 2.11.3 At the beginning of each bout and at the resumption of fighting, the referee and contestants will stand on their lines. At the beginning of the bout, the contestants bow to each other, the referee calls "Begin!" and the bout commences.
- 2.11.4 The referee calls "Stop" when the time is up, or when it is necessary to call a temporary halt to the fighting. All parties then return to their standing lines and await an award/imposition of penalty announcement from the referee.
- 2.11.5 The referee observes the judges' signals and adds his/her own opinion and takes the majority decision. Scores are signalled by the referee raising his/her hand on the side of the scorer and announcing "Red/Blue – One/Two Points!". The bout is then restarted.
- 2.11.6 If, in the majority opinion of the referee panel for that bout, a technique has not scored, then the referee will cross his/her hands over his/her other hand and then extend them downwards.
- 2.11.7 At the end of each bout the referee will raise his/her arm on the side of the victor with fingers pressed together, and call "Red/Blue Wins!".
- 2.11.8 If there is a draw then the referee will announce "Draw!" and cross his/her arms over his/her head.
- 2.11.9 If an individual bout draws, then the referee will begin an extension using the same procedure as is given in Rule 2.11.3 above.
- 2.11.10 When the referee gives a warning s/he simply has a quiet word with the offender. When the referee imposes a one point penalty s/he identifies the prohibited technique/action by voice and then points to the feet of the offender saying "Red/Blue One Point Penalty!". Then s/he extends his/her arm upwards on the side of the opponent and announces "Red/Blue One Point!"
- 2.11.12 When a two point penalty is imposed, the referee verbally identifies the prohibited technique/action, points to the chest of the offender and says "Red/Blue Two Point Penalty!" Then s/he extends his/her arm upwards on the side of the opponent and announces "Red/Blue Two Points!".
- 2.11.13 When a disqualification is imposed the referee verbalises the prohibited action/technique, points to the offender's face and says "Red/Blue Disqualified - Red/Blue Wins!". If the disqualification is from the entire tournament, then the gesture and words given above are repeated except that the referee then informs the Chief Referee of this.
- 2.11.14 When notifying a win through forfeiture or renunciation, the referee points to the withdrawing contestant's feet with all fingers extended and announces "Red/Blue has Forfeited/Renounced the Bout!". Then the referee extends his/her arm upwards on the side of the winner and announces "Red/Blue Wins!".

- 2.11.15 No specific signals are needed to signal excessive contact. The referee will simply state so and overrule any score given by the judges.
- 2.11.16 If the judges have not noticed that a technique was blocked, then without stopping the bout, the referee will state so and continue.
- 2.11.17 Judges may query this but the Referee's considered/new opinion will be final.
- 2.11.18 The Referee will stop the bout when:
- S/he notices a score and/or when the judges signal a score.
  - One or both contestants leave the area. The referee orders them to return to their standing lines before resuming the bout.
  - The referee orders a contestant to adjust their tunic.
  - The referee notices an actual or potential infraction of the rules.
  - The referee notices that one or both of the contestants are injured and require attention.
  - A contestant seizes an opponent.
  - One or both contestants fall and no effective follow-through is made.
- 2.11.19 Judges will signal to the referee by means of red and blue bands on their wrists and by means of whistles. Scores are signified by a single, short, sharp blast of the whistle accompanied by the judge raising his/her arm on the side of the scorer when called for by the referee, and extending one or two fingers according to the score awarded.
- 2.11.20 Infractions are signalled by a series of short blasts of the whistle accompanied by a raised arm on the side of the offender. A simple twisting action of the forearm indicates that a warning is called for, whereas a wider circle with one or two fingers extended indicates a one/two point penalty. If all five are extended, then a disqualification is being signalled.
- 2.11.21 If a judge is unsighted, then s/he will signal this fact by covering his/her eyes with the palms of their hands. The referee then seeks a majority verdict from those who are sighted. When signalling a no-score situation, the judge will cross the red wrist band over the blue to indicate red did not score or the strike was not considered good enough and vice versa.
- 2.11.22 When signalling a decision as to the winning of a bout, the judge shall raise his/her arm with the fingers extended and brought together on the side of the victor.
- 2.11.23 If any situations arise which are not covered in these rules, then the referee shall stop the bout and ask the Chief Referee for a ruling.

