



2025

SANDA REGULATIONS

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General Regulations

Section 1: Competition Overview

1. Sport Discipline Description:

Wushu Sanda, or Sanda, is a Chinese self-defense system and combat sport, based upon intense study of traditional martial arts such as traditional Kung Fu, Shuai Jiao, Chin Na and modern hand-to-hand fighting and combat philosophy to develop a realistic system of unarmed sport fighting. Sanda employs all parts of the body as anatomical weapons to attack and counter with, by using fundamental martial arts techniques:

- Da – **Striking**
- Ti – **Kicking**
- Shuai Jiao – **Wrestling/Throwing** (Judo-like takedowns and sweeps)

2. Competition Types:

- Team Events
- Individual Events

3. Competition Method:

- a. Round Robin or 'Knock Out'
- b. Each bout consists of three rounds (times determined by Class of the match). A bout is won when a competitor wins two of three matches.

4. Chart of Participation Categories

Participation Category	Class	Contact Level
High Performance/ Elite Sanda	A/B	Full Contact means the use of purposeful physical force that is intended to result in physical harm to an opponent or which could reasonably be expected to result in physical harm to an opponent under the limitations of the Rules to the Sport.
Competitive Sanda	C	Semi-Contact means limiting the capacity of any participant to cause harm to the opponent by mandating the type of equipment and the specific techniques to be utilized in a match designated as a Light Contact Recreational Division.
Recreational Sanda	D/E/F	Light Controlled Contact means limiting the capacity of any participant to cause harm to the opponent by mandating the type of equipment and designating the use of 'Light Contact' and 'Full Contact' force to specific target areas on the opponent.

*Recreational competition divisions are engaged based on experience, age, and gender which is determined during the registration procedure of each sanctioned event.

*Scores are based on the assessment that the legal technique lands on a legal target area and has the appropriate level of contact according to the Class of the match.

5. Skill/Experience requirement(s)

- i. **E – Introductory Level:** No prior experience required.
- ii. **D – Beginner Level:** Requires no prior experience; however, participants must be at least 10 years old and meet the specified contact preferences.
- iii. **C – Intermediate Advanced Level:** Athletes must have a minimum of 6 matches at Class D level with a majority winning record or possess documented equivalent experience in another recognized combative sport.
- iv. **B - Advanced Level:** Athletes must have completed at least 6 matches in Class C with a majority winning record. Alternatively, athletes may be approved based on documented equivalent experience in another recognized combative sport and a competency assessment conducted by a certified Wushu British Columbia official. The assessment will evaluate the athlete's skillset compatibility and understanding of the rules and regulations of Sanda.
- v. **A – High Performance Level:** Athletes must have experience in Class B or equivalent. Approval is contingent upon documented experience and a thorough assessment by a certified Wushu British Columbia official to evaluate the athlete's skills and comprehension of the rules and regulations of Sanda

6. Age & Weight requirement(s),

- a. There are two weight charts used in Canada:
 - i. The standard IWUF weight chart, which is the international standard for Provincial, National & International/World events (as seen below)
 - ii. The Club Level chart structured in 15lb increments

IWUF Weight Categories (Provincial/National, International)												
Age*	Senior (40-55)		Prime (18-39)		Youth (15-17)		Junior (12-14)		Children (9-11)		Atom (7-8)	
Gender	M/F		M/F		M/F		M/F		M/F		M/F	
	Lb	Kg	Lb	Kg	Lb	Kg	Lb	Kg	Lb	Kg	Lb	Kg
Weight	105.8	48	105.8	48	105.8	48	85.9	39	57.3	26	44	20
	114.6	52	114.6	52	114.6	52	92.5	42	61.7	28	48	22
	123.4	56	123.4	56	123.4	56	99	45	66.1	30	52	24
	132.2	60	132.2	60	132.2	60	105.8	48	70.5	32	57	26
	143.3	65	143.3	65	143.3	65	114.6	52	74.9	34	61	28
	154	70	154	70	154	70	123.4	56	79.3	36	*Canada Only- Development	
	165	75	165	75	165	75	132.2	60	85.9	39		
	*In Canada Exhibition Only		176.3	80	176.3	80	141	64	92.5	42		
			187.3	85	187.3	85	149.9	68	105.8	48		
				198.4	90	198.4	90	158.7	72			
			220	100+								

- b) While there is no separate scale of weights specific for the growth and development of women under IWUF regulations, women have their own divisions separate from men.
- c) In Canada, for domestic events, if there are not enough competitors available to form a division within each weigh class, new divisions will be formed by utilizing the Lb structure pairing opponents within a 15lb range.

Domestic Weight Categories (Club Level & Provincial Events)												
Age*	Senior Adult 40-55				Prime Adult 18-39				Youth 15-17			
Gender	M		F		M		F		M		F	
Weight	110lb	50kg	110lb	50kg	110lb	50kg	105lb	48kg	110lb	48kg	100lb	45kg
	<125lb	56kg	<125lb	56kg	<125lb	56kg	<120lb	54kg	<125lb	56kg	<115lb	52kg
	<140lb	63kg	<140lb	63kg	<140lb	63kg	<135lb	61kg	<140lb	63kg	<130lb	59kg
	<155lb	70kg	<155lb	70kg	<155lb	70kg	<150lb	68kg	<155lb	70kg	<145lb	65kg
	<170lb	77kg	<170lb	77kg	<170lb	77kg	<165lb	75kg	<170lb	77kg	<160lb	72kg
	<185lb	84kg	<185lb	84kg	<185lb	84kg	<180lb	81kg	<185lb	84kg		
	<198lb	90kg	186lb+	85kg	<198lb	90kg	181+	82kg	<200lb	90kg		
	<220lb	100kg			<220lb	100kg						
	221lb+	101kg			221lb+	101kg						

Age*	Junior 12-14				Children 9-11				Atom 7-8			
Gender	M		F		M		F		M		F	
Weight	85lb	39kg	75lb	34kg	<60lb	27kg	<60lb	27kg	51lb	23kg	50lb	22kg
	<100lb	45kg	<90lb	41kg	<75lb	34kg	<75lb	34kg	<55lb	26kg	<55lb	26kg
	<115lb	52kg	<105lb	47kg	<90lb	41kg	<90lb	41kg	<60lb	27kg	<60lb	27kg
	<130lb	58kg	<120lb	54kg	<105lb	47kg	<105lb	47kg	<65lb	29kg	<65lb	29kg
	<145lb	65kg	<135lb	61kg	106lb+	48kg	106lb+	48kg	66lb+	30kg+	66lb+	30kg+
	<160lb	72kg	<150lb	68kg								

- c) *Age is determined in years of age as of January 1st of each competition season.
- i. **Exception: Upon written approval by the Wushu Canada/British Columbia Sanda Committee, class B & C Junior and Minor competitors may opt to compete in a higher age bracket by the date of the given year's World Championship or Internationally Sanctioned Event.
- ii. If done so, that competitor must remain in that bracket for the entire competition season.

Section 2 - Pre-Competition Requirements

1. Requirements for registration:

- A competitor must hold a valid passport issued by Canada for representation of Canada at IWuF World Championships, Multi-Sport Games and Olympic Games.
- A competitor must be a resident of Canada for participation at the National Championships.
- A competitor must be a resident/training in a specific Province for participation at the Provincial Games.
- A competitor must either be a registered participant at a member school or registered as an independent with WushuCanada or WushuCanada.

2. Requirements for weigh-ins:

- a) All qualified athletes must present their Identification or passport to weigh in.
- b) The Weigh-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the chief official.
- c) All athletes must arrive at the designated time and place as set out by the organizing committee to weigh in. Athletes may weigh-in in the nude or with shorts on, (female competitors may wear fitting undergarments and will be provided privacy screening).
- d) Each category should conclude its weigh-in within a period of one hour.
- e) Any competitor who fails to weigh-in correctly within his or her registered division within the allocated time will, depending on the type and nature of the event:
- f) Should a competitor's weigh-in result be below the minimum weight, or higher than the maximum weight required for that category, the player will:
 - i. be required to move up or down a weight class, at the discretion of the organizer and Chief Referee, providing that there is an appropriate category available, or;
 - ii. be given up to one hour to meet the requirements for that division, or;
 - iii. forfeit participation in any of the subsequent contests in that event.
- g) Competitors that are competing on a specific day of competition may be required to weigh-in at a specific time and place prior to the start of the day's events (if applicable). Each event will have slightly different procedures depending on the venue and class of bouts arranged.
- h) In general, weigh-in will occur prior to the event date with additional weigh-in on the day of event for select high performance events. Those who do not make weight as required by the event will forfeit their results.

3. Requirements for Medicals:


- a. Each competitor must be a member in good standing with WushuCanada. To be adequately covered under its liability insurance program.
- b. Each competitor must also produce a valid medical certificate showing his/her:
 - i. Form-WO36 Health Certificate-Class A, B, C, D.
 - ii. Blood Test Results – Class A and B
 - iii. Electrocardiogram (ECG) – Class A, B, C
 - iv. Blood pressure and heart rate- Class A, B, C, D
 - v. Issued by a medical doctor from a check-up, signed, dated, and stamped.
 - vi. This certificate is valid for 1 year from the date of issue for use within WushuCanada and WushuCanada Sanctioned events.
- c. International competition requires each competitor produce a valid health certificate showing his/her electroencephalogram (EEG), electrocardiogram (ECG), blood pressure and heart rate issued by a qualified medical doctor from a check-up performed within a 30-day period prior to the date of registration for the event.
- d. Club Level Events for Class F, E are recreational and light contact in nature, with specific equipment requirements and target limitations, as such it is only required that the participants be registered members of WushuCanada or WushuCanada and complete an Extended Event Waiver Form to participate. No medical documentation is required at this level of participation.

4. Registration Protocols:

- a) All WushuCanada member clubs must submit participants via email registration using recognized WushuCanada forms or online registration portals on the main website. Host organizations will be forwarded all participant information to carryout registrations and can only allow registered participants on the competition floor.
- b) All participants from another provincial member of WushuCanada must send the host organizer and WushuCanada the participation list with their members participating at least 48 hours prior to the event.

- c) Any International club must send their participant list and approval from their National Federation to the host organizer and WushuCanada one week prior to participating in the event. This can be sent.
- d) All athletes are required to be registered members of WushuCanada either independently, or through their home club.

Sample of Canada West Wushu Association Competition Documents



**"Home to Wushu
in Ontario"**

WOS3 - Athlete Participation Waiver
EFFECTIVE: Oct 1st, 2014

WushuOntario 2370 Midland Ave, #B23, Scarborough, ON, M1S 5C6 416-801-5614 www.wushuontario.ca

FORM WOS3 – WUSHUONTARIO Competition Individual Participation Waiver Form
RELEASE OF LIABILITY, WAIVER OF CLAIMS AND INDEMNITY AGREEMENT

Event Date: March 30, 2025 Event Name: RTD Youth Sanda Competition

Event Location (venue): 900 Guelph Line, Kitchener, Ontario

Event Type: Sanda: _____ Weight: _____ Class: _____

As a Participant in the competitions, programs, activities and events of WushuCanada and WushuOntario and the undersigned acknowledges and agrees to the following terms:


Description of Risks

- In consideration of my participation in the competitions, programs, activities and events of WushuCanada and WushuOntario, I hereby acknowledge that I am aware of the risks and hazards associated with or related to any such competitions, programs, activities and events. Wushu Sanda is a full contact combative sport. The risks and hazards include, but are not limited to, injuries and/or death from:
 - Physical contact with the instructor, students or other participants;
 - Striking students, participants, objects or equipment;
 - Being struck by the instructor, students, participants, objects or equipment;
 - Contact, colliding, falling or being struck by other participants, spectators or equipment;
 - Executing strenuous and demanding physical techniques;
 - Vigorous physical exertion, strenuous cardiovascular workouts, rapid movements and quick turns and stops;
 - Exerting and stretching various muscle groups;
 - Dry land training including weights, running, circuit training and massage;
 - Extreme weather and temperature conditions which may result in heatstroke, sunstroke or hypothermia;
 - Falling or colliding with the ring, walls, stands, equipment or with other participants;
 - Failure to properly use any piece of equipment or from the mechanical failure of any piece of equipment;
 - Spinal cord injuries which may render me permanently paralyzed;
 - Travel to and from competitive events and associated non-competitive events which are an integral part of Wushu Canada and Wushu Ontario competitions, programs, activities, and events.
- Furthermore, I am aware:
 - That injuries sustained can be severe particularly in a full contact combat sport such as wushu sanda;
 - That I may experience anxiety while challenging myself during the activities, events and programs;
 - That I may come into close contact with other participants;
 - That my risk of injury is reduced if I follow all rules established for participation; and
 - That my risk of injury increases as I become fatigued.

Release of Liability and Disclaimer

- In consideration of Wushu Canada and WushuOntario allowing me to participate, I agree:
 - That my physical condition has been verified by a medical doctor within the last twelve (12) months for the purposes of participating in a full contact combative sporting event;
 - To assume all risks arising out of, associated with or related to my participation and am fully aware of the nature of these risks;
 - To be solely responsible for any injury, loss or damage that I might sustain while participating; and
 - To **RELEASE and DISCHARGE** Wushu Canada and WushuOntario collectively its respective directors, officers, committee members, clubs, members, employees, coaches, volunteers, officials, judges, participants, event venues, agents and representatives from any and all liability, for any and all claims, demands, actions, judgments, executions and costs that might arise out of my participating, even though any such risks, injuries, loss, damage, claims, demands, actions or costs may have been caused by any manner whatsoever, including but not limited to, the negligence of WushuCanada and WushuOntario.

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**"Home to Wushu
in Ontario"**

WOP36-Annual Medical Declaration Form
EFFECTIVE: March 1st, 2017

WushuOntario 2370 Midland Ave, #B22, Scarborough, ON, M1S 5C6 416-321-5913 Fax: 416-321-5068 www.wushuontario.ca

ATHLETE MEDICAL DECLARATION – TO BE COMPLETED BY THE ATHLETE OR GUARDIAN (if under 19 years of age)
The information contained in this medical history form will only be used by WushuOntario, WushuCanada and the International Wushu Federation for purposes of determining if you pose a health threat/risk to yourself in the ring and to review your past medical history in the event of a new emergency or reoccurrence. This information will remain confidential at all times. Please complete this questionnaire with your physician. Print clearly in BLUE or BLACK ink only.

ATHLETE INFORMATION

First Name: _____		Last Name: _____	
Date of Birth (MM/DD/YYYY): _____	Age (At Signing): _____	Gender: _____	Nationality: _____

DO YOU HAVE ANY OF THESE MEDICAL CONDITIONS?

