



WORLD MARTIAL ARTS KUBO FEDERATION

KUBO K-1 RULES

Article 1 – VENUE

The match shall be held in 6.4 m X 6.4 m square ring surrounded by 4-level ropes.

Article 2 – ESSENTIALS

Each fighter shall wear regulated gloves, shin guard, headgear approved by WMAKF. In principle, usage of regulated protective cup, shin guard, headgear and mouthpiece is mandatory.

Each fighter shall prepare their own protective cup and a mouthpiece. Fighters must wear official protective cup specified by the WMAKF, and the usage of commercially available protective cups which tend to cause defect upon application, and structurally defective is prohibited. If fighters do not exercise their duties, they are not entitled to preferential treatment to remedy unfairness caused by accidents.

Furthermore, in case fighters do not wear official protective cups, and use their own cups, a fighters may severely be penalized for delaying the fight when the cup is damaged due to an accident, or when the process of arranging a new cup to replace the damaged one is time consuming.,

Article 3 – WEIGHT CLASS

Gloves sizes for each weight class are as follows:

Male weight categories over 19

(weight categories under -60kg- 8OZ., -81kg – 10OZ., over 81kg – 12OZ.)

Light bantam -51 kg

Bantam weight -54 kg

Feather weight -57 kg

Light weight -60 kg

Light welter-weight -63.5 kg

Welter weight -67 kg

Light middle-weight -71 kg

Middle weight -76 kg

Light heavy weight -81 kg

Cruiser weight -86 kg

Heavy weight -91 kg

Super heavy weight +91 kg

Female weight categories over 19

(weight categories under -52kg- 8OZ., over 52kg – 10OZ.)

Bantam weight – 48 kg

Feather weight – 52 kg

Light weight – 56 kg

Middle weight – 60 kg

Light heavy weight – 65 kg

Heavy weight – 70 kg

Super heavy + 70 kg

Younger juniors – male 15-16/ 17-18 years old

(weight categories under -60kg- 8OZ., -80kg – 10OZ., over 85kg – 12OZ.)

Light bantam -48 kg

Bantam weight -51 kg

Feather weight -54 kg

Light weight -57 kg

Light welter-weight -60 kg

Welter weight -63 kg

Light middle-weight -66 kg

Middle weight -70 kg

Light heavy weight -75 kg

Cruiser weight – 80kg

Heavy weight -85 kg

Super heavy weight +85 kg

Younger Juniors Female 15-16/ 17-18 years old

(weight categories under -48kg- 8OZ., -56kg – 10OZ., over 60kg – 12OZ.)

Bantam weight – 40 kg

Feather weight – 44 kg

Light weight – 48 kg

Middle weight – 52 kg

Light heavy weight – 56 kg

Heavy weight – 60 kg

Super heavy + 60 kg

Article 4 – FIGHT METHOD

1. Matches shall be held in the following manner.

(a) One-match fights:

Each match consists of two (2) minutes X three (3) rounds with extension of one (1) round at maximum in the final.

(b) Tournament fights:

Each match consists of two (2) minutes X three (3) rounds, except for the final match. The final match may have a maximum of one (1) extra round.

(c) Must Point System:

The winner must be decided in the Must Point System by scoring points.

The purpose of establishing the Must Point System is to eliminate any possibility of a draw match, and the System is to be applied in all rounds of the fight. Even when the score difference is minimal, a winner will be decided on the merit of the final round fight. The following rounds shall be considered as a final round.

The third round in three (3) rounds X two (2) minutes of One-match fights.

The extra round in final match of tournament fights

2. In consideration of fighter's safety, no fighter shall participate in more than two (2) fights in one day.
3. Interval between rounds shall be one minute.

Article 5 – AUTHORIZED FIGHTING TECHNIQUES

The following techniques are authorized.

Punches: Straight punches, hooks, uppers, and backspin blows.

Kicks: Front kicks, low kicks, middle kicks, high kicks, side kicks, back kicks, inner thigh kicks, jumping kicks, and knee kicks.

The following restrictions apply to the usage of the backspin blow.

