



Regulations for

The 14th IMAF-IFKK MARTIAL ARTS WORLD CUP CHAMPIONSHIP

1. Date and Location The 14th IMAF-IFKK MARTIAL ARTS WORLD CUP

CHAMPIONSHIP will be held in Budapest, Hungary from October 10th to 13th 2013.

- 2. The host organization: IMAF-IKFF Hungarian Branch
- 3. The organizer: Hungarian Shaolin Kungfu Federation

4. Competition Events

*	Chinese Martial Arts (Kungfu(Gongfu), Wushu)
**	Japanese Martial Arts (Karate, Kempo)
***	Korean Martial Arts (Taekwondo, Hwarando)
****	Chi Kung (Ji Gong, Kiai,)
****	Free Style
*****	FIVE STAR CHAMPION





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Chinese Martial Arts (Kungfu(Gongfu), Wushu)

I. Traditional Kung Fu Event

1. Traditional Shaolin Quan,

Lian hua quan, Gongfu quan

Xiao Hong Quan

Shaolin Tongbei quan

Other Shaolin barehand forms (please refer to Annex 1)

Shaolin Daoshu (saber),

Shaolin Jianshu (sword),

Shaolin Qiangshu (spear),

Shaolin Gunshu (cudgel)

remark: the animal and the imitative styles in the point 4.

2. Traditional Taijiquan,

Wudang Taijiquan (barehand form)

Wudang short weapon form

Wudang long weapon form

Chen Style Taijiquan (barehand form)

Chen style Taiji sword form

Chen style Taiji saber form

Chen style Taiji other weapon form

Yang Style Taijiquan (barehand form)

Yang style Taiji sword form

Yang style Taiji saber form

Yang style Taiji other weapon form

Wu (武) Style Taijiquan (barehand form),

Wu (吴) Style Taijiquan (barehand form),,

Sun Style Taijiquan (barehand form),

Other internal style weapon form

3. Traditional Southern styles

Choy Lee Fut,

Yong Chun Quan,





Ohter Southern styles form.

4. Traditional animal and imitative forms

Hou (monkey) Quan,

Tanglang (mentis) Quan,

Di Tang Quan (ground tumbling boxing)

Zui (drunken) Quan

Other styles

5. Other Traditional styles(external- and internal styles)

I. Category: Xing Yi Quan, Ba Gua Zhang, Ba Ji Quan, Xin Yi Liu He Quan,

Da

Cheng Quan, Wudang Quan

II. Category: Tong Bi Quan (NOT the shaolin Tongbei Quan), Pigua Quan,

Fan Zi

Quan

III. Category: Cha Quan, Hua Quan, Hong Quan, Mizong Quan, Rou Quan

6. Traditional Weapons

Soft weapons Traditional Long weapons

Traditional Short weapons

Traditional Double weapons

7. Group events

External style Group Barehand Form External style Group Weapon Form Internal style Group Barehand Form Internal style Group Weapon Form

Group Fighting Form

 \cdot Please refer to Annex 1 for categories of barehand and weapon events as well as list of style names for competition.

• If you are not sure your style goes into which sub-category, please select the Other Styles category, but in this case the Organizers' decision will prevail. In case of less than three participants under one group, these participants shall be assigned to the





group of "Others".

• For the purpose of protecting and preserving the characteristics and value of traditional Kung Fu, this championship sets up categories for traditional Shaolin barehand styles, traditional Taijiquan and Southern barehand styles as well as other traditional styles. The championship selects and limits the styles for competition to those which are the most popular and widespread in the world. The participants shall submit their entries for competition and participate in the competition in accordance with these regulations on the styles and categories prescribed by the organization committee of the championship. The championship shall examine the competition items entered by the

competitors and give scores to the competitors in the course of the competition in strict, professional and conscientious manner. The judges shall not give scores neither to those performances which are not in conformity with the standards and characteristics of traditional Kung Fu; nor to those self-created or choreographed free style routines.

