

Fall Classic Lei Tai Rules

Rules and Responsibilities - Lei Tai is a Chinese term for an elevated fighting platform that originated in Ancient China. It's similar to a boxing ring but without ropes, which allows for throwing opponents off the stage as a winning strategy. Lei tai is still used today in martial arts competitions for primarily full contact sparring.

Competitor Qualifications as are as follows:

- Lei Tai competitors must be a minimum of 18 years old to compete
- Only competitors that have been registered and have the necessary medical paperwork required to compete may participate in the Lei Tai exhibition. All medical paperwork is submitted to the Tournament medical staff prior to the Lei Tai exhibition. Specified date for all medical paperwork submission will be posted online via tournament social media and website. No ring walk-ins without the appropriate medical paperwork is allowed!
- No professional or semi-professional fighters are allowed. This event is purely for amateur competitors. This rule applies to all striking and grappling sports.

Competitors will compete on a 20 by 20 or 24 by 24 square foot, padded mat or raised platform. Size and height are subject to change. Exhibition matches will be rounds of 1 1/2 minutes each, with a 30 second break between each round.

To win, the competitor must:

1. Win two out of three rounds on point basis
2. Win by Knockout (KO)
3. Win by technical knockout (TKO)
4. Opponent's forfeit.

**Technical Knockout is the ending of a fight by the Executive Referee on the grounds of the competitors inability to continue, the opponent being declared the winner.*

If a competitor hits the ground, does not come back to the starting spot when commanded by the Executive referee, knocked off of the Lei Tai, or is not actively engaged in the Lei Tai match, the Executive Referee will begin a 10 second countdown. The competitor has 10 seconds to showcase the ability to continue the match. Once the countdown hits 0, the competitor will automatically lose the match. See clarification below.

If both competitors are holding and striking -- without attempting a throw -- the Executive Referee will separate them after three seconds. If the competitors are attempting a throw while holding, the Executive Referee will separate them after five seconds.

If there is no engagement from either competitor within a 10 second countdown by the Executive Referee, the referee will warn both fighters and restart them at their respective lines. If there is another period of no engagement within a 10 second period of time, both fighters will be disqualified.

If competitors are called by the Executive Referee to their starting lines, they have ten seconds to respond. A competitor who does not return to their starting line within ten seconds will forfeit the match. Examples: competitors are required to return to the starting line at the beginning of each round, at the end of each round, when struck or thrown to the ground, and when forced or thrown off the Lei Tai.

Each competitor must have one coach, but no more than two coaches, in their corner during the match. Coaches are only permitted to interact with competitors when the competitor is in their corner. If there is a medical issue, the Executive Referee and medical staff will address the issue with the competitor and advise the coach. If there is an equipment issue, the Executive Referee will assist with the resolution of the issue.

The Executive Referee has full authority to stop the fight at any time for safety or any other reason.

Lei Tai matches are conducted as follows:

1. Competitors are called to the Lei Tai by the Executive Referee
2. Competitors are commanded to salute the Head Table
3. Competitors will salute each other
4. Executive Referee will give the command for ready and the match will begin
5. Match halts due to injury, KO, TKO, forfeit, or there is a danger to either competitor
6. At the end of the round a bell will sound signaling the competitors to return to their corners
7. Competitors has a 30 second break
8. After the break, the bell will ring. Head referee will call competitors back to the starting line for another round
9. Whichever competitor wins 2 out 3 rounds, KO's or TKO's their opponent, or wins by the Rule of 3 (see below).

**There are other technicalities will cause a competitor to win a match, see rules below for more detail*

Equipment

- All competitors must use caged headgear, sparring gloves, and mouthpiece. Male competitors must also use a groin cup.
- Female competitors may wear a chest protector and/or a groin cup. Soft soles shoes are optional.

- Soft compression braces for the ankle and/or knee are permitted, as long as such braces do not have any hard plastic or metal parts.
- Use of optional equipment by one competitor does not oblige their opponent to use the same optional equipment.
- No jewelry is permitted during competition.
- All sparring equipment must be examined by Lei Tai officials. If any gear does not meet expectations, the competitor (s) will be allowed 2 minutes to try and acquire some gear that meets expectations.
- If there is an equipment issue (for example: broken headgear, lost shoe, torn pants or shirt), the Executive Referee may call a break (time out) in the match and attempt to resolve the issue. During the break, the clock for the match will be paused. Competitors working with the Executive Referee will have two minutes to resolve the equipment issue. If the equipment issue cannot be adequately addressed within two minutes, then the competitor with deficient equipment will forfeit the match.
- Competitors should bring spare equipment (headgear, pants, etc.) to their corner in the event of equipment damage. At no time during an equipment time out should either competitor's corners approach or interact with the competitor.
- No hand wraps will be permitted. Competitors are permitted to use medical tape for a single rotation around each exposed knuckle.
- Headgear
 - Headgear must be of the face cage style. The cage must be made of hard plastic and of single piece construction. Clear plastic cage or shield, and multiple piece construction, including removable face cages, are not satisfactory. Additional padding is not permitted. Please refer to this example.
- Gloves
 - Gloves must weigh at least 4 ounces (120 grams) and no more than 6 ounces (180 grams) for size medium or larger gloves. For small gloves, gloves must weigh no less than 3 ounces (85 grams). The fingers and palm must be able to open. Padding on the thumb is optional. Gloves may not have been modified
 - No "gel style gloves" may be used. All gloves are subject to inspection and dismissal.

