

KUNG-FU-WUSHU

ASSOCIATION INDIA (REGD.) ESAT 1991

Affiliated to International Kung-Fu-Wushu Federation

KUNG-FU-WUSHU RULE & REGULATIONS BOOK



KWAI Head Office:- L-6/101, Street No. 12, New SUS Nagar, Sultanwind Road,
Amritsar, Punjab (India) Mobile: 09356009929, 07307779530

E-Mail:-kungfuwushuassociationofindia@gmail.com

Web:-www.internationalkungfuwushu.com

ARTICLE 1

Kung-Fu-Wushu is a Martial Arts Game. This Game has been Played in two parts i.e Fight for defense and Patterns. The moral of the game is to Attack and self-Defense. This game has been played in India since 1984. It is usually played in various weight categories and age groups.

ARTICLE 2

System of Competition

Rewarding Point

(a) If the kick contacts:-

- (i) On the face = 3 points
- (ii) on the chest = 2 points
- (iii) on thigh kick = 1 points
- (iv) on stomach kick = 1 point

(b) Any type of punch allowed:-

- (i) Face punch is allowed = 1point
- (ii) Clear chest punch with proper come back = 1 point

(c) Sweep:-

- (i) Sitting sweep is allowed
- (ii) Standing sweep is allowed = 2 point

ARTICLE 3

Fouls:

1. Outside the ring: 1st Warning, 2nd onwards = 1 point

2. Wrong attacks description

Knee strike, Elbow strike, Head strike, Pushing, Hold, Unbalancing, Grain Attack, Slapping and inner thigh attack, etc.

3. Wrong attack & Misconduct

1st Time: Less One Point

2nd Time: Less Two Point

3rd Time: Disqualified

ARTICLE 4

Age Groups:- (Boys & Girls)

The tournaments will be played in the following Age Groups:

- (i) Under 11 years
- (ii) Under 14 years
- (iii) Under 17 years
- (iv) Under 19 years
- (v) Above 19 years (Senior)

ARTICLE 5

WEIGHT GROUPS OF FIGHT FOR DEFENSE

Sr. No.	Under 11 Years	Under 14 years	Under 17 years	Under 19 years	Above 19 Years (Senior)
1.	14kg to 16kg	22kg to 25kg	28kg to 32kg	38kg to 42kg	40kg to 45kg
2.	16kg to 18kg	25kg to 28kg	32kg to 36kg	42kg to 46kg	45kg to 50kg
3.	18kg to 20kg	28kg to 31kg	36kg to 40kg	46kg to 50kg	50kg to 55kg
4.	20kg to 22kg	31kg to 34kg	40 kg to 44kg	50kg to 54kg	55kg to 60kg
5.	22kg to 24kg	34kg to 37kg	44kg to 48kg	54kg to 58kg	60kg to 65kg
6.	24kg to 26kg	37kg to 40kg	48kg to 52kg	58kg to 62kg	65kg to 70kg
7.	26kg to 28kg	40kg to 43kg	52kg to 56kg	62kg to 66kg	70kg to 75kg
8.	Above 28kg	43kg to 46kg	56kg to 60kg	66kg to 70kg	75kg to 80kg
9.		46kg to 49kg	60kg to 64kg	70kg to 74kg	80kg to 85kg
10.		Above 49kg	Above 64kg	Above 74kg	Above 85kg

Awarding to player

First Place = 1

Second Place = 1

Third Place = 2

ARTICLE 6

Total Duration of Rounds

1. Group U-14 year 2 Rounds 1 Minute
2. Group U-17 years 2 Rounds 1.30 Minutes
3. Group U-19 years 2 Rounds 2 Minute
4. Senior (Above 19 years) 3 Rounds 2 Minute 30 seconds rest between each round.

ARTICLE 7

Officials for Competition

1. Referee One
2. Side Judges Three
3. Jury One
4. Time Keeper One
5. Announcer One
6. Record Keeper
7. Medical Officer One

ARTICLE 8

Playground Setting

- (a) Mate Area – 8 by 8 meters
- (b) Corners – Red and White
- (c) Distance between participants will be 2-4 meters
- (d) Distance between participants and referee 2-4 meters

Judge - 2

Mate Area
Referee

Judge- 1 Judge - 3



Red
White

1. Jury
2. Announcer
3. Record Keeper
4. Time Keeper

ARTICLE 9

Kung-Fu-Wushu's Patterns

Patterns are a combination of Kung-Fu-Wushu basic techniques in a logically structured design. Patterns place the practitioner into a defensive mode to guard against and be able to counter any attack or act of aggression.

ARTICLE 10

KUNG-FU-WUSHU'S PATTERNS ANIMAL STYLE & WEAPONS Under-14,17,19, Above-19 Senior.(Boys & Girls).

1	Snake Style	5	Single Stick
2	Monkey Style	6	Double Stick
3	Eagle Style	7	Sword
4	Tiger Style	8	Spear

Kung-Fu-Wushu Patterns will be played in every team respective to four children depending upon age.

Under- 14, 17, 19, Above 19 Senior (Boys & Girls)

ARTICLE 11

They perform their respective patterns and will be judged on the basis of

1. Memorization:- The student's highest directional pattern must be completely memorized and performed without hesitation.
2. Precision:- Clearly observable sequential motion and accurate line of movement must be demonstrated.
3. Balance/ Posture/ Stance:- Proper guard, pivots, stancer, dodges, and show of stability must be demonstrated.
4. Rhythm:- Instead of a monotonous progression of techniques at a content pace,

students should go through their pattern with the proper timing and flow.

