

OFFICIAL RULES for SHUAI JIAO

2017 EDITION

Volume 1.0.1

USA Shuai Jiao

a part of the
United States Shuai-Chiao Association



Preface

The content of this document is a product of the USSA Competition Committee in cooperative efforts from USA Shuai Jiao and other individuals.

The contents of this document have been reviewed, approved, and accepted by the USSA, USA Shuai Jiao, and the USSA Competition Committee.

The goal of this document is to guide officials, coaches, and athletes in understanding the rules and interpretations so that they may coach, compete, and judge more effectively.

Key Updates

No key updates for the first version.

Timetable for Adoption & Implementation by USA Shuai Jiao

- This document was formally reviewed, accepted, and approved by the USSA Competition Committee on March 21, 2017
- These rules will be adopted immediately for use at the USSA Shuai Jiao National Championships in Cleveland, Ohio on April 22, 2017
- We encourage all interested parties to utilize these educational materials to learn and understand the new rule changes and interpretations.
- These new rules will not be utilized in international competition.
- Seminars on these new rule changes will be held at the USSA Shuai Jiao National Championships in Cleveland, OHIO on April 22, 2017.

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Timeline History of Updates

Volume 1.0.1 - March 20, 2017

Volume 1.0.0 - February 16, 2017

Thanks and Acknowledgments

The United States Shuai-chiao Association and USA Shuai Jiao wants to sincerely thank all those on the USA Shuai Jiao Council and additional persons who have made contributions to this publication.

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The Goal of the Rules

The goals of the rules is to make sure there is as much continuous action as possible during the matches, advocate fighter safety, stay true to the roots of traditional ancient shuaijiao, and improve the enjoyment of the sport overall for all persons whether it be athletes, coaches, officials, or spectators.

There is a continued effort to emphasize and increase the focus on positive technical scores.

The Golden Rule

The Art of Shuaijiao strives to be Beautiful, Clean, and Safe

Beautiful

Does the movement show use of power in the form of perfectly executed technique and motion?

Does the throw display good knowledge of timing and skill?

Does the throw display the proper use of strength and speed?

Clean

Is the technique executed in perfect balance?

Does the throw display precision in execution?

Is the motion of the technique smooth and fluid?

Safe

Does the thrower place themselves in a disadvantaged situation?

Does the thrower sacrifice his own body to perform the technique?

Is the thrower mindful of the safety of both athletes through the technique?

Index of Definitions

Competition - The event where a tournament or contest takes place; comprised of multiple matches.

Match - The single bout between 2 fighters in which one will advance in competition standings.

Athlete - Any person registered and fighting for competition placement.

Fighter - Any person currently participating in a match.

Thrower - Any athlete initiating action in attempt to score points.

Opponent - The athlete that a thrower is manipulating in attempt to score points.

Official (person) - A competition-approved Referee, Judge, or Director.

Coach - A person representing an athlete at a competition usually sitting ringside during a match.

Call - A defined instructional verbal and/or hand signal by any Official during a match.

Grip - The act of a fighter grabbing the opponent's jacket or limbs.

Full-body Contact - When a person's torso and lower body contact the mat simultaneously.

Action - The act of two fighters fighting and maintaining contact during a match.

Technique - The act of throwing an opponent.

Throw - The act of a fighter forcing the opponent into a falling motion in the way of a push, pull, trip, or lift.

Jacket - For the purpose of this document the word "jacket" will automatically reference the shuaijiao jacket unless specified otherwise.

Children - A person who is 9 years of age or younger.

Youth - A person who is of 10 to 15 years of age.

Adult - A person who is of 16 to 39 years of age.

Senior - A person who is of 40 years of age or older.

Annotation Marks

In black & underlined - new USA Shuai Jiao rules language.