**APPENDIX A:**

**APPENDIX TO THE RULES OF THE SPARRING 'TOOI TA' COMPETITION:**

- a) All contestants to the sparring competition must be fit enough to enter. All contestants must hold a current Ren Yi Wu Kwan membership on the day of competition.
- b) Men's team and individual match, and women's team and individual match operates to a lower age limit of 18 years and an upper limit of 37 years on the day of competition. (Refer to 'g' below).
- c) Veteran men's team and individual match operates to a minimum age of 38 years and above on the day of competition.
- d) Junior male and female competition operates on the following categories:
- 6-8 years
  - 9-10 years
  - 11-13 years
  - 14-15 years
  - 16-17 years
- e) The above age categories may be further sub-divided into the following grade Categories:
- 9<sup>th</sup>/7<sup>th</sup> Ji
  - 6<sup>th</sup>/5<sup>th</sup> Ji
  - 4<sup>th</sup>/3<sup>rd</sup> Ji
  - 2<sup>nd</sup>-1<sup>st</sup> Ji
  - 1<sup>st</sup>-1<sup>st</sup> Duan Senior
  - 2<sup>nd</sup>-3<sup>rd</sup> Duan
- f) The following weight categories shall apply:
- |               |        |        |        |
|---------------|--------|--------|--------|
| Men's Senior  | -67kgs | -75kgs | +75kgs |
| Men's Veteran | -67kgs | -75kgs | +75kgs |
| Women's       | -55kgs | -62kgs | +62kgs |
- Junior weight and height categories will be decided on the number of tournament entries.
- g) The above weight, age and grade categories may be altered at the discretion of the Chief Instructor and referees from time to time.

### **3. ORGANISATION OF COMPETITION: THE RULES OF FORMS 'THAIJ' COMPETITION**



#### **3.1 GENERAL RULES**

These rules must be considered in conjunction with those of the sparring section, having a common application.

3.1.1 Form competition involves individual entry only. The competition is held over three rounds, where the term 'round' is taken to mean a discrete stage of a form competition leading to the eventual identification of third, second and first places.

3.1.2 The first round eliminates all except 16 contestants. The second round eliminates down to eight, and the third round eliminates all except third, second and first places. **HOWEVER BY AGREEMENT, BETWEEN THE CHIEF REFEREE AND THE TOURNAMENT ORGANISERS, THE NUMBERS OF CONTESTANTS ELIMINATED IN EACH OF THE ROUNDS OF A FORM COMPETITION MAY BE VARIED.**

#### **3.2 PARTICIPATION ON THE DAY**

3.2.1 No contestant may be replaced by another in an individual form competition.

3.2.2 If through a charting error, the wrong contestant is called to compete in a round for which s/he is not eligible, then regardless of the outcome, that performance is null and void. It is the sole responsibility of those selected in each round to confirm that fact with the relevant scorekeeper.

#### **3.3 JUDGING THE FORM PANEL**

3.3.1 Form competition is judged by a panel of 3 to 5 judges who sit in a line in front of the scorekeeper's table. Judges are qualified by the Chief Instructor and the Technical Management Committee according to the following grade requirement:

Ji grade competition	-	2 <sup>nd</sup> Duan and upwards
1 <sup>st</sup> Duan competition	-	3 <sup>rd</sup> Duan and upwards
2 <sup>nd</sup> Duan competition	-	4 <sup>th</sup> Duan and upwards
3 <sup>rd</sup> Duan competition	-	4 <sup>th</sup> Duan and upwards

3.3.2 The Chief Referee will designate an official to act as a co-ordinator. His/her duties include collecting the scores after each performance and passing them to the scorekeeper. S/he is also responsible for ensuring that the contestants present themselves in the correct order and that proper courtesies are shown both before and after each performance/round.

3.3.3 At the end of each round, the co-ordinator will obtain from the scorekeeper a list of contestants who have been successful in reaching the next round. S/he

will read out the list of names to the contestants and ensure that they are informed of when and where the next round of the competition is to be held.

### **3.4 EVALUATING THE PERFORMANCE OF A FORM**

3.4.1 Each judge evaluates the performance of the form in terms of its correct performance, correct rhythm and sequencing, fluidity, breathing and usage of 'harn' shout, concentration and overall martial appearance. The score is made on a **5-9** scale with half marks being used to further identify ability.

