



RING SPORT TECHNICAL AND COMPETITION RULES

International Sports & Entertainment S.r.l.

Sport Event Management

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Chapter one – General Rules

Art.1 – Age categories

Seniors Category: 19 to 45 years old. Meaning from the date he/she turns 19 years and up to the day before he turns 45/she turns 40.

Art.2 – The ring

- **Canvas Size:** For competitions, the minimum size of the inside of the ropes shall be 4.90m squared (16 feet) and the maximum size – 6.10m squared (20 feet). The size of the apron shall extend at least 46cm (18 inches) outside the line of the ropes on each side for all competitions, including additional canvas necessary to tighten and secure it.
- **Height of Ring:** The competition ring shall not be less than 91cm (3 feet) or more than 1.22m (4 feet) above the ground or base.
- **Platform and Corner Pads:** The platform shall be safely constructed, leveled and free from any obstructing projections. The minimum size of the platform shall be 5.82m squared (19.1 feet) and the maximum size – 7.80m squared (25.6 feet). It shall be fitted with four corner posts which shall be well padded or otherwise constructed so as to prevent injury to the fighters. The corner pads should be arranged in the following way: In the near left-side corner facing the Chief Referee - red; in the far left side corner - white; in the far right-side corner - blue; and in the near right-side corner - white.
- **Surface of the Ring Floor:** The floor shall be covered with felt, rubber or other suitably approved material having the same quality of elasticity and not less than 1.3cm (half an inch) nor more than 1.9cm (three quarters of an inch) thick over which a canvas shall be stretched and secured in place. The canvas shall cover the entire platform and shall be made of non-slippery material.
- **Ropes:** There should be 4 separate ropes on each side of the ring (3 ropes in case of “force majeure”). They should be 4cm thick, without considering the cover. The heights of the four (4) ropes shall be 40.6cm (16 inches), 71.1cm (28 inches), 101.6cm (40 inches) and 132.1cm (52 inches) from the canvas. The four ropes shall be joined on each side of the ring, at equal intervals, by two pieces of material (close to the texture of the canvas) 3 to 4cm (1.2-1.6 inches) wide. The two pieces must not slide along the rope. The tension of each section of the rope shall be strong enough to absorb the impact of the fighter’s contact with the rope. However, in any case, the Referee reserves the right to adjust the tension if necessary.
- **Steps:** The ring shall be provided with at least three sets of steps. Two sets of steps at the opposite corners for the use of the fighters and seconds, and one set of steps in the neutral corner for the use of the Referees and Doctors.
- **Sanitary Bags:** In the two neutral corners outside of the ring, a small plastic bag shall be fixed in each corner in which the Medical Jury, Doctors or Referees shall drop the cotton or tissue pads used to nurse bleedings.



Art.2.1 Accessories of the ringside

The following are defined as the accessories of the ringside which are required for all Wako-Pro events:

- Gong (with striker) or bell.
- Two seats for fighter's use during intervals.
- Two plastic mugs can (one in red another in blue corner) to be used for drinking and mouth wash only, and where water is not piped directly to the ringside, two plastic spray bottles and two small plastic bottles for drinking. No other type of water bottle is permitted at ringside for use by the fighters or seconds.
- Tables and chairs for officials.
- One (preferably two) stop watches.
- One first-aid kit.
- One microphone connected to the loudspeaker system.
- Two (2) pairs of competition gloves (one in red and one in blue color).
- One stretcher.
- Wako Pro scoring papers

Art.3 – Safety equipment

The Wako-Pro General Director and/or the Wako-Pro Technical Supervisor must approve all safety equipments. Producers of safety equipments must get their products approved by Wako-Pro. Safeties to be used in World, Intercontinental and Continental title bouts must be approved at least 1 month before the title bout takes place and fighters involved must be duly informed.

All uniforms and safety equipment must be clean, correct and in good and safe condition.

Art.3.1 Gloves

In every fighting discipline, gloves are mandatory.

Gloves for contact sports (boxing gloves) for full contact, low-kick and K1 Rules which are used in official Wako-Pro competitions must be approved by the Wako-Pro General Director and/or the Wako-Pro Technical Supervisor and checked by the referee. Gloves weigh 8 Oz (226 grams), in use from -52,700 kgs. to - 66,800 kgs., and 10 Oz (283 grams), in use from – 69,100 kgs to + 94,200 kgs., and the weight must be clearly marked. Gloves are produced from special foam rubber, synthetic, compact and soft material which is covered with genuine or artificial leather. Gloves must make it possible for the fighter to completely clench his fist and keep his thumb in contact with other fingers. Gloves completely cover the fighter's fist with separate parts for fingers and thumb. The thumb is connected by a small strong strip to the rest of the glove. This strip keeps the thumb together with the fist to avoid separation of the thumb during punching and injuries to the fighter's thumb or to the other fighter. Inner foam rubber material must cover the front and upper part of the fist, edge of palm and upper and front part of thumb.

The interior part of gloves covers the bottom part of fingers and palm only with leather and cover a minimum of 5 cm of the wrist. Gloves will be fastened by laces at the fighter's wrist and then sealed with tape. Use of self-adhesive cotton-base tape is allowed (plastic or other types of self-adhesive tape are not allowed). Fastening gloves with strips or any kind of buckles is not allowed.



Art.3.2 Hand wraps (bandage)

Hand wraps are used for wrapping the fist to avoid injuries. Using hand wraps are mandatory. Hand wraps are minimum 300 cm long and 5 cm wide cotton strips with sharp edges. Hand wraps will be fastened on the upper part of fighter's wrists with self-adhesive cotton-base strips; maximum length 15 cm and width 2 cm.

Art.3.3 Tooth protection (mouth-guard)

Mouth-guards must be made from soft and pliable rubber-plastic material. Protection on only the upper teeth or on both upper and lower teeth is allowed. Mouth-guard must enable free breathing and must be adapted to the fighter's mouth configuration. It is not allowed to use a mouth-guard over tooth correction apparatus (braces, retainers). It's not allowed to use red mouth-guard. Using tooth protection is mandatory.

Art.3.4 Groin protection

Groin protector is mandatory for all male and female fighters. Groin protector is made of hard plastic material and fully covers genital organs to protect this part of fighter's body from any injury. The groin protector can be made as a cup for covering genitals, or for covering the entire abdomen. Fighter's must wear the groin protection under their pants.

