

# Fall Classic Kung Fu Tournament Rules

## General Rules

1. Each competitor must present himself/herself to the head judge suitably attired with proper uniform and equipment and physically prepared to compete. All competitors must be at ringside when the events start. If not the competitor will not be allowed to compete. If the competitor is competing in concurrent events they must report to one ring and inform the head judge of the situation.
2. It is the responsibility of the competitor to know the rules and be ready for competition when called to do so. Each event will be called three times at which time all competitors will be expected to be in the ring. If they are not present to compete they will be disqualified. The order, time, and location of events is subject to change at any time during the day. Therefore, it is important for competitors to be available and aware of the current schedule.
3. Medals will be presented to medal winners at the end of each event. All event competitors are expected to be present. If there is a conflict with another event the competitor will inform the ring's head judge.
4. Competitors must register and compete in a division appropriate to their level.
  - A. Competitors must compete at the same skill level in all categories. i.e. if they compete in advanced Hand forms, they must compete in advanced sparring. And must compete at the highest lever they have earned in the martial arts.
  - B. If a competitor is at advanced level in a given art and is a beginner at the art they are currently studying they are not a beginner! Experience is additive.
  - C. Judges can and are expected to adjust a competitor's level if they deem it necessary.
5. UNIFORMS: Competitors must wear their respective school uniform or a competition uniform.
6. CONDUCT: Competitors, their fellow school members and their guests are expected to conduct themselves in a manner that reflects the high level of discipline associated with the martial arts. No disrespect towards officials of this tournament will be tolerated. This includes, but is not limited to, arguing with or cursing at the judges or other officials. Any person who acts in a disrespectful manner toward any official will be expelled from this tournament and may be banned from any future events.
7. COMBINING DIVISIONS/CLASSIFICATIONS: There must be a minimum of three competitors per event. Judges may combine divisions and/or classifications to satisfy this requirement. Female and male competitors will NOT be combined in the Continuous Sparring.
8. TIES: There will be no medal winner ties. Ties will be broken by having the tied competitors compete again. In forms competition, they may perform the same form or another.

## Empty Hand, Weapon, and Two-Person Forms Rules

1. RESTARTS: If a competitor stops their form due to a mistake they may start over. This will only be allowed once and will result in a mandatory 1-point reduction in their score, and will disqualify them from taking first place.
2. DROPS: If a competitor drops their weapon, continues to move in a martial way toward their weapon, retrieves it, and continue in form without break then there will be no mandatory deduction of points.
3. INSPECTION: All weapons must be of good quality with no broken parts. Judges may refuse to allow use of a weapon deemed to be unsafe.
4. SCORING RANGES: There are no point ranges assigned to classifications, ages, or levels. Forms are judged on a ten point high scale.
5. ORDER OF COMPETITION: Competitors will draw numbers to determine order of competition. The first three competitors will perform before any scores are awarded. After the third competitor is finished, the first competitor will be called back for scoring followed by the second and then the third. All competitors in the division will be judged in comparison to the first three.
6. CLASSIFICATIONS: If competitors in two-person forms are of different levels, they will compete at the higher level (ie.: one is intermediate and the other advanced, they will compete at the advanced level).
7. **No Wushu weapons will be allowed.**

## Continuous Sparring Rules

1. **REQUIRED PREREQUISITE: Fighters must compete in an empty hand form division in order to spar.**
2. ELIMINATION: Continuous sparring is single elimination
3. PAIRING: Competitors will be paired up by drawing numbers.
4. LENGTH OF MATCH: Each match will consist of the best of (3) thirty second rounds.
5. CONTACT:
  - Children, Teens, Adult Beginners – No contact to the face or head
  - Adult Intermediate and Advanced – No contact to the face, light contact to the head (meaning top or sides of the head but light contact only).
  - Sweeps and throws are allowed however action will not continue on the ground.

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6. **REQUIRED EQUIPMENT:** hand gloves, foot pads (optional, if agreed on by both competitors), mouthpiece, cup (males), chest protector (children 11 & under), headgear (Children), headcages (Teens, Adults)
7. **CONDUCT:** All fighters must show respect to each other and to the judges. Judges may disqualify any competitor who does not show respect.
8. **COACHING:** There will be no coaching from ringside, either from other competitors, instructors, or spectators.
9. **DISQUALIFICATION:** Any fighter who draws blood from their opponent will be disqualified. Keep contact light!
10. **JUDGES:** It is the majority vote of the corner judges, and the head judge in cases of a tie, that determines the winner of the round. Judges will make their vote immediately at the end of the round from their respective corners when the center judge calls "JUDGES CALL". In the case of a tie the center judge will be the deciding vote. There will be no judges' conference to determine the winner.
11. **SCORING:** Scoring will be based primarily on technique in keeping with the competitor's style. Secondary scoring is based on strike/kick location, blocking strikes/kicks, speed, endurance, etc.
12. **STOP FIGHT:** Fighting will be stopped for equipment failure, infractions, deadlock, interference by non-competitor, coaching, or injuries, and shall be called by any of the corner judges or the head judge. Time will not be stopped unless the head judge calls for "TIME".
13. **INFRACTIONS:** An infraction will be called for excessive force, illegal techniques, disrespect to judges or fellow competitors, and contact to the head where disallowed. Infractions will result in:
  - 1<sup>st</sup> infraction: warning
  - 2<sup>nd</sup> infraction: point deduction
  - 3<sup>rd</sup> infraction: disqualification from eventExceptions: Excessive force may result in disqualification on the 1<sup>st</sup> or 2<sup>nd</sup> offense if deemed extreme or malicious.

