

**THE WORLD FEDERATION OF
VIETNAM VOCOTRUYEN**

**SOCIALIST REPUBLIC OF VIETNAM
Independence - Freedom - Happiness**

No: 24 /QD-LDTGVCTVN

Ha Noi, 2 February 2026

DECISION

Regarding the promulgation of the International Vocotruyen Competition Rule 2026

THE WORLD FEDERATION OF VIETNAM VOCOTRUYEN

- In accordance to the Statutes, approved by the General Assembly of the World Federation of Vietnam Vocotruyen (WFVV) and Resolution No. 01/LDTGVCTVN-BCH of August 8, 2015 in Hanoi, Vietnam;
- Based on Resolution No. 31/NQ-LDTGVCTVN dated August 4, 2024 of the Executive Committee of the World Federation of Vietnam Vocotruyen, Term I.
- At the proposal of the Secretary General of WFVV.

DECIDE

Article 1. Promulgation of the International Vocotruyen Competition Rule 2026, attached to this decision, consist of 2 parts, 6 chapters, 32 articles, and an appendix.

Article 2. The International Vocotruyen Competition Rule 2026 replace the previous International Vocotruyen Competition Rule issued by the WFVV and are uniformly applied in international Vocotruyen competitions.

Article 3. This decision takes effect from the date of signing.

Article 4. Heads of WFVV Divisions and members of WFVV are responsible for implementing this decision.

**For the Executive Committee,
The Vice President of the WFVV.**


Mr. LE Ngoc Quang

Recipient:

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**THE WORLD FEDERATION OF VIETNAM VOCOTRUYEN
(WFVV)**



**INTERNATIONAL VOCOTRUYEN
COMPETITION RULES 2026**

THE WORLD FEDERATION OF VIETNAM VOCOTRUYEN (WFVV)

INTERNATIONAL VOCOTRUYEN COMPETITION RULES 2026

PART 1

VOCOTRUYEN COMBAT COMPETITION RULES (THI ĐẤU ĐỐI KHÁNG VOCOTRUYEN)



Chapter I

COMBAT COMPETITION ARENA & EQUIPMENTS

Article 1: Combat Competition Arena.

1 Combat Competition Rings:

- a. Competition Rings used for Vietnam Vocotruyen Competition is the Rings with four parallel rows of ropes. Competition Rings is square-shaped, each side is minimum 4.90m (16 feet) length & maximum 6.10m (20 feet) length, as per inside of rings. The ring platform is minimum 0.91m (3 feet) & maximum 1.22m (4 feet) height.
- b. One red corner & one blue corner on opposite sides; two white (neutral) corner on the other opposite sides. The red corner must be near and on the left hand of Chief Referee.
- c. Staircase: Consist of 3 ladders for Referee, Red-corner competitor and Blue-corner competitor.

2. Combat Competition Ring Layout. *(Attached Appendix 1.a)*

3. Combat Competition Mats.

- a. Material and size:
 - The mat is placed on the ground or on a wooden floor. The mat is a soft, non-slip surface with a maximum thickness of 5 cm.
 - The mat is square, measuring 10 m x 10 m.
- b. The competition mats is limited by a square measuring 8 m x 8 m.
- c. The width of the boundary line of the competition mats is 5 cm, the color of the line must contrast with the color of the competition mats.
- d. Two parallel lines (blue and red) 2 m apart placed at the center of the competition mats for the athletes to stand and do the procedures before the match.
- e. The corners of the 2 competitors before entering the match are 2 diagonally opposite corners - the red corner (by red mat) is on the left

of the Chief Referee, the blue corner (by blue mat) is on the right of the Chief Referee, diagonally opposite the red mat. The remaining two corners are 2 neutral corners (by white mat).

4 . Combat Competition Mats Layout. *(Attached Appendix 1.b)*

Article 2: Competitor and Coach Outfits, Referee and Jury Uniform.

1. Competitor and Coach Outfits:

- a. Competitor Outfits in the competitions that require helmets and body protection: *(Attached Appendix 2)*
 - Competitor must wear black short pants, pant length is not longer than a half of the competitor's thigh, and a black sleeveless, collarless T-shirt. The pants and shirts must not have stripes, borders or personal embroidery.
 - The World Federation of Vietnam Vocotruyen (WFVV) has the full right to allow the wearing of sponsors' labels or brands.
 - Printing or embroidery on competitor shirts are defined as follows:
 - + The left chest of the shirt is printed or embroidered with the WFVV logo, the logo diameter does not exceed 9 cm. For national team athletes, the right chest of the shirt is printed or embroidered with a rectangular national flag, the size of the flag is not more than 9 cm wide, and the height does not exceed 6 cm.
 - + The back of the shirt is printed or embroidered with the word "VOCOTRUYEN" in yellow in an arc shape and the name of the participating team in yellow horizontally below, the words must be arranged symmetrically, the height of the words does not exceed 6 cm and the width of the stroke does not exceed 1.5 cm (the size of the word of "TEAM" name does not exceed $\frac{2}{3}$ of the "VOCOTRUYEN" word).
- b. Competitor Outfits in the competitions that require no body protection or no helmets and no body protection: *(Attached Appendix 2)*
 - Male competitor wear black short pants, pant length is not longer than a half of the competitor's thigh, and no T-shirt.
 - Male competitor must wear black short pants, pant length is not longer than a half of the competitor's thigh, no T-shirt. The pants must not have stripes, borders or personal embroidery.
 - Female competitor must wear black short pants, pant length is not longer than a half of the competitor's thigh, and a black women's

medium support sports bras. The pants and sports bras must not have stripes, trims or personal embroidery.

- The World Federation of Vietnam Vocotruyen (WFVV) has the full right to allow the wearing of sponsors' labels or brands.
- c. General regulations for combat competitors:
 - Competitors must wear:
 - + Hand gloves (provided by the Organizing Committee).
 - + Helmets according to the regulations of each competition (provided by the Organizing Committee).
 - + Body protection according to the regulations of each competition (provided by the Organizing Committee).
 - + Elbow pads according to the regulations of each competition (provided by the Organizing Committee).
 - + Mouth guard/Teeth protection (provided by themselves).
 - + Genital protection gear/ Groin guards (provided by themselves).
 - Competitors to enter the match must wear long robes, the back of the robes must have the WFVV logo and the unit name printed or embroidered.
 - WFVV recognizes standard helmets, gloves, and body armor for competition.
 - 10 minutes before starting the match, competitors must wear the prescribed competition clothing and protection.
 - Competitors are prohibited from using: eyeglasses; metal hairpins and hair clips; foot pads, ankle and instep protectors; clothing and equipment not permitted by the regulations.
 - Competitors must keep their fingernails and toenails short and must not wear metal objects or other objects that could cause injury to their opponents. The use of metal teeth brace must be approved by the referee and the competition doctor.
 - Competitors must keep their hair neat or cut short so that it does not get in the way during the competition. Competitors are allowed to use one or two ponytail hair bands, female competitors may use additional chest protectors approved by WFVV.
 - Athletes using thin ankle protectors or other assistive devices due to injuries must be approved by the referee after further consultation with the competition doctor.
- d. Coach Outfits: *(Attached Appendix 3)*

- Coach must wear black Vocotruyen martial art uniform (“Vo phuc”) without stripes, borders or personal embroidery. Printing or embroidery on the shirt is prescribed as follows:
 - + On the left chest of the martial art shirt: the WFVV Logo is printed or embroidered, the diameter of the logo does not exceed 9 cm.
 - + On the right chest of the martial art shirt: a rectangular name tag, white background with red letters is, the length of name tag from 10 cm to 12 cm, the height 3.5 cm. For national team coaches, a rectangular national flag is printed or embroidered on the left shoulder of the shirt, the width of flag does not exceed 9 cm, the height of flag does not exceed 6 cm.
 - + On the back of the martial art shirt: the word VOCOTRUYEN is printed or embroidered in an arc shape and the name of the participating team is printed or embroidered horizontally below. All the words must be in yellow, arranged in balance, the height of the words must not exceed 6 cm and the width of the stroke must not exceed 1.5 cm (the size of the name of the TEAM must not exceed $\frac{2}{3}$ of the word VOCOTRUYEN).
 - + The coach's uniform, when tied with a belt, must have a minimum length that covers the hips but must not be longer than $\frac{2}{3}$ of the thigh. The length of the sleeves reaches the wrist, the length of the pants reaches the ankle. The sleeves and pants must not be rolled up.
 - + The coach must wears a red soft belt, no rank stripe. The belt's width of 8 cm and a length of each end of the belt not exceeding 20 cm from the belt knot.
- Coach must wear Vocotruyen martial art uniform and sports shoes when directing competitions.

2. Referee & Jury Uniform:

- a. White trouser
- b. White short-sleeve epaulette shirt and:
 - For International Championships/Tournaments: Logo of WFVV on the left chest of the shirt and REFEREE letters on the other.
 - For National Championships/Tournaments: Logo of National Vocotruyen Federation on the left chest of the shirt and REFEREE or TRONG TÀI letters on the other.
- c. Black bow-tie.

- d. Black belt.
- e. White sport shoes.
- f. Referee must wear white medical gloves to conducting competitions.

Article 3: Equipment of Combat Competition Arena

1. Table & chair for Organizing Committee, Supervision Board, Referees & Juries
2. One Gong & electric bell to notice
3. Two game watches.
4. Six lamps with red/blue/ yellow sign-lights for Head of Referee & 5 Juries.
5. Sign-Lights for Round 1, Round 2, Round 3.
6. Bucket, floor mat, Est,
8. Weight Scale
9. Electrical equipment: 01 Monitor laptop, 02 television sets for scoring electrical board consist of: Competitor's name, team's name, result of each round, round time (mm:ss), countdown with sound for final 15 seconds in each round.

Chapter II

COMPETITION FORMAT AND CLASSES

Article 4: Competitions and Classes.