CONDITION:	YES	NO	CONDITION:	YES	NO	CONDITION:	YES	NO
Bleeding or other blood disorder			Epilepsy/seizure			Cataracts		
Open wound/sutured cut			Blurred vision			Diabetes		
High temperature/pyrexia			Hearing loss			Fainting		
Headaches/migraines			Balance problems			Dizziness		
Abnormal blood pressure			Asthma/bronchitis			Hernia		
Any heart condition			Recurrent neck pain			HIV		
Chest trauma/rib fracture			Recurrent back pain			Hepatitis		
Chronic or acute infectious disease			Mental illness			Pregnancy		
Organomegaly, cryptorchidism			Kidney or urine disorder			Breast lesions		

IN THE LAST 6 MONTHS

	YES	NO	If Yes, DETAILS
Been Knocked Out			
Had any type of surgery			
Required hospital treatment			
Treated for a fracture/fissure/dislocation			

HAVE YOU EVER

	YES	NO	If Yes, DETAILS
Had back or spinal surgery			
Tested positive with WADA			
Had a blood clot in your legs/lungs/heart/brain/other major organs			
Had a retinal detachment			
Had a concussion or traumatic brain injury			
Had any hormone/endocrine disorders			

PLEASE LIST

Any allergies	DETAILS
All medications you are currently taking	
You will need to submit a Therapeutic Use Exemption	
Any other conditions not listed	

MEDICAL HISTORY STATEMENT I have completed this medical history questionnaire and answered it truthfully and to the best of my knowledge. I am prepared to answer questions from WushuOntario, WushuCanada or the IWUF (including athletic trainers, nurses, consultants, coaches, and coordinators) and general practitioners concerning this medical history and medical conditions. I affirm also that I do not suffer from any disability, injury, condition, or complaint that I have not disclosed on this form. I further recognize the importance of fully and accurately disclosing my physical conditions, past and present, to WushuOntario, WushuCanada and the IWUF.

Athlete Name _____	Athlete Signature _____	Guardian Name/Signature (If Under 19) _____	Date (MM/DD/YYYY) _____
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This declaration must be dated within the 12 months prior to national competition and 6 months prior to international competition.

5. Drawing Lots

This is for International & World level tournaments where national team have been selected.

- The drawing-lots ceremony shall be conducted by the scheduling-recording group, in the presence of the chairman of Jury of Appeal, the chief referee and team coaches or team leaders.
- The drawing-lots ceremony shall take place after the initial weighing-in session has concluded and will start with the lighter weight categories and continue on to the heavier categories. Any category with only one competitor shall be excluded from the contest.
- Team coaches or team leaders shall draw lots on behalf of the competitors from their respective teams.
- Draw Lots are utilized for tournament formats under the 1 loss knock out rule.

6. Matching guidelines (exceptions outside of the tournament rules)

- a) Players are paired by matching best appropriate Class (Experience), Age, and Weight as per the skill and experience table as outlined in in Section IV (3)
- a. Athletes may be matched by moving a down a class based on experience but is prohibited from jumping up a class if requirements are not met.
- b) Ensuring players are not from the same school/country in the first round.
- c) Ensuring players are within limitations of weight variances as per class and age requirements. Class A/B 10lbs variance, Class C/D 15lb variance, Class E/F and exhibitions, no variance.

7. Participation/results Documentation

- b. The event coordinator/host is responsible for submitting all final documentation to WUSHUCANADA within 5 business days of the event.
- c. The Chief Official, with the administrative help of a minimum of 6 volunteers provided by the Event Coordinator is responsible for finalizing the official's documents and results documents, as well as any incidents that may occur.

Section 3 – Competition Etiquette & Protocols

1. Athlete Attire and Required Equipment:

- b) All competitors shall wear Canada West Wushu Association approved clothing and approved/sanctioned protective gear depending on class.
- c) Competitors are required to provide their own clothing, and should include the following:
 - i. **B & A Class Approved** uniform apparel consists of IWUF shorts and a t-shirt (Women) or tank top (Men) and colours shall be red or blue. Each fighter should have 1 set of each colour.
 - ii. **E - C Class Approved** uniform apparel consists of IWUF shorts and a t-shirt (Women) or tank top (Men) matching in approved colours and.
**Black is no longer accepted by IWUF for international and world events, however, will be accepted for Club level, Provincials, and National events within Canada.*
 - iii. Logos/designs on the apparel may consist only of either the "club" logo or name, or the manufacturer of the apparel; it may NOT be a photo or large design unless prior approval is attained in writing. No shirts with profanity or lewd/insinuating or non-club related promotional messaging will be permitted.
 - iv. The apparel may NOT have loose strings, buttons, zippers, or buckles attached that may cause potential injury to competing athletes.
 - v. Religious Head Wear or apparel is allowed provided it matches solid colour code of equipment and does not have any ornaments or objects that may impede upon the safety of the competitor or his/her opponent.



- c) Competitors with Faith requirements are permitted attire in line the following standards:
- i. Long sleeve top, non-formfitting.
 - ii. Men: Full length compression pants, form-fitting
 - iii. Women: Full length trousers, Not form fitting
 - iv. Women: head scarf, must fit underneath the protective headgear.
 - v. Material for above attire must be made of a flexible material that is not excessively slick or slippery (spandex, polyester, nylon, and microfiber combinations are acceptable)
 - vi. Clothing worn should not inhibit the full range motion of the competitor's body and limbs, or interfere with their opponent's actions in any way, and not impede any protective gear.

2. Regulation on Protective Gear

- a) Protective gear is separated into colours, namely red, blue and/or black.
- b) Protective gear includes headgear, gloves, chest protector, and *shin-instep guards (*B-Class & under, A-Class: optional)
- c) Competitors are required to provide their own mouth guard, groin cups and hand wraps. The groin cups must be worn under the trunks.
- d) Wrist/Hand Wraps:
 - i. The total length of hands wraps shall be between 3.5m (11.5ft) and 4.5m (14.75ft)
 - ii. Standard wrap pattern is to be used by Classes E-B in all Club Level, Provincial, and national events.
 - iii. Wrapping in between the fingers is only permitted at the World Level or A Class events.
 - iv. Wraps must not be made too thick and be evenly distributed.
 - v. As they sit under the gloves, colour is not an issue.
 - vi. **GAUZE TAPE AND COTTON BALLS USED AS A HAND WRAP ARE STRICTLY FORBIDDEN AND WILL NOT BE PERMITTED IN THE RING! DOING SO MAY RESULT IN AN ADMONITION, OR A WARNING!**

e) Depending on class and type of event, the equipment will have specific requirements:

E Class	D Class
<ul style="list-style-type: none"> • Canada West Wushu Association approved (not sanctioned) Dipped Foam full-wrap Helmet with plastic Face shield manufactured by Century, Macho, or similar design and construction by a recognized commercial martial arts equipment manufacturer. • IWUF Sanctioned 8oz Boxing Gloves manufactured by Wesing for ages 8-11 • IWUF Sanctioned 10 oz Gloves manufactured by Wesing for ages 12-17, 18+ under 90kg (198lb) • IWUF Sanctioned 12 oz Gloves manufactured by Wesing for ages 17+ over 90kg (198lb) • Canada West Wushu Association approved (not sanctioned) 6oz Boxing Gloves for ages 7 and under. • IWUF approved Chest/Rib Guard: Red/Blue, manufactured by Wesing for ages 15 & up, Canada West Wushu Association approved martial arts (not sanctioned) Chest/Rib Guard: Red/Blue for ages 14 and under. • Canada West Wushu Association approved (not sanctioned) Shin-Instep covering. • Mouth guard. 	
C Class	
<ul style="list-style-type: none"> • IWUF Sanctioned Open face helmet manufactured by Wesing, for ages 12 and up. • IWUF Sanctioned 10 oz Gloves manufactured by Wesing between age 12+ and under 90kg (198lb) • IWUF Sanctioned 12 oz Gloves manufactured by Wesing for ages 18+ over 90kg (198lb) • IWUF sanctioned Red/Blue Chest/Rib Guard manufactured by Wesing (for ages 12 and up) • IWUF approved shin-instep covering manufactured by Wesing for all ages. • Mouth guard. • Groin Protection (males) 	
B Class	A Class
<ul style="list-style-type: none"> • IWUF Sanctioned Open face helmet manufactured by Wesing, for ages 12 and up. • IWUF Sanctioned 10 oz Gloves manufactured by Wesing between age 12+ and under 90kg (198lb) • IWUF Sanctioned 12 oz Gloves manufactured by Wesing for ages 18+ over 90kg (198lb) • IWUF sanctioned Red/Blue Chest/Rib Guard manufactured by Wesing (for ages 12 and up) • IWUF approved shin-instep covering manufactured by Wesing for all ages (Optional) • Mouth guard. 	

- d) During the competition, competitors must wear the protective gear specified in the rules, otherwise a technical foul (Admonition) will be called. The competitor may continue once the violation is corrected.
- e) Competitors who are required to wear a knee support, ankle support, elastic bandage or other soft protective gear due to prior injury, must be approved by the medical supervisor of the competition.
- f) After the competitor has been checked by the registrar and enters the field of play (FOB), if the gloves come off during the match, it would be considered as intentionally loosening the protective gear, and the competitor will be penalized for a technical foul (Admonition).
- g) If a competitor pushes or knocks their opponent off the platform or to the ground (downed on the platform), causing the opponent's gloves to come off, the "fall off" or "downed opponent" call will be considered invalid, and the competitor whose glove came off will be penalized for a technical foul (Admonition).
- h) Gloves should be secured with Red/Blue tape respectively.
 - i) Competitors in Class E-B must wear shin and instep guards

3. Competition Etiquette

a) Starting the Match
i. The Red & Blue competitors shall be seated on their respective sides, outside the Platform area (Yellow Mats)
ii. Competitors shall perform a Palm/Fist salute when they are introduced to the audience & the Head Table before the commencement of each match.
iii. At the start of each round, the competitors shall perform the Palm/Fist salute from the platform towards their respective coaches who shall return the Palm/Fist salute.
iv. The platform Judge will then direct the competitors to perform a Palm/Fist salute to each other.
v. The platform judge will then call the competitors to their fighting positions
vi. Judge will shout “ Kai Shi ” (Begin), Competitors will then engage each other for combat
vii. The Red & Blue competitors shall be seated on their respective sides, outside the Platform area (Yellow Mats)

b) Stops During a Match
i. When the match needs to be stopped, the Judge will shout “ Ting! ” (Stop), at which time the competitors will cease fighting and await the call of the referee.

c) Closing the Match
i. When announcing the results of the match, the Competitors will each return to the platform and switch to the opponent's side of the Judge.
ii. when the result has been announced, the Competitors will salute each other, then together salute the Judge and Head table, and finally the opposing player's coach.
iii. The Competitors will then exit the platform with a Palm/Fist salute.
iv. The Competitors will then leave the field of play, being sure to clear and personal equipment from their stations.

4. Default

Type of Default	Description	Class
a) Illness or Injury	During a match, should a competitor be unable to compete due to illness or injury (which must be confirmed as legitimate by the medical committee's appointed doctor) this shall be considered as default, and the competitor will be considered in default and not be permitted to participate in the match. However, the ranking achieved up to that point will still be considered as valid.	All Classes
b) Mismatched Pairing	Should it be determined during a bout that there is a great disparity in strength and ability resulting in a competitor being outclassed, for the safety of the competitor, his or her coach may raise the default plate. Also, at any time the competitor arriving at this conclusion may also raise their hand or voluntarily step off the competition platform which will be marked as a default.	All Classes
c) Missed Rollcall	Should a competitor be absent for, and/or fail to appear for the rollcall up to 3 times prior to a bout, or leaves the designated area following the rollcall, this will be regarded as a groundless default.	All Classes
d) Late to Ring	Should a competitor fail to appear at the competition area on time, this will be regarded as a groundless default.	All Classes
e) Groundless Default	During a competition, should a competitor have a groundless default; all his results attained in the competition up to that point shall be forfeited and deemed a loss.	All Classes
f) Weigh-in Failure	During a match, should a competitor fail to weigh-in correctly, this shall be considered as default, and the competitor will be considered in default and not be permitted to participate in the match. However, the ranking achieved up to that point will still be considered as valid.	C, B, A
g) Missed Official Weigh-in	Should a competitor be absent for the weigh in, this will be regarded as a groundless default.	C, B, A
h) Pre-Bout Weigh-in Option	Pre-bout weigh in is allowed for all competitors who fail the official weigh in, or was not able to attend the official weigh in. However, if the competitor fails the final pre-bout weigh in, it is deemed a groundless default and will be marked on their official record as such (loss). Pre-bout takes place prior to equipment prep before a match.	C, B, A

5. Other Competition Related Provisions

a) Judges:

- i. When officiating, all judges should concentrate fully on their task at hand.
- ii. They should not converse with anyone during this time
- iii. They are not permitted to leave their stations without the Head Judge's permission.

b) Competitors:

- i. All competitors must abide by the competition rules and protocols, and respect and obey the judges and officials' decisions.
- ii. It is forbidden to cause disruptions, curse, and shout, throw protective gear etc. or act in any way to display discontent.
- iii. During a bout, competitors are not permitted to leave the field of play prior to the announcement of the results (except in cases of medical or first-aid emergency).

c) Coaches

- i. During a bout, the coach may only be accompanied by one assistant-coach or team doctor.
- ii. They must wear official attire and must remain seated at the designated spot.

