

THE RULES OF THE WUSHU BINGDAO (DUANBING) COMPETITION

Version 01/2025

WUSHU KUNGFU FEDERATION OF EUROPE

Contents

Chapter 1 Clothing and Etiquette of Competition	3
Article 1 Clothing.....	3
Article 2 Etiquette	3
Chapter 2 Competition area, Equipment and Bingdao.....	4
Article 3 Competition area	4
Article 4 Protective gear and Bingdao.....	5
Chapter 3 Competition Methods, Competition Time and Competition organization	5
Article 5 Competition method and competition time	5
Article 6 Age and qualification review	6
Chapter 4 Powers and Responsibilities of Technical Officials	6
Article 8 Powers and Responsibilities of Technical Representatives Powers and Responsibilities of Technical Representatives.....	6
Article 9 Powers and Responsibilities of Arbitration	7
Article 10 Powers and Responsibilities of the Chief Referee	7
Article 11 Powers and Responsibilities of the Deputy Chief Referee	7
Article 12 Powers and Responsibilities of the Referee.....	8
Article 13 The powers and responsibilities of the side judges.....	8
Article 14 Powers and Responsibilities of the Supervisory Referee.....	8
Article 15 Powers and responsibilities of video refereeing	8
Article 16 Responsibilities of the Arrangement Record Team	9
Chapter 5 Scoring and prohibited behaviors.....	9
Article 17 Scoring Techniques and Types Scoring Techniques and Types	9
Article 18 Prohibited parts and points for scoring.....	9
Article 19 Scoring Criteria and Scoring Judgment.....	10
Chapter 6 Foul Behavior and Punishment.....	12

Article 20 Warning	12
Article 21 Serious Warning.....	12
Article 22 Loss of Foul.....	13
Chapter 7 Judging Panel and Judgment of Victory	13
Article 23 Referee Panel	13
Article 24 Collegiate	13
Article 25 Judgment of victory	14
Chapter 8 The start, suspension, end of the game	14
Article 26 Getting Started	14
Article 27 Suspension.....	14
Article 28 End.....	15
Chapter 9 Appeals	15
Article 29 Appeal	15

Chapter 1. Clothing and Etiquette of Competition

Article 1 Clothing

Referees

1. Referees must wear the official uniform approved by the referee committee at competitions, coaching team meetings, referee training sessions, and seminars.
2. The official uniform includes: a dark tunic, a white shirt, special referee shoes, a referee badge, a whistle, and a referee's rod.

Athletes

1. Athletes must wear a black uniform. The length of dark pants must cover two-thirds of the calf and must not be above the ankle.
2. Fingernails must be short. Any jewelry or objects that may cause injury are prohibited.
3. The required protective equipment includes armor, a helmet, elbow pads, knee pads, gloves, and a bingdao sword, which are provided by the competition organizers. Footwear and clothing must comply with the requirements of the organizing committee.
4. The use of unapproved clothing and protective gear is prohibited.
5. Glasses are not allowed. Soft contact lenses are permitted, but the athlete is responsible for them.
6. If an athlete needs to use bandages or additional protective gear due to injury, permission from the chief referee is required.

Coaches

- Coaches on the field must wear sports uniforms or formal attire. Entry in shorts or slippers is prohibited.

Article 2 Etiquette

GENERAL RULES OF ETIQUETTE

- Etiquette must be observed throughout the game.

THE START OF THE GAME

1. After the referees enter the field, they shall first give a sword salute to the judges and spectators.
2. Before the start of the game, the athletes salute the judges, referee, and opponents in sequence.

THE END OF THE MATCH

1. After the match is over, the athletes of both teams first remove their helmets, giving them to their coaches, then return to the starting area and stand facing the spectators with their swords, waiting for the result

of the game.

2. After the result of the game is announced, athletes from both teams greet the judges and coaches of the opponents.
3. After the announcement of the exit, both the athlete and the referee must retreat three steps in succession, then turn around and exit.

