

Tournament Rules

For the Viet Vo Dao Open European Championship¹

Part 1 - General Rules

1. To take part in the Viet Vo Dao Open European Championship (hereinafter called the "Tournament"), each competitor must be a regular member of one of the delegations attending the Tournament.
2. Each delegation, in declaring its intention to take part in the Tournament, will guarantee that its athletes will be insured and in possession of a regular medical certificate. The Head of the Delegation must sign a written letter certifying this.
3. Each competitor must have been born before 27th March 1996.
3a. For the Dau Tu Do Categories, minimum age is 16 and maximum is 40. For 16 or 17 year old fighters it is necessary a written authorization of the parents.
4. Every delegation must have a "Head of the Delegation" or a Master as only referent for the Organization.
5. Heads of the Delegation, Referees and Competitors must wear the original Viet Vo Dao *vo phuc*. Moreover, taking part in the Dau Tu Do categories must have all the items listed in Annex I. Noncompliance with this rule will be reason for the exclusion from the Tournament.
6. The Head of the Delegation has the right to complain to the Organization in the event of mistakes or irregularities during the Tournament. The person in charge will be asked to sign a written letter of complaint. Only authorized persons will be allowed to complain.

Part 2 - Arbitration

7. The arbitration team will consist of Chiefs of the Commissions, Referees, Judges and Secretaries of the Commissions. This distinction will be based on the level of the *vo sinh* (minimum level: black belt) and, according to each delegation and with the information they will provide to the Organization, on the experience of each Referee/Judge.
8. **Chiefs of the Commissions** (minimum level 2° Dang) will be responsible for their Commission, which they will direct, help and control. They are not supposed to referee as their function is just to make the Commission work properly and correctly. They will also help the Secretaries in managing the Tournament documents.
9. **Referees** (minimum level 1° Dang) will be part of the Commission both in Quyen and Dau Tu Dao Categories. In Dau Tu Do they will be able to be the Central Referee for the fight.

¹ This is a summary and a translation of the "Regolamento Normative di Gara" of the Federazione Viet Vo Dao Italia, signed in Rome on 7th July 2007. Any translation errors will not entitle anybody to behave against common sense or the general spirit of Viet Vo Dao.

10. **Judges** (minimum level 1° Dang) will be part of the Commission in both Quyen and Dau Tu Do categories. Nevertheless, in both cases, they could only judge (i.e. giving a mark to a quyen, or a decision in a fight). Under no circumstances may they be the Central Referee in a fight.

11. **Secretaries of the Commissions** (minimum level black belt) are those who will sit at the desk of the Commissions. They will take note of the marks (Quyen) or decision (fight) of the Referees/Judges, they will handle the documents of the Tournament, they will call each participant in the various categories and generally do the things that the Referees/Judges are not asked to do.

Part 3 - Structure of the Tournament

12. The division into "**Quyen**" categories will be based on gender and level of participants and on the type of Quyen involved. In the event of lack of participants, the Organization reserves the right to combine two or more categories.

13. The division into "**Quyen with traditional weapons**" categories will be based on gender and level of participants (but only for black belts) and on the type of weapon used. In the event of lack of participants, the Organization reserves the right to combine two or more categories.

14. The division into "**Dau Tu Do**" categories will be based on gender, level and weight of participants. In the event of lack of participants, the Organization reserves the right to combine two or more categories.

Part 4 - Dau Tu Do

15. Every Dau Tu Do category will take place in a min 5X5m and max 7X7m Competition Area (hereinafter called the "Square"). (See Annex III).

16. The competitions in each Square will be directed by a Commission, consisting of 5 Referees/Judges (at least 1 Referee), a Chief of the Commission and (minimum 2) Secretaries of the Commission. Judges/Referees may change their role (Judge, Central Referee –only Referees-, and "resting") during the competition but not during a particular fight.

17. During a fight, the Commission will be divided as follow: 1 Central Referee (only Referees) directing the fight, 3 Judges sitting on the corner of the Square and giving their decision about the fight, 1 Judge "resting".