1. Championship: For adult athletes/competitors aged over 17 years to 40 years (according to year of birth).

Male classes

1. Above 45kg until 48kg
2. Above 48kg until 51kg
3. Above 51kg until 54kg
4. Above 54kg until 57kg
5. Above 57kg until 60kg
6. Above 60kg until 64kg
7. Above 64kg until 68kg
8. Above 68kg until 72kg
9. Above 72kg until 76kg

Female classes

1. Above 42kg until 45kg
2. Above 45kg until 48kg
3. Above 48kg until 51kg
4. Above 51kg until 54kg
5. Above 54kg until 57kg
6. Above 57kg until 60kg
7. Above 60kg until 64kg
8. Above 64kg until 68kg
9. Above 68kg until 72kg

10. Above 76kg until 80kg
11. Above 80kg until 85kg
12. Above 85kg until 90kg
13. Above 90kg until 95kg
14. Above 95kg until 110kg
15. Opened above 110kg

10. Above 72kg until 76kg
11. Above 76kg until 80kg
12. Opened above 80kg

2. Junior Championship: Junior athletes/competitors are prescribed in 3 age groups (according to year of birth) as follows.

a. Aged over 12 years to 13 years:

Male classes

1. Above 36kg – 38kg
2. Above 38kg – 40kg
3. Above 40kg – 42kg
4. Above 42kg – 45kg
5. Above 45kg – 48kg
6. Above 48kg – 51kg
7. Above 51kg – 54kg
8. Above 54kg – 57kg
9. Above 57kg – 60kg
10. Opened above 60kg

Female classes

1. Above 34kg – 36kg
2. Above 36kg – 38kg
3. Above 38kg – 40kg
4. Above 40kg – 42kg
5. Above 42kg – 45kg
6. Above 45kg – 48kg
7. Above 48kg – 51kg
8. Above 51kg – 54kg
9. Opened above 54kg

b. Aged over 14 years to 15 years and aged over 16 years to 17 years:

Male classes

1. Above 42kg until 45kg
2. Above 45kg until 48kg
3. Above 48kg until 51kg
4. Above 51kg until 54kg
5. Above 54kg until 57kg
6. Above 57kg until 60kg
7. Above 60kg until 64kg
8. Above 64kg until 68kg
9. Above 68kg until 72kg

Female classes

1. Above 42kg until 45kg
2. Above 45kg until 48kg
3. Above 48kg until 51kg
4. Above 51kg until 54kg
5. Above 54kg until 57kg
6. Above 57kg until 60kg
7. Above 60kg until 64kg
8. Above 64kg until 68kg
9. Opened above 68kg

10. Above 72kg until 76kg
 11. Above 76kg until 80kg
 12. Opened above 80kg
3. Classes for each championship shall be decided and issued in Championship Competition Regulation according to condition of organizing.

Article 5: Weighing-in

1. Athletes will have to be weighed-in before drawing competition schema and be weighed-in 15 minutes before entering the match.
2. The Organizing Committee appoints a Subcommittee to weigh-in athletes, including members who are referees and secretaries. The weigh-in Subcommittee is announced publicly.
3. The time for weighing-in will be notified by the Organizing Committee to all teams.
4. Representatives of teams are allowed to witness the weigh-in of athletes but are not allowed to interfere in the work of the weigh-in Subcommittee. If disagreement with the work of this Subcommittee, the Team Leaders have the right to complain in writing to the Organizing Committee for consideration before drawing lots and scheduling the competition.
5. Before the official weigh-in, the Organizing Committee must arrange for the athletes to try weighing on a scale used for the official weight-in.
6. During the official weigh-in, each athlete is only weighed once according to the registered combat class. The athlete will be disqualified if his/her weight is heavier or lighter than the prescribed weight (Tolerance is not accepted).
7. Athletes must be weighed-in on time as prescribed by the Organizing Committee. At the end of the prescribed time, athletes who are not weighed-in will not be allowed to participate in the competition.
8. The athlete who registers for a weight class will only be allowed to compete in that weight class until the end of the competition.

Article 6: Drawing Competition Schema

1. Participant to draw Competition Schema including: Representatives of Organizing Committee, Representatives of teams.

2. Organizing Committee shall proceed drawing Competition Schema from light classes to heavy classes.
3. Competition Schema shall be organized from elimination stage to quarter, semi-final and final stage in order to ensure competitors have same matching days and rest days from semi-final to final stage.

Chapter III

RULES OF COMBAT COMPETITION

Article 7: Rounds and Time of Match

1. Each match of Championship is performed in three rounds. Each round for male classes takes 3 minutes exactly; each round for female classes takes 2 minutes exactly. Break time between two rounds is given for one minute.
2. Each match of Junior Championship is performed in three rounds. Each round takes 2 minutes exactly. Break time between two rounds is given for one minute.
3. The time the referee stops the match to remind competitor is not counted in the match time .
4. If a competitor wins 2 rounds in succession, he/she shall be a winner and the 3rd round shall not be performed.

Article 8: Interval of match.

Interval time for competitors between 2 matches should be 6 hours at least.

Article 9: Commands of competition & signs of the referee.

1. Commands to conduct the match:
3 commands “ĐÁU” ; “DỪNG ”; “ TÁCH ”:
 - Command “ĐÁU” (FIGHT) is used each time when a match is started or continued after used command “ DỪNG ” (STOP) .
 - Command “DỪNG” (STOP) is used to stop competing.
 - Command “TÁCH” (STEP BACK) is used to require competitors move back one step prior to continue the match.
2. Sign gestures of the referee are instructed as shown in the illustrations (*Attached Appendix 4*) and clarified in the refreshing course before competition, consisting of groups of sign as follow:
 - a. Sign gestures to remind the faults & violations of competitor.
 - b. Sign gestures to reprimand, warn & disqualification.

- c. Sign gestures to knockdowns and technique count, to accept valid value dropping technique.
- d. Other sign gestures.

Article 10: Valid targets.

- 1. Valid valued targets: the upper part of body from the navel to the head, included belly, left and right ribs, back part, head, face (except neck, nape and both arms)
- 2. Valid unvalued targets: both arms and the lower part of the body from the navel (except the groin and knee joints) are allowed to attack but are not scored, only for attacks aimed at a valid dropping. Reverse joint breaking with the purpose of causing injury to the opponent is prohibited.

(Attached Appendix 5)

Article 11: Sorts of Violations.

1. Light violation:

- a. Drag, push, throw, pick up, or toss the opponent.
- b. Clamp gloves of the opponent.
- c. Hug the opponent.
- d. Deliberately step out of the ropes of competition rings or out of the boundary line of competition mats.
- e. Non-positive compete.
- f. Not follow the Referee's commands

2. Severe violation:

- a. Block the opponent's neck.
- b. Wrestle the opponent intentionally.
- c. Using rope of rings to strike or to against dropping strike.
- d. Intentionally falling.
- e. Hug the opponent to attack
- f. Catch the opponent's leg to attack (except catch a leg and kick to on-stand leg)
- g. Resist the Referee's commands.
- h. Intentionally pulls the opponent down together when being dropped down by the opponent.
- i. Intentionally release the mouth guard/teeth protection.
- j. Do not present Vocotruyen technique performance (xe đàì) or present improperly.

- k. Non-compliant competitor wear.
- l. Violate striking techniques prohibition as stipulated in Clause 3, Article 11, but not to the extent of affecting the opponent's ability to compete
- m. Insult by indecent words and actions to the opponent, Referee, Organizing committee and Audience.

3. Striking techniques prohibition:

- a. Headbutt.
- b. Joint breaking.
- c. Biting the opponent.
- d. Attack to the opponent's knee joint, groin, nape, neck.
- e. Attack while the opponent is dropped completely.
- f. Head restraint, neck clamp, neck pull to attack by knee and elbow.
- g. Attack the opponent by knee and elbow in the competition in which knee and elbow attacks is banned.
- h. Back spinning elbow strike downward to the opponent's head top.

Article 12: Level and sorts of penalties.

1. Remind.

No minus scoring

- a. It is given if the competitor commits light violations.
- b. Valid only for one round.

2. The 1st Reprimand.

Score -1 (minus 1) is given for the 1st reprimand if

- a. The competitor commits one of the light violation specified in Clause 1, Article 11 for the 3rd time..
- b. The competitor commits one of the severe violation specified in Clause 2, Article 11.
- c. Reprimand is valid only for one round.

3. The 2nd Reprimand.

Score -1 (minus 1) is given for the 2nd reprimand if

- a. The competitor commits one of the light violation specified in Clause 1, Article 11 for the 3rd time.
- b. The competitor commits one of the severe violation specified in Clause 2, Article 11.
- c. Reprimand is valid only for one round.

4. The 1st Warning.

Score -2 (minus 2) is given for the 1st warning if

- a. In one round, after received the 2nd reprimand, the competitor continues to commit one of the light violation specified in Clause 1, Article 11 for the 3rd time.
- b. In one round, after received the 2nd reprimand, the competitor continues to commit one of the severe violation specified in Clause 2, Article 11.
- c. The 1st warning is valid for entire match.

5. The 2nd Warning.

Score -3 (minus 3) is given for the 2nd warning if

- a. In one round, after received the 1st warning, the competitor continues to commit one of the light violation specified in Clause 1, Article 11 for the 3rd time.
- b. In one round, after received the 1st warning, the competitor continues to commit one of the severe violation specified in Clause 2, Article 11.
- c. After received the 1st warning in the previous round and received the 2nd reprimand in the current round, the competitor continues to commit one of the light violation specified in Clause 1, Article 11 for the 3rd time.
- d. After received the 1st warning in the previous round and received the 2nd reprimand in the current round, the competitor continues to commit one of the severe violation specified in Clause 2, Article 11.
- e. The 2nd warning is valid for entire match.

6. Disqualification.

Disqualification is given if the competitor commits

- a. In one round, after received the 2nd warning, the competitor continues to commit one of the light violation specified in Clause 1, Article 11 for the 3rd time.
- b. In one round, after received the 2nd warning, the competitor continues to commit one of the severe violation specified in Clause 2, Article 11.
- c. After received the 2nd warning in the previous round and received the 2nd reprimand in the current round, the competitor continues to commit one of the light violation specified in Clause 1, Article 11 for the 3rd time.

- d. After received the 2nd warning in the previous round and received the 2nd reprimand in the current round, the competitor continues to commit one of the severe violation specified in Clause 2, Article 11.
- e. In a match, the competitor commits violation causes the opponent unable to continue competing.
- f. If the referee determines that the competitor is intentionally cheating, the referee may consult with one or all of the match jurists and the head of referee or the referee has the right to immediately decide disqualification.
- g. After 2 minutes, the competitor is unable to correct the fault of his/her outfit for competition.

Article 13: Technique performance score.