Chapter 2. Competition area, Equipment and Bingdao

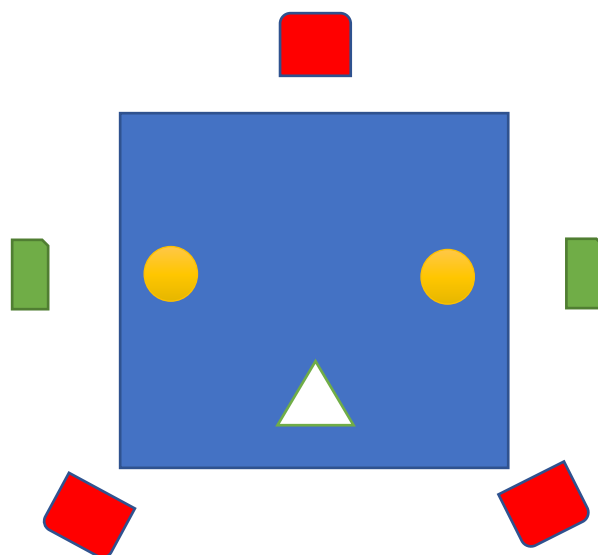
Article 3 Competition area

SPECIFICATIONS

The competition area is covered with a 6×6m mat/carpet/floor.

1. The referee should face the two athletes and stand among the three marking mats.
2. The side judges should sit in a triangle-shaped safety zone outside the area.
3. Coaches should sit or stand on the side of their respective athletes.

Figure I: Layout of the Bingdao Competition area



Article 4 Protective gear and Bingdao

PROTECTIVE GEAR

Athletes must wear protective gear designated by the conference, including a head guard, armor, leg pads, arm pads, gloves, and shoes. Children may wear less equipment, but only with the agreement of the organizing committee.

BINGDAO

1. Athletes must use Bingdao that meet the competition standards to compete.
2. The weight of Bingdao is determined according to different age categories: children, cadets, juniors, and adults. Bingdao swords are selected by the competition organizing committee and provided to the athletes.

Chapter 3. Competition Methods, Competition Time and Competition organization

Article 5 Competition method and competition time

The System of Competition

1. The competition is divided into individual competitions.
2. The single elimination system is adopted for individual competitions.

Individual Competitions

1. Individual competitions are held until one athlete wins 2 out of 3 rounds.
2. Athletes compete until the end of the round's time. Judges evaluate the match and determine the winner.
3. For adult athletes, each round lasts 1 minute or 1.5 minutes, with a 30-second rest between rounds.
4. The round duration for children and teenagers may be reduced to 1 minute, depending on the situation and the decision of the organizing committee.
5. The duration of the round or the points limit per round (e.g., up to 5 or 10 points) may also be determined by the organizing committee. This could apply, for example, when there is a large number of participants and the competition schedule cannot accommodate the set time.

Tie

If a tie remains after two rounds, an extra game is conducted to determine the winner.

There are two options for determining the winner in the event of a tie:

1. The first athlete to score a point is declared the winner. This decision is made by the referee.
2. After 1 minute of extra time, following the referee's whistle, the three side judges independently evaluate the athletes' performance by raising scorecards. The athlete receiving more than two votes is declared the winner.
If no athlete scores a point by the end of extra time, or if the points are still tied, the match is declared a draw, or the victory is awarded to the younger athlete.
3. Timing
4. The game time is the net play time. The referee gives the first "start" signal, and the timing starts; when

the referee calls "stop," the timing is suspended; the referee gives the "start" signal again to continue timing.

5. Between two consecutive matches, athletes will be given a rest period of 1 match.

Article 6 Age and qualification review

Age Categories:

1. Seniors — 41 years and older;
2. Adults — 18–40 years;
3. Juniors — 15–17 years;
4. Cadets — 12–14 years;
5. Children — 8–11 years;
6. Young children — 5–7 years

Qualification Review:

1. The athlete must be a valid registered athlete.
2. Athletes must present a physical examination certificate including EEG, ECG, blood pressure, pulse, and other indicators within 15 days before the registration date.

Chapter 4. Powers and Responsibilities of Technical Officials

Article 8 Powers and Responsibilities of Technical Representatives

1. Negotiate and communicate with the competition organizing committee, review the competition schedule and registration. They have the right to disapprove registrations if they do not meet the relevant regulations.
2. Confirm the competition venue, equipment, safety measures, and other necessary aspects to ensure the competition runs smoothly.
3. Supervise the work of all technical officials.
4. Participate in organizing the draws, venue allocations, and result confirmations.
5. Make final judgments on technical issues during the competition that are not explicitly stated in the rules.
6. Work with the organizing committee to ensure all technical arrangements fully comply with the martial arts competition rules.

