

EWUF Technical Committee



**Wingchun Sanshou
(free-fighting)
Competition Rules**

咏春拳散手比赛规则



**Rules for EWUF
Yongchunquan (Wingchun)
Sanshou (free-fighting)
Competition**

CONTENTS

Chapter 1 General Rules

- Article 1 Types of Competition
- Article 2 Systems of Competition
- Article 3 Qualifications and Requirements
- Article 4 Weight Categories
- Article 5 Weighing-in
- Article 6 Drawing Lots
- Article 7 Dress and Protective Gear
- Article 8 Competition Protocol
- Article 9 Default
- Article 10 Other Provisions in Competition

Chapter 2 Officials and Duties

- Article 11 Officials
- Article 12 Support Staff
- Article 13 Duties of Contest Officials

Chapter 3 Jury of Appeal and Its Duties

- Article 14 Composition of the Jury of Appeal
- Article 15 Duties of the Jury of Appeal
- Article 16 Procedure and Requirements of Appeal

Chapter 4 Competition Methods, Scoring Criteria and Penalties

Article 17 Competition Methods

Article 18 Prohibited Areas

Article 19 Scoring Areas

Article 20 Prohibited Methods

Article 21 Scoring Criteria

Article 22 Fouls and Penalties

Article 23 Stopping the Contest

Chapter 5 Winning and Placing

Article 24 Winner and Loser

Article 25 Placing

Chapter 6 Arrangement of Competition and Recording

Article 26 Arrangement of Competition

Article 27 Recording

Chapter 7 Calls and Gestures

Chapter 8 Competition Area and Equipment

Article 30 Competition Area

Article 31 Equipment

CHAPTER 1

GENERAL RULES

Article 1 Types of Competition

Yongchunquan Sanshou Competition is divided into team event and individual event.

Article 2 Systems of Competition

2.1 Yongchunquan Sanshou Competition shall be conducted under the round-robin or elimination system.

2.2 There are two two-minute rounds and the third round if there is no winner.

Article 3 Qualifications

3.1 The competitors must hold a passport issued by the country/region which they represent.

3.2 A senior competitor age shall be 18-35 full years and a junior competitor shall be 14–15 and 15-17 full years of age at the time of competition.

3.3 The competitor must produce a personal insurance certificate.

3.4 All competitors must produce a health certificate showing their electroencephalogram (EEG), electrocardiogram (ECG), blood pressure and heart rate in a medical check-up taken within 20 days before their registration.

Article 4 Weight Categories

4.1 48kg Category (Under $\leq 48\text{kg}$)

4.2 52kg Category ($> 48\text{kg} - \leq 52\text{kg}$)

4.3 56kg Category ($> 52\text{kg} - \leq 56\text{kg}$)

4.4 60kg Category ($> 56\text{kg} - \leq 60\text{kg}$)

4.5 65kg Category ($> 60\text{kg} - \leq 65\text{kg}$)

4.6 70kg Category ($> 65\text{kg} - \leq 70\text{kg}$)

4.7 75kg Category ($> 70\text{kg} - \leq 75\text{kg}$)

4.8 80kg Category ($> 75\text{kg} - \leq 80\text{kg}$)

4.9 85kg Category ($> 80\text{kg} - \leq 85\text{kg}$)

4.10 90kg Category ($> 85\text{kg} - \leq 90\text{kg}$)

4.11 Over 90kg Category (>90kg)

Article 5 Weighing-in

5.1 The weighing-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the Jury of Appeal.

5.2 Only competitors with credentials shall be weighed in. They must show their passports at the time of weighing-in.

5.3 Competitors shall be weighed in at the designated place and at the designated time, either in the nude or only with their trunks on. (Female competitors may wear close-fitting undergarments.)

5.4 The weighing-in shall start with the lighter weight categories, each to finish in an hour. A competitor who outweighs his entered category and fails to reduce his weight within the stipulated time shall not be allowed to compete in any of the subsequent contests.



Article 6 Drawing Lots

6.1 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.

6.2 The drawing-lots ceremony shall take place after the first weighing-in, starting with the lighter weight categories. Any category with only one competitor shall be excluded from the contest.