1. When starting of each match, each competitor must be performed a series of 3 to 5 movements originated from Vietnam Vocotruyen (Xe đài) prior to strike.
2. According to level of “Xe đài” movements performed by a competitor Jury shall score for the competitor in 3 levels (written in the box of performance score in score sheet):
 - a. Score 0: the competitor has not performance of “Xe đài”.
 - b. Score 1: the competitor has acceptable performance of “Xe đài”.
 - c. Score 2: the competitor has spectacular performance of “Xe đài” with characteristic of Vietnam Vocotruyen.

Article 14: Scoring,

1. Score 1: For a hand strike hit to valid value targets (punch strike and elbow strike if elbow attacks is unbanned in competition).
2. Score 2: For a foot strike hit to valid value targets (kick strike and knee strike if knee attacks is unbanned in competition).
3. Score 3: For a dropping technique which succeeds to fall the opponent, including hand strike, foot strike, technique of catching a leg and kick to on-stand leg.
4. General regulation
 - The strike hit to valid value targets shall be scored if completed after command “ĐẤU”; before command “DỪNG” or right at the time of the command " ĐẤU".
 - For the competition on the mats, the strike shall not be scored if both competitors stand outside the mat boundary line. The strike shall be

scored in the case a competitor stands inside the mat boundary line and hit to valid value target of the opponent outside the mat boundary line, and hit to valid value target is done before or at the time the referee commands “DỪNG”.

- The competitor make the opponent dropped down by hand strike or foot strike and have score for only dropping technique, no score for hand strike or foot strike.
- Hand strikes and foot strikes are only scored if ensure all the criteria specified in Clause 1, Article 15 without being dropped down by the opponent.
- In competition on the mats, in the case of a valid dropping strike from outside to inside of the boundary line before or at the time the referee commands “DỪNG”, the drop down is still recognized and scored.
- If not certain, before deciding to recognize valid dropping strike, the referee may consult with one or all of the match juries and the Chief Referee.

Article 15: Scoring Criteria.

1. Punch, elbow, kick and knee strikes is valued if ensuring all following criteria:
 - a. The stipulated technique strike without any violation, hit to valid value targets.
 - b. The strike is powerful and firm without any obstruction.
 - c. The strike is after command “ĐÁU”; before command “DỪNG”.
2. The dropping technique by hand strike, foot strike, technique of catching a leg and kick to on-stand leg are valued if ensuring all following criteria:
 - a. The stipulated dropping strike without any violation.
 - b. The process of dropping is not over 3 seconds.
 - c. The opponent has a third point touching the floor excluding of the two feet or the opponent falls into the ropes close to the floor.
 - d. Prior to complete dropping strike, the competitor do not go fall down with the opponent.
 - e. The dropping strike is after command “ĐÁU”; before or on time command “DỪNG”.
3. The dropping technique is unvalued if:

- a. Do not ensure the criteria specified in Clause 2, Article 15.
- b. Drag, push, throw, pick up, or toss the opponent.
- c. Strike technique of catching a leg and kick to on-stand leg but do not hit the on-stand leg.
- d. Knock the opponent out of the ring.
- e. In competition on the mats, the opponent has a third point excluding of the two feet touching the floor outside the mat boundary line.

Article 16: Scoring method.

1. Technique Performance score must be written to defined box in scoring sheets
2. All score for competitor's hand strike, foot strike, dropping strike & penalties must be written to defined box in scoring sheets
3. Score for competitor's punch, elbow, kick and knee strikes shall be given by Juries according to the criteria of scoring.
4. Dropping technique shall be scored according to the referee's sign gestures for successful dropping strike.
5. Penalties shall be scored according to the referee's sign gestures for penalties.

Article 17: Definition of dizzy competitor & solution.

1. Definition of dizzy (shocked) competitor:
 - a. Competitor seems uncontrollable his body after being beaten by strikes of the opponent or after valid clashing into the opponent .
 - b. Beaten competitor falls down and cannot get up immediately after 03 second.
2. If a competitor defined being dizzy, the Referee shall count as followings:
 - a. The Referee commands "DỪNG" and requires the other competitors move to neutral corner then start counting.
 - b. After counting to Eight (8) of the Referee, the beaten competitor can stand up rightly, the Referee commands for 2 competitors to continue.
 - c. After counting to Eight (8) of the Referee, the beaten competitor cannot stand up rightly, the Referee continues counting to Ten (10) and the beaten competitor (dizzy or non-dizzy) will be declared Knock-Out defeated.
 - d. In the case a beaten competitor falls and fully unconscious or having life danger , the Referee counts only 01 then call Competition's

Doctor to do health care and report to the Head of Referee to make final decision.

- e. If the Referee defines the strike is violated, the Referee will count to Eight (8) then stop competition and disqualify the faulty competitor.
 - f. During counting, the Referee must stand or knee nearby the laid competitor, count loudly associated with hand movement in each second, have look on both the Head of Referee and other competitor.
 - g. During the Referee counting , no person allows doing health care to competitor, but the coach allow to request to withdraw from competition.
- 3. During the Referee is counting the dizzy competitor, the other competitor have to stand in the neutral corner, face inside, 2 arm dropping straight down. If does not, the Referee shall stop counting dizzy competitor and request the other competitor to do as requested, then the Referee continue counting.
 - 4. If the counting is the 3rd time per 01 round or the 4th time in whole match, the Referee shall stop and declare the counted competitor is a loser.

Article 18: Combat competition procedure.

- 1. The Referee enters into the rings and 5 Juries seat to their assigned positions.
- 2. After the arena assistants check competitor's outfit as required, competitors shall enter into the rings from their corner, who is first ready , first comes.
- 3. Competitor enter into the rings, give honor salute to the Referee, Head of Referee , audience then go back to the appointed corner .
- 4. The Referee calls 2 competitors enter the rings to be ready to begin the match. After the Referee gives the 1st command "ĐÁU", the time of round shall be started and 2 competitors shall begin strikes.
- 5. If the Referee gives the command "TÁCH", the competitor has to move backward one step then continue striking.
- 6. If the Referee gives the command "DỪNG", the competitor has to stop combat.

Article 19: The kinds of winner in combat competition.

6 kinds of winning

- 1. **Winning by score of round (TĐ-TH/ SCORING-ROUND)**
 - a. After each round finished, each Jury shall total all scoring of competitor acquiring in this round and Jury will decide the winner

who has the higher score. And the round winner shall be the competitor who the number of 5 Juries deciding winner more than the other.

- b. If a competitor wins in 2 of 3 rounds, he/she will be winner of the match.
- c. If a competitor wins 2 rounds in succession, the 3rd round shall not be performed and he/she will be winner of the match.
- d. If the 1st round is proceeding or the 3rd round is proceeding with balance result in 2 previous rounds and both of competitors cannot continue strikes due to injured or knock-out, the winner shall be decided according to the competitor's total higher score made from beginning of match.

2. Winning by Walk Over (BC - WO)

- a. If a competitor withdraws by him/herself or unable to compete by injured, the other competitor shall be winner of the match.

or

- b. If a competitor does not show up in the rings after three times of call announced interval 30 seconds , the other competitor shall be winner of the match

3. Winning by Knock-out (DV – KO)

If a competitor defined being dizzy and cannot be cannot stand up rightly after the counting Ten (10) of the Referee, the other competitor shall be winner of the match (Winning by Knock-out)

4. Winning by Disqualification (TQ – DISQ)

If a competitor commits violation which is sanctioned with penalty of disqualification, the other competitor shall be winner of the match (Winning by Disqualification) and the disqualified competitor shall be rejected all result of previous matches.

5. Winning by Referee Stop Competition (NT – RSC)

- a. If a competitor gets injured and Competition's Doctor declares unfit to continue, the Referee reports to the Head of Referee to decide the winner of the match .
- b. If a competitor is dizzy and the number of counting is the 3rd time per 01 round or the 4th time in whole match, the Referee shall stop and declare the winner (winning by RSC)

6. Winning by Advance (UT – AD)

- a. If in one round, according to the scoring sheet of a jury, total score of 2 competitors is balance , the winner shall be decided as following sequence :
 - The winner is the competitor who has at least total penalty score.
 - If the result is still the same, the winner is the competitor who has gained the highest value of the achievement technique as sequence of score 3- score 2 – score 1.
 - If the result is still the same, the winner is the competitor who has gained the higher total Performance score.
- b. If the acquisition of scores is draw and all juries cannot decide the winner, the Head of Referee shall decide.

Article 20: Other general rules.

1. The Head of Referee has the right to stop the match to consult together with the Referee, Juries or to replace the Referee, Juries if necessary.
2. All decision to stop competition or to disqualify made by the Referee or Competition's Doctor must be approved by The Head of Referee.
3. If the result of match is unfair, the Head of Referee shall consult together with the Referee, Juries to make final decision that must be accepted.
4. If the result of match is unfair (Rate 4-1) , the Head of Referee shall consult together with the Supervision Committee to make reasonable solution .
5. The Referee has the right to stop the match although being proceeding if realizes the location, equipment, weather or security is not safety .
6. If the time of stopping the match is less than 30 minutes because of objective reasons or unsafe location; equipment; weather, the match can be continued and keep the result of previous round (if having). If the time of stopping the match is more than 30 minutes, the winner shall be declared as rules.
7. If the time of stopping the match is less than 3 minutes because of a competitor's injury the match can be continued and keep the result of previous round (if having). If the time of stopping the match is more than 3 minutes, the winner shall be declared as regulation.

Article 21: Complaint about result of match.

1. Only the Team Leader has the right to make a complaint (in writing according to the form). The complaint must be submitted together with the fee (according to the regulations of the competition) to the secretary

no later than 15 minutes after the announcement of the competition results.

2. The content must be clearly stated in the complaint. A complaint presented in general terms will not be accepted as a valid complaint.
3. The Complaints Adjudication Council is established by the Organizing Committee and represents the Organizing Committee when there are complaints from teams whose athletes directly participate in the competition.
4. The Complaints Adjudication Council includes: Members of the Supervisory Board, members of the Referee Council, the Chief Referee, the assistant of Chief Referee and the referee team related to the content of the complaint.
5. The Complaints Adjudication Council only considers valid written complaints from the Team Leader. Depending on the content, the Competition Jury may question the referee, analyze and compare the scoring sheets of the match judges, and review the video tape (if available) as a basis for conclusion.
6. The complaint will be responded to within 24 hours. The conclusion of the Complaints Adjudication Council is the final decision.



