

iKC KUNGFU



FIGHT RULE BOOK

INTERNATIONAL KUNGFU COUNCIL

SANDA REGULATIONS BOOK



INTERNATIONAL KUNGFU COUNCIL

- **Competition Classes**
- **Age, Gender & Weight Divisions**
- **Medical Requirements**
- **Drawing Lots**
- **Competition Attire & Gear**
- **Protective Gear**

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1. Competition Classes:

Senior Sanda Fight	M/F	Full Contact
Junior Sanda Fight	M/F	Light Contact
Sub-Junior Fight	M/F	Light Contact

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

2. High Performance Age, Gender, & Weight Divisions:

Age 18 to 35 years

Kg for Male

Kg for Female

Minimum Weight	Below 55kg	Below 50kg	
Fly Weight	56 kg to 60 kg	51 kg to 55kg	
Bantam Weight	61 kg to 65 kg	56 kg to 60 kg	
Feather Weight	66 kg to 70 kg	61 kg to 65 kg	
Light Weight	71 kg to 75 kg	66 kg to 70 kg	
Middle Weight	76 kg to 80 kg	71 kg to 75 kg	
Heavy Weight	Above 81 kg	Above 76 kg	

Age 15 to 17 years

Kg for Male

Kg for Female

Minimum Weight	Below 45kg	Below 40kg	
Fly Weight	46 kg to 50 kg	41 kg to 45kg	
Bantam Weight	51 kg to 55 kg	46 kg to 50 kg	
Feather Weight	56 kg to 60 kg	51 kg to 55 kg	
Light Weight	61 kg to 65 kg	56 kg to 60 kg	
Middle Weight	66 kg to 70 kg	61 kg to 65 kg	
Heavy Weight	Above 71 kg	Above 66 kg	

Age 12 to 14 years

Kg for Male

Kg for Female

Minimum Weight	Below 40kg	Below 35kg	
Fly Weight	41 kg to 45 kg	36 kg to 40kg	
Bantam Weight	46 kg to 50 kg	41 kg to 45 kg	
Feather Weight	51 kg to 55 kg	46 kg to 50 kg	
Light Weight	56 kg to 60 kg	51 kg to 55 kg	
Middle Weight	61 kg to 65 kg	56 kg to 60 kg	
Heavy Weight	Above 66 kg	Above 61 kg	

Exception: Upon written approval by the International Kungfu Council / Sanda Committee senior, junior & sub- junior competitors may opt to compete in a higher age bracket by the date of the given year's World Championship or Internationally Sanctioned Event. If done so, that competitor must remain in that bracket for the entire competition season

3. Medical/ Residency Requirements (Sanda Class Only)

- A competitor must hold a valid Life membership card issued by National body for representation of Country at IKFC World Championships, Multi-Sport Games, International Competitions and TAFISA Games.
- A competitor must be a resident of Country for ranking status at the National Championships.
- A competitor must be a resident/ training in a specific Province for participation at the Provincial Games
- Regional and Club events have no residency requirements.
- Each competitor must hold a valid insurance through High Performance membership in International Kungfu Council.
- Each competitor must produce a valid certificate showing his/her:
 - 1) Form- Govt Health Certificate
 - 2) Blood Test Results
 - 3) Electrocardiogram (ECG)
 - 4) Blood Pressure and heart rate

Issued by a medical doctor from a check-up, signed, dated, and stamped this certificate is valid for 1 year from the date of issue for use within International Kungfu Council and Wushu Ontario Sanctioned events.

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.

4. Weigh-in (Sanda Class A, B, C Only)

- All qualified athletes must present their Identification or passport in order to weigh-in.
- The Weigh-in shall be conducted by the chief registrar in collaboration with the scheduler-recorders under the supervision of the chief official.

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- All athletes must arrive at the designated time and place as set out by the organizing committee in order to weigh-in. Athletes may weigh-in

In the nude or with shorts on, (female competitors may wear fitting undergarments).

- Each category should conclude its weigh-in within a period of one hour.
- Any competitor who fails to weigh-in correctly within his or her registered division within the allocated time will not be permitted to participate in any of the subsequent contests.
- 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.
- In general, weigh-in will occur prior to the event date with the option of weighing in on the day of. However, those who do not make weight on the day of will forfeit their results. Please check the **Kungfu Ontario Weight Safety Policy** for up to date information.

