



K1 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 provided by the promoter. Protective cup and Mouthpiece usage is mandatory. Contact lenses are prohibited. Each fighter shall prepare their own protective cup and a mouthpiece.

Article 3 – WEIGHT CLASS

Gloves sizes for each weight class are as follows:

Featherweight	Under 60.00kg	6 oz.
Lightweight	Under 65.00kg	8 oz.
Middleweight	Under 70.00kg	8 oz.
Light Heavyweight	Under 80.00kg	10 oz.
Heavyweight	Under 90.00kg	10 oz.
Open-weight	Over 91.00 kg	10 oz.

Article 4 – FIGHT METHOD

1. Matches shall be held in the following manner.
 - a. One-match fights:
Each match consists of three (3) minutes X five (5) rounds (no extra rounds). Under special rules, the match will consist of three (3) minutes X three (3) rounds with maximum of extra two (2) rounds
 - b. Tournament fights:
Each match consists of three (3) minutes X three (3) rounds with extension of one (1) round, except for the final match. The final match may have a maximum of two (2) extra rounds.
 - 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 the last round 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 fifth round in three (3) rounds X five (5) minutes of One-match fights.
 - The second extra round in three (3) rounds X three (3) rounds of One-match fights.
 - The second extra round in final match of tournament fights
 - The first extra round in tournament fights, excluding the final match.
2. In consideration of fighter's safety, no fighter shall participate in more than fifteen (15) rounds 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.

1. The authorized area of contact for the backspin blow shall be the area of the glove from the wrist to the tip of the fingers.
2. In case the referee cannot decide if the backspin blow was made by the authorized area or not, the match shall be stopped. The 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.

Article 6 – FOUL TECHNIQUES

1. A fighter who executes a foul technique shall be penalized with a “caution”, “warning”, or a “point reduction”. The referee announces a “caution” verbally. A yellow card shall be shown for a “warning” and a red card for a “point reduction”. Two (2) cautions shall lead to one (1) warning; however, a warning shall be given for any cautions thereafter. Two (2) warnings shall lead to a point reduction, and three (3) point reductions in one (1) round shall be grounds for disqualification. Conversely, this clause shall not apply in cases where the referee rules that the foul technique as unintentional. The following behavior is considered as foul techniques.

<Category of 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 loosing his will to fight.
 16. Delivering a backspin blow with an unauthorized area, 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 (ie. to avoid attack). This shall be considered as inducing a head-butt. In case that either fighter gets a cut from a head-butt and is bleeding, the fighter who has



4. caused the other to get a cut shall receive one (1) point reduction, even if the head-butt was not intentional. However, if the referee finds the head-butt to have been intentional, a reduction of two (2) points shall be given. If both fighters get a cut and are bleeding, a warning shall be given to each fighter.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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 before the call of count ten (10). 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



5. 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:
 - a. 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).
 - b. 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.
5. NO CONTEST (NULL and VOID match)
 - . Applicable when both fighters are found to have violated the rule(s), match fixing, or collusion.
 - a. 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.
 - b. Applicable when both fighters are judged as not being able to continue the match due to an accidental injury of neither fighter's fault before completing the authorized round in accordance with Article 8.

Article 8 – JUSTIFICATION OF MATCH

A match shall be considered as justified after completed the second round in three (3) minutes X five (5) rounds matches. A match shall be considered as justified when the first round is completed in three (3) minutes X three (3) minutes matches. When there is an accident during a match, the match shall be determined in accordance with Article 14.

Article 9 – 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 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 10 – 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)

The dominant fighter shall be awarded a score of ten (10), and points shall be deducted from his opponent.

The example of scoring the points will be the followings.

- When the difference is clear, the inferior fighter receives a one(1) point reduction.
- When a fighter is downed once, the downed fighter receives a two(2) point reduction. However, if the down is considered as FLASH DOWN, the reduction may be one(1) point.
- When a fighter is downed twice, the downed fighter receives a three(3) point reduction (applicable to the final match in tournament fights, and one match fights).
- A fighter shall be penalized with a one(1) point reduction for actions such as foul techniques when the referee declares such a penalty.
- A fighter shall be penalized with a two(2) point reduction for actions such as foul techniques when the referee declares such penalty.