PART 2
VOCOTRUYEN FORMS DEMONSTRATION
COMPETITION RULES
(THI ĐẤU QUYỀN THUẬT VOCOTRUYEN)

Chapter IV
FORMS COMPETITION ARENA & EQUIPMENT

Article 22: Forms Competition Arena.

1. The competition mats for Forms Competition (Bare-Hand; Weapons, Fighting Forms Demonstration Competition) is placed on the ground, measuring 10m x 10m. The mat is a soft, non-slip surface, thickness of 3cm to 5 cm thick and border lines to separate to other area.
- 2 Forms Competition Arena layout.

(Attached Appendix 6)

Article 23: Forms Competitor and Coach Outfits, Jury Uniform.

1. Forms Competitor and Coach Outfits.

- a. In Compulsory Forms Competition.

(Attached Appendix 3)

- Competitor must wear black Vocotruyen martial art uniform without stripes, borders or personal embroidery. WFV has the full right to allow the wearing of sponsors' labels or brands. Printing or embroidery on the shirt is prescribed as follows:
 - + On the left chest of the martial art shirt: the WFV Logo is printed or embroidered, the diameter of the logo does not exceed 9 cm.
 - + On the right chest of the martial art shirt: a rectangular name tag, white background with red letters is, the length of name tag from 10 cm to 12 cm, the height 3.5 cm from 10 cm to 12 cm, height 3.5 cm. For national team coaches, a rectangular national flag is printed or embroidered on the left shoulder of the shirt, the width of flag does not exceed 9 cm, the height of flag does not exceed 6 cm.
 - + On the back of the martial art shirt: the word VOCOTRUYEN is printed or embroidered in an arc shape and the name of the participating team is printed or embroidered horizontally below. All the words must be in yellow, arranged in balance, the height

of the words must not exceed 6 cm and the width of the stroke must not exceed 1.5 cm (the size of the name of the TEAM must not exceed $\frac{2}{3}$ of the word VOCOTRUYEN).

- + Competitor's uniform, when tied with a belt, must have a minimum length that covers the hips but must not be longer than $\frac{2}{3}$ of the thigh. The length of the sleeves reaches the wrist, the length of the pants reaches the ankle. The sleeves and pants must not be rolled up.
- + The competitor for junior championship must wear a green soft belt, no rank stripe, belt's width is 5cm to 8 cm. The competitor for championship must wear an yellow soft belt, no rank stripe, belt's width is 8 cm and a length of each side of the belt not exceeding 20 cm from the belt knot.
- + Competitor must wears white soft lace shoes, white socks.
- Competitor must wear competition outfits according to regulations, otherwise he/she will not be allowed to participate in the competition.
- b. In Optional (Free-styles) Forms Single Competition, Optional Forms Group Competition, Optional Choreographed Fighting Competition, competitor may wear martial arts uniform as typical style of each school or team, soft lace shoes or bare foot. WFVV has the full right to allow the wearing of sponsors' labels or brands.
- c. Coach Outfits: as regulation specified in Item C, Clause 1, Article 2.
(Attached Appendix 3)

2. Jury Uniform:

- a. White trouser
- b. White short-sleeve epaulette shirt and:
 - For International Championships/Tournaments: Logo of WFVV on the left chest of the shirt and REFEREE letters on the other.
 - For National Championships/Tournaments: Logo of National Vocotruyen Federation on the left chest of the shirt and REFEREE or TRONG TÀI letters on the other.
- c. Black bow-tie.
- d. Black belt.
- e. White sport shoes.

Article 24: The Arena Equipment.

1. Table & chair for Organizing Committee, 5 Juries
2. One Gong & electric bell to notice to Announcer.

3. Two game watches.
4. Bucket, floor mat, est.
5. Electrical equipment: 01 Monitor laptop, 02 television sets for scoring electrical board consist of: Competitor's name, team's name, average score of contestant.

Chapter V

FORMS COMPETITION CATEGORIES AND CONTENTS

Article 25: Competitions.

1. Championships: for adult athletes/competitors are prescribed in 3 age groups (according to year of birth) as follows.
 - a. Aged over 17 years to 40 years.
 - b. Aged over 41 years to 50 years.
 - c. Aged over 51 years to 60 years.
2. Junior Championship: for junior athletes/competitors are prescribed in 3 age groups (according to year of birth) as follows.
 - a. Aged over 06 years to 10 years.
 - b. Aged over 11 years to 14 years.
 - c. Aged over 15 years to 17 years.

Article 26: Forms Competition Categories and Contents.

1. Compulsory Forms Competition:
 - a. Compulsory Forms are the bare-hand forms and weapons forms of Vietnam Vocotruyen selected by WFVV.
 - b. In each International & Vietnam Championship/Tournament, the compulsory forms for competition shall be stipulated in detail.
 - c. Compulsory Forms Competition is including categories for single athletes and group athletes as follows:
 - Male Single Competition.
 - Female Single Competition.
 - Group Competition of 3 to 5 athletes:
 - + All male athletes.
 - + All female athletes.
 - + Male & female athletes.
2. Optional (Free-styles) Forms Competition:
 - a. Bare-hand forms and weapons forms originated from Vietnam Vocotruyen.

- b. Optional Forms Competition is including categories:
 - Single Competition of Bare-hand forms and Weapons Forms.
 - Group Competition of 3 to 5 athletes:
 - + All male athletes.
 - + All female athletes.
 - + Male & female athletes.
 - Choreographed Fighting Competition consisting of:
 - + Bare-hand vs Bare-hand
 - + Weapons vs Weapons
 - + Bare-hand vs Weapons

Article 27: Drawing Competition Schema.

1. Competition Format No.01
 - a. In the contest of 3 athletes (groups): the athletes (groups) will be drawn into pairs to compete in a knockout match to win one first rank, one second rank and one third rank.
 - b. In the contest of 3 athletes (groups): the athletes (groups s) will be drawn into pairs to compete in a knockout match to win one first rank, one second rank and one third rank.
 - c. In the contest of 5 athletes (groups) or more: the athletes (groups) will be separated into four divisions. The winning athlete (team) in each division will continue to the semi-finals to compete in a knockout match to win one first rank, one second rank and two third rank.
2. Competition Format No.02
 - a. In the contest of 3 to 4 athletes (groups): the athletes (groups) will be drawn in order of contest to compete for one first rank, one second rank and one third rank.
 - b. In the contest of 5 or more athletes (groups): the athletes (groups) will be separated into two divisions. The first and second athletes (groups) in each division will continue to compete in the second stage to compete for one first rank, one second rank and one third rank.
3. The competition format of each championship will be selected according to feature, content, number of athletes and age of competitors.

Chapter VI

RULES OF FORMS COMPETITION

Article 28: Forms Competition Conduct

1. Conductors of Forms Competition consist of : Chief Referee, Assistance of Chief Referee, Juries, Time Keeper, Announcer and Secretary .
2. Juries for International Championships/Tournaments shall be assigned by the World Federation of Vietnam Vocotruyen ; Juries for Vietnam Championships/Tournaments shall be assigned by the Vietnam Traditional Martial Arts Federation.
3. Juries for Forms Competition must be expert in Competition Rules, recognize the criteria of scoring and penalty, write down on scoring sheet and send total score when contest finishes.
4. A shift of Juries consists of 5 Juries for each category, assigned by Chief Referee.

Article 29. Requirement for forms competitors

1. Contestant (Competitors or groups of competitor) participate in forms competition must understand all regulation and rules of competitions.
2. Strictly observe all regulations and decision of Organizing Committee and Council of Referee.
3. When name of contest and contestant is announced to compete, contestant stand in required position (with weapon if having); face to Chief Referee.
4. After the Chief Referee gives command to enter the arena, the contestant shall enter the arena, face to Chief Referee to give the honor salute, then choose the position to start contest when requested .
5. After finish the contest, the contestant stand in position to wait for score announcement, then face to Chief Referee to give the honor salute and exist the arena as required .

Article 30: Criteria and scoring method in Compulsory Forms Competition

1. Criteria and method of performance scoring

	Kind of performance scoring		
	Scoring of Technical Perform	Scoring of Power/ Rhythm / Technical pause/ Speed	Scoring of Soulfulness determined for demonstration
	(A1)	(A2)	(A3)
Criteria of performance scoring	- Accuracy of stances forms (tấn pháp) – Footwork (bộ pháp)- body form(thân pháp) - For Bare-hand forms: Accuracy of Arm & hand technique (thủ pháp)- kicking technique (cước pháp) of each form - For Weapon forms: Accuracy of standard technique and essential technique of each weapon. - Good balance skill . - High smoothness of combining movements. - High skillfulness of difficult movements.	- Ensuring power & stamina during demonstration of whole form. - Clear range and rhythm; Reasonable slow and fast demonstration according to requirements and significant of each form. - Accuracy of technical pause and pausing time of movements - Demonstration Time as per requirement	- High Soulfulness determined for demonstration. - Eyes using as per requirement - Making emotion in demonstration , display true significant of each form.
Scoring	According to the criteria of scoring, Jury give from 3 score to 5 score.	According to the criteria of scoring, Jury give from 1 score to 3 score.	According to the criteria of scoring, Jury give from 1 score to 2 score.
	Allow to give odd score ½ such as :3-3.5-4-4.5-5	Allow to give odd score ½ such as: 1-1.5- 2-2.5-3	Allow to give odd score ½ such as: 1-1.5- 2
	3 score : Below Average 3.5 score : Average 4 score: Good 4.5 score: Very Good 5 score : Excellent	1 score : Below Average 1.5 score: Average 2 score : Good 2.5 score : Very Good 3 score : Excellent	1 score : Below Average & Average 1,5 score : Good 2 score : Very Good & Excellent
Total performance scoring = (A1)+(A2)+(A3)			

2. Criteria and method of performance penalty.

	Kind of performance penalty		
	Penalty for fault of movement technique	Penalty for fault of Left Movement Surplus Movement	Penalty for fault of Balance Ground-touching
	(B1)	(B2)	(B3)
Criteria of performance penalty	- Incorrect movement of stances forms (tấn pháp) -Footwork (bộ pháp)- body form(thân pháp) - For Bare-hand forms: Incorrect of Arm & hand technique (thủ pháp)- kicking technique (cước pháp) of each form - For Weapon forms: Incorrect of standard technique and essential technique of each weapon.	- Left Movement as per requirement - Surplus Movement as per requirement	- Unbalance demonstrated movement - Weapons touching ground not as per requirement
Performance penalty	According to the criteria of performance penalty, Jury minus 0.1 score for each fault	According to the criteria of performance penalty, Jury minus 0.1 score for each fault	According to the criteria of performance penalty, Jury minus 0.2 score for each fault
	Penalty = 0.1 score x number of fault	Penalty = 0.1 score x number of fault	Penalty = 0.2 score x number of fault
Total performance penalty = (B1)+(B2)+(B3)			

* Note: Excess or shortage of time from 10 seconds to 20 seconds will be deducted 0.1 point. Excess or shortage of 20 seconds or more will be deducted 0.2 point.