5. Drawing Lots (Elimination Format Only)

- The drawing lots ceremony shall be conducted by the Scheduling - recording officials in the presence of the chief referee and team coaches/leaders. This pertains to elimination tournaments only.
- Matched bouts shall be based on rosters submitted with weight change deadlines as specified by each event. Competitors must meet submitted weight to participate as per weigh-in regulations.
- Any category with only one competitor shall be excluded from any contest, but may be combined with another category provided that there is not a mismatch in level or weight variance of more than: 20lbs in Recreational Divisions 15lbs or 10lbs in High Performance Divisions
- Designated officials shall draw lots on behalf of the competitors in the presence of team representatives.

6. Competition Attire and Gear (Sanda)

All competitors shall wear approved clothing and protective gear. Competitors are required to provide their own clothing, and should include the following:

Men	Women
Combative Shorts 1 pair Red, 1 Pair Blue or Black	Combative Shorts 1 pair Red, 1 Pair Blue or Black
IKFC recognized Uniform 1 Red, 1 Blue or Black	IKFC recognized Uniform 1 Red, 1 Blue or Black
Competitors with Faith Requirements: For female competitors who are of the religious faith, Kungfu permits attire in line with the below standards. If worn, under IKFC stipulation participants are required to wear all the below attire and may not selectively wear some of them separately.	
<ul style="list-style-type: none"> IKFC Uniform (not form fitting) Women- IKFC Uniform (not form fitting) Men- Full IKFC Uniform (form fitting) Head scarf (must fit underneath the protective headgear) <p>The above stipulated clothing must be made of flexible material that is not excessively slick or slippery (material composed of spandex, polyester, nylon, and microfiber combinations are acceptable)</p>	
<p>Any 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 it should not impede or interfere with the Kungfu specified protective gear either.</p> <p>(This may include but are not limited to strings, laces, buckles etc.)</p> <p>Also, any clothing worn should not have sponsorship, messages or excessive designs that would impede on color recognition, small branding logos under 5x5 inches are acceptable. Should a competitor's clothing fail to conform to the above, the Chief Official on site has the authority and final say to deny their participation in the event.</p>	



7 Protective Gear

- Protective gear is separated into colors, namely red, blue, or black.
- Protective gear includes headgear, gloves, chest protector.
- Competitors are required to provide their own mouth guard, groin cups and hand wraps. The groin cups must be worn under the trunks.
- Depending on class and type of event, the equipment may include:



Head Gear with
Face Mask: C-F

WESING



Head Gear:
A/B



Shin & instep:
E/F



Shin Guards:
A



Shin Guards:
B/C/D



Hand Wraps:

*The length shall be 3.5m to 4.5m
in total. Must not be taped or
weaved through fingers.*



Boxing Gloves

Class A – 10oz Sanctioned
Class B – 10oz Sanctioned
Class C – 10oz Sanctioned
All Female and Bantam Divisions – 10 oz.
All Atom and Minor Divisions – 6-8 oz.

*Class A-C gloves may be supplied by organizer
Class F-D Gloves should be supplied by competitor*

8. Classes & Competition Rules:

Sub- Junior 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.

Junior Full 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 full Contact', 'Controlled Contact' and 'Full Contact' force to specific target areas on the opponent.

Senior 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.

Introductory	Male/ Female	
Contact Type: AMATEUR Sanda	<ul style="list-style-type: none"> • Full Contact to the Head, Legs, and Body. • All strikes & kicks must be intended and clear to score able targets. Incidental/Abstract hits will not be counted • All sanctioned throws are applicable. • Kicks to the Head & Spinning Attacks are now permitted. 	
EQUIPMENT REQUIREMENTS	<ul style="list-style-type: none"> • Approved Helmet/plastic shield • Approved Shin-instep covering • Chest/Rib Guard: Red/Blue • Mouth Guar • IKFC Kungfu Fighting Uniform 	<ul style="list-style-type: none"> • Approved Gloves • Groin Protection(m)
MEDICAL REQUIREMENTS	First aid Box, Ambulance With Oxygen	

