



IWUF

2023 IWUF International Wushu Judges
Training Certification Course

武术套路竞赛规则（节选） 2019

Wushu Taolu Competition Rules (Excerpt) 2019

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Chapter 1 Judges



Article 1 Composition of Judges Groups

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Judges Groups

1.1. Chief Referee x 1; Assistant Chief Referee(s) x 1-2.

1.2. For each Field of Play with Events with Degree of Difficulty (13 people in total):

- Head Judge x 1
- A Group (Quality of Movements) Judges x 3
- B Group (Overall Performance) Judges x 5
- C Group (Degree of Difficulty) Judges x 3
- Routine Inspector x 1.

1.3. For each Field of Play with Duilian (Choreographed Sparring), Events without Degree of Difficulty and Jiti (Group Routine) (10 people in total) :

- Head Judge x 1;
- A Group (Quality of Movements) Judges x 3;
- B Group (Overall Performance) Judges x 5;
- Routine Inspector x 1.

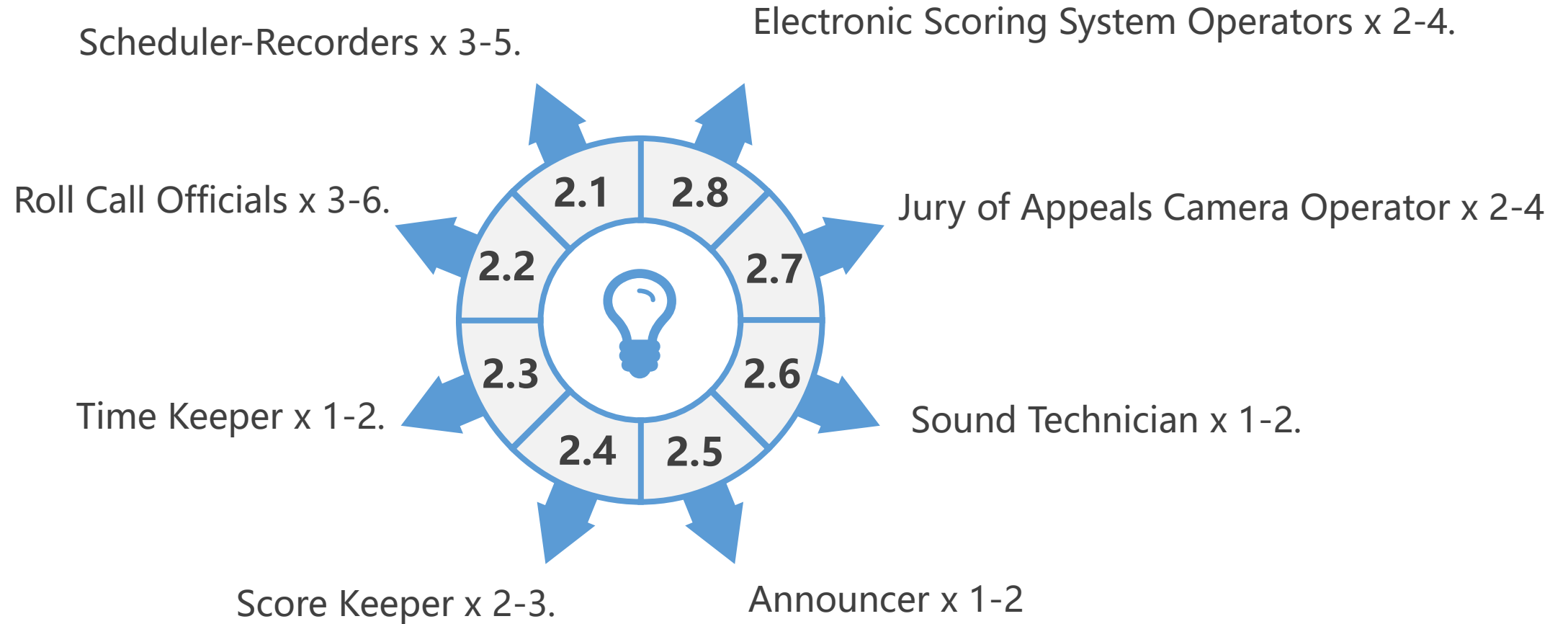
1.4. Chief Scheduler–Recorder x 1.

1.5. Chief Registrar x 1.



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Competition Officials



When not utilizing an electronic scoring system, Time Keepers and Score Keepers must be utilized.

Article 2 Duties of Officials

1 Chief Referee

- 1.1 Leads the work of all competition officials in a supervisory capacity and ensures that all rules and regulations are implemented correctly.
- 1.2 Explains the rules and regulations but may not alter them.
- 1.3 May replace judges during the course of competition, if necessary; Has the right to take disciplinary actions against judges who have committed serious errors.
- 1.4 May issue warnings to competitors and/or coaches who are causing trouble at the competition site and, should the competitor(s) and/or coach(es) refuse to conform, may propose to the IWUF Technical Committee to take appropriate action, which may include cancellation of competition results.
- 1.5 Reviews and announces competition results and compiles a summary of the judging group's work.



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Assistant Chief Referee

- 2.1. Assists the Chief Referee with his or her related tasks.
- 2.2. May act on behalf of the Chief Referee in case of their absence.



3. Head Judge

3.1

Is responsible for leading the judges' refresher course and overseeing judges' performance.

3.2

May deduct points should a routine duration be under or over time and/or for choreography errors; May award bonus points for innovative Degree of Difficulty Techniques.

3.3

Advises the Chief Referee to take disciplinary action against a judge who has committed serious errors.



Scoring Judge

- 4.1 Participates in the judges' refresher courses and diligently completes all preparation work.
- 4.2 Implements the rules, and judges independently and free from conflicts of interest in conformity with the rules, while keeping a detailed record.
- 4.3 A Group Judges are responsible for evaluating the Quality of Movements of a competitor's performance routine.
- 4.4 B Group Judges are responsible for evaluating the Overall Performance of a competitor's performance routine.
- 4.5 C Group Judges are responsible for evaluating the registered Degree of Difficulty techniques of a competitor's performance routine.



5. Routine Inspector

5.1.Possesses mastery of the routine rules, regulations, and all of the compulsory routines.

5.2.Evaluates and inspects the execution and choreography of an athlete's routine to determine whether or not it conforms to the requirements.



6. Chief Scheduler–Recorder

- 6.1 -----• Is responsible for all recording work and ensures all competition data and records are accurate.
- 6.2 -----• Reviews and confirms registration data and prepares the competition program accordingly.
- 6.3 -----• Organizes the Drawing of Lots Ceremonies.
- 6.4 -----• Prepares all competition forms and competition start lists, reviews each event's results, and prepares ranking lists.
- 6.5 -----• Oversees and ensures the preparation work of the electronic scoring system operators, as well as the on-site system tests.
- 6.6 -----• Prepares the results in line with the requirements.



7. Chief Registrar

7.1 Organizes and prepares roll-call, ensuring competition sessions start on time.

7.2 Organizes the Awards Ceremony and leads the roll-call for attending athletes.



8. Scheduler-Recorder

Assists with all recording work and ensures all competition data and records are accurate.

Performs all tasks as assigned by the Chief Scheduler–Recorder.

9. Roll-Call Official

Assists with competitor check-in based on the information provided by the Chief Registrar.

Performs all tasks as assigned by the Chief Registrar.



10. Time Keeper

Records each athlete's complete routine performance duration reporting to the Head Judge.

11. Score Keeper

Records each judge's scoring results and calculates the competitor's final score.

12. Announcer

Announces via public address system pertinent competition information and updates as necessary. Performs all announcements in a timely manner.



13. Sound Technician

13.1. Maintains audio and video devices to ensure correct operation for all audio needs.

13.2. Collects and prepares music of the athletes (teams) and plays the appropriate music for the athletes (teams).

14. Jury of Appeals Camera Operator

14.1. Records each competition event in full without interruption.

14.2. Manages and archives all footage.





Chapter 2 Jury of Appeals



Article 3 Composition of the Jury of Appeals

The Jury of Appeals comprises of one (1) Chairman, one (1) Vice-Chairman, and one, three, or five (1, 3, or 5) members.



Article 4 Duties and Rights of the Jury of Appeals

4. Duties and Rights of the Jury of Appeals

1. Receives team appeals and makes decisions in a timely manner.
2. Members of Jury of Appeals may not participate in or vote on issues related to their own association or federation.
3. In case of a tie vote, the chairman of the Jury of Appeals has the right to make the final decision.
4. All Jury of Appeals' decisions and rulings are final.





Chapter 3 General Regulations



Article 5 Competition Types

Classification Based on Format

- 1.1 Individual Events.
- 1.2 Team Events.
- 1.3 Individual and Team Events.

Classification Based on Age Groups

- 2.1 Senior Events.
- 2.2 Junior Events.
- 2.3 Children Events.



Article 6 Competition Events

1. Optional Routine Events

1.1. Optional bare-hand routine events: Changquan, Nanquan, Taijiquan. 1.2. Optional weapon routine events: Jianshu, Daoshu, Nandao, Taijijian, Qiangshu, Gunshu, Nangun.

2. Compulsory Routine Events

2.1 Compulsory bare hand routine events.

2.2 Compulsory weapon routine events.

3. Duilian (Choreographed Sparring) Events

3.1. Bare-hand duilian, weapon duilian, and bare hand vs. weapon duilian.

4. Jiti (Group Routine) Events



Article 7 Age Categories

1.1. Adult Age Group:

18 years of age (including 18) and above.

1.2. Junior Age Group: Between 15 years of age and 17 years of age (including 17).

1.3. Youth Age Group: Between 12 years of age and 14 years of age (including 14).

1.4. Children's Age Group:

11 years of age (including 11) and below.



Article 8 Determining Event Start Order

1. The athlete start order for each event is determined by a drawing of lots carried out by the recording group and supervised by the Jury of Appeals and the Chief Referee.
2. In events with qualification rounds, the start order for the finals will follow the qualification placing results from low to high. In the case of a tie, lots will be drawn.