Art.3.5 Breast protection

Breast protection is mandatory for female fighters. Breast protection is made of hard and durable plastic material covered with fabric. Can be formed from one piece to cover the entire chest or two pieces to be included in the bra.

Art.3.6 Foot protection

Foot protection is made from special synthetic foam rubber, a compact and soft material which is covered with genuine or artificial leather. Foot protection covers the upper part of the foot (instep), lateral and medial malleolus and heel - all in one piece - with open sole of the foot. They must be long enough (adequate size) to completely cover the fighter's feet and toes. The front part of the foot protection is fastened by elastic strips for the big and second toes. Foot protection is fastened to feet with elastic self adhesive strips on the back of feet, above the heel. Foot protection is mandatory in Full contact bouts.

Art.3.7 Shin guard

Shin guards are made from hard foam-rubber material. A shin guard must cover the shinbone from under the knee to the top of the feet. Shin guards are fastened to the leg by a minimum of two self-adhesive elastic strips. No other kind of plastic tape is allowed for fixing the guard to the shin. Shin guards with metal, wooden or hard plastic elements are not allowed. Foot protection is mandatory in Full contact bouts.

Art.4 – Uniforms

Long pants must extend from waist to the ankle joint. Pants must have an elastic waistband, minimum 10 centimeters wide in a different color from that of the pants.

Male and female competitors wear pants in Full contact bouts.

Bodice (upper, top) is worn by female competitors in Full contact, Low kick and K1 rules bouts.



Kickboxing shorts are worn by male and female competitors in Low kick and K1 rules bouts.

Their length must be from the waist to mid-thigh. Shorts must have an elastic waistband, minimum 10 centimeters wide in different color from that of shorts. They can wear sponsor's names or badges.

Sponsor advertising or logos may be worn on the uniform in the following manner:

- Top: On the front or back side
- Pants: on the side between the knee and the hip area, on the central front or back side
- Shorts: on the side between the knee and the hip area, on the central front or back side

If the promoters and sponsors do not wish the fighters to wear advertising other than their own, the promoter and his sponsor must provide sponsorship to the fighters or countries equal to the amount they have given up from their individual sponsor.

Art.5 – Fighter’s uniforms and equipment

Art.5.1 Fighters in Full Contact

- Mouth-guard, (breast protection for female fighters), boxing gloves, hand wraps, groin protection, shin guards, and foot protection.
- Male fighters wear long pants (bare torso) and female fighters wear a bodice (upper, top) and long pants.

Art.5.2 Fighters in Low Kick

- Mouth-guard, (breast protection for female fighters), boxing gloves, hand wraps, groin protection, and an ankle protection (elastic band).
- Male fighters wear shorts (bare torso) and female fighters wear a bodice (upper, top) and shorts.

Art.5.3 Fighters in K1 rules

- Mouth-guard, (breast protection for female fighters), boxing gloves, hand wraps, groin protection, and an ankle protection (elastic band).
- Male fighters wear shorts (bare torso) and female fighters wear a bodice (upper, top) and shorts.
- Fighters in K1 Rules are not allowed to wear mongkon and paprachiat

Art.6 – Procedure for equipment and uniform check

Fighter’s safety equipments, uniform and other, checks will be done by the central referee. Fighters must be suitably conditioned to participate in their chosen discipline, they must have no injuries or illness which may harm themselves or other fighter. His/her face must be naturally dry and reasonable grease is allowed. It is not allowed to enter a match while bleeding. Also, it is not allowed to enter a match with any sticking plaster casts or with tampons in nostrils or with any cuts or scratches. In that case, judge will consult the doctor.

The Referee will ask the coach to wipe clean the competitor's face and body.

It is no allowed to enter a fight with any kind of jewelry, earrings, studs or other adornment. No tongue piercing and belly button piercing allowed either. Binding hair with any kind of metal, plastic or hard buckle is not allowed. Only elastic or cotton strips are allowed for this purpose.

It is mandatory to fasten boxing gloves with self-adhesive cotton-base tape over the laces. Before starting a match the Referee must be completely sure that the fighter's safety equipment and uniform are fully functional for the fighter's safety and are according the Wako-Pro rules.



Art.7– Rounds

In Wako-Pro matches length are as follows.

- **Female Full Contact**
 - a. World title bout 10 rounds of 2 minutes
 - b. Intercontinental and Continental title bouts : 8 rounds of 2 minutes
 - c. National title bout 7 rounds of 2 minutes
 - d. International bout 5 round of 2 minutes
- **Male Full Contact**
 - a. World title bout 12 rounds of 2 minutes
 - b. Intercontinental and continental 10 rounds of 2 minutes
 - c. National tile bouts 8 rounds of 2 minutes
 - d. International bout 5/7 round of 2 minutes
- **Male and female Low-kick , K-1 Rules**
 - a. World title bout 5 rounds of 3 minutes
 - b. Intercontinental and continental 5 rounds of 3 minutes
 - c. National title bout 5 rounds of 3 minutes
 - d. International bout 3/5 round of 3 minutes

In all styles with a minute break between each round.

Art.8 – Weight classes and weight in procedures

Positive proof of age will be required at all Events.

In any Gala, fighters in each weight category will be weighed the day before the competition. Promoter has to organize the official weigh-in at the time which is minimum 24 hours before the title bout.

Wako-Pro Technical Supervisor will be allowed to modify these conditions in case of inevitable delay of fighters involved in the gala. The Wako-Pro Technical Supervisor will perform the weigh-in. Wako-Pro representatives of any country or coaches of fighters may be present, but are not allowed to intervene on any occasion.

Each fighter will be officially weighed only once. The weight registered on that occasion is final. However, if a fighter has not reached the right weight during the official weigh-in, he has an extra hour to make it.

The weight is what the scale shows when the fighter is undressed. The weight must be displayed in metric measures. Electronic scales can be used. A fighter is allowed to fight solely within the category defined by the weigh-in.

Each fighter must be in possession of a medical certificate –stating he is fit to fight – issued by authorized medical institution for that specific Event only. Each fighter must be in possession of full insurance covering that specific Event only.