When it is evident that the attack was made by an elbow or forearm and not by the authorized part of the gloves, the attack is considered as a foul. In case the referee cannot determine whether the backspin blow was made by the authorized area or not, the match shall be stopped, and the rules director, supervisor, supervisory staff, and the referee and the judges shall review the fight by reviewing the Video Replay, if necessary. When it is determined that the attack was made by the unauthorized area, the backspin blow is considered as a foul, and the fighter shall be penalized. If the committee cannot determine the area where hit the opponent, the attack shall be considered as an accident and settled according to Article 14.

Article 6 – FOUL TECHNIQUES

1. A fighter who executes a foul technique shall be penalized with a "caution", "warning", or a "point deduction". The referee announces a "caution" and "warning" verbally. A yellow card shall be shown for a "one (1) point deduction" and "two (2) point deductions, and a red card for a "disqualification". Two (2) cautions shall lead to one (1) warning; any warning then on shall be given instead of cautions thereafter. Two (2) warnings shall lead to a one (1) point deduction, and three (3) point deductions in one (1) round shall be grounds for disqualification. However, this clause shall not apply in cases where the referee rules that the foul technique as unintentional. If the referee judges that the foul technique is malicious or causes significant damages on the opponent, the fighter might be given point reduction immediately, skipping order of foul calls. The following behavior is considered as foul techniques.

1. Using the head to deliver a blow.
2. Using the elbow to deliver a blow.
3. Attacking the opponent in the groin (knee kicking or punching the opponent in the area under the navel shall be considered as low-blows and will be ruled as fouls).
4. Delivering wrestling or judo throwing or submission techniques.
5. Thumbing the opponent

6. Choking and punching the throat of the opponent.
 7. Biting the opponent.
 8. Attacking the opponent while he is down or in the process of getting up.
 9. Attacking the opponent after the referee calling a break.
 10. Holding the ropes to whether offensively or defensively.
 11. Using offensive or insulting language to the referee.
 12. Attacking the back of the head with a punch (the side of the head and the area around the ears are not considered as the back of the head and are valid target areas).
 13. Attempting to cause the opponent to fall out of the ring.
 14. Voluntarily exiting the ring during the course of a match.
 15. Attacking the opponent who turned around and showed his back. However, the referee may give a caution, warning or point reduction to the fighter who showed his back as losing his will to fight.
 16. Delivering a backspin blow with elbows or forearms and not with the authorized part of the gloves, and giving damage to the opponent.
2. A point reduction may be given immediately to a fighter if the referee finds that the foul technique was inflicted with malicious intent.
 3. A caution shall be given to a fighter who repeatedly charges inside the opponent's arms, with his head held low (i.e. to avoid attack). This shall be considered as inducing a head-butt. In case that either of the fighters gets a cut from a head-butt and is bleeding, the fighter who has caused the cut shall receive a one (1) point deduction. However, if the referee finds the head-butt to have been obviously intentional or malicious, a deduction of two (2) points shall be given. If the referee judges the head-butt as accidental, there may not be any point reduction.
 4. A caution, warning, and a point reduction shall be given to a fighter who repeatedly uses holding and clinches that are not accompanied by attacks, and are judged as being defensive/passive in nature (ie. to avoid attack). Two (2) cautions will sum up to one (1) warning, and the next caution shall be a deduction of one (1) point. Furthermore, the same applies to when grasping and holding the opponent immediately after launching an attack (ie. to avoid a counter-attack.), or falling on the mat intentionally.
 5. A caution, warning, and a reduction of point may be given to the fighter when a fighter is only waiting for a counter blow and is delivering few attacks, and is considered to be passive.
 6. Holding the kicking leg of an opponent is not a foul, but only a single attack, whether a punch or a kick while holding the leg is authorized. Continuous attack while holding a leg is a foul. If a fighter does not take any action while holding the kicking leg, the referee shall call a break. Holding the kicking leg and using a throwing technique is also a foul.

7. When a fighter is holding a neck of his opponent with both hands, the fighter is limited to kick or knee kick his opponent to only one time. Therefore, continuous attack is judged as a foul. Attacking the opponent continuously while holding the neck with one hand is authorized. However, referee may call a break if judges the attack does not give any damage to the opponent.