Coaches Dress Code for Events

Club Level & Provincial Events	<ul style="list-style-type: none"> • School/Club polo shirt with casual pants, indoor non-marking shoes • School/Club Team uniforms, running shoes acceptable
National Events	<ul style="list-style-type: none"> • School/Club polo shirt with business casual pants, dress shoes
International & World Events	<ul style="list-style-type: none"> • Blazer, Long sleeve Dress shirt with tie, dress pants & shoes • Or an Official National Team Uniform (Running shoes are acceptable with this uniform)

Prohibited Attire:

- Non-school/Club or team related t-shirts, sweaters, or hoodies
- Track pants, shorts, compression or sleep wear, skirts
- Slippers/Slides, Sandals, Flipflops, or Crocs
- Hats, bandanas, etc. *(except for recognized faith attire)*
- Sunglasses *(except prescription wear)*

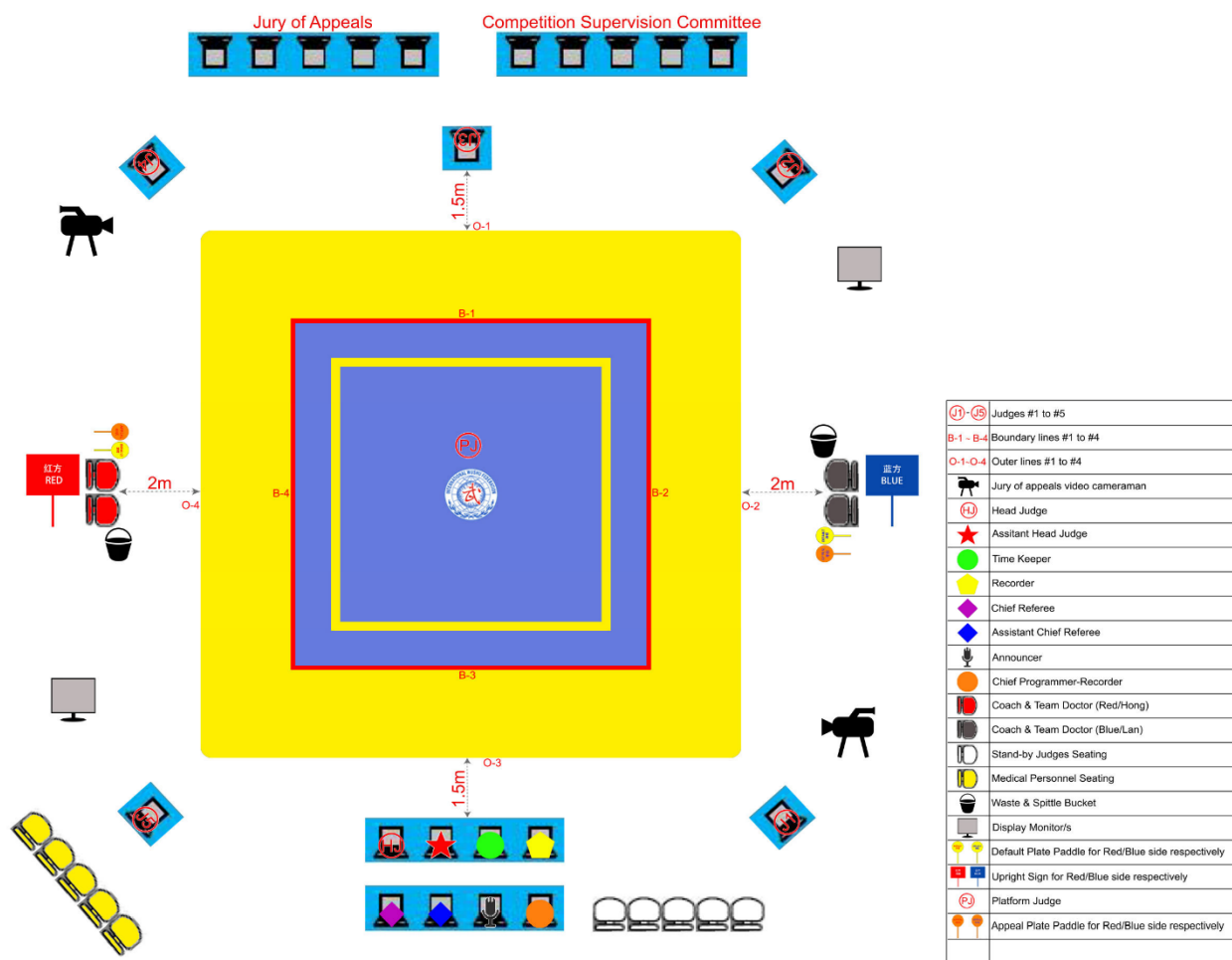
d) Substance Use

- i. Doping in any form is strictly forbidden.
- ii. Competitors are not permitted to inhale oxygen in the rest period between rounds.
- iii. Any Coaches or Officials who are found to be under the influence of substances will be removed from the Field of Play and dismissed from the event.
- iv. Offenders may be subject to disciplinary actions according to the by-laws of Wushu Canada, anti doping agencies, and/or local legal legislation.

Section 4 - Competitive Field of Play

1. Field of Play-Provincial, National, International

- b. Sanda competition shall take place on an IWUF/WushuCanada approved Wushu Sanda competition platform (Lei-Tai) which comprises of a steel frame with a plywood surface upon which is a 7cm thick layer of EVA foam, further covered by a high-quality PU leather canvas.
- c. The competition area includes a contest area and a safety area.
- d. The contest area shall be an 8m x 8m flat surface, at a height of 80cm with without any obstructing projections and demarcated on all 4 sides by a red line which is 5cm thick, a 10cm wide marked yellow warning line, drawn 90cm in on four sides of the contest area.
- e. The contest area is surrounded by a safety zone consisting of foam protective safety mats which are 2m in width and 30cm in height.
- f. A raised platform is only applicable to larger scale events.

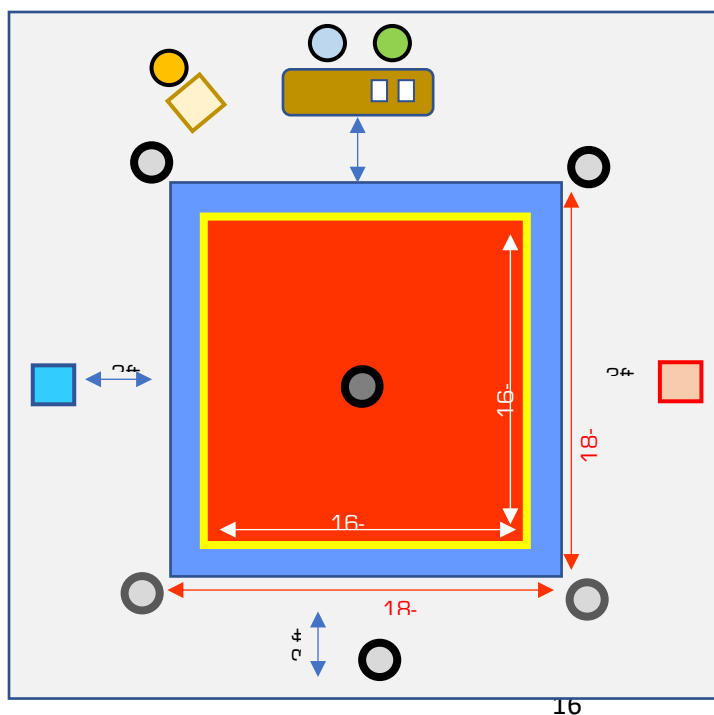


2. Field of Play- Event Types and Specifications

Event Type	Specifications
5-Star Rated Events (World / International)	<ul style="list-style-type: none"> Full regulation Leitei as per above stated description IWUF Class B and A only
4-Star Rated Events (National)	<ul style="list-style-type: none"> Shall take place on a WushuCanada approved wushu Sanda competition mat <u>with or without the platform</u> (Lei-Tai). Class E-A events are eligible to be held in this condition.
3-Star Rated Events (Provincial)	<ul style="list-style-type: none"> Shall take place on a WushuCanada approved wushu Sanda competition mat <u>without the platform</u> (Lei-Tai). Class E-B events are eligible to be held in this condition. <i>*The contest area is surrounded by a safety zone which is comprised of foam protective safety mats which are 2m in width and 5cm thick.</i>
2-Star Rated Events (Club-Level)	<ul style="list-style-type: none"> Sanda competition shall take place on a matted surface pre-approved by WushuCanada. These events are suitable for ONLY Class E to C bouts <i>*The contest area is deemed to be safe or made safe by the hosting school within Wushu Canada guidelines and supervision.</i>

3. Field of Play- Club Level

- Field Surface shall be either approved sports matting, or Leitei depending on venue and class of play.
- The contest area is ideally 20 feet by 20-feet (or approximately 6 meters x 6 meters) in length and width without any obstructions. But can be scaled down no less 18ft x 18ft (5.5m x 5.5m)
- There shall be a marked 'safety line' within 1-2ft of the outer edge of the field
- The contest area is surrounded by a safety area of a minimum 3ft (1m) which may include additional protective safety matting for both floor and walls where required, and safety personnel stationed on each side as needed.



Symbol Legend	
Description	
	Center Referee
	Side Referee
	Scorekeeper
	Usher/Runner
	Timekeeper
	Time Flag
	Center of the Ring
	Border of the Ring
	Safety Line

Section 5 - Scoring, Permitted/Prohibited Methods/Penalties

1. Contact Definitions

a) “Light contact” means limiting the capacity of any participant to cause harm to the opponent by mandating the type of equipment and the specific techniques to be utilized in a match designated as a Light Contact Recreational Division.
b) “Semi-Contact” means limiting the capacity of any participant to cause harm to the opponent by mandating the type of equipment and designating the use of ‘Light Contact’ and ‘Full Contact’ force to specific target areas on the opponent. (not seeking to cause injury or knockout)
c) “Full Contact” means the use of purposeful physical force that is intended to result in physical harm to an opponent or which could reasonably be expected to result in physical harm to an opponent.

2. Rules by Class

a) Developmental SANDA – In House Only				
Introductory		(6–18month exp/ min age 7)		(Class ‘F’)
CONTACT TYPE:	<ul style="list-style-type: none">• Light Controlled Contact to targets on body.• No Contact to Head or Legs• All strikes & kicks must be intended and clear to scoreable targets. <i>Incidental/Abstract hits will not be counted</i>			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none">• Approved Helmet/plastic shield• Approved Dipped-Foam gloves.• Approved shin-instep covering• Chest/Rib Guard: Red/Blue• Mouth guard.• Groin Protection (males)• Kung-fu pant/T-shirt			
MEDICAL REQUIREMENTS	In-House:		Standard school Liability waiver	
	Sanctioned WC Event:		WC Rec Event Waiver	
SCORING				
DURATION	1 Round x 1 minutes. No stopping time unless for injury or technical issues			
POINTS	Punch to Head (N/A)	0	Exit/Pushout of Ring (N/A)	0
	Punch to Body	1	Throws – complete (N/A)	0
	Kick to Head (N/A)	0	Throws – half complete (N/A)	0
	Kick to Body	1	Falling/slipping down (N/A)	0
	Kick to Leg (N/A)	0	Warnings/Fouls (Max 3)	2
	<ul style="list-style-type: none">• Best 2 of 3 rounds - highest points scored wins each round.• Points: are awarded as per usual IWUF format.• Push out limit: No limit/No penalty; Stop, reset, continuation			
PROHIBITED Techniques:	Strikes/ Kicks	<ul style="list-style-type: none">• No Targeting the Head at this level• No elbows, Knees, or Joint Locks• No hits to Groin, Spine, Neck, back of head. or inside leg kick		
	Throws	No throws/takedowns Allowed at this level		
WARNINGS	Admonition (Technical Foul)	Intentionally removing equipment causing delay Ask to stop fight without valid reason, or to gain advantage.		
	Warnings (Personal Foul)	3 Warnings issued ends the match, Win given to the opponent		
DQ's	<ul style="list-style-type: none">• Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.• Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.			

b) Developmental SANDA				
NOVICE		(18–30 months exp/ min age 7)		(Class ‘E’)
CONTACT TYPE: Light Contact	<ul style="list-style-type: none">• Light Controlled Contact• No Contact to Head.• Leg kicks now permitted above knee.• All strikes & kicks must be intended and clear to scoreable targets. <i>Incidental/Abstract hits will not be counted.</i>• Sanctioned Sweeps and takedown from hip and below (by hand or foot) are permitted.			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none">• Approved Helmet/plastic shield• Sanctioned 8oz / 10 oz Gloves.• Approved shin-instep covering		<ul style="list-style-type: none">• Chest/Rib Guard: Red/Blue• Mouthguard• Groin Protection (males)• Kung-fu pant/T-shirt	
MEDICAL REQUIREMENTS	In-House:		Standard school Liability waiver	
	Sanctioned WC Event:		WC Rec Event Waiver	
SCORING				
DURATION	3-Round x 1 minutes. No stopping time unless for injury or technical issues			
POINTS	Punch to Head (N/A)	0	Exit/Pushout of Ring 2x, 3+=pts	2
	Punch to Body	1	Throws – complete	2
	Kick to Head (N/A)	0	Throws – half complete	1
	Kick to Body	1	Falling/slipping down	1
	Kick to Leg	1	Warnings/Fouls (Max 3)	2
	<ul style="list-style-type: none">• Best 2 of 3 rounds - highest points scored wins each round.• Points: are awarded as per usual IWUF format.• Ring-outs: First two (2) times player exits ring, no points. Starting on the Third (3rd) out, points will be awarded to the player who caused the out. 2 scored outs ends the round.			
PROHIBITED Techniques:	Strikes/ Kicks	<ul style="list-style-type: none">• No elbows, Knees, or Joint Locks• No Blind strikes or spin kicks to the head, to neck and back.• No hits to Groin, Spine, Neck, back of head. or inside leg		
	Throws	<ul style="list-style-type: none">• By hand or Leg; No throws/takedowns from above the waist. (No over-hip, overhead throws, pile-drivers, or body slams)		
DISCIPLINE				
WARNINGS	Admonition (Technical Foul)	<ul style="list-style-type: none">• Intentionally removing equipment causing delay• Ask to stop fight without valid reason, or to gain advantage.		
	Warnings (Personal Foul)	<ul style="list-style-type: none">• 3 Warnings issued ends the match, Win given to the opponent		
DQ's	<ul style="list-style-type: none">• Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.• Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.			

c)		Developmental SANDA			
INTERMEDIATE		(30-42 months exp/min age 10)		(Class 'D')	
CONTACT TYPE: Controlled Contact	<ul style="list-style-type: none">Controlled Contact to Body and ThighsControlled Light Contact to Head (Punches only) now permitted.All strikes & kicks must be intended and clear to scoreable targets. Incidental/Abstract hits will not be counted.Sanctioned Sweeps and takedown (by hand or foot) are permitted.Over the hip throws or lifts above waist now permitted.				
	EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none">Approved Helmet/plastic shieldSanctioned 8oz / 10 oz Gloves.Approved shin-instep coveringChest/Rib Guard: Red/Blue MouthguardGroin Protection (males)Kung-fu pant/T-shirt			
MEDICAL REQUIREMENTS	In-House:		Standard school Liability waiver		
	Sanctioned WC Event:		WC Rec Event Waiver		
DURATION		3-Round x 1:30 minutes. No stopping time unless for injury or technical issues			
POINTS	Punch to Head	1	Exit/Pushout of Ring 1x, 2+=pts	2	
	Punch to Body	1	Throws – complete	2	
	Kick to Head (N/A)	0	Throws – half complete	1	
	Kick to Body	2	Admonitions	1	
	Kick to Leg	1	Warnings/Fouls (Max 3)	2	
	<ul style="list-style-type: none">Best 2 of 3 rounds - highest points scored wins each round.Points: are awarded as per usual IWUF format.Push outs: First time player exits ring, no points. Starting on the second (2nd) out, points will be awarded to the player who caused the out. 2 scored outs ends the round.				
	PROHIBITED Techniques	Strikes/ Kicks	<ul style="list-style-type: none">No elbows, Knees, or Joint LocksNo Blind strikes or spin kicks to the head, to neck and back.No hits to Groin, Spine, Neck, back of head. or inside legNo Hard Contact or Consecutive/Successive targeting to the head; ONLY one head hit per engagement		
Throws		<ul style="list-style-type: none">By hand or leg; No throws/takedowns from above the Shoulder. (overhead throws, pile-drivers, or body slams)			
DISCIPLINE					
WARNINGS	Admonition (Technical Foul)	<ul style="list-style-type: none">Intentionally removing equipment causing delayAsk to stop fight without valid reason, or to gain advantage.			
	Warnings (Personal Foul)	3 Warnings issued ends the match, Win given to the opponent			
DQ's	<ul style="list-style-type: none">Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.				