DURATION	3 – ROUNDS X 2 MINUTE, REST 1 MINUTE NO stopping time unless for injury or technical issues			
POINTS	Punch to Head	1	Exit/ Push out of Ring	2
	Punch to Body	1	Throws – complete	3
	Kick to Head	2	Throws – half complete	1
	Kick to Body	1	Admonitions	1
	Jump Kick Body	2	Warnings/Fouls (Max 3)	2
DURATION	<ul style="list-style-type: none"> • Best 2 of 3 rounds - highest points scored wins each round. • Points: Awarded as per usual IKFC format • Ring-Outs: 2 scored outs ends the round 			
	PROHIBITED Techniques	Strikes/ Kick	<ul style="list-style-type: none"> • No elbows, Knees, or Joint Locks • No hits to Groin, Spine, Neck, Back of head Legs 	
	Throws	IKFC THROWS/ TAKDOWNS ALLOWED AT THIS FIGHT		

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 behavior (violent, aggressive, and argumentative) will result in automatic DQ, and expulsion from the remainder of the events. 	

7. Classes & Competition Rules

	DISCIPLINARY RULINGS
INFRACTIONS & DELAYS: POINTS ARE	<ul style="list-style-type: none"> • Opposing player fails to engage within 8-sec after the order to fight
	<ul style="list-style-type: none"> • Opposing player fails to get up within 3-sec after intentionally falling
AWARDED WHEN	<ul style="list-style-type: none"> • The opposing player receives an Admonition infraction
	<ul style="list-style-type: none"> • The opposing player is given a forcible counting (standing counts)
	<ul style="list-style-type: none"> • The opposing player receives a warning
FOULS: A Warning is issued when...	<ul style="list-style-type: none"> • A player holds the opponent/runs away passively. • A player raises a hand to stop the bout in a disadvantageous position. • A player delays the fight intentionally. • A player acts impolitely towards the judges/disobeys decisions. • A player wears no mouth guard, or spits it out, or intentionally loosens gear. • The player fails to observe any protocol
PERSONAL FOULS:	<ul style="list-style-type: none"> • A player attacks before the call (Start!) or after the call (Stop!) • A player hits prohibited areas. • A player hits opponent with any prohibited method. • A player uses excessive or uncontrolled force.
PENALTIES: The following is how penalties are managed	<ul style="list-style-type: none"> • An Admonition will be given for a technical foul. • A warning will be given for a personal foul. • A player with 3 personal fouls will be disqualified from the bout. • A player who intentionally uses excessive force or illegal techniques will be disqualified (DQ'd). • A player who uses drugs or inhaling oxygen during rest periods will be disqualified (DQ'd).

<p>The Competitors shall be seated on their respective sides, outside the Platform area(Yellow Mats)</p>
<p>Upon being called to the Leitai platform, Competitors shall perform a Palm/Fist salute when they are introduced to the audience before the commencement of each match.</p>
<p>Competitors shall perform a Palm/Fist salute upon entering the ring from the 'OnDeck' position.</p>
<p>When asked to assume their position at the starting line, competitors shall be directed to perform the Palm/Fist salute to the judges and the head table</p>
<p>The platform Judge will then direct the competitors to perform a Palm/Fist salute to each other.</p>
<p>The platform judge will then call the competitors to their fighting positions</p>
<p>Judge will shout "STOP" (Begin), Competitors will then engage each other for combat</p>
<p>At the start of each round, the Competitors will perform the Palm/Fist salute. On each round, Competitors will switch starting sides.</p>

<p>STOPS DURING A MATCH</p>
<p>When the match needs to be stopped, the Judge will shout STOP at which time Competitor will cease fighting and await the call the referee.</p>

<p>CLOSING THE MATCH</p>
<p>When announcing the results of the match, the Competitors will return to their sides,</p>
<p>When the result has been announced, the Competitors will salute each other, and then together salute the Judge and Head table, and finally the opposing player's coach.</p>
<p>The Competitors will then exit the platform with a Palm/Fist salute.</p>
<p>The Competitors will return to the chairs by their respective Coaches.</p>

<p>CHANGE OF REFEREE</p>
<p>When a sideline judge is replaced by another judge, both judges shall perform a Palm/Fist with each other.</p>
<p>The new Judge will also salute to the platform judge as well</p>

DEFAULTS

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.	
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	
Missed Roll call	Should a competitor be absent for, and/or fail to appear for the roll call up to 3 times prior to a bout, or leaves the designated area following the roll call, this will be regarded as a groundless default.	
Late to Ring	Should a competitor fail to appear at the competition area on time, this will be regarded as a groundless default.	
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	
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	
Missed Official Weigh-in	Should a competitor be absent for the weigh in, this will be regarded as a groundless default.	
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.	

