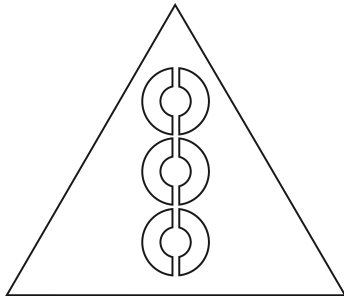


2022 WING CHUN NATIONAL CHAMPIONSHIPS

HOSTED BY VING TSUN MUSEUM



Ving Tsun Museum

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MAI SAN JONG REGULATIONS

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Chapter 1 OFFICIALS AND DUTIES

ARTICLE 1 Competition Committee

1.1 Competition Committee is the highest authority supervising the whole operation of the competition. It consists of one (1) competition Director, one (1) floor manager and one (1) deputy floor manager. (3)

1.2 Duties

- 1) To supervise the works of the Referee Team.
- 2) To supervise and monitor the behavior of the competitors and participating teams.
- 3) It has the authority to impose penalties on officials or competitors who breach the rules.
- 4) Competition officials are not directly involved with the referees who perform their work without prejudice.

ARTICLE 2 Arbitration Committee

2.1 Arbitration Committee consists of one (1) chairperson, and two (2) vice chairpersons. (3)

2.2 Duties

- 1) To handle complaints and impose binding solutions.
- 2) Decisions made by the Arbitration Committee are valid only if there are more than half of the committee members attending the conference and more than half of the members are in the same stance. If the voting is equal, the chairperson of the committee has the authority to make the final decision. Members of the Arbitration Committee should not express any opinion on topics related to their personal interest.
- 3) The Arbitration Committee has the authority to make the final decision.

ARTICLE 3 Referee Team

3.1 Organization of Referee Team consists of one (1) Head Referee, one (1) Deputy Head Refereeone, (1) Center Referee, and five to ten (3-5) Corner Judges. (6-8)

3.2 Supporting Staff

- 1) Recorders 1-2 persons
- 2) Registrars 2-3 persons
- 3) Announcers 1-2 persons
- 4) Photographers 1-2 persons

ARTICLE 4 Duties of Referee Team

4.1 Head Referee

- 1) Organizing and leading the referee team to ensure that the competition rules are strictly followed; make sure all preparation work is duly done.
- 2) Interpret the rules but have no authority to change.
- 3) During the competition, he may rearrange the work of the referees and, in case of serious errors made by the referee, handle the situation.
- 4) Examine and announce the contest result, review and summaries referee work.

4.2 Deputy Head Referee

- 1) The Deputy Head Referee is to assist the Head Referee and temporarily act as the Head Referee when he/she is absent.

4.3 Center Referee

- 1) Obey the leadership of the head referee; attend study seminars and do preparation work.
- 2) Execute duties independently and prepare detailed records.
- 3) The Center Referee shall have control over the match
- 4) The Center Referee shall declare "Start", "Stop", "Halt", "Attention", "Bow", "Ready", "Wait", "Time", "Continue", "Break", winner and loser, deduction of points, warnings and retiring. All the Referee's declarations shall be made when the results are confirmed.
- 5) The Center Referee shall have the right to make decisions independently in accordance with the prescribed rules.
- 6) The Center Referee shall not award points.
 - a) In case of a tied or scoreless match, the Referee shall make the decision of superiority after the end of the third round for intermediate divisions and the end of the fourth round for advanced divisions.

4.3 Corner Judges

- 1) The Judges shall mark the valid points immediately.
- 2) The Judges shall state their opinions forthrightly when requested by the Referee.
- 3) Responsibility for judgment
 - a) Decisions made by the Referee and Judges shall be conclusive and they shall be responsible to the Board of Arbitration for those decisions.

4.4 Chief Schedule Recorder

- 1) Handle all records, examine registration and prepare schedules.
- 2) Prepare all registration forms, examine contest results and rankings.
- 3) Time the contest and periods of time-out suspension and also shall record and publicize the awarded points and/or deduction of points.

4.5 Chief Registrar

- 1) Supervise the registrar team and report to the head referee in case of any incident.

ARTICLE 5 Supporting Staff

5.1 Schedule recorder

Perform the duties assigned by the Chief Schedule Recorder.

5.2 Registrar

Handle all registration work according to the schedule and guide the competitors to the competition platform, submit the completed registration form to the head referee.

5.3 Announcer

To announce the result, introduce the competition rules and related knowledge.

5.4 Photographer

- 1) Record videos of all contests.
- 2) At the request of the Competition Committee, broadcast the related video.
- 3) All the videos taken will be kept for record purposes.