d) Competitive SANDA				
ADVANCED		(42 - 54 months exp/min age 14)		(Class 'C')
CONTACT TYPE: Semi-Contact	<ul style="list-style-type: none">Controlled Light Contact to the head. ~Permitted only with sanctioned face cage, no exception!Full Contact to legal areas of the body and outer thighs.All strikes & kicks must be intended and clear to scoreable targets. Incidental/Abstract hits will not be counted.All sanctioned throws are now applicable, with control.			
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none">Approved Standard open face Helmet w cheek protection.Sanctioned 10oz GlovesApproved shin-instep guard	<ul style="list-style-type: none">MouthguardGroin Guard (Males Only)Shorts/Shirt -Red, Blue, or Black (exceptions for Faith attire)		
MEDICAL REQUIREMENTS	In-House:	<ul style="list-style-type: none">Enhanced Contact Liability Waiver		
	Sanctioned WC Event:	<ul style="list-style-type: none">Enhanced Contact WaiverECGBlood Test		
SCORING				
DURATION	3-Rounds x 2-Minutes No stopping time unless for injury or technical issues			
POINTS	Punch to Head (Light Contact)	1	Exit/Pushout of Ring (Each time out)	2
	Punch to Body	1	Takedowns - complete	2
	Kick to Head (N/A)	0	Takedowns - Landing on Top	1
	Kick to Body	2	Admonitions	1
	Kick to Leg	1	Warnings/Fouls (max 3)	2
	<ul style="list-style-type: none">Best 2 of 3 rounds - highest points scored wins each round.Points: are awarded as per usual IWUF format.Ring-outs: 2 scored outs ends the round.			
PROHIBITED Techniques	Strikes & Kicks	<ul style="list-style-type: none">No elbows, Knees, or Joint LocksNo Blind strikes or spin kicks to the head, to neck and back.No hits to Groin, Spine, Neck, back of head. or inside legNo Hard Contact or Consecutive/Successive targeting to the head; ONLY TWO (2) head hits per engagement		
	Throws	<ul style="list-style-type: none">No pile-drivers, or body slams		
DISCIPLINE				
WARNINGS	Admonition (Technical Foul)	<ul style="list-style-type: none">Intentionally removing equipment causing delayAsk to stop fight without valid reason, or to gain advantage.		
	Warnings (Personal Foul)	3 Warnings issued ends the match, Win given to the opponent		
DQ's	<ul style="list-style-type: none">Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.			

e) Competitive SANDA				
HI-PERFORMANCE (Provincial) (54-60 months exp/min age 15) (Class 'B')				
CONTACT TYPE: Full-Contact	<ul style="list-style-type: none">• Full Contact to Head, Body, and Legs (above the knee)• All strikes & kicks must be intended and clear to scoreable targets. Incidental/Abstract hits will not be counted.• All sanctioned throws are applicable			
EQUIPMENT REQUIRED	<ul style="list-style-type: none">• Open-faced Headgear w cheek protection• 10oz boxing gloves (>141lbs)• Full shin-instep covering• Mouthguard• Groin Guard (Males Only)• Shorts/Shirt -Red, Blue, or Black (exceptions for Faith attire)			
MEDICAL/AGE REQUIREMENT	<ul style="list-style-type: none">• Enhanced Contact Waiver• Blood Test• ECG		<ul style="list-style-type: none">• Junior 15-17• Prime 18-39	
SCORING				
DURATION	3-Rounds x 2-Minutes No stopping time unless for injury or technical issues			
POINTS	Punch to Head (Light Contact)	1	Exit/Pushout of Ring (Max 2)	2
	Punch to Body	1	Takedowns - complete	2
	Kick to Head (N/A)	0	Takedowns - Landing on Top	1
	Kick to Body	2	Admonitions	1
	Kick to Leg	1	Warnings/Fouls. (Max 3)	2
DURATION	<ul style="list-style-type: none">• Best 2 of 3 rounds - highest points scored wins each round.• Points: are awarded as per usual IWUF format.• Ring-outs: 2 scored outs ends the round.			
PROHIBITED Techniques	Strikes/ Kicks	<ul style="list-style-type: none">• No elbows, Knees, Joint Locks, Blind strikes, or spin kicks to the head, to neck, or back.• No hits to Groin, Spine, Neck, back of head.• No Consecutive/Successive targeting to the head; ONLY TWO (2) head hits per engagement.		
	Throws	<ul style="list-style-type: none">• No pile-drivers, or body slams		
DISCIPLINE				
WARNINGS	Admonition (Technical Foul)	<ul style="list-style-type: none">• Intentionally removing equipment causing delay• Ask to stop fight without valid reason, or to gain advantage.		
	Warnings (Personal Foul)	3 Warnings issued ends the match, Win given to the opponent		
DQ's	<ul style="list-style-type: none">• Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.• Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.			

Competitive SANDA				
ELITE-PERFORMANCE (National Team)		(54-60 months exp/ min age 18)		(Class 'A')
CONTACT TYPE: Full-Contact	<ul style="list-style-type: none">• Full Contact to the Head, Legs, and Body.• All strikes & kicks must be intended and clear to scoreable targets. Incidental/Abstract hits will not be counted.• All sanctioned throws are applicable.• Kicks to the Head & Spinning Attacks are now permitted.			
EQUIPMENT REQUIRED	<ul style="list-style-type: none">• Open-face Headgear• 10oz boxing gloves (>141lbs)• Full shin-instep (optional)• Mouthguard• Groin Guard (Males Only)• Shorts/Shirt -Red, Blue, or Black (exceptions for Faith attire)			
MEDICAL/AGE REQUIREMENT	<ul style="list-style-type: none">• Enhanced Contact Waiver• Blood Test• ECG		<ul style="list-style-type: none">• Junior 15-17• Prime 18-39	
SCORING				
DURATION	3-Rounds x 2-Minutes No stopping time unless for injury or technical issues			
POINTS	Punch to Head (Light Contact)	1	Exit/Pushout of Ring (Max 2)	2
	Punch to Body	1	Takedowns - complete	2
	Kick to Head	1	Takedowns - Landing on Top	1
	Kick to Body	2	Admonitions	1
	Kick to Leg	1	Warnings/Fouls (max 3)	2
DURATION	<ul style="list-style-type: none">• Best 2 of 3 rounds - highest points scored wins each round.• Points: are awarded as per usual IWUF format.• Ring-outs: 2 scored outs ends the round.			
PROHIBITED Techniques	Strikes/ Kicks	<ul style="list-style-type: none">• No elbows, Knees, or Joint Locks,• No hits to Groin, Spine, Neck, back of head.		
	Throws	<ul style="list-style-type: none">• No pile-drivers		
DISCIPLINE				
WARNINGS	Admonition (Technical Foul)	<ul style="list-style-type: none">• Intentionally removing equipment causing delay• Ask to stop fight without valid reason, or to gain advantage.		
	Warnings (Personal Foul)	3 Warnings issued ends the match, Win given to the opponent		
DQ's	<ul style="list-style-type: none">• Any player who draws blood or is deemed to have used excessive contact will be disqualified from the match with the Win awarded to the opponent.• Unsportsmanlike behaviour (violent, aggressive, argumentative) will result in automatic DQ, and expulsion from remainder of the events.			

3. Scoring Criteria

a) Whether a Points are, or should, be scored will follow the criteria outlined below:	Points
i. "Fall off the platform" (Push-out/Ring-out) refers to any part of the athlete's body being used as support or making firm contact on the outer safety mats or ground of the Sanda platform during the match.	2
ii. If a competitor causes their opponent to fall, while remaining standing:	2
iii. A competitor who strikes his or her opponent on the Torso with a valid kick:	2
iv. A competitor who strikes his or her opponent to the Head with a valid kick (A Class Only)	2
i. A competitor strikes their opponent on the torso, or the head (D Class & Up), with a valid punching technique will be awarded:	1
ii. A competitor who strikes their opponent on the thigh with a valid kicking technique will be awarded:	1
iii. Where both competitors fall together, the athlete who later or falls on top will be awarded:	1

b) Four Evaluation Aspects of Striking and Kicking
i. Observing the Attack: The attacking technique is clear, the impact force is precise, and it clearly strikes the scoring targets.
ii. Observing the Defense: <ul style="list-style-type: none"> • There was no corresponding defensive action when being struck. • or the strike comes first followed by a defensive action. or there was a defensive failure.
iii. Observing the Displacement: Movement, vibration, or shaking of the body parts caused by the impact of the strike.
iv. Listen to the Sound: The sound of crisp or dull emitted because of the force, or lack of force, caused by the strike.

c) Cumulative Scoring:
In cases where one attacking movement results in several scoring effects, each score should be accumulative when awarding points

d) Pro-Active Falling (Low Leg Sweeps)		Points
i. A competitor who makes his or her opponent fall by falling down proactively and immediately stands up in a flowing motion		2
ii. A competitor who makes his or her opponent fall by falling down proactively and does not immediately stand up in a flowing motion		1
iii. Should a competitor (without contact attempt to make use of a technique by falling down proactively was unsuccessful, but stands up within 3 seconds, no points will be awarded.		0
* Proactively Falling refers to an offensive technique where a competitor uses a forward or backward leg sweep on the ground from a crouched position (supported with other body parts other than both feet) to attack the opponent causing him to fall.		
e) No Points Will be Awarded...		
i. When a technique is not clear or ineffective		
ii. When both competitors fall off the platform, or fall simultaneously		
iii. Should a competitor (without contact attempt to make use of a technique by falling down proactively was unsuccessful, but stand up within 3 seconds, no points will be awarded.		
iv. When a competitor strikes his opponent while in a hold/clinch		
f) Match Stoppage		
i. When a competitor falls down (excluding proactive falling), or falls off the platform		
ii. When a competitor is being issued a penalty.		
iii. When a competitor is injured.		
iv. When competitors who are holding/clinch without successfully executing a takedown or throw technique for 2 seconds		
v. When a competitor proactively falls down and remains down for more than 3 seconds.		
vi. When a competitor fails to attack within 5 seconds of being directed to do so.		
vii. When a competitor raises his hand to request a time-out		
viii. When the Head Judge corrects a misjudgment or omission		
ix. When a dangerous problem arises, or there is a dangerous situation on the platform		
x. Technical issues due to lighting, field of play, electronic scoring system, etc. affecting the competition.		

4. Disciplinary Actions:

a) INFRACTIONS & DELAYS: Points are Awarded when...	i. The opposing player fails to engage within 8-sec after the order to fight	1
	ii. The opposing player fails to get up within 3-sec after intentionally falling (Leg Sweeps)	1
	iii. The opposing player receives an Admonition infraction	1
	iv. The opposing player is given a forcible counting (standing counts)	2
	v. The opposing player receives a warning	2
a) FOULS: A Warning is issued when...	i. A player holds the opponent/runs away passively. ii. A player raises a hand to stop the bout in a disadvantageous position. iii. A player delays the fight intentionally. iv. A player acts impolitely towards the judges/disobeys decisions. v. A player wears no mouthguard, or spits it out, or intentionally loosens gear. vi. A player fails to observe any protocol.	
b) PERSONAL FOULS: Warnings are issued when...	i. A player attacks before the call “ Kaishi ” (Start!) or after the call “ Ting! ” (Stop!) ii. A player hits prohibited areas. iii. A player hits opponent with any prohibited method. iv. A player uses excessive or uncontrolled force.	
c) PENALTIES The following is how penalties are managed...	i. An Admonition will be given for a technical foul. ii. A warning will be given for a personal foul. iii. A player with 3 personal fouls will be Disqualified from the bout. iv. A player who intentionally uses excessive force or illegal techniques will be disqualified (DQ'd). v. A player who uses drugs or inhaling oxygen during rest periods will be disqualified (DQ'd).	

Section 6 - Determining Winner, Loser, & Placing

1. Absolute Victory

- a) During a bout, should there be a great disparity in strength between the two competitors, the platform referee, with the head Judge's approval, may declare the stronger competitor to be the winner of the bout
- b) During a bout, should a competitor get knocked down
 - i. and fail to get up within 10 seconds (excluding personal fouls), or,
 - ii. who has managed to get back onto their feet but has an abnormal state of consciousness,
 - iii. the opponent will be declared the winner.
- c) During a bout, should a competitor have been forcibly counted three times after receiving heavy blows (excluding personal fouls), the opponent will be declared the winner.
- d) During a round, should the difference in score between the competitors be 12 points or more confirmed by 5 Corner Judges, then the Competitor with the higher score shall be deemed the winner of the bout.

2. Determining the Winner of a Round

- a) The Winner of each round is determined based on the records of the recorder and the judgement results from the sideline judges.
- b) During a round, should a competitor have been forcibly counted 2 times after receiving heavy blows (except personal fouls), the opponent will be declared the winner of the round.
- c) During a round, should a competitor fall off the platform 2 times, the opponent will be declared the winner of the round.
- d) During a round, should there be a tied score, the winner of the round will be determined by the following sequence:
 - i. The competitor with fewer **Warnings** will be declared the winner,
 - ii. The competitor with fewer **Admonitions** will be declared the winner,
 - iii. The competitor with the **lighter weight** will be declared the winner.Should a Tie remain after following the above process, the round will be declared as a Tie match.

3. Determining Placement

a) Individual Placing:

- i. Under the Knockout system, the placing will be decided directly from the results

b) Round Robin Placing:

- i. Under the Round Robin System, the competitor with the greater number of Wins will determine placing order.
- ii. In the event of a Tie, the Tie formula indicated in section 4,2(d) will apply.

4. Scheduling

- a) The schedule shall be based on the competition regulations, and total competition duration
- b) The same weight category, within the same round, shall be organized together as evenly as possible
- c) An athlete may **at most** compete in **2 Matches** in a single day of competition
- d) Within a single session, the bouts will begin from lowest Class to highest Class, and the lighter weight categories and move up in ascending order to the heaviest category within each Class.