Other Related Provisions

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

- **All competitors must abide by the competition rules and protocols, and respect and obey the judges and officials' decisions.**
- **It is forbidden to cause disruptions, curse, and shout, throw protective gear etc. or act in any way to display discontent.**
- **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).**

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

- **Doping in any form is strictly forbidden.**
- **Competitors are not permitted to inhale oxygen in the rest period between rounds.**

12. COMPETITION OFFICIALS & DUTIES

Below is a breakdown of the key personnel required to be present in each ring and/or event for both Kungfu tournaments and Sanda Events. Smaller events may have less roles, or one person may assume multiple roles.

Ideally, each ring should have these components

Composition of Competition Officials	
Referee/Judges Team	<ul style="list-style-type: none"> • 1 Center Referee • 1-2 Assistant Chief Referees
Contest/Scoring Team	<ul style="list-style-type: none"> • 1 Head Judge • 1-2 Assistant Head Judge • 1 Scorekeeper • 1 Timekeeper • 4 sideline Judges (<i>2-3 Groups on rotational standby</i>)
Additional Officials	<ul style="list-style-type: none"> • 1 Chief Recorder-Scheduler • 1 Chief Registrar
Assistants	<ul style="list-style-type: none"> • 4 Scheduler recorders • 4-6 Registrars • 1 Ring Announcer <p><i>NOTE: During any given event, one designated official may assume multiple roles for efficiency.</i></p>
Medical Personnel	<ul style="list-style-type: none"> • 1 Medical Supervisor • 2-5 Medical assistants
Jury of Appeals	<ul style="list-style-type: none"> • 2-4 Electronic scoring system operators • 2-4 Jo A 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.

