

# **IKF COMPETITION RULES**





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## COMPETITION RULES

### Article 1. Purpose

The purpose of the Competition Rules is to manage fairly and smoothly all matters pertaining to competitions of all levels to be promoted and / or organized by the IKF, and member National Associations, ensuring the application of standardized rules.

### Article 2. Application

The Competition Rules shall apply to all the competitions to be promoted and / or organized by the IKF, and member National Association.

### Article 3. Competition Area

The Competition Area for Kung Fu Taolu shall measure 12m x 8m, Kung Fu Light Juniors 6m x 6m, Kung Fu Light Seniors 8m x 8m, Kung Fu Full 8m x 8m using the metric system. The Competition Area for Kung Fu Taolu and Light Sand shall have a flat surface without any obstructing projections, and be covered with an elastic mat. The Competition Area for Kung Fu Full will be a boxing ring.

The Competition Area may also be installed on a platform 0.5m – 0.6m high from the base, if necessary, and the outer part of the Boundary Line shall be inclined with a gradient of less than 30 degrees, for the safety of the contestants.

#### 1. Demarcation of the Competition Area

- 1) The 12m x 8m and 6m x 6m, 8m x 8m area shall be called the Competition Area, and the marginal line of the Competition Area shall be called the Boundary Line. The front Boundary Line adjacent to the Recorder's Desk and the Commission Doctor's Desk shall be deemed Boundary Line #1. Clockwise from Boundary Line #1, the other lines shall be called Boundary Lines #2, #3, and #4.

#### 2. Indication of Positions

- 1) The position of the Referee shall be marked at a point 1.5m back from the center point of the Contest Area to the 3<sup>rd</sup> Boundary Line and designated as the Referee's Mark.
- 2) The position of the 1<sup>st</sup> Judge shall be marked at a point 0.5m from the corner of boundary line #1 and boundary line #2. The position of the 2<sup>nd</sup> Judge shall be marked at a point 0.5m



from the corner of boundary line #2 and boundary line #3. The position of the 3<sup>rd</sup> Judge shall be marked at a point 0.5m from the corner of boundary line #3 and boundary line #4. The position of the 4<sup>th</sup> Judge shall be marked at a point 0.5m from the corner of boundary line #4 and boundary line #1.

3) The position of the Recorder shall be marked at a point 2m back from boundary line #1 facing the Competition Area 2m adjacent to the corner of boundary line #1 and boundary line #2.

4) The position of the Commission Doctor shall be marked at a point more than 3m to the right side from the Boundary Line.

5) The position of the Contestants shall be marked at two opposing points, 1m from the center point of the Competition Area, 5m from Boundary Line #1 (red Contestant toward Boundary Line #2 and blue Contestant toward #4).

6) The position of the Coaches shall be marked at a point 1m away from the center point of the Boundary Line of each contestant' s side.

7) The position of the Inspection Desk shall be near the entrance of the Competition Area for inspection of the contestants' protective equipment.

## **Article 4. Contestant**

### **1. Qualification of Contestant**

- 1) Holder of the nationality of the participating team
- 2) One recommended by the IKF National Kungfu Association
- 3) Holder of ID Card issued by the IKF

### **2. Medical Control**

1) At the Kungfu events promoted or sanctioned by the IKF, any use or administration of drugs or chemical substances described in the IKF Anti-doping by-laws is prohibited. However, the IOC Anti-doping by-laws shall be applied to the Kungfu competition of Olympic Games and other multi-sports Games.

2) The IKF may carry out any medical testing deemed necessary to ascertain if a contestant has committed a breach of this rule, and any winner who refuses to undergo this testing or who proves to have committed such a breach shall be removed from the final standings, and the record shall be transferred to the contestant next in line in the competition



standings.

- 3) The Organizing Committee shall be liable for arrangements to carry out medical testing.
- 4) The details of the IKF Anti-Doping Regulation shall be enacted as part of the by-laws.