In the final round, even with a minimal point difference, the difference will be counted as one(1) point, and winner must be decided.

Article 11 – EXTRA ROUNDS

In case the points are equal in the tournament fights and One-match fights, the extra round shall take place. The maximum of two(2) extra rounds shall take place for the Final match of the tournament and/or a One-match fight with 3 minutes (X) 3 rounds, and one(1) extra round for the other matches. 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. Furthermore, the same formula as the tournament final match applies to the final round in one match fights. (abolition of draw).



Article 12 – DISQUALIFICATION

A fighter shall be disqualified and fined the full amount (100%) of fight money in following conditions.

1. A fighter intentionally uses a foul technique and the referee declares the disqualification to the fighter.
2. A fighter fails to follow the referee's 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.

Article 13 – PENALTY

In case the fighter delivers foul techniques, the fighter will be penalized in the following manner.

- The full amount (100%) of fight money shall be confiscated when a fighter is disqualified (three points reduction).
- Thirty percent (30%) of fight money shall be confiscated if a fighter received two (2) point reductions.
- Twenty percent (20%) percents of fight money shall be confiscated if a fighter received one (1) point reduction

The penalty shall be cumulative throughout an event. When a fighter proceeds to more than two matches in tournament fights, the penalty of the every match shall be added, and the sum of the penalty will be confiscated from his fight money.

Article 14 – ACCIDENT 1

In case a fighter is injured and is impossible to continue the match, the match shall be conducted in the following manner:

1. If the injury is caused by a rule violation by the opponent, the referee shall give the injured fighter a rest period to check his condition. If the fighter does not recover and the match cannot be resumed, the fighter who has violated the rules shall be the loser (disqualification of the violator). A fighter who is disqualified for a rule violation shall not be entitled to advance in a tournament even if the opponent is not in a condition to continue the match. An injury caused by low-blow will be considered as an accident, whether intentional or unintentional.
2. If the cause of the injury is carelessness of the injured fighter himself and the match cannot be resumed, the fighter who has injured himself shall be declared the loser (disqualification of the injured).
3. If the cause of the injury is accidental and at neither fighter's fault:
 - a. If the match is not justified,
 1. Tournament fights: The fighter who remains in a condition to continue fighting shall be declared the winner.
 2. One-match fights: The match shall be considered as "No Contest" and void.



- b. If the match is justified,
The match is considered as justified at the end of the first round in 3 minutes X 3 round fights and at the end of the second round in 3 minutes X 5 round fights. The points shall be awarded for the completed rounds, and the fighter with more points shall be declared the winner. In case a fighter is injured after the justified round, the points shall be awarded until the actual time of the round when the fighter was injured. If the points are even;
 1. Tournament fights: The fighter who remains in a condition to continue fighting shall be considered as the winner.
 2. One-match fights: The match shall be considered as a Draw.
4. In the first round of the tournament, if a fighter with higher points is not in a condition to continue to fight in the next stage, the following order shall be applied to decide who is proceeding to the next fight after the priority of the reserve matches is decided.
 - a. When two reserve matches are held;
 1. The opponent of the winner in the tournament fight (the loser)
 2. The winner of the first reserve match
 3. The winner of the second reserve match
 4. The loser of the first reserve match
 5. The loser of the second reserve match
 - b. When only one reserve match is held:
 1. The opponent of the winner in the tournament fight (the loser)
 2. The winner of the reserve match
 3. The loser of the reserve match

In case there are more than two forfeitures, the above order shall be applied to decide a fighter who fights in the next stage. However, if a fighter has knocked out in the prior match, or if the official physician determines that a fighter is still sustaining severe damage, the fighter is not allowed to fight regardless of the above order.

Article 15 – ACCIDENT 2

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.

Article 16 – ACCIDENT 3

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:
 - b. The match shall be continued from the time stopped.
If the fighter is not able to continue the match:

Article 17 – 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 promoter may not approve the attire, when considered inappropriate.
2. Fighters are free to select their fighting costume, provided that the costume is approved.
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.
4. 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 18 – 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 19 – 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.
3. Fighters are allowed to apply minimal substance to the sole of their feet in order to prevent from slipping on the matt. The substance shall not be used to any other part of their body.