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

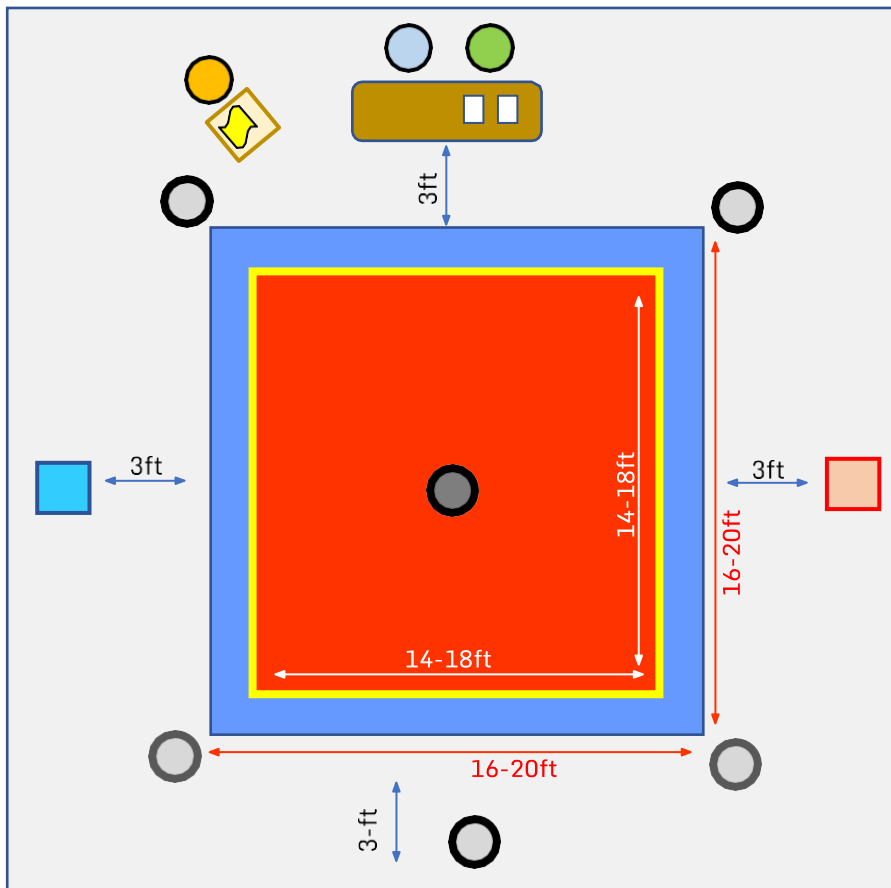
Roles & Duties of Competition Officials

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

Competition Officials & Duties

Roles & Duties of Competition Officials

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



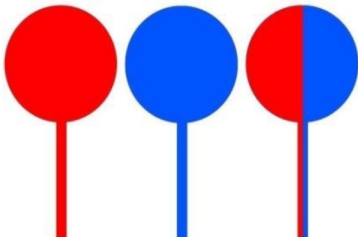
In-House	<ul style="list-style-type: none"> • Field Surface shall be either approved sports matting, or fight depending on venue. • The contest area is 20 feet by 20-feet (or approximately 6 meters x 6 meters) in length and width without any obstructions. But can be scaled down no less than 14ftx14ft for kids' events, and 16ft x 16ft for Teen/Adult events. • There shall be a marked 'safety line' within 1-2ft of the outer edge of the field • Red and Blue chairs shall be positioned on opposite sides of the field. • There shall be a table for the Officiating Staff (head ref., scorekeepers, timekeepers) • Minimum of 3 corner judges and 1 platform Judge are required.
Regional	<ul style="list-style-type: none"> • Sanda competition shall take place on a Wushu Ontario approved 24ft x 24ft Sanda fight competition mat, unalleviated, with 6ft crash mats surrounding the outer edges.
International	<ul style="list-style-type: none"> • See High-Performance Sanda Playing Field in section 17.

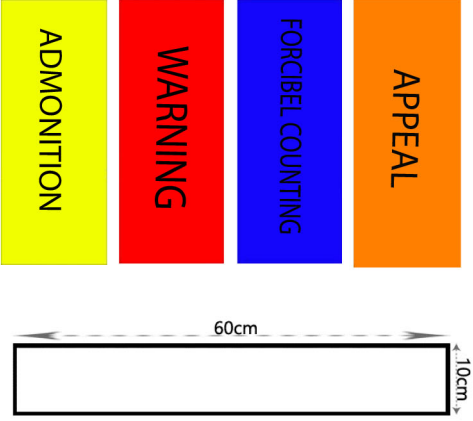
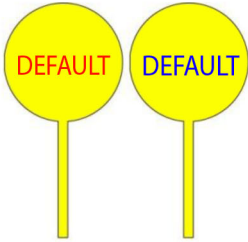

IKFC Competition Area



5-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a Kungfu Ontario approved Kungfu Sanda competition platform which comprises of a frame with a plywood surface upon which is a layer of EVA foam which is covered by a high-quality PU leather canvas. • The competition area comprises of a contest area and a safety area. • 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 thick taped yellow warning line, drawn 90cm in on four sides of the contest area. At the center of the contest area surface is a 120cm diameter image of the IKFC logo. <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 30cm in height.</i>
3-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a Kungfu Ontario approved Kungfu Sanda competition mat <u>without the platform</u>. Class B-F events are eligible to be held in this condition. <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 5cm thick.</i>
1-Star Rated Events	<ul style="list-style-type: none"> • Sanda competition shall take place on a Kungfu Ontario approved matted area suitable for ONLY Class E and F bouts <i>*The contest area is surrounded by a safety area which comprises of foam protective safety mats which are 2m in width and 5cm thick.</i>

Sanda - Performance Ring Equipment

The following equipment in the unshaved boxes shall be present for any sanctioned Sanda competition as per the IKFC (International Kungfu Federation) In-house Class F-D events may opt to use less equipment depending on the degree of formality being adhered to. Highlighted sections indicate equipment that is specific to Sanda only

<p>Colored Paddles</p> <p>These paddles are utilized by the sideline judges when judging about 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.</p>	
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<p>Admonition & Appeal Cards: All cards are 15cm x 5 cm</p> <p>Admonition: Twelve (12) yellow cards characters and the English word "Admonition" on them.</p> <p>Warning: Six (6) red cards with and the English word "Warning" on them. (<i>Sanda</i>)</p> <p>Forcible Counting: Six (6) blue cards with and the English word "Forcible Counting" on them.</p> <p>Appeal: Six (6) orange cards and the English word "Appeal" On them.</p> <p>Card Racks: Two (2) racks, 60cm long and 15cm high – One in Blue and one in Red -- are used for holding the cards.</p>	
<p>Default Paddles</p> <p>Two (2) yellow paddles are used for default purposes, with 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).</p>	
<p>Appeal Paddles</p> <p>Two (2) orange paddles are used for lodging of appeals purposes, with 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.</p>	

<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>	

Recreational Sanda Elimination Ladders

The elimination ladders used in Sanda are designed to make a 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. Byes 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.