### 3. Documentary Evidence of Contestants

- 1) Individual Application Form along with recent photograph
- 2) Health Certificate issued not less than 1 month
- 3) Parent Authorization / Guardian's approval
- 4) NOC from IKF National Member Association in case of participating from any other country

## **Article 5. Classification and Methods of Competition**

### 1. Competitions are divided as follows.

- 1) Individual competition shall normally be between contestants in the same weight class. When necessary, adjoining weight class may be combined to create a single classification. No contestant is allowed to participate in more than one (1) weight category in one event.
- 2) Team Competition: Kung Fu Light  
Five (5) contestants from each national association

2. All International-level competitions recognized by the IKF shall be formed with participation of at least 4 countries with no less than 4 contestants in each weight class, and any weight class with less than 4 contestants cannot be recognized in the official results.

## **Article 6. Disciplines and Weight categories of Competition**

### 1. Kung Fu Tao Lu (all styles)

Tao Lu Bare Hands and Weapon Categories for the athletes:

- 1) 9 - 12 years minus one day
- 2) 12-15 years minus one day
- 3) 15 - 18 years minus one day
- 4) 18-35 years minus one day

Tao Lu Bare Hands categories:

- Northern Kung Fu Style
- Southern Kung Fu Style
- Wing Chun Kung Fu
- Free Bare Hand Forms



Tao Lu Weapon styles:

- Kung Fu Straight Swords
- Kung Fu Curved Swords
- Kung Fu Long Stick (wooden)
- Kung Fu Spear
- Kung Fu Nunchaku (Kung Fu sticks)
- Free Weapon Forms

2. The performance of modern wushu styles is prohibited.
3. Evaluation of the performance will be on the following guidelines:
  - 1) Speed
  - 2) Power
  - 3) Coordination
  - 4) Low positions
  - 5) Eye position
  - 6) Balance
4. Scoring
  - 1) General performance - 6 points
  - 2) Force and coordination - 2 points
  - 3) Spirit and determination - 2 points
5. Loss of points
  - 1) Spirit and determination - 2 points
  - 2) Momentary loss of balance - minus 2 points
  - 3) Repeated momentary loss of balance - minus 3 points
  - 4) Loss of balance and fall to the ground , including touching the ground with the hand - minus 3 points
  - 5) Momentary involuntary pause - minus 1 point
  - 6) Incomplete - no score
  - 7) If the weapon accidentally touches the ground or bumps the athlete's body - minus 1 or 2 points
  - 8) Deformation of the weapon - loss of 1 to 3 points
  - 9) Breaking of the weapon - loss of 1 to 4 points
  - 10) Dropping of the weapon - loss of 1 to 4 points
  - 11) Beginning and the end of the performance done incorrectly - minus 1 point
6. Traditional Kung Fu costume is acceptable only with long sleeves, clean and ironed, with personal sash.



## 2. Kung Fu Light

1. Kung Fu Light system allows the athletes to compete with no risk of serious injury under safety rules, which takes into consideration male and female juniors.
2. Male and female junior age category includes ages from 12 years up to 14 years minus one day:
  - 1) Boys' weight categories -30, -33, -36, -40, -44, -48, -52, -56, -60, +60
  - 2) Girls' weight categories -30, -33, -36, -40, -44, -48, -52, -56, -60, +60
3. Male and female junior age category includes ages from 14 years up to 16 years minus one day:
  - 1) Boys' weight categories -40, -44, -48, -52, -56, -60, -65, -70, +70
  - 2) Girls' weight categories -36, -40, -44, -48, -52, -56, -60, +60
4. Male and female junior age category includes ages from 16 years up to 18 years minus one day:
  - 1) Boys' weight categories -44, -48, -52, -56, -60, -65, -70, +70 kg
  - 2) Girls' weight categories -40, -44, -48, -52, -56, -60, -65, +65
5. Male and female senior age category includes ages from 18 years up to 35 years minus one day:
  - 1) Men weight categories -52, -56, -60, -65, -70, -75, -80, +80 kg
  - 2) Women weight categories -50, -60, -70, -80, +80 kg

**Note: Each age group may, subject to numbers, be further sub-divided by weight and height with the agreement of the organizers and the Chief Head Judge. If there are insufficient numbers in any weight category or age group they will be merged with another weight category or age group if such is judged to be safe with the agreement of the organizers and the Chief Head Judge. In the under 18's category if a contestant is deemed by the Chief Head Judge to be too big for their group can be re-assigned to a higher group.**