Scoring - Scoring areas include side, top and front of head; front and side of the torso; back (but not the spine or kidney); outer thigh (when the foot is 'grounded – in contact with the area' and not used in a blocking motion). Only techniques which are delivered with full power, resulting in a trembling shock to the opponent, will be scored.

1-point techniques

- Competitor executes clear punch, palm strike or kick to a legal target area
- Competitor executes a throw causing the opponent to fall and landing on top of the opponent covering the opponent's torso
- Through own error, competitor loses balance and touches ground: 1 point for opponent

2-point techniques

- Competitor executes clear punch or kick that knocks opponent down to the ground
- Without falling, competitor successfully throws opponent to the ground

3-point techniques

- Contestant forces or throws opponent off Lei Tai

Legal techniques, but not scoring

- Strikes to the arms are legal, but not scoring

If a competitor is forced or thrown off the Lei Tai three times in one round while his/her opponent remains on the Lei Tai, then the opponent loses the match.

If a competitor is struck three times in one round with sufficient force that they fall to the ground, then the competitor loses the match.

Fouls/Technical Fouls - Fouls (for example -- strikes to illegal target areas):

Illegal target areas and techniques include:

- Contact to the eyes, throat, back of the head, spine, kidneys, joints, inner thigh and groin
- Techniques using the head
- Techniques using the elbow or knee
- Techniques intended to control the joints (qin na)
- Techniques where the competitor puts one or more hands or knees on the platform (i.e. "iron broom sweep")

Competitors cannot win off fouls.

Technical fouls include, but are not limited to, violations of the rules such as grabbing and holding the opponent's headgear, grabbing and holding the opponent's shirt, not disengaging after the Executive Referee has called halt to action, disrespectful conduct toward Executive Referee or opponent, etc.

1. First violation: warning

2. Second violation: 1-point deduction
3. Third violation: disqualification

Any serious foul will be grounds for immediate disqualification. Fouls are cumulative during the match.

Weight Classes

Male

- Light: under 60kg (132.3 lbs)
- Middle C: 60.1 – 65kg (upper limit: 143.3 lbs)
- Middle B: 65.1 – 70kg (upper limit: 154.3 lbs)
- Middle A: 70.1 – 75kg (upper limit: 165.3 lbs)
- Heavy C: 75.1 – 80kg (upper limit: 176.3 lbs)
- Heavy B: 80.1 – 86kg (upper limit: 189.6 lbs)
- Heavy A: 86.1 – 92kg (upper limit: 202.8 lbs)
- Super Heavy: 92.1 – 98kg (upper limit: 216 lbs)
- Infinite: over 98.1kg

Female

- Light: under 55kg (121.3 lbs)
- Middle B: 55.1 – 60kg (upper limit: 132.3 lbs)
- Middle A: 60.1 – 65kg (upper limit: 143.3 lbs)
- Heavy B: 65.1 – 71kg (upper limit: 156.5 lbs)
- Heavy A: 71.1 – 77kg (upper limit: 169.7 lbs)
- Infinite: over 77.1kg

**Tournament officials reserve the right to combine weight classes.*

Injuries - Competitors who maliciously hurt (clear intent to harm) their opponents will be held liable for any damages or injuries.

If a competitor appears to be injured, or requires medical assistance, the Executive Referee may call a break (time out) in the match and summon the tournament's medical staff to the Lei Tai platform. During the break, the clock for the match will be paused. If the injury was sustained during legal contact, then the medical staff will have two minutes to resolve the issue. If the injury cannot be adequately addressed within two minutes, then the injured competitor will forfeit the match.

If the competitor suffers the same injury during the match due to legal contact, the competitor will be disqualified. For example, if one competitor suffers a bloody nose, the medical staff may attempt to stop the bleeding within the allocated medical time out; if the same competitor again suffers a bloody nose during the same match, then that competitor will be disqualified.

If the injury was the result of illegal contact (foul), then the medical staff will be permitted five minutes to resolve the injury. If the injured competitor cannot continue after a five minute period, then their opponent will be disqualified. At no time during a medical time out should either competitor's corners approach or interact with the competitors.

Hygiene - Competitors must exhibit good and clean hygiene. Nails must be trimmed to less than 1/8" for open fingered gloves or bare feet to avoid any injury to opponents during the competition. Competitors must be free of any communicable disease, open and/or bleeding sores. Competitors must be physically capable of competing. Open sores, cuts, bleeding, etc. of any kind, will not be allowed.

Arbitration - Any coach disputing the results of a match and wishing to have arbitration of a match for any reason must notify the chief referee verbally within 15 minutes of the match. The team coach must then file a written request for arbitration along with a \$300 arbitration fee to the Tournament Director within 30 minutes of the match. If the arbitration is settled in favor of the arbitrating team, the coach shall receive a refund of the arbitration fee; otherwise, no refund will be given.