Example: this is the new rule

In red - additional clarification, rule precision, or information

Example: **this is clarification**

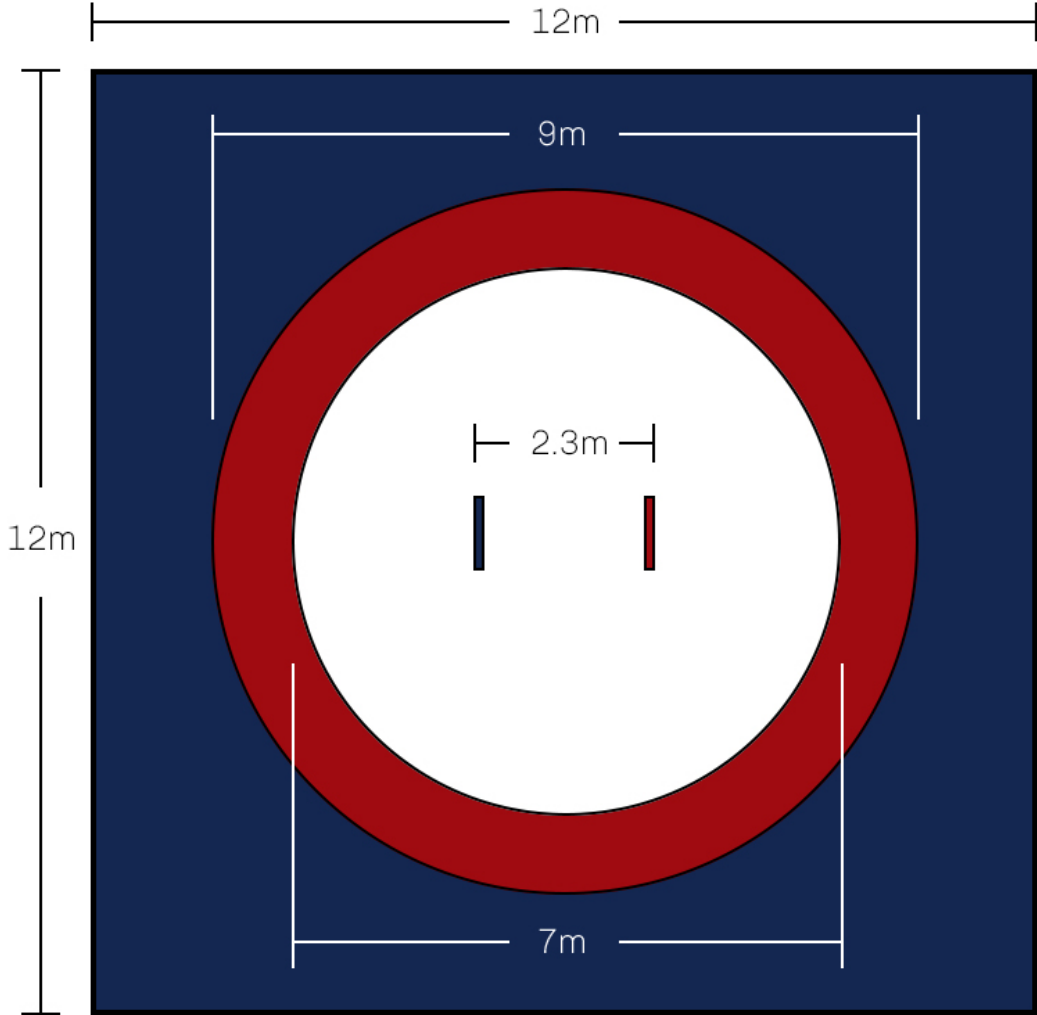
Format Rules-Section-Article Format

Rule 1 - Section 2 - Article 3 is referenced as 1-2-3

Rule 1 The Mat

Section 1 Dimensions & Markings

Official Size



Official's Table

[Figure 1.1]

Article 1. Mat Size.

The official mat size is 12m x 12m with a centered match area in the shape of a 9m diameter circle. Followed by a 7m diameter circle placed inside the greater circle. Fighter Starting Marks will be centered approximately 2½m apart inside the 7m circle. **Each Fighter Starting Mark will also be 2½m from the closest edge of the Central Match Area.**

Each mark and/or circle will be defined with a 4cm thick marking when applicable. **This will not be applicable to circles if those areas are a solid color.**

The front of the mat will be defined as the flat edge facing towards the mat's respective officiating table.

Article 2. Safety Zone.

The Safety Zone will be marked as between the 9m and 7m circle. **If there is no marked Safety Zone, Officials must be notified by Competition Director prior to competition start.**

Article 3. Central Match Area

The Central Match Area will be marked as inside the 7m ring.

Article 4. Adjacent Mats

In competition, adjacent mats must have a minimum distance of 3m between each Safety Zone.

Section 2 Markings & Color

Article 1. Mat Color.

The recommended and official mat color is NAVY BLUE.

HEX: #142751

RGB: 20-39-81

CMYK: 100-90-38-36

Article 2. Safety Zone Color.

The recommended and official Safety Ring color is ROYAL RED.

HEX: #a00b11

RGB: 160-11-17

CMYK: 24-100-100-21

Article 3. Central Match Area Color.

The recommended and official Inner Ring color is WHITE.

HEX: #ffffff

RGB: 255-255-255

CMYK: 0-0-0-0

Article 4. Fighter Starting Marks Colors.

From the front of the mat(Rule 1-1-1), the left marker will be NAVY BLUE and the right marker will be ROYAL RED.

Section 3 Alternative Mat Sizes and Colors

In consideration of competition organizers, space limitations, and the safety & protection of athletes, we have reviewed and approved the following standards for USA Shuai Jiao sanctioned events

Article 1. Olympic Freestyle Wrestling Mat.

Any Olympic or USA Wrestling freestyle wrestling mat approved in the years of 2003 to 2017 may be used for competitions.

Article 2. Customized Colors.

Any assortment of mat colors may be used in USA Shuai Jiao sanctioned events so long as the markers and rings are clearly defined as indicated (1-1-1, 1-1-2, 1-1-3).

Article 3. Acceptable Mat Sizes.

Official tatami sizes are 1m x 2m x 4cm (thick).

The smallest size is 6m x 6m Central Match Area with 3m Safety Zone.

Recommended is 8m x 8m Central Match Area with 4m Safety Zone.

If multiple alternative mats are used in competition, each Central Match Area must be at least 3m apart (1-1-4).

Rule 2 Uniform

All athletes are required to wear a proper shuaijiao uniform in order to compete.

The inspection procedure of uniforms will require an athlete to perform a RESTED POSTURE.

The RESTED POSTURE requires the athlete to stand up straight with feet shoulder-width apart.