6. The Fighter's Equipment
  - 1) Individually fitted head protector (helmet), open helmets are forbidden
  - 2) Individually fitted tooth protector (gum shield)
  - 3) T-shirt (sleeveless undershirts or bare-chest is prohibited penalty



- disqualification)
- 4) Individually fitted chest protector
  - 5) Hand bandages max 2.5 metres and gloves 10/12 OZ in all weight categories
  - 6) Long black Kung Fu trousers (kickboxing or any kind of other trousers, shorts prohibited - penalty disqualification)
  - 7) Individually fitted groin-protector for men and women
  - 8) Individually fitted foot protectors (shin guard)
7. All preliminary matches are conducted in 2 rounds of 1.5 minutes for children aged 12 – 15 years. All preliminary matches are conducted in 2 rounds of 2 minutes for juniors aged +15 – 18 and +18 – 35 years. There is a break of 1 minute duration between rounds. When neither fighter dominates the other, the rounds are even, the 3rd round should be conducted. All final matches are conducted 3 rounds of 1.5 minutes for children aged 12 – 15 years. All final matches are conducted 3 rounds of 2 minutes for juniors aged +15 – 18 and seniors aged +18 – 35 years. There is a break of 1 minute duration between rounds. When neither fighter dominates the other, the rounds are even, the weigh-in will be conducted and the contestant with less weight will be a winner.
8. Legal techniques
- 1) All forms of boxing combined with kicks to the body and the head with controlled contact.
  - 2) All types of foot sweeps below the ankle.
  - 3) Rear and reverse kicks to the body with controlled contact.
  - 4) All types and forms of throwing in 3 seconds **not more than twice in a round.**
  - 5) All Kung Fu Full legal rules are permitted in Kung Fu Light on the basis of light contact **using only 40 per cent of the contestant's power against the opponent. The contestant receives a point for the strike executed +40 per cent. The contestant will not get any point for the strike executed between 40 to 50 per cent. The contestant receives a minus point for any strike executed +50 per cent.**
9. Illegal techniques
- 1) Any kind of strong contact that results in knock down – penalty disqualification
  - 2) Any strike, blow, punch or kick which is executed without restraint and control – Penalty - deduction of 1-2 points
  - 1) All kicks to the knees
  - 2) All strikes, blows, punches and kicks to the back, hips and any side of the neck
  - 3) Any type of strikes and blows with the elbows, head and knees
  - 4) Foot sweeps with the contact point being above the ankle knuckle
  - 5) Any type of attack against the joints from any direction
  - 6) Any type of strike to the groin
  - 7) Any form or type of kicks with the heel against the head
  - 8) Any form or type of kicks with the shin inside or outside the thighs





- 9) Pushing with the gloves and biting
- 10) All strikes, blows and punches executed with the palm side of the gloves
- 11) Any type of aggressive behavior
- 12) Fighting before or after the command of "Start" and "Stop"
- 13) Shouting and showing dramatic expression
- 14) Attacking on a downed opponent
- 15) Spitting out the gum shield and putting off any kind of protective equipment during the match
- 16) Any substance like oil, lotion and jelly on the body
- 17) Any other punches apart from the legal punch (legal striking zone of the glove)
- 18) Disobeying the referee or judges

#### 10. Scoring

- 1) 1 point
  - i. Any legal strike or punch to the body or to the head, to a legal area
  - ii. When the person doing a throw falls on top of the opponent
  - iii. Any legal foot sweep if the balance is broken or the opponent is downed
- 2) 2 points
  - i. Any legal kick to the head, to a legal area
  - ii. When the person doing a throw remains standing, while the opponent is downed
- 3) Minus point
  - i. Minus points are given for using any illegal technique or doing prohibited actions, also for the coach. In case of a serious violation of the rules, the referee stops the fight with the command "Stop" and issues minus point. Should a fighter receive 3 minus points in one match, immediately he is disqualified.

#### 11. Evaluation of the fight will be on the following guidelines:

- 1) Best technique
- 2) Best combinations
- 3) Fighting spirit and initiative
- 4) Good sportsmanship and fair play
- 5) Number of points scored
- 6) Number of minus points

12. All legal kicks or punches must be directly without being blocked or parried on any legal area. For punches and blows the technique must be delivered with the legal striking zone of the glove.