MEN (From age 18 to 45)	WOMEN (From age 18 to 40)
Atom weight -52,700 kg	Fly weight - 50 kg
Fly weight -54,500 kg	Bantam weight - 53 kg
Bantam weight -56,400 kg	Feather weight - 56 kg
Feather weight -58,200 kg	Super feather weight - 58 kg
Light weight -60.000 kg	Light weight - 60 kg
Super Light weight -62,200 kg	Super Light weight - 63 kg
Light welter weight -64,500 kg	Welter weight - 66 kg
Welter weight -66,800 kg	Super welter weight - 68 kg



Super welter weight -69,100 kg	Middle weight - 71 kg
Light Middle weight -71,800 kg	Super Middle weight + 71 kg
Middle weight -75,000 kg	
Super Middle weight -78,100 kg	
Light Heavy weight -81,400 kg	
Cruiser Light Heavy weight - 85,100	
Heavy weight -88,600 kg	
Cruiser Heavy weight -94,100 kg	
Super Heavy weight +94.200 kg	

Art.9 – Officials

- Wako-Pro judges/referees age limit is 60.
- Wako-Pro judges/referees must attend International Wako-Pro referee seminars before officiating in any Wako-Pro Championships or Galas. The license to organize Wako-Pro Events granted by the Wako-Pro Director through the relevant contract to be executed with each Wako-Pro representative must be renewed every two years.
- Wako-Pro judges have to use clickers to count the scoring points while on duty.

During Wako-Pro Events or Gala, each bout must be supervised by a Wako-Pro acknowledge referee, who will officiate in the ring, but will not fill out scoring papers.

Three Wako-Pro judges, who will be seated away from the spectators, must grade each bout. Each of the three judges must be seated in the middle of respective side of the ring.

In title bout to ensure neutrality the Wako-Pro Director and/or the Technical Supervisor will act according to the following rules:

- 2 judges will come from a country different from that of the others and from that of the two fighters (neutral judges)
- Central referee and one judge will be of the same country of one of the fighters (country where Event is taking place)

Persons in charge of Refereeing or judging of a bout, or a series of bouts, will not at any moment of the bout or bouts be allowed to act as a manager, trainer, coach or second of a fighter or team of fighters taking part in a bout.

The Referee and the judges should be dressed in the following manner:

Clean gray pants, Wako-Pro shirt or one given by the promoter, Wako-Pro bow tie, blue jacket with Wako-Pro logo on it and black gym shoes.

Art.9.1 Technical Supervisor

He is responsible for verifying and securing that each Wako-Pro Event is organized fully in compliance with the Wako-Pro Rules.

The Wako-Pro Technical Supervisor must:

- appoint the referee and judges for each bout;
- monitor and improve the standards of the referee and judges and ensuring conformity to the rules and standard practice;
- verify that the referee and judges perform their duty and responsibilities and advise the Wako-Pro Director if any irregularity takes place;
- solve any prior problem regarding the promotion, reporting the result to the Wako-Pro



Director.

- verify the scoring papers to ensure that:
 - The score has been tallied correctly;
 - The names of the fighters are correct;
 - The correct winner has been named;
- authenticate the scoring papers and inspect the score;
- announce the result of the bout to the announcer;
- make any decision in case that the referee or judges could not continue;
- report to the Wako-Pro Director the name of any fighter who violates the Wako-Pro Rules or shows poor performance.
- And that all results, photos and general information will be sent to Wako-Pro Director in the next five days from the day that Wako-Pro Event was held.

Art.9.2 Referee

Designation and Participation:

- In Approved Wako-Pro Events, each bout shall be controlled by a Wako-Pro approved Referee who shall officiate on the ring and shall not score the bout.

Duties

- **The care of the fighters should be the primary concern of the Referee.**

The Referee must:

- verify that the Wako-Pro Rules and fair play are strictly observed;
- maintain control of the bout at all its stages;
- prevent a weak fighter from receiving undue and unnecessary punishment;
- use three words of command:
 - “Stop” when ordering the fighter to stop fighting;
 - “Fight” when ordering the fighter to continue fighting;
 - “Break” when breaking a clinch, upon which command each fighter shall step back before continuing fighting;
- indicate to a fighter by suitable explanatory signs or gestures any violation of the rules;
- In case of one or both fighters are deaf, the Referee can use a touch by hand on the shoulder or on the arm to “stop” and to “break” the bout.
- The Referee shall not indicate the winner, by raising a fighter’s hand or otherwise, until the announcement has been made.
- When the Referee has disqualified a fighter or stopped the bout, the Referee shall first inform the Technical Supervisor which fighter has been disqualified or the reason for which the bout was stopped, and enable the Technical Supervisor to instruct the announcer to make the decision correctly known to the public.
- He must give all commands in English.
- He will be responsible for the enforcement of the Wako-Pro Rules throughout the bout and ensure that all scores, penalties and warnings are recorded.
- At the end of a bout, gather and check the scoring papers of the three Judges. After verification, he must hand them to the Technical Supervisor.
- When the winner is announced, the Referee must raise the fighter's arm.



Authorities of the Referee

- To stop a fight at any stage if he considers it to be one-sided.
- To stop a fight at any stage if one of the fighters has received an unauthorized blow or injury on account of which the Referee decides that the fighters should not continue.
- To stop a fight at any stage if he considers the fighters are not behaving according to the Wako-Pro Rules. In such cases, the Referee may disqualify one or both fighters.
- To caution a fighter or to stop the fight and give a warning to a fighter against fouls to ensure compliance with the Wako-Pro Rules.
- To disqualify a fighter who fails to comply immediately with the Referee's orders, or behaves towards the Referee in an offensive or aggressive manner at any time.
- To caution, to remove and to disqualify a second who has infringed the Wako-Pro Rules.
- With or without previous warning, to disqualify a fighter for committing a foul.
- In the event of a knock-down, to suspend a count, if a fighter's deliberately fails to retire to a neutral corner or delays to do so.
- To interpret the rules insofar as they are applicable or relevant to the actual contest or to decide and take action on any circumstance of the contest which is not covered by a rule.

Medical Check

A Referee, before officiating in any international Event conducted under Wako-Pro Rules, shall undergo a medical examination as to physical fitness for carrying out Referee's duties in the ring. The Referee's vision shall be correctable to 20/80 or better. The wearing of spectacles by a Referee during a bout is not permitted, but contact lenses are allowed.

Right to Check the fighter

Equipment and Uniform – Referee shall check safety equipment and uniform of the fighter when fighter is in the ring. Referee shall disqualify from competition any fighters who refuse to wear safety equipment; however this situation can be immediately rectified at Referee's discretion within five minutes failing which the fighters will be disqualified. During the bout if fighter's glove or dress becomes undone or damaged, the Referee shall stop the bout to have it attended to.

Right to Check the Judges

The Referee must check the right positions of judges before the bout.