6.3 The team coaches or team leaders shall draw lots for the competitors of their respective teams.

Article 7 Dress and Protective Gear

7.1 Competitors shall wear open-finger small gloves, headgear and use their own gum shields and cup protectors (under their trunks). Competitors' EWUF approved wear and protective gear shall be either red or blue with EWUF logo on it.

7.2 Competitors shall wear shirts with EWUF logo and long Yongchunquan-style trousers of the same color their protective gear is. Female competitors may wear close-fitting undergarments.

Article 8 Competition Protocol

8.1 Competitors shall give a fist-palm salute when they are introduced to the audience.

8.2 Each bout shall start with a fist-palm salute on the platform from both sides to their respective coaches, who shall answer with the same salute.

8.3 Each bout shall start with an exchange of fist-palm salute between the two sides.

8.4 At the announcement of the result, the two competitors shall exchange their positions. After the announcement, they shall give a fist-palm salute to each other and then simultaneously to the platform judge, who shall answer with the same salute, and then to the opponent's coach, who shall answer with the same salute.

8.5 Sideline judges shall exchange fist-palm salute at the time of replacement.

Article 9 Default

9.1 A competitor who is unable to compete due to injury or illness, which must be proved by a platform doctor's prescription, or who is not qualified for competition due to over weight, shall be considered as a default, and shall not be allowed to take part in the subsequent contests. However, his results achieved in previous rounds shall count.

9.2 For the sake of safety, if a competitor is being outclassed:

- a) Their coach may, show the default plate.
- b) The competitor may also raise his hand to request a default.
- c) The Referee or the Head Judge may stop the fight. The Referee and Head Judge will then consult with each other for agreement to stop the match. The Head Judge decision shall be final.

9.3 A competitor who is absent for weighing-in, or who fails to answer the three roll-calls prior to a bout, or who leaves after the roll-calls without permission and fails to appear in time in the competition area, shall be regarded as a groundless default .

9.4 A competitor who makes a groundless default shall have all his results cancelled.

Article 10 Other Provisions During Competition

10.1 All officials on duty shall concentrate on their work, without talking among themselves. Nor shall they leave their seats without the referee's permission.

10.2 All participating teams shall abide by the Rules and respect and obey the judges' decisions. It is prohibited to wrangle, curse, throw protective gear,

or act in any way to vent discontent. Competitors are not allowed to walk out (except in cases of first-aid emergency) before the announcement of result of the bout.

10.3 The team coach and doctor may be seated at the designated place and are allowed to give massage or guidance to their athletes

10.4 Doping is strictly prohibited. Infusion of oxygen is forbidden or any other prohibition decreed by the EWUF Technical or Medical Committees.

CHAPTER 2

OFFICIALS AND THEIR DUTIES

Article 11 Officials

11.1 There shall be one (1) Head Judge and one (1) or two (2) Assistant Head Judges.

11.2 The jury on duty shall consist of one (1) Head judge one (1) assistant Head judge, one (1) platform judge (who is referred to as the referee) one (1) recorder, one (1) timekeeper and three (3) or five (5) sideline judges.

11.3 One (1) chief scheduler-recorder

11.4 One (1) chief registrar

Article 12 Auxiliaries

12.1 Four (4) scheduler-recorders

12.2 Three (3) to five (5) registrars

12.3 Two (2) to three (3) medical workers of which one must be a qualified medical doctor.

12.4 One (1) to two (2) announcers

Article 13 Officials' Duties

13.1 The Head judge shall:

13.1.1 Organize all officials to study the Rules and Regulations of the Competition, and to master the officiating methods.

13.1.2 Make sure that everything is ready for competition including the platform, equipment and officiating apparatus, and for the weighing-in, drawing of lots and programming. After the final check, he signs the protocol of conformity.

13.1.3 Settle problems according to the Rules and Regulations, but without the power to modify them.

13.1.4 Provide guidance to juries in competition and replace officials if necessary.

13.1.5 Notify the referee, chief program-recorder and announcers in time if any change has occurred in the order of competition owing to a competitor's default.