18. **The Central Referee.** Before the fight he or she must:

18a. Make sure that each fighter is wearing the compulsory material (see Annex I);

18b. Make sure that each fighter has cut his/her fingernails;

18c. Make sure that fighters wear no dangerous material (i.e. metallic jewelry);

18d. Make sure that fighters wear no prostheses not previously reported to the Commission.

When the fight is about to start, the Central Referee should:

18e. Make the two fighters salute the Commission (in front of them) with the traditional Viet Vo Dao salute;

18f. Make the two fighters salute each other before the fight starts;

Then:

18g. Decide and signal to the Judges the Exits (of a fighter from the Square), the Warnings, the Penalties and the Disqualifications;

18h. Declare and signal who is the winner, after reading the Judges decisions and consulting the Chief of the Commission.

19. The Central Referee's behaviour. He or she must:

19a. Have a neutral attitude towards both fighters;

19b. Deal with the fight calmly, inspiring a fair match between the fighters;

19c. Express him/herself with clear signs and gestures during the fight;

19d. Stop the fight immediately in the event of an accident or injury, call the doctor, make the unhurt fighter kneel behind his starting line looking outside the Square (if the Doctor finds one of the two fighters unable to fight, he or she must accept the doctor's opinion, then, at the Commission's discretion they will decide whether the fighter is the winner or the loser);

19e. Stop the fight immediately in the event of dangerous or irregular situations;

19f. Stop the fight whether he or she will identify manifest inferiority of one of the participants;

20. The Central Referee could stop the fight only in the situations specified in ART.19. He or she must let the two fighters freely express their techniques and strategies.

21. Only the Central Referee will be allowed to talk with the Commission during the Competition.

22. Gestures of the Central Referee during a fight.

- Start: In Duong Cung Tan position, hand forward, pronounce "thu" (ready). After the signal of the Commission: lower the hand and pronounce "dau" (start – fight).

- During the fight: "Thoi" (stop).

22a. To see the gestures for Warnings, Penalties, Disqualification, etcetera, see Annex II

23. If, during the fight, one of the judges will see irregularities he or she must raise his/her hand to call the Central Referee.

24. **Judges.** Each fight will be judged by 3 judges.

24a. They must be neutral and martial;

24b. They must watch the fight and judge following the criteria expressed in art.32-33-34;

24c. They must pay attention to the decision of the Central Referee and take note of any Warnings or Penalties;

25. **Secretaries of the Commission.**

25a. one secretary must fill the Competition Documents (see Annex IV)

25b. one secretary must check the time of the fight; the time must be stopped under the Central Referee's request.

26. **The Chief of the Commission** must control the works of the entire Commission, giving suggestions and general advices to the Referees/Judges. Under his/her responsibility, he or she will be entitled to change the decision of the Commission if he/she will find it totally unfair.

27. The decisions of the **Doctor** are incontrovertible. Nobody could continue the fight if the Doctor would find him/her unable to do so.

28. The fighters must wear all the compulsory material in Annex I.

29. **Prostheses** are not allowed, including braces with rigid bar on both sides. Soft Contact Lenses are allowed, while, orthodontic brace is allowed only with a written authorization of a dentist.

29a. The fighter who will not declare previously the use of prostheses to the Commission will receive Warnings or Penalties.

30. The fighter will be weigh. They must wear the *vo phuc* and, for this reason, there will be 1 kg of tolerance for the *vo phuc*, and, 1 kg of general tolerance. The fighters who will not respect this standards will be disqualified.

31. The **duration** of a fight is:

31a. for white belts, single round of two minutes;

31b. for female black belts, single round of two minutes;

31c. for male black belts (also in Team Categories), single round of three minute.

