

2010 Jiaoli Rules and Prizes

1. General Rules

- a. Competitors must be willing to sign the Liability Waiver. Competitors are required to follow the rules and demonstrate courtesy to the judges and officials, the audience, and fellow competitors.
- b. Competitors must obey instructions and decisions of the judges. Appeals on the judges' decisions must be requested by the competitor's coach or team leader.

2. Weight Classes

Heavyweight (over 180lbs.)

Middleweight (150-180lbs.)

Lightweight (under 150lbs.)

To be determined finally on the day of competition.

3. Weighing In

- a. The registration and recording staff shall be in charge of weighing in.
- b. Each competitor shall be weighed in before the competition.

4. Drawing of Lots

- a. Drawing of lots will be performed after weighing in, starting with the lightest weight class to the heaviest. Competitors will be paired up and assigned color designation of "red" or "black".
- b. Drawing of lots will be performed for the competitor by his / her coach or team leader.

5. Etiquette at Start and End of the Match

- a. At the start of the match, competitors will enter the ring and stand on the sides of the Referee. The competitors will salute the audience with a Kung Fu bow done by pressing the right fist to the left palm. Then the competitors will face each other and salute each other with a Kung Fu bow.
- b. At the end of the match, the Referee will announce the winner. Then the competitors will salute the Referee with a Kung Fu bow, and then salute each other with a Kung Fu bow.

6. Costumes and Protective Equipment

- a. Shirts and Pants: Competitors are required to wear a sport shirt or pants..
- b. Footwear: Competitors shall be barefoot.
- c. Jewelry: No jewelries.
- d. Fingernails: Fingernails must be clipped as short as possible.
- e. Hair: Long hair must be securely tied back.
- f. Protective equipments: groin-cup (for males), Dental protect.

7. Forfeiture

- a. A competitor will forfeit his / her entry in the competition if there is no show after 3 calling of his / her name by the Referee.
- b. In the event that one competitor clearly demonstrates disadvantage over his / her opponent, the competitor or his / her coach can request immediate termination of the match. In such event, the competitor forfeits his / her entry and the other competitor wins the match.

8. Matching Rules

- a. The tournament committee decides on one of these elimination methods: round robin, single elimination bracket method, or double elimination bracket method.
- b. Each match consists of two 2-minute rounds with a 1-minute rest period.
- c. First round: Competitors face each other. Each places his / her right foot in at the center of the competition area. Competitors make contact with the back of the right wrist. The Referee gives the command to begin,
- d. Second round: Competitors face each other. Each places his / her left foot in at the center of the competition area. Competitors make contact with the back of the left wrist. The Referee gives the command to begin.

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9. Legal and Restricted Target Areas

For both Fixed-step and Moving-step Jiaoli the following applies:

- a. Legal Target Areas: Techniques may be initiated within restricted areas of the body, from below the base of the neck to the ankles.
- b. Restricted Target Areas: the head, neck, or groin areas.

10. Violations

The following items are NOT allowed in the competition:

- a. Grabbing the opponent or opponent's clothes for more than 5 seconds with no intention to attack.
- b. Attacking a restricted target area
- c. Striking, punching, biting, choking, kicking
- d. Using the head to attack, elbow strikes
- e. Joint locks
- f. Pulling hair
- g. Using any technique determined to cause injury to the opponent
- h. Unsportsmanlike conduct
- i. Not following instructions of the Referee
- j. Stepping on the feet
- k. Suplex
- l. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match.
- m. Not attacking for more than 10 seconds.
- n. Requesting a time-out when about to lose a point.
- o. Leading the opponent to commit any of the violations listed above

11. Penalties

For each violation by the competitor, the opponent receives one or two points.

11.1 Fixed-Step Jiaoli – 1 Point Violations

- a. Grabbing the opponent or the opponent's clothes for more than 5 seconds.
- b. Unsportsmanlike conduct
- c. Not following instructions of the Referee
- d. Switching the positioning of the feet
- e. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match
- f. Not attacking for more than 10 seconds.
- g. Requesting a time-out when about to lose a point.
- h. Leading the opponent to commit a violation.