Article 9 Roll-Call

Competitors shall arrive at the designated area for the first roll-call, which will occur 30minutes prior to the start of the event. The second roll-call will occur 20 minutes prior to the start of the event, and the third roll-call will occur 10 minutes prior to the start of the event.



Article 10 Competition Etiquette

The athlete shall issue a palm-and-fist salute to the head judge when they are called to and/or announced at the field of play, when they have completed their routine, and when their final scores are displayed.

Article 11 Time Keeping

Timing will commence from the first movement an athlete makes after they have assumed a static position. Once an athlete has assumed an upright position and brings his or her feet next to each other upon completion of his or her routine, the timing will stop.



Article 12 Displaying of Scores

Each athlete's results shall be openly displayed.

Article 13 Forfeit

Should an athlete fail to attend a roll-call, it will be considered as a forfeit.



Article 14 Appeals Procedure

1.1. Appeals may only be lodged with regards to C Group (Degree of Difficulty) appraisal, routine choreography deductions, or routine time limit issues.

1.2. Appeals may only be lodged by team coaches or team leaders on behalf of their own team's athletes.



2. Requirements

2.1. Each Team has the right to appeal at most two (2) times within a single competition, and the content of each appeal may only address one item.

2.2. Should a participating team object to the judges' appraisal of one of its team's members, the respective team leader or team coach may lodge an appeal by submitting it in written form to the Jury of Appeals within 15 minutes of the conclusion of the athlete's routine, together with an appeal fee of US\$200.



3.Procedure

3.1. The Jury of Appeals shall immediately review and make an arbitration conclusion based on the content of the appeal, and the judgment of the Jury of Appeals shall be final.

3.2. More than half of the members of the Jury of Appeals must participate in the consideration of an appeal, and more than half of the votes must be cast in favor of a decision in order for it to be valid. If the basis of the appeal is ruled legitimate the result will be altered, and the appeal fee will be refunded; if the basis for the appeal is ruled as illegitimate, the original result will be upheld, and the appeal fee will not be refunded.

3.3. A full investigation report will be submitted in a timely manner to the organizing committee for record purposes, and a written notice will be issued to the team that has lodged the appeal.

3.4. Each team must accept the ruling of the Jury of Appeals as final. If a team is dissatisfied with the ruling and continues to argue unreasonably, such behavior will be dealt with seriously and according to the relevant provisions of the IWUF.



Article 15 Application for Recognition of Innovative Degree of Difficulty Techniques

1. Principles of Innovation

All Innovative Degree of Difficulty Techniques must conform to the intrinsic characteristics of wushu and its technical principles of motion. They should not currently exist in the "Degree of Difficulty Techniques of Optional Routines Content, Grading, Value or Coding" of Grade B or difficulty above. Innovative jumping or tumbling must include Degree of Difficulty connections.

2. Application Procedure

Application is limited to one innovative Degree of Difficulty Technique (including connections) per routine for each competition. The applying team should submit the application in written form along with a video recording of the athlete in question performing the specific. The application must be received by the International Wushu Federation Technical Committee fifty (50) days prior to the start of the competition by mail or email.



3. Taolu Innovative Degree of Difficulty Technique Assessment Committee

The IWUF Technical Committee will appoint 5 to 7 technical experts to form the "Taolu Innovative Technique Assessment Committee" that will be responsible for assessments.

4. Assessment Procedure

The Taolu Innovative Degree of Difficulty Technique Assessment Committee will be responsible for evaluating the innovative based on the above set of principles through a minimum of a two-thirds majority vote. If the is approved, the committee will confirm the name, grade, value, code, and criteria for deduction. The committee will then notify the applying team in a timely manner.



Article 16 Doping Control

Doping control tests will be conducted in line with the requirements and procedures of the International Olympic Committee and the International Wushu Federation.



Article 17 Competition Ranking

1. Individual Single Event and Duilian (Choreographed Sparring) Ranking

1.1. According the results of each event, the highest scoring athlete will be placed first, the second highest score will be placed second, on so on.

2. Individual All-Around Ranking

2.1. According to the combined results of an athlete's single individual events the highest-scoring athlete will be placed first, the second-highest score will be placed second on so on.

3. Jiti (Group Routine) Ranking

3.1. According the results of each event, the highest-scoring group will be placed first, the second- highest score will be placed second, on so on.

4. Team Event Ranking

4.1. The placing will follow the method stipulated in the regulations of the event in question.



5.Tied Scores

5.1. For Events with Degree of Difficulty, tied scores will be handled as follows and in the following order:

- The athlete who achieved the higher Degree of Difficulty score will be ranked higher.
- The athlete who successfully completed the higher-grade Degree of Difficulty(including both the Degree of Difficulty technique and the Degree of Difficulty connection) will be ranked higher.
- The athlete who successfully completed higher grade Degree of Difficulty techniques(including both the Degree of Difficulty technique and the Degree of Difficulty connection) more times will be ranked higher.
- The athlete with the higher score for Overall Performance (B Group) will be ranked higher.
- The athlete with the higher lowest-discarded Overall Performance score will be ranked higher.
- Should there still be a tie after following the above guidelines, then the final ranking will remain a tie.
- In competitions which feature preliminary and final rounds, should there be tied scores following the final rounds, the athlete with the higher preliminary-round ranking will be ranked higher.



5.2. For Events without Degree of Difficulty, Duilian (Choreographed Sparring) and Jiti (Group Routine) Events, tied scores will be handled as follows and in the following order:

- The athlete with the higher Overall Performance (B Group) score will be ranked higher;
- The athlete who has the higher lowest-discarded Overall Performance score will be ranked higher.
- Should there still be a tie after following the above guidelines, then the final ranking will remain a tie.
- In competitions which feature preliminary and final rounds, should there be tied scores, following the final rounds, the athlete with the higher preliminary-round ranking will be ranked higher.



5.3. For Individual All-Around divisions, tied scores will be handled as follows and in the following order:

- The athlete who placed first in more divisions will be ranked higher.
- The athlete who placed second more in divisions will be ranked higher.
- Should a tie still exist after following the above guidelines, then the result will remain a tie.

5.4. For team events, tied scores will be handled as follows and in the following order:

- The team with more individual event first place finishes will be ranked higher.
- The team that has attained more individual event second places will be ranked higher, and so on.
- Should a tie still exists after following the above guidelines, then the result will remain a tie.



Article 18 Routine Time Limits

1. Changquan, Nanquan, Jianshu, Daoshu, Qiangshu, Gunshu, Nandao and Nangun Routines

1.1. Senior Divisions

- No less than 1 minute 20 seconds in total duration.

1.2. Junior Divisions (including children)

- No less than 1 minute 10 seconds in total duration.

2. Optional Taijiquan, Optional Taijijian and Compulsory Taijijian Routines

- Between 3 and 4 minutes in total duration.

3. Compulsory Taijiquan Routines

- Between 5 and 6 minutes in total duration.

4. Duilian (choreographed sparring) Routines:

- No less than 50 seconds in total duration.

5. Jiti (Group Routines):

- Between 3 and 4 minutes in total duration.



Article 19 Competition Attire

1. Competition Officials

1.1. Officials must wear the specified uniforms with their IWUF judge's badge attached.

2. Athletes

2.1. During competition athletes must wear competition attire with their competitor number (competitor bib) attached to it.



Article 20 Competition Equipment and Weaponry

1 .All equipment should conform to the IWUF technical standards and requirements.

2. Weaponry

2.1. During competition, only IWUF-approved weaponry may be used, and should adhere to the following specifications:

2.1.1. Dǎo (broadsword) and Jiàn (straight sword): When holding the sword vertically (with the tip pointing upwards) in the left hand, the tip of the sword should be no lower than the upper tip of the ear. The broadsword flag, when hanging naturally, should not be shorter than 30cm in length.

2.1.2. Nándǎo (southern broadsword): When holding the sword vertically (with the tip pointing upwards) in the left hand, the tip of the sword should be no lower than the jaw.

2.1.3. Gùn (cudgel) and Nángùn (southern cudgel): The total length of the cudgel should not be shorter than the full height of the competitor.

2.1.4. Qiāng (spear): The total length of the spear should not be shorter than the length from the floor to the tip of the athlete's middle finger of his arm extended vertically above their head while standing vertically, with their feet together and legs straight. The spear tassel should not be shorter than 20 cm in length and should not be too sparse.



Article 21 Competition Music

In accordance with the regulations, for events that require accompanying music, these routines must be performed with music. Each athlete should provide his or her own music.



Article 22 Competition Area

1. Competition will take place on IWUF-approved competition mats.
2. Competition Area Regulations for Specific Routines
 - 2.1. The contest area for individual events and duilian (choreographed sparring) routines is 14 meters in length by 8 meters in width. The contest area is surrounded by a safety area of at least 2 meters in width.
 - 2.2. The contest area for Jiti (Group Routine), excluding World Taijiquan Championships Jiti (Group Routine) Events, is 16 meters in length by 14 meters in width. The contest area is surrounded by a safety area of at least 1 meter in width.
3. Other Competition Area Regulations
 - 3.1. All contest areas shall be demarcated on all 4 sides by a white line 5cm thick.
 - 3.2. The vertical empty space above the competition area should have a height of at least 8 meters.
 - 3.3. There should be at least 6 meters of distance between the 2 competition areas.
 - 3.4. The competition area may be elevated to a height between 0.6m and 1m.
 - 3.5. Lighting in the competition venue should meet the minimum illumination requirements for high definition filming and broadcast. In general, throughout each field of play, a minimum of 1000 lux is required. (The lighting over a field of play must be consistent without darker spots and may not have lights placed directly over the center of the competition mat shining directly down, as this might affect an athlete's vision when executing certain techniques.)





Chapter 4

Scoring Methods & Standards



Article 23 Events with Degree of Difficulty Scoring Methods & Standards

1. Scoring Methods

1.1. The full starting score for each of the competition events is 10.000 points (not including bonus points for innovative techniques). This comprises of Quality of Movements value of 5.00 points, Overall Performance value of 3.000 points and Degree of Difficulty value of 2.00 points (which comprises of Degree of Difficulty techniques value of 1.40 points and Degree of Difficulty connections value of 0.60 points).