13. The contestant should use minimum one kick after 3 hand movements. In case the athlete fails to do that, his/her scores got by continuous punching will not be



considered.

**Note: Kung Fu Light Team competition is executed with 3 athletes from each country without age category.**

### 3. Kung Fu Full

1. Age category includes senior ages from 16 years up to 18 years minus one day.

Men weight categories -44, -48, -52, -56, -60, -65, -70, + 70 kg

2. Age category includes senior ages from 18 years up to 35 years minus one day.

Men weight categories -52, - 56, -60, -65, -70, -75, -80, -85, -90, +90 kg

#### 3. The Fighter's Equipment

- 1) Individually fitted head protector (helmet), open helmets are forbidden
- 2) Individually fitted tooth protector (gum shield)
- 3) T-shirt (sleeveless undershirts or bear-chest is prohibited - penalty disqualification)
- 4) Individually fitted chest protector
- 5) Hand bandages max 2.5 meters
- 6) Gloves 12 OZ in all weight categories
- 7) Shorts (long trouser is prohibited - penalty disqualification)
- 8) Individually fitted groin-protector
- 9) Individually fitted foot protectors (shin guard)

4. All preliminary matches are conducted 2 rounds of 2 minutes. There is a break of 1 minute duration between rounds. When neither fighter dominates the other, the rounds are even the 3<sup>rd</sup> round should be conducted.

5. All final matches are conducted 3 rounds of 2 minutes. There is a break of 1 minute duration between rounds. When neither fighter dominates the other, the rounds are even, the weigh-in will be conducted and the contestant with less weight will be a winner.

#### 6. Legal techniques

- 1) All forms of boxing in combination with kicks to the body and head
- 2) Low kicks to the thighs, inside and outside
- 3) Rear (reverse) kicks to the body or the head, spinning back kicks to the body and to the head with full contact to knock out the opponent, also foot sweeps are permitted



- 4) All types and forms of throwing in 3 seconds.

## 7. Illegal techniques

- 1) Pushing with the gloves and biting
- 2) All strikes, blows and punches executed with the palm side of the gloves are prohibited
- 3) All kicks to the back and back of the neck are prohibited
- 4) Any form of butting with the head is prohibited
- 5) All attacks (strikes, punches, kicks) against the joints are prohibited
- 6) Kicks to the groin is prohibited
- 7) Attacking a downed opponent, or an opponent who touches the floor with his/her gloves is prohibited
- 8) Spitting out one's tooth protector (gum-shield) is prohibited
- 9) All kicks to the knees
- 10) Any type of strikes and blows with the elbows
- 11) Foot sweeps with the contact point being above the ankle knuckle
- 12) Any form or type of kicks with the heel against the head
- 13) Holding the ropes of the ring and attacking an opponent, also in clinching situations

## 8. Scoring

- 1) 1 point
  - i. Any legal punch to the body, head, to a legal area
  - ii. Any legal kick to the body, legs, to a legal area
  - iii. When the contestants do not fight for 15 seconds, the referee chooses, which of the two athletes is to attack. If the athlete chosen does not attack within 15 seconds, he loses one point
  - iv. When the person doing a throw falls on top of the opponent
  - v. When using a sacrifice technique (sweep, scissors, flying kick, etc) an athlete falls to the ground without touching the opponent, he loses 1 point
  - vi. Any legal foot sweep if the balance is broken or the opponent is downed
- 2) 2 points
  - i. Any legal kick to the head, to a legal area
  - ii. Any legal jumping kicks to the head and body
  - iii. The opponent falls to the ground and the person doing the throw remains standing
  - iv. Any legal punch or kick that makes the opponent fall to the ground

- 3) Minus point



Minus points are given for using any illegal technique or doing prohibited actions also for the coach. In case of a serious violation of the rules, the referee stops the fight with the command "Stop" and issues minus point. Should a fighter receive 3 minus points in one match, immediately he/she is disqualified.