5. Dynamics:- High energy, use of the entire body, and load shapes must be exhibited at the right times.

ARTICLE 12

Marks for Patterns and Timing for patterns

Pattern: Total Marks = 30

Energy, Shout & Stamina 5

Rhythm & Eye Contact 5

Balance & Dynamics 6

Memorization & Precision 7

Technique 7

Timing for Pattern:

U - 14 - 45 seconds

U - 17 - 1 Minute

U - 19 - 1 Minute, 10 Second

Senior - 1 Minute, 20 Second

ARTICLE 13

Officials for Pattern of Kung-Fu-Wushu

There will be 1 Jury, 3 Judges, 1 Time Keeper and 1 Announcer, 1 Medical Officer and Record Keeper

1. A front table will have Jury, Time Keeper, Announcer, and Record Keeper 2.
There will be 3 Judges on each side and Medical Officer on one corner side.

ARTICLE 14-

Play arena setting

- a) Mate Area- 8 by 12 Meters
- b) Player Pattern Start in the Centerline.

Judge-2

Mate Area



Judge-1

Judge-3 Referee

Official Table

1 2 3 4

- 1. Jury 2. Announcer 3. Record Keeper 4. Time Keeper

ARTICLE 15

Duties of the Officials:

- 1. Side judges will make the judgments.
- 2. Jerry will make judgments from judges and declare results. 3. The timekeeper will keep a check on time as well as the number of rounds.
- 4. The announcer will announce the names of the participants and also if required some other details.
- 5. Record Keeper: The record Keeper will take records.

ARTICLE 16

Precaution:

The announcer will call three times the name of the participant for the bout if the participant doesn't report at the final call his/ her opponent will be declared the winner.

ARTICLE 17

Rewards:

1. 1st, 2nd, & Two 3rd places will be awarded Gold, Silver, Bronze, and Bronze medals. The medal tally list will be based on points for Gold-5 points, Silver 3 points, Bronze-1 points & Bronze-1 point certificate to all participants.
2. All team coaches/ officials will be awarded by memento and certificate. 3. Cups and attractive prizes for the Best Golden Fighter Boys & Girls in each group in the championship.
4. Team trophies will be given to 1st, 2nd & 3rd places.

ARTICLE 18

Students Uniform:- All the participants are compulsory to come in properly.

Kung Fu-Wushu Uniform which is Red Upper and Black Lower and has to bring the below-mentioned things:

1. Safety Gloves and Shoes
2. Chest Guard
3. Teeth Guard
4. Groin Guard

Uniform for Patterns

Red T-Shirts and Black Lower & our Pattern according to uniform for all groups.

ARTICLE 19

Gradations of Belt for Students

1. There will be tests for belts to promote the games of the players. The test will be held in the following belts after six months.
 1. Yellow Belt
 3. Green Belt
 5. Purple Belt
 2. Orange Belt
 4. Blue Belt
 6. Brown Belt
 7. Black Belt

Note:-

I can issue the certificate from yellow Belt to Brown Belt with a test from my own Country. Certificate of Black Belt will be issued by INTERNATIONAL KUNG-FU-WASHU FEDERATION.

2. After Black Belt there will be start 1st Degree, 2nd Degree, and Up to 10 Degree.
3. Referee test will be held also after six months.

ARTICLE 20

Referee Uniform

All the referees will wear the following Dress

Navy Blue Coat, White Shirt, Biscuit Colour Pent, Black Shoes, and Sky Blue Tie

ARTICLE 21

Objections

Any objection to the competition will be given to the Org. Secretary with a sum of Rs. 2500 along with an application within a boat.

ARTICLE 22

Draws and Competition

Competition will be held on knock out system or double Repurchase system according to the decision of the organizing committee or time period.

ARTICLE 23

Side-Line Judge Recording Form

Category _____ Boys/ Girls _____ Judge Name _____

Colour	Name	Country/ State/ District	1 st Round	2 nd Round	Final Round
--------	------	--------------------------------	-----------------------	-----------------------	-------------

Red					
White					
Remarks					
Total					

Signature _____ Date _____ Boat _____ Result _____

Recorder's Statistical Chart

Category _____ Date _____ Boat No. _____

	Red				White			
	1 st Round	2 nd Round	3 rd Round	Total	1 st Round	2 nd Round	3 rd Round	Total
Judge 1								
Judge 2								
Judge 3								
Total								

Result _____ Signature Jury _____ *ARTICLE 24*

Knock Out Draws

For Example

Total Players = 7 Boats = 3 Bye = 1

- 7.
- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Total Players = 9 Boat = 1 Bye = 7 8. Bye

9. Bye

1. Bye

2. Bye

3. Bye

4. Bye

5. Bye

6.

7.

Total Players = 15 Boat=7 Bye=1

15.

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

Reapercharge Draws (Single)

Total Players = 8

1 2 5 6 3 4 7 8

Reapercharge

5 8 3 6 Final

1 Vs 4

1st 4

2nd 1

3rd 3

3rd 8

Double Reparcharge

1 2 5 6 3 4 7 8

1 8 3 2 4 5

Final

4 Vs 2

1st 2

2nd 4

3rd 1

3rd 5

For More Detail Contact This Website .
www.internaitioanalkungfuwushu.com

President Finance Secretary General Secretary