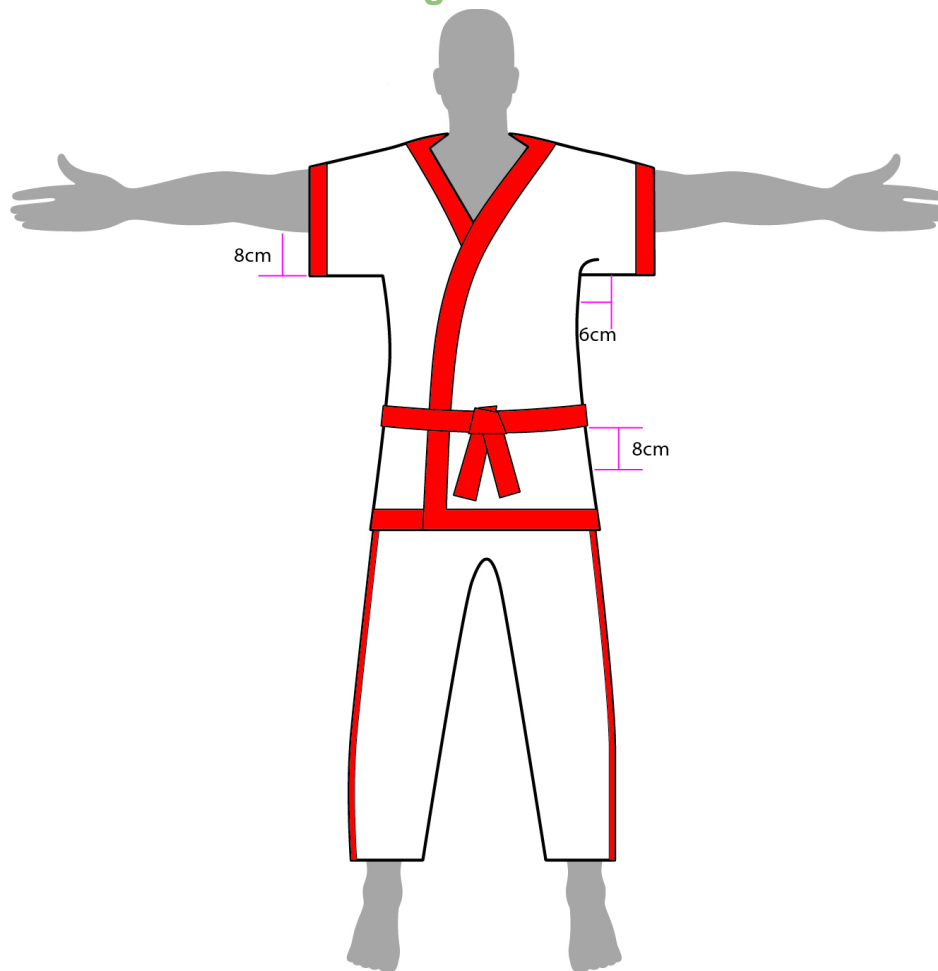
Both arms will be raised straight out sideways. Head is to be in a normal resting upright position.

Once in position, the letter "T" will be formed by the athlete. All rules below will assume the athlete

is in RESTED POSTURE unless specified otherwise. All uniform regulations are subject to

inspection by Officials.

Section 1 Uniform Sizing Restrictions



[Figure 2.1]

Article 1 Jacket.

All fighters must wear a proper shuaijiao jacket during a match. The jacket sleeve will not extend beyond the athlete's elbow. The bottom portion of the sleeve must extend a minimum of 6cm from the hem and the athlete's body. The length of the jacket may not exceed the athlete's mid thigh and must be a minimum of 8cm extended past the belt. Cotton is the preferred material for jacket. There must be a minimum of a 8cm gap in the sleeve from the athlete's arm and trim of sleeve.

This is commonly known as the FIST RULE - where a sleeve can be simply measured and tested by sliding an average-sized fist of any Official from the arm and into an athlete's sleeve. Please see the list of approved vendors for USA Shuai Jiao jackets. The official jacket color will be white with black trim. **Thin-material jackets and gis such as the ones used in taekwondo and karate do not qualify as shuaijiao jackets.**

Article 2 Trouser.

The trouser length will start from the waist and reach down the leg to the ankle. Trouser length may not be shorter than lower shin height. Cotton is the preferred material for trousers. Side pockets, zippers, and other hard plastic and metals are prohibited on the trouser. Please see the list of approved vendors for USA Shuai Jiao trousers. The official trouser color will be black.

Article 3 Belt.

The belt must be tied on the athlete's waist, over the jacket, in a manner in which an opponent can not easily unfasten. The belt must be at between 3.5cm and 8cm in thickness. Cotton is the preferred material for the belt. Belt color will not be blue or red unless that is the designated color of the fighter for their respective match. Please see the list of approved vendors for USA Shuai Jiao belts. The official belt color will be white.

Article 4 Shoes.

Shoes may be worn if they are of the "wrestling type". General specifications for shoes are: Sole thickness no greater than 1cm. Soft rubber or soft sole material. Cotton or generally soft material body. Shoe will not have a marking sole. Shoes will be subject to inspection at any time. Approval is at the discretion of the Chief Official. Any color of shoes are acceptable for use in a match. The official shoe color will be black.

Article 5 Undershirt.