• The competitors when performing in the events for "traditional Wushu routines of various styles passed on systematically and uninterruptedly" shall not be allowed to use movements with difficulty degree above Group B (inclusive of Group B) regulated in Rules for Wushu Taolu (Routine) Competition. Any routine performed by the competitor, which do not conform to this regulation, shall not be given scores. The competitors shall be allowed to use jumps such as Tengkong Feijiao, Tengkong Bailian, Tengkong Xuanfengjiao and Jiantan.

II. Modern Wushu Event

- 1. Changquan (Long Fist);
- 2. Nanquan (Southern Fist);
- 3. Taijiquan;
- 4. Daoshu (Broadsword);
- 5. Gunshu (Cudgel);
- 6. Qiangshu (Spear);
- 7. Jianshu (Sword);
- 8. Nangun (Southern Style Cudgel);
- 9. Nandao (Southern Broadsword);
- 10. Taijijian (Taiji sword)





The competitors shall be allowed to use free style forms created and choreographed in accordance with the rules endorsed by the International Wushu Federation and to use the forms under The Second Set of Taolu for International Competition prescribed by the International Wushu Federation, but no additional scores on difficult movements shall be granted thereto. For Taijiquan, 24-Form and 42-Form shall be used and for Taijijian, 32-Form and 42-Form shall be used for competition.

III. Sanda (Sanshou)

The IWUF current regulations will be applied. (exception: shin guards and the gaiters are compulsory) The rules can be found on the competition website.

IV. Qingda (Light contact fight):

For Qingda, the following weight categories shall be set up:

(a) Under 18'sWeight categories under 48 kgchange by 3 kg

Over 48 kg categories the adult categories will be applied, but the maximum weight is the -80 kg category

For women -75 kg category is the last

(b) Over 18's (Adult) - 52 kg (not less than 48 kg) - 56 kg 52 kg \leq 56 kg - 60 kg 56 kg \leq 60 kg - 65 kg 60 kg \leq 65 kg - 70 kg 65 kg \leq 70 kg - 75 kg 70 kg \leq 75 kg - 80 kg 75 kg \leq 80 kg - 85 kg 80 kg \leq 85 kg - 90 kg 85 kg \leq 90 kg + 90 kg

The rules can be found on the competition website.

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Japanese Martial Arts (Karate, Kempo)

a.- The competition is all martial arts styles of Japanese origin, for example, Shorin Ryu, Goju Ryu, Wado Ryu, Motobu Ryu, Kenpo Shoryuken, Shito Ryu, Ken Sei Ryu, etc. Keeping each of their







techniques and traditional uniforms, according to International Regulations .-

b. - is recorded in the appropriate form, athletes of different ages, gender and experience, which willbe separated according to the table above and in the following areas:POWERS

KATAS: Participation with original empty hand forms, for each style and according to the level of each athlete .-

KATAS TEAM: (Minimum 5 Competitors) Novice and Advanced

KOBUDO: weapon forms typical of each style, short or long, eg.: BO, KAMA, KATANA, EKU, TONFA, SAI, nunchaku, JU, Kuwa, Nunti, ETC.

SHIAI KUMITE: Combat Sports, with Open Tournament Rules, 2 minutes each round, six points (6). In case of tie the extension cords shall be 1 minute. Only the final will be 3 minutes. The Regulation is attached separately .-

COMBAT RULES

Men

Women

Super light up to 59 kg.	Super Light up to 45 kg
Light from 59 to 63 kg.	Light 45 to 50 kg.
Medium 71 to 77 kg.	Medium 55 to 60 kg
Weighed from 78 to 85 kg.	Weighing 60 to 65
Super Heavy over 86 kg.	Super Heavy over 70 kg.

Similar full and open competition regulation that adapts to all types of martial art where the competitor may develop a variety of techniques without damaging the opponent and using the appropriate protection, which shall be binding .-





Competition Area

Have a dimension of seven meters by seven meters (7m x 7m) with a risk zone of one meter in all around. Will mark the area where each competitor will be located to give the beginning and end of each fight .-

Permitted Punches

Straight punches (Shuki - Shuki yaku - oi Shuki) to the middle of the body. Starting from the hip and back immediately to negative.

For intermediate and advanced levels will be allowed to hit the top, with moderate contact.

Punches to the back will be allowed, with moderate contact without touching the spine.