5. Recording

- a) The Corner Judges shall keep a record of the points awarded to each competitor according to the scoring criteria.
 - i. At the end of each round, they shall fill out the competitor's scores into the score recording form.
 - ii. The form will be collected by the Head table at the conclusion of each bout.
- b) The recorder shall record the points awarded for each competitor according to the Platform Judge's calls and gestures. Also, the following shall be recorded:
 - i. Admonitions,
 - ii. Warnings, Off Platform,
 - iii. and Forcible Counts
- c) Under the round-robin system, the scheduling group shall fill in the results of each bout into the recording forms as follows:
 - i. Awarding 2 points for the winner per bout won
 - ii. Awarding 0 points for the loser of a bout
 - iii. Awarding 1 point to each side for drawn bout.



Sanda Sideline Judge Recording Form

National Martial Arts Championships 2024		Match Date: (Check one)	<input type="checkbox"/> Saturday Aug 3	Match Time:	
Bout #:	Category Code:	Age:	<input type="checkbox"/> Sunday Aug 4	Weight:	Judge Number:
Player	Player Name:	School:	Round 1	Round 2	Round 3
RED					
BLUE					
Judges Signature:		Winner: <input type="checkbox"/> RED <input type="checkbox"/> BLUE			

Section 7 - Jury of Appeals

1. Composition of Jury of Appeals

The Jury of Appeals will consist of one (1) chairman, (1) assistant chairman, and three (3) or five (5) members.









2. Duties of Jury of Appeals

- a) The Jury of Appeals shall work under the leadership of the Organizing Committee of the Competition.
- b) The Jury of Appeals is responsible mainly for supervising the competition on such matters as:
 - i. Checking the competition area and facilities
 - ii. Checking the equipment
 - iii. Scheduling the flow of events
 - iv. Drawing of Lots
 - v. Competitor weighing-in
 - vi. Grouping officials and arranging the conduction of their work
 - vii. During the Competition, the Jury of Appeals shall supervise the officiating work. In case of any obvious unjust behaviour or incorrect judgement, they shall have the right to give warnings to the officials concerned, and, in serious cases, may even propose to the WushuCanada Technical Committee to remove them from their current officiating work to ensure the smooth running of operations.
- c) The Jury of Appeals shall deal with appeals submitted by participating clubs or teams who have disagreement with the platform judge's onsite judgement. Such appeals shall be confined to decisions related directly to the appealing team.
- d) The Jury of Appeals shall handle the appeals immediately after receiving them and duly notify the parties concerned of the ruling. The decision of the Jury of Appeals shall be final.
- e) The Jury of Appeals shall investigate the case immediately and review the video recording if necessary.
 - i. It may hold discussion meetings and invite other parties to attend as observers without the right to vote.
 - ii. The meetings must be attended by more than half of the members of the Jury of Appeals.
 - iii. The number of members of the Jury of Appeals participating in the investigation must be more than half of its total members for any voting decisions to be valid.
 - iv. In the case of a tied vote, the chairman shall have the right to make the final decision.
- f) Members of the Jury of Appeals shall not participate in those investigations where their country, province, region, or club is involved.
- g) Through the examination process,
 - i. Should the Platform Judge's original decision be found to be correct, it will be upheld.
 - ii. Should the Platform Judge's original decision be found to be incorrect, the Jury of Appeals has the right to change the Platform Judge's decision and the competitor's result and shall request that the Judge's Committee deal with the Judge in question according to WushuCanada/IWUF provisions.






3. Appeal Methods & Requirements


- a) Each participating Club or team can appeal at most two (2) times for the duration of the whole competition. Should the appeal be found to be invalid, the opportunity for appeal will be deducted accordingly.
- b) A participating club or team who has an objection to the onsite judgement of the Platform Judge must raise an appeal onsite immediately, upon which the Jury of Appeal will immediately review the appeal and come to an arbitration conclusion. Should the appeal be valid, then the result will be amended. Should the appeal be found invalid, the result will remain unchanged.
- c) After the conclusion has been made by the Jury of Appeals, the appellant should complete the written appeal procedure and must pay the appeal fee of \$300 if the appeal is denied.
- d) All clubs or teams shall abide by the rules and accept the final decisions made by the Jury of Appeals. Strict actions will be taken according to the severity of the case and relevant provisions to the clubs or teams that cause any disruptions in response to the decision, fail to follow the appeal procedures, and/or refuse to pay the appeal fee.






Section 8 - Platform Judge Calls & Gestures





Description	Gesture
<p><i>Palm/Fist Salute</i></p> <ul style="list-style-type: none"> • <i>Standing with feet together, press the left palm against the right fist at chest height, 20-30cm away from the chest [Figs 5 and 6].</i> 	  <p>(Fig 5) (Fig 6)</p>
<p><i>Mounting the Platform</i></p> <ul style="list-style-type: none"> • Standing at the center of the platform, extend both arms out to the sides, palms upward. [Fig 7] • Call players in by bending the arms upward and 90° with palms facing each other [fig 8] • Place L palm on top of R fist in front of body to signal players to salute [Fig 9] 	   <p>(Fig 7) (Fig 8) (Fig 9)</p>
<p><i>Calling Rounds</i></p> <p><i>First Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index finger pointing up, Call “Di Yi Ju”, L arm extended to the side [Fig 10]</p> <p><i>Second Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index and middle finger pointing up, Call “Di Er Ju”, L arm extended to the side [Fig 11]</p> <p><i>Third Round:</i> Facing the Head Judge, form Gong-Bu, while extending the R arm upward with index and middle finger pointing up, thumb to the side, Call “Di San Ju”, L arm extended to the side [Fig 12]</p>	   <p>(Fig 10) (Fig 11) (Fig 12)</p>







Description	Gesture
<p><i>“Ready!” / “Start!”</i></p> <ul style="list-style-type: none"> • From a Gong-Bu between the two players • arms extended to both sides pointing at the players, palms facing up. [Fig 13] • Shout <i>“Yubei!”</i> • While shouting <i>“Kaishi!”</i>, Bring forward foot back to rear foot, draw both hands towards the front, palms down [Fig 14] 	<div data-bbox="824 247 1052 562"></div> <div data-bbox="894 579 954 600">(Fig 13)</div> <div data-bbox="1073 247 1300 562"></div> <div data-bbox="1166 579 1226 600">(Fig 14)</div>
<p><i>“Stop!”</i></p> <ul style="list-style-type: none"> • While calling a halt or pause in the bout, R step into Gong-Bu, extend the R arm to the front, palm held vertically between the two players, and shout <i>“Ting!”</i> [Fig 15] 	<div data-bbox="963 695 1182 982"></div> <div data-bbox="1036 999 1109 1020">(Fig 15)</div>
<p><i>Five Second Passivity</i></p> <ul style="list-style-type: none"> • Signal to the relevant player with one arm extended with palm up, and the other arm upward in front of the body with all 5 fingers separated, • Call either, <i>“Hong Fang!”</i> (Red Side) or <i>“Lan Fang!”</i> (Blue Side) [Fig 16] 	<div data-bbox="963 1077 1182 1367"></div> <div data-bbox="1036 1383 1109 1404">(Fig 16)</div>
<p><i>Count</i></p> <ul style="list-style-type: none"> • Facing the relevant player, with both arms bent vertically at the elbow, clench both fists in front of the body palms forward. [Fig 17] • R hand uncurl the fingers on-by-one from the little finger at 1 sec intervals [Fig 18] 	<div data-bbox="868 1461 1096 1759"></div> <div data-bbox="943 1770 1016 1791">(Fig 17)</div> <div data-bbox="1127 1461 1349 1759"></div> <div data-bbox="1203 1770 1276 1791">(Fig 18)</div>



Description	Gesture
<p><i>Passive Holding/Clinching</i></p> <ul style="list-style-type: none"> • Signal to the relevant player by extending one arm palm upwards • Then curl the arms in front of the body to form a 'Hug' gesture [Fig 19] <p><i>Passive Holding Advice</i></p> <ul style="list-style-type: none"> • Follow the above procedure • Then raise the R hand with index finger pointing up. [Fig 20] 	 <p>(Fig 19)</p>  <p>(Fig 20)</p>
<p><i>8-Second Forcible Counting</i></p> <ul style="list-style-type: none"> • Facing the Head Judge in Gong-Bu, extend one arm towards the relevant player • extend the other arm with a 'thumb up' position [Fig 21] 	 <p>(Fig 21)</p>
<p><i>3-Second Forcible Counting</i></p> <ul style="list-style-type: none"> • Facing the Head Judge in Gong-Bu, extend one arm towards the relevant player, • call “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) • Move the other hand across the abdomen to the side of the body, with thumb, index, and middle fingers separated pointing downward [Fig 22] 	 <p>(Fig 22)</p>
<p><i>Appointed Attack</i></p> <ul style="list-style-type: none"> • Extend one arm between the two players, with the thumb extended turned sideways, • Move the hand horizontally in the direction of the thumb as a signal for appointed attack. [Fig 24] • Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 23)</p>

Description	Gesture
<p style="text-align: center;">Down</p> <ul style="list-style-type: none"> • Extend one arm between the two players, with palm facing up, the other arm moves to the side of the body, bent at the elbow, palm pressing down. [Fig 24] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p style="text-align: center;">(Fig 23)</p>
<p style="text-align: center;">First (to Fall) Down</p> <ul style="list-style-type: none"> • Extend one arm with palm facing upwards towards the competitor who is the first to fall. [Fig 25] • Cross arms in front of the abdomen, palms facing down [Fig 26] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p style="text-align: center;">(Fig 25)</p>  <p style="text-align: center;">(Fig 26)</p>
<p style="text-align: center;">Simultaneous Down</p> <ul style="list-style-type: none"> • Extend both arms horizontally forward and spread them to both sides with palms down. [Fig 27] 	 <p style="text-align: center;">(Fig 27)</p>
<p style="text-align: center;">One Player off the Platform/ Out of Bounds</p> <ul style="list-style-type: none"> • Assume gong-Bu, extend one arm, palm upward towards the player who went off platform or out of bounds [Fig 28] • Push other hand forward with fingers pointing up [Fig 29] • Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p style="text-align: center;">(Fig 28)</p>  <p style="text-align: center;">(Fig 29)</p>




Description	Gesture
<p>Both Players off the Platform/ Out of Bounds</p> <ul style="list-style-type: none"> Assume Gong-Bu, push both palms forward, arms stretched out, finger pointing up [Fig 30] Bring feet together, bend both arms at the elbow in front of body, palms to chest. [Fig 31] 	 <p>(Fig 30)</p>  <p>(Fig 31)</p>
<p>Illegal Kick to Groin</p> <ul style="list-style-type: none"> Extend one arm with palm facing upwards towards the competitor who performed the illegal action. Point the other hand to the groin with palm facing inward [Fig 32] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 32)</p>
<p>Illegal Contact to back of Head</p> <ul style="list-style-type: none"> Extend one arm with palm facing upwards towards the competitor who performed the illegal action. Place the other hand on the back of the head [Fig 33] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 33)</p>
<p>Illegal Elbow Foul</p> <ul style="list-style-type: none"> Bend both arms in front of the chest and cover on elbow the palm of other hand. [Fig 34] Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 35)</p>

Description	Gesture
<p>Illegal Knee Foul</p> <ul style="list-style-type: none"> • Extend one hand toward the offending player, • Raise other knee, with the other hand pat the knee. [Fig 35] • Call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 35)</p>
<p>Warning!</p> <ul style="list-style-type: none"> • Extend one arm with palm facing upwards towards the competitor who performed the illegal action. • Bend the other arm 90° at elbow, fingers clenched in a fist, back of hand facing outward [Fig 36] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 36)</p>
<p>Admonition!</p> <ul style="list-style-type: none"> • Extend one arm with palm facing upwards towards the competitor who performed the illegal action. • Bend the other arm 90° at elbow, fingers clenched in a fist, back of hand facing outward [Fig 37] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 37)</p>
<p>Disqualification!</p> <ul style="list-style-type: none"> • Cross both arms in front of chest with clenched fists [Fig 38] • call, “Hong Fang!” (Red Side) or “Lan Fang!” (Blue Side) 	 <p>(Fig 38)</p>

Description	Gesture
<p style="text-align: center;">Not Valid!</p> <ul style="list-style-type: none"> Extend both arms and then cross them in front of the abdomen by a swinging motion [Fig 39, 40, 41] 	<div style="display: flex; justify-content: space-around; align-items: center;">    </div> <div style="display: flex; justify-content: space-around; align-items: center;"> (Fig 39) (Fig 40) (Fig 41) </div>
<p style="text-align: center;">*Not Seen, Unclear! *</p> <ul style="list-style-type: none"> In Kempo: Bend the arms 90°, palm over palm covering the eyes, then follow with above. 	
<p style="text-align: center;">First Aid!</p> <ul style="list-style-type: none"> Face the Medical Supervision table Cross forearms in front of chest to form a vertical 'cross', palms open [Fig 42] 	<div style="text-align: center;">  <p>(Fig 42)</p> </div>
<p style="text-align: center;">Rest</p> <ul style="list-style-type: none"> Extend both arms to sides with palm facing upwards towards the player's respective resting stations. [Fig 43] 	<div style="text-align: center;">  <p>(Fig 43)</p> </div>
<p style="text-align: center;">Exchange Positions</p> <ul style="list-style-type: none"> Stand at center of Platform, cross arms in front of abdomen, palms open [Fig 44] 	<div style="text-align: center;">  <p>(Fig 44)</p> </div>

Description	Gesture
<p>Draw (Tie)</p> <ul style="list-style-type: none"> Stand in center of the ring between both players, holding their wrists Raise Both wrists above the head [Fig 45] 	 <p>(Fig 45)</p>
<p>Winner!</p> <ul style="list-style-type: none"> Stand in center of the ring between both players, holding their wrists Raise the winner's wrist above the head [Fig 46] 	 <p>(Fig 46)</p>

Sideline Judge's Calls & Hand Gestures

Description		
<p>Player Falls Down, Off the Platform/Out of Bounds</p> <p>Point downward with R hand index finger [Fig 47]</p>	<p>Not Fallen Down, Not Off Platform</p> <p>Raise hand up in a palm, wave it to L and R. [Fig 47]</p>	<p>Not Seen Clearly</p> <p>Bend both arms at the elbow with palms open facing upwards and spread out to the sides. (the "I don't know" position) [Fig 47]</p>
 <p>(Fig 47)</p>	 <p>(Fig 48)</p>	 <p>(Fig 49)</p>

Section 9 – Event Personnel Organization

Below is a breakdown of the key personnel required to be present in each ring and/or Lei-Tai for both Kempo tournaments and Sanda Events. Smaller events may have less roles, or one person may assume multiple roles. Ideally, each ring should have these components:

1. Composition of Competition Officials	
a) Role	Sanda Lei-Tai
b) Referee/Judges Team	<ul style="list-style-type: none"> i. 1 Center Referee ii. 1-2 Assistant Chief Referees
c) Contest/Scoring Team	<ul style="list-style-type: none"> i. 1 Head Judge ii. 1-2 Assistant Head Judge iii. 1 Scorekeeper iv. 1 Timekeeper v. 3 or 5 sideline Judges (<i>2-3 Groups on rotational standby</i>)
d) Additional Officials	<ul style="list-style-type: none"> i. 1 Chief Recorder-Scheduler ii. 1 Chief Registrar
e) Assistants	<ul style="list-style-type: none"> i. 4 Scheduler recorders ii. 4-6 Registrars iii. 1 Ring Announcer <p>NOTE: During any given event, one designated official may assume multiple roles for efficiency.</p>
f) Medical Personnel	<ul style="list-style-type: none"> i. 1 Medical Supervisor ii. 2-5 Medical assistants
g) Jury of Appeals	<ul style="list-style-type: none"> i. 2-4 Electronic scoring system operators ii. 2-4 JoA camera operators <p>(<i>*if applicable, usually for high profile, national or international events</i>)</p>

The following chart outlines a comprehensive overview of the definitions for the roles and duties of each Official for Sanda Events.