### Weapons Sparring Rules

1. **LENGTH OF MATCH:** Each match will consist of the best of (3) one minute rounds.
2. **CONTACT:** Strikes with any part of the body, kicks, and throws are NOT permitted. Contact with the weapon are NOT permitted to the groin, the throat, or the top of the head.
3. **REQUIRED EQUIPMENT:** mouthpiece, cup (men), headgear. NOTE: NO hand gear will be permitted.
4. **CONDUCT:** All fighters must show respect to each other and to the judges. Judges may disqualify any competitor who does not show respect.
5. **COACHING:** There will be no coaching from ringside, either from other competitors, instructors, or spectators.
6. **DISQUALIFICATION:** Any fighter who draws blood from their opponent will be disqualified. Keep contact light!
7. **JUDGES:** It is the majority vote of the corner judges, and the head judge in cases of a tie, that determines the winner of the round. Judges will make their vote immediately at the end of the round from their respective corners when the center judge calls "JUDGES CALL". In the case of a tie the center judge will be the deciding vote. There will be no judges' conference to determine the winner
8. **SCORING:** Scoring will be based on technique, technique, technique, and by the location and how lethal the strike is. Scoring will also take into account whether the edge is used in the strike (the weapon/sword will be clearly marked to indicate the cutting edge of the blade). Competitors will not score more or higher by hitting harder or 'stick-beating' their opponent. Sword technique from their style is what counts. Points will be deducted for strikes to restricted areas of the body.
9. **STOP FIGHT:** Fighting will be stopped for equipment failure, infractions, deadlock, interference by non-competitor, coaching, or injuries, and shall be called by any of the corner judges or the head judge. Time will not be stopped unless the head judge calls for "TIME". A dropped weapon will not necessarily stop the round. Competitors are expected to retrieve their weapon while attempting to avoid being struck, within reason.
10. **INFRACTIONS:** An infraction will be called for excessive force, illegal techniques, disrespect to judges or fellow competitors, and contact to the head where disallowed. Infractions will result in:
  - 1<sup>st</sup> infraction: warning
  - 2<sup>nd</sup> infraction: point deduction
  - 3<sup>rd</sup> infraction: disqualification from eventExceptions: Excessive force may result in disqualification on the 1<sup>st</sup> or 2<sup>nd</sup> offense if deemed extreme or malicious.

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## Additional Information

### Disclaimer

- ☯ The Hung Gar Kung Fu Academy, CACMA, the schools participating therein, and the facilities in which the tournament is held are not responsible for any injuries, theft, losses, etc. resulting from participation in this tournament.

### Registration

- ☯ Please make sure all students are registered and have paid their entry fees. If possible, collect these in advance to facilitate your schools walk-in registration. Pre-registration is preferred. Send check or money order to:

Rick Panico  
PO Box 342  
 Mooresville, NC 28115  
Or call (704) 663-6305 for more information.

## Divisions

### Challenged Athletes Division

#### Children Divisions

- ☯ 5-7 Novice/Beginner, Intermediate
- ☯ 8-11 Novice/Beginner, Intermediate, Advanced

#### Teen and Adult Divisions

- ☯ 12-14 Novice, Beginner, Intermediate, Advanced
- ☯ 15-17 Novice, Beginner, Intermediate, Advanced
- ☯ 18-35 Novice, Beginner, Intermediate, Advanced
- ☯ 36+ Novice, Beginner, Intermediate, Advanced

## Classifications

As determined by your Instructor. Classifications above are calculated based on **TOTAL** martial arts training. Please count all former training prior to the school/style you are in.

- ☯ Novice 0-6 months
- ☯ Beginner > 6 months to 1.5 years
- ☯ Intermediate > 1.5 years to 3 years
- ☯ Advanced > 3 years

There must be three competitors per event to hold each classification. Classification groupings may be combined to keep an event open.

## Events

- ☯ Empty Hand Forms
- ☯ Weapons Forms
- ☯ 2-Person Weapon Forms
- ☯ 2-Person Empty Hand Forms
- ☯ Continuous Sparring
- ☯ Lion Dance Competition
- ☯ Challenged Athlete
- ☯ Continuous Weapon Sparring
- ☯ Taiji (separate divisions if enough competitors in each style)
- ☯ Wing Chun (if enough competitors)
- ☯ Sticky Hands (if enough competitors)

## Fees

Tournament Competition - \$60 All-you-can-compete (CACMA, School Group, and travel discounts apply\*)  
Spectator Fees - \$5 Adults  
\$3 Students  
Free 6 and under

\* Schools with 5 or more competitors and travelers from out of state call for discounts.