Official warning (minus point) – If a fighter commits a rule violation, but his fault is not too serious to disqualify him, the Referee must stop the action to warn him or if violation is serious to order a point deduction. To order a point deduction, the Referee must show the action clearly for the fighter to understand the reason and objective of the point deduction. The Referee must show his hand signal to all Judges telling that there is an order to deduct one point. Referee must point to the fighter and clearly show which one will be deducted one point. Only three official warnings may be given to the same fighter in one bout. The fourth warning brings disqualification (the procedure starts from 1st verbal warning addressing only to the fighter, 1st official warning addressing to the fighter and Judges, 2nd official warning – awarding first minus point addressing to the fighter and Judges, 3rd official warning – awarding second minus point addressing to the fighter and Judges, 4th official warning is disqualification of the fighter). The fighter who does not obey the instructions of the Referee, acts against the rules, fight in any unsportsmanlike manner, or commits fouls will be cautioned, warned or disqualified.



Warnings given to a fighter's corner count against the fighter.

When a warning for a particular foul has been given (for example a holding or clinching) the Referee will give next warning to fighter if he commits same or any other offense of the rules. If a Referee thinks that an offense has been committed without his knowledge, he will have the right to stop the bout and consult the Judges and the Technical Supervisor.

After having given the warning, the Referee orders the fighters to fight.

Verbal warning - A verbal warning means a warning given by a Referee to a fighter for violation of the Wako-Pro Rules. In order to do this he does not need to stop the fight, and may reprimand the fighters during the fight. A third caution for the same type of foul will mandatorily require official warning to be given.

Health and security

- The Referee must use medical gloves and he must change them after every fight.
- At ringside there must be soft paper tissue to be used by the central Referee on the fighters
- Soft paper tissue used on one fighter cannot be used on another fighter.

Art.9.3 Judges

- Each Judge must independently consider the merits of the two fighters, and must chose the winner, according to the Wako-Pro Rules.
- During the bout, he will not talk to fighter, other Judges, or anybody else, with the exception of the Referee. He may, if necessary, at the end of a round, notify the Referee about any incident that he has missed, for example tell him about the misbehavior of a second, loose ropes, etc.
- A Judge will use clickers to count the points. Judge will use back side of scoring paper to mark the points he counted for each fighter separately. Points will be marked by numbers for each round separately at the end of each round. According to the number of points, on the front page of scoring paper, Judge will give 10 to 8 marks to each fighter in following system:
 - If the score of points is the same, 10 – 10
 - If the difference of the points is from 2 to 8, 10 – 9 for fighter achieved more points
 - If the difference of the points is more than 8, 10 – 8 for fighter achieved more points
- Always the red corner is on the left side and the blue corner on the right side of both sides of the scoring paper.
- Judge will not leave his place until the decision has been announced.

Art.9.4 Time-keeper

- The task of a timekeeper is to keep track of the number and the duration of the rounds as well as of the break time.
- He will be seated at ringside.
- Ten seconds before the beginning of each round, he will clear the ring, giving order "Seconds out" to announcer
- He will ring the gong at the beginning and at the end of each round.
- He will stop the bout temporarily, when asked to do so by the Referee.
- He will keep track of extra time with a watch or a stopwatch
- If, at the end of a round, a fighter is on the floor, and the Referee is counting him out, the



- gong must wait the central Referee finish his count and order “fight”.
- Intervals between the rounds will last one minute.
- Time must be visible all times for the coaches

Art.9.5 Announcer

For all Approved Wako Pro Events, the Official announcer should have the following qualifications: Fluent in multi-languages (English is mandatory). An excellent understanding of the Wako-Pro Rules.

The Event Organizing Committee is responsible to hire a professional announcer for the entire competition.

- He will be seated at ringside and depend to the Chief Referee;
- He will announce the number of the round, before it starts;
- He must announce clearly and succinctly communications of the Chief Referee to the public;
- Ten seconds before the beginning of each round, he will clear the ring, giving order "Seconds out";
- To announce the fighter's names, corner and weight prior to the fight and again as the fighters arrive in the ring;
- To order the seconds to leave the ring when the bell rings;
- To announce the winner's name and corner.

Art.9.6 Coach and Second

A coach and a second who must obey the following rules may assist each fighter.

- Only the coach and the second may get into the ring and only one of them at time may be inside the ropes.
- A second can give up the fight on behalf of his fighter, and can also, if the fighter is in great difficulty, toss the towel into the ring, except while the Referee is counting.
- During the match, neither the coach nor the second can be on the ring platform. They must, before each round, remove stools, towels, buckets, etc.
- No coaches will be allowed to enter the fighting area while a match is in progress.
- Any coach, second or official, encouraging or prompting the spectators to give signs of advice or encouragement to a fighter during a round, can be suspended from his function in the competition in course.
- A coach or a second who violates the rules may receive a warning or be disqualified by the Referee.

Art. 10 – Decisions

The following decisions could bring the fight to an end:

Win on Points (P). At the end of a bout, the winner shall be determined on the basis of the total number of points scored during the bout. The fighter having scored the most points shall be declared the winner. If both fighters are injured, and cannot continue the bout, the fighter having scored more points at the time when the bout is stopped shall be declared such as the winner. This rule will apply only in case that injury was not caused intentionally and if there is already two rounds finished.



Win by Retirement (AB). If a fighter retires voluntarily owing to injury or throwing a towel in the ring by a second, or if the fighter fails to resume fighting immediately after the rest between rounds, the opponent shall be declared the winner.

Win by Referee Stopping Contest (RSC) Outclassed - "RSC" is a term used to stop a bout when a fighter is outclassed or is unfit to continue. If a fighter, in the opinion of the Referee is being outclassed or is receiving excessive punishment, the bout shall be stopped and the opponent declared the winner.

Win by Referee Stopping Contest Injury (RSCI). If a fighter, in the opinion of the Official doctor / Referee, is unfit to continue because of injury sustained from correct blows or other action or is incapacitated for any other physical reason, the bout shall be stopped and the opponent declared the winner by RSCI. In case both fighters are injured at the same time, the fighter with the higher score at time of decision will be the winner.

The right to make this decision rests with the Referee, who may consult with the Medical Jury or the Medical Jury has the right to direct to the Referee to stop the bout by using any form of communication methods.

When a Referee calls a Doctor to the ring to examine a fighter, only these two officials must be present. No other person must be allowed into the ring, or on the apron.