Chapter 2 COMPETITION RULES

ARTICLE 6 Methods of Competition & Classification

6.1 Method of Competition

- 1) Single elimination tournament style
- 2) Round robin system

6.2 Classification

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- 1) Individual contest (shall normally be between contestants in the same weight class. When necessary, adjoining weight classes may be combined to create a single classification).
- 2) Male and Female divisions (shall exist only when 3 or more competitors are present for any one weight division)

All international-level competitions recognized by the VTMSC shall be formed with the participation of at least 3 countries with no less than 3 contestants in each weight class, and any weight class with less than 3 contestants cannot be recognized in the official results.

ARTICLE 7 Age Group

- 1) Kids Contest (7-11)
- 2) Children Contest (Aged 12-14)
- 3) Junior (Teen) Contest (Aged 15-17)
- 4) Senior (Adult) Contest (Aged 18-49)
- 5) Senior + Contest (Aged 50 and above)

ARTICLE 8 Weight Class

8.1 Kids (Age 7-11)

Division	Boys	Girls	
Strawweight	27kg (59.5lbs & under)	27kg (59.5lbs & under)	If less than 3 in a weight class these will two weight classes will be combined
Flyweight	30kg (59.6 to 66.1lbs)	30kg (59.6 to 66.1lbs)	
Bantamweight	33kg (66.2 to 72.7lbs)	33kg (66.2 to 72.7lbs)	If less than 3 in a weight class these will two weight classes will be combined
Featherweight	36kg (72.8 to 79.3lbs)	36kg (72.8 to 79.3lbs)	
Lightweight	39kg (79.4 to 85.9lbs)	39kg (79.4 to 85.9lbs)	If less than 3 in a weight class these will two weight classes will be combined
Welterweight	42kg (86.0 to 92.5lbs)	42kg (86.0 to 92.5lbs)	
Middleweight	45kg (92.6 to 99.2lbs)	45kg (92.6 to 99.2lbs)	If less than 3 in a weight class these will two weight classes will be combined
Heavyweight	45+kg (above 99.2lbs)	45+kg (above 99.2lbs)	

8.2 Children (Age 12-14)

Division	Boys	Girls	
Strawweight	42kg (86.0 to 92.5lbs)	39kg (79.4 to 85.9lbs)	If less than 3 in a weight class these will two weight classes will be combined
Flyweight	45kg (92.6 to 99.2lbs)	42kg (86.0 to 92.5lbs)	
Bantamweight	48kg (99.3 to 105.8lbs)	45kg (92.6 to 99.2lbs)	If less than 3 in a weight class

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Featherweight	52kg (105.9 to 114.6lbs)	48kg (99.3 to 105.8lbs)	these will two weight classes will be combined
Lightweight	56kg (114.7 to 123.4lbs)	52kg (105.9 to 114.6lbs)	If less than 3 in a weight class these will two weight classes will be combined
Welterweight	60kg (123.5 to 132.2lbs)	52+kg (above 114.6lbs)	
Middleweight	65kg (132.3 to 143.3lbs)		If less than 3 in a weight class these will two weight classes will be combined
Heavyweight	65+kg (above 143.3lbs)		

8.3 Junior (Age 15-17)

Division	Boys	Girls	
Strawweight	52kg (114.6lbs & under)	48kg (105.8lbs & under)	If less than 3 in a weight class these will two weight classes will be combined
Flyweight	56kg (114.7 to 123.4lbs)	52kg (105.9 to 114.6lbs)	
Bantamweight	60kg (123.5 to 132.2lbs)	56kg (114.7 to 123.4lbs)	If less than 3 in a weight class these will two weight classes will be combined
Featherweight	65kg (132.3 to 143.3lbs)	60kg (123.5 to 132.2lbs)	
Lightweight	70kg (143.4 to 154.3lbs)	65kg (132.3 to 143.3lbs)	If less than 3 in a weight class these will two weight classes will be combined
Welterweight	75kg (154.4 to 165.3lbs)	65+kg (above 143.3lbs)	
Middleweight	80kg (165.4 to 176.3lbs)		If less than 3 in a weight class these will two weight classes will be combined
Heavyweight	80+kg (above 176.3lbs)		