13.1.6 Have the right to make the final decision when a dispute arises.

13.1.7 See to it that the officials are implementing the Rules properly.

13.1.8 Examine, sign and announce the results of competition.

13.1.9 Submit a written summary report to the Organizing Committee.

13.2 The assistant Head judge shall assist the Head judge and may act on his behalf in his absence.

13.3 The head judge shall:

13.3.1 Organize his jury in its work and study.

13.3.2 Supervise and guide the work of the judges, timekeeper and recorder.

13.3.3 Whistle as a hint for correction, before the final result is announced, when the platform judge (referee) has made an apparent misjudgment or omission.

13.3.5 Announce the result at the end of each bout to decide the winner.

13.3.6 Handle such matters as absolute victory, fall-off, penalty and forcible counting according to the competitors' conditions on the platform and the recorder's records.

13.3.7 Examine and sign the results at the end of each bout.

13.4 The assistant head judge shall assist the platform judge (referee), and perform other officials' tasks concurrently when necessary.

13.5 The platform judge (referee), shall:

13.5.1 Check the competitors' protective gear and ensure safety in fighting.

13.5.2 Guide the fights through calls and gestures.

13.5.3 Make decisions on such matters as fall-down, fall-off, penalty, forcible counting and call for first aid.

13.5.4 Announce the result of a bout.

13.6 The sideline judges shall:

13.6.1 Award points to the competitors according to the Rules.

13.6.2 Display the results simultaneously and instantly at the head judge's signals at the end of each bout.

13.6.3 Sign the scorecard at the end of each bout, to be kept for examination and verification.

13.7 The recorder shall:

13.7.1 Fill in the two fighters' forms carefully before the competition.

13.7.2 Participate in the work of weighing-in ceremony and record the competitors' weights in the statistical chart of the bout.

13.7.3 Record the numbers of warnings, admonitions, forcible counts and falls-off according to the platform judge's calls and gestures.

13.7.4 Decide the winner of each bout according to the sideline judges' decisions and report to the head judge.

13.8 The timekeeper shall:

13.8.1 Check the gong and timing devices before the competition, making sure that the stop-watches keep correct time.

13.8.2 Keep a record of the time elapsed during the fights, stops and rest periods between the bouts

13.8.3 When the computer scoring system is not available, blow a whistle ten (10) seconds before the start of each bout and beat a gong to announce its end.

13.8.4 Read out the sideline judges' decisions.

13.9 The chief scheduler-recorder shall:

13.9.1 Be responsible for examining the competitors' credentials and entry forms.

13.9.2 Organize the drawing-lots ceremony and work out the competition schedule.

13.9.3 Prepare various forms to be used in competitions; check and verify the competitors' results to determine their placing's.

13.9.4 Record and announce the results of all bouts.

13.9.5 Collect data for statistics and compilation of *Results*.

13.10 The scheduler-recorders shall perform tasks as assigned by the chief scheduler-recorder.

13.11 The chief registrar shall:

13.11.1 Be responsible for the competitors' weighing-in ceremony.

13.11.2 Be responsible for the preparation of protective gear and its management during the Competition.

13.11.3 Summon the competitors for roll-calls twenty (20) minutes before the start of a contest.

13.11.4 Report to the Head judge immediately in cases of absence or default during the roll-calls.

13.11.5 Check the competitors' dress and protective gear as required by the Rules.

13.12 The registrars shall perform tasks as assigned by the chief registrar.

13.13 The announcers shall:

13.13.1 Give the audience a general idea of the Rules and Regulations of the Competition.

13.13.2 Introduce the judges and competitors to the audience.

13.13.3 Announce the results of competitions.

13.14 The medical workers shall:

13.14.1 Check the competitors' health certificates.

13.14.2 Carry out anti-doping tests in cooperation with the experts.

13.14.3 Conduct selective checkups among the competitors before the competition.

13.14.4 Provide first-aid service to injured or sick competitors during the Competition.

13.14.5 Examine cases of injury caused by fouls.

13.14.6 Be responsible for medical supervision and propose to the Head judge in time to suspend injured or sick competitors from competition.

CHAPTER 3

JURY OF APPEAL AND ITS DUTIES

Article 14 Composition of the Jury of Appeal

The Jury of Appeal shall be composed of one (1) chairman, one (1) vice chairman and three (3) or five (5) members.

Article 15 Duties of the Jury of Appeal

15.1 The Jury of Appeal shall work under the leadership of the Organizing Committee of the Competition, being held responsible mainly for supervising

international competition, on such matters as checking the competition area and facilities, equipment, scheduling, drawing of lots, competitors' weighing-in, grouping of officials and arrangement of their work.