Backhand punches (uraken) only the front half. For intermediate and advanced levels will be allowed

to the lateral side of the head. Ever for novices or kyu A. -

All strokes should be seen ears and controlled. May not cause any damage (fading, cut or bruise) .-

Kicking Allowed

Kick off the middle .- (mae-geri)
Kicks to the middle .- (yoko-geri)
Kicks to the area round the middle, high and back .- (mawashi geri)
Spin kicks, standing firm or jump, they are controlled .- (ura-mawashi geri)
Roundhouse kick in and out, with the sole .- (Kakata geri)
The bars will be allowed, provided they are followed by a technique otherwise be considered violations .- (ASHI barai)

Prohibited techniques

Forbidden to enter to compete with guards for: head, gloves, mouth, groin, shin and instep. Ladies should wear vest.-Forbidden cause any injury to the opponent, whether intentional or without intent .- Forbidden to strike with the edge of the hand, fingertips, elbows, heels, head or retain

Non-knee. opponent .-

Prohibited kick to the genital area and legs .-





Prohibited hit the front of your face .-

Prohibited unsportsmanlike gestures towards referees, competitors or Directors.-Forbidden to talk during the fight or protest the findings of the judges. All complaints will be accepted when made by Coach, Manager or Coach of the Participant .-

Prohibiting the use of shoes of any kind .-

Outputs

He considers the action of stepping on the demarcation line of the ring, whether caused by an attack or avoiding the fight. Not valid when the competitor has been pushed. All be computed and sanctioned as follows: 1 st output is a warning, 2 nd exit is half a point for the opponent, 3rd exit, A point for the opponent and 4 th exit is disqualification .-

Infringements

They can be penalized the same way as the outputs, but is at the discretion of the referee, disqualification of the competitor, according to the attitude that this and if any injuries caused by the

infringement. Also for the conduct of the participant, their leaders or supporters .-

Other

All complaints, protests or complaints concerning the development of a combat or the actions of the arbitrators shall be made before the match ended question. After the verdict was given, no claims are accepted.

We will only accept claims of Coach, Coach or Director of Participate. "Having accepted the claim, the fight will take place again, with the participation of the Director of Judges and Coaches of both competitors.

Three (3) Judges who lead the fight, located within the area of competition and all three have the power to stop the actions, but only the most is what gives the score .-

The duration of the fight is two (2) minutes and only the final will be three (3) minutes.

Six (6) points will win the battle or by as much accumulated over the duration of the same.

The following techniques are worth one (1) point: punch to the middle zone (front or reverse). Kick to the middle. Punch to the upper zone (only for advanced).

The following techniques are worth two (2) points: Kicking into the upper echelons. Kick back. Sweeps followed by art. Jump kicks. Punch to the back. Combined technique of blocking and punch. In case of tie, the match will be extended by one (1) minute, but the first technique is defined, either by a new item, output, or infringement.





Competitors are not allowed in combat, they bear: rings, necklaces, wrist bands, glasses, or any metal or hard material that may cause injury to his opponents or himself.

In case of injury to the Doctor and will intervene when it is authorized to continue, the decision is final. The injured competitor can't continue under any circumstances. Referees will assess the situation and in case of injury caused by an attack of the opponent, it will be automatically disqualified from the competition. Still, the injury may not continue.

MUST USE OF PROTECTIVE

Korean Martial Arts (Taekwondo, Hwarando)

a. - The competition is all Korean martial arts styles, or schools of Taekwondo, Hapkido, Soo Bahk Do, Sipalki Do, Warang Do, Tan Soo Do, Farang Mu Sul, Yonhwaryu, Kundo, Han Mudo, Shoson Sebop, etc.

b. - is recorded in the returns for Korean styles, detailing proper age, sex, and weight of each.May compete in the following specialties:

POWERS

Hyong or PUNS: empty hand forms. May participate with the original forms of every style and decade according to the level athlete.

TEAM FORMS. (At least 5 competitors)

Novice and Advanced

WEAPONS: Weapon Forms typical of each style, eg.: SSAN, Toki, Chang, Tan Gom, bong, bang Fe, Kom, Nang, etc.