3. Case of deduct 1 score per total scoring:

The Contestant shall be deducted one (1) score per total scoring in the following faults and shall be disqualified if repeat same fault:

- Slipping and Falling down;
- Forget Contest.
- Dropping and Losing weapon.

Note : if the contestant fall by slippery floor or error of floor, , the Chief Referee shall agree to display performance again and no deduct score.

Article 31: Criteria and scoring method in Optional Forms Competition

1. Criteria and method of performance scoring

	Kind of performance scoring		
	Scoring of Technical Perform	Scoring of Power/ Rhythm / Technical pause/ Speed	Scoring of Soulfulness determined for demonstration
	(A1)	(A2)	(A3)
Criteria of performance scoring	- Accuracy of stances forms (tấn pháp) – Footwork (bộ pháp)- body form(thân pháp) - For Bare-hand forms: Accuracy of Arm & hand technique (thủ pháp)- kicking technique (cước pháp) of each form - For Weapon forms: Accuracy of standard technique and essential technique of each weapon. - Good balance skill . - High smoothness of combining movements. - High skillfulness of difficult movements.	- Ensuring power & stamina during demonstration of whole form. - Clear range and rhythm; Reasonable slow and fast demonstration according to requirements and significant of each form.	- High Soulfulness determined for demonstration. - Eyes using as per requirement - Making emotion in demonstration, display true significant of each form.
Scoring	According to the criteria of scoring, Jury give from 3 score to 5 score.	According to the criteria of scoring, Jury give from 1 score to 3 score.	According to the criteria of scoring, Jury give from 1 score to 2 score.
	Allow to give odd score $\frac{1}{2}$ such as :3-3.5-4-4.5-5	Allow to give odd score $\frac{1}{2}$ such as: 1-1.5- 2-2.5- 3	Allow to give odd score $\frac{1}{2}$ such as: 1-1.5- 2
	3 score : Below Average 3.5 score : Average 4 score: Good 4.5 score: Very Good 5 score : Excellent	1 score : Below Average 1.5 score: Average 2 score : Good 2.5 score : Very Good 3 score : Excellent	1 score : Below Average & Average 1,5 score : Good 2 score : Very Good & Excellent
Total performance scoring = (A1)+(A2)+(A3)			

2. Criteria and method of performance penalty

	Kind of performance penalty		
	Penalty for fault of Performance technique	Penalty for fault of Movement	Penalty for fault of Balance Ground-touching
	(B1)	(B2)	(B3)
Criteria of performance penalty	- For Bare-hand forms: Incorrect of Arm & hand technique (thủ pháp)- kicking technique (cước pháp) of each form - For Weapon forms: Incorrect of standard technique and essential technique of each weapon.	- Group/Team demonstration : Uneven Performed Movement or using signal (utter a sound) - Group combating demonstration : not logical movement . - Single forms : Fault movement	- Unbalance demonstrated movement - Weapons touching ground not as per requirement
Performance penalty	According to the criteria of performance penalty, Jury minus 0.1 score for each fault	According to the criteria of performance penalty, Jury minus 0.1 score for each fault	According to the criteria of performance penalty, Jury minus 0.2 score for each fault
	Penalty = 0.1 score x number of fault	Penalty = 0.1 score x number of fault	Penalty = 0.5 score x number of fault
Total performance penalty = (B1)+(B2)+(B3)			

* Note: Excess or shortage of time from 10 seconds to 20 seconds will be deducted 0.1 point. Excess or shortage of 20 seconds or more will be deducted 0.2 point.

3. Case of deduct 1 score per total scoring:

The Contestant shall be deducted one (1) score per total scoring in the following faults and shall be disqualified if repeat same fault:

- Slipping and Falling down;
- Forget Contest.
- Dropping and Losing weapon.

Note : if the contestant fall by slippery floor or error of floor, the Chief Referee shall agree to display performance again and no deduct score.

Article 32: Averaged scoring and score ranking for Form Competition

1. Score Giving and Announce:

- a. Basing on the criteria of performance score and performance penalty Jury give score of contestant to the score sheet.
- b. Total score of a contest is total performance score minus total performance.
- c. When receiving command of Chief Referee, all Juries together send the total score of contest to the Chief Referee.
- d. Averaged scoring of contestant is calculated as follows:
Among 5 total scores of 5 juries, reject the highest score and the lowest score, 3 remained total scores shall be added up and divided for averaged score. The averaged score shall be centesimal number.
- e. Announcer shall public the averaged score of contestant and secretary shall record to the list.

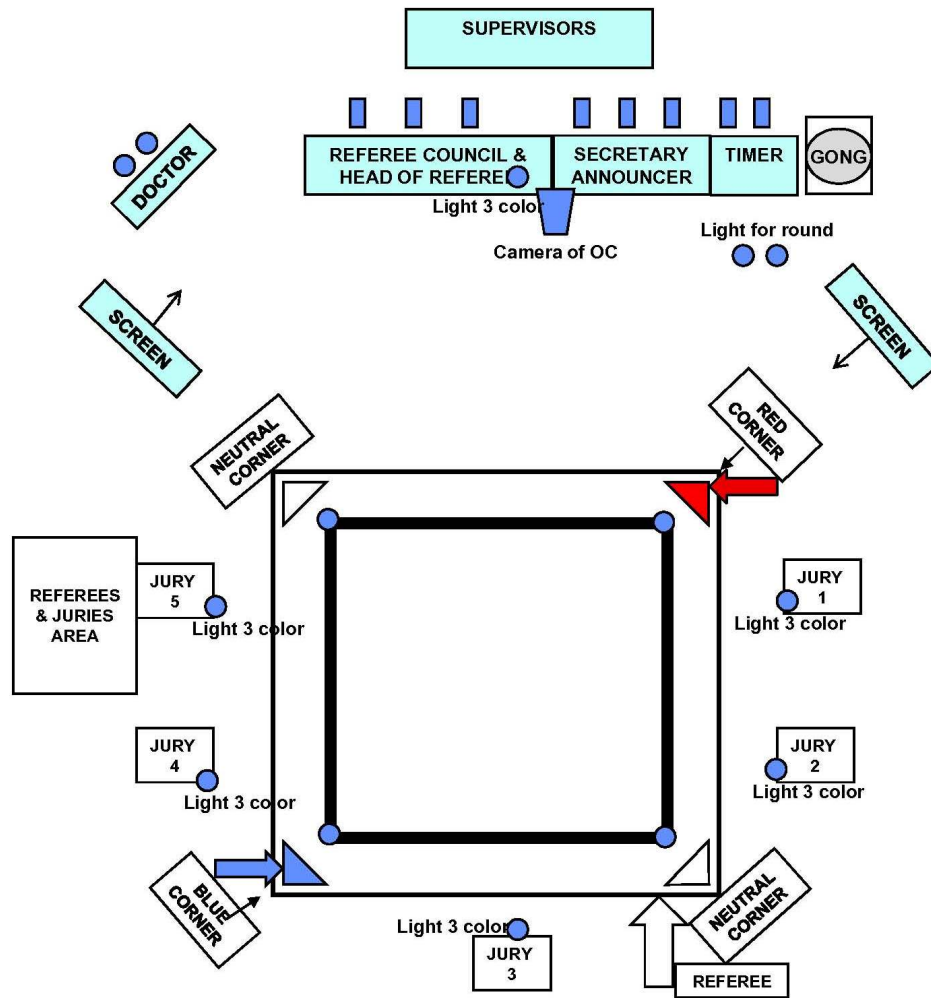
2. Score ranking

- a. The averaged score shall be ranked from the highest averaged score to lower, which shall be the base for gold-silver- bronze medalists.
- b. In the case there are some equal averaged scores, higher level performance shall be defined as following sequence:
 - Examining 3 remained total scores, the higher level contestant shall be the contestant which has number of higher total score more than other contestant.
 - Examining 5 total scores, the higher level contestant shall be the contestant which has number of higher total score more than other contestant.
 - In the case all total scores of all contestant are the same, the Supervision Committee and Referee Council shall decide to rank the level by drawing lots.