8. Passive holding or clinching is prohibited. However, the referee can permit it only when it is accompanied by an authorized attack. A fighter can be penalized if he resorts to holding or clinching after an authorized attack or in order to avoid attacks.

Article 7 – CATEGORIES OF OUTCOME

The outcome of fight shall be made by the following manner.

1. KNOCKOUT (KO):

1. Applicable when a fighter does not stand up within ten (10) seconds as the referee starts the DOWN count. Or when a referee decides that the fighter has severely damaged and cannot stand up within the call of count ten (10).

2. Applicable when a fighter is judged to have lost his will to continue to fight, even though he has stood up within the call of count ten (10), and/or when a fighter is judged to be incapable of continuing the fight.

3. Applicable when a fighter goes down three (3) times in a round (or two (2) times in a tournament fight except in the final match).

2. TECHNICAL KNOCKOUT (TKO):

1. Applicable when the referee judges that it is impossible to continue the match due to an accidental injury by neither fighter's fault.

2. Applicable when a corner man throws a towel into the ring during the course of a match. In the event that the referee does not notice the towel being thrown in, the supervisor is authorized to announce the end of match.

3. Referee Stop

Applicable when the referee judges that one fighter is overwhelmingly superior to his opponent and the inferior fighter is in a physically perilous condition.

4. Doctor Stop

Applicable when the official physician judges that it is impossible to continue the match due to an injury or severe damage to a fighter. If a fighter is down and has sustained severe damage, the official physician shall advise to the supervisor, and the match shall be stopped after the deliberation.

3. DECISION:

Applicable when there is no knockout, technical knockout, or disqualification to decide the winner.

Three (3) judges shall award points to each fighter, and the fighter with the higher point in total at the

end of final round will be declared the winner. However, the winner must obtain the consent from two (2) out of three (3) judges. When a winner is not declared by the consent of at least two (2) judges, the extra rounds shall be conducted in tournament fights or in three (3) minutes X three (3) rounds of one match fights. A winner must be determined at the final extra round, as well as after the final round in three (3) minutes X five (5) rounds of one match fights.

4. DRAW:

1. Applicable when both fighters go down at the same time and neither rises to his feet before or at the call of count nine (9).
2. Applicable when a fighter is unable to continue the fight due to an accidental injury after the authorized round stated in Article 8, and neither fighter obtains the consent of two(2) judges as a winner after counting the points of the completed rounds.
3. Applicable as an official record when one fighter is judged impossible to continue the match due to accidental injuries before the match is justified accordingly to Article 8.
4. Applicable when there is no winning decision by more than two judges, for the matches that allows the fight to be a draw.

5. NO CONTEST (NULL and VOID match)

1. Applicable when both fighters are found to have violated the rule(s), match fixing, or collusion.
2. Applicable when both fighters fail to fight in good faith (a spiritless fight) after repeated cautions and warnings by the referee, and when the referee declares disqualification of both fighters.

Article 8 – JUSTIFICATION OF MATCH

A match shall be considered as justified after completed the first round in two (2) minutes X two (2) minutes matches. When there is an accident during a match, the match shall be determined in accordance with Article 14.

Article 9 – INJURY JUDGING

When one of the fighters is injured by intentional or unintentional head batting and the injury becomes more serious by attacks by the opponent thereafter, and when a match is stopped due to this, the winner is determined by scorings tracking up to the point of injury stop. This applies only when match justification is confirmed according to Article 8.

Article 10 – REFEREE COUNTDOWN

1. The definition of a DOWN is when any area of fighter's body besides the bottom of the foot has touched the ground due to a damaging attack(s). However, the DOWN shall be considered as FLASH

DOWN when the referee determines that the damage is not sever, and the downed fighter shows his will to fight by standing up immediately.

2. When a fighter falls to the ground and cannot stand up immediately, he may be considered as a "Down".

3. Even without falling to the ground, a (standing) DOWN may be announced when it is obvious that a fighter has sustained damage, and the referee has determined that the fighter would be in a dangerous situation if the attack were to continue.

4. The "DOWN" count will be preceded by a "DOWN" call and gesture by the referee. Following the "DOWN" call, the referee must ascertain that the opponent is in the neutral corner and then he starts the count. As the referee starts the down count, the MC shall announce the count down in accordance with the count of each second from the official timekeeper's stopwatch. The referee shall be the sole person with authority to call a "DOWN."