The Jury of Appeal shall supervise the officiating work. In case of any obvious unjust behavior or incorrect judgment, it shall have the right to give warnings to the officials concerned and, in serious cases, may even propose to the IWUF Technical Committee to remove them from their current officiating work to ensure the smooth running of competitions.

15.2 The Jury of Appeal shall deal with appeals submitted by participating teams in disagreement with the judges' decisions concerning the Rules and Regulations of the Competition. But such appeals shall be confined to decisions related to the appealing team.

15.3 The Jury of Appeal shall handle the appeals immediately after receiving them and duly notify the parties concerned of the ruling.

15.4 The Jury of Appeal shall investigate the matter at issue and may watch the videotapes if necessary. It may hold discussion meetings and invite personages concerned to attend them as observers without the right to vote. The meetings must be attended by more than half of the members of the Jury of Appeal. Only decisions made by more than half of its members present at the meeting shall come into effect. In case of a tied vote, the chairman shall have the right to make the final decision.

15.5 Members of the Jury of Appeal shall withdraw from discussions and voting on issues in which their country or region is involved.

15.6 After strict and careful reexaminations of the problem raised in the appeal, the original decision shall remain unchanged if it is confirmed to be right. If it is confirmed to be obviously wrong, the Jury of Appeal shall make the final decision in accordance with the Rules.

Article 16 Procedure and Requirements of Appeals

16.1 A participating team in disagreement with the judges' decisions shall submit its appeal in written form through its representative or coach to the Jury of Appeal within 15 minutes after the conclusion of the contest, together with a fee of US\$100. The fee will be returned if the appeal is upheld and forfeit if the appeal is lost.

16.2 All teams shall abide by the final decisions made by the Jury of Appeal. Strict measures will be taken, according to the severity of the case and EWUF's relevant rules, against trouble-making caused by disobedience to the decisions.

CHAPTER 4

FIGHTING METHODS, SCORING CRITERIA AND PENALTIES

Article 17 Fighting Methods

According to the nature of Yongchunquan, the fighting should conform to the following guidelines:

- 1) It should be a close-range (短打 – duanda) fighting with short (寸劲 – cunjin) application of force.
- 2) All kind of close-range punches proper to Yongchunquan (as found in the Yongchunquan routines – taolu) are allowed (including those in a clinch).
- 3) All kind of kicks proper to Yongchunquan (as found in the Yongchunquan routines – taolu) are allowed including low and middle round kicks (鞭腿 – biantui).
- 4) All close-range strikes with shoulders and body parts (靠打 – kaoda) are allowed (including in a clinch).
- 5) All throws with catching one leg from standing position are allowed.
- 6) All close range throws from standing holding the body are allowed.
- 7) All sweeping techniques from standing position are allowed (扫腿 – saotui).
- 8) Punching and kicking while catching the opponent's leg is allowed.

Article 18 - Prohibited Methods

- 1) No high kicks (kicks to the head) are allowed.
- 2) No large amplitude circular punches (swing) and large amplitude circular kicks are allowed.
- 3) No throws with catching both legs are allowed.
- 4) No throws with falling to the ground are allowed.
- 5) No pushing off the platform is allowed.
- 6) No spinning kicks are allowed (including spinning backward kick).
- 7) No turning strikes/kicks are allowed (转身鞭拳 – zhuan Shen bianquan).
- 8) No chopping punches/strikes are allowed (i.e. 劈拳 – piquan).
- 9) No blows with the head are allowed.
- 10) No throws holding the neck are allowed.
- 11) No throws with locked articulations are allowed.
- 12) No elbow strikes are allowed.
- 13) No stomping kick to the feet are allowed.
- 14) No punching or kicking while catching opponent's arm is allowed.
- 15) No more than 2 successive punches to the head are allowed.

Article 19 Prohibited Areas

- 1) The back of the head and the neck.
- 2) The throat.
- 3) The groin.
- 4) The back.
- 5) The joints of arms and legs.
- 6) The Eyes.

Attention: Intentional attacks to the forbidden areas are subject to disqualification.