11.2 Fixed-Step Jiaoli – 2 Point Violations

- a. Attacking an restricted target area
- b. Striking, punching, biting, choking, kicking
- c. Using the head to attack, elbow strikes
- d. Joint locks
- e. Pulling hair
- f. Using any technique determined to cause injury to the opponent

11.3 Moving-step Jiaoli – 1 Point Violations

- a. Grabbing the opponent or opponent's clothes for more than 5 seconds with no intention to attack.
- b. Unsportsmanlike conduct
- c. Not following instructions of the Referee.
- d. Attack the opponent after the Referee signals stopping of the match or before the Referee signals the beginning of the match.
- e. Not attacking for more than 10 seconds.

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- f. Requesting a time-out when about to lose a point.
- g. Leading the opponent to commit a violation.

11.4 Moving-Step Jiaoli – 2 Point Violations

- a. Attacking a restricted target area
- b. Striking, punching, biting, choking, kicking
- c. Using the head to attack, elbow strikes
- d. Joint locks
- e. Pulling hair
- f. Stepping on the feet
- g. Suplex.
- h. Using any technique determined to cause injury to the opponent

12. Disqualification

- a. A competitor will be disqualified for accumulating six points of violations.
- b. A competitor can be disqualified by the Referee for a single act of using illegal techniques willfully, attacking restricted target areas willfully, or causing injury to the opponent. The opponent automatically wins the match.

13. Awarding Points

13.1 Fixed-step Jiaoli – Awarding Points

- a. If the competitor moves one or both feet out of place, then the opponent gains 1 point.
- b. If the competitor falls down (i.e. any part above the ankle touches the ground) and the opponent does not, the opponent gains 3 points.
- c. If both competitors fall down, the second competitor to fall gains 1 point. If they fall at the same time, no points are awarded.
- d. If the competitor commits a 1 or 2 point violation, the opponent gains 1 or 2 points, respectively.
- e. If the Referee asks the competitor to attack, and he/she doesn't attack within 10 seconds, the opponent will gain 1 point.

13.2 Moving-step Jiaoli – Awarding Points

- a. If the competitor falls down (i.e. any part above the ankle touches the ground) outside the competition boundary, the opponent gains 3 points
- b. If the competitor falls down (i.e. any part above the ankle touches the ground) inside the boundary, the opponent gains 2 points.
- c. If both competitors fall down, the second competitor to fall gains 1 point. If both competitors fall down at the same time, no points are awarded.
- d. If the competitor gets pushed out of the boundary, but is still standing and the opponent is still within the boundary, the opponent gains 1 point. If both competitors step outside the boundary, no points are awarded.
- e. If the competitor commits a 1 or 2 point violation, the opponent gains 1 or 2 points, respectively.
- f. If the Referee asks the competitor to attack, and he/she doesn't attack within 10 seconds, the opponent will gain 1 point.

14. Deciding the Winner

14.1 Both Rounds of the Match are Completed– Deciding the Winner

- a. The competitor who has the most points at the end of the match wins the match.

14.2 The Match Ends Early – Deciding the Winner

- a. If the competitor is leading by 10 points, the opponent loses.
- b. If the referee decides the competitor is of much higher skill than the opponent, the competitor will be declared the winner to prevent the opponent from injury.
- c. If the competitor cannot stand up for 10 seconds (and no violation occurred), the opponent wins

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14.3 Tied Score – Deciding the Winner

- a. The competitor with the least accumulated violation points wins.
- b. If the competitor and the opponent have the same amount of violation points, the lighter competitor wins.
- c. If the both competitors have the same amount of violation points, and are the same weight, a tie-breaker round will occur where the first competitor to obtain 1 or more points wins.

15. Determination of Ranking

- a. Individual Ranking: First Prize, Second Prize, and Third Prize are awarded in each weight class among male competitors and each weight class among female competitors, based on the method of elimination.

16. Distribution of Prizes

Only the first, second, third place will have the medals and certificates. The first place will have prize. All the competitors will have certificates.

17. The Competition Area

The competition area is a 4 m by 4m matted area.