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CENTER REFEREE HAND SEMBOL

The following are to be used in the operation of a match, and in tournaments.



1ST READY POSITION

Platform Referee

Stand in a careful position
with legs and head straight



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2nd NAMASTE POSITION

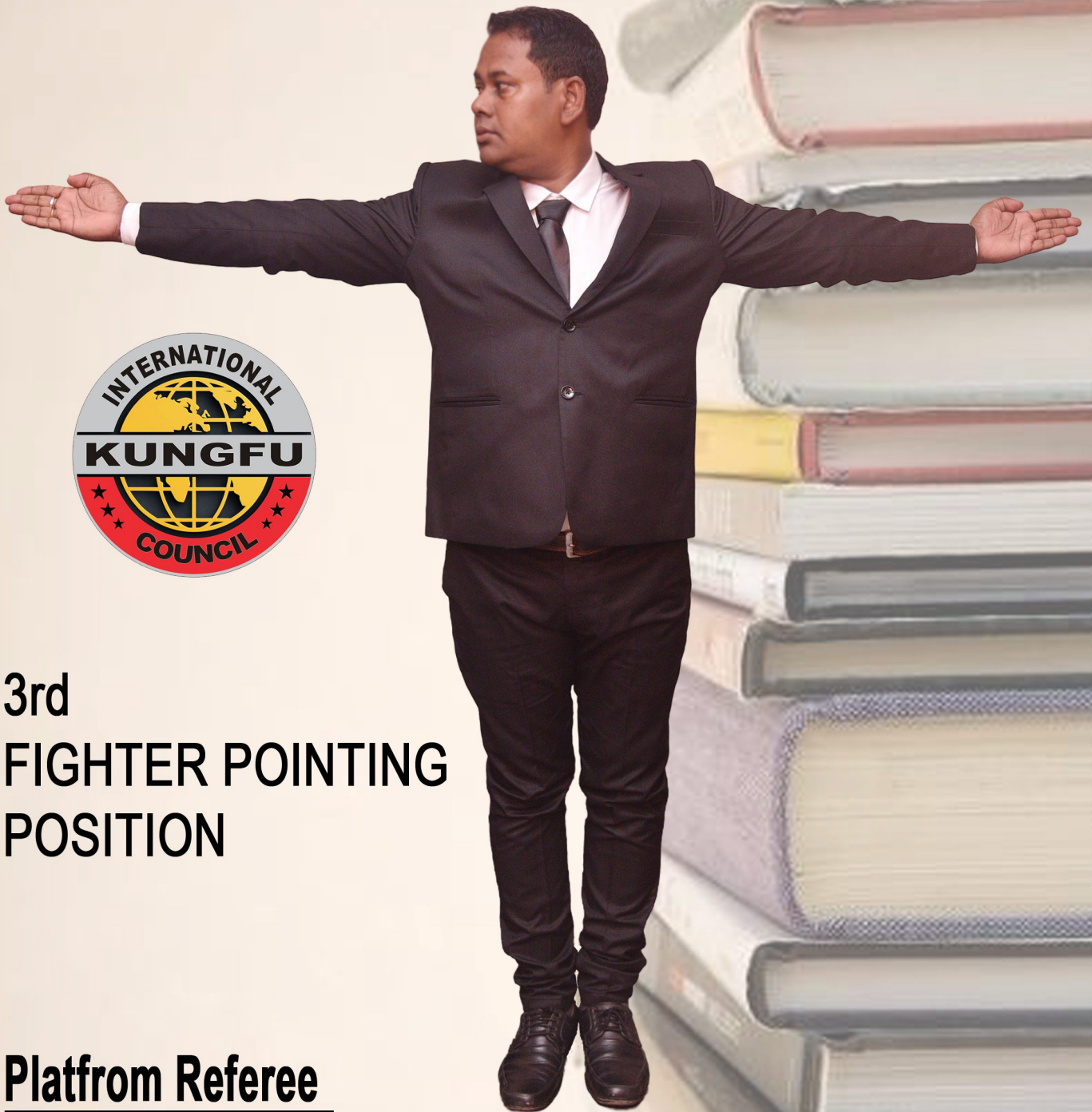
Platform Referee

Hands pressed together, palms touching and fingers pointing upwards, in front of the chest.