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 20 – USE OF TAPE AND BANDAGES

Fighters may not wear any other material other than tape and bandages provided by the promoter 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.
2. Every fighter shall receive and apply tapes or bandages upon arrival at the venue. Such items shall be checked and signed by the event official before a fight.
3. Any tapes and bandages applied before entering the venue are not approved.
4. The tapes and bandages supplied by the promoter shall be used for the hand only, and not applied to injured areas and such.
5. Should a fighter use his own tapes, he must abide by Article 21 – PROTECTOR.



Cautions, warnings and point reductions may be given to the fighter when not following the instruction of the referee and judges.

Article 21 – 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 match.
3. All tape and/or bandages without an official signature must be removed.
4. The promoter 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 match starts.

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

Article 22 – 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 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 23 – MEDICAL CHECK

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 24 – DOPING CHECK

In order to establish prestige and fairness of K-1, all fighters are obligated to submit to a doping check upon the promoter's request in any occasion. Testing positive for doping will result in penalties, including the confiscation of a title, prize money, and full amount (100%) of fight money. Additionally, a fighter will also be penalized based on his own contract.

Article 25 – 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 21.

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. The name of the three (3) corner men shall be registered prior to the event.



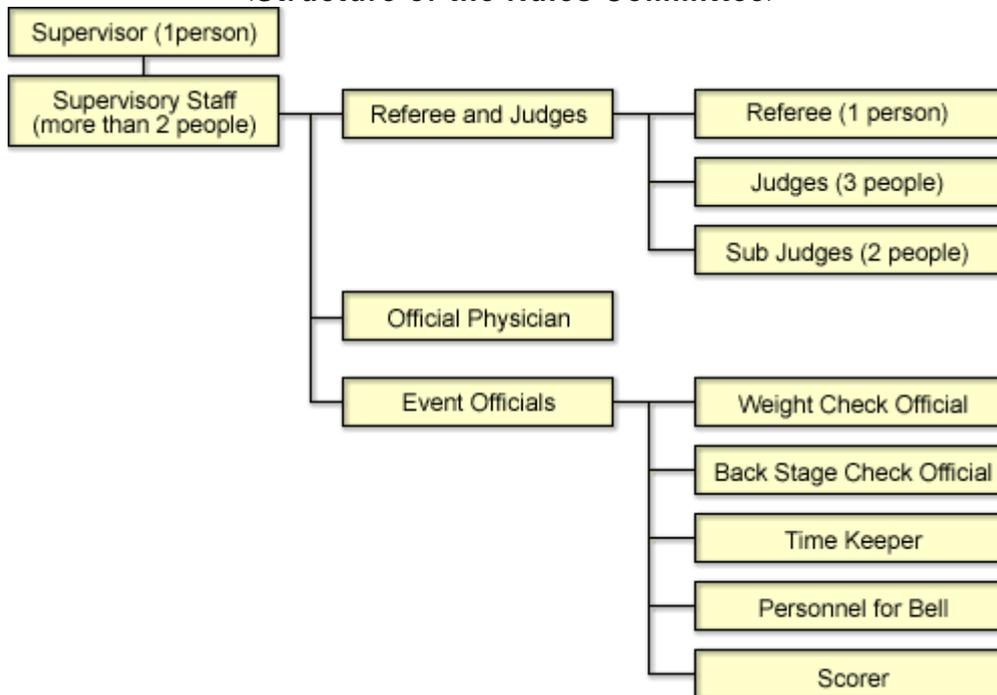
1. All three (3) corner men must remain within the designated corner area during the rounds.
2. Only the chief corner man may give instructions to the fighter during the rounds.
3. Corner men may not place their hands on the ropes, ring apron, or on any part of the ring area during the rounds.
4. Only one (1) corner man is allowed to enter into the ring during intervals.
5. 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.
6. Corner men may not place any item (such as towels etc...) in the area around the corner post of the ring.
7. When the referee calls "SECONDS OUT", corner men must immediately leave the ring.
8. 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

K-1 event shall be administered by the Rules Committee under the jurisdiction of the promoter 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 advise, 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 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 a result of the review by gathering the fighters to the center of the ring.

Article 29 – 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 30 – OTHERS

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