3.4.2 Before the commencement of each round, the Chief Referee will give the judging panel a mean score around which to base their assessments. See 3.4.1 above.

3.4.3 The following errors will incur a minimum score:

- If the contestant introduces an unauthorised variation into the performance of a named form, such as omitting a move, or turning in the wrong direction.
- If the contestant comes to a complete stop during the form and is unable to resume.
- If the contestant loses balance to the extent that s/he falls over during the performance. Good balance does not necessarily contribute to a judgement of a good form performance but may mean insufficient power, speed and vigour.
- Judges must discuss before showing score cards to ensure all display minimum score.

3.4.4 The following errors will result in a full point being deducted from the contestant's score by each judge:

- If the contestant comes to a stop, but after a pause of no more than five seconds (as counted by the co-ordinator), is able to continue with the correct performance.
- If the contestant introduces a minor variation into the performance, such as using a high section block rather than the correct mid section block.
- If the contestant momentarily loses balance, i.e. wobbles unsteadily, but does not fall over.
- If the contestant fails to use the 'harn' at the appropriate points.
- Head Judge to advise other judges to deduct one point from whatever score they have awarded (unless already a "5") before showing score cards.

3.4.5 A second attempt at performing a form is allowed. No third attempt will be permitted. A Duan grade however will have a half point deducted from each judges' score by the score keeper as advised by the Chief Referee.

### **3.5 SCORING THE PERFORMANCE OF A FORM**

- 3.5.1 At the conclusion of each performance the score keeper will write the score on the score sheet, total all the scores together without deduction unless ordered to do so by the Head Judge. (See 3.4 above).
- 3.5.2 In the event of a tie, a tie-break form must be performed.
- 3.5.3 Scores accrue from round to round.

### **3.6 PROTEST**

- 3.6.1 No contestant may protest directly to the Head Judge. The Head Judge should however be notified of a pending protest. Such protests as may be made shall concern only the application of the rules, such as whether the contestant performed the named form, not whether a particular performance merited a higher score.
- 3.6.2 If these rules appear to have been contravened then the team's instructor is empowered to approach the Chief Referee with a protest.
- 3.6.3 If a protest has been given in, no further rounds which might prejudice the further participation of the aggrieved party may be fought until the protest has been dealt with.
- 3.6.4 The Chief Referee will interview the Head Judge and make a decision on the protest. The Chief Referee has the power to over-rule the panel's decision in the interests of fair play and a further performance may be required.

### **3.7 OPERATING THE RULES**

- 3.7.1 Only the terms and gestures used in these rules may be used in tournaments organised by the Ren Yi Wu Kwan.
- 3.7.2 Contestants are lined up along the perimeter of the competition area according to the order their names were announced. The judging panel faces the line of contestants. The co-ordinator steps forward and directs all contestants to bow to the distinguished guests. The judging panel and the contestants bow to each other. The panel takes its seats, the contestants sit cross-legged at the area perimeter and the correlator calls the first contestants.
- 3.7.3 At the beginning of each performance the contestant halts at the performance area perimeter, bows, then walks to an arbitrary point within the area. After a second bow, the contestant announces the name of the form to be performed to the co-ordinator, then the performance begins.
- 3.7.4 At the conclusion of the performance, the contestant bows and remains waiting in attention stance. The co-ordinator then turns the student around and indicating their competition number, requests "Scores for number \_\_\_\_"

etc. Once the scorekeepers nod on completion of taking down the scores, the co-ordinator then turns the student back, orders him/her to bow, and the latter leaves the area pausing at the perimeter to address a second bow to the panel.

- 3.7.5 At the conclusion of the round, the contestants assemble as they did at the beginning of the round. The co-ordinator receives from the scorekeeper the list of those selected for the next round. The judging panel all stand and the co-ordinator steps forward to read the names of those who have succeeded. At the conclusion of this, the co-ordinator steps back into the line of the judges. Both lines bow to each other, then turning to face the distinguished guests, a second standing bow is performed. The contestants then file from the area.
- 3.7.6 Any ties shall be disposed of before beginning the reading of those selected for the next round. In this case, the co-ordinator shall announce the names of those who have tied. They shall be allowed one minute to select a tie-breaking form, to be approved by the Head Judge, after which the performance will take place.
- 3.7.7 A different form must be performed in each round of the form competition, including any tie-breaks. Repeating a form performed in an earlier round or tie-break will incur a disqualification and zero score. Contestants may select a form from a lower grade requirement (see Appendix D to these rules), but not from a higher grade requirement.
- 3.7.8 Only those forms listed in the Appendix D to these rules may be performed in a form competition. Any unlisted form will merit a zero score.
- 3.7.9 If any situations arise which are not covered in these rules, then the co-ordinator will stop the competition and ask the Chief Referee for a ruling.