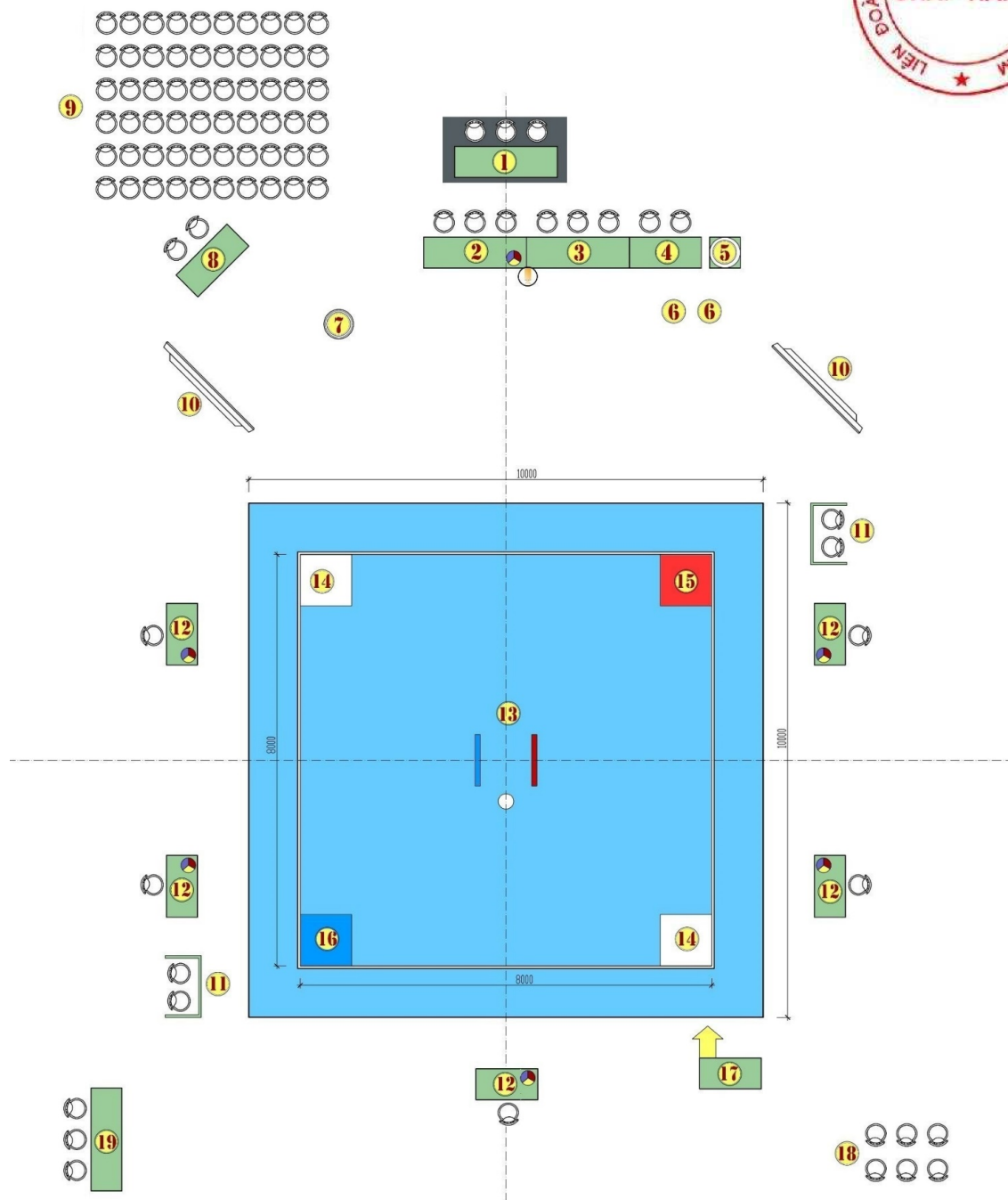
APPENDIX 1.A

Combat Competition Ring Layout





APPENDIX 1.B Combat Competition Ring Layout



- | | | |
|------------------------------------|--|--|
| 1. Supervisory Board | 8. Medical staff/ Doctor | 15. Red corner |
| 2. Referee Council – Chief referee | 9. Area for referees | 16. Blue corner |
| 3. Secretary, announcer | 10. Screen | 17. Place of Referee |
| 4. Time keeper | 11. Counter for coach/ conductor of competitor | 18. Place for competitor of next match |
| 5. Gong | 12. Jury | 19. Place for weighing-in and take protections |
| 6. Sign-Lights for Round | 13. Competition mats | |
| 7. Drum | 14. Neutral corner | |



APPENDIX 2

Competitor Outfits in the competitions that require helmets and body protection



Ghi chú:

1. Giáp đầu
2. Bảo vệ răng
3. Giáp thân
4. Bảo vệ chỏ
5. Găng
6. Bảo vệ bộ hạ

Note:

1. Helmets
2. Mouth guard/Teeth protection
3. Body protection
4. Elbow pads
5. Hand gloves
6. Genital protection gear/ Groin guards



APPENDIX 2

Competitor Outfits



**Competitor Outfits in the competitions that require no body protection
or
no helmets and no body protection**





APPENDIX 3

Outfits for Coach, Compulsory Forms Competitor

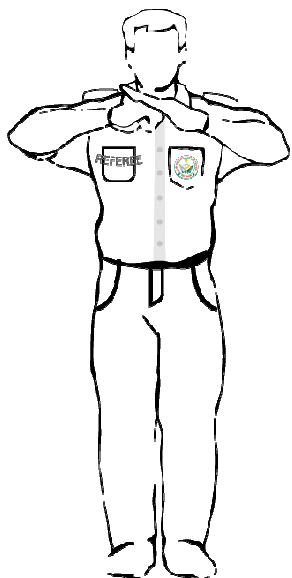


1. Black Vocotruyen martial art uniform without stripes, borders or personal embroidery, when tied with a belt, must have a minimum length that covers the hips but must not be longer than $\frac{2}{3}$ of the thigh. The length of the sleeves reaches the wrist, the length of the pants reaches the ankle. The sleeves and pants must not be rolled up.
2. On the left chest of the martial art shirt: the WFVV Logo is printed or embroidered, the diameter of the logo does not exceed 9 cm.
3. On the right chest of the martial art shirt: a rectangular name tag, white background with red letters is, the length of name tag from 10 cm to 12 cm, the height 3.5 cm from 10 cm to 12 cm, height 3.5 cm. For national team coaches, a rectangular national flag is printed or embroidered on the left shoulder of the shirt, the width of flag does not exceed 9 cm, the height of flag does not exceed 6 cm.
4. On the back of the martial art shirt: the word VOCOTRUYEN is printed or embroidered in an arc shape and the name of the participating team is printed or embroidered horizontally below. All the words must be in yellow, arranged in balance, the height of the words must not exceed 6 cm and the width of the stroke must not exceed 1.5 cm (the size of the name of the TEAM must not exceed $\frac{2}{3}$ of the word VOCOTRUYEN).
5. Belt:
The competitor for junior championship must wears a green soft belt, no rank stripe, belt's width is 5cm to 8 cm.
The competitor for championship must wears an yellow soft belt, no rank stripe, the coach must wear a red soft belt, no rank stripe, belt's width is 8 cm and a length of each side of the belt not exceeding 20 cm from the belt knot.
6. White soft lace shoes, white socks

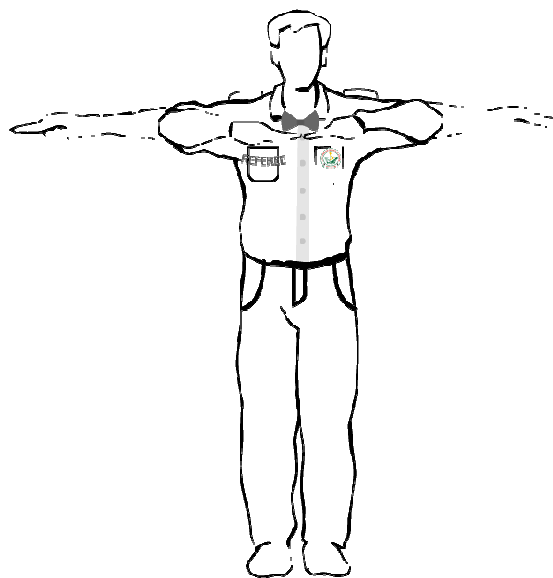


APPENDIX 4

Sign gestures of the referee are instructed as shown in the illustrations



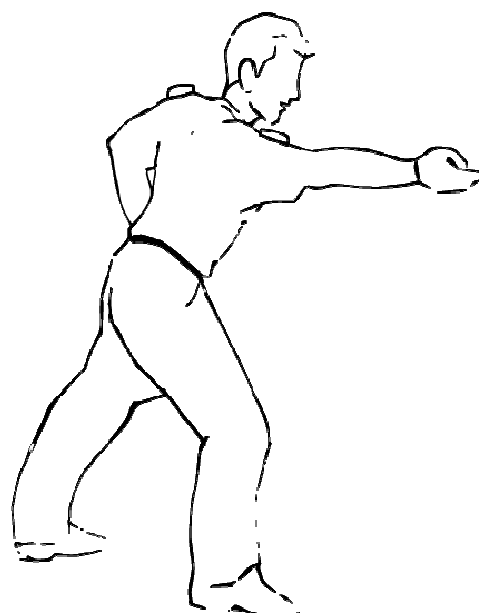
1. Salution



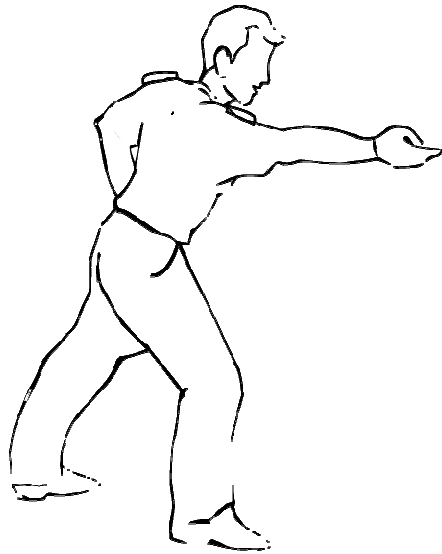
2. Order 02 competitors
come to Referee



3. Order 02 competitors
to salute



4. Order ĐẤU (Fight)



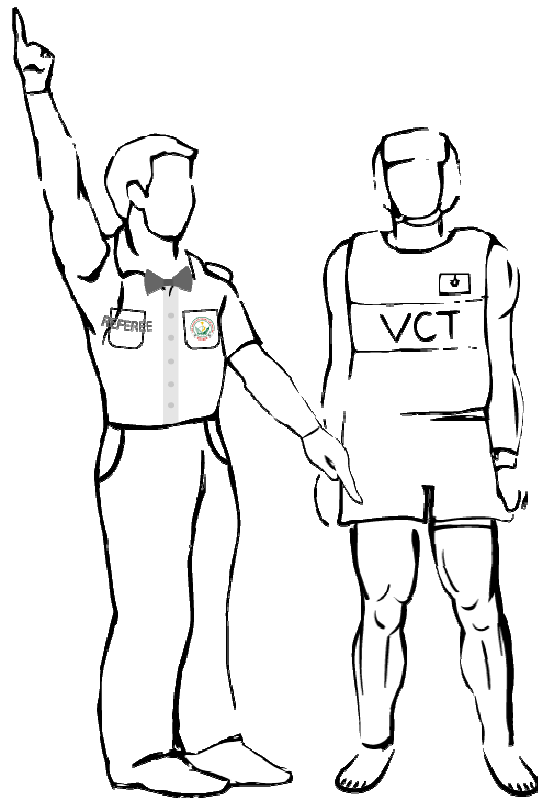
6. Order DỪNG (Stop)