Win by Disqualification (DISQ). If a fighter is disqualified, opponent will be declared the winner. If both fighters are disqualified, the decision shall be announced accordingly.

A disqualified fighter for any unethical behavior or disciplinary matters shall not be entitled to any prize, medal, trophy, honorable award, or grading, relating to any stage of the competition in which this fighter has been disqualified and the misconduct should be reported to the disciplinary commission.

Win by Knock-Out (KO). If a fighter is "down" and fails to resume fight after he is counted out to ten, the opponent shall be declared the winner by a knock-out.

Win by (RSCH). If a fighter is unfit to continue and fails to resume fighting having received hard blows to the head, the opponent shall be declared the winner by RSCH.

No Contest (NC). A bout may be terminated by the Referee inside the scheduled distance owing to a material happening outside the responsibility of the fighter, or the control of the Referee, such as the ring becoming damaged, the failure of the lighting supply, exceptional weather conditions, etc. In such circumstances, the bout shall be declared "no contest".

In the case of Championships, a bout is declared No contest, also for injury, if is not terminated the second round.

Decision in Case of Draw. At the end of a contest, if the fighter are equal in points, the decision shall be made by the majority of the Judges based on the following performances of the fighter:

- who was better and won last round
- who has shown the better style

Incidents in the Ring Outside the Control of the Referee. If something happens that does not allow the bout to continue within one minute after the bell has rung for the beginning of the first



round, e.g. power failure, the bout shall be stopped and the results is “No contest”. If the incident occurs at the second round, or more, of a bout, the contest shall be terminated and the Judges are asked to give a decision as to the winner of the bout. If bout must be stopped and can be resumed the score will be recorded and taken over to the time to resume the bout.

Art. 11 – Changing a decision

All public decisions are definitive and cannot be changed unless:

- Mistakes which occurred in calculating the points are discovered;
- One of the judges declare he made a mistake and switched the scores of the fighters;
- There are evident violations of Wako-Pro Rules.

Regular protests

If a team wants to protest a result, it must sent to the Technical Supervisor a written communication within and no later than 15 minutes after the fight. The written protest must describe clearly the problem. The Technical Supervisor must deliver the protest to all Judges and Referees involved who will also consider the problem. The protest will be handled immediately.

A protest' cost is of 100 EURO and must be paid up-front. If the protest is successful the money will be refunded.

Irregular protests

Irregular protests regarding disagreements of decisions, where fighters protest by delaying further program in the ring, such as sitting down in the ring, decided by himself or stimulated by his coach/team to do so, will be reacted on by the Technical Supervisor directly who has all power according to Wako-Pro Rules to ensure that the Event will continue. The Technical Supervisor can, if it is necessary, ask for assistance of security to provide fulfillment and respect of the Wako-Pro Rules.

A protest will only be handled in a written letter and a protest will not be handled if actions mentioned above are in place.

Video evidence

Video footage is not applicable to Wako Pro Events. Video footage may not be used to resolve any queries, complaints or points of clarification.

Art. 12 – Awarding of Points

In awarding points, the following rules must be respected:

Directive 1 - concerning blows

During each round, a Judge will mark respective score for each fighter, according to the number of blows that each one has delivered. To be scored, a fist, kick or a knee blow must come from the right distance, with full power, with legal striking area, lended on legal target area and not to be blocked, even partially deviated or stopped. The value of recorded blows in a fight will be counted at the end of each round and granted to the better fighter, according to his degree of superiority.

Blows given by a fighter will not be taken into account:

- if they are contrary to the regulations
- if they land on the arms or if they are blocked
- if they are weak and do not come with full power



Directive 2 - concerning offenses

During each round a Judge can not penalize each offence he sees, regardless of whether the Referee has noticed it or not. He has to call the Referee's attention to that offense. If the Referee gives an official warning to one of the fighters, the Judges will put a "W" in the appropriate column next to the points of the fighters who has received the warning, certifying thus, that he has to take it away from his final score.

Directive 3 - awarding points

Points will be given per round. No fractions of points will be given. At the end of each round, the more skillful fighter (the one who has scored more points) will receive 10 points and his opponent proportionally less (10-9). 10-8 points can be only in case of minus point deduction, or because of 8 or more points difference in the same round. When the fighter have scored same points, each one will receive 10 points.

If, at the end of a bout, after having judged each round according to directives 1 and 2, both fighters have an equal number of points, the Judge will give advantage to the fighter who has won the last round, shown better style, better techniques, better defense, better strategy, better endurance and stamina.

Art. 13 – Injuries

The fight should be interrupted if an injury occurs, if the equipment is not in order or in the event of a long Referee's discussion on a rules violation. The fight may only be interrupted by the Referee (the side Judges or doctor may notify the Referee that the time must be stopped). In the event of injury, time may only be interrupted until the doctor decides about the seriousness of the injury, that is, whether or not the fight can continue or whether it must be stopped. Treatment of the injury can only be done in between rounds or after the match. An interruption made by a doctor should not exceed 2 minutes. If the injury needs to be treated, the match must be stopped. In any case, cuts cannot be taped. If the match is stopped due to injury, the officials must decide:

- who caused the injury
- whether or not it was intentional
- whether or not it was self-inflicted.

If the injury was not intentional and the injured fighter cannot continue fighting immediately, the uninjured fighter is declared the winner by RSC. If the injury is due to a violation of the rules, the responsible fighter is disqualified. If the injury is due to his own fault, the other fighter is declared the winner by RSC. In case of any injury, the doctor and nobody else has the last word on whether a fighter can or cannot continue to fight. The doctor will communicate his decision to the Referee who will act accordingly. A fighter can at any time give up fighting, raising his arm to indicate surrender. In this case the Referee will call the other fighter to his side and proclaim him to be the winner by abandonment.

Art.14 - On The Floor (“down”)

Definition of “Down”

- If the fighter touches the floor with any part of the body other than his feet as the result of a blow or series of blows.
- If the fighter hangs helplessly on the ropes as the result of a blow or series of blows.
- If the fighter is outside or partly outside the ropes as the result of a blow or series of blows.
- If following a hard punch the fighter has not fallen and is not lying on the ropes, but is in a



semi-conscious state and cannot, in the opinion of the Referee, continue the bout.

- For any knock downs, a minus point must be given to the fighter undergoing the KD.