## APPENDIX B: DUTIES FOR SCOREKEEPERS & OFFICIALS

### FORM COMPETITION

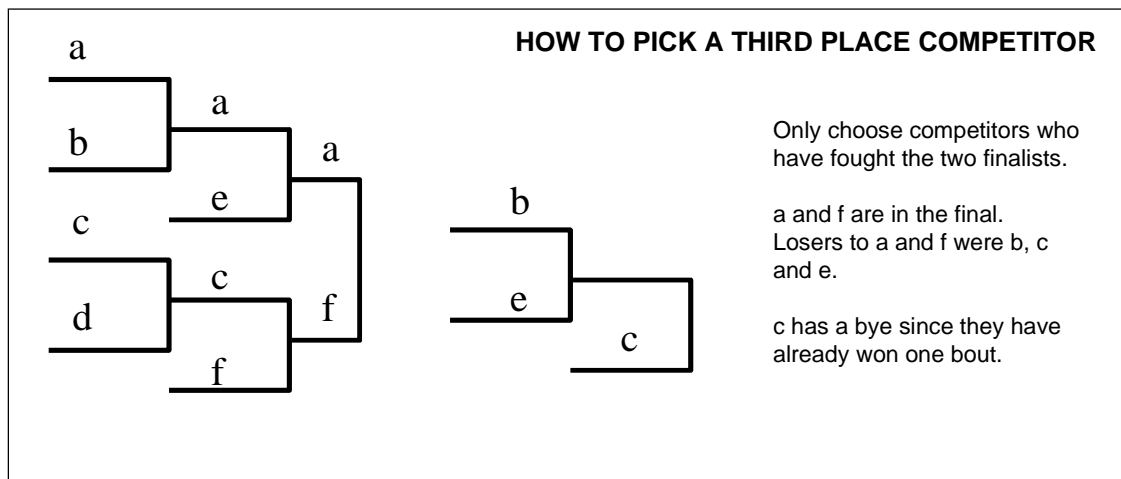
- a) There will be at least two score keepers on duty at any one time, and one ring controller.
- b) Check that all competitors for the event have arrived at the ring, if not, then inform the Championship Co-ordinator on the top table.
- c) Call up the competitors in pairs.
- d) Write down **all Judges** marks for each competitor.
- e) Add all three scores with no deductions.
- f) If there is a tie break then try to separate the scores by calling the relevant competitors forward to do a different form.
- g) At the end of each event, a first, second and third place should be awarded. The results should be noted down and the names of the competitor numbers should be sent to the top table.

### FREE FIGHTING COMPETITION

- a) There should always be two people on duty at any one time.
- b) Check that all competitors for the event have arrived at the ring, if not inform the Championship Co-ordinator at the top table.
- c) Call out the competitors in pairs.
- d) Bouts will be two minutes in duration. Extra time of one minute for a draw. If there is still a draw then first point wins.
- e) The clock must be stopped when the whistle is blown for injury or misdemeanours. The time-keeper should be alert to restart the clock at the commencement of sparring.
- f) The scorekeepers must be alert to the referee's **verbal** awarding or deducting of points and turn the relevant cards over.
- g) At the end of each bout make sure that the winning competitor number has been noted.
- h) The event should run until the finalists have been established and then the competition for third place should begin.
- i) Only those competitors who lost directly to a finalist are eligible. The score keeper and referee will be responsible for working out the order of competition for this and it should be based on how many bouts a competitor has won. See below for example.
- j) The third place competition is held prior to the play-off for first and second place.
- k) The results should be reported to the top table at the end of the event.