Female athletes are required to wear an undershirt under the jacket at all times. Males are prohibited from wearing an undershirt except in the case of concern for health and safety. **Males are discouraged from wearing an undershirt during a match as the shirt becomes an obstruction and a safety hazard. "Rashguard" type shirts are preferred - spandex, nylon, or polyester.** Shirts become subject to uniform rules and penalties if worn during a match. The sleeve of an undershirt will not extend past the length of the jacket sleeve. Undershirt color will not be red or blue. The official undershirt color will be white.

Article 6 Children and Youth Uniform

Children and Youth uniform must follow the uniform rules as closely as possible. Uniform is subject to inspection. Exceptions for all uniform rules may be warranted at the discretion of any Official for Children and Youth matches.

Article 7 Protective Gear.

The following items are approved for use in a match. Mouth guard, groin protection, and soft-foam shin pads. Groin protection and soft-foam shin pads may not be exposed and must be covered at all times during match. Mouth guard must be of the type that does not protrude from the mouth. Medical gear, such as ankle braces and knee braces, may be worn on three conditions.

1. Medical gear must not contain any hard materials such as plastics or metals where it may harm any fighter.
2. Medical gear must be covered at all times and are subject to all uniform regulations.

3. Medical gear will not interfere with normal fighting interactions. **In this instance, wrist braces are banned because they are not covered and interfere with the opponent attempting to grab the wrist.**

All protective gear not specified in this RULE BOOK must have written approval by the Chief Official prior to competition start.

Article 8 Bans.

The following items are banned in a MATCH. Jewellery, excessive tape, loose tape, excessively loose uniform.

Article 9 Hygiene.

- A. The uniform will be clean, generally dry, and without unpleasant odor.
- B. The nails of the hand and bare feet shall be cut short in a non-aggressive manner.
- C. Personal hygiene of the athlete shall be of a reasonable standard.
- D. Long hair will be tied to avoid causing inconvenience to other fighters. If hair covers the uniform during a match, the hair will be considered to be part of the uniform.

Article 10 Irregularities.

All unspecified uniform irregularities must have written approval for use by all (3) Competition Director, Chief Arbitrator, and Chief Official prior to competition start. This includes but is not limited to reasons of health, religion, or spirituality. An athlete will be automatically disqualified if a uniform irregularity disrupts the integrity of the match and/or competition at the discretion of the Chief Official.

Section 2 Uniform Colors

As stated above the official jacket color will be white with black trim. The official trouser color will be black. The official belt color will be white. The official shoe color will be black.

Article 1 Colored Uniform.

Additional acceptable jacket colors are the following combinations (body color/trim color): (black/black), (black/yellow), (black/white), (white/yellow), (white/white)

Single colored uniforms with the red and blue colors are prohibited unless the athlete can provide proof of ownership of 2 separate uniforms in 2 different colors during competition - 1 red jacket and 1 blue jacket.

Article 2 Two-colored Reversible Uniform.

Additional acceptable jacket colors are the following combinations - Side (body color/trim color):

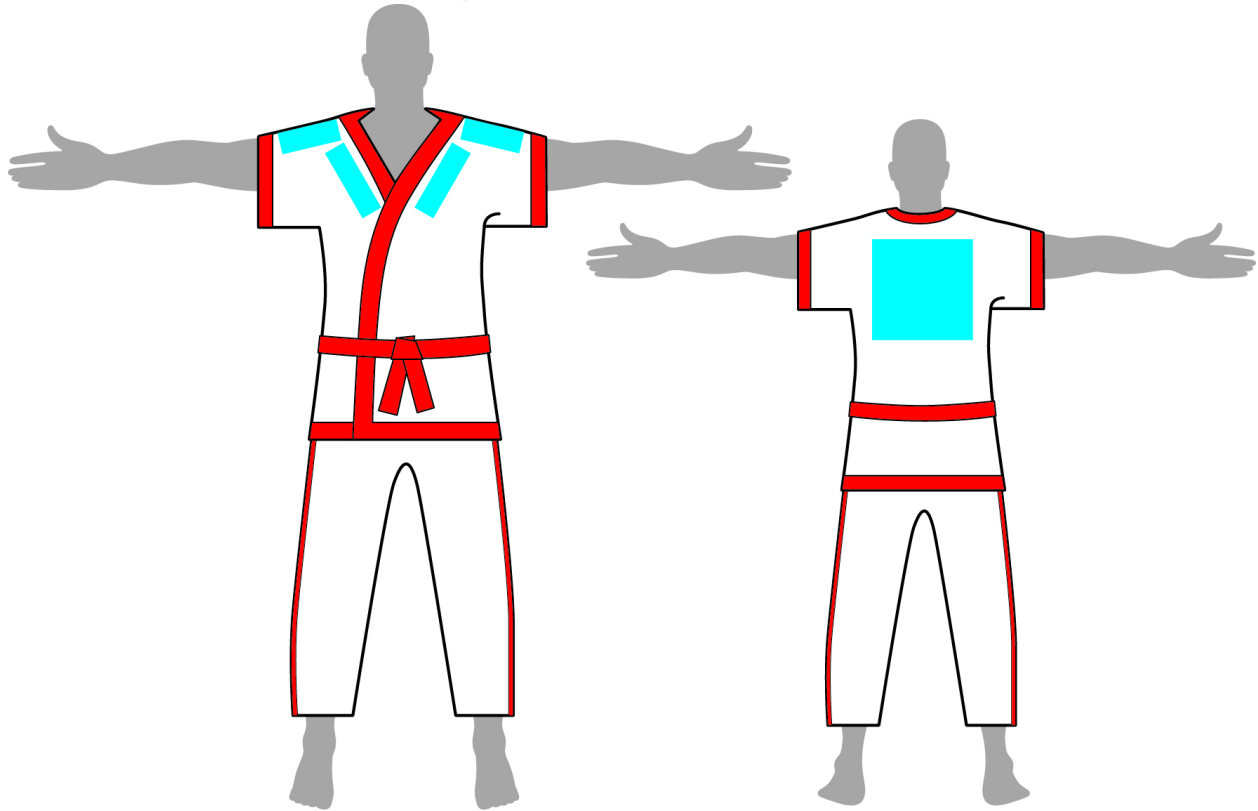
Side 1 (white/red) and Side 2 (white/blue)