9. Evaluation of the fight will be on the following guidelines:
  - 1) Best technique
  - 2) Effective parries and counterattacks
  - 3) Best combinations
  - 4) Fighting spirit and initiative
  - 5) Good sportsmanship and fair play
  - 6) Number of points scored
  - 7) Number of minus points and knock downs
10. All legal kicks or punches must be directly without being blocked or parried on any legal area. For punches and blows the technique must be delivered with the striking zone of the glove.
11. The contestant should use minimum one kick after 3 hand movements. In case the athlete fails to do that, his/her scores got by continuous punching will not be considered.

#### **4. Kung Fu Extra Full**

Age category includes senior ages from 18 years up to 35 years minus one day.

Men weight categories -50, -60, -70, -80, -90, +90 kg

All preliminary matches are conducted 5 rounds of 3 minutes.

All matches are conducted in a ring 7x7 or 8x8, which complies with the international IKF specifications.

#### **The Fighter's Equipment**

- 1) Individually fitted tooth protector (gum shield)
- 2) Hand bandages max 2.5 meters
- 3) Gloves 12 OZ in all weight categories
- 4) Shorts (**long trousers are prohibited**)
- 5) Individually fitted groin-protector



All preliminary matches are conducted 5 rounds of 3 minutes. There is a break of 1 minute duration between rounds.

All final matches are conducted 5 rounds of 3 minutes. There is a break of 1 minute duration between rounds. When neither fighter dominates the other and the rounds are even, the weigh-in will be conducted and the contestant with less weight will be a winner.

### **Legal techniques**

- 1) All forms of boxing in combination with kicks to the body and head
- 2) Low kicks to the thighs, inside and outside
- 3) Rear (reverse) kicks to the body or the head, spinning back kicks to the body and to the head with full contact to knock out the opponent, also foot sweeps are permitted
- 4) Any kind of throwing
- 5) Holding the opponent's leg while executing striking or punching techniques
- 6) **When the opponent is down it is allowed to use choking and painful movements in 30 seconds**

### **Illegal techniques**

- .. Any forms of biting are prohibited
- .. All strikes, blows and punches executed with the palm side of the gloves are prohibited
- .. All kicks to the back and back of the neck are prohibited
- .. Any form of butting with the head is prohibited
- .. All attacks (strikes, punches, kicks) against the joints are prohibited
- .. Kicks to the groin is prohibited
- .. Attacking a downed opponent, or an opponent who touches the floor with his/her gloves is prohibited
- .. Spitting out one's tooth protector (gum-shield) is prohibited



- “ Holding the ropes of the ring and attacking an opponent, also in clinching situations

## **Scoring**

### **1 point**

- 1) Any legal punch to the body, head, to a legal area
- 2) Any legal kick to the body, legs, to a legal area
- 3) When the contestants do not fight for 8 seconds, the referee chooses, which of the two athletes is to attack. If the athlete chosen does not attack within 8 seconds, he/she loses one point
- 4) When the person doing a throw falls on top of the opponent
- 5) When using a sacrifice technique (sweep, scissors, flying kick, etc) an athlete falls to the ground without touching the opponent, the opponent gets 1 point
- 6) Any legal foot sweep if the balance is broken or the opponent is downed

### **2 points**

- 1) Any legal kick to the head, to a legal area
- 2) Any legal jumping kicks to the body
- 3) The opponent falls to the ground and the person doing the throw remains standing

### **3 points**

- 1) Any legal punch that makes the opponent fall to the ground
- 2) Any legal kick that makes the opponent to fall to the ground
- 3) Jumping kicks to the head

### **Minus point**

Minus points are given for using any illegal technique or doing prohibited actions, also for the coach.



In case of a serious violation of the rules, the referee stops the fight with the command “Stop” and issues minus point. Should a fighter receive 3 minus points in one match, immediately he/she is disqualified.

## 5. Tai Chi

1. Every athlete should be aware of the energy source in his/her body. One is able to obtain this by correct way of practicing and learning the ways of breathing. Taichi must, generally, be exercised in the area that is fresh and full of oxygen.
2. Any Taichi style may be performed at the IKF World Kung Fu Championships.
3. Age Division in Taichi Bare Hands and Weapon Categories for the athletes:
  - 1) 15 - 18 years of age
  - 2) 18-35 years of age
  - 3) +35 years of age
4. The time limit of the performance is from 1.5 to 3 minutes. However, it can vary from time to time during the competition.