CHAIU TERYON: Combat Sports, with Open Tournament Rules, 2 minutes each round, six points (6). In case of the extension cords shall be 1 minute. Only the final will be 3 minutes. The Regulation is attached separately .-







Free Style

CHAPTER CHAPTER [1] SPARRING RULES

1. First Round (Hand Techniques): Competitors may only use hand techniques (no feet or grappling) Facial contact: 3 points, Upper chest: 2 points.

2. Second Round (Foot Techniques): Competitors may only use foot/kicking techniques (no hands)Facial/head contact: 3 points,Upper chest: 2 points,Lower waist: 2 points.

3. Third Round (Grappling Techniques): Gloves must be taken off. The first person to knock down their opponent receives 3 points. Any body part that touches the floor results in a 3 point detraction.

WEIGHT CATEGORIES

Sparring: Lightweight, middleweight, and heavyweight for both men and women

Men lightweight: 70 kg and below	Women lightweight: 60 kg and below
Men middleweight: 71 kg - 80 kg	Women middleweight: 61 kg - 70 kg





Men heavyweight: over 81 kg

Women heavyweight: over 71 kg

CHAPTER CHAPTER [2] DEMONSTRATIONS DEMONSTRATIONS

DEMONSTRATION CATEGORIES

- 1. Fist techniques: Karate Shao Lin Taek Wondo Wu Tang Tai Chi Xing Yi Bagua Long Fist-Tang Soo Do Free Style
- 2. Weapons: All long and short weapons

3. Special skills: Qi-gong, Qing-gong, Special Kung-Fu, etc.(All weapons and tools must be approved by the committee.)

Children up to 7 years;

- 4. Children & Youth Demonstration Competition (grouped by age).
- 5. World Top Level Experts Demonstration

AGE GROUPS:

8 years - 9 years ; 10 years - 12 years ; 13 years - 17 years; 18 years - 34 years; 35 years and over

DEMONSTRATION TIME LIMITS

1. Solo Forms Demonstration: Duration - 5 minutes (this includes setup and cleanup)

2. Team Forms Demonstration: Duration -10 minutes (this includes setup and cleanup)

*A team must consist of at least 5 participants.

3. Special Performance: Grand masters and artists (maximum 10 minutes)

SPARRING AND FORMS DEMONSTRATION JUDGING RULES

Sparring Rules: 1. There are to be 3-5 judges per round.

2. Each judge will submit their respective decisions to the head judge when all 3 rounds of a match are completed.

3. Each round is either won or lost (no draws).

Demonstration Rules:

1. There are a total of four judges.

2.Judges will evaluate each demonstration based on a point system. Ten points is the maximum score to be given by each judge.

VIOLATIONS AND RESTRICTIONS

Participants are Prohibited From Attacking These Portions Body of the Body: :

1. Eyes. 2. Throat. 3. Groin. 4. Back of the head.

Point deduction: :

A. Three point deduction for the first violation. (Serious violations may result in disqualification)B. Disqualification for the second violation. In the case of intentional injury against the competitor, the violator will be held legally and financially responsible for the assault and subsequent medical expenses.

Serious violations: During fighting and wrestling, competitors are prohibited from raising their opponents overhead and throwing them head first to the ground. The violator will be held legally and financially responsible for the assault and subsequent medical expenses.

Other violations:

- 1. Disrespecting the judges.
- 2. Attacking before the judge's signal.
- 3. Continuing to fight after the judge issues the signal to stop.

4. Continuing to fight when the opponent is on the ground (this will be considered an intentional violation).

5. Continuing to fight when the opponent is outside the arena.

Penalties violations enalties for other violations: :





- 1. Warning for the first violation.
- 2. Two point deduction for the second violation.
- 3. After a third violation, the violator will be forced to concede the match.

CONTEST TIME LIMITS AND RULES

- 1. Two minutes allocated for each match (one minute per match for children).
- 2. There will be a one-minute break between matches.
- 3. The winner of two out of three matches wins the contest.