Side 1 (red/red) and Side 2 (blue/blue)

Article 3 Colored Trouser.

Red and Blue color will not be used on trouser unless that is the designated color of the fighter for a specified match. The acceptable trouser colors are the following: White, grey, dark grey.

Section 3 Uniform Markings



[Figure 2.2]

Article 1 Patches and Logos.

Custom patches and logos may only be placed in the uniform areas specified in [Figure 2.2].

Areas include

1. Full Back
2. Left Lapel and Right Lapel
3. Left and Right upper sleeve

All custom patches and logos must be at minimum 4cm away from the edge and trim of the jacket. Trim width is included in the 4cm measurement.

Custom patches and logos will not be obscene, derogatory, sexual, racial, political, or incite violence no matter the context.

Custom patches and logos will not have the color of red or blue which exceeds 50% of occupied area.

Prior to competition day, it is strongly encourage and wisest to seek written approval by the head competition official for any uniform with custom patches and logos.

Trousers will not have custom patches and logos.

Section 4 Uniform Violations.

Article 1 Penalty.

If a Fighter is found in violation of any uniform rules by the time both Fighters are on the starting markers, the opponent will be awarded a maximum two (2) Technical Score penalty points, 1 point per violation, at the start of a match, at the discretion of the Referee. Points and penalties from uniform rules violations will not be enforced after the match has started.

Article 2 Illegal Jacket.

A fighter may not use an illegal jacket at the start of a match. A jacket is illegal if it does not meet the requirements of Rule 2-1-1.

In the case a fighter starts a match with an illegal jacket, the opponent or Coach has until the start of the second period of the match to contest the legality of the jacket. The fighter may finish the match with the illegal jacket once the second period has started except in the instance of but not limited to fighter safety concerns, hazardous materials (such as hard metals and plastics), or a torn jacket - all at the discretion of the Referee. **We do not want to encourage fighters to win by forfeit once the match goes into the second period especially if they are down in points.**

Article 3 Torn Jacket.

A jacket immediately becomes illegal once the hem or seams are torn and the tear hinders the opponent's ability to grab the jacket. If a tear in the jacket happens during a match the fighter is responsible for providing a suitable replacement jacket. The fighter is granted exactly one (1) minute of stopped-clock time to find a suitable replacement jacket. If a replacement is not obtained within the given timeframe, the fighter automatically forfeits the match. **If the jacket is torn but does not hinder the opponent's ability to grab the jacket and apply proper leverage, the jacket is still qualified for use.**

Article 4 Forfeit by Uniform.

A fighter will be automatically forfeited from a match if the amount of uniform violations exceeds four (4) at the start of the match. A fighter will be disqualified from competition if any one (1) uniform violation grossly disrupts the integrity of the match and/or competition at the verbal and written discretion signed by all (3) Chief Official, Chief Arbitrator, and Competition Director.

Rule 3 Duration of Match

Section 1 Adult Match

Article 1 Time.

Adult matches, male and female, will comprise of two 2-minute stopped-clock periods with a 30 second break in between periods. The 30 second break will start immediately after the first 2-minute period is completed. The second 2-minute period will continue immediately after the 30 second break at the discretion of the Center Ring Judge.

In the event that there is no digital display for the match time, the TIMER for the match must announce the times at the 1 minute, 30 second, and 10 second marks for both periods. In addition, the TIMER must also announce the time remaining after every stopped clock.

Article 2 Clock Stoppage.

The match clock will be stopped at every point attempt with a clear call by the Center Judge. The Center Judge will stop the clock for the following reasons related but not limited to - score, violations, penalties, fighter safety, medical attention and Official Review.

Fighters will reset and begin at their original starting markers at every clock stop.

Article 3 Time Expiration.

When the time allotted for a match is expired, the Referee shall notify the match participants by the ringing of a bell or by some other means. The time will expire 3 times in the following order; after the first 2-minute period, after the 30 second break, after the second 2-minute period.

Article 4 Action after Time Expiration.

Any technique applied simultaneously at the expiration of time will be valid. **Fighters should stop when the Center Judge stops the action.**

Article 5 Match Result.

The winner of a match will be the fighter with the most points. The match is over when a winner has been declared by the Referee.

Article 6 Tiebreaker.

In the event of a tie, the tiebreaker winner will be decided in the following manner.