## 6. Tui Shou

1. Tui Shou (Push Hands) is based on balance. In this competition the opponents do not punch and kick each other, but try to lose each other's balance by pushing each other. There is no weight limit in this category and 8 right / 8 left point system is used.
2. Age Division:
  - 1) 18 - 35 years of age
  - 2) + 35 years of age

## Article 7. Knock Down in Kung Fu Full

1. When a contestant is staggered showing no intention or ability to pursue the match
2. When the referee judges that the contest cannot continue as the result of any power technique having been delivered.
3. When a contestant is knocked down as the result of the opponent's legitimate attack, the referee shall take the following measures.
  - 1) The referee shall keep the attacker away from downed contestant by declaration of “Break”.



- 2) The referee shall count aloud from "One" up to "Ten" at one second interval towards the downed contestant, making hand signals indicating the passage of time.
- 3) In case the downed contestant stands up during the referee's count and desires to continue the fight, the referee shall continue the count up to "Ten". The referee shall then determine if the contestant is recovered and, if so, continue the contest by declaration of "Continue".
- 4) When a contestant who has been knocked down cannot demonstrate the will to resume the contest by the count of "Ten", the referee shall announce the other contestant winner.
- 5) In case both contestants are knocked down, the referee shall continue counting by "Ten" as long as one of the contestants has not sufficiently recovered.
- 6) When both contestants fail to recover by the count of "Ten", the winner shall be decided upon the match score before the occurrence of Knock Down.

4. Any contestant suffering a knockout as the result of a blow to the head will be allowed to compete the next day. Before entering a contest, the contestant must be examined by the medical doctor, who must certify that the contestant is recovered and able to compete.

#### **Article 8. Medical Procedures and Weighing-in**

1. All athletes must be available for medical inspection including dope testing as and when required by the IKF.
2. **During weigh-in, the competitor must submit a health certificate showing his electroencephalogram (EEG), electrocardiogram (ECG), blood pressure and heart rate in a medical check-up taken within 30 days before his registration.**
3. During weigh-in, the male contestant shall wear underpants and the female contestant shall wear underpants and brassiere.
4. Weigh-in shall be made once, however, one more weigh-in is granted within the time limit to the contestant who did not qualify the first time.
5. So as not to be disqualified during official weigh-in, scales, the same as the official one, shall be provided at the contestants' place of accommodation or at the arena for pre-weigh-in.

#### **Article 9. Procedure of the Contest**

##### **1. Call for contestants**

The name of the contestants shall be announced three times beginning three minutes prior to the scheduled start of the contest. The contestant who fails to appear in the contest area within one minute after the scheduled start of the competition shall be regarded as withdrawn.





## 2. Physical and Costume Inspection

After being called, the contestants shall undergo physical and costume inspection at the designated inspection desk by the inspector designated by the IKF upon entering the competition area, and the contestant shall not show any signs of aversion, and also shall not bear any materials which may cause harm to the other contestant.

## 3. Start and end of the contest

The Kung Fu Light/Kung Fu Full contest in each round shall begin with the declaration of "Fight" by the referee and shall end with the declaration of "Stop" by the referee.

## 4. Procedure before the Beginning and after the End of the Contest

- 1) The contestants shall face each other and make a standing bow at the referee's command of "Attention" and "Bow". A standing bow shall be made 30 degrees with the head and the fists clenched in front of the chest.
- 2) The referee shall start the contest by commanding "Ready" and "Fight".
- 3) The referee shall declare the winner by raising the winner's hand after the decision of the Head Judge.

## 5. Contest Procedure in Team Competition

- 1) Both teams shall stand facing each other in line in submitted team order.
- 2) Both teams shall leave the Contest Area and stand by at the designated area for each contestant's match.
- 3) Both teams shall line up in the Contest Area immediately after the end of the final match facing each other.
- 4) The referee shall declare the winning team by raising his/her own hand to the winning team's side

## **Article 10. Refereeing Officials**

### 1. Qualifications

Holders of International Referee/ Judge Certificate registered by the IKF.

### 2. Duties

- 1) Referee



- 1) The referee shall have control over the match
- 2) The referee shall have the right to make decisions independently in accordance with the prescribed rules.
- 3) In case of a tie or scoreless match the decision of superiority shall be made by all refereeing officials after the end of the third round.

