

CHINESE BOXING - GENERAL REGULATIONS

- Systems should use Round- Robin, Knock-Out or Knock-out with repechage .
- The system adopted is to win two rounds .
- Each round lasts two minutes , there will be one minute break between rounds .
- Final 3 rounds two minutes each , there will be one minute break between rounds .

• Age Category

- 16-35 years
- +35 years

• Weight Categories

- 48 kg Category
- Category 52 kg (48 kg - 52 kg)
- Category 56 kg (52 kg - 56 kg)
- Category of 60 kg (56 kg - 60 kg)
- Category 65 kg (60 kg - 65 kg)
- Category 70 kg (65 kg - 70 kg)
- Category 75 kg (70 kg - 75 kg)
- Category of 80 kg (75 kg - 80 kg)
- Category 85 kg (80 kg - 85 kg)
- Category 90 kg (85 kg - 90 kg)
- Category Top 90 kg (+90 kg)

• Mandatory Protections

- Boxing gloves .
- Helmet without visor .
- Chest protector .
- Shin guards with instep (in bare feet) .
- Mouthguard , genital shield (worn underneath the pants) .
- A t-shirt and shorts should be the team itself.
- The colors of protective equipment must be corner 1 black, 2 red corner .

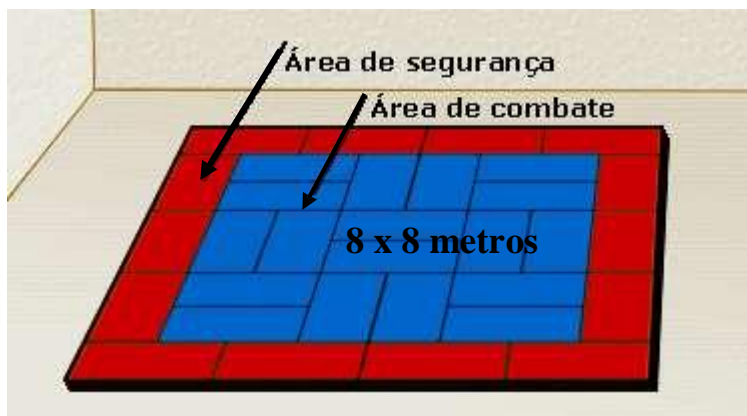


- **Competitors (duties)**

- Personal hygiene exemplary.
- Should use the equipment clean and presentable .
- They should remove any props, jewelry, watches , piercings , etc. .
- Do not use the equipment any offensive language or images , religious , etc. .
- Fair play

- **Methods of struggle**

- Can be used several techniques of attack or defense of various styles of Martial Arts .
- Projections have to be performed in less than 5 seconds.
- The fight takes place in a Tatami 8x8 meters.



- **Parties valid**

- Head .
- Trunk .
- Legs .

- **Parties prohibited**

- Nape .
- Neck .
- Throat
- Genitals .

- **Prohibited methods**

- Attacking the opponent using his head, elbows or knees .
- Pull inversely joints opponent's keys .
- Making the opponent falls head .
- Deliberately throw him to the ground with a jerk or the chest.
- Tap and hold the opponent's head .
- Fight on the ground .

- **Scoring criteria**

- **Three points .**

- Adversary go outside the boundary Tatami .
 - Kick the opponent's head lying to the ground, keeping the balance .
 - Making the opponent fails to fall its intention .
 - Hitting an opponent with a sweep laying him down keeping the balance .
 - Designing the opponent to the ground while remaining upright.
- (Projections have to be performed in less than 5 seconds)



Two points .

- If the opponent down (touching the ground with a body part other than the feet).
- Kick the trunk well executed .
- When the opponent you are required a count to ten, once.
- Opponent receives notice
- Making a projection to the opponent laying him down getting over it
(Projections have to be performed in less than 5 seconds)

A point .

- Hitting an opponent in a valid part with a hand technique .
- Hitting an opponent in the head or torso with leg technique .
- Low -Kick ` s interior and exterior .
- Adversary show inertia for eight seconds and continue for inert , eight seconds after being ordered to attack him .
- Opponent down on purpose and lying for three seconds .
- Adversary receive a warning .

No points .

- The technique appears unclear.
- The two sides or fall out while the tatami .
- The two sides kick up and successively boxing .
- A reaches the other side with a fight closed.

• Scams and Punishments

scams unfair

- Hold, passively , the opponent 's arms.
- Ordering a time-out when at a disadvantage .
- Giving advice or directives to the contestants when the fight is taking place .
- Inappropriate behavior for a sportsman or disobedience to the judge for his decision .
- Shouting loudly when the fight is over .
- Delaying the fight deliberately .
- Join in the fight without using the nipple shield or losing on purpose during combat objects of protection.
- The behavior of the combatant to be in violation of the protocol .

scams personal

- Attacking an opponent before the " Start " or after the signal " Stop" be given .
- Hitting the opponent parties prohibited .
- Hitting the opponent using any of the methods prohibited .

punishments

- A warning will be given for a technical foul .
- A warning will be given for a personal foul .
- A contestant whose opponent has been penalized more than 6 points in a round, will win this fight .
- A contestant who intentionally hurt his opponent ,
will be disqualified from the fight and his opponent will be deemed the winner .
- A contestant who is found guilty of doping ,
or inhalation of oxygen during the interval , will be disqualified from the entire competition .



Suspension of struggle

- A fighter to have fallen on the floor or off the dais (except fall on purpose) .
- A fighter gets punished .
- A fighter is offended .
- The fighters cling to each other in arms , it does not attack without attacking edge or for more than two seconds.
- A fighter crashed on purpose and remains on the ground for more than three seconds .
- A suspension of combat fighter asks , raising his hand , due to meet in difficulty .
- The Chief Judge corrects an omission or a mistake .
- Both fighters abdicate attack and one of them shows passivity for eight seconds.

Winner and loser

- The side that use three times an action for three points in a match , the winner will be .
- If there is inequality technique between the two sides , the judge center can with the approval of the chief judge , to proclaim the winner of the fight the stronger .
- A fighter will win the fight if his opponent is lying on the ground for a strong punch (not by personal actions unfair blows) and he remain on the ground for 10 seconds or the opponent can't remain standing , unless an abnormal case .
- If in a fight , a fighter is hit hard (not for personal actions unfair blows) and has to count three times " 10 seconds " , your opponent will be the winner of the fight .
- A fighter wins a fight if his opponent is hurt , during combat and unable to continue to compete under medical certificate .
- The result of each round will be decided in accordance with the decisions made by the judges corner.
- The warrior whose opponent in combat skirt twice the Tatami , will win the round .
- The combatant activities to use three points to win twice in round three points will be the winner of that round .
- If both sides have the same number of points in a round , the winner will be decided as follows:
 - Who receive fewer warnings during the round will be the winner .
 - Who receive fewer warnings during the round will be the winner .
 - one that has less weight (according to the weight recorded on the day of competition) will be the winner .

If you continue the same , is declared a draw .

- The fighter who wins the first of two rounds of combat will win this fight .
- If during the match , which was first invented hurt due to unfair blows the other hand , the latter will be the winner of the match after the case was confirmed by the senior medical .
- If during combat , one side is hurt by actions of unfair blows of his opponent and unable to return to competition , according to senior medical certificate , the hurt side will win the battle, but you will not be allowed to fight again.
- In case of Competition Round- Robin , if both sides win the same number of rounds in a match , the points will be counted in the fighting .

Any situations missing in this Regulation shall be resolved by the proof arbitration responsible.

The Arbitration Commission reserves the right to amend this regulation until one day before the competition starts.