

## RULES FOR WING CHUN DIVISIONS

### WING CHUN HAND AND WEAPON FORM

Beginner (Sil Lim Tao or Chum Kiu)

Intermediate and Advance (Bil Gee, Bot Jam Knife or Luk Dim Boon Pole)

Rules for Traditional Kung Fu Weapons apply

Scoring: Scoring will be based on performance & level by individual judges. The ranges for levels are as follows:

- beginner: 7.0 - 7.9
- intermediate: 8.0 - 8.9
- advanced: 9.0 - 9.9

### CHI SAU

Time: Two rounds, 90 seconds each. Equally exchanged rounds with 30 seconds break. The starting positions of the players are switched for the second round.

Color ribbon for identification.

### Equipment requirements

1. Mouth piece
2. Groin protector
3. Protective head gear (optional, recommended)
4. Eye protection - Face mask or goggles (optional, recommended)

Competition area: 10' X 10' ring divided into two halves.

### Match rules:

1. Competitors start off at center of the ring.
2. Roll 3 times before fighting begins (center referee counts rolls out loud).
3. Corner judges look for good Wing Chun techniques:  
Continuous exchange with an emphasis on adhering and sticking to control.  
Good bridging skills, timing, sensitivity, stance, balance.  
Good combination of techniques.  
Clean attacking, blocking, neutralizing and trapping techniques.
4. Points awarded for proper, legal technical contact. Points deducted for personal violation.
5. Competitors will not be penalized if one foot steps out of the ring and steps back in.
6. If both feet are outside of the ring, the competitors will be stopped (time will also stop) and center referee centers the competitors and rolling begins again.
7. Competitors will be given 2 warnings. At the third warning, they will be out.

### Legal contact areas:

Body shots (for all levels – beginner, intermediate and advanced): chest to the area above the navel.

Non-Legal contact area / Personal violation:

1. Hitting the face / head.
2. Joint locks are not permitted.
3. Hitting the back of the body.
4. Hitting groin, joints, and limbs.
5. Kicking is not permitted.
6. Hitting after round time is announced or when the referee calls "Ting" (stop).
7. Aggressive, intentional, or out of control pushing, shoving punches and kicks.
8. Use of swear words / foul language.
9. Coaching from Sifus or friends during the match is prohibited.
10. Escape / retreat that causes both feet out of the ring.

Scoring: Each corner judge will indicate an independent vote for a single winner (ie, no draws are permitted) based on the accumulated scores logged in. One vote for each round. A majority of votes determines a winner in each round. In the event of a tie, a third match of 30 seconds will be the final decision. A hand strike requires another hand's maintaining contact with the opponent to be valid.  
Scores:

1. Strike to the chest and area above the navel - 1 point.
2. Push out of ring - 2 points.

Officiating Committee:

The officiating committee will consist of the following members:

- Chief Judge
- Four Corner Judges
- Center Referee
- Timekeeper/Scorekeeper

The Chief Judge will be the arbitrator in all disputes and will announce the winner of each match. The Chief Judge's decision will be final on any judgment not covered by the rules.

Only the Corner Judges will score each match and vote for the winner.

The Center Referee will be responsible for starting and stopping the action, for ensuring that all rules are followed, and for maintaining the safety of all participants.

The Timekeeper/Scorekeeper will start and stop the clock, in accordance with the signals of the Center Referee, and will ring a bell to announce the end of each round of a match. Only the Center Referee (or Chief Judge at his or her discretion) can stop the clock during action. The clock will be stopped should there be an infringement of the rules, an injury, an argument, or a withdrawal. As scorekeeper, he/she will record the results of each match and will inform the Chief Judge of the name of the winner.

All competitors will be paired with other school members first unless there are no other school members available in their division.

Weight Classes (subject to change based on number of competitors):

Men/Women

Lightweight: <145 lbs.

Welterweight: 146-165 lbs.

Middleweight: 166-185 lbs.

Heavyweight: >185 lbs.

Uniform:

Participants will be required to wear a T-shirt, martial arts pants, and athletic or kung fu shoes. The competitors' shirt must expose their forearms. This rule is not only in keeping with tradition, but also is for the safety of the competitors.

Therefore, only short sleeve-shirts are permitted. Appropriate attire will be at the discretion of the Chief Judge and the Center Referee.

Contestants will not be permitted to wear any objects (including jewelry) that may cause injury to themselves or to their opponents. Fingernails must be clipped as short as possible and will be inspected by the Center Referee prior to the start of a contest.

WING CHUN GRAND CHAMPION:

Requirements: Competitor must compete in ALL of the following events:

- Wing Chun Hand and Weapon Form
  - Beginner (Sil Lim Tao or Chum Kiu)
  - Intermediate and Advance (Bil Gee, Luk Dim Boon Pole or Bot Jam Knife)
- Chi-sau

10 points are given for 1st place, 7 points for 2nd, and 5 points for 3rd. Highest total points determines winner.

Tie breaker: Sil Lim Tao