5. The fighter who has knocked down his opponent shall go to a neutral corner immediately and wait there during the "DOWN" count by the referee until further instructions are given.

6. If the fighter does not follow the referee's instruction to wait at the neutral corner, the referee may stop his count, and continue the countdown only after the fighter has moved to a neutral corner.

7. When a fighter is knocked down, and the round is finished while referee is still counting, the timekeeper shall not signal the end of the round (the time keeper will not ring the bell). Hence, the referee continues to count, and the round will end when the counts stop. When the counts reaches ten (10) counts, the downed fighter will be considered knocked out (KO). When the referee decide that the downed fighter is not in the condition to continue to fight after the ten(10) counts, the referee stops the fight and the result will be considered technical knock out.(Referee Stop:TKO).

Article 11 – JUDGING CRITERIA

Awarding of points shall be based on the following elements:

1. Whether an effective and accurate attack is acknowledged, and damage is inflicted on the opponent by authorized blows.

2. Points will be awarded in this priority:

(1) Number of downs

(2) Extent of damage inflicted on the opponent

(3) Number of clean hits

(4) Degree of aggressiveness (points in the offensive)

3. Both fighters are awarded a score of ten (10), and then points shall be deducted from both fighters as they get penalized and/or being inferior during the round.

The example of scoring the points will be the followings.

1. When the difference is clear, the inferior fighter receives a one (1) point deduction. Therefore, the score will be 10-9.

2. When a fighter is downed once, the downed fighter receives a two (2) point deduction. However, if the down is considered as FLASH DOWN, the deduction may be one (1) point. Therefore, the score will be 10-8 or 10-9.

3. When a fighter is downed twice, the downed fighter receives a three (3) point deduction (applicable to the final match in tournament fights, and one match fights).

Therefore, the score will be 10-7.

4. A fighter shall be penalized with a one (1) point deduction for actions such as foul techniques when the referee declares such penalty. Therefore, the score will be 10-9.

5. A fighter shall be penalized with a two (2) point deduction for actions such as foul techniques when the referee declares such penalty. Therefore, the score will be 10-8.

6. When a downed fighter retrieves his inferiority during the round, his opponent receives a one (1) point deduction: there is a case that a downed fighter may close the margin between himself and opponents. In this case, the score will be 9-8 instead of 10-9.

7. Each fighter receives a two (2) point deduction when a downed fighter takes a down from his opponent in the same round. In this case, the score will be 8-8 instead of 10-10.

8. When both fighters receive one (1) point deductions, the score will be 9-9 instead of 10-10.

9. In the final round, even a minimal advantage will be counted as one (1) point, and a winner must be decided (Must Point System, see Article 4-1). If there is no difference between two fighters in the final round, judges must then reconsider all rounds of the fight in order to determine a winner. The judges must take account of slight differences that were not reflected in the scores of earlier rounds. Thus, narrow margins in earlier rounds, which might have been scored 10-10, must now be assessed cumulatively in order to determine a winner.

Article 12– EXTRA ROUNDS

Except for fights allowing the decision to be a draw, in case the points are equal in the tournament final fights, the extra round shall take place. The maximum of one (1) extra round shall take place for the Final match of the tournament. The extra round shall be executed when there is no point difference at the end of third round. The judges must score the round resulting in a clear difference in points.

Article 13 – DISQUALIFICATION

A fighter shall be disqualified in following conditions.

The disqualified fighter shall be suspended for three (3) months to one (1) year.

1. A fighter intentionally uses a foul technique and the referee declares the disqualification to the fighter.
2. A fighter fails to follow the referees instructions during a match.
3. A fighter is late for a match or does not show up at all.
4. A fighter exhibits ill-mannered behavior or a malicious attitude during a match.
5. The referee determines that a fighter does not have the will to fight.
6. When a fighter receives three (3) point reductions due to foul techniques within one (1) round.
7. The official physician deems a fighter unfit to fight as a result of a medical check.
8. A corner man has entered in the ring or touched one of the fighters during the match. And in case corner men scuffles with each other.
9. A fighter is found to be positive in the result of doping test.
10. A fighter is found to have broken other rules.

