

Guide to Combat Sport Dao Shu (Saber) Competition

The goal of promoting Daoshu (Chinese saber) is to provide a competitive environment that allows Daoshu practitioners to progress and validate their skills. The rules of combat sport Daoshu are therefore designed with the emphasis on skill cultivation rather than historic dual reenactment. The rule reflects a high level of reality, which allows Traditional Chinese Daoshu techniques to function as they were originally designed.

1 Setup and Personnel

1.1 Facility

The match will be conducted in a 25' x 25' square ring. The on-guard position of each contestant is located such that the front foot of each contestant is 5 feet from the center of the court with contestants facing each other.

1.2 Referee

The referee is located inside the ring. The referee conducts the match and resolves any disputes during the match. The referee will score "point deduction" only for violations described in sections 4.5.9 and 4.6.

1.3 Side Judges

Two side judges in a match. The side judges will score valid strikes in accordance with the stipulations in section 4.5. Side judges are located on opposing sides of the ring and are expected to move along the side lines following the actions in the ring.

1.4 Time/Score Keeper

One time/score keeper for controlling time and tabulate the scores from the referee and side judges.

1.5 Ancillary Scorekeeping Devices

1.5.1 Six handheld mechanical counters for each ring

1.5.2 One stopwatch and one calculator for each ring

2 Valid Techniques and Target Areas

2.1 Valid Techniques

- Cutting with the tip of the blade or first 15 inches of the blade in circular slashing movement
- Cutting with the tip of the blade or the first 15 inches of the blade in a linear sawing movement
- Thrusting with the tip of the blade

All valid techniques must be delivered with offensive intent, clean, and sufficient force. Techniques that do not meet these requirements are considered invalid.

2.2 Target Areas

2.2.1 Valid Target Areas

- Head (front and side)
- Neck (front and side)
- Torso
- Hand including fingers and wrist
- Leg (thigh and calf)

2.2.2 Off-target Areas

- Strike to areas other than those in section 2.2.1 are considered “off-target” and not qualified for scoring

2.2.3 Illegal Target Areas

- Back of head
 - Back of torso
 - Inner thigh
 - Groin area
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3 Contestant Equipment

3.1 Combat Sport Saber

3.1.1 Saber must be made from an approved polymer material

3.1.2 Maximum blade length of saber 30 inches

3.1.3 Maximum weight of saber 1.5 lbs (Standard combat saber will be provided for contestants) .

3.2 Protective Gears

3.2.1 Fencing mask

3.2.2 Hockey style neck protection (optional)

3.2.3 Dual color (blue and red) chest protection with collar bone protection pads

3.2.4 Gloves that protect the hand and wrist

3.2.5 Long or short sleeved shirt made of durable material

3.2.6 Long pants made of durable material

3.2.7 Groin protection

3.2.8 Elbow pads and Knee/shin pads

4 Match Regulations

4.1 Start of Match

- Each match starts with contestants stand, salute to judges and each other then on-guard at the locations specified in 1.1
- Contestants will resume the on-guard position following any referee called stoppages

4.2 Duration of the Match

- Each match consists of three rounds
- Each round is 1-1/2 minutes with 1 minute break
- Each round is continuous with stoppages called by the referee only for warnings, fouls, out of bounds or disqualifications described in sections 4.3 and 4.4
- Contestant wins two rounds will be declared winner of the match
- In the event of a tie after three rounds, a sudden death round will take place where the contestant scores the first point will be the winner

4.3 Stop the Match ("Halt")

The referee can stop the match by calling the command "Halt" for,

- Contestants out of bounds
- Fouls or disqualifications
- Unsportsmanlike conducts such as wild swings, strike opponent in unprotected areas
- Protective gear adjustment.

4.4 Calling "Out-of-Bound"

"Out-of-Bound" can be called by the referee when contestant's feet are out of the boundary of the ring. If a contestant performs a valid technique while being out of bound, then the technique is no longer valid

4.5 Scoring

4.5.1 Each round will be continuous action with stoppage called only by the referee for warnings, fouls, out of bounds, protective gear adjustment and disqualifications.

4.5.2 Contestants to wear different color chest protection (red or blue) for scoring identification

4.5.3 Each side judge to be given two mechanical counters and color wrist bands. The mechanical counter in the right hand (wearing red color wrist band) for scoring the contestant in red chest protection and the mechanical counter in the left hand (wearing blue wrist band) to score the blue contestant

4.5.4 The referee to be given two mechanical counters in the same format as the side judges except the referee's counter tabulates "point deductions" described in sections 4.5.9 and 4.6.2

4.5.5 A score is counted when a technique is delivered effectively to a valid target area described in section 2.2.1

4.5.6 No point award for techniques delivered to valid target areas that are too light or cut with the blunt side of the saber

4.5.7 If a contestant performs a valid technique on a valid target area before another contestant, the contestant will be given one point

4.5.8 If both contestants simultaneously delivered valid techniques, no point will be given to either contestant

4.5.9 Referee deducts one-point as a penalty when a contestant drops his or her weapon

4.5.10 Accumulated points from the side judges and point deductions from the referee for each fighter will be given to the

score keeper at the end of each round. The referee announces the winner of the conclusion of the match

4.6 Warnings, Fouls and Disqualifications

4.6.1 Contestant will be given a warning by the center judge when,

- Contestant behaves in an un-sportsmanship manner (i.e. wild swings, over-aggressiveness, or negative movements)
- Contestant performs invalid/illegal techniques with intent to cause injury to his/her opponent

4.6.2 Contestant is given a foul by the referee when,

- Contestant was given more than one warning
- Contestant performs invalid/illegal techniques which cause injury to his/her opponent with or without intention
- 1-point deduction for each foul

4.6.4 Disqualification

A contestant is disqualified and automatically loses the match when,

- Contestant was given two fouls
- Contestant refuses to cooperate with the referee or judges