Article 9 Powers and Responsibilities of Arbitration

1. The Arbitration Committee consists of 3 members designated by the Organizing Committee of the competition.
2. The Arbitration Committee is responsible for supervising the judging work during the competition. If the referees' decisions are found to be obviously unfair or inaccurate, the committee has the right to warn the technical officials and the referee team.
3. If a team objects to the referee team's judgment of the competition rules, the Arbitration Committee will accept the team's appeal.
4. Upon receiving the appeal, the committee will deal with it immediately and notify the relevant parties of the result promptly.
5. If necessary, the Arbitration Committee must review video recordings and conduct an investigation. A quorum is required, with more than half of the members present, and decisions are made by a majority vote. In case of a tie, the chairman has the final ruling.
6. Members of the Arbitration Committee shall not participate in discussions or voting on matters related to their country or region.
7. If, after strict review, the original judgment is confirmed as correct, it will stand. If the original judgment is found to be clearly wrong, the Arbitration Committee has the right to change the ruling and request the Organizing Committee to correct the error. The decision of the Arbitration Committee is final.

Article 10 Powers and Responsibilities of the Chief Referee

1. Host the pre-match technical meeting, discuss and decide on competition-related issues, and confirm the participating athletes.
2. Participate in the pre-match technical/team leader and coaches meeting, organize referees to study the competition rules and rules of officiating.
3. Check and implement preparations for the venue, equipment, referee gear, weigh-ins (if necessary), draw, lineup, and other competition-related tasks.
4. Address relevant issues during the competition according to the competition rules, but cannot modify the rules.
5. Review, sign, and announce the competition results.
6. Submit a written summary to the organizing committee.
7. Responsible for checking referees' adherence to the rules.
8. Guide the work of each referee team during the match and mobilize referees as needed.
9. The referee team has the right to make the final decision on any disputed issues.

Article 11 Powers and Responsibilities of the Deputy Chief Referee

1. Assist the chief referee and may also serve as other referees as needed.
2. Responsible for the study and work arrangements of the referees in the group.
3. Supervise and guide the work of referees, timekeepers, and scorers during the match.
4. When the referee on stage has made a clear misjudgment or missed a judgment, a whistle shall be

sounded to prompt correction.

5. If there is a counter-judgment in the result of the match, the decision may be changed after obtaining the consent of the chief referee before the result is announced.
6. Assign, designate, and supervise all referees and side judges for the venues they are responsible for.

Article 12 Powers and Responsibilities of the Referee

1. Lead the game process (declare the start, pause, and end of the game, declare the winner, etc.).
2. Declare a foul and correct missed or incorrect scores.
3. Convene side judges for a collegial discussion.
4. Interpret the basis of the judgment, and if necessary, explain it to the chief referee or the arbitration committee.
5. The authority of the referee extends beyond the competition area, including controlling the behavior of coaches, other athletes, or any accompanying persons in the competition arena.

Article 13 The powers and responsibilities of the side judges

1. Independent judgment.
2. Participate in collegiate discussions.
3. The tie is determined.

Article 14 Powers and Responsibilities of the Supervisory Referee

1. Check clothing, swords, protective gear, etc.
2. Supervising the record of the game time and the extra points for fouls.
3. If the referee does not find that the "coach has applied for a timeout", the referee will sound a whistle to remind the referee.
4. Assist the referees to ensure the smooth and orderly progress of the game.

Note: When it is found that the game has not been conducted in accordance with the rules of the competition or violated the rules of the competition, the supervising referee shall blow his whistle immediately. At this time, the deputy chief referee in charge of the venue shall request the referee to suspend the game and make corrections. Related errors.

Article 15 Powers and responsibilities of video refereeing

1. Use video playback technology to help the referee make correct judgments on the controversial technology.
2. Correct the athlete's scoring technique for missed judgement on the side referees.