Article14 – ACCIDENT

If a fighter is injured, the official physician, the supervisor, the supervisory staff, the referee and the judges shall confer to decide whether the fight shall continue or not. The official physician is allowed to provide minimal treatment (i.e. stop bleeding and taping) to the injured areas.

Article15-ACCIDENT 2

When a fighter falls out of the ring, the time count shall be stopped immediately, and the official physician shall check the fighter. During this time, the supervisor, the supervisory staff, and the referee and the judges shall confer to discover the cause(s) of the fall.

1. When judged as a DOWN by an authorized technique:

(a) If the fighter is able to resume the match:

It shall be counted as 1 “DOWN”, and the match shall resume from the time stopped.

(b) If the fighter is not able to continue the match:

The match shall be ruled a Technical Knock Out (TKO) by doctor stop.

2. When the fighter is judged as not having been downed:

(a) If the fighter is able to continue the match:

The match shall be continued from the time stopped.

(b) If the fighter is not able to continue the match:

Article 16 – DRESS CODE

1. All fighters must be dressed in clean and proper clothes when they enter the ring for the occasions such as opening ceremony. The WMAKF may not approve the attire, when considered inappropriate.
2. The only costume that fighters may wear is kick pants (the length is from waist to above-knee) and T-shirts. Any costume, the length reaches beneath knees such as long leggings, Karate costumes, or Taekwondo costumes are prohibited regardless the materials. Exposure of logos of companies that finance fighters or their gyms must be informed to the WMAKF and approved in advance.
3. Any attire, which may cause injury to opponents or reduces any damage to the fighter, shall be prohibited. All supporters and fighting costumes must be approved and signed by the referee and the judges or the event official. In case they determine that the supporters and the costumes are unsafe, wearing the items will not be approved.
3. The referee and judges shall give a caution if a team does not abide by any of these regulations listed above. A yellow card shall be given for a second caution and every caution thereafter. The fighter shall be disqualified automatically by receiving three yellow cards and must leave the venue. Furthermore, the corner man and the fighter may be suspended thereafter.

Article 17 – MOUTHPIECE

Mouthpiece usage is mandatory in the fight. If the mouthpiece comes out of a fighter's mouth during a match, the referee shall, in principle, retrieve it and hand it to the corner men after the end of the round.

Article 18 – USE OF OIL AND VASELINE

Fighters are allowed minimal usage of Vaseline to the facial area. No other substance shall be applied. In addition, fighters shall not apply any substance to their body. The definition of "minimal" in this case means the amount that the referee and the judges permit. Fighters must abide by the following regulations.

1. A fighter with an excessive amount of oil/Vaseline to the face and/or body shall not be allowed to compete. In such cases, the excessive oil/Vaseline shall be removed.
2. Fighters are not allowed to apply Thai Oil and oils containing any stimulative and irritating substance to any part of their body during the fight.
3. Fighters are allowed to apply minimal substance to the sole of their feet in order to prevent from slipping on the mat. The substance shall not be used to any other part of their body.
4. Fighters are not allowed to apply Thai Oil and oils containing any stimulative and irritating substance to the body even before the fight.

Should the fighter and the corner men does not follow the instruction of the referee and judges, he may be given a caution, warning, and a reduction of points.

Article 19 – USE OF TAPE AND BANDAGES

Fighters may not wear any other material other than tape and bandages approved by the WMAKF on their knuckles and on other part of the hands (wearing gloves without using any tape or bandages on their hands is also authorized). Every fighter must abide by the following instruction regarding the usage of such items.

1. All fighters are prohibited to use any tapes and bandages that they bring themselves to matches for use on their hands which are not approved by WMAKF.
2. All tapes or bandages shall be checked and signed by the event official before a fight.
3. The sole purpose of application of tapes or bandages is for protection of the fists. It is prohibited to apply such taping and/or bandaging for strengthening the power of the fists.
4. Any tapes and bandages applied before entering the venue are not approved.
5. Should a fighter use his own tapes, he must abide by Article 20– PROTECTOR.