A non-intentional attack to forbidden areas shall be punished by a warning.
2 non-intentional attacks result in a disqualification.

Article 20 Scoring Areas

The head, the torso and the thighs.

Article 21 - Scoring Criteria

21.1 A competitor will be awarded two (2) points

21.1.1 When the opponent falls off the platform;

21.1.2 When he makes a valid throw/sweeping technique or takedown bringing the opponents to the mat while remaining in a standing position.

21.1.3 When he remains standing while the opponent falls down ;

21.1.4 When he hits the opponent's torso with a kick;

21.1.5 When the opponent is given a forcible counting;

21.1.6 When the opponent receives a warning.

21.2 A competitor will be awarded one (1) point

21.2.1 When he hits the opponent's head or trunk with the fist technique;

21.2.2 When he hits the opponent's thigh with the leg technique;

21.2.3 When the opponent fails to attack within eight (8) seconds after the order for appointed attack;

21.2.4 When the opponent fails to get to his feet within three (3) seconds after falling down;

21.2.5 When the opponent receives an admonition,

21.3 No point will be awarded to a competitor

21.3.1 When the techniques he uses are not clean proper to Yongchunquan;

21.3.2 When both sides fall on or off the platform at the same time;

21.3.3 When the attack is not considered to be effective by a referee.

Article 22 Fouls and Penalties

22.1 Fouls

22.1.1 A competitor commits a technical foul by using inappropriate techniques as described in Article 18 or not belonging to Yongchunquan as described in Article 17).

- 1) When a competitor holds the opponent passively or runs away passively;
- 2) When a competitor raises their hand to request to stop the bout in a disadvantageous situation;
- 3) When a competitor delays the fight intentionally;
- 4) When a competitor acts impolitely towards the judges or disobeys their decisions;
- 5) When a competitor wears no gumshield or spits out his gumshield, or loosens his protective gear intentionally; and
- 6) When a competitor fails to observe the protocol.

22.1.2 A competitor commits a personal foul

- 1) When a competitor attacks the opponent before the call of "Kaishi (Start)!" or after the call of "Ting (Stop)!"
- 2) When a competitor hits the opponent on prohibited areas;
- 3) When a competitor hits the opponent with any prohibited method

22.2 Penalties

22.2.1 An admonition will be given for a technical foul.

22.2.2 A warning will be given for a personal foul.

22.2.3 A competitor with three (3) personal fouls will be disqualified from the bout.

22.2.4 A competitor who hurts the opponent intentionally will be disqualified from the whole competition, with all their results annulled.

22.2.5 A competitor who uses prohibited substances or inhaling oxygen during the rest period will be disqualified from the whole competition, with all their results cancelled.

Article 23 Stopping the Contest

The contest shall be stopped

23.1 When a competitor falls on or off the platform (except for a purposeful fall);

23.2 When a competitor is penalized;.

23.3 When a competitor is injured.

23.4 When the competitors hold each other in a clinch for more than two (3) seconds without launching effective attacks, or any attack at all, or run away passively;

23.5 When a competitor falls on purpose and remains down for more than three (3) seconds;

23.6 When a competitor raises his hand to request a stop of the fighting for objective reasons;

23.7 When the head judge corrects a misjudgment or omission.

23.8 When some problem or dangerous incident happens on the platform;

23.9 When competition is interrupted by some unforeseen troubles with the lighting or the competition area; and

23.10 When no attack is launched for five (8) seconds after the order for appointed attack.

CHAPTER 5

WINNING AND PLACING

Article 24 Determination of Wins and Losses

24.1 Absolute victory

24.1.1 In a bout, the the winner will be declared by the decision of side judges with the Head Judge's approval. In case of a tie Head judge has a casting decision.

24.1.2 During a bout, the competitor whose opponent has been knocked down and fails to get to their feet within ten (10) seconds after receiving heavy blows (except for personal fouls), or who has managed to get to their feet but remains in an abnormal state of consciousness, will be declared the winner of the bout.

24.1.3 During a bout, the competitor whose opponent has been forcibly counted twice after receiving heavy blows (except for personal fouls), will be declared the winner of the bout.

24.2 Determination of the winner of a bout:

24.2.1 The result of each bout will be decided by the side judges.

24.2.2 During a bout, the competitor whose opponent has been forcibly counted two (2) times after receiving heavy blows (except for personal fouls), will be declared the winner of the bout.