1.2. The A Group judges deduct points for technique and other errors committed by an athlete during his or her performance.

1.3. The B Group judges award an Overall Performance score based on the assessment of an athlete's performance of his or her entire routine.

1.4. The C Group judges assess the Degree of Difficulty techniques executed by the competitor during the performance.

1.5. The Routine Inspector checks the athlete's routine choreography, structure, and layout for consistency and conformance with the requirements.



2. Scoring Criteria

2.1. Quality of Movements

Performance of techniques that do not conform to the requirements will have a deduction value of 0.10 per occurrence. Deduction values for other errors are between 0.10 and 0.30 per occurrence.

2.2. Overall Performance

Evaluation of power, coordination, rhythm, choreography, style, and accompanying music (if applicable), is classified into 3 main classes and 9 levels, with 3.00 – 2.51 as “Superior”; 2.50 – 1.91 as “Average”; and 1.900 –1.01 as “Inferior.”



2.3. Degree of Difficulty

2.3.1. Degree of Difficulty Techniques

For each successful execution of a Degree of Difficulty technique, points will be awarded as follows:

- A Grade Degree of Difficulty technique: 0.20 points.
- B Grade Degree of Difficulty technique: 0.30 points.
- C Grade Degree of Difficulty technique: 0.40 points.
- Should the cumulative total value for a routine's Degree of Difficulty techniques exceed 1.40 points, only a maximum 1.40 points will be awarded.

Each Degree of Difficulty technique will be evaluated only once. Only the last registered Degree of Difficulty technique (either individually or in combination) executed in a routine may have its value decreased.

Degree of Difficulty techniques executed that do not meet the requirements will not be awarded points.



2.3.2. Degree of Difficulty Connections

For each successful execution of a Degree of Difficulty connection, the following points will be awarded:

- A Grade Degree of Difficulty connection: 0.10 points.
- B Grade Degree of Difficulty connection: 0.15 points.
- C Grade Degree of Difficulty connection: 0.20 points.
- D Grade Degree of Difficulty connection: 0.25 points.
- Should the cumulative total value for a routine's Degree of Difficulty connections exceed 0.60 points, only a maximum 0.60 points will be awarded.

Each Degree of Difficulty connection's value will only be evaluated once. Only the last registered Degree of Difficulty connection (in a combination) executed in a routine may have its value decreased.

Degree of Difficulty connections executed, which do not meet the requirements, will not be awarded points.



2.3.3. Innovative Degree of Difficulty Techniques

For each successful execution of an Innovative Degree of Difficulty technique (including its connection), the following additional points will be awarded:

- B Grade Innovative Degree of Difficulty Technique (including its connection): 0.10 points.
- C Grade Innovative Degree of Difficulty Technique (including its connection): 0.15 points.
- C+ Grade Innovative Degree of Difficulty Technique (including its connection): 0.20 points.

Innovative Degree of Difficulty techniques executed unsuccessfully, will not be awarded additional points. Compulsory Routine (with Degree of Difficulty) events, the Degree of Difficulty value will be in line with each routine's specifications.

2.4. Choreography

Choreographic errors that are in contrast with the specifications and requirements will have a deduction value of 0.10-0.20 per occurrence.



Article 24 Events without Degree of Difficulty including Duilian (Choreographed Sparring) Routines and Jiti (Group Routine) Scoring Methods & Standards

1. Scoring Method

- 1.1. The full starting score for each of the competition events is 10.00 points. This comprises of Quality of Movements value of 5.00 points and an Overall Performance value of 5.00 points.
- 1.2. The A Group judges deduct points for technique and other errors committed by athletes during their performance.
- 1.3. The B Group judges award an Overall Performance score based on the assessment of athletes' performance of their entire routine.
- 1.4. The Routine Inspector checks the athletes' routine choreography, structure, and layout for consistency and conformance with the requirements.



2. Scoring Criteria

2.1. Quality of Movements

- Technique executions that do not conform to the requirements will have a deduction value of 0.10 per occurrence.
- Deduction values for other errors are between 0.10 and 0.30 per occurrence.

2.2. Overall Performance

Evaluation of power, coordination, rhythm, choreography, style, and accompanying music (if applicable), is classified into 3 main classes and 9 levels, with 5.00–4.21 as “Superior”; 4.20–3.01 as “Average”; and 3.00–1.51 as “Inferior.”

3. Choreography

Choreographic errors that are in contrast with the specifications and requirements will have a deduction value of 0.10-0.20 per occurrence.



Article 25 Displayed Score Decimal System

Scores given by B Group judges are displayed with two (2) digits after the decimal point.

The final score of the Overall Performance is displayed with three (3) digits with any digits beyond that discarded without rounding.



Article 26 Calculation of Actual Scores

1. Calculation of actual Score for Events with Degree of Difficulty

1.1 A competitor's awarded score in Events with Degree of Difficulty is the sum total of the actual scores the athlete has obtained for Quality of Movements, Overall Performance, and Degree of Difficulty.

1.1.1 Calculation of Actual Score for Quality of Movements

Should, during an athlete's routine performance, a minimum of 2 out of the 3 A Group judges identify and deduct for movement technique execution and/or other errors that contrast with the specifications and requirements, the deduction is confirmed and the respective amount is deducted. The accumulated total of such deductions shall be the actual deduction value from the full Quality of Movements value, and the remaining value will be the athlete's Actual Score for Quality of Movements.



Article 26 Calculation of Actual Scores

1.1.2 Calculation of Actual Score for Overall performance

The 5 B Group judges award an Overall Performance score based on the assessment of the athlete's entire routine performance. The averaged value of the three median judges' scores (discarding the highest and the lowest scores) will be the athlete's actual score for Overall performance.

1.1.3 Calculation of Actual Score for Degree of Difficulty

During an athlete's routine performance, a minimum of 2 out of the 3 C Group judges confirm the successful execution of the athlete's registered Degree of Difficulty techniques and/or Degree of Difficulty connections, then the Degree of Difficulty points will be awarded in line with the criteria and requirements. The athlete's final Degree of Difficulty score will comprise of the sum total of these confirmed Degree of Difficulty techniques and connections.



2. Calculation of Actual Score for Events without Degree of Difficulty, Duilian (Choreographed Sparring) and Jiti (Group Routine)

2.1 The athletes' or group's final score comprises of the sum of their Quality of Movements actual score and Overall Performance actual score.

2.1.1 Calculation of Actual Score for Quality of Movements

Should, during an athletes' routine performance, a minimum of 2 out of the 3 A Group judges identify and deduct for movement technique execution and/or other errors that contrast with the specifications and requirements, the deduction is confirmed and the respective amount is deducted.

The accumulated total of such deductions shall be the actual deduction value from the full Quality of Movements value, and the remaining value will be the athlete's actual score for Quality of Movements.



2.1.2 Calculation of Actual Score for Overall Performance

The 5 B Group judges award an Overall Performance score based on the assessment of the athlete's entire routine performance. The averaged value of the three median judges' scores (discarding the highest and the lowest scores) will be the athlete's actual score for Overall Performance.



Article 27 Head Judge's Deductions and Awarding of Bonus Points & Routine Restart

1. Head Judge's Deductions

1.1. Deductions for Routine Duration Under Time or Over Time

1.1.1. Changquan, Nanquan, Jianshu, Daoshu, Gunshu, Qiangshu, Nandao, Nangun, Duilian (Choreographed Sparring):

- 0.10 will be deducted for routines which are under time or over time by an amount of up to 2 seconds (including 2 seconds);
- 0.20 will be deducted for routines which are under time or over time by an amount of more than 2 seconds to 4 seconds (including 4 seconds), and so on.

1.1.2. For Taijiquan, Taijijian and Jiti (Group Routine) Routines:

- 0.10 will be deducted for routines which are under time or over time by an amount of up to 5 seconds (including 5 seconds);
- 0.20 will be deducted for routines which are under time over time by an amount of more than 5 seconds to 10 seconds (including 10 seconds), and so on.

1.2. Deductions for Errors of Choreography

Should an athlete's routine not meet the choreography requirements, point deductions may be made in line with the Choreography Deduction standards.



2. Awarding of Bonus Points

Innovative Degree of Difficulty Techniques

For athletes that have successfully executed their registered Innovative Degree of Difficulty Technique, bonus points will be awarded in line with the Innovative Degree of Difficulty

Techniques Bonus Points standards

3. Routine Restart

An event or competitor whose performance is interrupted by unforeseen circumstances (such as electrical supply interruption at the stadium, problems with the electronic scoring system, etc.) depending on the actual circumstances may, with the head judge's permission, repeat his or her performance without incurring additional deductions for restarting. The competitor may repeat his or her performance after the final competitor of the event in question.



Article 28 Calculation of Final Score

1. Events with Degree of Difficulty

An athlete's final score is calculated by deducting any Head Judge's deductions from and/or adding any points achieved for the successful execution of registered Innovative Degree of Difficulty Techniques to the athlete's actual score awarded by the sideline judges. The remaining value is the final score.

2. Events Without Degree of Difficulty, Duilian (Choreographed Sparring) and Jiti (Group Routine)

The athlete's final score is determined by deducting any head judge's deductions from the athlete's actual score awarded by the sideline judges. The remaining value is the final score.