Counts During “Down”

In the case of a knock-down, the Referee shall immediately begin to count the seconds. When a fighter is “down”, the Referee shall count starting from one with intervals of a second between the numbers, and shall indicate each second with the hand in such a manner that the fighter who has been knocked down may be aware of the count. Referee shall count to eight and if the fighter is ready, Referee will bring both fighters to the center of the ring and command “fight” in order to both fighters continue fighting. If the fighter is not ready to continue when Referee comes to eight, Referee will count till ten and stop the fight. If the opponent do not go to the neutral corner on the command of the Referee, the Referee shall stop counting until the opponent has done so. The counting shall then be continued from where it had been interrupted.

Opponent’s Responsibilities

If a fighter is “down”, his opponent must at once go to the neutral corner as designated by the Referee.

Mandatory Eight Count

When a fighter is “down” as the result of a blow, the fight shall not be continued until the Referee has reached the count of eight, even if the fighter is ready to continue before then.

The Knock-Out

After the Referee has said “ten” and the word “out”, the bout ends and shall be decided as a “knock-out”.

Fighter “Down” at the End of Round

In the event of a fighter being “down” at the end of any round, the Referee shall continue to count. Should the Referee count up to ten, such fighter shall be deemed to have lost the bout by a “knock-out”.

Second Time fighter “Down” without a Fresh Blow

If a fighter is “down” as the result of a blow and the bout is continued after the count of eight has been reached, but the fighter falls again without having received a fresh blow, the Referee shall continue the counting from the count of eight at which the Referee stopped.

Both fighter “Down”

If both fighter go “down” at the same time, counting will be continued as long as one of them is still “down”. If both fighter remain “down” until ten, the bout will be stopped and both fighter will lose by “knock-out”.

Compulsory Count Limits

When a fighter has three (3) compulsory counts in the same round or four (4) times for the whole bout, the Referee shall stop the contest (RSC or RSCH).

Art. 15 – Procedure after KO, RSC, RSC-H, Injury

If a fighter gets injured in a fight the Official doctor is the only person that can evaluate the



circumstances.

If a fighter remains unconscious, only the Referee and the Official doctor in charge will be allowed to stay in the ring, unless the doctor needs extra help.

Procedure after KO, RSC, RSC-H, Injury

A fighters who has been knocked out due to a head-blow during the fight, or if the Referee has stopped the fight due to severe head trauma which prevents him continuing, will be examined by a Official doctor immediately afterwards, and accompanied to hospital by the ambulance on duty.

A fighters who has been knocked out due to a head-blow during the fight, or if the Referee has stopped the fight due to severe head trauma which prevents him continuing, will not be allowed to take part in another bout for a period of at least 4 weeks after the KO.

A fighters who has been knocked out due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing, two times in a period of 3 months, will not be allowed to take part in another bout for a period of at least 3 months after the second KO or RSC-H.

A fighters who has been knocked out due to a head-blow during the fight, or if the referee has stopped the fight due to severe head trauma which prevents him continuing three consecutive times in a period of 12 months, will not be allowed to take part in a bout for a period of one year after the third KO or RSC-H.

To above mentioned quarantine periods the doctor at place can extend the quarantine period if necessary. Also doctors at hospital due to tests/scan of head can furtheron extend the quarantine period.

A quarantine period means that a fighter can not take part in no competition in kickboxing no matter what the discipline are. The quarantine periods are "minimum period" and can not be overruled even though a head scan shows no visible injuries.

The Referee will tell the Technical Supervisor and Judges to mark KO or RSCH or RSC on their scoring papers, when he has stopped the fight due to the fighter's inability to resume the fight because of head blows. The same has to be reported by the Technical Supervisor on duty on the fighter's sport pass. This is also the official result of the fight and it can not be overruled. Before resuming fighting after a ban, as described in the above paragraphs, a fighter will, after a special medical examination, have to be declared fit to take part in competition by a sports doctor. When registered a KO or RSCH a fighters must get a CT Scan of the head.

Procedure if injuries in general

In case of injuries besides KO or RSCH the Official doctor can give a minimum of quarantine period and recommend treatment at hospital. A Official doctor can require immediately treatment at hospital. If a fighter or delegates from fighters team denies Official doctors medical advice, the Official doctor report in written form immediately to Technical Supervisor that all medical responsibility are denied and are in the hands of the fighter and his team. However the official result stays valid.

Art. 16 – Medical Aptitude

A fighter will be allowed to fight in an Wako-Pro sanctioned Event only after having been declared fit for it by a Official sport doctor, named by the Wako-Pro Representative and approved by Wako-Pro Technical Supervisor, in the country where Event takes place. All fighters fighting abroad will need to have a certificate established by a medical doctor, certifying that the athlete, before leaving his country, was in good physical condition and had no injuries, infections or medical problems that could affect his ability to fight in the visiting country. This certificate will be



attached to the national sport passport of the fighter, according to the practice of his/her association and presented during the medical examination which will precede weigh-in. One-eyed, deaf, mute and epileptic fighters are not allowed to fight. Hard contact lenses are forbidden while the fighter is in the ring. A fighter will not be allowed to take part in a bout if he has bandage on a wound, a cut, an injury, an ulceration, a laceration or blood flowing on the head or face, nose and ears included.

Art. 17 – Doctors’ Aide

A recognized Official sports doctor must be present throughout the Event and must not leave his place before the end of the last bout or before seeing the fighters who have taken part in it. There must be ambulance personnel on site with minimum one ambulance car.

Art.18– Health of fighters

Wako-Pro is an official member of WADA, having fully adopted their Code.

Every fighter is asked to respect it and to train without using drugs which can affect their performances. Any drug or chemical substance ingested by a fighter, which is not included in the fighter's normal diet, is forbidden. Any fighter or official violating this Code may be disqualified or suspended by Wako-Pro. Any fighter refusing to submit to a medical examination or doping test after a fight, in order to verify that he has not broken this rule, may be disqualified or suspended.

The same will occur in the case of an official encouraging such a refusal. The use of local anesthetics is allowed, if agreed upon by a doctor from the Medical Committee.

Wako-Pro refers to and adopt WADA Doping Rules.

Chapter 2 – Wako-Pro Full contact rules

Art.1 – Definition

Full contact is a discipline of kickboxing where the intention of a fighter is to beat his opponent with full power and strength. Punches and kicks must be delivered to legal targets with focus, speed and determination, creating solid contact. Punches and kicks are allowed to the front and side of the head, the front and side of the body (above waist) and sweeping is also allowed. The fight is held in a ring. The Referee is responsible for fighter safety and keeping to the rules, judges count legal techniques and note the points on scoring papers.