8.4 Senior (18 and up)

Division	Boys	Girls	
Strawweight	60kg (132.2lbs & under)	48kg (105.8lbs & under)	If less than 3 in a weight class these will two weight classes will be combined
Flyweight	65kg (132.3 to 143.3lbs)	52kg (105.9 to 114.6lbs)	
Bantamweight	70kg (143.4 to 154.3lbs)	56kg (114.7 to 123.4lbs)	If less than 3 in a weight class these will two weight classes will be combined
Featherweight	75kg (154.4 to 165.3lbs)	60 (123.5 to 132.2lbs)	
Lightweight	80kg (165.4 to 176.3lbs)	65kg (132.3 to 143.3lbs)	If less than 3 in a weight class these will two weight classes will be combined
Welterweight	85kg (176.4 to 187.3lbs)	70kg (143.4 to 154.3lbs)	
Middleweight	90kg (187.4 to 198.4lbs)	75kg (154.4 to 165.3lbs)	If less than 3 in a weight class these will two weight classes will be combined
Heavyweight	90+kg (above 198.4lbs)	75+kg (above 165.3lbs)	

According to the actual needs, the Competition Committee has all rights and is subject to change and/or

combine weight classes.

ARTICLE 9 Skill Division

9.1 Intermediate Division shall be those competitors that train at the Chum Kiu level and below (1 to 3 years of Wing Chun experience).

9.2 Advanced Division shall be those competitors that train at the Biu Jee level and above (3 or more years of Wing Chun experience).

ARTICLE 10 Appeal

The Competition Committee will only accept appeals relating to the referee's final judgment. All appeals must be made to the Competition Committee within 15 minutes presented by the team coach or leader in writing together with an Appeal Fee of \$100 USD. Each appeal can be made against only one allegation.

The Competition Committee will review and make its decision. If it is found that the appeal is correct, the Competition Committee will take appropriate action against the related referee and refund the appeal fee to the applicant but **the result will not be changed.** However, if it is found that no error is committed by the referee, no refund will be made. The Competition Committee will notify the result to the related parties.

ARTICLE 11 Registration

All competitors must arrive at the registration counter for the 1st check-in and the checking of equipment and uniform 30 minutes before the start. The 2nd check-in will be 10 minutes before the contest and the 3rd check-in will be 5 minutes before the contest.

** If applicant's check-in late at any one time, he/she will be disqualified.*

ARTICLE 12 Competition Protocol

Competitors should pay salute to the Referee table, Ring referee, competitor and opposing coach before and after their performance.

ARTICLE 13 Event Structure

A bout will consist of 3 rounds, A bout would follow the format:

1) Round 1

- a) Set Red: Athlete Red Challenge (One-minute continuously fight)
- b) Any side who falls loses 3 points, and anyone who falls twice (one hand touches the floor) loses the round
- c) Anyone stepping two feet out of the platform losses three points (One-time policy to push your opponent out of the platform)

2) Round 2

- a) Set Blue: Athlete Blue Challenge
- b) Any side who falls loses 3 points, and anyone who falls twice (one hand touches the floor) loses the round
- c) Anyone stepping two feet out of the platform losses three points (One-time policy to push your opponent out of the platform)

3) Round 3

- a) FREE Challenge: When Platform Referee says [Fight] Both sides are able to challenge each other

Each side has offensive opportunities (challenges). An athlete will be the challenger during a round. Then the opponent will be the defender. For example, Athlete Red will attack, and Athlete Blue will defend.

During the 2nd round, the two athletes will switch roles. The second set will have Athlete Blue act as the challenger and Athlete Red will be the defender.

ARTICLE 14 Platform

The competition will take place on a raised 12' x 12' platform or mat in bare feet (no shoes permitted). There will be a visible "centreline" dividing the platform in half. Athletes will stand at each half of the platform.

ARTICLE 15 Challenge Format

Both athletes will start using Wing Chun Jong Sau for a maximum of 6 seconds. The challenger must initiate an attack within 5 seconds. The defender is not allowed to initiate an attack. Upon attack, the defender can move, disengage, or otherwise defend and counter-attack, including stepping across the centreline. If the challenger attacks but does not step across the centreline, this is still considered an attack, and the defender can counter-attack, including stepping across the centreline toward the attacker. The challenge will end when the referee stops it, at which points will be awarded per the point structure. Athletes will then return to their starting positions for the beginning of the next challenge.

ARTICLE 16 Time & Stoppages

There will be one (1) minute limit for each challenge. When the platform referee says "kaishi" to signal the start of a challenge, the challenger will be allowed to initiate an attack within 5 seconds. After the 6th second, the platform referee will call "ting" at any time to stop the challenge. Also, a challenge will end when the platform referee calls "ting" to signal the end of that challenge.

