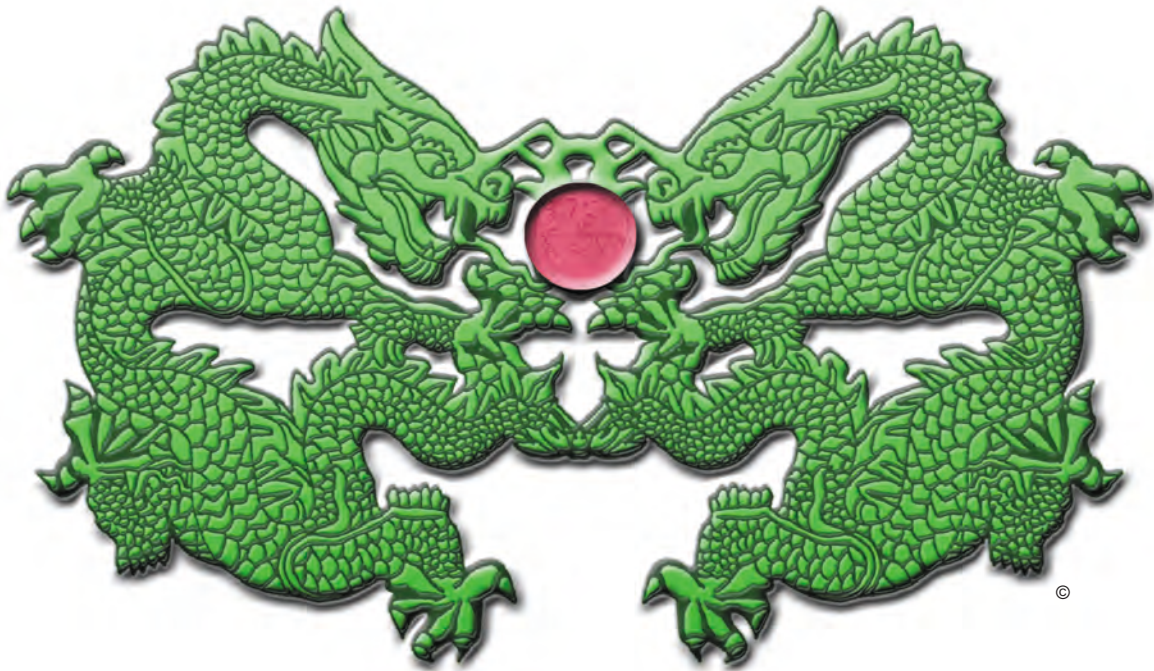


Official Rules for the
INTERNATIONAL GUNG FU LEITAI FEDERATION

FOR



Competitions

CHAPTER 3
COMPETITION AND OFFICIATING METHODS

Article 14 — Methods of Attack and Defense Kung Fu/Gung Fu/Martial Arts

Apply any school of Gung Fu's attack and defense methods including throwing, rolling, sweeping, kicking, punching, elbows, knees and forearms.

Article 15 — Valid Scoring Areas

The valid scoring areas include the head, the trunk and the legs, or any part of the body not leading to fatal injury to either opponent.

Article 16 — Faults

1. Attack the spine of the opponent, the neck, the throat, or the groin, crown of the skull, and not against any bone joint in an unnatural direction.
2. Attack the downed opponent (except within two seconds after throw where one strike is allowed).

Article 17 — Absolute Victory

1. In the event of wide disparity in technique between two sides and one side has obviously lost the defending ability, the referee on the LeiTai may, with the approval of the head judge, proclaim the stronger side to be the winner of the bout.
2. A competitor will win the bout if his opponent is knocked down by a blow on a valid part and remains down for ten seconds, or he can stand up but with abnormal consciousness.
3. Approved by the head judge, a competitor will win a bout if he is injured by his opponent's foul attack and has been certified by the doctor that he is unable to compete again.
4. In a round, if a competitor is three times off the LeiTai (any part of the body has touched the ground), the other side will be the winner of the round.
5. In a round, a competitor is hit at the valid scoring area and counted "Eight Seconds!" for three times or knocked down three times, his opponent wins the round.
6. In a round, if a competitor applies the methods from number 1 of Article 18 and gains three points three times, he will win the round.

Article 18 — Scoring Methods

1. Winning three points

A competitor will win three points, if:

- a. Knock his opponent off the LeiTai in a round.
- b. Knock the opponent's valid scoring area (or down) by an iron broom while remaining standing.
- c. Knock the opponent down (any part of the body, except the feet, has touched the ground by a forward-sweep or a backward-sweep, throw, while remain standing.
- d. Knock the opponent down by a hooked-leg kick, while remain standing.
- e. Make the opponent fall by a clever device (including deliberately-fall-down technique), while dodging defensively.

2. Winning one point

A competitor will win one point, if:

- a. Hit the opponent on a valid part once by a hand technique.
- b. Hit the opponent on the head or the legs once by a leg technique.
- c. When two sides show passivity in a fight for eight seconds, the referee on the LeiTai orders his opponent to attack, but the opponent still remains passive for another five seconds after the order.
- d. The opponent has been admonished once.
- e. When both sides apply methods to force the opponent down, the latter falls down will gain one point.

4. No point awarded

No point will be awarded to either side, when:

- a. Two sides hit each other on valid scoring area at the same time successively.
- b. Both sides fall down or off the LeiTai at the same time or successively.
- c. Throw the opponent to the ground or off the LeiTai after holding him for two seconds or more.
- d. The opponent falls on the ground after or during a clinch.
- e. Hit the lower leg when the opponent defend by raising his knee.
- f. No clear technique and no obvious hit to a valid scoring area.
- g. The opponent is hit by a fist during a hold after a break is commanded.

Article 19 — Fouls and Penalties

1. Technical fouls

- a. After the judge on the LeiTai signals the start, a competitor deliberately slows his march onto LeiTai or start his fight after five seconds.
- b. Request for a time-out when the competitor is in a disadvantageous position.
- c. One's coach or doctor gives him advice or shouts loudly from outside the LeiTai during a fight.
- d. Ungentleman-like behavior to the judge or disobedience to his decision.
- e. Persistently shouting out loudly or impolitely during a fight to frighten or disturb ones opponent despite previous warnings by the judge.
- f. Spit out the gum-shield or loosen the protective gears on purpose in a fight.
- g. Violate Article 9.

2. Personal fouls

- a. Attack the opponent before the judge on the LeiTai gives the "Start!" signal or after he gives the "Stop!" signal.
- b. Use prohibited methods to attack.

3. Penalties

- a. An admonition will be given for a technical or a minor personal foul; but a warning will be given for an obvious personal foul.
- b. A competitor who has been penalized up to six points in a bout will be disqualified and his opponent will be the winner of the bout.
- c. A competitor who intentionally hurts his opponent or commits a serious foul will be disqualified from the bout or the whole competition accordingly.
- d. A competitor who is found guilty of doping or inhaling oxygen during a break, or employing trickery will be disqualified from the whole competition.

Article 20 — Suspension of Fight

The referee on the LeiTai will suspend the fight in any of the following cases:

- a. A competitor has fallen down or off the LeiTai.
- b. A competitor is penalized for a foul.
- c. A competitor is injured.
- d. The competitors are locked in a clinch/co-fused fight for more than two seconds.
- e. Both competitors refrain from attacking, or one of them shows passivity for a duration of eight seconds.
- f. The head judge comes up to the LeiTai to solve problems.
- g. The head judge or other judges have spotted danger in a fight.
- h. The fight is interrupted by objective factors such as problems of lighting, arena, etc.