

# INTERNATIONAL SAN SHOU RULES

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## CHAPTER 3: COMPETITION AND OFFICIATING METHOD

### Article 14 Methods of Attack and Defense

Apply any school of wushu's attack and defend methods.

### Article 15 Valid parts

The valid parts include the head, the trunk and the legs.

### Article 16 Faults

- 1 Attack the opponents back of head, the neck, the throat, or the crotch.
- 2 Attack the opponent by using the head, the elbow, and the knee.
- 3 Continuous hits to the opponent's head.
- 4 Use jointlock controls.
- 5 Make the opponent fall with the head over heels on the platform or deliberately smash or weigh down his opponent.
- 6 Attack the fallen down opponent (except the opponent who did so as a means of combat).
- 7 Take an initiative hold of the opponent (except for the defensive hold of the legs and counter-make-fall such as a single or double leg takedown.)

### Article 17 Absolute Victory

- 1 In an event of wide disparity in technique between two sides and one side has obviously lost the defending ability, the **judge (referee) on the platform may**, with the **approval of the head judge, proclaim the stronger side to be the winner** of the bout. **Dominance**
- 2 A competitor will win the bout if his opponent is **knocked down by a blow** on a valid part and **remains down for 10 seconds**, or he can stand up but with **abnormal consciousness**.
- 3 Approved by the head judge, a competitor will win a bout if he injured by his opponent's foul attack and has been certified by a doctor that he is unable to compete again.
- 4 In a round, if a competitor is **twice off the platform** (any part of the body has touched the ground), the other side will be the winner of the round.
- 5 In a round, a competitor is hit at the valid part and given an **8 seconds count twice**, his opponent wins the round.
- 6 In a round, if a competitor applies the methods from the 2), 3), 4), 5) of article 18 and gains three points three times, he will win the round. Back sweep or throw

### Article 18 Scoring Methods

#### 1. Winning three (3) points

A competitor will **win three (3) points** if:

- 1 Punches, kicks, pushes or throws his opponent off the platform in a round.  
If it is done **twice in one round, you win the round.**
- 2 Hit the opponent's valid part (or down) by a **spinning kick** to the **head or chest** while remain standing.
- 3 Make the opponent fall down (any part of the body, except the feet, has touched the ground) by a forward sweep or a backward sweep, while remain standing.
- 4 Knock the opponent down by a leg kick, while remain standing.
- 5 Make the opponent fall by a instinctive counter technique (including a sacrifice throw) while dodging defensively.

#### 2 Winning Two Points

A competitor will **win two (2) points** if:

- 1 His opponent has fallen/thrown down while he himself remains standing.
- 2 Kick the opponent in the **trunk** once by the legs.
- 3 The opponent has been given a warning once. **Three (3) warnings you are disqualified.**
- 4 All throws with thrower standing is two (2) points unless a high altitude (3pts) or if you fall on opponent or lose balance (1pts)

### 3. **Winning One Point**

A competitor will win one (1) point if:

- 1 Hit the opponent on a valid part once by a hand techniques.
- 2 Hit the opponent on the head or the legs once by a leg technique.
- 3 When two sides show passivity in a fight for **8 seconds**, the judge on the platform orders his the opponents to attack, but the opponent still remains passive for **another 8 seconds** after the order. (After 2 admonish-cautions you are warned)
- 4 The opponent has been admonished (cautioned-warning) once.
- 5 When both sides apply methods to force the opponent down, the later falls down will gain one point.

### 4 **No Point Awarded**

No point will be awarded to either side when:

- 1 Two sides hit each other on valid parts at the same time or successively. (Best to step back & punch)
- 2 Both sides fall down or off the platform at the same time or successively.
- 3 Throw the opponent to the ground or off the platform **after holding him for five seconds or more.**
- 4 The opponent falls on the ground as a means of combat.
- 5 The opponent falls on the ground after a flying movement.
- 6 Two sides hit each other in a locked fight (clinch).
- 7 Hit the lower leg when the opponent defends by raising his knee.
- 8 Hit the valid part by a forward sweep or a backward sweep while being pressed down by the opponent.
- 9 No clear technique and no obvious hit at the valid parts.

## Article 19 Fouls and Penalties

### 1. **Technical Fouls**

- 1 After the judge on the platform (referee) signals the start, a competitor deliberately slows his march onto the platform or starts his fight after 5 seconds. (2 calls is the limit)
- 2 Request for a time out when the competitor is at a disadvantage.
- 3 Ungentlemanlike behavior to the judge or disobedience to his decision.
- 4 Persistently shouting out loudly or impolitely during a fight to frighten or disturb ones opponent despite previous warnings by the judge.
- 5 Spit out the gum shield or loosen the protective gear on purpose in a fight.
- 6 Violate Article 9.

### 2. **Personal fouls**

- 1 Attack the opponent before the judge on the platform (referee) gives the start signal or after he gives the stop signal.
- 2 Use prohibited methods to attack.

### 3. Penalties (2pt deduct)

- 1 An admonition will be given for a technical or a minor personal foul; but a **warning** will be given for an **obvious personal foul.**
- 2 A competitor who has been penalized up to six (6) points in a match will be disqualified and his opponent will be the winner of the bout.
- 3 A competitor who intentionally hurts his opponent or commits a serious foul will be disqualified from the bout or the whole competition accordingly.
- 4 A competitor who is found guilty if doping and inhaling oxygen during a break , or employing trickery will be disqualified from the whole competition.

## Article 20 **Suspension of Fight**

The judge on the platform will suspend the fight in any of the following cases:

- 1 A competitor has fallen down or off the platform.
- 2 A competitor is injured.
- 3 The competitors are locked in a confused fight (clinch) for more than two (or four) seconds.
- 4 Both competitors refrain from attacking, and one of them shows passivity for a duration of eight seconds.
- 5 The head judge comes up to the platform to solve problems. Or the coach throws in a towel.
- 6 The head judge or other judges have spotted danger in a fight.
- 7 The fight is interrupted by objective factors such as problems of lighting and arena.