24.2.3 During a bout, the competitor whose opponent falls off the platform two (2) times, will be declared the winner of the bout.

24.2.4 During the fighting, if a competitor is injured or ill and, as certified by the doctor, unable to continue the competition, the opponent will be declared the winner of the bout.

24.2.5 During the fighting, if a competitor feigns injury in a foul committed by the opponent – an injury as later proved by medical supervisors to be a mere cheat, the fouling side will be declared the winner of the bout.

24.2.6 The competitor who is injured by the opponent in a foul and, as confirmed by medical supervisors, unable to continue the fight, will be declared the winner of the bout, but he will be barred from subsequent contests.

Article 25 Placing

25.1 Placing of individuals:

25.1.1 Under the elimination system, the placing will be decided directly from the results.

25.1.2 Under the round-robin system, the competitor with a greater number of running points shall be placed higher. In case of a tie between two or more competitors, their places will be determined in the following order of precedence:

- 1) The competitor with fewer lost bout will be placed higher.
- 2) The competitor with fewer warnings will be placed higher.
- 3) The competitor with fewer admonitions will be placed higher.
- 4) The competitor with a lighter weight at the time of drawing-lots will be placed higher.

If the tie remains, the competitors will share the tied place.

25.2 Placing of teams

25.2.1 Points for placing

- 1) The first eight places in each weight category will be awarded 9,7,6,5,4,3, 2 and 1 points respectively.
- 2) The first six places in each weight category will be awarded 7, 5, 4, 3, 2 and 1 points respectively.

25.2.2 If two or more teams are awarded equal points, the placing will be determined in the following order of precedence:

1) The team with more individual champions will be placed higher. If the tie remains, the team with more individual runners-up will be placed higher, and so on and so forth.

2) The team with fewer warnings will be placed higher.

3) The team with fewer admonitions will be placed higher.

If the tie remains, the teams will share the tied place.

CHAPTER 6

ARRANGEMENT OF COMPETITION AND RECORDING

Article 26 - Arrangement of Competition

26. 1 Preparations for the arrangement

26.1.1 Study the Regulations for a full understanding of

1) The types and methods of competition

2) The schedule of the Competition

3) The classification of weight

4) The eligibility of participation and number of participants

5) The placing and prize-awarding methods

26.1.2 Examination of entry forms (Table 1)

26.1.3 Statistics of competitors in each weight category

26.2 General guidelines

26.2.1 All arrangements shall be made in accordance with the Regulations and on the basis of entry forms and general schedule of the Competition.

26.2.2 Contests of the same weight category and the same bout should be comparatively concentrated and arranged on an equal basis.

26.2.3 At most two bouts (in different sessions) can be arranged for a competitor in one day.

26.2.4 Contests in the same session shall start with the lighter weight categories.

26.3 Arranging methods

26.3.1 Work out the number of bouts of each category according to the system of competition.

26.3.2 Compile a competition schedule (Table 2).

26.3.3 Work out the bouts of each category (Table 3).

26.3.4 Compile a *Program* for all bouts

26.3.5 Under the elimination system, the method of “drawing lots to decide the odd” may be adopted.

Article 27 Recording

27.1 The sideline judges shall keep a record of the points awarded to each competitor according to the scoring criteria and the platform judge's decisions. At the end of each bout, they shall enter the competitors' scores into the scorecard (Table 4).

27.2 The recorder shall keep a separate record of the admonitions, warnings, disqualification, passivity and forcible counting (Table 5).

27.3 Under the round-robin system, the programing-recording group shall enter the results of each bout into the scorecard, with two points for the winner, zero point for the loser and one point to both sides for a drawn bout. A winner by default shall be awarded two points and the defaulter zero point.