Cautions, warnings and point reductions may be given to the fighter when not following the instruction of the referee and judges, when refusing an order to open the package, or when any cheating is confirmed.

Article 20 – PROTECTOR

The use of protectors made of rubber, plastic, or other material is not allowed for any reason including the protection of an injury. However, when the official physician or the referee and judges allow the usage of protectors depending on the injuries, the following applies;

1. Only elastic tapes, supporters and approved pads may be used, any other items are prohibited.
2. Such authorized items shall be checked and signed by the official physician and the event officials before a mach.
3. All tape and/or bandages without an official signature cannot be used and must be removed.
4. WMAKF and the official physician will not supply any items such as tapes and supporters in the use of the injuries.
5. Only the official physician is authorized to tape the injured area, once the mach starts.

Caution, warning or point reduction may be given if a fighter does not follow the instruction of the judges.

Article 21 -GLOVE CHECK

All fighters must have their gloves checked, sealed and signed off by the event officials, before they are put on. The gloves may not be taken off until the match is over. If there is any evidence that the gloves have been removed or tampered with, the fighter must undergo another glove check. Moreover, the fighters shall not apply any substance nor deformation to their gloves. Caution, warning, or point reduction may be given to a fighter who does not abide by the instruction of the judges.

Article 22– MEDICAL CHECK

All fighters must declare medicines that they currently dose upon rules review. All fighters must submit to a medical check by the official physician before competing. In a tournament, the winner is obligated to go through subsequent medical checks in order to proceed to his next match.

Article 23 – DOPING CHECK

In order to establish prestige and fairness of WMAKF, all fighters are obligated to submit to a doping check upon the WMAKF request in any occasion. Testing positive for doping will result in penalties, including the confiscation of a title, prize. Additionally, a fighter will also be penalized by disqualification.

Article 24 – TREATMENT OF INJURED FIGHTERS

1. Official physician may apply minimal treatment (to stop bleeding) during a match.
2. No other person besides the official physician is permitted to apply treatment to an injured area during the match, including the interval.
3. The approval of the official physician and the event officials is necessary if a corner man wishes to give treatment to an injury, such as applying a tape to the injured fighter during the intermission before proceeding to the next match in tournament fights. The tape shall be used in accordance with Article 20

Article 25– WEIGHT CHECK

In case of a match is with weight limitation, weight check is conducted in the morning of a previous day. Fighter's weight has to be within his weight class upon the weight check. If their weight exceeds his weight class weight, the fighter is authorized to fight only when he could drop his weight to weight class weight within two (2) hours. The fighter is given disqualification 1kg or less overweight.

Article 26 – CORNERMEN CONDUCT

A fighter is allowed to have the total of three (3) corner men, including one (1) chief corner man and two (2) corner men, standing by at ringside.

All three (3) corner men must remain within the designated corner area during the rounds.

1. Only the chief corner man may give instructions to the fighter during the rounds.
2. Corner men may not place their hands on the ropes, ring apron, or on any part of the ring area during the rounds.
3. Only one (1) corner man is allowed to enter into the ring during intervals.
4. No corner man is allowed to enter into the ring or touch the fighters during the rounds. In case any of the corner man violates the regulations, the fighter shall be disqualified.
5. Corner men may not place any item (such as towels etc...) in the area around the corner post of the ring.
6. When the referee calls "SECONDS OUT", corner men must immediately leave the ring.
7. The three (3) corner men are obligated to wear a unified team wear with the fighter. Combination of clothes such as "jeans and T-shirts" shall not be allowed. T-shirts, however, may be worn if they are "team" T-shirts. Wearing sunglasses and suites is strictly prohibited.

The referee and judges (sub judges) shall give a caution when the above regulations are violated. A yellow card shall be given for every each caution after the second caution. Three yellow cards shall leads to disqualification and the received corner man must leave the venue immediately. Moreover, the corner man may be disqualified thereafter.

Article 27 – OPERATION OF THE EVENT

WMAKF event shall be administered by the Rules Committee under the jurisdiction of the WMAKF and the rule director, and each event shall be operated by a supervisor, supervisory staff, a referee and judges, official physicians, and event officials elected from the members of the Rules Committee.