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**3rd
FIGHTER POINTING
POSITION**

Platform Referee

Standing straight with two hands, right red corner, left blue corner to point out

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4th CALL FIGHTERS POSITION

Platform Referee

Call fighters in by bending the arms upward in 90 degrees with palms facing each other

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**5th
FIGHTER SALUTE
POSITION**

Platfrom Referee

**Red corner Blue corner fighter
will salute themselves, position will
be namaste.**

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6th CALLING ROUNDS POSITION

Platform Referee

Facing the Head Judge, form front stands, while extending the left hand upward with index finger pointing up, Call first round, Right hand extended to the front.



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7th CALLING ROUNDS POSITION

Platform Referee

Facing the Head Judge, form front stands, while extending the left hand upward with index and middle finger pointing up, Call second round, Right hand extended to the front.



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8th CALLING ROUNDS POSITION

Platform Referee

Facing the Head Judge, form front stands, while extending the left hand upward with index and middle finger pointing up, thumb to the side, Call third round, Right hand extended to the front.



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9th FIGHT READY POSITION

Platform Referee

From a front stance between the two players, arms extended to both sides pointing at the players, palms facing up

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10th START FIGHT POSITION

Platform Referee

Shout "FIGHT",
While shouting Bring
forward foot back to rear foot,
draw both hand towards
the front, palms down



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11th STOP FIGHTING POSITION

Platform Referee

While calling a half or pause in the bout, R step into front stance, extend the R arm to the front, palm held vertically between the two players, and shout "STOP"

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12th FIGHTERS ATTACK POSITION

Platform Referee

Extend one arm between the two players, with the thumb extended sideways, move the hand horizontally in the direction of the thumb as a signal for appointed attack- call Red Side or Blue Side Fight.

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13th GROIN KICK POSITION

Platform Referee

Extend one arm with palm facing upwards towards the competitor who performed the going kick. Point the other hand to the groin with palm facing inward.

Call Red Side or Blue Side.

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14th BACK HEAD HIT POSITION

Platform Referee

Extend one arm with palm facing upwards towards the competitor who performed the back head hit
Place the other hand on the back of the head.

Call Red Side or Blue Side.



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15th ONE SIDE RING OUT POSITION

Platform Referee

Extend one arm with palm facing towards the competitor who went out of the ring.

Place the other hand forward with palm facing upward.

Call Red Side or Blue Side.

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16th

**BOTH PLAYERS RING OUT
POSITION**

Platform Referee

Assume front stances, push palms forward, arms stretched out, finger pointing up. Fig- Small

Bring feet together, bend both arms at the elbow in front of body, palms to chest. Fig- Big

