

WCOAA INTERNATIONAL RULES

All Competitors - All Events

Long Sleeved, Clean, Traditional Uniforms Only!

Breaking Ties (FORMS)

1. Remove the LOW score

2. Return Low score & Remove High Score / Do a different Form.

(NOTE: It would be ideal if all judges gave close, comparable scores. However, having diverse scores is acceptable as long as each judge remains consistent. Age and experience level MUST be taken into consideration for each individual competitor. There IS NO SET MINIMUM SCORE. Zero will be give to any competitor dropping or allowing to leave both hands, his/her weapon, or for non-completion of any Form. The competitor shall be scored on the Technical Merit of their form, NOT the Technical Content. (MANY SYSTEMS DO A FORM WITH THE SAME NAME IN A DIFFERENT WAY) "Please do not judge other systems forms on what you believe to be correct since, that is not always how it is taught!"

SPARRING: In youth divisions, we may divide a division or move any competitor to another youth division if the height/weight of the competitor is too great to maintain a level playing field

Required Sparring Equipment

1. Hand Protectors must have all fingers & thumb enclosed

2. Toes and Heel must be covered by protective Boot

3. Mouth guards are required for all competitors

4. Groin guard (Inside), is required for all male competitors.

5. Headgear with full face shield or full cage such as the century full head gear with full face shield. The face must be fully protected.

General Rules

1. There is no time limit

2. For all colored belts the first competitor to reach 5 points or achieve a 3 point lead over his/her opponent wins the match.

3. Adult and junior Black Belt Divisions Only = 5 Points will win the match. A 3 point spread does not win.

4. One point shall be awarded for each valid hand or foot Groin technique seen by the judges

5. NO WARNINGS - violations result in penalty point added to opponent's score or Disqualification

* NOTE: (Black Belt Adults – 5 POINTS TO WIN)

Target Areas

LEGAL – Head, face, chest, ribs, kidneys, stomach, groin

ILLEGAL - Spine - base of head) collarbone, neck, and all joints

IMPORTANT NOTE ABOUT CONTACT:

A 6-inch invisible zone around the Head and Groin Area, if broken with skill and control, shall constitute a point.

It is never necessary to make contact to the Head or Groin to score point.

Kiss contact to the head is allowed in all divisions but not required.

Light Contact to the Body is required.

Illegal Actions: Penalty Point or Disqualification (determined by the Center Official)

deliberate contact to a non point area, any blind technique without contact, any attempted sweep, any ax kick that makes contact to other than the chest and with any part of the foot other than the ball, pushing or attempted throwing, any clawing or poking techniques that do not make contact, any time a competitor steps outside (IN FULL OR IN PART) of the ring, a point will be awarded to his / her opponent, unless he / she was bodily forced out of the ring. Any attacking after the break will result in disqualification.

Illegal Actions: Automatic Disqualification (Seen or Determined to have taken place by the Center Official)

Any excessive contact defined as any visible mark, swelling, bleeding, or incapacitation of a competitor such as loss of air, because of an attack. Any blind technique that makes contact, any sweep that results in a competitor being knocked to the floor, any poking or clawing technique that makes contact or ANY UN-SPORTSMAN LIKE CONDUCT, DISRESPECT, ILL MANNERS. NOTE: STARTING WITH ANY UNSPORTSMAN LIKE CONDUCT, THESE RULES, APPLY TO THE COMPETITORS COACH, PARENTS, TEAM MATES AND MAY CAUSE THE COMPETITOR TO BE DISQUALIFIED. FURTHER, ANY COACHING WILL RESULT IN DISQUALIFICATION OF THE COMPETITOR BEING COACHED. THE INDIVIDUAL(S) DOING THE COACHING MAY BE DISMISSED FROM THE COMPETITION ARENA! WITH ABSOLUTELY NO REFUNDS

Refereeing Policy and Center Officials Authority

In most situations, it will take a majority vote to award a point, make an excessive contact ruling or disqualification. However, the Center Official is solely responsible for his / her ring, and may overrule the corner judges regarding points, penalty points, and disqualification based on what he or she believes to be fair and in the interest of ring safety. A late call by a judge [side or corner official] will be disallowed by the center official

(NOTE: THE MEDICAL OFFICIAL MAY REMOVE ANY COMPETITOR FROM PLAY FOR HIS OR HER SAFETY)

WE WILL USE ENGLISH TERMINOLOGY:

Ready Position, Attention, Bow, Sparring Position, Go, Stop, Break, Point, Red, White, Competitor, etc.

POINT GUIDE FOR JUDGING

0 = Unacceptable, 1 = Very Poor, 2 = Poor

3 = Fair, 4 = Below Average, 5 = Average

6 = Above Average, 7 = Good, 8 = Very Good

9 = Excellent, 10 = Perfect.