<<Structure of the Rules Committee>>

1. Supervisor

A supervisor shall possess the exact same authorities as the referee and the judges, and shall oversee whether accurate and proper decisions are made. The supervisor is given one vote to protest against a judgment as well as the authority to revise the result. Moreover, the supervisor is able to stop a fight in case the referee does not recognize a danger of a fighter, by the official physician's advice, or by his own judgment. One supervisor must stay at the ring side during a course of a match.

2. Supervisory Staff

As well as a supervisor, the supervisory staff shall possess the exactly same authorities with the referee and the judges, and shall oversee whether accurate and proper are made. Each supervisory staff has one vote to protest against a judgment. Two supervisory staff shall stay by the ring side. Moreover, the

supervisory staff shall be in a position to educate and supervise a referee and judges for their improvement.

3. Referee and Judge

(a) Referee

A referee shall be in the most important position to judge a match. One referee shall be in the ring during a match.

(b) Judge

A judge shall be authorized to score a match. The total of three (3) judges, each for three different direction by the ring side shall stay during a match.

(c) Sub Judge

Sub Judge shall oversee the corner men and the fighters during interval. There shall be the total of two (2) sub judges, one for each red and blue corner.

4. Official Physician

The official physician shall examine prior to a match whether fighters are fit to fight, and must report to the promoter. In case a fighter is injured or knocked out by damages to body parts other than head during a course of a match, the official physician shall determine if the fighter is able to continue to fight and confer with the referee and the judges. Moreover, the official physician is authorized to end a fight by informing the supervisor that a fighter is in a dangerous condition when the referee can not recognize it. Furthermore, more than two official physicians shall be in the ring side and more than one in the back stage area.

5. Event Official

(a) Weight Check Official

The weight check official shall check the weight of fighters to exam whether they are within a contracted weight. Any member in the Rules Committee is able to act as the weight check official.

(b) Back Stage Check Official

The back stage check official shall ascertain if bandages, tapes, and gloves are properly worn. More than one back stage check official shall stay in each red and blue corner.

(c) Time Keeper

The time keeper shall count an exact time with a stop watch, and announce it. All the matches shall be operated by every exact second counted by the time keeper. There shall be one time keeper at the ring side.

(d) Personnel for Bell

The personnel for bell shall ring a bell(gong) to announce a beginning of a fight along the signal from the referee, and also to announce the end of the fight by the instruction from the time keeper, the referee or the supervisor. One personnel for bell shall stay at the ring side during a fight.

(e) Scorer

The scorer shall fill out the official scoring sheet made by the Rules Committee according to the point awarded by the referee and the judges. The official scoring sheet must be submitted to the promoter at the end of a fight. One scorer shall remain at the ring side during a fight.

Article 28 – RECONSIDERATION FOR JUDGEMENT

Every supervisor and supervisory staff shall possess a vote to stop a fight when a judgment made by the referee and the judges is considered inaccurate. The supervisor and the supervisory staff are allowed to review a video of the fight with the other judges and confer whether the judgment has been made precisely. However, more than two voters must claim for the reconsideration of the judgment to review the fight, and the reconsideration shall be executed by the following manner.

1. The referee shall announce “Reconsideration” during or immediately after a match.
2. The referee shall order the fighters to stay at the neutral corner while reviewing the match.
3. The corner men must remain within the designated area. Only the official physician is allowed to apply the minimal treatment to an injury in case a fighter is injured.
4. The referee shall announce the result of the review by gathering the fighters to the center of the ring.
5. The supervisor shall announce the result of the review to the audience in the ring.

Article 29 – RULE REVIEW

In principle, coaches and team’s representatives have to attend the rules review session held on a previous day.

Article 30 – PROTEST

No fighter, coach, trainer and/or manager are allowed to raise an objection to calls and decisions made by the referee or the judges before the event finishes. However, official written protest to the Rules Committee is accepted within two (2) weeks from the date of the match. The Rules Committee shall review and reply in a written form within two (2) weeks from the date of receiving the protest.

Article 31 – OTHERS

Any issues or circumstances not specifically stipulated in this International Rules shall be resolved by a consensus among WMAKF the Rules Committee.