Chapter 5

Optional Routine Content Requirements



Optional Routine Compulsory Content

Optional Changquan, Daoshu, Jianshu, Qiangshu, Gungshu Routine Content Requirements

1. Changquan shall contain at minimum the following:
 - 1.1. Three (3) hand shapes/forms comprising of Quán (Fist), Zhǎng (Palm), and Gōu Shǒu (Hook).
 - 1.2. Three (3) techniques employing a fist.
 - 1.3. Two (2) techniques employing a palm.
 - 1.4. One (1) offensive elbow technique.
 - 1.5. Five (5) stances comprising of Gōng Bù (Bow Stance), Mǎ Bù (Horse Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance), Xiē Bù (Cross-Legged Crouching Stance).
 - 1.6. Three (3) leg techniques comprising of leg swinging techniques/methods with the leg straight, flexion to extension, and sweep.
 - 1.7. One (1) extended balance technique

Optional Routine Compulsory Content

Optional Changquan, Daoshu, Jianshu, Qiangshu, Gungshu Routine Content Requirements

2. Jianshu shall contain at minimum the following:

2.1. Eight (8) straight sword techniques comprising of Cì Jiàn (Straight Sword Thrust), Guà Jiàn (Straight Sword Hooking Parry), Liāo Jiàn (Straight Sword Uppercut), Diǎn Jiàn (Straight Sword Pointing), Pī Jiàn (Straight Sword Chop), Bēng Jiàn (Upward Sword Tilt), Jié Jiàn (Straight Sword Intercept), Jiǎn Wàn Huā (Straight Sword Figure "8").

2.1.1. One (1) of these must include one full set of Guà Jiàn (Straight Sword Hooking Parry) on the left and right connected with Chuān Guà Jiàn (Straight Sword Hooking Parry with Pierce) behind the back.

2.2. Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance).

2.3. One (1) extended balance technique

Optional Routine Compulsory Content

Optional Changquan, Daoshu, Jianshu, Qiangshu, Gungshu Routine Content Requirements

3. Daoshu shall contain at minimum the following:

3.1. Eight (8) broadsword techniques comprising of Chán Tóu (Broadsword Twining), Guǒ Nǎo (Wrapping with the Broadsword), Pī Dāo (Broadsword Chop), Zhā Dāo (Broadsword Thrust), Zhǎn Dāo (Broadsword Hack), Guà Dāo (Broadsword Hooking Parry), Yún Dāo (Broadsword Cloud Waving), Bèi Huā Dāo (Broadsword Wrist Figure 8 Behind the Back).

3.1.1. One (1) of these must include one full set of Chán Tóu (Broadsword Twining) Guǒ Nǎo (Wrapping with the Broadsword).

3.2. Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance)

Optional Routine Compulsory Content

Optional Changquan, Daoshu, Jianshu, Qiangshu, Gungshu Routine Content Requirements

4. Qiangshu shall contain at minimum the following:

4.1. Eight (8) spear techniques comprising of Lán Qiāng (Outward Blocking with the Spear), Ná Qiāng (Inward Blocking with the Spear), Zhā Qiāng (Spear Thrust), Chuān Qiāng (Spear Piece), Bēng Qiāng (Spear Tilt), Diǎn Qiāng (Spear Pointing), Lì Wǔ Huā Qiāng (Vertical Figure “8” with the Spear), Tiāo Bǎ (Upwards Handle Strike).

4.1.1. One (1) of these must include a set of three continuous connected Lán Qiāng (Outward Blocking with the Spear), Ná Qiāng (Inward Blocking with the Spear), Zhā Qiāng (Spear Thrust) combinations.

4.2. Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance)

Optional Routine Compulsory Content

Optional Changquan, Daoshu, Jianshu, Qiangshu, Gungshu Routine Content Requirements

5. Gunshu shall contain at minimum the following:

5.1. Eight (8) cudgel techniques comprising of – Píng Lūn Gùn (Horizontal Cudgel Windmill Wave), Pī Gùn (Cudgel Chop), Yún Gùn (Cudgel Cloud Waving), Bēng Gùn (Cudgel Tilt), Jiǎo Gùn (Cudgel Enveloping), Chuō Gùn (Cudgel Poke), Lì Wǔ Huā Gùn (Vertical Figure 8 with the Cudgel), Shuāng Shǒu Tí Liāo Huā Gùn (Two-handed Vertical Cudgel Uppercut).

5.1.1. One (1) of these must include a set of three continuous connected revolutions of Shuāng Shǒu Tí Liāo Huā Gùn (Two-handed Vertical Cudgel Uppercut).

5.2. Three (3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance)

Optional Nanquan, Nandao, Nangun Routine Content Requirements

1. Nanquan shall contain at minimum the following:

1.1. One (1) hand shape/form of Hǔ Zhǎo (Tiger's Claw).

1.2. Two (2) fist techniques comprising of Guà Gài Quán (Hanging & Covering Fist), Pāo Quán (Tossing Punch).

1.3. One (1) bridge technique (Qiáo Fǎ) of Gǔn Qiáo (Rolling Bridge).

1.4. Six (6) types of stance comprising of Gōng Bù (Bow Stance), Mǎ Bù (Horse Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance), Dié Bù (Butterfly Stance), Qí Lóng Bù (Dragon Riding Stance).

1.5. One (1) footwork technique comprising of Qílín Bù (Kirin Steps).

1.6. One (1) leg technique comprising of Héng Dīng Tuǐ (Horizontal Nail Kick)

Optional Nanquan, Nandao, Nangun Routine Content Requirements

2. Nandao shall contain at minimum the following:

2.1. Eight (8) broadsword techniques comprising of Chán Tóu (Broadsword Twining), Guǒ Nǎo (Wrapping with the Broadsword), Pī Dāo (Broadsword Chop), Mǒ Dāo (Broadsword Slicing), Gé Dāo (Broadsword Parry), Jié Dāo (Broadsword Intercept), Sǎo Dāo (Broadsword Sweeping), Jiǎn Wàn Huā Dāo (Broadsword Figure 8);

2.2. Four (4) stances comprising of Gōng Bù (Bow Stance), Mǎ Bù (Horse Stance), Xū Bù (Empty Stance), Qí Lóng Bù (Dragon Riding Stance).

Optional Nanquan, Nandao, Nangun Routine Content Requirements

3. Nangun shall contain at minimum the following:

3.1.Eight(8)cudgel techniques comprising of PīGùn(Cudgel Chop),Bēng Gùn(Cudgel Tilt),Jiǎo Gùn(Cudgel Enveloping),Gǔn YāGùn(Cudgel Rolling Press),GéGùn(Cudgel Parry),JīGùn (Horizontal Cudgel Strike),Dǐng Gùn(Cudgel Handle Planting),Pāo Gùn(Upward Cudgel Strike).

3.2.Four(4)stances comprising of Gōng Bù(Bow Stance),MǎBù(Horse Stance),XūBù(Empty Stance),QíLóng Bù(Dragon Riding Stance).

Optional Taijiquan, Taijijian Routine Content Requirements

1. Taijiquan

1.1. Taijiquan shall contain at minimum the following:

1.1.1. Eight(8) techniques comprising of Lǎn QuèWěi(Grasp the Peacock's Tail), ZuǒYòuYěMǎFēn Zōng(Part the Wild Horse's Mane to the Left and Right), ZuǒYòu Lōu XīÀo Bù(Brush Knee with Bent Step to the Left and Right), Yún Shǒu(Cloud Hands Wave), Chuān Suō(Work the Shuttle), Yǎn Shǒu Gōng Chuí(Strike with Concealed Fist), ZuǒYòu Dào Juǎn Gōng (Retreat with Arms Curling to the Left and Right), Bān Lán Chuí(Deflect, Parry and Punch).

1.1.2. Three(3) stances comprising of Gōng Bù(Bow Stance), PūBù(Crouching Stance), XūBù(Empty Stance).

1.1.3. Two(2) different leg techniques.

Optional Taijiquan, Taijijian Routine Content Requirements

2. Taijijian shall contain at minimum the following:

2.1. Eight(8) sword techniques comprising of Cì Jiàn (Straight Sword Thrust), Zuǒ Yòu Guà Jiàn (Straight Sword Hooking Parry to the Left and Right), Liāo Jiàn (Straight Sword Uppercut), Diǎn Jiàn (Straight Sword Pointing), Pī Jiàn (Straight Sword Chop), Jié Jiàn (Straight Sword Intercept), Mǒ Jiàn (Straight Sword Slicing), Jiǎo Jiàn (Straight Sword Enveloping).

2.2. Three(3) stances comprising of Gōng Bù (Bow Stance), Pū Bù (Crouching Stance), Xū Bù (Empty Stance).

Duilian(Choreographed Sparring)Routine Content Requirements

1. Bare hand Duilian(choreographed sparring)routines shall contain at minimum the following:
 - 1.1. Three(3)types of fist techniques.
 - 1.2. Two(2)types of palm techniques.
 - 1.3. Five(5)types of leg techniques.
 - 1.4. Two(2)types of break-fall methods.
2. Weapon Duilian(choreographed sparring)shall contain at minimum the following:
 - 2.1. Six(6)types of weapon technique.;
 - 2.2. Two(2)types of leg techniques.
 - 2.3. One(1)type of break-fall method.
3. Bare hand vs. Weapon Duilian(choreographed sparring)shall contain at minimum the following:
 - 3.1. Three(3)types of fist techniques.
 - 3.2. Four(4)types of weapon techniques.
 - 3.3. Two(2)types of break-fall methods.

Jiti(Group Routine)Content Requirements

1.Jiti(Group routine)content shall contain at minimum the following:

1.1.Five(5)types of hand/fist techniques or weapon techniques.

1.2.Five(5)types of stances.

1.3.Four(4)types of leg techniques.

1.4.Three(3)types of jumping techniques.

2.Jiti(Group Routine)routines group formation shall include:

2.1.At minimum five(5)differing types of altering pattern formations.



Chapter 6

Competition Attire Types & Specifications



Article 35 Changquan, Daoshu, Jianshu, Qiangshu, Gunshu, Duilian (Choreographed Sparring) Competition Attire Types & Specifications

1. Tops

1.1. Chinese style top with a mandarin collar and short sleeves. Long sleeves should comprise of two even lantern type sleeves with tight cuff fasteners.

1.2. Men's tops should feature a fully-openable front fastened with seven toggle-type buttons.

1.3. Women's tops should feature either a half or fully-openable front fastened with either three or seven toggle-type buttons, respectively.