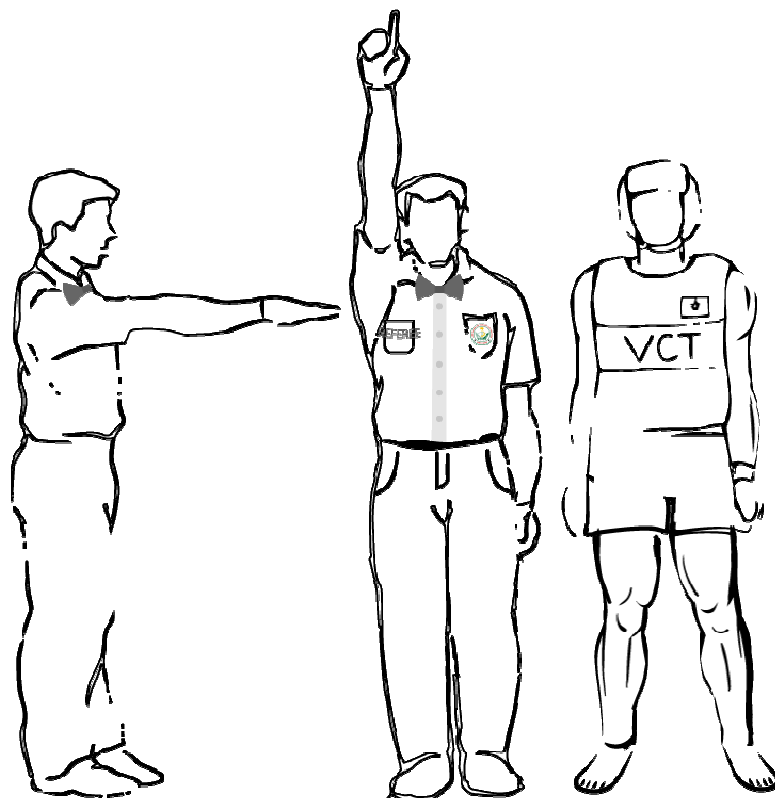
5. Order DỪNG (Stop)



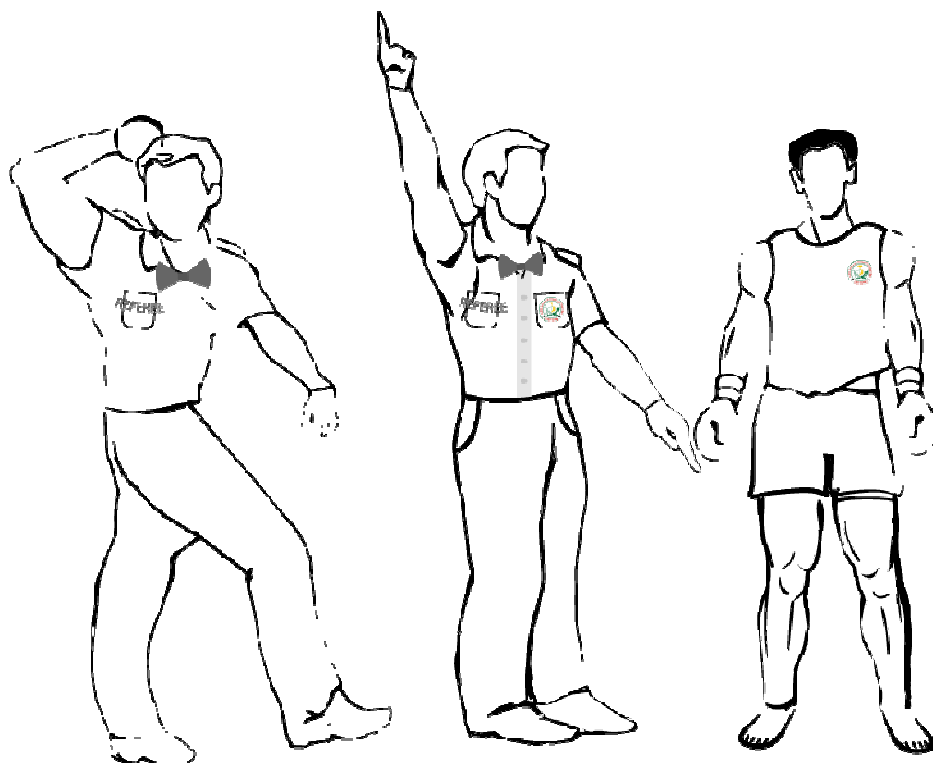
8. Finish the rest time



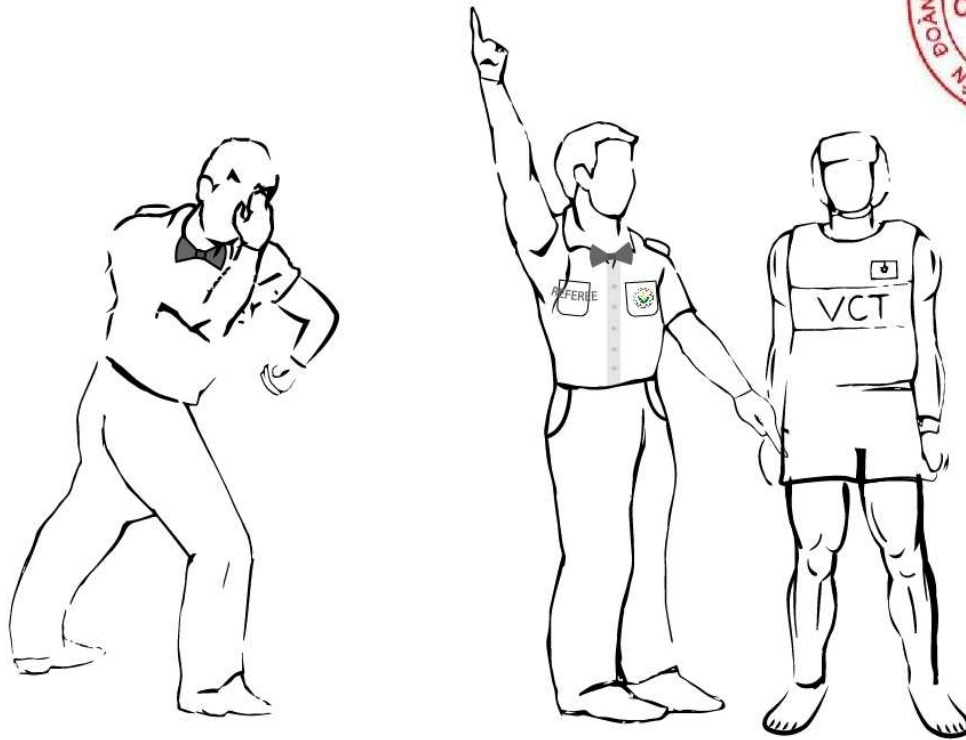
7. Reprimand



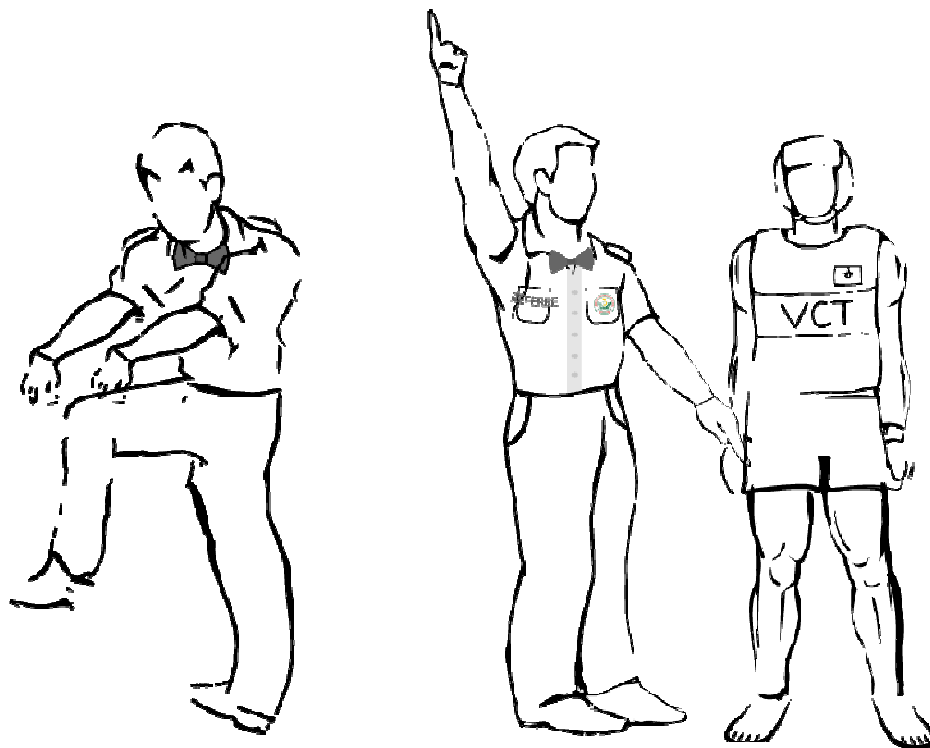
9. Warning



10. Reprimand for the violation of using fault “Up-to-Down” elbow attack



11. Reprimand for the violation of using grappling and elbow attack



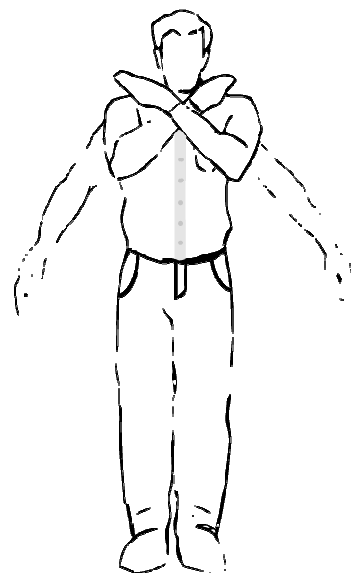
12. Reprimand for the violation of using grappling and knee attack