## 2) Judges

- 1) The judges shall mark the valid points immediately.
- 2) The judges shall state their opinions forthrightly when requested by the referee.

## 3) Uniform of the Refereeing Officials

- 1) The referees and judges shall wear the uniform designated by the IKF. Judges shall wear the prescribed attire which shall be either specifically announced for the event and may include items such as specially printed tee/sweat shirts or track suits. Otherwise the standard dress code shall be black shoes, black socks, black trousers, black belt and a white shirt (short or long sleeves).
- 2) The refereeing officials shall not carry or take any materials to the arena which might interfere with the contest.

## 3. Responsibility for Judgement

Decisions made by the referees and judges shall be conclusive and they shall be responsible to the Competition Supervisory Board for those decisions.

At each match area the responsible chief of the referees will be the Match Inspector. He/she is responsible that at his/her match area all IKF rules will be correctly applied. He/she is also responsible that just neutral referees are in duty, depending on the contestants (e.g. not from the same club/country). The selection of referees and judges shall take place by the Match Inspector prior to each match under supervision of the head referee in duty. Nobody, no official manager, country president, contestant or coach will be eligible to choose or refuse a referee or judge for a match when he is a neutral one according to the rules.

Should a referee be taken ill or be changed by the Match Inspector or the Head Referee during a match the timekeeper shall strike the gong to stop the match time, whereupon the next neutral referee takes over and proceeds with refereeing the match. The head of all Match Inspectors is the Head Judge. He/she must be international IKF referee and well experienced in IKF rules and regulations. He/she is responsible for a proper running of the tournament concerning the referees. At the end of a competition he/she has to make a short note of all the



referees and match inspectors he/she has had. A head judge at the continental and world championships will be dominated only by the IKF Referee Committee.

All licensed international IKF judges and referees should be registered in the central archives of the IKF Referees Committee.

### **Article 11. Recorder**

The recorder shall time the contest and periods of time-out, suspension, and also shall record the awarded points, and/or deduction of points.

### **Article 12. Other matters not specified in the Rules**

In the case that any matters not specified in the Rules occur, they shall be dealt with as follows.

1. Matters related to the competition shall be decided through consensus by the refereeing officials of the pertinent contest.
2. Matters not related to the specific contest shall be decided by the Executive Council.
3. The Organizing Committee shall prepare a video tape recorder at each court for recording and preservation of the match process.

### **Article 13. Arbitration and Sanction**

#### **1. Composition of the Competition Supervisory Board**

- 1) Qualification of members—Qualified Competition Supervisory Board members shall be members of the IKF Executive Council or persons with sufficient Kungfu experience and who are recommended by the IKF President or Secretary General. One Technical Delegate shall be the ex-officio member.
- 2) Composition of the Competition Supervisory Board: one Chairman and fewer than six members plus the Technical Delegate
- 3) The President, on the recommendation of the Secretary General, shall appoint the Chairman and members of the Competition Supervisory Board.

2. The Competition Supervisory Board shall make corrections of referees' or judges' misjudgments in accordance to the board members' decisions on protests, and take disciplinary action against officials who make such misjudgments or engage in any illegal behavior. The results of such disciplinary decisions shall be sent to the Secretariat of the IKF. The Competition Supervisory Board shall evaluate the performances of referees and judges. The Competition Supervisory Board shall also concurrently act as the Extraordinary



Committee of Sanction during competition with regard to competition management matters.

### **3. Procedure of Protest**

- 1) In case there is an objection to a referee judgment, an official delegate of the team must submit an application for re-evaluation of decision (protest application) together with the prescribed fee to the Competition Supervisory Board within 10 minutes after pertinent contest.
- 2) Deliberation of re-evaluation shall be carried out excluding those members with the same nationality as that of either contestant concerned, resolution on deliberation shall be made by majority.
- 3) The members of the Competition Supervisory Board may summon the refereeing officials for confirmation of events.
- 4) The resolution made by the Competition Supervisory Board will be final and no further means of appeal will be applied.