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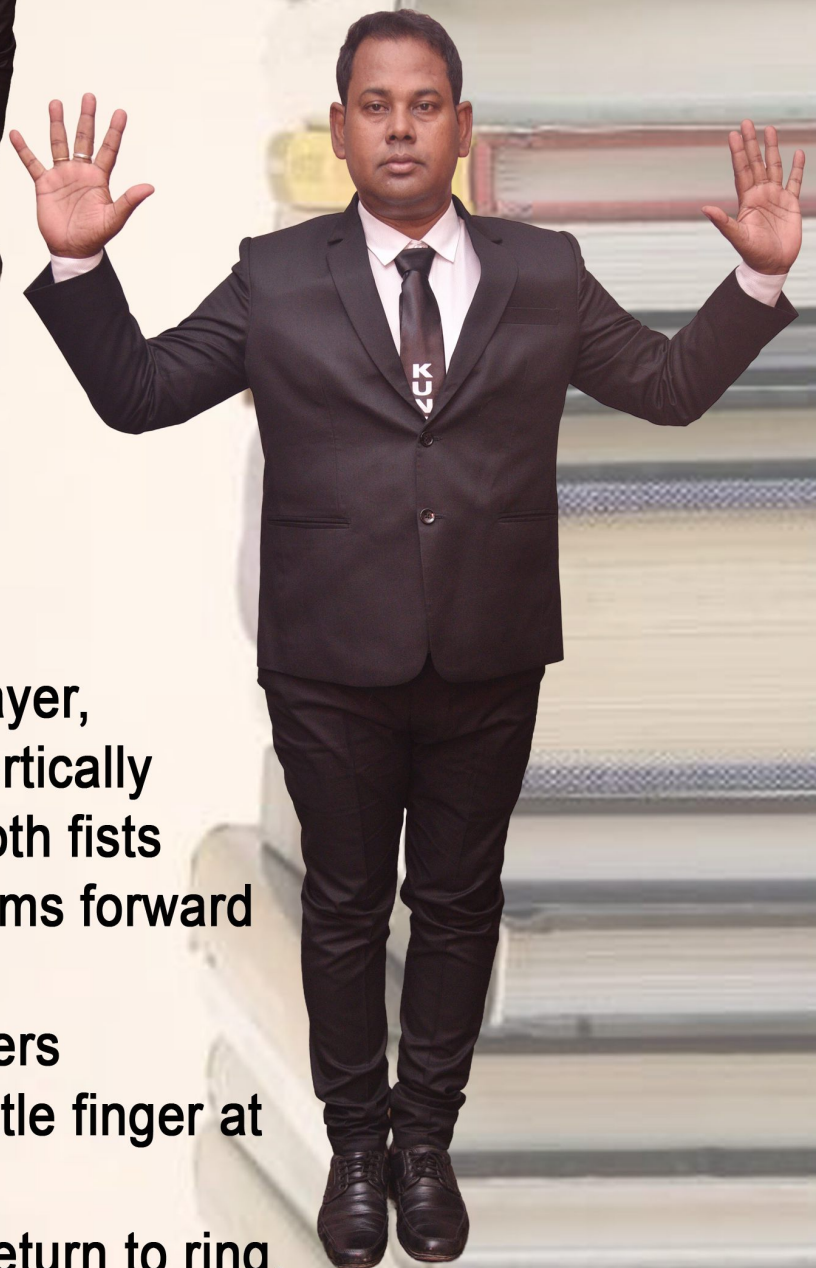


17th COUNT POSITION

Platform Referee

Facing the relevant player,
with both arms bent vertically
at the elbow, clench both fists
in front of the body palms forward
Fig Small

R hand uncurl the fingers
one-by-one from the little finger at
1 sec intervals Fig Big
DQ if fighter doesnot return to ring.



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18th FIGHTER WARNING POSITION

Platform Referee

Extend one arm with palm facing upwards towards the competitor who performed the illegal action.

Bend the other arm at elbow, fingers clenched in a fist, back of hand facing outward

Call, Red Side or Blue Side

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19th EMERGENCY POSITION

Platform Referee

Red side or blue side can do emergency if someone gets hurt.

The referee can give an emergency call if necessary.

If someone drops the white towel during the fight, it will be an emergency.



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20th DISQUALIFICATION POSITION

Platform Referee

Cross both arms in front of chest
with clenched fists.

call, Red Side or Blue Side



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21th FIRST AID POSITION

Platform Referee

Face the Medical Supervision table

Cross forearms in front of chest to
form a vertical 'cross', palms open

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22th FIRST TO FALL DOWN POSITION

Platform Referee

Extend one arm with palm facing upwards towards the competitor who is the first to fall.

Fig Samll

Cross arms in front of the abdomen, palms facing down Fig Big

● call, Red Side or Blue Side

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**23th
NOT VALID
POSITION**

Platform Referee

Extend both arms and then cross them in front of the abdomen by a swinging motion.

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24th SIMULTANEOUS DOWN POSITION

Platform Referee

Extend both arms horizontally forward and spread them to both sides with palms down

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25th WINNER POSITION

Platform Referee

Stand in center of the ring between both players, holding their wrists

Raise the winner's wrist above the head

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26th DRAW (TIE) POSITION

Platform Referee

Stand in center of the ring between both players, holding their wrists

Raise Both wrists above the head.

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