- when there is a pause in the activity
- to issue a warning
- in the event of a medical emergency, a competitor is unable to compete after an on-site doctor's assessment.
- if a competitor has fallen on or off the platform

ARTICLE 17 Deductions & Warnings

Warnings

- 1) If the defender crosses over the centerline before the challenger.
- 2) If the defender is first to initiate an attack, a warning will be given to the defender.
- 3) A competitor's second use of Poi Pai Chang or Lan Sau in one round, will receive NO score but will receive a warning instead.
- 4) A competitor who hits the opponent on the prohibited area or uses a prohibited method.

5) A competitor who receives 3 warnings will lose the bout automatically.

Note: The referee will call “Ting” to stop the challenge in order to issue a warning.

ARTICLE 18 Points Structure

The competitor with the most points at the end of a bout will be the winner. If a competitor is knocked out or chooses not to continue, the remaining competitor will be the winner.

In each challenge, 1-5 technical points per competitor can be awarded by each of the 5 sideline judges based on how the competitor displays the Wing Chun style in each challenge. At the end of each challenge, points will be awarded based on the following criteria:

- 2 points will be awarded for each successfully landed combination of techniques. (e.g., Lap Da - Tan Da or Pak Da - Takedown)
- 2 points will be awarded if the competitor falls down because of his own loss of balance or steps both feet off of mat while retreating
- 1 point will be awarded for a single punch or kick lands successfully

Examples:

- If the challenger successfully lands a hit on a valid target area on the defender during a challenge, they will be awarded 3 points and the defender will be awarded none.
- If the defender successfully defends the attacks of the challenger without being hit during a challenge, the defender will be awarded 3 points and the challenger will be awarded none.
- If there is an exchange or counter-attack that takes place between the competitors (meaning that both competitors land successful hits on valid target areas) both competitors will receive points. The judges will award 3 points to the competitor who they feel dominated the overall exchange and 2 points to the competitor who did not.
- If the challenger attacks successfully with Wing Chun technique and style, and there is no defense from the defender, points will be awarded to the challenger according to each sideline judge’s assessment.
- If the challenger attacks and there is successful defense with Wing Chun technique and style from the defender, points will be awarded to both competitors according to each sideline judges assessment.
- If the defender counter-attacks the challenger successfully with Wing Chun technique and style, points will be awarded to the defender according to each sideline judge’s assessment.

ARTICLE 19 Target Areas & Techniques

19.1 Permitted Techniques

- striking with the fist, palm, or elbow

- kicking
- a single fluid-motion take-down

19.2 Valid Target Areas

- the head
- the torso
- the legs (above the knee only, anything below the knee will not be counted)

19.3 Prohibited Target Areas

- the back of head
- the throat
- the neck
- the knees
- the groin area

19.4 Prohibited Methods

(Which may issue a serious warning and cause an immediate disqualification)

- Attacking with the head, the fingers, or by putting pressure on the joints of the opponent in an adverse direction
- Clinching or Wrestling (a hold or grab lasting more than 1/2 second or a failed takedown followed by a second takedown attempt)
- More than 2 consecutive strikes to the head
- Elbowing to the head
- Foot stomping or kicking above the shoulder
- Stomping or kicking to the joints (knee)
- Spinning or uncontrolled techniques
- Attacking a downed opponent by any means

Article 20 Equipment and Appearance

21.1 Clothing

- 1) Pants shall be of one solid color, either black or white. A school emblem may also be present.
- 2) The shirt shall be short sleeved (1 red and 1 blue) and tucked into the pants. A school emblem may also be present. The shirt shall be free from buttons, zippers, snaps and the like.
- 3) Shoes shall be of an athletic, indoor nature with good traction.
- 4) All items of clothing shall be in a state of good condition with no loose thread.

21.2 Safety Equipment

- 1) An athletic support shall be worn by all male competitors.
- 2) A suitable mouthpiece shall be worn at all times during competition.

- 3) The head protector shall feature a faceplate covering the front of the face. The front of the face must be completely covered. The head protector should be free of cracks or any other signs of wear and tear.
- 4) Elastic Hand Pads will be used instead of 8 oz gloves
- 5) In all female divisions, the competitors shall be free to decide their own use of a chest protector.

ARTICLE 21 Miscellaneous Rules

After 5 seconds of inactivity, the referee will say Start (Kaishi). If there is no immediate attack action, the challenger will lose the challenge.

A competitor will be declared the winner if he wins two rounds.

If there is a 1-1 tie, the third round will choose a winner. If there is a tie at the third round, a new challenge will be performed with both competitors starting in jong sau position. The referee will count to 5, at which time either competitor can attack. The referee will stop the challenge when there is an interruption in the activity at which point the judges will score.