Article 16 Responsibilities of the Arrangement Record Team

1. Review the list, review the qualifications of athletes, and complete the entry of athlete information.
2. Complete the timing and record of the match, and record the players' fouls, scores, and judgment results according to the commands and gestures of the referees on the stage.
3. Review and verify the results and admission ranking.
4. Register and announce the results of each game.
5. Statistics and collection of relevant materials, compilation of grade books.

Chapter 5. Scoring and prohibited behaviors

Article 17 Scoring Techniques and Types Scoring Techniques and Types

SCORING METHODS

1 point is awarded for a precise hit on one of the opponent's permitted zones during an attack.

2 points are awarded:

- For a clean block of any type, immediately followed by a precise hit on one of the opponent's permitted zones.
- For a strong and accurate hit on one of the opponent's permitted zones during a jump (both feet must not touch the ground).

3 points are awarded for a precise hit on one of the opponent's permitted zones with a spinning attack.

Important Notes:

- Delivering more than one strike at the same time is prohibited. If the referee identifies two or three simultaneous strikes, the match is stopped, and the athlete receives a warning with a **deduction of one point**.
 - Upon the second warning (serious warning), the athlete **loses two points**.
 - Upon the third warning, the match is stopped, and the athlete **loses the current round**.
- All strikes must be clean, strong, and clearly executed. **Special attention is given to strikes that produce a clearly audible sound.** Chaotic or meaningless strikes and movements are not permitted.

Article 18 Prohibited parts and points for scoring

FORBIDDEN PART OF BODY:

1. Back of the head
2. Throat
3. Crotch
4. Hands (above the wrist joint)
5. Feet (below the ankle joint)

SCORING POSITION

1. Head: The entire head except the forbidden part, including the top of the head, face and both sides.
2. Trunk: the front, side, back and shoulder protector wrap parts of the torso.
3. Legs: the part where the protective gear wraps from above the ankle joint to below the knee joint, excluding the knee joint and ankle joint.

Article 19 Scoring Criteria and Scoring Judgment

SCORING CRITERIA

1. Standardized and technical actions
2. Clear and hitting effect.
3. Clear and scoring awareness.
4. Good offensive and defensive state

SCORING JUDGMENT

1. A strike is considered valid if the athlete uses the prescribed technique to hit the designated scoring area of the opponent within the match time while meeting all four scoring criteria. However, after the referee calls "stop" or "match stop," any actions, even if technically correct, will not be scored. Additionally, the offending athlete may face penalties for such actions.
2. When both athletes are outside the designated area, no actions (including technically valid ones) will be scored. Striking an opponent who is already out of bounds will not earn points. However, if one athlete successfully executes a valid technique before their opponent leaves the field, that action will be scored.

NOTE:

1. If the referee stops the fight and confirms a successful attack that meets the criteria, it is judged as a score.
2. If both parties hit each other simultaneously, points are awarded to each based on their respective technical actions. If one party performs a series of strikes meeting the scoring criteria, each strike is counted as a separate score.
3. "Successful contact defense" occurs when a defender uses Bingdao defensive techniques to disrupt an opponent's attack effectively. An exception applies when the opponent is not actively attacking, and the defender executes their own offensive or probing strikes targeting the opponent's legs.
4. A leaping technique refers to actions where both feet clearly leave the ground at the same time.
5. A successful "turning technique" involves either a 180° reverse turn or a 360° forward turn (or more). The turn must be seamlessly connected to the strike without any pause in between.

NO SCORE IN THE FOLLOWING SITUATIONS:

1. There is no clear intention, the technique is unclear, the hit is ineffective, and the result is not obvious, no points are scored.
2. If the hit is made to any part of the opponent other than the body, no points are scored.
3. No points are scored for technical actions after the referee calls "stop."
4. If the athlete goes out of bounds or falls to the ground, their technical actions are not scored.
5. Attacking an opponent who has gone out of bounds or fallen to the ground does not score.
6. Technical actions involving back grips or counter-movements do not score.

ABOUT SCORING CRITERIA

Technical Actions:

Technical actions must include:

- **Starting Position:** The preparatory stance should align with the fundamental principles of a combat stance, ensuring body balance and incorporating elements of offense and defense. After completing the action, the athlete must return to the starting position.
- **Motion Trajectory:** Weapon movement must follow a standard trajectory that adheres to combat principles. The strike distance should be sufficient to achieve its effect while maintaining reasonable defensive positioning.