1.4. Tops should have a 1cm trim throughout the entire garment.

2. Pants

2.1. Pants should have loose lantern-type legs and an elastic waistband.

2.2. Pants should be of a suitable size for ease of movement.

3. Accessories

3.1. A soft sash or rigid belt shall be worn around the waist.



Article 36 Nanquan,Nandao,Nangun Competition Attire Types&Specifications

1. Tops

1.1.A collarless top with a fully-openable front that shall be fastened with seven toggle-type buttons.

1.2.Men's tops should be sleeveless.

1.3.Women's tops should have short sleeves.

1.4.Tops should have a 1cm trim throughout the entire garment.

2. Pants

2.1.Pants should have loose lantern-type legs with an elastic waistband.

2.2.Pants should be of a suitable size for ease of movement.

3. Accessories

3.1.A soft sash or rigid belt shall be worn around the waist.



Article 37 Taijiquan, Taijijian Competition Attire Types & Specifications

1. Tops

1.1. Chinese style top with a mandarin collar and long sleeves. Sleeves should comprise of two even lantern type sleeves with tight cuff fasteners.

1.2. Tops should feature a fully-openable front fastened with seven toggle-type buttons.

1.3. The bottom of the jacket should not surpass the competitor's middle fingers when his or her arms are held straight down at the sides of the body.

1.4. Tops should have a 1cm trim throughout the entire garment.

2. Pants

2.1. Pants should have loose lantern-type legs and an elastic waistband.

2.2. Pants should be of a suitable size for ease of movement.



Article 38 Attire for Female Athletes of the Islamic Faith

1. For female competitors who are of the Islamic faith, the IWUF has permitted such competitors to wear Islamic competition attire.

2. Attire Requirements and Regulations

2.1. Such competitors are required to wear all the below stipulated Islamic attire and may not selectively wear some of them separately:

2.1.1. Long sleeve top underneath short-sleeve taolu uniform (for all events in which the competitor is required to wear a short-sleeved top).

2.1.2. Head scarf (for all events).

2.2. Attire worn must conform to the following standards:

2.2.1. The long sleeve top and head scarf must be of the same color

2.2.2. The color should be the same as either the taolu uniform's overall color or that of the color of its permitted trim.

2.3. Should a competitor's clothing fail to conform to the above, the Jury of Appeals on site has the authority to deny their participation in the event.

3. Should any of the Islamic clothing interfere with an athlete's movements or performance and/or come loose and fall to the floor, relevant deductions will be made in line with the "Judging Method for International Wushu Taolu Competition."



Article 38 Attire for Female Athletes of the Islamic Faith

2.2. Attire worn must conform to the following standards:

2.2.1. The long sleeve top and head scarf must be of the same color

2.2.2. The color should be the same as either the taolu uniform's overall color or that of the color of its permitted trim.

2.3 Should a competitor's clothing fail to conform to the above, the Jury of Appeals on site has the authority to deny their participation in the event.

3. Should any of the Islamic clothing interfere with an athlete's movements or performance and/or come loose and fall to the floor, relevant deductions will be made in line with the "Judging Method for International Wushu Taolu Competition."

Article 39 Other

1. The fabric type and color of the competition attire may be selected by the competitor. Competition attire that meets the required specifications may also include embroidery and/or print on it.





Chapter 7

Competition Etiquette&Protocol



Article 40 Salutes

1. Palm&Fist Salute Details

1.1. Stand upright with the feet next to each other.

1.2. The left hand forms a palm and the right hand forms a fist, which are pressed together and held in front of the chest.

1.3. The face of the right fist is pressed into the center of the left palm.

1.4. The hands are held at chest height at a distance of 20-30cm from the body.



2. Salute with Broadsword Details

2.1. Stand upright with the feet next to each other.

2.2. The broadsword is held in the left hand with the elbow bent and the blade horizontally across the chest with the sharp edge facing up.

2.3. The first joint of the left thumb is pressed into the center of the right palm. The hands are held 20-30 cm in front of the chest.



3. Salute with Straight Sword Details

3.1 Stand upright with the feet next to each other.

3.2. The straight sword is held in the left hand with the elbow bent and the blade horizontally across the chest with the flat side in contact with the outer portion (ulna) of the left forearm.

3.3. The base knuckle of the left index finger is pressed into the center of the right palm. The hands are held 20-30 cm in front of the chest.



4. Salute with Spear or Cudgel Details

4.1. Stand upright with the feet next to each other.

4.2. The right hand grips the handle portion of the spear or cudgel 1/3 of the way up the shaft with the elbow bent and the weapon held vertically in front of the chest.

4.3. The left hand forms an open palm and the first joint of the left thumb is pressed into the center of the right palm. The hands are held 20-30 cm in front of the chest.



5. Salute with Double Apparatus

5.1. For routines utilizing double apparatus, these should be held together in one hand as in a salute with broadsword, sword, spear or cudgel above.

5.1.1. If this is impractical, the apparatus may be held in both hands and while looking at the head judge in the eyes as a way of salute.

Article 41 Other Etiquette&Protocol Details

1. Roll-call Official Inspecting an Apparatus

1.1. For short apparatus the competitor should hand it to the official upright vertically with the tip of the weapon pointing downwards.

1.2. For long apparatus the competitor should hand it to the official upright to them vertically with the tip of the weapon pointing upwards.





Chapter 8

Field of Play Layout&Judges Seating Arrangement



Article 43 Judges Seating Arrangement



1. Judges Seating Diagram

1.1. J1-J12 indicate the sideline scoring judges and the Routine Inspector. J1, J5, J9 indicate the seating location for the A Group (Quality of Movements) judges. J2, J4, J6, J8, J10 indicate the seating location for the B Group (Overall Performance) judges. J3, J7, J11 indicate the seating location for the C Group (Degree of Difficulty) judges. J12 indicates the seating location of the Routine Inspector.

1.2. HJ indicates the seating location of the Head Judge. T&S indicates the seating location of the electronic scoring system operator.

1.3. CR indicates the seating location of the Chief Referee. ACR indicates the seating location of the Assistant Chief Referee(s).

1.4. For Duilian (Choreographed Sparring) events, group routine events, and for optional and compulsory routine events, there will be a total of eight (8) sideline scoring judges, and one (1) Routine Inspector (if required). There should be a space of 50cm between each judge. J2, J4, J6 indicate the seating location for the A Group (Quality of Movements) judges. J1, J3, J5, J7, J9 indicate the seating location for the B Group (Overall Performance) judges. J8 indicates the seating location of the Routine Inspector. When not utilizing an electronic scoring system, seated on either side of the Head Judge will be the Score Keeper and the Time Keeper.



2.Judges Stage/Platform

2.1.One Field of Play

2.1.1.The judges seating will be separated into two(2)rows with a distance of 120cm to 150cm between each row.

2.1.2.The back row will be elevated 40cm higher than the front row.

2.1.3.The Jury of Appeals and the Chief Referee will be seated in the same row.

2.2.Two(or more)Fields of Play

2.2.1.The Jury of Appeals will be seated in the middle between the Fields of Play.





武术套路竞赛规则

(节选) 2019

李巧玲 教授





第一章 裁判员



第一条 裁判员组成

1 执行裁判员

1.1 总裁判长1人,副总裁判长1~2人。

1.2 有难度项目: 裁判长1人,A组评分裁判员3人,B组评分裁判员5人,C组评分裁判员3人,套路检查员1人,共13人组成。

1.3 无难度项目、对练、集体项目:

裁判长1人,A组评分裁判员3人,B组评分裁判员5人,套路检查员1人,共10人组成。

1.4 编排记录长1人。

1.5 检录长1人。



2

辅助裁判员

2.1 编排记录员3~5人

2.8 电子计分系统人员2~4人

2.2 检录员3~6人

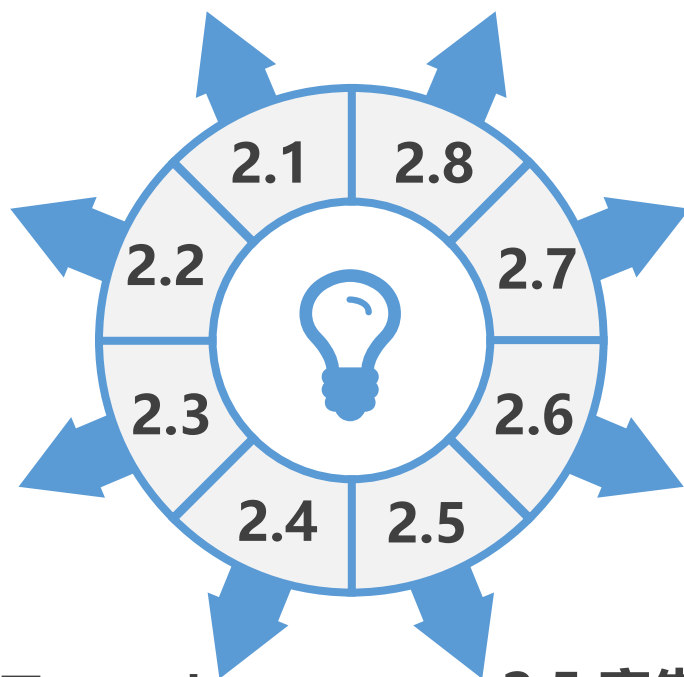
2.7 仲裁摄像员2~4人

2.3 计时员1~2人

2.6 放音员1~2人

2.4 计分员2~3人

2.5 宣告员1~2人



• 在没有电子计分系统的情况下,必须设置计时员和计分员。

第二条 裁判员职责

1 总裁判长

1.1组织领导裁判工作,保证规则和规程的执行。

1.2解释规则和规程,但无权修改规则和规程。

1.3在比赛过程中,根据比赛需要可调动裁判员工作;裁判员发生严重错误时,有权处理。

1.4对运动员或教练员在赛场上无理纠缠,有权给予警告;对不听劝告者,有权建议国际武术联合会技术委员会严肃处理,直到取消比赛成绩。

1.5审核并宣布比赛成绩,做好裁判工作总结。



2

副总裁判长

2.1 协助总裁判长工作。

2.2 在总裁判长缺席时,由一名副总裁判长代行其职责。



3. 裁判长

3.1

组织裁判培训,实施裁判工作。

3.2

执行对运动员套路完成时间不足或超出规定、以及编排的扣分,执行对运动员完成创新难度的加分。

3.3

评分裁判员发生严重的评判错误时,可向总裁判长建议给予相应的处理。



4

评分裁判员

- 4.1 参加裁判培训,做好准备工作。
- 4.2 执行规则,独立评分,并做详细记录。
- 4.3 A组评分裁判员执行运动员整套动作质量的评分。
- 4.4 B组评分裁判员执行运动员整套演练水平的评分。
- 4.5 C组评分裁判员执行运动员整套难度的评分。