1. The fighter with the highest single score by throw. **To encourage fighters to attempt for high-scoring throws rather than to win by technicality.**
2. The fighter with the most highest scores by throw. **To encourage fighters to score points with more dynamic high-scoring throws.**
3. The fighter with the least amount of penalty points. **To encourage fighters to compete in a safe and clean match environment.**
4. The fighter that scored the first highest score by throw. **To encourage fighters to attempt high-scoring throws at the beginning of a match rather than to nickel and dime their way to a win.**

Article 7 Win by Forfeit.

All wins by forfeit will be scored as one (1) point for the winner and zero (0) points for the opposing fighter.

Section 2 Youth and Children Match

Article 1 Time.

Youth and Children matches will be one 3-minute running-clock period. The clock will not be stopped in between point attempts.

Article 2 Clock Stoppage.

The match clock will not be stopped at any point attempt. The Center Ring Judge will stop the clock for the following reasons related but not limited to - violations, penalties, fighter safety, medical attention, and Official Review.

Article 3 Out of Bounds Rules.

The Out of Bounds Rules will not apply to Youth and Children matches. When any fighter steps outside the safety ring, both fighters will be stopped and then restarted at their respective starting markers at the discretion of the Center Judge.

Article 4 Match Result.

The winner of a match will be the fighter with the most points. The match is over when a winner has been declared by the Referee.

Article 5 Tiebreaker.

There will be no tiebreaker for a Youth and Children match. Youth and Children matches may result in a tie. **Competition format to determine a winner for Youth and Children matches is at the discretion of the Competition Director. Use Rule 3-1-6 Tiebreaker if no special format is mentioned.**

Section 3 Timeouts

Article 1 Timeouts.

A coach or fighter may not call a match timeout except for medical emergencies.

Article 2 Officiating Stoppage.

The Officiating Crew has the ultimate authority to stop and resume the match for any reason. Whenever match clock is stopped, fighters must reset to their respective starting markers.

Rule 4 Score

Section 1 Types of Scoring

A score may only be awarded during the match. There will be no adjustment to score after the match has completed. A throw must be judged as valid prior to scoring. A throw will be judged as invalid if the technique is initiated by a violation.

Article 1 One-point Throw.

1 point is awarded to the fighter when the fighter forces the opponent to create initial mat contact with the opponent's arm, hand, or knee.

Article 2 Two-point Throw.

2 points is awarded to a fighter when the fighter attempts a throw in which forces the opponent to fall and create initial mat contact with any parts of the opponent's body including but not limited to the back, hip, thigh, chest, stomach, or backside. **Notice the emphasis on thigh and the intention of dismissing the "leg" and "shin".**

Article 3 Three-point Throw.

3 points is awarded to a fighter when the fighter attempts a throw in which forces the opponent to perform a full-body rotation, vertical or horizontal, in the air before the opponent falls into full-body contact with the mat.

Article 4 Technical Score.

1 point is scored to a fighter when an opponent is penalized for a violation at the discretion of the Referee.

Article 5 No Score.

All technique attempts which are undeterminable beyond reasonable doubt will be judged as null and void.

All technique initiated through a violation will be judged as an invalid throw and penalized accordingly.

Section 2 Scoring Violation

Article 1 Score Violation.

In the case that the thrower makes Illegal Contact during an attempted throw before the opponent makes contact with the mat during a fall, the opponent will be awarded 1 point by Technical Score.

We discourage the use of sacrifice throws and unsafe technique that would be hazardous to use in a "street-fight" environment.

Article 2 Score Deduction.

In the case that the thrower makes Illegal Contact during an attempted throw but after the opponent makes contact with the mat during the fall, a point will be deducted from the scoring attempt so long as the technique is not initiated by a violation.

Section 3 Violations

Article 1 Uniform.

A uniform violation will be called in the following situations during active match time.

- A. When a shoelace is loose or a shoelace becomes undone or when a shoe comes off the fighter
- B. When the lace on the trousers become undone or when the trousers are no longer fastened around the waist of the fighter
- C. When the jacket becomes grossly unfastened by the belt or the jacket completely comes off the fighter. **If only part of the jacket is pulled out of the belt the Center Judge will tell the fighter to fasten his jacket. The fighter may receive assistance only by their respective coach.**
- D. When the belt becomes loose or undone.

Article 2 Delay of Match.

A delay of match violation will be called in the following situations.

- A. When the fighter is not in the standby zone when a match begins.
- B. When the fighter is not wearing approved uniform when in the standby zone.
- C. When the fighter deliberately stalls officiating instruction(s). **For example, when the fighter is slow to get up and reset because he's tired and trying to catch his breath.**
- D. When the fighter's Coach enters or disrupts the Match Area without authorization.

Article 3 Out of Bounds.

An out of bounds violation will be called when either of the fighters make contact beyond the match area. **If a fighter is falling out-of-bounds on top of an opponent and touches out-of-bounds before the opponent, with regards to the safety of the other fighter, beyond all reasonable doubt, the fighter will be exempt from this rule. This will be known as the SAFE FALL rule.**

Article 4 Illegal Contact.

An illegal contact violation will be called when a fighter initiates an unforced touch of the mat with any body part other than the feet during active match time. **A loss of balance that forces a fighter to illegally touch the mat or roll on the mat is still an illegal contact.**

The single exception being when a fighter attempts a "drop-knee inner hook" technique in a forward moving motion where the fighter's single knee and shin is allowed to touch the mat.