CHAPTER 7

Calls and Gestures

28. Calls and gestures are those of Sanda regular Competition as stipulated by the EWUF Rules.

CHAPTER 8

COMPETITION AREA AND EQUIPMENT

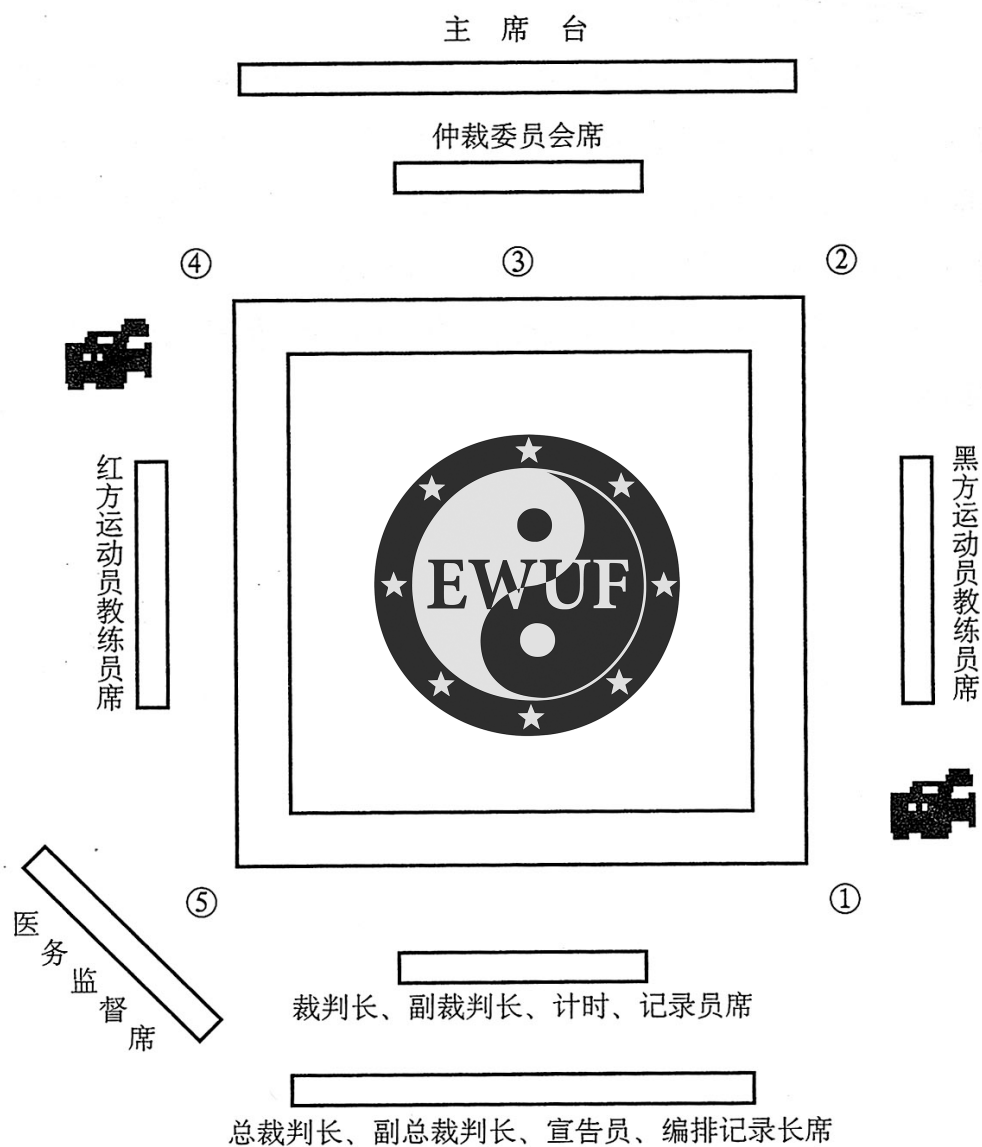
Article 29 Competition Area

29.1 The competition area shall be a platform of wooden structure, 80 cm high, 800 cm long and 800 cm wide, covered with a soft mat and a canvas surface. At the center of the platform is the Logo of European Wushu Federation. The edges of the platform surface are marked with red sidelines 5 cm in width. A yellow warning line, 10 cm in width, is drawn 90 cm inside the sidelines.


29.2 The platform is surrounded by protective mats 30 cm thick and 200 cm wide.

29.3 For security reasons, a standard judo tatami of the same size with appropriate security zones can be used after approval of the EWUF TC.

Wingchun Sanda Competition site and equipment



注: ① ② ③ ④ ⑤ 为边裁判员席

图标  为仲裁摄像席