Art.2 – Legal Target Areas

The following parts of the body may be attacked using the authorized fighting techniques:

- Head, front and side
- Torso, front and side
- Feet, only for sweeping (ankle level only)

Art.3 – Illegal and Prohibited Techniques

The following actions are considered fouls:

- Hits or blows with head, shoulder, forearm, elbow, knee, throttling of the opponent, and pressing with arm or elbow in opponent’s face, pressing the head of the opponent back over the ropes
- Hitting with open glove, the inside of the glove, wrist or side of the hand
- Hits landing on the back of the opponent, and especially any blow on the back of the neck or head and kidney punch



- Attack whilst holding the ropes or making any unfair use of the ropes
- Lying on, wrestling and throwing in the clinch
- An attack on an opponent who is down or who is in the act of rising
- Holding
- Ducking below the belt of the opponent in a manner dangerous to the opponent
- Completely passive defense by means of double cover and intentionally falling, running, or turning the back to avoid a blow
- Inappropriate, aggressive, or offensive utterances during the round
- Not stepping back when ordered to break
- Attempting to strike opponent immediately after the Referee has ordered "break"
- Assaulting or behaving in an aggressive manner towards a Referee at any time
- Spitting out gum-shield (teeth protector)
- Keeping the advanced hand straight in order to obstruct the opponent's vision
- Clinching without any reason
- Punching below the belt, hooking, tripping, and hitting with knees or elbows
- Hitting while hooking the opponent, or pulling the opponent into the blow
- Suddenly lowering one's head below opponent's belt in a way that would be dangerous for the latter
- Attack with the knee, elbow, knife-hand, head-butts, thumb and shoulder.
- Turn one's back on the opponent, run away, fall down, intentional clinching, blind techniques, wrestling and ducking below opponent's waist
- Attack an opponent who is caught between the ropes
- Leave the ring
- Using artificial means for a passive defense and falling down intentionally, in order to avoid a blow
- Using insulting and aggressive language during a round
- Continue after the command "stop" or "break" or end of the round has been given.

Violations of the rules and regulations may, depending how grave they are, lead to warnings or even disqualification.

Art.4 — Legal Techniques

Hand techniques:

- all boxing punches

Foot techniques

- front kick
- sidekick
- roundhouse kick
- heel kick (sole of the foot only)
- crescent kick
- axe kick (sole of the foot only)
- jump kicks
- it is allowed to attack using the shin



Throwing techniques:

Foot sweeps (ankle level only, from outside to inside and vice versa) to unbalance the opponent and following up with hand/kicking techniques or to bring the unbalanced opponent to the canvas or to touch it with any part of body apart from feet.

Hand and foot techniques should be used equally during the entire fighting period. Foot techniques are only recognized when they clearly show the intention to hit the opponent with power.

All techniques must be used with full power. Any technique which is partially deviated or blocked, or that simply touches, brushes or pushes an opponent will not be scored.

Art.5 – Points

For all legal techniques (punches, kicks and throwing), clearly landed on legal targets with speed, focus, balance and power, judge will note 1 point. At the end of each round, he will count the number of points and will give to the better fighter, who has more points, a mark of 10, and to his opponent who has fewer points he will mark 9. If the difference of points between the fighters is more than 8 (a real domination), the judge will give the fighter with fewer points a mark of 8. For any knock down a minus point must be given to the fighter undergoing the KD.

At the end of the match, the judge will sum all the marks per round and name the winning fighter who has the larger sum of marks.

If the sum of marks is the same, the judge will have to give his preference to the fighter that in his opinion showed, in the whole match:

- better fighting techniques
- better offense
- better defense
- more kicks
- more powerful
- better endurance and stamina
- more points scored

Art.6 – Warnings

Warnings will be carried through the Match to all rounds

- 1st violation – Verbal warning
- 2nd violation – Official warning
- 3rd violation – Official warning, Award penalty point -1
- 4th violation – Official warning, Award penalty point -1
- 5th violation – Disqualification

Chapter 3 – Wako Pro Low Kick rules

Art.1 – Definition

Low Kick can be defined as full contact kickboxing in which there is also the possibility of attacking the opponent's legs with clean kicks. All other definitions are as those of full contact kickboxing.

Art.2 – Legal Target Areas

The following parts of the body may be attacked using authorized fighting techniques:

- head - front and side



- torso - front and side
- legs - (thigh only from outside to inside and vice versa) which can be attacked using the shin
- foot – ankle level - only for sweeping

Art.3 – Illegal and Prohibited Techniques

The following actions are considered fouls:

- Hits or blows with head, shoulder, forearm, elbow, knee, throttling of the opponent, and pressing with arm or elbow in opponent's face, pressing the head of the opponent back over the ropes
- Hitting with open glove, the inside of the glove, wrist or side of the hand
- Hits landing on the back of the opponent, and especially any blow on the back of the neck or head and kidney punch
- Attack whilst holding the ropes or making any unfair use of the ropes
- Lying on, wrestling and throwing in the clinch
- An attack on an opponent who is down or who is in the act of rising
- Holding
- Ducking below the belt of the opponent in a manner dangerous to the opponent
- Completely passive defense by means of double cover and intentionally falling, running, or turning the back to avoid a blow
- Inappropriate, aggressive, or offensive utterances during the round
- Not stepping back when ordered to break
- Attempting to strike opponent immediately after the Referee has ordered "break" and before taking a step back
- Assaulting or behaving in an aggressive manner towards a Referee at any time
- Spitting out gum-shield (teeth protector)
- Keeping the advanced hand straight in order to obstruct the opponent's vision
- Clinching without any reason
- Punching below the belt, hooking, tripping, and hitting with knees or elbows
- Hitting while hooking the opponent, or pulling the opponent into the blow
- Suddenly lowering one's head below opponent's belt in a way that would be dangerous for the latter
- Attack with the knee, elbow, knife-hand, head-butts, thumb and shoulder
- Turn one's back on the opponent, run away, fall down, intentional clinching, blind techniques, wrestling and ducking below opponent's waist
- Attack an opponent who is caught between the ropes
- Leave the ring
- Using artificial means for a passive defense and falling down intentionally, in order to avoid a blow
- Using insulting and aggressive language during a round
- Continue after the command "stop" or "break" or end of the round has been given.

Violations of the rules and regulations may, depending how grave they are, lead to warnings or even disqualification.