2. Roles & Duties of Competition Officials	
Role	Duties
a) Chief Official (Referee)	<ul style="list-style-type: none"> i. Organize training for all officials to study and review the Rules and Regulations of the Competition, and to master the officiating methods. ii. Inspect and ensure the correct preparation of the competition venue field of play, iii. Prepare competition and judging equipment, iv. Preparation of the weighing-in & drawing of Lots ceremony and other competition related preparations. v. Attend problems related to interpretation of rules, but no authority to amend them. vi. Manage Judges, and replace officials as needed. vii. Supervise changes to order of competition due to defaulting/withdrawing, notifying the technical delegate, JoA, the Head Judge, and Chief scheduler, and announcers. viii. Have the right to make final decision when a dispute arises within technical officials' groups. ix. Responsible for the accurate interpretation of the rules and regulations by competition officials x. Review, sign and announce the results of competition. xi. Submit a written report to the organizing committee.
b) Chief Assistant Referee	<ul style="list-style-type: none"> i. Be responsible for the accurate implementation of the rules and regulations by the competition Officials
c) Head Judge	<ul style="list-style-type: none"> i. Responsible for organizing and drilling referee teams and work implementation. ii. Oversee and manage the work of Judges, timekeepers, and scorekeepers. iii. To correct platform referees in the event of incorrect or missed judgements, notifying same by whistle to make relevant correction. iv. May amend match results prior to them being announced with approval of the Chief Referee/Official v. Announce the results at end of each round. vi. Handle matters such as 'absolute victory', 'off-platform', warnings, forcible counting according to competitors' actions on the platform and scorekeepers' records.

3. Roles & Duties of Competition Officials	
Role	Duties
a) Assistant Head Judge	<ul style="list-style-type: none"> i. The Assistant Head Judge shall assist the Head Judge with his work, and may perform other officials' tasks concurrently when necessary
b) Center/ Platform Referee(s)	<ul style="list-style-type: none"> i. Inspect the competitor's protective gear and ensure safety during the match. ii. Directs the competitors during the match through calls and gestures. iii. Make judgements for instances of falling down, off platform, warnings, and admonishments, forcible counting etc., and to call for the doctor when needed. iv. Announce the result of each round
c) Side/Corner Referees	<ul style="list-style-type: none"> i. Award points to competitors in line with the rules ii. Display the results simultaneously and instantly at the Head Judges' request at the end of each bout. iii. Sign the scorecard at the end of each bout which must be kept for examination and verification
d) Recorders/ Scorekeepers	<ul style="list-style-type: none"> i. Accurately complete competitors' details on the recording forms before each match ii. Participate in the work of the weighing in ceremony and record each competitor's weight on the statistical chart of the match. iii. Record the number of warnings, admonitions, forcible counting, and off-platform, passive holding/clinching, passivity according to the platform judge's calls and gestures. iv. Determine the winner of each round according to the sideline judge's decision and report such to the head table
e) Timekeepers	<ul style="list-style-type: none"> i. Inspect the stopwatches or timing devices before the competition, making sure that all are operating functionally. ii. Keep a record of the time during the match, stopping time only when directed to do so. iii. When time is up, raise the yellow flag to signal end of match. iv. Inspect the gong/bell and timing devices before the competition, making sure that all clocks and stopwatches keep correct time. v. Keep a record of the time elapsed during the rounds. Stops, and rest periods between rounds. vi. where computer scoring is unavailable, blow the whistle 10 sec before the start of each round and strike the gong to announce it end.

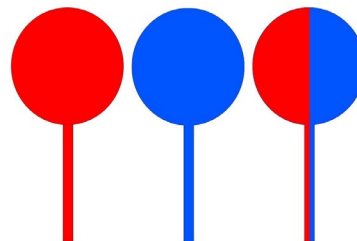
5. Roles & Duties of Competition Officials Cont'd

Role	Duties
f) Chief Scheduler Recorder	<ul style="list-style-type: none"> i. Be responsible for examining the competitor's credentials and entry forms. ii. Organize the drawing-of-lots ceremony and compile the competition schedule iii. Prepare all the various forms used in the competition; check and verify the competitor's results to determine their placement. iv. Record and disseminate the results of all bouts. v. Collect data for statistics and compile the results.
g) Scheduler Recorders	<ul style="list-style-type: none"> i. The scheduler recorder shall perform tasks as assigned by the Chief scheduler recorder
h) Chief Registrar	<ul style="list-style-type: none"> i. Be responsible for the competitor's weigh-in ii. Be responsible for the preparation of protective gear during competition. iii. Summon the competitors for roll call 20 min before start of a bout. iv. Report to Chief Referee immediately in the case of absence or default during rollcall v. Inspect the competitors dress and protective gear as required by the rules. vi. Be responsible for the rollcall during the medal awarding ceremony
i) Registrars	<ul style="list-style-type: none"> i. The Registrars shall perform tasks as assigned by the Chief Registrar
j) Announcers	<ul style="list-style-type: none"> i. Introduce the rules and regulations of the competition, as well as important information to the audience. ii. Introduces the Referees, Judges, and competitors to the audience. iii. Announce the competition results. iv. Announce platform referee point calls to educate the audience and to aid sideline judging clarity
k) Medical Supervisor	<ul style="list-style-type: none"> i. Inspect each athlete's submitted medical reports and documentation. ii. Conduct athlete medical examinations prior to the start of competition iii. Provide medical attention at the field of play for injuries. iv. Responsible to make decisions on an athlete's ability to continue due to injuries sustained during a bout and recommend to the Chief Referee to suspend the bout. v. Work with doping personnel (if applicable)

Section 10 - Leitai Equipment

Colored Paddles

These paddles are utilized by the sideline judges when judging a bout to indicate the winner, loser, or a draw of a round. The round section of the paddle has a diameter of 20cm, and the handle is 20cm in length. There are a total of eighteen (18) paddles comprising of six (6) red paddles; six (6) blue paddles and six (6) split (half red, half blue) paddles.



Admonition & Appeal Cards:

All cards are 15cm x 5 cm

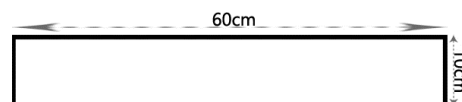
Admonition: Twelve (12) yellow cards, with the Chinese characters “劝告” and the English word "Admonition" on them.

Warning: Six (6) red cards with the Chinese characters "警告" and the English word "Warning" on them. (*Kempo & Sanda*)

Forcible Counting: Six (6) blue cards with the Chinese characters "强读" and the English word "Forcible Counting" on them.

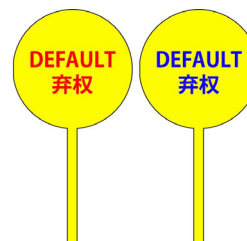
Appeal: Six (6) orange cards with the Chinese characters "申诉" and the English word "Appeal" on them.

Card Racks: Two (2) racks, 60cm long and 15cm high -- one in Blue and one in Red -- are used for holding the cards.



Default Paddles

Two (2) yellow paddles are used for default purposes, with the Chinese characters “弃权” and the English word "Default" on them — written in red color on one side and in blue color on the other side. The round section of the paddle has a diameter of 40cm, with a handle that is 40cm in length (Image 7).



Appeal Paddles

Two (2) orange paddles are used for lodging of appeals purposes, with the Chinese characters “申诉” and the English word "Appeal" on them — written in red color on one side and in blue color on the other side. The round section of the paddle has a diameter of 40cm, with a handle that is 40cm in length (Image 8).



<p>Stopwatch/Timer</p> <p>Two (2) Stopwatches (1 as a reserve)</p>	
<p>Whistles:</p> <p>Two (2) Whistles (1 single-pitch; 1 double-pitch)</p>	
<p>Megaphones- Time Flag</p> <p>Three (3) Megaphones</p>	
<p>Gong, Mallet, & Rack/Boxing Timer</p> <p>1 Set</p>	
<p>Tally Counters</p> <p>Fifteen (15) to Twenty (20) counters</p>	
<p>Video Camera</p> <p>Two (2) video Cameras</p>	
<p>Metric Scale</p> <p>Two (2) sets. The scales must display to 2 digits following the decimal points</p>	
<p>Wireless Microphones</p> <p>Three (3) wireless L.A.V.'s to be pinned to platform referee's chest</p>	
<p>Electric Scoring System</p> <p>One (1) scoring system, if required/available</p>	

Section 11 - Health and Safety Requirements

1. Screening

- a) Pre-season screening
 - i. Sanctioned **Class C, B, and A** athletes are required to provide a current ECG (**WOP-36 Annual Medical Declaration Form**)
- b) Pre-Competition screening
 - i. **Class F-D**, light contact are required to have full padding with face shields and
 - ii. are required to complete the **WOS3- Athlete Participation Waiver**.
 - iii. Athletes in **Class C**, are required to wear head gear with face shields, athletes are required to complete the WOS3- Athlete Participation Waiver and provide a current ECG (**WOP-36 Annual Medical Declaration Form**) prior to the date of the event.
 - iv. **Class B and A** athletes are required to complete the **WOS3- Athlete Participation Waiver** form in addition to providing an ECG, (**WOP-36 Annual Medical Declaration Form**) and a blood test prior to the date of the event.
 - v. ALL athletes are screened by medical staff prior to participation in their respective bouts.
- c) Post-season screening:
 - i. Athletes are required to complete (**WOS3-Sanda Pre-Post Bout Injury Declaration**) that are maintained as records for the season for follow up and assessment.

2. Concussion injury protocols

If the participant is unconscious because of a trauma occurred during a Wushu activity whether combative or non-combative:

- a) Immediately direct attention and assign notice to paramedic supervisors on site.
- b) If for some reason, there is no paramedic or medical staff on site dial 911 for emergency services.
- c) Do not move the participant.
- d) Give adequate space and only if requested, assist the paramedic or medical staff on site.
- e) In combative events, all personnel shall follow the clear directives of the medical staff assigned to the event.

If the participant is conscious after the trauma:

- a) The participant must be immediately removed from the practice (on or off the competition floor), training, competition, camp, or clinic, and immediate medical assessment received either on or off site.
- b) The participant should not be left alone.
- c) Symptoms should be documented and may include:
 - i. Dizziness
 - ii. Sensitivity to light and noise
 - iii. Headaches
 - iv. Impaired balance and vision
 - v. Nausea
 - vi. Difficulty concentrating or remembering.
 - vii. Neck pain
 - viii. General confusion
- d) Coaches and non-medical staff are never to make the concussion determination in the field on their own.

- e) In combative competition, only the medical staff is authorized to determine the extent of the trauma and has the final say in whether the participant must cease the current activity or competition.
- f) If there is doubt as to whether a concussion has occurred, it is to be assumed that it has occurred.
- g) The participant's parent/guardians of minors must be contacted, and they will be required to have the injury properly assessed at a hospital or medical clinic.

3. Medical staff requirements:

- a) Rooms-Adequate room must be provided for medical staff.
- b) Medical station-must be equipped with (1) one 6ft table and seating.
- c) Medical Official- Shall provide all equipment required for event but should have a supply of water and ice available that is provided by the host of the event. The cost of medical staff is the responsibility of the event host. (See Medical and Insurance Policy)
- d) In Canada West Wushu Association competition events, medical first responders should always be near the training and competition floor areas and be prepared and equipped to respond to medical emergencies.
- e) Canada West Wushu Association expects that an Emergency Medical Response plan will be in place at all Wushu competitions. Competition organizers have a responsibility to ensure a safe environment for participating athletes and should have a clearly documented plan in place to deal with the full spectrum of medical emergencies.
- f) Club Level events utilizing Class C, D, E, F will be overseen by a trained medical staff approved by Canada West Wushu Association encompassing EMS or Accredited Sports Medical Staff.
- g) Class B and A events will be overseen by a trained medical staff approved by Canada West Wushu Association encompassing EMS or Accredited Sports Medical Staff along with a Medical Doctor

Section 12 - Coaches

1. Registration protocols

- b) All coaches are required to register under WushuCanada as a general coach or as a high Performance NCCP Coach.

2. Coach education requirements:

- a) To qualify as certified coach, coaches must:
 - i. Have a National Coaching Certification Program (NCCP) transcript proving Minimum Level 1 Certification or the equivalent in the WushuCanada NCCP stream.
 - ii. Must be a registered Coach member of WushuCanada.
 - iii. Must obtain a valid vulnerable sector check.
 - iv. Possess a valid CPR or First Aid Certification.

Exemption A: May be granted on the premise that the coach plans to advance in the program. Exemptions may be applied through the Wushu Canada Coaches Certification Committee.

Exemption B: Applicant obtains a written recommendation of a school owner registered under WushuCanada to prove that he/she has been an assistant coach for a minimum of three years, or he/she has athletes that have placed on the medal podium in a past IWUF world Championship.

3. Coach screening (e.g., Police Record Check):

- a) All Coaches must also submit a police record check with their application when registering.
- b) All current officials must keep their records current and up to date.
- c) PRC must be renewed every 3 years.

Section 13 - Officials

1. Registration protocols

- a. Officials are registered accordingly to the level of the event and their current certification levels.

2. Competition staff requirements

- a. Competition staff and volunteers are selected for various functions according to their individual skills and experience related to the area needed.
- b. Staff and volunteers aged 18 and over are required to submit a PRC prior to being accepted to any position.

3. Officials' certification requirements

- a) To attain certification an applicant must be:
 - i. At least 16 years of age
 - ii. Relative fitness level to enduring hours and focus fatigue.
 - iii. Register as a judge member of Canada West Wushu Association.