- l) If any member of an officiating team has to leave their duty in order to compete etc, they should return to their post as quickly as possible and resume duties in order to avoid unfair excess work for their 'stand-in'.
- m) Any problems should be referred to Championship Co-ordinator.

Figure 1: Example of a 'Repechage' Format



- 12) Male Groin Guards: These strap-on groin guards are supplied for competitors' use. Each Ring will be supplied with Groin Guards.

N.B. Duty comprises of one hour on, one hour off. All to attend at the appropriate table at the start of competition to make arrangements for stand-in duty when a score keeper/time keeper is competing.

## APPENDIX C: GUIDELINES FOR REFEREES & JUDGES

### FREE FIGHTING

- a) Always maintain your own discipline. Be courteous and polite.
- b) Always sit upright.
- c) Always keep the whistle in your mouth during each session of sparring until a decision is called for.
- d) Always give signs clearly with arm fully extended upwards for points awarded (or down for penalty) - half extended arms simply imply lack of confidence.
- e) Always keep your eyes on the bout in YOUR ring, even if relatives or students you teach are competing in the adjoining ring. The people in front of you demand and deserve your full attention. If you are tired, inform the referee.
- f) Should you commit an error do not dwell on it - concentrate on the next "point" and learn by your mistake.
- g) You can stop the fight at any time should you see a point/points scored - you do not have to wait for the referee to blow their whistle first.
- h) The time-keeper or scorer (who are an integral part of your particular "team") may also stop proceedings at any time should they spot an infringement of rules, error in the scoring or especially if they notice an overlooked injury to a competitor (i.e. faintness etc.).
- i) Do not be afraid of being the only one to score a point. The others may not have been able to clearly see it.
- j) REMEMBER- if you do not clearly see a point scored or have any doubt whatsoever - YOU MUST NOT SCORE IT.
- k) Finally, you do not have to suffer intimidation. It can be very daunting to have a loudly partisan crowd or 'large set of relative's' all around you urging on one particular competitor. Have a QUIET word with your referee. If he/she cannot address the situation, any of the senior referees or the Championship Co-ordinator most certainly can.
- l) If you STRONGLY disagree with a decision, have a **Quiet** word with the referee. Do not "Tut" or visibly shake your head in disagreement. The referee may confer with the other judges, however his/her decision is final.

REMEMBER - No one is perfect - you can only do your best. Pay attention, try hard and enjoy the day.

### KEY POINTS

- a) Every judge must make a clear signal when a bout has been halted.
  - Signal to indicate that you did not see anything.
  - Signal to indicate no point (clearly display the red or blue wristband for which no score is to be given)
  - Signal to indicate one or two points for one of the competitors.

- Signal to indicate penalty points (usually the referee).
- b) The majority of sighted techniques will score. For example, if two of the five officials indicate that they did not see a technique and two or more of the three remaining officials score for one competitor, then that competitor is deemed to have scored a point (or two).
- c) Judges or referees can halt a bout (Desk-Officials can also intervene for un-noticed injury i.e. fainting.)
- d) The referee's decision is final.
- e) Hand signals should remain up until the referee indicates score or no-score to the time-keeper verbally.
- f) The referee can warn competitors without consultation with judges for any misdemeanour but must have the judges agreement for any penalty score.
- g) Penalty points of one, two or five can be given. An aggregate total of five points in any one bout will result in disqualification from THAT bout (not the competition).
- h) Back presentation to shield the target area too often will result in a penalty as will constant running out of the ring or unacceptable behaviour.
- i) Winning competitors are responsible for making sure that recorders have their name.
- j) Any judge having to leave their duty in order to compete etc, should return to resume their duties as soon as possible to avoid unfair excess work for their 'stand-in'. The Referee is responsible for keeping his/her own team (including officials) as intact as possible.