Action Control:

Strikes must be precise and controlled. Avoid "excessive strikes," such as sweeping movements with a straight arm or powerful strikes that result in a loss of balance.

Clarity of the Strike:

For a strike to score, it must meet the following requirements:

- Sufficient speed and force;
- The opponent's reaction to the strike (e.g., body movement or the sound of contact).

Focus:

The athlete's actions must be intentional, with clear concentration on executing the strike.

Post-Strike State:

After executing a technique, the athlete must return to a combat stance, maintaining defense and showing respect for the opponent.

Chapter 6 Foul Behavior and Punishment

Article 20 Warning

PENALTIES FOR WARNINGS

When a warning is issued, the opponent receives 1 additional point.

Actions Leading to a Warning:

1. Attacking the opponent's forbidden areas.
2. Using non-competitive (unsporting) techniques to attack.
3. Attacking after the referee's "stop" command.
4. Dropping the weapon.
5. Stepping out of the competition area with at least one foot or a full step.
6. Attacking an opponent who is on the ground.
7. Falling to the ground.
8. Using illegal techniques, performing uncontrolled attacks or defenses.
9. Grabbing the opponent's weapon or blocking an attack with the arm.
10. Deliberate bumping, pushing, holding, or other actions that obstruct the opponent's attack.
11. Failing to perform the proper salute after the referee's reminder.
12. Requesting a timeout without a valid reason (e.g., without referee approval or without a justified issue related to equipment, health, or technical problems).
13. Entering the field with improper attire or protective gear and failing to correct it within 1 minute as instructed by the referee.
14. Displaying disrespectful behavior, including offensive language, spitting, obscene or aggressive gestures, and other forms of unsportsmanlike conduct.
15. Violations of discipline by coaches, such as loud shouting, protests, leaving designated seats, or other actions that disrupt the competition.

Article 21 Serious Warning

(a) Penalties for Serious Warnings

- A serious warning results in a fine, and 2 points will be awarded to the opponent.

(b) Behaviors Leading to a Serious Warning

1. Attacking the opponent's prohibited area and causing injury.
2. Using illegal techniques that cause harm to the opponent.
3. Wearing unqualified attire or protective gear. The athlete must correct this within 3 minutes after the referee's reminder (in addition to the 1 minute initially allowed for correction).
4. Violating sports ethics (insulting referees, opponents, coaches, etc.).

Article 22 Loss of Foul

(a) Penalties for Foul

If an athlete breaks the rules and loses the ability to continue the match due to a foul, the opponent is automatically awarded the victory.

(b) The following actions will be considered fouls:

1. Attacking the opponent's prohibited area, causing serious injury and making it impossible to continue the match.
2. Using harmful methods such as removing the helmet, sitting during demonstrations, using violence or insulting opponents and other participants.
3. If the athlete's protective equipment does not meet safety standards and cannot be corrected within the allotted time, it is considered a foul.
4. Violating sports discipline (e.g., violence or insults towards referees, opponents, coaches, and other participants).

Notes:

1. If the athlete attacks the opponent's prohibited body part, regardless of the force of the strike, it is considered a foul.
2. **Blind Attacks and Defenses:** If an attack or defense lacks a clear purpose or awareness, which is erroneous and does not meet Bingdao standards, such actions are considered "blind attacks or defenses." This includes off-target strikes (such as punches, kicks, or throws that do not meet Bingdao standards), as well as repeated actions without clear intent, where no pause is made to correct the technique.
3. Loss of control over technique includes "dangerous application of techniques," which refers to actions aimed at harming the opponent, including those that do not result in a hit.
4. If actions are not stopped and repeatedly occur, clearly not meeting the standards for attack or defense, the referee may penalize for "blind attack or defense."
5. If both athletes foul simultaneously, after the referee calls for a "stop," both will be penalized.
6. **Falling to the ground:** Except for when both feet touch the ground, any other body part touching the ground is considered a fall.

Chapter 7 Judging Panel and Judgment of Victory

Article 23 Referee Panel

1. The judging panel for each match includes one head referee, three side judges, and one supervising referee.
2. During the competition, the head referee, side judges, and supervising referee must not represent the same country or team as the athletes participating in the match. Additionally, at least two judges must be from different countries or teams.
3. The referee panel is formed randomly from a list of qualified referees, side judges, and supervisors provided by the referee committee.

