



# KICK PUNCH FU Light Contact Weapon Fighting Rules

- Required Equipment – Headgear with full face cage, mouthpiece, groin cup, and safety gloves
- Optional Equipment – Chest protector, shin pads, footgear which offers full coverage from heel to toe

## Weapon Specifications:

- Core: The core part of the weapon should be soft and light wood or synthetic plastic material.
- Cushion: The cushion must be of sponge or foam that is light and soft. There should be at least 1/3” of free moving space between the core and the cushion all around in order to buffer the shock.
- Cover: The cloth cover material made of slippery texture is required to secure the core and the cushion. And, it should not be sandy or rough in texture, so it does not cause any abrasion when it contacts and brushes the bare skin.
- Tip: The Tips of the weapons should be cushioned at least 2 inches thick with very soft sponge, not hard foam.
- Handle: The Handle does not require any cushion.
- Tip of the handle: The Tip of the handle must be cushioned at least 1 inch thick.
- Guards: The guards for swords or spears must be made of soft rubber or foam, or hard sponge.
- Tassel: Not required. If used, only red non-metallic tassels are allowed. If any weight is used on the tassels, only sponge weights are allowed.
- Flexibility: All weapons should be somewhat flexible, not rigid.
- Breakage: If your weapon breaks during a match, the judge will suspend the fight and you may change the weapon (only the same type, identical weapon). No one is allowed to lend a weapon for the safety reason. Therefore, each competitor should have spare weapons.
- Damage: If any damage of a weapon occurs, both competitors should voluntarily and immediately stop the engagement. Continuing the fight with a damaged weapon will cause disqualification of the fighter.
- Metal: Absolutely no metal parts allowed in the structure.
- Weight: All weapons should be light in weight. If a competitor has a heavier than normally accepted ICWSF/WSF certified weapon, he/she should obtain pre-authorization from the center referee prior to competition to avoid disqualification.
- A short weapon is defined as any weapon up to 48 inches in overall length. A long weapon is defined as any weapon longer than 48 inches in overall length.

Acceptance of required equipment is at the sole discretion of the Center Referee and tournament staff.

Time: Running two minutes. Time stopped only at the request of the Center Referee. If no scoring or even scores at the end of two minutes, “Quick Death” method is used to determine the winner within



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next one minute. In the event of “Quick Death,” any gain of points will immediately determine the winner.

## Scoring:

- 3 Points Scored for Strikes to the head and body (front and back) and/or disarming a weapon.
- 2 Points Scored for Strikes to the arms and/or legs.
- Score areas: Side of head, forehead, chest, stomach, back, side areas, arms, and legs.

## OPTION 1 – Time Limited Competition

- The winner is the competitor who obtains the highest score in the time allotted.

## OPTION 2 – Score Limited Competition

- The match will be awarded to the competitor reaching full score first (total of 10 points).

## Penalties:

- No kicks or strikes with the empty hand or feet are allowed.
- No techniques allowed to the eyes or groin.
- No excessive contact or repeated blows once point has been called.
- Two points will be deducted if one loses a weapon. If the fighter uses two weapons, losing one weapon will still cause a deduction of two points. Losing both weapons will cause four points to be deducted. When an opponent loses all weapons and becomes disarmed, the opposing fighter will have one engagement chance to win points. After one engagement or attempt of strike, the referee will allow the fighters to restart with weapons in their possession. If a fighter chose to use two weapons, and lost one weapon, the fight is not stopped until two or more judges lift flags signaling a possible successful strike. After the fight is stopped by the referee, the fighters can recollect their weapons to continue the combat. If both fighters lose their weapons, the referee will stop the fight and both fighters will collect their weapons to resume the fight.
- Throwing a weapon is not allowed, and considered voluntary disarming which causes a deduction of two points.
- Each illegal attack will receive a warning from any one judge, and lose 2 points.
- If the referee determines that a fighter is intentionally avoiding the engagement, he/she will lose 2 points.
- Any overly disgraceful or improper behavior will receive a warning and lose 2 points.
- Three warnings within a match will disqualify the fighter.
- Using weapons that are not allowed in the match will disqualify the fighter.
- Intentional use of a damaged weapon or armor will disqualify the fighter.



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ANY SERIOUS VIOLATION WILL RESULT IN IMMEDIATE DISQUALIFICATION. THE CENTER REFEREE POSSESSES FULL AND FINAL AUTHORITY.

## Judging Commands:

- Face me: Bow
- Face each other: Bow (shake hands).
- Ready position.
- Kai-Si. (Begin.)
- Ready judge.
- Score.

## Judging Signals:

- Flag raised towards competitor — Point called.
- Judge touches own torso with other flag to indicate 3 points.
- Judge touches own leg with other flag to indicate 2 points.
- Judge points to floor with other flag to indicate 1 point.
- Cross extended arms — Did not see or no point called.
- Pointing to boundary — Out of bounds.
- Fist hitting open hand — Excessive contact observed.
- Fist to ear and point to competitor — Foul called (deduct point).