## APPENDIX D: GUIDELINES FOR JUDGES & SCHEDULE OF PERMITTED FORMS

### FORM COMPETITION

- a) Always maintain your own discipline. Be courteous and polite.
- b) Maximum Points: 9 Minimum Points: 5  
0.5 points can also be used i.e. 5.5 , 6.5, etc....
- c) Be careful not to go overboard on points with the first "good" form you see - There may be better ones to follow (... and then again, there may not).
- d) A higher form does not particularly merit higher points. It is quite possible for an excellent Basic Form Three from a 9th Ji to out-point a mediocre Pin-an Ee Duan from an 7th Ji.
- e) Bear in mind the vast majority of competitors are nervous (remember your own gradings with Grandmaster Loke with just one caller in front of you?). on this occasion they have three Officials in front of them. Be firm but kind.
- f) Try not to stare directly at them, making eye contact as they perform their form towards you. This can be particularly distracting especially for the younger ones.
- g) Always help to put the younger ones at their ease.
- h) Concentrate on events in your ring - do not let your attention wander.
- i) Always sit upright.
- j) If you have any queries, ask the senior in your group.
- k) Should a competitor forget his/her form, he/she will be permitted one more try.
- l) A duan grade forgetting their form will have one half point deducted by each judge.
- m) You have already been taught the criteria for a good form. Basically you know how you would **like** to do it yourself so imagine **you** being the competitor and go from there.

REMEMBER -No one is perfect. Simply do your best and be scrupulously fair. That is all we ask. *Tang Sou!!* - and happy judging.

N.B. The Decorum of the Ring and the integrity of the Juniors should be respected and observed at all times.

## **SCHEDULE OF PERMITTED FORMS**

9th, 8th & 7th <b>Ji</b>	Chee Pen Er Thau, Chee Pan San Thau, Chee Pan Ser Thau, Pin An Ee Duan.
6th & 5th <b>Ji</b>	Pin An Er Duan, Pin An San Duan.
4th & 3rd <b>Ji</b>	Pin An Ser Duan, Pin An Wu Duan.
2nd & 1st <b>Ji</b>	Two Pin An Forms or Luohan Ee Duan
1st <b>Duan-1st Duan Snr</b>	Luohan Ee Duan, Luohan Er Duan, Luohan San Duan
2nd & 3rd <b>Duan</b>	ONE Pin An Form (not Pin An Ee Duan) plus ONE Luohan Form (Scores of both forms to be added together)

***This schedule of permitted forms may be altered from time to time by the Chief Instructor***

**APPENDIX E:  
HAND SIGNALS FOR REFEREES & JUDGES**

1. One point awarded



2. Two points awarded



1. Did not see / unsighted



4. No score



'Red' no score = Right over Left  
'Blue' no score = Left over Right

5. One point penalty

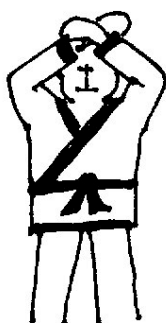


6. Two point penalty



*Illustrations by Miss Gemini Patel*

7. To indicate a draw



8. To indicate the winner



*Illustrations by Master Chris Cook*

**APPENDIX F:  
FREE-SPARRING SCORING EXAMPLES**

**Straight Contrast**

1.	4 x Red (1 point)	1 x Blue (1 point)	= Red 1 point
2.	2 x Red (1 point)	3 x Blue (1 point)	= Blue 1 point

**Point Variations**

3.	2 x Red (2 points)	3 x Blue (1 point)	= Blue 1 point
4.	2 X Red (1 point)	3 x Red (2 points)	= Red 2 points
5.	1 x Red (2 points) 1 X Blue (2 points)	2 x Red (1 point) 1 x Blue (1 point)	= Red 1 point

**Score Variations**

6.	1 x Red (1 point) 1 x Blue (1 point) 1 x Unsighted 1 x Red (no score) 1 x Blue (no score)	= no score
7.	1 x Red (1 point) 1 x Blue (1 point) 2 x Unsighted 1 x Red (no score)	= Blue 1 point
8.	1 x Red (no score) 3 x Unsighted 1 x Red (2 points)	= no score
9.	1 x Red (2 points) 1 x Red (1 point) 1 x Blue (2 points) 1 x Red (no score) 1 x Unsighted	= no score
10.	1 x Red (2 points) 1 x Red (1 point) 1 x Blue (1 point) 1 x Red (no score) 1 x Blue (no score)	= Red 1point

*Note to No. 10:*

However, the Referee may award Red (2 points) if s/he considers the first judge to be particularly well sighted.

**General Guidelines:**

1. **The majority of sighted decisions rule.**
2. **Colours rule out colours before the number of points are considered, then refer to 1.**
3. **The Referee can decide in opposition (see Note to No. 10 above) if s/he is extremely confident of this decision.**