CHAPTER CHAPTER [3] RULES OF INTERRUPTION FOR INJURY

INJURY TIME-OUTS:

1. The judge will call for a time - out when a contestant is injured. During time-outs, the contestants are prohibited from speaking to others.

- 2. The amount of time taken for the time out will be deducted from the total time of the contest.
- 3. A physician's permission is required in order for an injured competitor to continue with the match.

The competitor will be dismissed from the contest if the time - out exceeds five minutes.

******* FIVE STAR CHAMPION**

5. WORLD CUP AWARDS

CATEGORY PRIZES WILL BE

 FIRST PLACE :
 WORLD CUP Championship Certificate, a gold medal, and a

 championship cup.
 SECOND PLACE:

 SECOND PLACE:
 WORLD CUP Second Place Certificate, a silver medal, and a second place

 cup.
 THIRD PLACE:

 WORLD CUP Third Place Certificate, a bronze medal, and a third

 place cup.

All participants will be awarded World Cup certificates and badges.





6. REGISTRATION AND FEES

REGISTRATION FEES (Non-refundable) The entry fee is 100 EURO/Person for any number of categories At the location 150 EURO/Person All spectators and guests must pay the appropriate stadium entrance fees.

1-Day Ticket (11,12,or 13 of October): 2500 Ft/10 EURO/Person/day; 3 - Day Ticket (11-13 of October): 5000 Ft/17 Euro/Person;

APPLICATION DEADLINE

APPLICATIONS MUST BE ON-LINE - MARKED BY <u>SEPTEMBER 15, 2013.</u> APPLICATION PROCEDURES:

Fill out the on-line application. [The fee once paid, no refund].
 On line platform: <u>www.martialartsworldcup.com</u>

IMAF (USA):BANK OF AMERICA: 122000661-0528-10730-30647

E-mail: cchiang680@earthlink.net

HUNGARIAN SHAOLIN KUNGFU FEDERATION:

Name of the Bank: CIB BANK Zrt Addres of the Bank: 1027 Budapest, Medve u. 4-14. Name: Magyar Shaolin Kungfu Szövetség Address: HU 2144. Kerepes Szabadság u. 102. IBAN: HU06 1070 0330 22564403 5110 0005 BIC(SWIFT) kod: CIBHHUHB E-mail: info@martialartsworldcup.com

For living guarantee documentation and/or issued invitations to the HUNGARIAN or U.S. championships,

please apply to USA IMAF as soon as possible in order to receive the necessary materials.





7. Contact Details

Hungarian Shaolin Kungfu Federation

TEL/FAX: +36 28 492 310 (Monday-Friday 10:00-17:00 (UTC/GMT+1)) (Hungarian, English) Mailing Address: postcod: 2144. City: Kerepes. Address:Szabadsag street 102. e-mail: <u>info@martialartsworldcup.com</u>

INFORMATION:

www.martialartsworldcup.com

Annex 1: Competition Events

For the purpose of protecting and preserving the characteristics and value of traditional Kung Fu, this championship sets up categories for traditional Shaolin barehand styles, traditional Taijiquan and Southern barehand styles as well as other traditional styles. The championship selects and limits the styles for competition to those which are the most popular and widespread in the world. The participants shall submit their entries for competition and participate in the competition in accordance with these regulations on the styles and categories prescribed by the organization committee of the championship. The championship shall examine the competition in strict, professional and conscientious manner. The judges shall not give scores neither to those performances which are not in conformity with the standards and characteristics of traditional Kung Fu; nor to those self-created or choreographed free style routines. (1) In competitors shall not be allowed to use movements including running, jumping, rolling, throwing or tumbling which are used in Modern Wushu competitions or similar movements in gymnastic competitions.

(1) In the competitions for "traditional Wushu routines of various styles passed on systematically and uninterruptedly", the competitors shall not be allowed to use movements with difficulty degree above Group B (inclusive of Group B) regulated in Rules for Wushu Taolu (Routine) Competition. Any routine performed by the competitor, which do not conform to this regulation, shall not be given scores. The competitors shall be allowed to use jumps such as Tengkong Feijiao, Tengkong Bailian, Tengkong Xuanfengjiao and Jiantan.