5. 套路检查员

5.1 熟练掌握规则、规程和规定套路。

5.2 执行对运动员演练的套路与编排要求一致性的检查。



6. 编排记录长

- 6.1 -----负责编排记录工作,确保竞赛数据的准确性。
- 6.2 -----组织审核报名数据,编排秩序册。
- 6.3 -----组织抽签,确定运动员比赛顺序。
- 6.4 -----准备竞赛表格,审核比赛成绩,排列名次。
- 6.5 -----组织电子计分系统人员做好工作准备和临场操作。
- 6.6 -----根据要求编排成绩册。



7. 检录长

7.1 组织安排检录工作,确保比赛按时进行。

7.2组织参加颁奖仪式运动员的检录工作。



8. 编排记录员

- 根据编排记录长分配的任务进行工作。

9. 检录员

- 根据检录长分配的任务进行工作。



10.计时员

- 记录运动员完成整个套路的时间。

11.计分员

- 记录每位裁判员的评判结果,核算最后得分。

12.宣告员

- 介绍规程、规则和武术套路运动知识,及时做好临场宣告。



13. 放音员

13.1 维护音、视频播放设备,确保设备正常运行。

13.2 收集、备份运动员（队）的比赛音乐,为运动员（队）播放比赛音乐。

14. 仲裁摄像员

14.1 对全部竞赛项目进行现场不间断摄像。

14.2 管理全部录像,存档保留。





第二章 仲裁委员会

Chapter 2 Jury of Appeals



第三条 仲裁委员会组成

由主任、副主任、委员共3人、5人或7人组成。



第四条 仲裁委员会职责

4. 仲裁委员会职责

1. 接受运动队的申诉,并及时做出裁决。
2. 仲裁人员不参加与本人所在会员协会有牵连问题的讨论与表决。
3. 表决投票相同时,仲裁委员会主任有最终决定权。
4. 仲裁委员会的裁决为最终裁决。





第三章 竞赛通则



第五条 竞赛类型

按形式分类

1.1 个人赛

1.2 团体赛

1.3 个人及团体赛

按年龄分类

2.1 成年赛

2.2 青少年赛

2.3 儿童赛



第六条 竞赛项目

1. 自选项目

1.1 自选拳术: 长拳、南拳、太极拳。

1.2 自选器械: 剑术、刀术、南刀、太极剑、枪术、棍术、南棍。

2. 规定项目

2.1 规定拳术

2.2 规定器械

3. 对练

3.1 徒手对练、器械对练、徒手与器械对练

4. 集体项目



第七条 竞赛年龄组

1. 成年组: 18岁 (含18岁) 以上
2. 青年组: 15至17岁
3. 少年组: 12至14岁
4. 儿童组: 11岁 (含11岁) 以下



第八条 确定比赛顺序

在仲裁委员会和总裁判长的监督下,抽签确定比赛顺序。

比赛如有预、决赛,决赛的比赛顺序,按运动员预赛名次由低到高确定。

如预赛排名相同,则抽签确定比赛顺序。

第九条 检录

第一次检录时间为赛前30分钟,第二次检录时间为赛前20分钟,最后一次检录时间为赛前10分钟。



第十条 礼仪

运动员听到上场点名、完成比赛套路及现场成绩宣告时,应向裁判长行抱拳礼。

第十一条 计时

运动员由静止姿势开始动作,计时开始;当运动员完成全套动作后并步直立,计时结束。



第十二条 示分

运动员的比赛结果,公开示分。

第十三条 弃权

运动员不按时参加检录与比赛,按弃权论处。



第十四条 申诉

1.内容与范围

1.1 内容

裁判员对运动员难度、套路编排和套路完成时间的评判。

1.2 范围

仅限于教练或领队对本队运动员的比赛结果。



2. 程序及要求

2.1 程序

运动队如果对本队运动员的评判结果有异议,必须在该运动员比赛结束后15分钟内,由该队领队或教练员向仲裁委员会以书面形式提出申诉,同时缴付200美元申诉费。

2.2 要求

参赛队在整个比赛中总共有两次申诉的机会,一次申诉仅限一项内容。



3.处理

- 3.1 仲裁委员会根据申诉内容立刻复议并作出仲裁结论,仲裁委员会的裁决为最终裁决。
- 3.2 参加复议的仲裁人员必须超过半数,表决时超过半数以上人员做出的决定才有效。如申诉理由成立,改变裁判结果,退回申诉费;如申诉理由不成立,则维持原判,不退申诉费。
- 3.3 各队必须服从仲裁委员会的最终裁决,如果因不服裁决而无理纠缠,将视情节轻重,按照国际武联的有关规定进行严肃处理。
- 3.4 仲裁结果应及时报赛事组织委员会备案,同时书面通知提出申诉的运动队。



第十五条 创新难度申报

1.创新原则

必须符合武术运动的本质属性和运动规律,必须是自选项目 “动作难度内容、等级、分值与编码表” 中未出现的B级（含B级）以上的动作难度。跳跃、跌扑类创新动作难度必须含连接难度。

2. 申报程序

每次比赛每个套路限报一个创新动作难度（含连接难度）。申报协会必须以书面形式配以技术图解和本人演练的视频片断,在赛前50天报至国际武术联合会技术委员会（以到达邮戳为准）。



3.鉴定机构

由国际武术联合会技术委员会聘请有关专家5至7人组成“武术套路创新技术鉴定委员会”，负责难度鉴定工作。

4.鉴定程序

武术套路创新技术鉴定委员会依据创新原则鉴定后（须三分之二以上的委员投票通过），确定创新动作难度的命名、等级、加分分值、动作错误内容及扣分标准与编码,并及时通知申报协会。赛前还应以书面形式通知仲裁委员会和裁判员。



第十六条 兴奋剂检测

根据 **《奥林匹克宪章》** 的规定和国际奥林匹克委员会的有关要求,进行兴奋剂检测。



第十七条 名次评定

1. 个人单项（含对练）名次

按比赛成绩高低排列名次,得分最高者为第一名,次高者为第二名,依次类推。

2. 个人全能名次

按各单项成绩总和的高低排列名次,得分最高者为第一名,次高者为第二名,依次类推。

3. 集体项目名次

按比赛成绩高低排列名次,得分最高者为第一名,次高者为第二名,依次类推。

4. 团体名次

根据规程关于团体名次的确定办法进行评定。



5. 得分相同的处理

5.1 有难度项目得分相同时的处理得分相同时,按以下顺序评定:

- 难度应得分高者列前。
- 完成难度（包括动作难度和连接难度）等级高者列前。
- 完成高等级难度（包括动作难度和连接难度）数量多者列前。
- 演练水平应得分高者列前。
- 演练水平分中的低无效分高者列前。
- 如仍相同,名次并列。
- 比赛如有预赛和决赛,决赛名次相同时,按预赛名次前者列前。



5.2 无难度项目、对练和集体项目得分相同时的处理得分相同时,按以下顺序评定:

- 演练水平应得分高者列前。
- 演练水平分中的低无效分高者列前。
- 如仍相同,名次并列。
- 比赛如有预赛和决赛,决赛名次相同时,按预赛名次前者列前。



5.3 个人全能得分相同时的处理 得分相同时,按以下顺序评定:

- 单项第一名多者列前。
- 单项第二名多者列前。依次类推。
- 如所有单项名次和数量均相同,名次并列。

5.4 团体总分相同时的处理得分相同时,按以下顺序评定:

- 全队获单项第一名多者列前。
- 全队获单项第二名多者列前, 依此类推。
- 如全队获得单项名次和数量均相同,名次并列。



第十八条 套路完成时间

1. 长拳、南拳、剑术、刀术、枪术、棍术、南刀、南棍套路：成年不少于1分20秒钟；青少年（含儿童）不少于1分10秒钟。
2. 太极拳、太极剑自选套路和太极剑规定套路：为3～4分钟；太极拳规定套路：为5～6分钟。
3. 对练套路：不少于50秒钟。
4. 集体项目：为3至4分钟。



第十九条 比赛服装

1. 裁判员统一着装,佩戴裁判员技术等级胸牌。
2. 运动员穿武术比赛服装,佩带号码布。



第二十条 比赛设备与器械

1.使用符合国际武术联合会技术标准与要求的比赛设备。

2. 比赛器械

2.1 使用国际武术联合会认证的比赛器械。

2.2 比赛器械要求

2.2.1 刀/剑：左手持剑或抱刀,剑尖或刀尖不低于运动员本人耳上端,刀彩自然下垂的长度不短于30厘米。

2.2.2 南刀刀尖在运动员左手抱刀时不低于本人下颌骨。

2.2.3 棍、南棍: 长度不短于运动员本人身高。

2.2.4 枪的长度不短于运动员本人并步直立直臂上举时从脚底至中指尖的长度,枪缨长度不短于20厘米且不得太稀疏。



第二十一条 比赛音乐

规程要求配乐的项目必须在音乐伴奏下进行比赛,音乐自备。



第二十二条 比赛场地

1. 使用国际武术联合会认证的比赛场地。
2. 个人项目的比赛场地为长14米、宽8米,其周围至少有2米宽的安全区。
3. 集体项目的比赛场地为长16米、宽14米,其周围至少有1米宽的安全区。
4. 比赛场地四周内沿应标明5厘米宽的白色边线。
5. 比赛场地上方无障碍空间高度不低于8米。
6. 相邻两个比赛场地之间的距离不少于6米。
7. 比赛场地可高出地面0.6~1米。
8. 比赛场地内的灯光照度应符合高清电视转播要求,通常不低于1000勒克斯。





第四章 评分方法与标准



第二十三条 有难度项目的评分方法与标准

1. 评分方法

1.1 各项目比赛的满分为10.000分（不含创新难度加分），其中动作质量的分值为5.00分、演练水平的分值为3.000分、难度的分值为2.00分（包括动作难度分值1.40分和连接难度分值0.60分）。

1.2 A组评分裁判员根据运动员演练时出现的动作错误和其他错误进行扣分。

1.3 B组评分裁判员根据运动员整套动作的演练评定等级分。

1.4 C组评分裁判员根据运动员现场难度的完成情况进行评定。

1.5 套路检查员对运动员演练的套路与编排要求的一致性进行检查。



2. 评分标准

2.1 动作质量 (5.0分)

动作与规格要求不符,每出现一次扣0.10分;其他错误每出现一次扣0.10 ~ 0.30分。

2.2 演练水平 (3.0分)

演练水平等级分的评分标准: 按劲力、协调、节奏、编排、风格、配乐的评分标准分为3档9级, 其中3.00 ~ 2.51分为好, 2.50 ~ 1.91分为一般, 1.90 ~ 1.01分为不好。



2.3 难度

2.3.1 动作难度 (1.4分)

完成一个A级动作难度计0.20分,完成一个B级动作难度计0.30分,完成一个C级动作难度计0.40分。**动作难度的累计分如超过1.40分,按1.40分计算。**

每个动作难度的分值只计算一次。作降分处理的动作难度,只能编排在最后一个（或一组）难度中。动作难度不符合要求,不算动作难度分。



2.3.2 连接难度

完成一个A级连接难度计0.10分,完成一个B级连接难度计0.15分,完成一个C级连接难度计0.20分,完成一个D级连接难度计0.25分。连接难度的累计分如超过0.60分,按0.6分计算。

每个连接难度的分值只计算一次。作降分处理的连接难度,只能编排在最后一组难度中。连接难度不符合要求,不计算连接难度分。



2.3.3 创新难度加分

完成一个创新的B级动作难度（含连接难度）加0.10分,

完成一个创新的C级动作难度（含连接难度）加0.15分,

完成一个创新的超C级动作难度（含连接难度）加0.20分。

比赛中没有完成创新难度,不予加分。

有难度项目套路难度分值按比赛套路的实际难度分值计算。

2.4 编排

套路与编排要求不符,每出现一次扣0.10 ~ 0.20分。



第二十四条 无难度项目（含对练和集体项目）评分方法与标准

1. 评分方法

- 1.1 各项目比赛的满分为10.00分,其中动作质量的分值为5.00分、演练水平的分值为5.00分。
- 1.2 A 组评分裁判员根据运动员演练时出现的动作错误和其他错误进行扣分。
- 1.3 B 组评分裁判员根据运动员整套动作的演练评定等级分。
- 1.4 套路检查员对运动员（队）演练的套路与编排要求的一致性进行检查。



2. 评分标准

2.1 动作质量

动作与规格要求不符,每出现一次扣0.10分;其他错误每出现一次扣0.10 ~ 0.30分。

2.2 演练水平

演练水平等级分的评分标准:

按劲力、协调、节奏、风格、配乐的评分标准分为3档9级, 其中5.00 ~ 4.21分为好、4.20 ~ 3.01分为一般、3.00 ~ 1.51分为不好。

3. 编排

套路与编排要求不符,每出现一次扣0.10 ~ 0.20分。



第二十五条 对所示分数的要求

B组评分裁判员所示分数精确到小数点后两位数；

演练最终得分精确到小数点后三位数，小数点三位数之后的数字无效。



第二十六条 应得分的确定

1. 有难度项目运动员应得分的确定

动作质量应得分、演练水平应得分和难度应得分之和,即为运动员的应得分。

1.1 动作质量应得分的确定

A组3名评分裁判员中至少2名对运动员演练时出现的不符合规格要求的动作或其他错误内容同时确认时,按照其扣分标准进行扣分,累计所扣分数为动作质量应扣分。动作质量分值减去动作质量应扣分,为动作质量应得分。



第二十六条 应得分的确定

1.2 演练水平应得分的确定

B组5名评分裁判员对运动员整套动作的演练评定等级分,中间三个分数的平均值为演练水平应得分。演练水平应得分取到小数点后三位数,小数点三位数之后的数字无效。

1.3 难度应得分的确定

C组3名评分裁判员中至少2名对运动员完成的动作难度或连接难度同时确认时,按照其难度分值进行加分,累计所加分数为难度应得分。



2. 无难度项目、对练和集体项目运动员应得分的确定

动作质量应得分和演练水平应得分之和,即为运动员（队）的应得分。

2.1 动作质量应得分的确定

A组3名评分裁判员中至少2名对运动员（队）演练时出现的不符合规格要求的动作或其他错误内容同时确认时,按照其扣分标准进行扣分,累计所扣分数为动作质量应扣分。

动作质量分值减去动作质量应扣分,为动作质量应得分。



2.2 演练水平应得分的确定

B组5名评分裁判员对运动员（队）整套动作的演练评定等级分,中间三个分数的平均值为演练水平应得分。（演练水平应得分取到小数点后三位数,小数点三位数之后的数字无效。）



第二十七条 裁判长的扣分与加分

1. 裁判长的扣分

1.1 完成套路时间不足或超出规定的扣分

1.1.1 长拳、南拳、剑术、刀术、枪术、棍术、南刀、南棍、对练

- 运动员演练套路不足规定时间在2 秒钟以内（含2 秒钟）扣0.10分,
- 在2秒钟以上至4秒钟以内（含4 秒钟）扣0.20分,依次类推。

1.1.2 太极拳、太极剑和集体项目

- 运动员（队）演练套路不足或超出规定时间在5 秒钟以内（含5秒钟）扣0.10分。
- 在5秒钟以上至10秒钟以内者（含10秒钟）扣0.20分,依此类推。

1.2 编排的扣分

套路与编排要求不符,按照编排的扣分标准予以扣分。



2. 创新难度的加分

运动员在比赛中完成了申报的创新难度,按照创新难度加分标准予以加分。

3. 重做的处理

由于某种不可预见的客观原因（诸如场馆停电、电子计分系统故障等）,致使比赛开始后暂时中断或运动员无法继续演练比赛套路时,视具体情况,经裁判长允许后可重做一次,不予扣分。重做也可安排在该项最后一名上场。



第二十八条 最后得分的确定

1. 有难度项目

裁判长从运动员的应得分中减去“裁判长的扣分”,加上“创新难度的加分”,为运动员的最后得分。

2. 无难度项目、对练和集体项目

裁判长从运动员(队)的应得分中减去“裁判长的扣分”,为运动员(队)的最后得分。





第五章 自选套路 内容规定



自选套路内容规定

长拳、刀术、剑术、枪术、棍术自选套路内容的规定

项目	自选套路的规定内容
长拳	至少包括拳、掌、勾三种手型,三种拳法,两种掌法,一种进攻性肘法,弓步、马步、仆步、虚步、歇步五种步型,直摆、屈伸、扫转三种腿法,一种持久性平衡。
剑术	至少包括刺剑、挂剑、撩剑、点剑、劈剑、崩剑、截剑、剪腕花八种剑法（其中必须有完整的左右挂剑接背后穿挂剑）,弓步、仆步、虚步三种步型,一种持久性平衡。
刀术	至少包括缠头、裹脑、劈刀、扎刀、斩刀、挂刀、云刀、背花刀八种刀法（其中必须有完整的缠头、裹脑刀）,弓步、仆步、虚步三种步型。
枪术	至少包括拦枪、拿枪、扎枪、穿枪、崩枪、点枪、舞花枪、挑把八种枪法（其中必须有连续3个一次性完成的拦、拿、扎枪）,弓步、仆步、虚步三种步型。
棍术	至少包括平抡棍、劈棍、云棍、崩棍、绞棍、戳棍、舞花棍、提撩花棍八种棍法（其中必须有连续3个一次性完成的双手提撩花棍）,弓步、仆步、虚步三种步型。

南拳、南刀、南棍自选套路内容的规定

项目	自选套路的规定内容
南拳	至少包括虎爪一种手型,挂盖拳、抛拳两种拳法,滚桥一种桥法,弓步、马步、仆步、虚步、蝶步、骑龙步六种步型,麒麟步一种步法,横钉腿一种腿法。
南刀	至少包括缠头、裹脑、劈刀、抹刀、格刀、截刀、扫刀、剪腕花刀八种刀法,弓步、马步、虚步、骑龙步四种步型。
南棍	至少包括劈棍、崩棍、绞棍、滚压棍、格棍、击棍、顶棍、抛棍八种棍法,弓步、马步、虚步、骑龙步四种步型。

太极拳、太极剑自选套路内容的规定

项目	自选套路的规定内容
太极拳	至少包括揽雀尾、左右野马分鬃、左右搂膝拗步、云手、左右穿梭、掩手肱捶、左右倒卷肱、搬拦捶八种动作,弓步、仆步、虚步三种步型,两种腿法。
太极剑	至少包括刺剑、左右挂剑、撩剑、点剑、劈剑、截剑、抹剑、绞剑八种剑法,弓步、仆步、虚步三种步型。

对练套路内容的规定

项目	自选套路的规定内容
徒手对练	至少包括三种拳法、两种掌法、五种腿法和两种跌法。
器械对练	至少包括六种器械方法、两种腿法和一种跌法。
徒手与器械对练	至少包括三种拳法、四种器械方法和两种跌法。

集体项目内容的规定

	自选套路的规定内容
内容	至少包括五种手法或器械方法、五种步型、四种不同类型的腿法和三种跳跃。
队形	至少包括五种不同图案的队形变化。



第六章 比赛服装的 款式及规格



第三十五条 长拳、刀术、剑术、枪术、棍术、对练项目比赛服装的款式及规格

1. 立领、短袖（长袖均为灯笼袖,袖口为紧口）上衣。男子的上衣为对襟有七对直襟, 女子的上衣为半开对襟有三对直襟,周身有1厘米的边。
2. 灯笼裤,松紧腰,横、立裆要适宜。
3. 软腰巾或硬腰带。



第三十六条南拳、南刀、南棍项目比赛服装的款式及规格

- 1.无领、对襟上衣。男子的上衣为无袖,女子的上衣为短袖,均有七对直襟,周身有1厘米的边。
- 2.灯笼裤,松紧腰,横、立裆要适宜。
- 3.软腰巾或硬腰带。



第三十七条太极拳、太极剑项目比赛服装的款式及规格

- 1.立领、对襟、长袖上衣。上衣有七对直襟,灯笼袖,袖口为紧口。上衣底边位置不超过本人直臂下垂时中指指尖,周身有1厘米的边。
- 2.灯笼裤,松紧腰,横、立裆要适宜。



第三十八条信仰伊斯兰教女运动员的比赛服装要求

对于具有伊斯兰信仰的女运动员,国际武联允许这些运动员按照以下标准穿着伊斯兰式比赛服装。这些运动员必须穿着以下规定的伊斯兰式比赛服装,并且不得有选择性地单独穿戴其中一部分, 包括以下内容:

- 短袖套圈下面的长袖上衣 (适用于竞赛者需要穿短袖上衣的所有场合)
- 头巾 (适合所有活动)
- 长袖上衣和头巾将是相同的颜色。



第三十八条信仰伊斯兰教女运动员的比赛服装要求

- 颜色应与套路服装的整体颜色或其允许的修剪颜色相同。如果出现任何由于伊斯兰式比赛服装干扰运动员的运动或表现,和/或缠绕和落地,那么相关的扣分将根据“国际武术套路比赛的裁判法”执行。
- 如果具有伊斯兰教信仰的运动员服装不符合上述规定,现场上诉委员会有权拒绝其参加此次活动。

第三十九条其它

各款式比赛服装面料、颜色可任选,可在规定的服装款式上附加图案。





第七章 竞赛的礼仪



第四十条 敬礼

1.抱拳礼

并步站立,左掌右拳在胸前相抱,左指根线与右拳棱相齐,高与胸齐,拳、掌与胸部的距离为20~30厘米。



2.抱刀礼

并步站立，左手抱刀，屈臂抬起使刀横于胸前，刀刃向上；右手成掌，掌心附于左手拇指第一指节上，高与胸齐，两手与胸部的距离为20～30厘米。



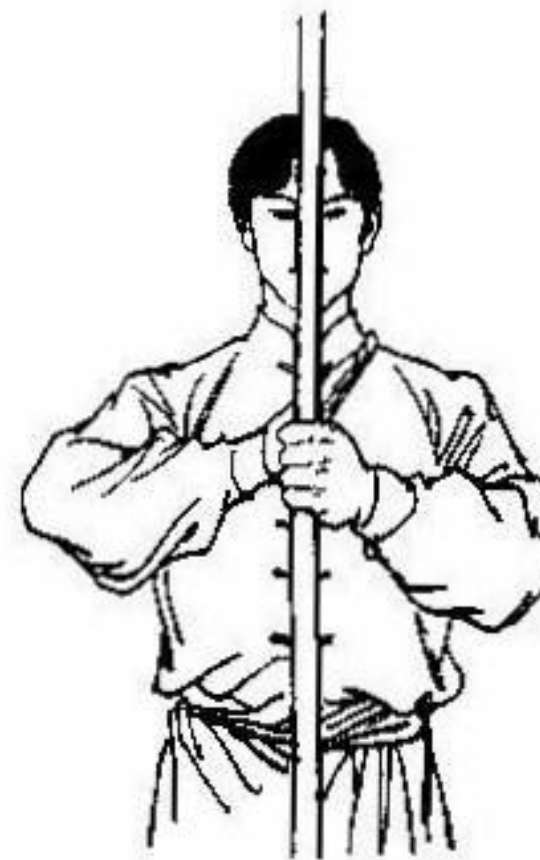
3.持剑礼

并步站立,左手持剑,屈臂抬起使剑身贴前臂外侧斜横于胸前;右手成掌,掌外沿附于左手食指根节,高与胸齐,两手与胸部的距离为20~30厘米。



4.持枪（棍）礼

并步站立,右手持枪（棍）靠把端约三分之一处,屈臂置于胸前,枪（棍）身直立;左手成掌,掌外沿附于右手拇指第二指节上,两手与胸部的距离为20~30厘米。



5.持双器械礼

运动员若持双器械,应将器械交一手持握,行抱刀礼或持剑礼、持枪（棍）礼；若不能一手持握器械,则应两手持械面向裁判长立正行注目礼。

第四十一条其它礼节

当检录员检查器械或裁判长要求检查器械时,若是短器械,运动员应将器械尖朝下,竖直递上;若是长器械,运动员则应将器械梢（尖）朝上,竖直递上。

其他器械参照以上各种礼仪执行。



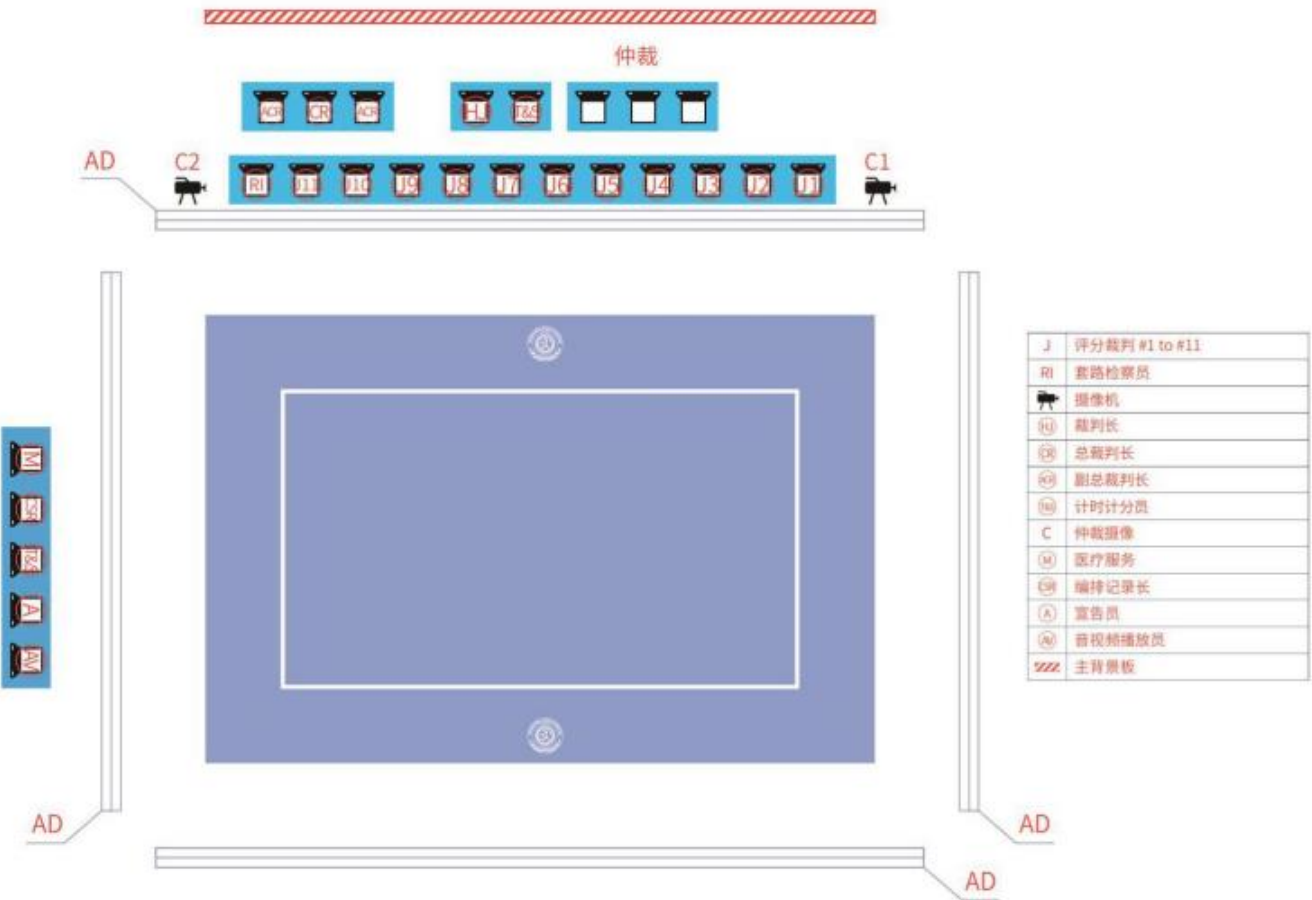


第八章 比赛场地布局 与临场裁判坐席



第四十二条比赛场地布局

第四十三条临场裁判员坐席



1.临场裁判员座位

1.1 J1 ~ J12为评分裁判员和套路检查员座位,裁判员之间间隔50厘米。J1、J5、J9为A组评分裁判员座位,J2、J4、J6、J8、J10为B组评分裁判员座位,J3、J7、J11为C组评分裁判员座位,J12为套路检查员座位。

1.2 HJ为裁判长座位,T&S为电子计分系统人员座位。

1.3 CR为总裁判长座位,ACR为副总裁判长座位。

1.4进行对练、集体项目、自选项目和规定项目的比赛时,评分裁判员由8人组成,根据需要设套路检查员1人,裁判员之间间隔50厘米。J1、J3、J5、J7、J9为B组评分裁判员座位,J2、J4、J6为A组评分裁判员座位,J8为套路检查员座位。无电子计分系统时,裁判长座位两侧分别为计时员座位和计分员座位。



2.裁判台

2.1一块竞赛场地

裁判台分前后两排布局,两排前后相距120厘米至150厘米,后排高出前排40厘米。

2.2两块（多块）竞赛场地

仲裁组将列座于两块（多块）竞赛场地之间。



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