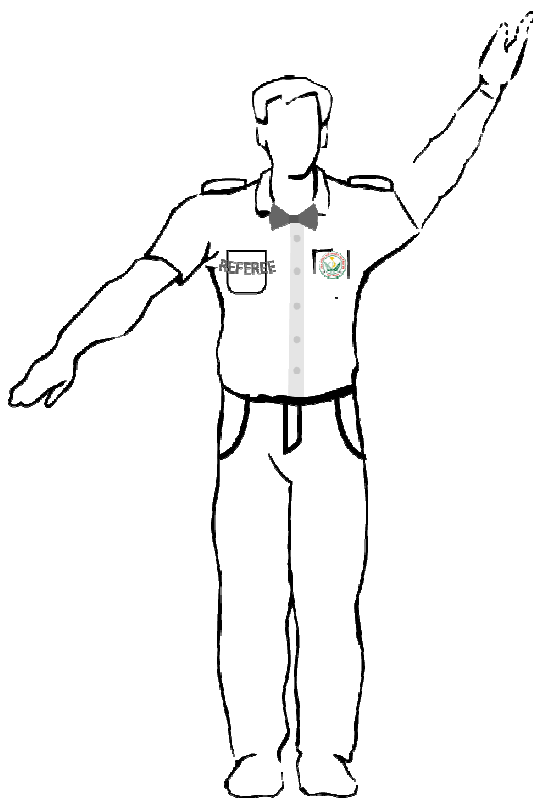
13. Counting (1 to 10) dizzy (shocked) competitor



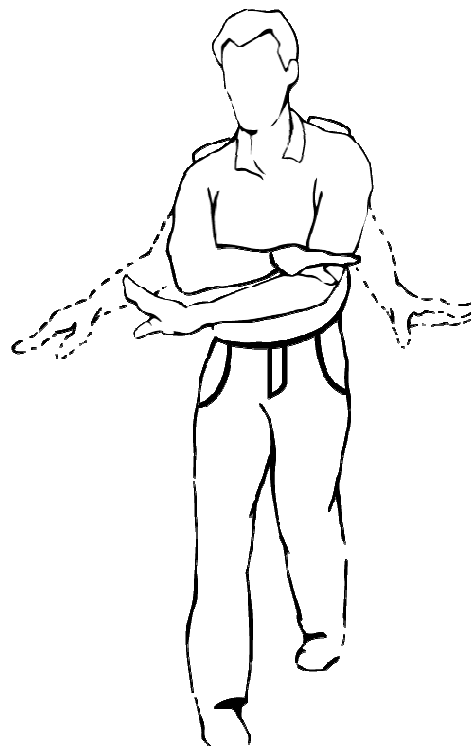
15. Counting (1 to 10) dizzy (shocked) competitor laying on ground



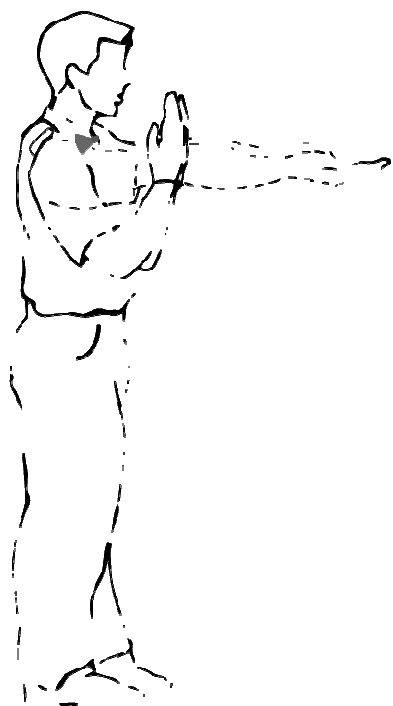
14. Knocked-out competitor



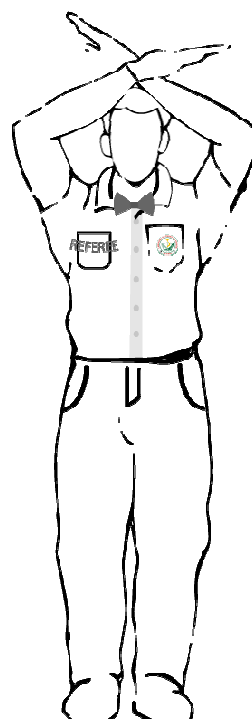
17. Recognize value dropping technique



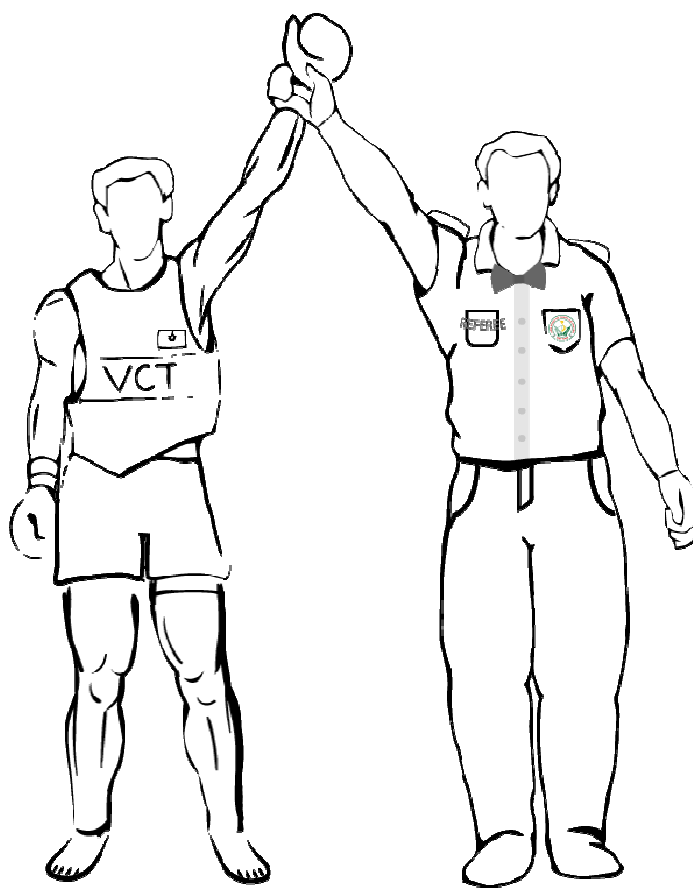
16. Non- Recognize unvalue dropping technique



19. Order competitor come to Referee



18. Invite Medical Staff

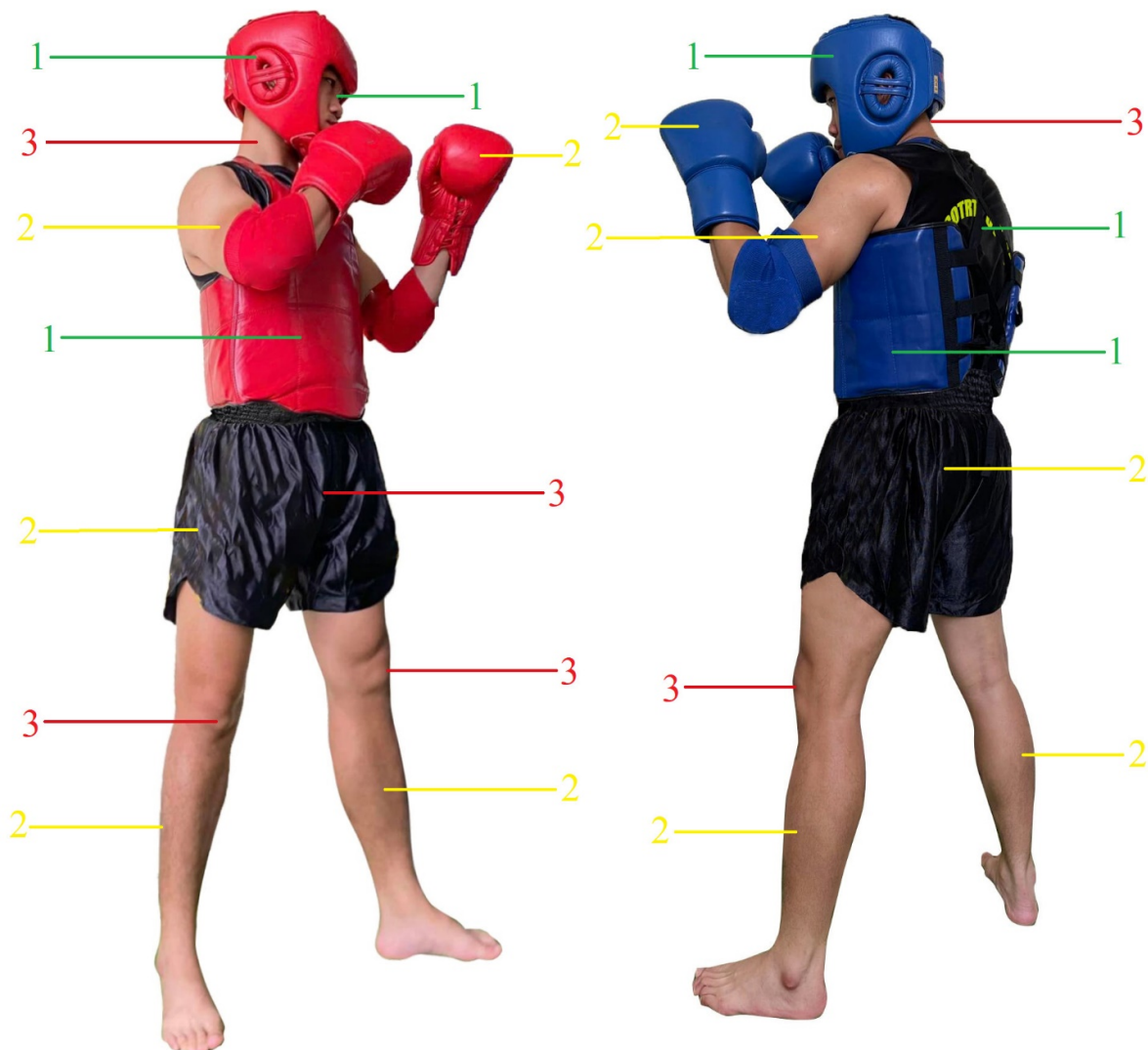


20. Annouce winner



APPENDIX 5

Value Valid targets
Unvalued Valid targets



Note:

1. Value Valid targets (scoring)
2. Unvalued Valid targets (no scoring)
3. Prohibition



APPENDIX 6

Forms Demonstration Competition Arena layout.