Article 24 Collegiate

Collegiate Discussion

1. If the chief referee notices a clear error or omission, they may stop the match and gather the judges for discussion.
2. Discussions are held only for errors related to awarding 2 points.
3. If at least two judges agree that an error has occurred, the chief referee must correct the decision.
4. During the discussion, the match is paused, athletes return to their starting positions, and the judges consult.
5. If necessary, video replay may be used to analyze disputed situations.

Article 25 Judgment of victory

Victory by Points: A competitor wins if they are the first to score 3 points or have more points based on the judges' decision at the end of the match.

Victory Due to Opponent's Forfeit: A competitor wins if their opponent does not appear for the match, cannot continue, or withdraws from the match.

Victory Due to Foul: A competitor wins if their opponent commits a serious foul, causing injury that prevents them from continuing the match.

Extra Round: If the match ends in a tie, an extra round will be held to determine the winner.

Forfeit: A competitor may forfeit due to injury (confirmed by a medical certificate) or weight category mismatch. If a competitor forfeits without a valid reason, all their results will be annulled.

Chapter 8 The start, suspension, end of the game

Article 26 Getting Started

Before the match begins, athletes stand in their starting areas while the head referee checks that the side judges, timekeeper, and recorder are ready. The referee then gives the "Prepare" command with a gesture, and the athletes perform a greeting gesture. After the "Start" command, the match begins.

Important:

Athletes may enter the competition area only under the referee's instruction.

Article 27 Suspension

(a) The referee commands "Stop", the clock stops; the match is resumed, and the clock continues.

(b) The referee stops the match in the following cases:

- When an athlete scores points.
- When an athlete commits a foul.
- When an athlete is injured.
- When the athlete's protective equipment is loose and affects the game.
- When the sword breaks or other accidents occur.

- When the athlete raises their hand to request a timeout for objective reasons.
- When the referee instructs the athlete to adjust their clothing or protective equipment.
- When unexpected problems on the field need to be addressed or dangerous situations need to be eliminated.
- When the chief referee corrects an error in judgment.
- When the game is affected by objective factors such as lighting or the condition of the venue.

Notes:

- After the match is stopped, the athlete must return to the starting area to resume the game.
- After the suspension of the match, the referee must resume the match promptly according to the rules, without delay.

Article 28 End

(a) At the end of the match, the athlete must return to the starting area, and the referee must stand at the penalty line and announce the result.

(b) The match ends in the following situations:

1. The match time expires.
2. One party abstains.
3. One party loses due to a foul.
4. "Score priority" occurs during overtime.

Chapter 9 Appeals

Article 29 Appeal

(a) General Rules for Appeals

1. If the referee violates the rules of the game, the coach or official representative of the team can file an appeal.
2. The appeal must be filed in the form of a written report, which will be submitted immediately after the contest in which the dispute arises. The coach or official representative of the team must sign the written report.
3. The complaint must provide the name of the athlete, the referee list of the match, and the accurate and detailed content of the complaint. Appeals regarding the overall penalty standard will not be accepted.
4. The complaining party has the responsibility to provide relevant evidence.
5. During the game, if an administrative operation error occurs, the coach can directly signal the referee or deputy referee to suspend the game and correct the error.
6. If the arbitration committee finds that the appeal is valid, it will take corresponding measures to remedy it. The deposit for appeals paid will be returned by the competition organizing committee. If the arbitration committee finds that the appeal is invalid, the appeal will be rejected, and the appeal deposit will be confiscated.
7. Each team must obey the final ruling of the Arbitration Commission.
8. According to the result of the ruling, the arbitration committee will fill in the complaint handling report, describing the conclusion of its investigation and judgment and clarify the related reasons. All participating arbitration committee members sign the report and submit the report to the technical representative for record.
9. If the arbitration committee rules that the appeal is valid, it must urge the referee committee and the

organizing committee to take corresponding measures to remedy it. These measures include:

10. Replay the affected games.
11. Issue a warning to prevent similar situations from happening in the next games.
12. Submit a letter of recommendation to the referee committee and impose corresponding penalties on the relevant referees.