### **4. Procedure of Sanction**

- 1) The IKF President or Secretary General (in case of their absence, the Technical Delegate) may request the Extraordinary Committee of Sanction for deliberation when any of the following behaviors are committed by a coach or a contestant.
  - a. Interfering with the management of contest
  - b. Stirring up the spectators or spreading false rumor
- 2) When judged reasonable, the Extraordinary Committee of Sanction shall deliberate over the matter and take disciplinary action immediately. The result of deliberation shall be announced to the public and reported to the IKF Secretariat afterwards.
- 3) The Extraordinary Committee of Sanction may summon the person concerned for confirmation of events.



## Appendix

### Referee's Calls and Gestures

#### 1. Fist-Palm Salute

In a standing position with feet together, place the left palm against the right fist in front of the chest. (Figs 1, 2a, 2b).



Fig 1



Fig 2a



Fig 2b

#### 2. Enter the fight area

Standing at the centre of the fight area, extend both arms sideways, palms up and pointing at the competitors (Fig 3). As a call on them to enter the fight area, bend both arms at the elbow into a right angle, palms facing each other (Fig 4)

Fig 3



Fig 4





### 3. Competitors salute each other

Place the left fist towards right fist in front of the chest as a signal to both competitors to salute each other (Fig 5).



Fig 5

### 4. First round

Facing the head judge, take a bow stance and, while calling "First round!" extend one arm upward with the index finger pointing up and the other hand stretched forward (Fig 6).



Fig 6



### 5. Second round

Facing the head judge, take a bow stance and, while calling "Second round!", extend one arm upward with the index and middle fingers separated and pointing up, and the thumb and the other two fingers clenched (Fig 7)



### 6. Third round

Facing the head judge, take a bow stance and, while calling "Third round!", extend one arm upward with the thumb and the index and middle fingers separated and pointing up and the other two fingers clenched (Fig 8).



Fig 8



### 7. "Ready!" & "Fight!"

Take a bow stance between the two competitors, extend one arm forward and say "Fight!" while placing other fist on your side (Fig 9).



Fig 9

### 8. "Stop!"

While calling "Stop!" take a bow stance and insert one extended arm between the two competitors, fingers pointing forward (Fig 10).



Fig 10





### **9. Count**

Facing the fallen competitor, with both arms bent at elbow and both hands clenched into fists in front of the body, palm side facing forward, unbend the fingers one by one from the thumb to the little finger, at an interval of one (1) two (2).

### **10. Appointed attack**

Extend one arm between the two competitors, with the thumb extended and the fingers clenched, palm side down. Move the hand horizontally in the direction of the thumb as a signal for appointed attack (Fig 11).



Fig 11

### **11. Warning**

Extend one arm towards the competitor receiving a warning and push the other hand forward, thumb pointing up (Fig 12).



Fig 12



### 12. One Point

Extend one arm towards the competitor receiving 1 point, push the other hand forward, index finger pointing up (Fig 13).



Fig 13

### 13. Two Points

Extend one arm towards the competitor winning 2 points, push the other hand forward, index and middle fingers pointing up (Fig 14).



Fig 14



**14. Hit the back of head**

Extend one arm towards the offender and place the other hand on the back of the head.

**15. Elbow foul**

Bend both arms in front of the chest and cover one elbow with the other hand.

**16. Knee foul**

Raise one knee and pat the knee with the hand of the same side (Fig 15).



Fig 15

**17. Minus point**

Extend one arm towards the competitor, push the other hand forward, thumb pointing down (Fig 16).



Fig 16



### 18. Inactiveness

Move your arms in circles in front of the abdomen when the competitors are inactive for 15 seconds (Fig 17, 18)



Fig 17



Fig 18

### 19. Disqualification

Cross the forearms in front of the body (Fig 19).



Fig 19



## 20. Not valid

Extend both arms and cross them in a swing in front of the abdomen (Figs 20, 21, 22).



Fig 20



Fig 21



Fig 22

## 21. Emergency treatment

Facing the medical supervision desk, cross forearms in front of the chest, fingers pointing up (Fig 23)



Fig 23



## 22. Rest

Extend both arms sideways, palms up, to point at the competitors' rest places (Fig 24).



Fig 24

## 23. Exchange positions

Standing at the centre of the platform, cross arms in front of the chest (Fig 25)



Fig 25



#### **24. Winner**

Standing between the competitors, hold the winner's wrist and raise his hand (Fig 26).



Fig 26

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