Art.4 — Legal Techniques

Hand techniques:

- all boxing punches

Foot techniques

- front kick
- sidekick
- roundhouse kick
- heel kick (sole of the foot only)
- crescent kick
- axe kick (sole of the foot only)
- jumpkicks
- it is allowed to attack using the shin

Throwing techniques:

Foot sweeps (ankle level only, from outside to inside and vice versa) to unbalance the opponent and following up with hand/kicking techniques or to bring the unbalanced opponent to the canvas or to touch it with any part of body apart from feet.

Hand and foot techniques should be used equally during the entire fighting period. Foot techniques are only recognized when they clearly show the intention to hit the opponent with power.

All techniques must be used with full power. Any technique which is partially deviated or blocked, or that simply touches, brushes or pushes an opponent will not be scored.

Art.5 – Points

For all legal techniques (punches, kicks and throwing), clearly landed on legal targets with speed, focus, balance, power, judge will note 1 point on his clicker. At the end of each round, he will count the number of points and will give to the better fighter, who has more points, a mark of 10, and to his opponent who has fewer points he will mark 9. If the difference of points between the fighters is more than 8 (a real domination), the Judge will give the fighter with fewer points a mark of 8.

For any knock down, a minus point must be given to the fighter undergoing the KD.

At the end of the match, the judge will sum all the marks per round and name the winning fighter who has the larger sum of marks.

If the sum of marks is the same, the judge will have to give his preference to the fighter that in his opinion showed, in the whole match:

- better fighting techniques
- better offense
- better defense
- more kicks
- more powerful
- better endurance and stamina
- more points scored.

Art.6 – Warnings

Warnings will be carried through the Match to all rounds

- 1st violation – Verbal warning
- 2nd violation – Official warning



- 3rd violation – Official warning, Award penalty point -1
- 4th violation – Official warning, Award penalty point -1
- 5th violation – Disqualification

Chapter 4 – Wako Pro K1 Rules

Art.1 – Definition

K1 rules can be defined as Low Kick kickboxing in which there is also the possibility of attacking the opponent with the knee. All other definitions are as those of Low Kick kickboxing.

Art.2 – Legal Target Areas

The following parts of the body may be attacked using authorized fighting techniques:

- head - front and side
- torso - front and side
- legs (all part of the opponent's leg including joints) which can be attacked using the shin

Art.3 – Illegal and Prohibited Techniques

The following actions are considered fouls:

- the use of elbow techniques is forbidden
- "clinchng" will be limited in the sense that, if fighters are not active in their action, the central referee must stop them. Clinching , in any case, not more than 5 seconds.
- Wai khruu, the ritual dance performed at the beginning of Muay Thai matches
- Muay Thai music during the fight
- Hits or blows with head, shoulder, forearm, elbow, throttling of the opponent, and pressing with arm or elbow in opponent's face, pressing the head of the opponent back over the ropes
- Hitting with open glove, the inside of the glove, wrist or side of the hand
- Hits landing on the back of the opponent, and especially any blow on the back of the neck or head and kidney punch
- Attack whilst holding the ropes or making any unfair use of the ropes
- Lying on, wrestling and throwing in the clinch
- An attack on an opponent who is down or who is in the act of rising
- Holding
- Ducking below the belt of the opponent in a manner dangerous to the opponent
- Completely passive defense by means of double cover and intentionally falling, running, or turning the back to avoid a blow
- Inappropriate, aggressive, or offensive utterances during the round
- Not stepping back when ordered to break
- Attempting to strike opponent immediately after the Referee has ordered "break" and before taking a step back
- Assaulting or behaving in an aggressive manner towards a Referee at any time
- Spitting out gum-shield (teeth protector).
- Keeping the advanced hand straight in order to obstruct the opponent's vision
- Clinching without any reason
- Punching below the belt



- Suddenly lowering one's head below opponent's belt in a way that would be dangerous for the latter
- Turn one's back on the opponent, run away, fall down, intentional clinching, blind techniques, wrestling and ducking below opponent's waist
- Attack an opponent who is caught between the ropes
- Leave the ring
- Using artificial means for a passive defense and falling down intentionally, in order to avoid a blow
- Using insulting and aggressive language during a round
- Continue after the command "stop" or "break" or end of the round has been given

Violations of the rules and regulations may, depending how grave they are, lead to warnings or even disqualification.

Art.4 — Legal Techniques

Hand Techniques:

- Punches (all boxing repertoire)
- Back fist and spinning back fist
- Clinching (active, for 5 seconds only)

Foot, Leg and Knee Techniques

- Front kick
- Sidekick
- Roundhouse kick
- Heel kick
- Crescent kick
- Axe kick
- Jump kicks
- Knee can be used to attack legs, body or head of the opponent. Even jumping. It is allowed to hold opponent's neck with both hands in order to attack him with the knee
- The possibility of attacking any part of the leg or legal targets of the body and head with the shin.

Throwing Techniques:

It is allowed to throw opponent using only hands. Fighter can not throw his opponent using torso, hips, ankles, feet or the legs. It is allowed to catch and hold opponent's leg and to attack him but with only one technique (punch, knee, kick).

Hand and foot techniques should be used equally during the entire fighting period. Foot techniques are only recognized when they clearly show the intention to hit the opponent with power.

All techniques must be used with full power. Any technique which is partially deviated or blocked, or that simply touches, brushes or pushes an opponent will not be scored.

Art.5 – Points

For all legal techniques (punches, kicks and knee), clearly landed on legal targets with speed, focus, balance, power, judge will note 1 point on his clicker. At the end of each round, he will count the number of points and will give to the better fighter, who has more points, a mark of 10, and to his opponent who has fewer points he will mark 9. If the difference of points between the fighters is more than 8 (a real domination) , the judge will give the fighter with fewer points a mark of 8.



For any knock down, a minus point must be given to the fighter undergoing the KD.

At the end of the match, the judge will sum all the marks per round and name the winning fighter who has the larger sum of marks.

If the sum of marks is the same, the judge will have to give his preference to the fighter that in his opinion showed, in the whole match:

- better fighting techniques
- better offense
- better defense
- more kicks
- more powerful
- better endurance and stamina
- more points scored.

Art.6 – Warnings

Warnings will be carried through the Match to all rounds

- 1st violation – Verbal warning
- 2nd violation – Official warning
- 3rd violation – Official warning, Award penalty point -1
- 4th violation – Official warning, Award penalty point -1
- 5th violation – Disqualification