Decimal points (1-9) will be used to prevent ties

AREA CONTROLERS WILL HAVE AUTHORITY OVER THE RINGS ASSIGNED TO THEM!
ONLY RING AUDITORS WILL BE PERMITTED TO CHECK SCORES FOR CONSISTANCY!
NOTE: ABSOLUTELY NO LIGHT WEIGHT OR FLEXABLE WU SHU WEAPONS ARE PERMITTED IN ANY, EXCEPT WU SHU SPECIFIC COMPETITION, NOR WILL WEAPONS GLOVES BE PERMITTED TO BE WORN!

WOOD WEAPONS: BO, JO, SPEAR, NUNCHAKU, 3 – SECTION STAFF, ORR & TONFA ETC.
ALL MUST BE MADE OF HARD WOOD – NO PINE WOOD OR OTHER LIGHT WEIGHT SOFT WOOD.
BO, JO or SPEAR may be straight or tapered. If tapered, no less than 3/4 1inch in center & tapered to no less than 1/4 inch. The only exception will be Two Piece staffs, such as the CENTURY MODEL. A BO must not be shorter than the mid-section of the ear.
NO FOAM COVERED WEAPONS

BLADED WEAPONS: SWORD, SABOR, KAMA, MOON AXE, KWON DO, HOOK SWORD, DAGGERS ETC.
ALL MUST BE BLADED WITH RIGID METAL – NO FLEX IN THE BLADE
KAMA & MOON AXE MUST HAVE A HARD WOOD HANDLE.

METAL WEAPONS: SIAS, CHAIN WHIP ETC.
SIAS & CHAIN WHIP MUST BE MADE OF STEEL –(ALUMINUM OR “LIGHT WEIGHT” FOR WU SHU EVENTS)
CHAIN WHIP MUST BE MEDIUM TO HEAVY WEIGHT STEEL – NO “LIGHT WEIGHT” TYPE OF WEAPONS.
ALL WEAPONS WILL BE INSPECTED FOR THE ABOVE LISTED SPECIFACATIONS, AS WELL AS, CONSTRUCTION.
APPROVED WEAPONS WILL BE MARKED AS SUCH. NON-APPROVED WEAPONS WILL NOT BE PERMITTED!

RULES & GUIDELINES FOR SCORING FORMS OR WEAPON FORMS

RULES: WHEN 5 JUDGES ARE ON A BOARD, THE HIGH & LOW SCORES WILL FIRST BE REMOVED!

You MUST judge on technical merit NOT technical content!

You Must NOT judge any form based on the way you were taught it. Different Schools/Systems do a form with the same name in a different way.

You MUST judge stances NOT on the way you do them. But, on stability, balance, flow & Transitions.

YOU MUST GIVE THE SCORE OF 0.0 FOR THE FOLLOWING:

Failure to complete a form.

Throwing, allowing a weapon to leave both hands at any time (OTHER THAN WU SHU EVENTS) losing control of weapon.

Inserting of Gymnastics or Showmanship with no Martial Value.

Excessive Yelling, Screaming or other noises has no Martial Merit and is no more than showmanship. There will be no more than (10) vocal sounds permitted in any form. Upon the (11th.) vocal sound, the score given must be 0.0!

NOTE: Some Chinese based Forms have techniques that may appear to Judges that are not Familiar with Chinese based forms to be Gymnastics, Showmanship or without Martial Merit. IF YOU ARE NOT QUALIFIED AND FAMILIAR WITH CHINESE STYLES, DO NOT SIT ON THE JUDGING BOARD OF THESE COMPETITORS! FURTHER, IF YOU DO NOT TEACH TRADITIONAL WEAPONS OR IF YOU ARE NOT WU SHU QUALIFIED AS A JUDGE, DO NOT SIT ON THE BOARD!

GUIDELINES FOR SCORING FORMS & WEAPON FORMS:

UNACCEPTABLE 0.0 (LISTED ABOVE)

VERY POOR / POOR 1.0 – 2.9 Lack of balance, focus, power, flow, transition of techniques and or stances, many hesitations, extremely low difficulty factor, weak use of weapon.

FAIR 3 – 4.9 Some hesitations, loss of balance, broken concentration, weakness of techniques empty hand or weapons, low difficulty factor.

AVERAGE 5 – 5.9 Clean form but lacks any extra effort, difficulty factor average for the division.

ABOVE AVERAGE 6 – 6.9 Clean form with extra effort in techniques, difficulty factor average for division.

GOOD 7 – 7.9 Overall good performance, difficulty factor above average for the division.

VERY GOOD 8 – 8.9 Superior movement, balance focus and flow of techniques, greater difficulty factor

EXCELLENT 9 – 9.9 Exceptional movement, balance, speed, focus, power and transition of techniques and continuity, superior difficulty factor for the division.

PERFECT 10.0 NOT POSSIBLE – A 10.0 WILL BE SCORED AS A 1.0 BY THE SCOREKEEPER OR THE RING AUDITOR.