4. The 5 Levels of Officials:

Judge Candidate

Candidates must attend a 2-day workshop. The WushuCanada regulations are reviewed, and participants are required to demonstrate an understanding of calls and gestures, to interpret various scenarios, and be familiar with the structure of a Sanda competition. A written and physical test with a passing grade of 85% must be completed to be certified to Level 1.

Level 1: E & C-Class Judge

- May Corner/Platform for any Event attended.
 - Must be min. 16+ to Platform Judge for Junior and Children's divisions.
 - Must be min. 18+ to Platform judge for Adult divisions.
- Must judge a minimum of five (5) Events [Club Level and/or Provincial/National] to qualify for upgrade.
- Upgrades to Tier 3 will be based on experience and performance.

Level 2: B-Class Judge

- May Corner/Platform for any Event attended.
 - Must be 18+ to Platform judge any B-Class divisions.
- Must judge a minimum 5 Events [Provincial & National]
- Upgrades to Tier 4 will be based on experience and performance with recommendation from the Sanda Committee.

Level 3 – A-Class (National/International Judge)

- Must be 18+ to take this course.
- This level is for international or inter-continental tournaments and requires certification through either PAWF or IWUF.

Level 4 – Head Judge: who oversees the judging at every Event

Level 5 – Chief Referee/Chief Officials: who operate and facilitate events.

5. Officials' Screening

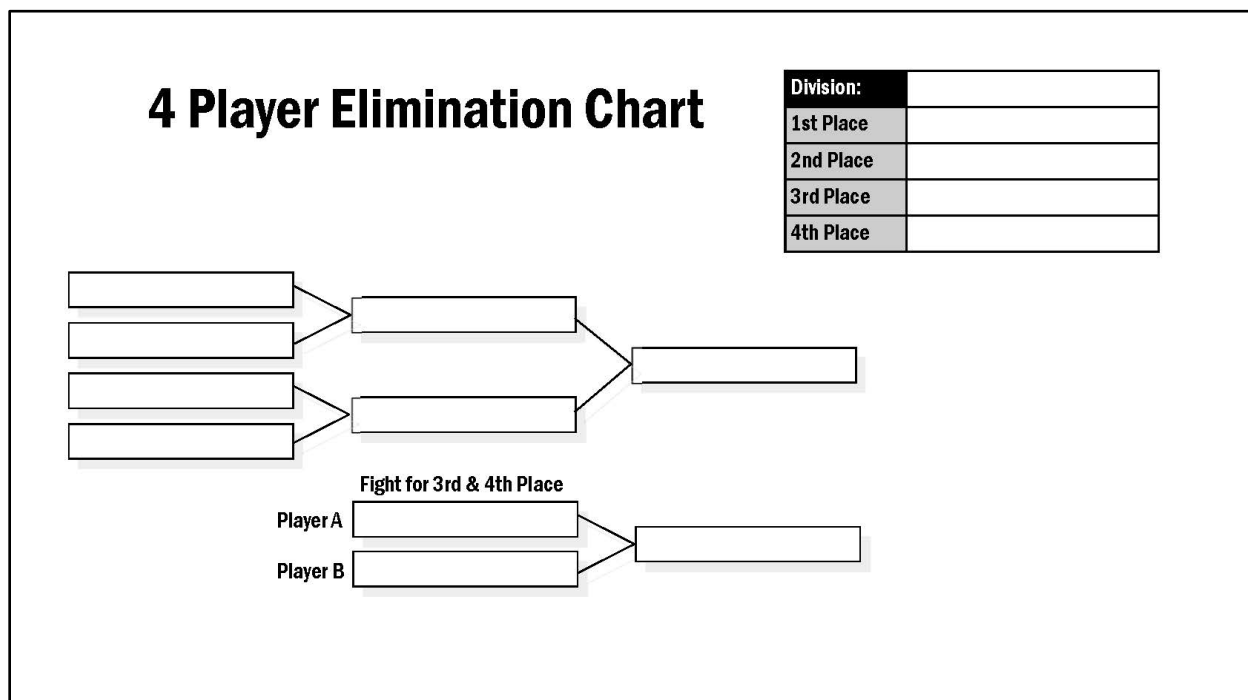
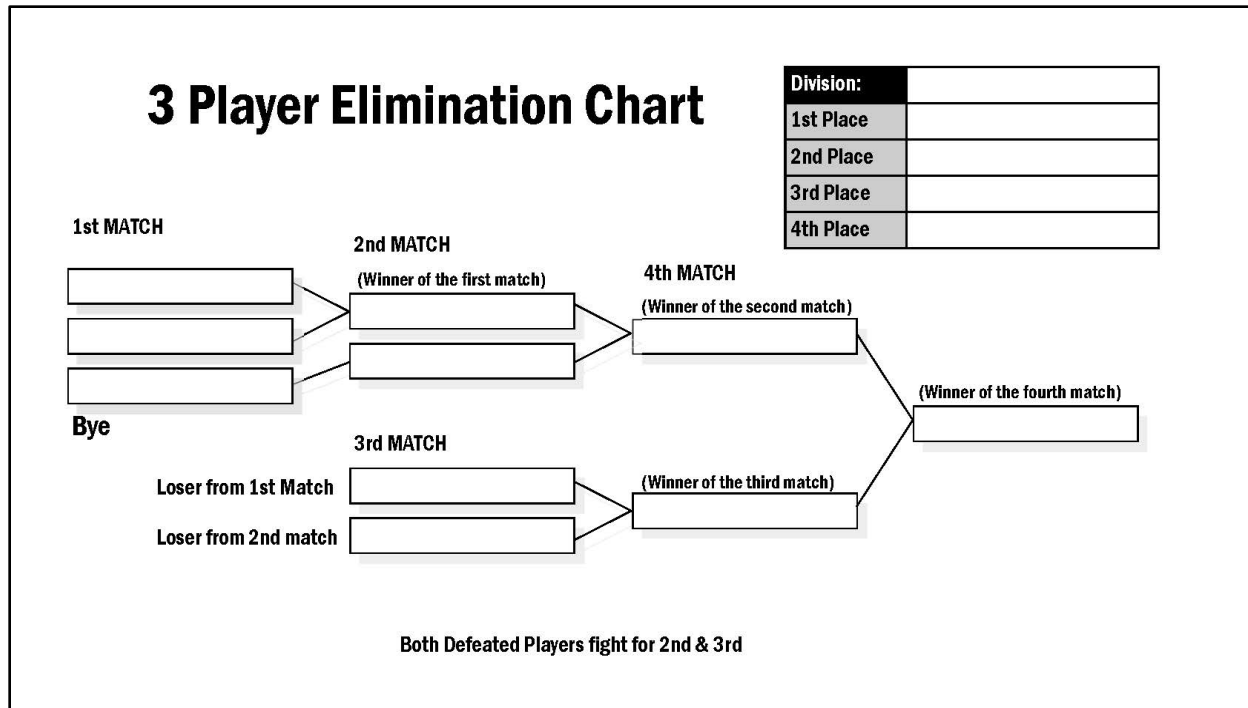
- a) Officials in level 2-5 must submit a police record check upon certification.
- b) These officials must keep their records current and up to date.
- c) PRC (e.g., Police Record Check) must be renewed every 3 years.

Appendix A: Sanda Elimination Ladders

The elimination ladders used in Sanda are designed to make simple and easy progression to determine the winners and placing of each sparring division.

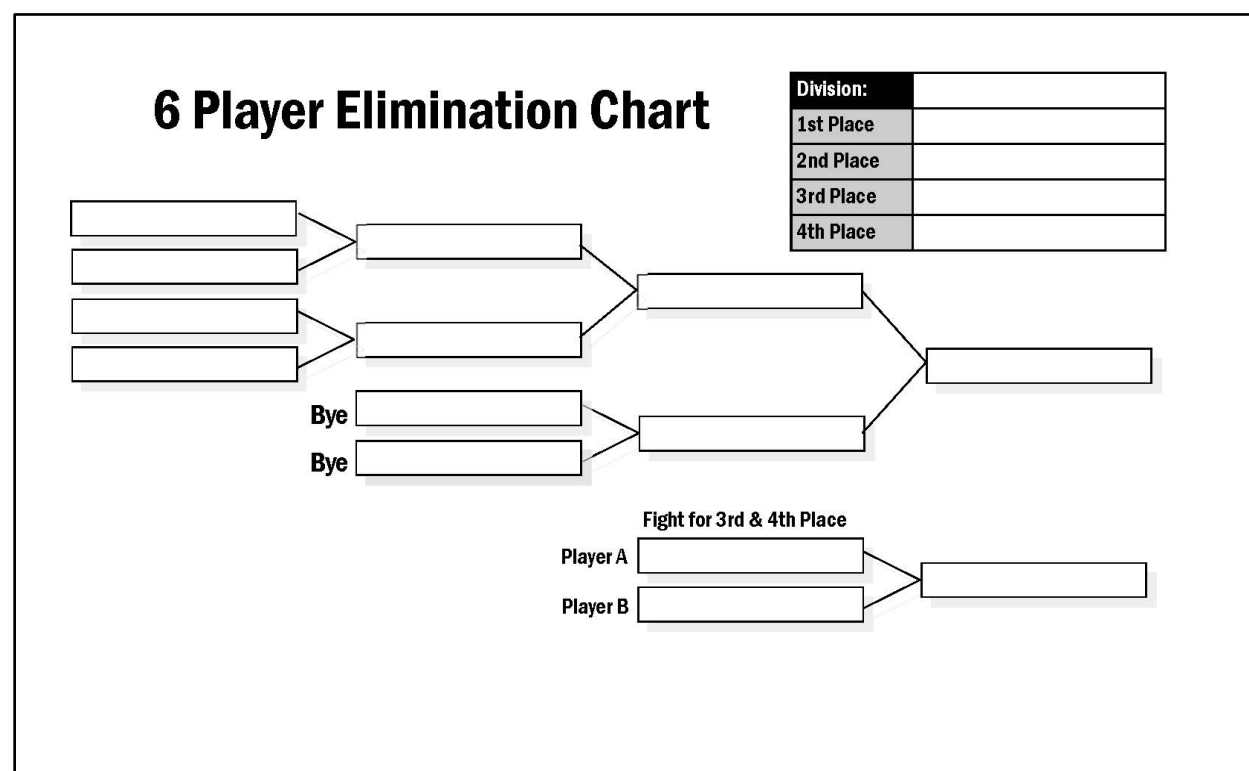
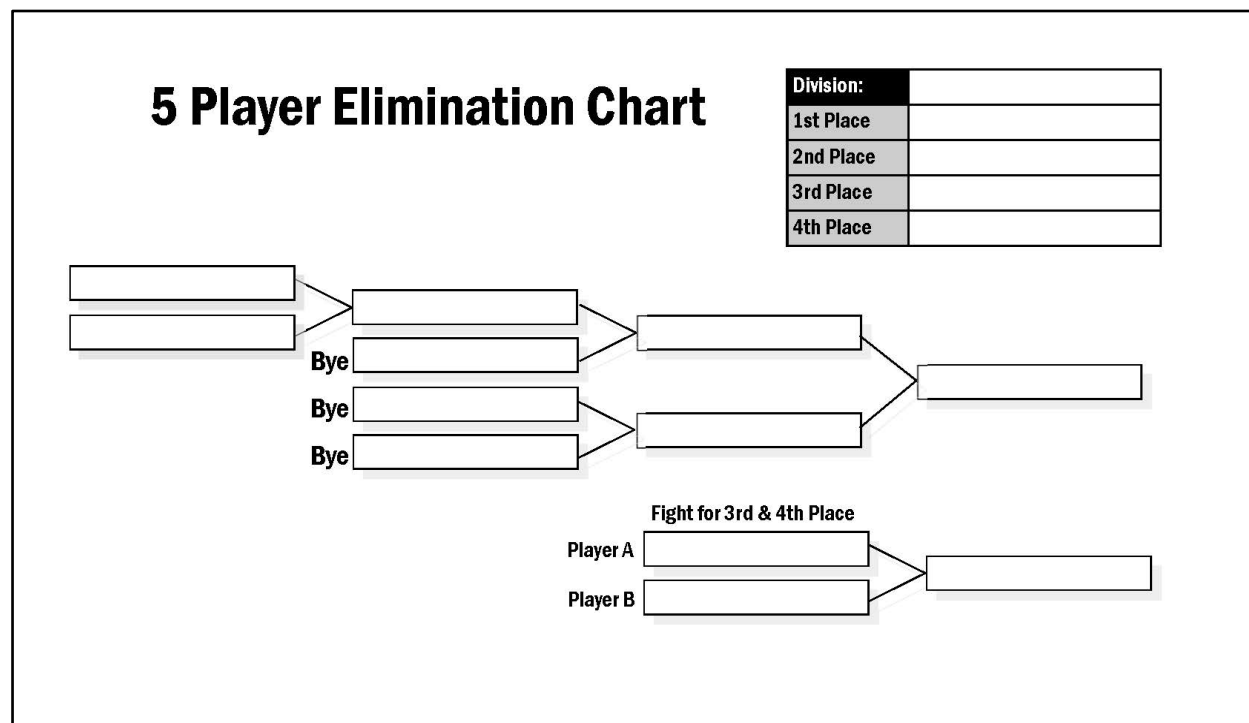
The basic premise is based on the idea that all matches must come down to the magic number of Four (4) in the semifinals. As not every division can guarantee even numbered participants, a Bye system is in place. Bye's will be selected at random at the beginning of the category.

Please review the following flow charts to see how the Bye/First Round Matches work.