32. **Assessment.** Each Judge must judge every single round, giving a score which must start from 10. Minimum score is 8. A penalty will imply the loss of one point from the score of the fighter (for example if the final score was: White Fighter 10, Red Fighter 9; but 1 penalty for the White Fighter, final score White 9, Red 9). This will be the way the judge must value the fight:

- 10 to 10: none of the fighters stand out, situation of draw. The judge must express a preference;

- 10 to 9: one of the fighters stand out and clearly appears to be the winner;

- 10 to 8: one of the fighters is the winner without any doubt for his/her superiority.

Assessment criteria are:

- 32a. Combinations are better than a single blow;
- 32b. Kicks are more evaluable than punches;
- 32c. Jumping or Twisting Kicks are more difficult thus more evaluable;
- 32d. The techniques must be complete and fast;
- 32e. The fighter must show a certain athleticism;
- 32f. The fighter must move with confidence within the Competition Area.

An attack is valid if it meets these requirements:

- 32g. Self-control;
- 32h. Strength;
- 32i. Speed;
- 32j. Precision.

Moreover, it must hit this part of the body: from the waist to the head (only front side and excluding the throat), and the leg for low kicks. Hitting the back side is strictly forbidden

33. Besides the requirements of Art. 32, an attack is valid if:

- 33a. A punch or a kick is given correctly, precisely and with control on a valid target;
- 33b. A sweep kick is followed by another attack within three seconds;
- 33c. An attack hit an out-of-balance opponent;
- 33d. An attack hit an exposed part of the opponent;
- 33e. After suffering a sweep kick, a fighter re-attack within three seconds.

34. Attacks are more important when:

- a. The final blow is a high kick which hits the face with control;
- b. The final blow is a jumping kick which hits the face with control.

35. Only in Team Categories, the team loses two points when a fighter is disqualified.

36. **Warnings.** A warning is generally a benevolent advice or reproach, and it aims to avoid the repetition of irregularities. Those acts may lead the Central Referee to give Warnings to a fighter:

- 36a. Three Exits from the Competition Area;
- 36b. To attack without control;
- 36c. To hit the shins, the knees or the testicles;
- 36d. To do sweep kicks with the help of the harm;
- 36e. To do scissor kicks;
- 36f. To use the backfist without watching or to use the elbow;
- 36g. To use the hummer strike;
- 36h. To talk during the fight;
- 36i. To shout without any reason or to make irreverent gesture toward the opponent;
- 36j. To do unnecessary movements just to wait the end of the fight;
- 36k. To turn him/herself, giving the back to the opponent;
- 36l. To avoid fighting, showing lack of martial spirit.

When the Central Referee will give a Warning he or she must also mime the act which has led him/her to this decision.

37. **Penalties.** A penalty is the detraction of one point from the Judges reports. However, after three Warnings decided by the Central Referee, each Judge will have to sign automatically a Penalty and take off one point to the fighter. The Central Referee could also give an immediate Penalty for serious circumstances.

These actions will lead to a Penalty:

37a. To come to the Competition area without the compulsory material or with irregular material;

37b. To receive three (and its multiple) Warnings.

38. **Disqualification.** One or two fighter may be disqualified after the decision of the Central Referee for serious circumstances, although the disqualification becomes automatic after there Penalties.

This actions will lead to a Disqualification:

38a. To hit the opponent with actual attacks aimed to hurt him/her;

38b. To hit intentionally with the elbow or the knee;

38c. To bite;

38d. To lose self control and to make irreverent gesture toward the Referee or the Judges;

38e. To refuse to respect the order of the Referee;

38f. To protest against the decision of the Referee;

38g. To pretend to be hurt;

38h. To avoid to fight.

Part 5 – Quyen

39. The Commission consists of 5 Judges. For their respective positions see Annex III.

40. **The Chief of the Commission** sits in the middle and is the one who is supposed to give the order to the rest of the Commission (to raise their arm to signal the mark with numbered boards, to turn their numbered board to the Secretaries, etcetera).