Article 5 Illegal Strike.

An illegal strike violation will be called in the following situations during active match time.

- A. When the fighter strikes the opponent with a fist or a palm while not maintaining a proper grip.
- B. When the fighter strikes the opponent with an elbow.
- C. When the fighter strikes the opponent with a knee.
- D. When the fighter strikes the opponent with the head.
- E. When the fighter strikes the opponent on the head.
- F. When the fighter kicks the opponent on the body above the shin.
- G. When the fighter kicks the opponent with malicious intent.

Article 6 Illegal Act.

An illegal act violation will be called in the following situations during active match time. **An illegal act violation can be considered a minor offense and may or may not be called at the discretion of the Official in the situation of first-time competitors.**

- A. When the fighter grabs the opponent's trouser.
- B. When the fighter locks fingers with an opponent's fingers.
- C. When the fighter makes contact with the opponent's ears or face.

- D. When the fighter grabs the opponent's hair.
- E. When the fighter avoids initial action with the opponent.
- F. When the fighter is stalling - In a standing position with continued hold avoiding action, displaying excessive defensive attitude.
- G. When the fighter taunts the opponent. **We do not promote unsportsmanlike conduct such as stepping over a thrown opponent or "talking smack".**
- H. When the fighter performs excessive celebration after a throw. **A warning is suggested before a penalty is enforced.**
- I. When the fighter deliberately pushes the opponent out of bounds when the out of bounds rule is not in play.

Article 7 Fighter Misconduct.

A fighter misconduct violation will be called in the following situations if the fighter shows clear malicious intent to execute or attempt the action(s) beyond reasonable doubt.

- A. When the fighter strikes the opponent in the groin area.
- B. When the fighter pulls the thrower/opponent down during the end of the throw.
- C. When the fighter stomps the opponent's feet.
- D. When the fighter illegally joint locks the opponent.
- E. When the fighter uses an illegal headlock on the opponent. **This includes locking the fingers and or turning the opponent's neck in an unsafe manner. For clarification a fighter may use a hand-lock on any other legal part of the opponent's body.**
- F. When the fighter displays use of foul, derogatory, unsportsmanlike conduct, or taunting languages or gestures. **Walking over someone after a throw isn't always necessarily taunting depending on where the fighters are positioned after a throw.**
- G. When the fighter performs a wrist lock or finger lock on the opponent.
- H. When the fighter chokes the opponent. **Regardless of intention.**
- I. When the fighter uses the uniform in an unsafe and illegal action. **Examples being using the collar of the uniform to choke an opponent or using the belt to wrap or to lock the arm.**

Article 8 Automatic Ejection.

A fighter will be automatically forfeited, disqualified, and ejected from the competition, the competition facility, and surrounding areas in the following situations. An automatic ejection may only be performed at the unanimous written authorization of the following persons (3); Chief Arbitrator, Chief Official, and Competition Director.

- A. When the fighter bites the opponent.
- B. When the fighter physically or verbally threatens the safety of any persons at the competition.
- C. When the fighter continuously undermines the authority of the Officials.
- D. When the fighter shows deliberate and general disregard for the rules of competition.

Article 9 Forced Forfeit.

If a fighter is not in the designated standby zone within 30 seconds of the called match, the match will be forfeited to the opponent at the discretion of the Referee.

Section 4 Situational Technique

Article 1 Fighters Falling at the Same Time.

When a technique is applied which causes both fighters to fall at the same time, the person on top, who has not made illegal contact with the mat or incurred any violation, will be awarded the score of 1 point.

If both fighters fall on the mat at precisely the same time, the technique will be deemed undeterminable and will be judged as a No Score. If both fighters fall and roll on the mat, the technique will be deemed undeterminable and will be judged as a No Score. **We want to encourage beautiful, clean, and safe technique.**

Article 2 Throw Out of Bounds.

When a technique is successful, where the thrower is controlled in the match area, and the opponent is out of bounds, the throw will be judged as a valid throw and scored appropriately and the Out of Bounds Rule will be overruled.

Article 3 Both Fighters Out of Bounds.

Any technique attempt which starts when one or both fighters are outside of the Match Area will be judged as a No Score. The fighter who first violates the out of bounds rule will be penalized.

Article 4 Unidentified Score.

Any technique where the roles of a thrower and opponent can not be clearly identified will be judged as a No Score.

Article 5 Throw and Counter-Attack.

When an opponent changes into the role of thrower in the action of a technique, the throw will be judged according to normal scoring rules so long as a thrower and opponent can be clearly identified.

Article 6 Illegal Contact Throw.

When a thrower initiates a technique by Illegal Contact, the opponent will be awarded 1 point. This is a clarification of Rule 4-2-1. **If a thrower attempts a pulling technique which causes their knee to hit the ground before the opponent is in the process of falling, this will be called as illegal contact.**

Article 7 Attempted Throw with a clear Pull Down by Opponent.

When a thrower successfully attempts a throw and the opponent clearly pulls the opponent down causing the thrower to make illegal contact, the pull down rule will counteract the illegal contact rule so that full points will be awarded to the thrower. A penalty will and must be given to the opponent.

Rule 5 Non-fighter Conduct

Section 1 Non-fighter Conduct

Article 1 Match Area.

The Match Area will only be occupied by the Fighter and Officials unless permitted by the Officials. Once an outside person trespasses into the Match Area the match will be paused indefinitely and no points will be scored. Match will not resume until Match Area is clear of unauthorized personnel.

Article 2 The Coach.

The Coach will only enter the Match Area during break or emergency. The Coach must remain on the sidelines during an active appeal. If the Coach enters the Match Area without authorization, the correlating fighter will be penalized for Delay of Match.

Article 3 Restricted Areas. (FPO)

Areas are restricted around the match where people are not designated.

Article 3 The Athletes. (FPO)

Athletes not participating in a current match must remain in the designated areas .

Rule 6 Officials and Official Review

Section 1 Officials

Article 1 Competition Directors.

A competition shall be conducted under the supervision of 3 directors: the Competition Director, Chief Official, and Chief Arbitrator. A competition will not begin, and if already started, will not continue in the absence of three (3) directors. A provisional director may be assigned with the unanimous written vote of the remaining directors at any time during the competition. **Directors are also Officials; Officials are not necessarily Directors.**

Article 2 Match Crew.

The match shall be conducted under the supervision of 3 officials: the Referee, Center Judge, and Side Judge. In the absence of three officials, the crew is to be rearranged according to the remaining members of the crew. There may be more than 3 officials for a match in which the crew is to be rearranged accordingly. **Please see the most recent version of the USA Shuai Jiao Officials Manual for crew arrangements.**

Article 3 Jurisdiction.

The officials' jurisdiction begins 120 minutes before the scheduled first match and ends 120 minutes after the final score of the final match of the competition.

Article 4 Referee's Authority.

The Referee is to have general oversight and control of the match. The Referee is the final authority for the score. If there is a disagreement between members of the crew regarding any score, any decision, or the application, enforcement, or interpretation of a rule, the Referee's decision will be final. The Referee's decisions upon all matters not specifically placed under the jurisdiction of other Officials by rule are final.

Article 5 Responsibilities and Mechanics.

All Referees must be certified by the USSA and in order to officiate in a competition. All Judges must be trained by the USSA and in order to officiate in a competition. All Referees and Judges, also, must be competent in the most current updated rules in order to officiate in a competition. Officiating responsibilities and mechanics are specified in the most recent version of USA Shuai Jiao Officials Manual.

Article 6 Conflicts of Interest.

An Official may not be the Center Judge if a fighter in the Match is in direct affiliation with the Center Judge. In the case of Conflicts of Interest, the Center Judge will switch positions with the Side Judge. In the case that if no Judges qualify to be a Center Judge, the Officiating crew will be dismissed and replaced.

In addition an Official is discouraged to act as a Coach and vice versa as it may lead to favoritism. In the case of local or smaller competition, this rule does not apply due to limited personnel resources.

Article 7 Emergency

In the event of an emergency all match proceedings will be stopped indefinitely at the discretion of the Officiating Crew or Competition Directors.

Section 2 Official Review

Article 1 Official Review.

All scores may be subject to Official Review at the discretion of the Referee. An official review does not qualify as a Coach's appeal. An official review is an informal gathering of the officiating crew to deliberate any action or inaction.

Article 2 Cause.

An official review will be automatically called in the following situations but not limited to.

- A. When the CJ and SJ have a score differential of over 1 point.
- B. When the Referee score does not match the CJ and SJ score.
- C. When a violation is in contention.

Section 3 Guideline for Coaches and Athletes

Article 1 Number of Coaches.

A Fighter will have a maximum of one (1) designated coach during the match. The coach must be ringside with the Fighter prior to the match in order to qualify as a coach. A change in coach may only occur during stopped-clock during a match. A coach must be present in order to appeal a call.

Article 2 Responsibility of the Coach.

Prior to the match, a Coach may question the legality of the opponent for any of the reasons stated in the rulebook. A fighter may also question the legality of the opponent with the presence of the fighter's Coach or at the discretion of the Center Judge. Once the match has started, no pre-match violations will be enforced unless fighter safety is of concern. No pre-match violation penalty will be scored after a match has started even if it has been enforced after the match has started.

Article 3 Appeals.

Only a Coach may appeal a score by verbal protest followed by written petition during an active match. Only scores by throw may be protested; violations leading to score or other rulings may not be protested. There will only be one(1) appeal per match per fighter. Only the most recent score may be protested. Once the match has resumed active-time, all protests will be invalid. An opposing Coach may not appeal an active appeal. An opposing Coach may not interfere or initiate contact with Officials during an appeal. All decisions made during an appeal by the Arbitrator and Referee are final.

Article 4 Appeals Process.

This is the Appeals Process of a score.

- A. A Fighter or Coach verbally protests the score.
- B. The Match Referee will suspend the match and confirm the protest with written and signed petition on the match scorecard. The petition must identify the following: score in contention and the rule corresponding to the score.
- C. The Arbitrator(s) will deliberate the appeal with the current officiating crew. Fighters and Coaches will neither interrupt nor influence the discussion and decision. **Video replay will not be allowed in the determination of the score because we do not currently have the standard technology to do so.**
- D. The Referee will announce a ruling and that will be final.



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www.usashuaijiao.com

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