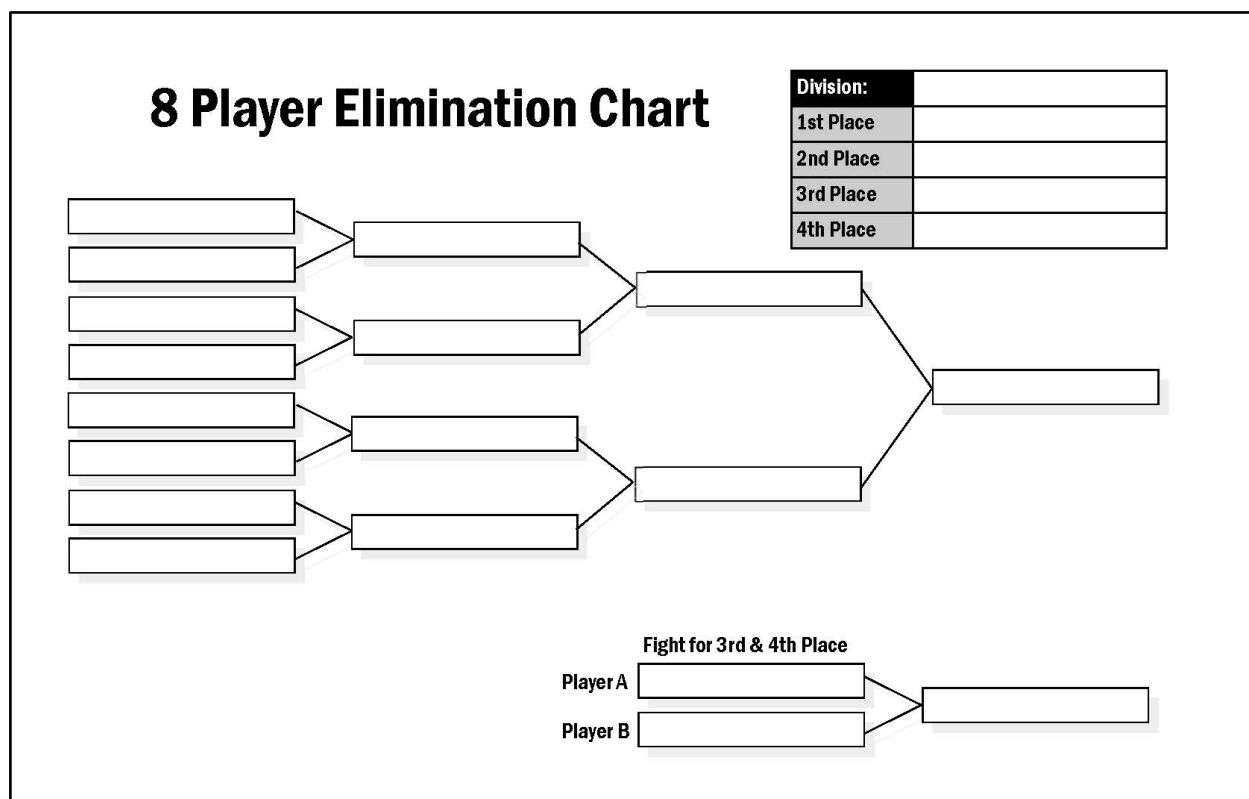
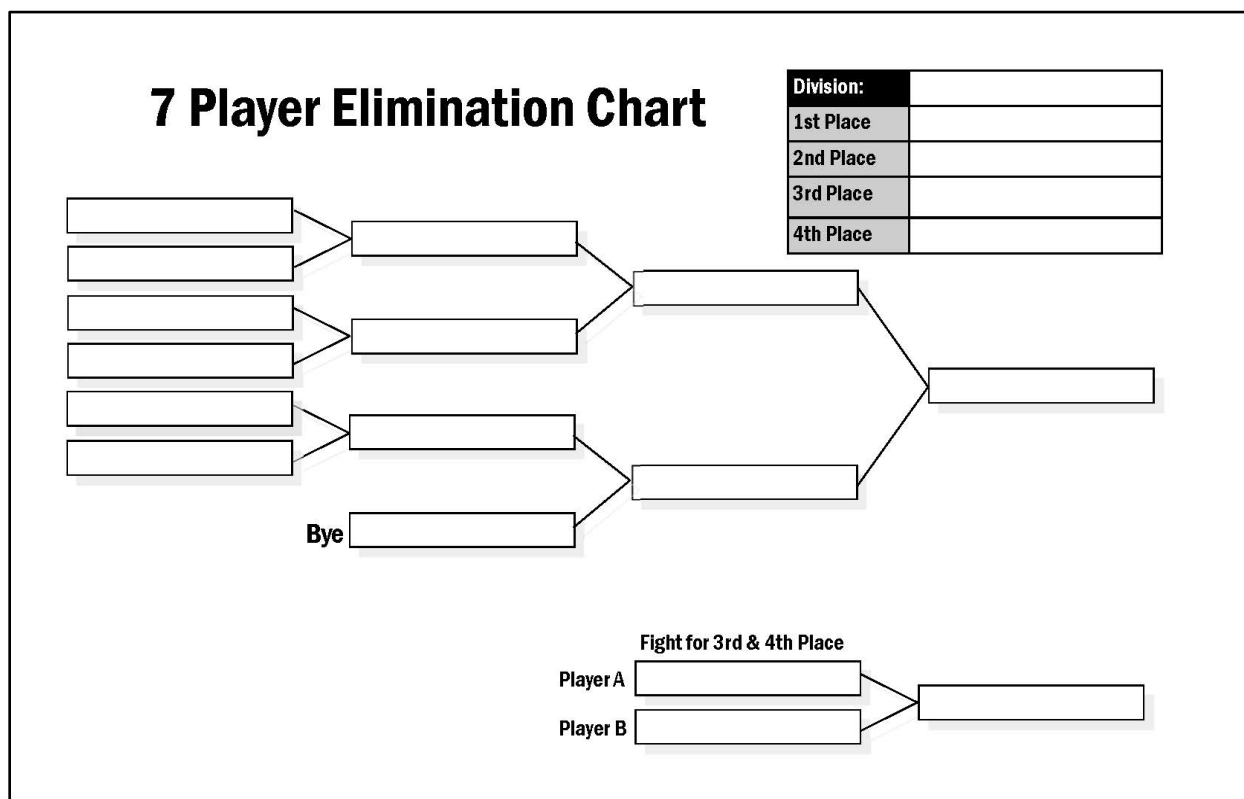


Also note how the losers of the semifinal bouts are paired together in a separate mini-ladder to determine 3rd and 4th place winners. This is done so as to ensure fair results in every division and avoid any confusion as opposed to the three-way 'Round Robin' format, which more often than not results in errors in record management thus awarding false wins.

Most of the time these will be done digitally, so there will be little need to use these unless there is no access to electronic equipment, or it fails.



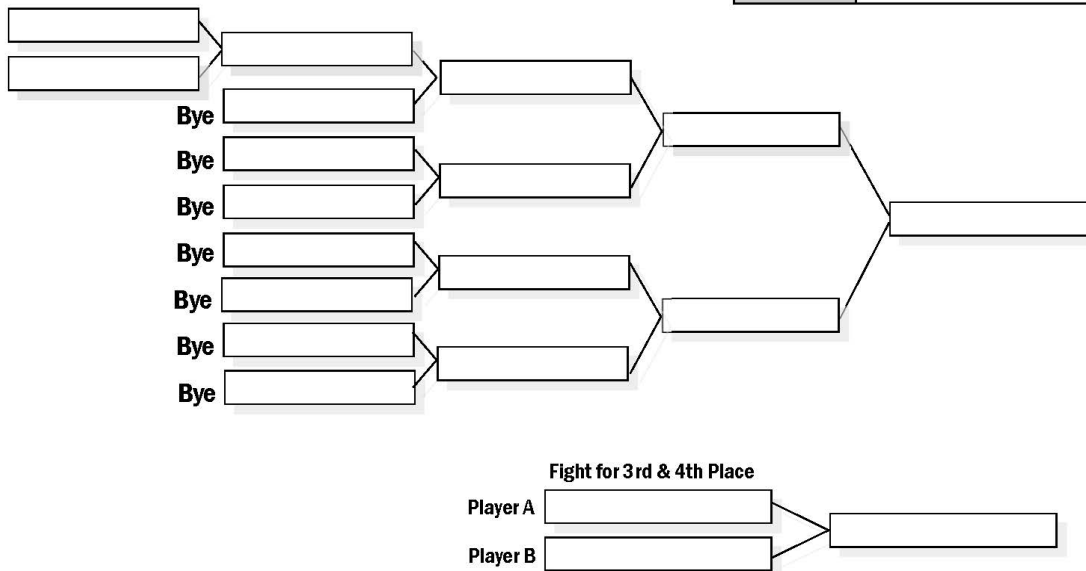
Sanda Elimination Ladders



Sanda Elimination Ladders

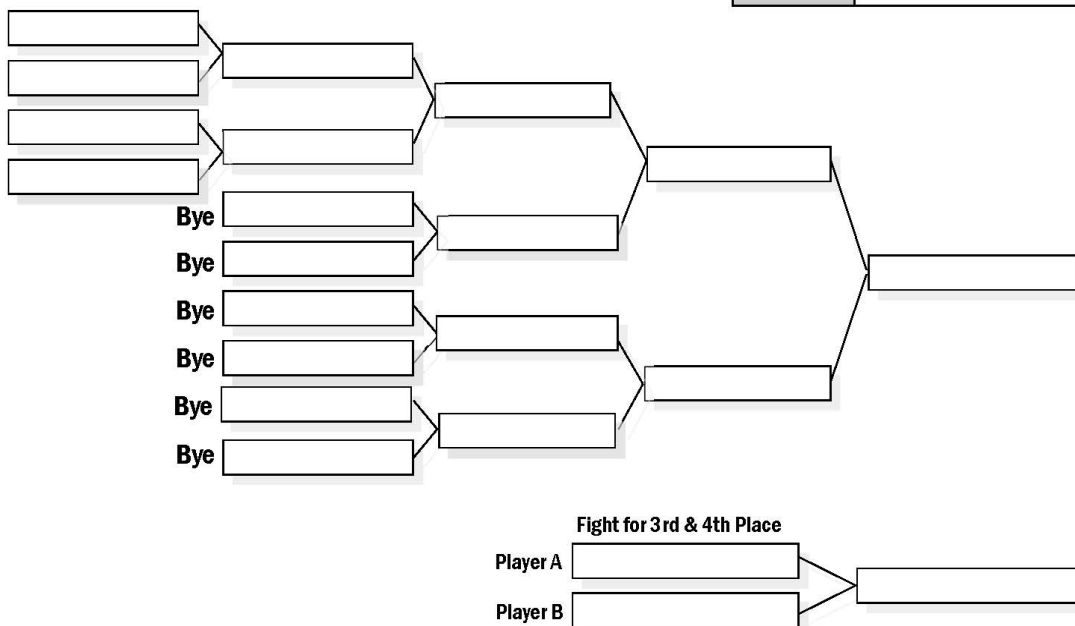
9 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



10 Player Elimination Chart

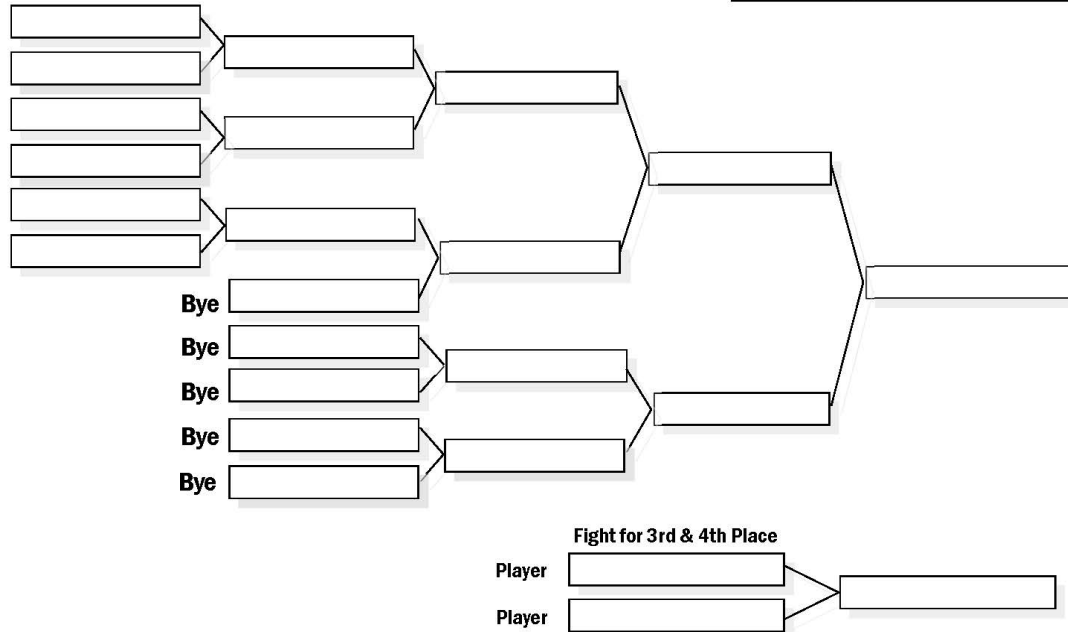
Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



Sanda Elimination Ladders

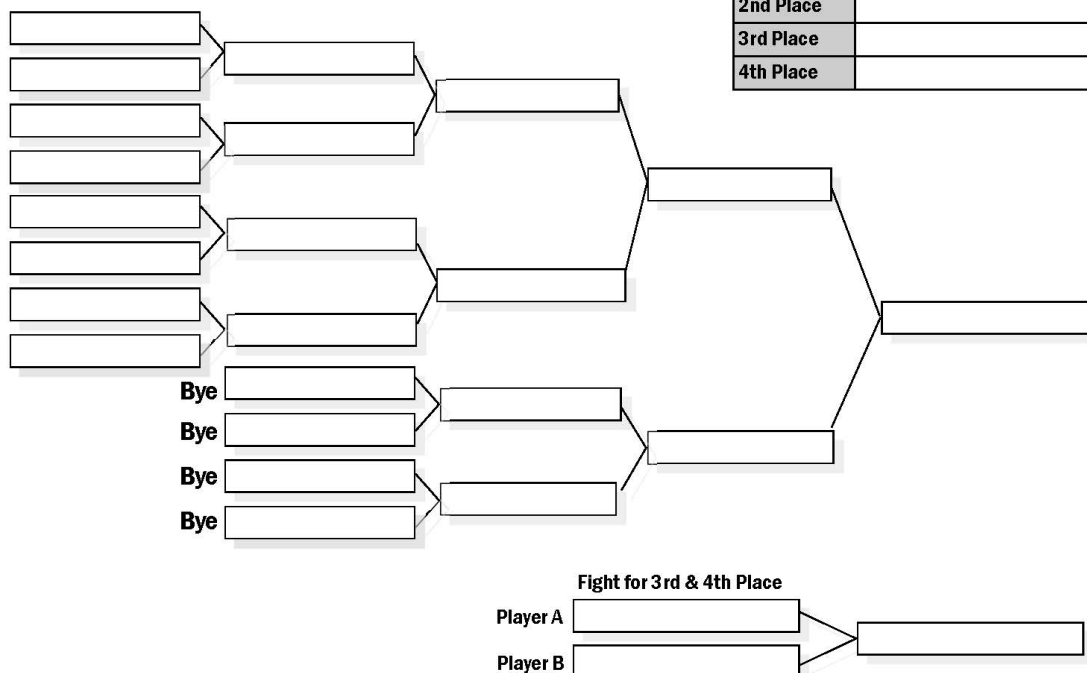
11 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



12 Player Elimination Chart

Division:	
1st Place	
2nd Place	
3rd Place	
4th Place	



Sanda Elimination Ladders



Elimination Ladders