41. All the **Judges** must be impartial and pay attention during the Quyen. They must also avoid consulting each other.

42. The parameters for the assessment of the Quyen are:

A. as "academic". The Quyen must be correct.

T. as "technique". The Quyen must show a good quality in the performance.

I. as "interpretation". Personal interpretation, such as meditation, breathing, glaze, etc.

42bis. The Quyen must be performed with competence and the performance must show a clear comprehension of the principle inspiring the Quyen itself. To assess a performance of a participant or of a team, the Chief of the Commission and the Judges will have to take into further consideration:

- a. The actual demonstration of the meaning of the Quyen;
- b. The comprehension of the techniques used in the Quyen;
- c. Time, rhythm, speed and balance;
- d. The correct use of the weapon (in traditional weapon categories);
- e. The breathing;
- f. Attention and concentration;
- g. The correct positions;
- h. The synchronism in Team Categories;
- i. Overall mastery.

43. At the end of the first Quyen of each category, the Judges must discuss their opinion all together to set homogeneous criteria for the assessment.

44. **The Secretaries of the Commission.** There will be at least two in each Competition Area. One of them will compile all the Competition Documents (Annex IV) for each category. One of them will read the marks of the Judges to his/her colleague. He or she will also call the participant who is supposed to perform the Quyen and the one who will follow.

45. To see the Competition Area of the Quyen, see Annex III. Each participant must start from the square in the centre and he or she must end in the same point.

46. Participants will have to perform a Quyen in the first round. Than half of them –those with the higher marks- will be qualified for the second round. At the end of the two rounds (in some cases, with few participants, the Organization reserves the right to do only one round) the final classification will be calculated. In the event of equal marks, two or more participants, involved in the race for the podium, may be asked to repeat the Quyen again.

47. The marks will be expressed by the Judges with numbered boards which have to be shown first to the participant (so that the public could see them as well) after the performance of the Quyen. Then the Judges will have to turn the numbered boards to the Secretaries who will take note of them in the Competition Documents.

48. The marks are expressed in whole numbers and the first decimal figures.

49. Although the maximum and minimum marks will be set by the Chief of the Commission, by agreement with the Commission itself, these are the standards to take into consideration:

- 5,0 = poor;
- 6,0 = sufficient;
- 7,0 = good;
- 8,0 = very good;
- 9,0 =excellent.

50. For each performance, the highest and lowest marks will be taken off. The remaining valid marks will be three.

51. In the event of mistakes, each participant is allowed to repeat the Quyen once or twice without any penalization, as established by the Commission.

52. Each participant will have to wait his or her turn. Then when he or she is told to get ready, he or she should wait beside the line which defines the Competition Area. Then he or she must enter and salute the Judges before and after the performance. Once he or she has received his or her mark, he or she should salute for the last time and leave the Competition Area.

53. For the Quyen Categories, the participants must perform a valid Queyn. These Quyen must be considered valid: all the Quyen of Viet Vo Dao International, all the Quyen of the European Federations of Viet Vo Dao, all the Quyen of Vo Co Truyen Viet Nam or the Quyen of Vietnamese Schools.

Part 6 – Team Competitions

54. Team competitions will take place –for both Quyen and Dau tu do- only for Black belt, without any distinction concerning level, weight and age. The only distinction will be based on gender.

54a. Each nation may be represented by 1 ore more teams.

55. In Team Queyn Categories, a minimum of three people and a maximum of five people will perform a Quyen together. The criteria for the assessment will be as expressed in Part 5, but it will also be necessary to judge the synchronism between the members of the team.

56. In Team Dau Tu Do Categories, each team will consist of three people and one (optional) reserve (who could take part in the Competition if the team decides to substitute a member. There are no limits for substitutions during the Tournament). One of the members of the team will be the Captain.

56a. Each member of the team will have to fight against one member of the opponent team. The winner will score one point for the team;

56b. The team that scores two points will win the match;

56c. After losing the first two fights, a team may decide not to participate in the third fight;

56d. The pairs will be decided by the Captain of the team who wins the toss.