Competition Events & Categories Categories for Traditional Shaolin Style:





(Barehand & Weapon limited to saber, sword, spear and cudgel routines)

- Shaolin Gongfu Quan, Shaolin Lianhuan (linked) Quan,
- Shaolin Xiaohong Quan,
- Shaolin Tongbei (back-through) Quan,

- Other Shaolin Quan (ShaolinLianhua (lotus flower) Quan, Shaolin Meihua (plum flower) Quan, Shaolin Taizu Chang (First Patriarch long) Quan, Shaolin Xinyi Chang (heart and mind long) Quan, Shaolin Chang Hu Xinyi Men, Shaolin Dahong Quan, Shaolin Luohan (Arhat) Quan, Shaolin Zhaoyang Quan, Shaolin Jingang (Vajrasattva) Quan, Shaolin Pao (canon) Quan, Shaolin Chaoyang Quan, etc)

- Shaolin Daoshu (saber),
- Shaolin Jianshu (sword),
- Shaolin Qiangshu (spear),
- Shaolin Gunshu (cudgel)
- Traditional Taijiquan categories:
- Wudang Taijiquan,
- Chen Style Taijiquan,
- Yang Style Taijiquan,
- Wu (武) Style Taijiquan,
- Wu(吴) Style Taijiquan,
- Sun Style Taijiquan,
- Other Style Taijiquan
- Southern Barehand Styles categories:
- Choy Lee Fut,
- Yong Chun Quan,
- Other Southern style routines (Wuzu(the Fifth Patriarch) Quan, Taizu (the First

Patriach) Quan, etc.)

Traditional Animal and Imitative Styles categories:

- Hou (monkey) Quan,
- Tanglang (mentis) Quan,
- Di Tang Quan (ground tumbling boxing),
- Zui (drunken) Quan
- other styles
- Other Traditional styles (external- and internal styles)

I. Category: Xing Yi Quan, Ba Gua Zhang, Ba Ji Quan, Xin Yi Liu He Quan, Da Cheng Quan, Wudang Quan

II. Category: Tong Bi Quan (NOT the shaolin Tongbei Quan), Pigua Quan, Fan Zi Quan

- III. Category: Cha Quan, Hua Quan, Hong Quan, Mizong Quan, Rou Quan
- In the above mentioned three categories, only the listed styles can be performed!

Traditional Weapons categories:

Long weapons Da Dao (big saber), Pu Dao, Yueya Chan (crescent moon

spade), Zhang(staff), Cha (fork), Hou Gun (monkey staff),

traditional Nan (southern) Gun, traditional staff routines of

different styles, other traditional spear routines of different styles.

Short weapons Wudang Jian (Wudang sword), Zui Jian (drunken sword),

Changsui Jian (long tassel sword), traditional Nan Dao, Bian

Gan (whip staff), Fo Chen (Buddhist duster), other traditional





saber routines of different styles, other traditional sword routines of different styles Soft weapons Jiu Jie Bian (nine section whip), Dao Li Jia Bian (saber plus whip), Shuang Bian (double whip), Muyang Bian (shepherd's whip), San Jie Gun (three section staff), Sheng Biao (rope dart), Liuxing Chui (meteor hammer), other traditional soft weapon routines of different styles Double weapons Shuang Dao (double saber), Shuang Fu (double ax), Shaung Jiang (double spear), Shuang Bishou (double dagger), Shuang Gou (double hook), Shuang Jian (double sword), Dun Pai Dao (shield and saber), Shuang Chui (double hammer), other traditional double weapon routines of different styles The above categories are all traditional events. Group categories: External style Group Barehand Form External style Group Weapon Form Internal style Group Barehand Form Internal style Group Weapon Form Group Fighting Form (duilian) Modern wushu categories: 1. Changquan (Long Fist); 2. Nanquan (Southern Fist); 3. Taijiquan; 4. Daoshu (Broadsword); 5. Gunshu (Cudgel); 6. Qiangshu (Spear); 7. Jianshu (Sword); 8. Nangun (Southern Style Cudgel); 9. Nandao (Southern Boradsword);

10. Taijijian (Taiji sword)

Main Sponsors of the competition:



Other sponsors: