

## **MUAY THAI REGULATIONS** **THE STATE OF NEW JERSEY**

### **PRE-BOUT START**

THE REFEREE WILL ORDER THE FIGHT TO START ONLY AFTER THE CONTESTANTS HAVE COMPLETED THEIR PRE-FIGHT RITUALS (IF THEY DESIRE TO), IN ACCORDANCE WITH THAI TRADITION.

THE REFEREE SHOULD INSTRUCT THE SECONDS/CORNERMEN TO REMOVE ANY CEREMONIAL GARB WHEN THEIR FIGHTER RETURNS TO HIS CORNER ONLY AFTER HE/SHE HAS PERFORMED THE PRE-FIGHT RITUAL

DURING THE BOUT, THE FIGHTERS MAY WEAR AN INSCRIBED CLOTH, AD AMULET, OR AN INSCRIBED CHARM AROUND THE UPPER ARM OR STRUNG AROUND THE WAIST, BUT NEATLY WRAPPED AND COVERED WITH CLOTH. HOWEVER, WRAPPING THE ANKLES OR LEGS WITH PIECES OF CLOTH IS PROHIBITED.

### **RINGS-**

THE RING SPECIFICATIONS MUST MEET THE FOLLOWING REQUIREMENTS. THE RING MAY BE NO SMALLER THAN TWENTY FEET SQUARE AND NO LARGER THAN THIRTY-TWO FEET SQUARE WITHIN THE ROPES. ONE OF THE CORNERS MUST HAVE A BLUE DESIGNATION, THE CORNER DIRECTLY ACROSS MUST HAVE A RED DESIGNATION. THE RING FLOOR MUST EXTEND AT LEAST EIGHTEEN INCHES BEYOND THE ROPES. THE RING FLOOR MUST BE PADDED WITH ENSOLITE OR SIMILAR CLOSED-CELL FOAM, WITH AT LEAST ONE INCH LAYER OF FOAM PADDING. PADDING MUST EXTEND BEYOND THE RING ROPES AND OVER THE EDGE PLATFORM, WITH A TOP COVERING OF CANVAS, DUCK OR SIMILAR MATERIAL TIGHTLY STRETCHED AND LACED TO THE RING PLATFORM. MATERIAL THAT TENDS TO GATHER IN LUMPS AND RIDGES MAY NOT BE USED. THE RING PLATFORM MUST NO BE MORE THAN FOUR FEET ABOVE THE FLOOR OF THE BUILDING AND MUST HAVE SUITABLE STEPS FOR THE USE OF THE CONTESTANTS. THE STEPS SHOULD BE PLACED IN BOTH OF THE FIGHTER'S CORNERS, AND A THIRD SET OF STEPS SHOULD BE LOCATED IN A NEUTRAL CORNER FOR COMMISSION USE. RING POSTS MUST BE MADE OF METAL, NOT MORE THAN THREE INCHES IN DIAMETER, EXTENDING FROM THE FLOOR OF THE BUILDING TO A MINIMUM HEIGHT OF FIFTY-EIGHT INCHES ABOVE THE RING FLOOR, AND MUST BE PROPERLY PADDED IN A MANNER APPROVED BY THE COMMISSION. RING POSTS MUST BE EIGHTEEN INCHES AWAY FROM THE RING ROPES. THERE MUST BE AT LEAST FOUR RING ROPES NOT LESS THAN ONE INCH IN DIAMETER AND WRAPPED IN SOFT MATERIAL. THE LOWEST ROPE MUST BE NO

HIGHER THAN TWELVE INCHES FROM THE RING FLOOR. THERE MUST NOT BE ANY OBSTRUCTION OR OBJECT, ON ANY PART OF THE RING FLOOR. THERE SHOULD BE AT LEAST TWO ROPE TIES PER SIDE OF THE RING.

**STOOLS-**

SHALL BE AVAILABLE FOR EACH CONTESTANT AND SHALL BE CLEANED AFTER EACH BOUT.

**ITEMS PERMITTED IN CORNER-**

ICE BUCKET, PLASTIC WATER BOTTLE, SPONGE, VASELINE, ADRENELINE SOLUTION, THROMBIN, AVITENE, COTTON SWABS, GAUZE, CLEAN TOWELS, PRESSURE PLATES, BANDAGE SCISSORS AND STERILE SKIN CLOSURES.

**CONSUMABLES**

ONLY WATER OR AN APPROVED ELECTROLYTE DRINK BY THE COMMISSION MAY BE CONSUMED DURING THE BOUT. THE USE OF BANNED SUBSTANCES IS GROUNDS FOR DISQUALIFICATION AND ADMINISTRATIVE DISCIPLINARY ACTION.

**SECONDS:**

ONLY ONE OF THE SECONDS MAY BE INSIDE THE RING ROPES DURING A PERIOD OF REST.

ANY EXCESSIVE OR UNDUE SPRAYING OR THROWING OF WATER ON AN UNARMED COMBATANT BY A SECOND DURING A PERIOD OF REST IS PROHIBITED.

**USE OF DISPOSABLE HYGENIC GLOVES-**

THE REFEREE AND ALL SECONDS MUST WEAR SUCH GLOVES WHEN AT RINGSIDE OR IN THE RING.

**PROTECTIVE EQUIPMENT:**

1. ALL MALE FIGHTERS MUST WEAR A STEEL CUP TO PROTECT THEIR GROIN.
2. WOMEN MAY WEAR BREAST PROTECTION AND RASH GUARDS FOR SHIRTS.
3. ALL FIGHTERS MUST WEAR AN APPROVED MOUTH GUARD.

**APPEARANCE:**

1. SHIRTS ARE NOT PERMITTED. (MALES ONLY)
2. SHOES ARE NOT PERMITTED.
3. NO HEAD BANDS DURING THE CONTEST.
4. NO JEWELRY OR BODY PIERCING.
5. HAIR MUST BE TRIMMED OR TIED BACK. NO HAIR LOTIONS, CREAMS OR SPRAYS.
6. BEARDS ARE SUBJECT TO TRIMMING.

**SPECIFICATIONS FOR BANDAGING HANDS-**

ALL CONTESTANTS SHALL BE REQUIRED TO GAUZE AND TAPE THEIR HANDS PRIOR TO ALL CONTESTS.

IN ALL WEIGHT CLASSES, THE BANDAGES ON EACH CONTESTANT'S HAND SHALL BE RESTRICTED TO SOFT GAUZE CLOTH NOT MORE THAN 15 YARDS IN LENGTH NOT MORE THAN TWO INCHES IN WIDTH, HELD IN PLACE BY NOT MORE THAN 6 FEET OF SURGEON'S TAPE, NOT MORE THAN TWO INCHES IN WIDTH, FOR EACH HAND.

THE TAPE MAY CROSS THE BACK OF THE HAND TWICE, BUT MAY NOT EXTEND WITHIN THREE-FOURTHS OF AN INCH OF THE KNUCKLES WHEN THE HAND IS CLENCHED TO MAKE A FIST.

STRIPS OF TAPE MAY BE USED BETWEEN THE FINGERS TO HOLD DOWN THE BANDAGES.

THE BANDAGES SHALL BE EVENLY DISTRIBUTED ACROSS THE HAND. BANDAGES AND TAPE SHALL BE PLACED ON THE CONTESTANT'S HANDS IN THE DRESSING ROOM IN THE PRESENCE OF THE INSPECTOR AND, IF WARRANTED, IN THE PRESENCE OF THE MANAGER OR CHIEF SECOND OF HIS OR HER OPPONENT.

SUBSTANCES OTHER THAN TAPE AND GAUZE SHALL NOT BE UTILIZED. FOR EXAMPLE, PRE WRAPS SHOULD NOT BE USED.

**GLOVES-**

MUST BE NEW AND SUPPLIED BY THE PROMOTER. GLOVE BRAND AND MODEL MUST BE APPROVED.

GLOVES MUST WEIGH A MINIMUM OF EIGHT OUNCES OR ABOVE SUBJECT TO RULES OF THE EVENT.

WEIGHT CLASS OF 160 POUNDS AND ABOVE MUST WEAR 10 OUNCE GLOVES.

GLOVES MUST NOT BE SQUEEZED KNEADED OR CRUSHED TO CHANGE ITS ORIGINAL SHAPE.

GLOVES MUST ONLY BE PLACED ON THE CONTESTANT IN THE PRESCENSE OF AN INSPECTOR.(OFFICIAL)  
NEW REPLACEMENT GLOVES MUST BE KEPT AT RINGSIDE.  
ALL GLOVES MUST HAVE THE DISTAL PORTION OF THE THUMB ATTACHED TO THE BODY OF THE GLOVE SO AS TO MINIMIZE THE POSSIBILITY OF INJURY TO AN OPPONENT'S EYE.  
GLOVES SHOULD BE WIPED BY REFEREE AFTER KNOCKDOWN, SLIP OR FALL OF CONTESTANT BEFORE THE FALLEN CONTESTANT MAY RESUME COMPETING, THE REFEREE SHALL WIPE THE GLOVES WITH A DAMP TOWEL OR THE REFEREE'S SHIRT.

### **ROUNDS**

FEMALE COMPETITORS ARE ALLOWED TO COMPETE IN THE SAME ROUND TIME LENGTHS AND NUMBER OF ROUNDS AS MEN.

PROFESSIONAL: ARE UP TO FIVE ROUNDS, THREE MINUTES EACH, WITH A ONE MINUTE REST PERIOD BETWEEN EACH ROUND.

AMATEURS: ARE THREE ROUNDS, UP TO THREE MINUTES EACH, WITH A ONE MINUTE REST PERIOD BETWEEN EACH ROUND.

EXPERIENCE CLASSES – AMATEURS:

CLASS "A" AMATEURS: ELBOWS (WHILE WEARING ELBOW SLEEVES) AND KNEES TO THE HEAD ARE PERMITTED.

CLASS "B" AMATEURS: ELBOWS OR KNEES TO THE HEAD ARE NOT PERMITTED. HEAD GEAR AND SHIN GUARD SMUST BE WORN.

### **WEIGH-INS-**

ALL FIGHTERS ARE PERMITTED TO SEE THEIR OPPONENT WEIGH IN

WEIGH INS MUST TAKE PLACE NO EARLIER THAN THE CALENDAR DAY PRIOR TO THE EVENT AT A TIME APPROVED BY THE COMMISSIONER.

MEMBERS OF THE PRESS AND SECONDS SHALL BE ALLOWED TO ATTEND THE WEIGH IN

NO CONTESTANT SHALL BE PERMITTED TO LOSE MORE THAN 2% OF HIS/HER BOUT WEIGHT AFTER INITIALLY FAILING TO MAKE WEIGHT

CONTESTANTS MUST NOT RE-WEIGH IN MORE THAN TWO HOURS AFTER THE START OF THE WEIGH IN

**WEIGHT CLASSES-**

<b>MINI FLYWEIGHT</b>	<b>FROM 100 POUNDS BUT NOT OVER 105</b>
<b>LIGHT FLYWEIGHT</b>	<b>MUST BE OVER 105 POUNDS BUT NOT OVER 108</b>
<b>FLYWEIGHT</b>	<b>MUST BE OVER 108 POUNDS BUT NOT OVER 112 S</b>
<b>SUPER FLYWEIGHT</b>	<b>MUST BE OVER 112 POUNDS BUT NOT OVER 115</b>
<b>BANTAMWEIGHT</b>	<b>MUST BE OVER 115 POUNDS BUT NOT OVER 118</b>
<b>SUPER BANTAMWEIGHT</b>	<b>MUST BE OVER 118 POUNDS BUT NOT OVER 122</b>
<b>FEATHERWEIGHT</b>	<b>MUST BE OVER 122 POUNDS BUT NOT OVER 126</b>
<b>SUPER FEATHERWEIGHT</b>	<b>MUST BE OVER 126 POUNDS BUT NOT OVER 130</b>
<b>LIGHTWEIGHT</b>	<b>MUST BE OVER 130 POUNDS BUT NOT OVER 135 S</b>
<b>SUPER LIGHTWEIGHT</b>	<b>MUST BE OVER 135 POUNDS BUT NOT OVER 140</b>
<b>WELTERWEIGHT</b>	<b>MUST BE OVER 140 POUNDS BUT NOT OVER 147</b>
<b>SUPER WELTERWEIGHT</b>	<b>MUST BE OVER 147 POUNDS BUT NOT OVER THAN 154</b>
<b>MIDDLEWEIGHT</b>	<b>MUST BE OVER 154 POUNDS BUT NOT OVER THAN 160</b>
<b>SUPER MIDDLEWEIGHT</b>	<b>MUST BE OVER 160 POUNDS BUT NOT OVER THAN 168</b>
<b>LIGHT HEAVYWEIGHT</b>	<b>MUST BE OVER 168 POUNDS BUT NOT OVER 175</b>
<b>CRUISERWEIGHT</b>	<b>MUST BE OVER 175 POUNDS BUT NOT OVER THAN 190</b>
<b>SUPER CRUISERWEIGHT</b>	<b>MUST BE OVER 190 POUNDS BUT NOT OVER 210</b>
<b>HEAVYWEIGHT</b>	<b>MUST BE OVER 210 POUNDS BUT NOT OVER 230</b>
<b>SUPER HEAVYWEIGHT</b>	<b>230 POUNDS AND UP</b>

IT IS CUSTOM TO ALLOW A THE ONE POUND ALLOWANCE FOR NON-TITLE BOUTS, BUT THIS CAN BE PROHIBITED IN THE WRITTEN BOUT CONTRACT.

THE COMMISSIONER MAY ALSO APPROVE CATCH WEIGHT BOUTS, SUBJECT TO REVIEW AND DISCRETION. FOR EXAMPLE, THE COMMISSION MAY STILL DECIDE TO ALLOW THE CONTEST IF IT FEELS THAT THE CONTEST WOULD STILL BE FAIR, SAFE AND COMPETITIVE IF A SET CATCH WEIGHT IS SET IN ADVANCE.

IN ADDITION, IF ONE ATHLETE WEIGHS IN AT 227 POUNDS WHILE THE OPPONENT WEIGHS IN AT 232, THE COMMISSION MAY STILL DECIDE TO ALLOW THE CONTEST IF IT FEELS THAT THE CONTEST WOULD STILL BE

FAIR AND COMPETITIVE. THIS WOULD BE DESPITE THE FACT THAT THE TWO ATHLETES WEIGHED IN AT DIFFERING WEIGHT CLASSES.

NO FIGHTER SHALL BE PERMITTED TO LOSE MORE THAN 2% OF HIS/HER BOUT WEIGHT AFTER INITIALLY FAILING TO MAKE WEIGHT. THE WEIGHT LOSS DESCRIBED IN SUBSECTION 3 MUST NOT OCCUR LATER THAN 1 HOUR AFTER THE INITIAL WEIGH-IN.

NO UNARMED COMBATANTS MAY ENGAGE IN A CONTEST OR EXHIBITION, WITHOUT THE APPROVAL OF THE COMMISSION OR THE COMMISSION'S REPRESENTATIVE IF THE DIFFERENCE IN WEIGHT BETWEEN UNARMED COMBATANTS EXCEEDS THE ALLOWANCE SHOWN IN THE FOLLOWING SCHEDULE:

UP TO 118 LBS..... NOT MORE THAN 3 LBS.  
118 LBS.-126 LBS..... NOT MORE THAN 5 LBS.  
126 LBS.-160 LBS..... NOT MORE THAN 7 LBS.  
160 LBS.-175..... NOT MORE THAN 9 LBS.  
175 LBS.-195 LBS..... NOT MORE THAN 12 LBS.  
195LBS.AND OVER ..... NO LIMIT.

**SCORING-**

THE 10 POINT MUST SYSTEM, AS UTILIZED IN BOXING, IS THE PREFERRED SCORING METHOD AT THIS TIME.

THE 10 POINT MUST SYSTEM IS DEFINED AS FOLLOWS:

ALL BOUTS WILL BE EVALUATED AND SCORED BY THREE JUDGES.

THE 10-POINT MUST SYSTEM WILL BE THE STANDARD SYSTEM OF SCORING A BOUT. UNDER THE 10-POINT MUST SCORING SYSTEM, 10 POINTS MUST BE AWARDED TO THE WINNER OF THE ROUND AND NINE POINTS OR LESS MUST BE AWARDED TO THE LOSER, EXCEPT FOR AN EVEN ROUND, WHICH IS SCORED (10-10).

EFFECTIVE STRIKING IS JUDGED BY DETERMINING THE NUMBER OF LEGAL STRIKES LANDED BY A CONTESTANT AND THE SIGNIFICANCE OF SUCH LEGAL STRIKES.

FIGHTING AREA CONTROL IS JUDGED BY DETERMINING WHO IS DICTATING THE PACE, LOCATION AND POSITION OF THE BOUT.

EFFECTIVE AGGRESSIVENESS MEANS MOVING FORWARD AND LANDING A LEGAL STRIKE.

EFFECTIVE DEFENSE MEANS AVOIDING BEING STRUCK WHILE COUNTERING WITH OFFENSIVE ATTACKS.

THE FOLLOWING OBJECTIVE SCORING CRITERIA SHALL BE UTILIZED BY THE JUDGES WHEN SCORING A ROUND;

1. A ROUND IS TO BE SCORED AS A 10-10 ROUND WHEN BOTH CONTESTANTS APPEAR TO BE FIGHTING EVENLY AND NEITHER CONTESTANT SHOWS DOMINANCE IN A ROUND;
2. A ROUND IS TO BE SCORED AS A 10-9 ROUND WHEN A CONTESTANT WINS BY A CLOSE MARGIN, LANDING THE GREATER NUMBER OF EFFECTIVE LEGAL STRIKES AND OTHER MANEUVERS;
3. A ROUND IS TO BE SCORED AS A 10-8 ROUND WHEN A CONTESTANT OVERWHELMINGLY DOMINATES IN A ROUND.
4. A ROUND IS TO BE SCORED AS A 10-7 ROUND WHEN A CONTESTANT TOTALLY DOMINATES IN A ROUND.

TECHNIQUES WHICH HAVE A VISIBLE IMPACT ON THE OPPONENT SHOULD BE WEIGHED MOST HEAVILY.

- A. CONSIDER THE EFFECTIVENESS OF THE STRIKE, ITS STRENGTH, AND TARGET AND HOW MUCH IT CAUSES DISADVANTAGE TO THE OPPONENT.
- B. KNOCKING THE OPPONENT TO THE GROUND WITH A LEGAL STRIKE.
- C. UNBALANCING THE OPPONENT WITH A LEGAL STRIKE.
- D. TECHNIQUES THAT CAUSE THE OPPONENT TO STOP ADVANCING.
- E. TECHNIQUES THAT FORCE AN OPPONENT TO COVER UP AND LIMIT HIS/HER OFFENSE.
- F. DEFENSE AND ABILITY TO EVADE THE OPPONENT'S ATTACK.
- G. MAINTENANCE OF PROPER FOOTWORK, BALANCE, STANCE AND STAMINA.

ROUND ONE: GENERALLY SCORED AS 10/10 BUT A NOTE IS MADE AS TO THE BETTER FIGHTER, UNLESS CLEAR DOMINANCE OR KNOCK DOWNS ARE PRESENT.

ROUND TWO: CAN ALSO BE SCORED AS 10/10 IF IS CLOSE OR THE LOSING FIGHTER IN ROUND ONE WINS BY A SMALL MARGIN.

ROUNDS THREE, FOUR AND FIVE: ARE TO BE DECISIVELY SCORED FOR ONE FIGHTER.

IN THE SPORT OF MUAY THAI, A MUCH GREATER EMPHASIS IS PLACED ON HOW A FIGHTER FINISHES THE FIGHT. ANALOGIES ARE OFTEN MADE TO A MARATHON RACE.

**SCORING TECHNIQUES:**

THE TECHNIQUE, PREFERABLY SHOULD BE A MUAY THAI TECHNIQUE AND NOT A KICK OR STRIKE FROM ANOTHER FORM OF MARTIAL ART. THE TECHNIQUE SHOULD HAVE A VISIBLE EFFECT ON AN OPPONENT. IF A TECHNIQUE STRIKES THE OPPONENT'S ARMS OR SHIN, THEN GENERALLY THE TECHNIQUE DOESN'T SCORE. HOWEVER, THERE ARE EXCEPTIONS. FOR EXAMPLE, IF A KICK MAKES CONTACT WITH A FIGHTER'S ARM AND PHYSICALLY MOVES THE PERSON BEING KICKED OR CAUSES THEM TO LOSE BALANCE, SOLELY DUE TO THE KICK'S POWER, THAT KICK WOULD SCORE; ALTHOUGH NOT AS HIGHLY AS A KICK THAT HAD THE SAME EFFECT BUT CLEANLY MADE CONTACT WITH THE BODY.

THE MOST SCORED TECHNIQUES ARE THOSE THAT HAVE THE GREATEST EFFECT ON THE OPPONENT. IT IS NOT THE NUMBER OR VARIETY OF TECHNIQUES DELIVERED BUT THEIR EFFECTIVENESS THAT IS IMPORTANT IN DETERMINING THE WINNER OF A FIGHT. FOR EXAMPLE, IT IS POSSIBLE FOR ONE COMPETITOR TO USE ONE TYPE OF TECHNIQUE EXCLUSIVELY AND WIN IF THE USE OF THAT TECHNIQUE RESULTS IN THAT COMPETITOR DELIVERING MORE, EFFECTIVE TECHNIQUES THAN THEIR OPPONENT (ONE COMPETITOR MAY WIN BY ONLY KNEEING THEIR OPPONENT.)

SCORED TECHNIQUES INCLUDE:

KNOCKING AN OPPONENT TO THE FLOOR WITH A LEGAL BLOW

UNBALANCING AN OPPONENT WITH KICK OR THROWING ACTION AND IMMEDIATELY FOLLOWING WITH A STRONG STRIKING TECHNIQUE

THROWING AN OPPONENT TO THE CANVAS USING A LEGAL THROW

AN ATTACKING TECHNIQUE THAT RESULTS IN AN OPPONENT TURNING THEIR BACK OR COVERING UP.

TECHNIQUES THAT CAUSE A BOXER TO STOP ADVANCING AND WHERE THAT BOXER DOESN'T COUNTER ATTACK.

STRONG KICKS THAT CAUSE A LOSS OF BALANCE

THE JUDGES MUST IGNORE THE SOUNDS AT RINGSIDE AND FOCUS ON LOOKING CAREFULLY AT EACH TECHNIQUE. CORNER PERSONS AND THE

CROWD AT MUAY THAI EVENTS ARE VERY VOCAL AND TYPICALLY YELL EACH AND EVERY SINGLE TIME THAT THEIR CHOSEN CONTESTANT SEEMS TO LAND A STRIKE. JUDGES SHOULD ONLY SCORE TECHNIQUES WHICH THEY ACTUALLY SEE LAND.

**SCORING OF INCOMPLETE ROUNDS-**

THERE SHOULD BE SCORING OF AN INCOMPLETE ROUND. IF THE REFEREE PENALIZES EITHER CONTESTANT, THEN THE APPROPRIATE POINTS SHALL BE DEDUCTED WHEN THE SCOREKEEPER CALCULATES THE FINAL SCORE FOR THE PARTIAL ROUND.

**BOUT RESULTS**

**1. KNOCKOUT:**

A. WHEN AN OPPONENT IS UNABLE TO REGAIN HIS/HER FEET PRIOR TO THE COUNT OF TEN.

B. WHEN ANY FIGHTER FALLS OUT OF THE RING, THE REFEREE SHALL COUNT IMMEDIATELY.

(I) IF THE COUNT REACHES 20, THE FALLEN FIGHTER CANNOT COME UP ON THE RING AND HE/SHE WILL LOSE BY K.O.

(II) IF THE FALLEN FIGHTER CAN COME UP ON THE RING BEFORE COUNTING UP TO 20, HE/SHE CAN CONTINUE THE FIGHT.

**2. TECHNICAL KNOCKOUT:**

A. WHEN THE REFEREE ORDERS THE FIGHT STOPPED BECAUSE IT IS DETERMINED THAT ONE FIGHTER IS NOT FIT TO CONTINUE.

B. WHEN A FIGHTER CANNOT ANSWER THE BELL FOR THE UPCOMING ROUND OR IS SO BADLY CUT THAT IT IS TOO DANGEROUS TO CONTINUE.

**3. SUBMISSION:**

A. WHEN ONE FIGHTER NOTIFIES THE REFEREE THAT HE/SHE NO LONGER WISHES TO CONTINUE.

B. WHEN A LICENSED SECOND ASSIGNED TO A FIGHTER THROWS IN THE TOWEL.

**4. UNANIMOUS DECISION:**

ALL THREE JUDGES SCORE IN FAVOR OF ONE FIGHTER.

**5. MAJORITY DECISION:**

TWO JUDGES SCORE IN FAVOR OF ONE FIGHTER AND ONE JUDGE HAS IS A DRAW.

6. SPLIT DECISION:

TWO JUDGES SCORE IN FAVOR OF ONE FIGHTER, WHILE ONE JUDGE SCORES IN FAVOR OF THE OTHER.

7. DISQUALIFICATION:

DUE TO AN INTENTIONAL FOULS OR FOULS, A REFEREE MAY DISQUALIFY A FIGHTER.

8. TECHNICAL DRAW:

IN CASE OF AN INTENTIONAL VIOLATION WHICH CAUSES INJURY AND THE FIGHT IS CONTINUED BUT IS LATER STOPPED BECAUSE OF THE INITIAL FOUL, THE REFEREE SHOULD STOP THE FIGHT AND GIVE A TKO DRAW

A. IF THE SCORES ARE EQUAL OR

B. IF THE FOULED FIGHTER IS BEHIND ON THE CARDS.

9. TECHNICAL DECISION:

A. IN CASE OF AN INTENTIONAL VIOLATION WHICH CAUSES INJURY AND THE FIGHT IS CONTINUED BUT IS LATER STOPPED BECAUSE OF THE INITIAL FOUL, THE REFEREE SHOULD DECLARE A VICTORY FOR THE FOULED FIGHTER IF HE/SHE IS AHEAD ON THE CARDS.

B. IF A FIGHT CANNOT CONTINUE DUE TO AN UNINTENTIONAL FOUL BUT ENOUGH ROUNDS HAVE BEEN COMPLETED, THE REFEREE SHALL DECLARE A VICTORY FOR THE FIGHTER AHEAD ON THE SCORE CARDS.

10. NO CONTEST:

IN CASE OF AN UNINTENTIONAL VIOLATION WHICH CAUSES INJURY SO SERIOUS THAT THE FIGHT CANNOT BE CONTINUED BUT LESS THAN ENOUGH ROUNDS HAVE BEEN COMPLETED.

11. DRAW:

WHEN THE SCORE CARDS RESULT IN A THREE WAY TIE.

12. MAJORITY DRAW: WHEN TWO JUDGES SCORE THE FIGHT A DRAW AND ONE JUDGE HAS DECLARED A VICTOR.

**FOULS-**

ARE SUBJECT TO THE DISCRETION OF THE REFEREE AND ACCORDING TO THE RULES OF THE BOUT CLASS

THEY MAY RESULT IN A WARNING, A POINT DEDUCTION OF ONE TO THREE POINTS OR DISQUALIFICATION. THE REFEREE WILL BASE HIS

DECISION ON THE SEVERITY OF THE FOUL AND THE INTENT OF THE FOULING FIGHTER.

FOULS INCLUDE:

- 1-HEAD BUTTING
- 2-STRIKES TO THE GROIN
- 3-STRIKES TO THE KNEE
- 4-STRIKES TO THE BACK OF THE HEAD
- 5-STRIKES TO THE SPINE
- 6-STRIKES TO THE THROAT
- 7-STRIKING A FIGHTER WHILE HE OR SHE IS DOWN
- 8-STRIKING A FIGHTER WHILE HE OR SHE IS UNDER THE REFEREE'S CARE
- 9-PUSHING, SHOVING, THROWING OR WRESTLING AN OPPONENT EXCEPT WHEN PUSHING IN A LEGAL CLINCH
- 10-STRIKING WHEN THE REFEREE HAS CALLED A BREAK
- 11-STRIKING AFTER THE BELL HAS SOUNDED
- 12-HOLDING AND HITTING AT THE SAME TIME EXCEPT WHEN IN A LEGAL CLINCH
- 13-HOLDING THE ROPES
- 14-TIMIDITY OR INTENTIONALLY AVOIDING CONTACT
- 15-THE USE OF ABUSIVE LANGUAGE OR ABUSIVE GESTURES
- 16-CAUSING INTENTIONAL DELAYS IN THE ACTION SUCH AS REPEATEDLY SPITTING OUT THE MOUTHPIECE
- 17-EYE GOUGING
- 18-HAIR PULLING
- 19-BITING OR SPITTING
- 20-HOLDING THE OPPONENT'S SHORTS
- 21-FISH HOOKING
- 22-PLACING A FINGER IN THE OPPONENT'S ORAFICE
- 23-INTERFERENCE FROM A FIGHTER'S SECONDS
- 24-TRIPPING OR SWEEPING AN OPPONENT
- 25- HIP THROWS, SHOULDER OR LEG THROWS
- 26-GRASPING THE OPPONENT'S LOWER BACK
- 27-INTENTIONALLY FALLING ON A FALLEN OPPONENT, PRESSING ELBOW OR KNEE UPON HIM

THE REFEREE SHOULD ACT AS FOLLOWS:-

A CONTESTANT WHO VIOLATES THE RULES INTENTIONALLY BUT DOES NOT PUT THE OPPONENT AT DISADVANTAGE OR HURT HIM, WILL BE GIVEN ONE WARNING OR HAVE ONE POINT DEDUCTED.

A CONTESTANT WHO VIOLATES THE RULES INTENTIONALLY AND PUT THE OPPONENT AT AN DISADVANTAGE OR MAKE HIM UNABLE TO CONTINUE THE FIGHT, MAY LOSE THE FIGHT THROUGH FOUL.

IN CASE OF AN UNINTENTIONAL VIOLATION, THE REFEREE CAN GIVE NO MORE TWO WARNINGS BEFORE TAKING POINTS.

**FOUL EXPLANATIONS:**

DIRECT (SIDE KICK STYLE) KICKS TO THE FRONT OF A FIGHTERS LEGS ARE NOT ALLOWED.

NO HIP THROWS: OVER THE HIP THROWS SUCH AS IN JAPANESE ARTS LIKE JUDO, JUTITSU, KARATE, SAMBO, OR SAN SHOU ARE ILLEGAL. YOU CAN NOT USE THE HIP OR SHOULDER TO THROW AN OPPONENT IN ANY KIND OF JUDO THROW OR REAP. NO STEPPING ACROSS, OR IN FRONT OF, YOUR OPPONENTS LEG WITH YOUR LEG AND BRINGING YOUR OPPONENT OVER YOUR HIP.

TAKING AN OPPONENT AROUND THE WAIST WITH BOTH ARMS AND TWISTING THEM OFF BALANCE SO THEY WILL FALL IS LEGAL.

NECK WRESTLING: IF IN A CLINCH WITH ARMS AROUND EACH OTHERS SHOULDER, AS TO DELIVER OR DEFEND FROM AN ELBOW STRIKE, TWISTING THE OPPONENT USING THE UPPER BODY IN SUCH A WAY THAT YOU WILL FALL TO THE GROUND IS ALLOWED. BY USING NECK AND SHOULDER MANIPULATION, YOU CAN SPIN AND THROW/DUMP AN OPPONENT TO THE CANVAS WITHOUT USING ANY PART OF YOUR BODY AS A BARRIER. THIS IS FULLY LEGAL.

STEPPING ON A FALLEN OPPONENT IS ILLEGAL. COMMONLY ONE SEES AN ATHLETE TWIST AND PULL AN OPPONENT OVER THE SIDE OF THEIR BODY (AND THEN LAND ON TOP), THIS IS ILLEGAL.

IT IS CONSIDERED AN INTENTIONAL FOUL IS WHEN A FIGHTER PLANS, WITH THE SOLE INTENTION, OF FALLING ON TOP OF THEIR OPPONENT TO EITHER STRIKE WITH THEIR KNEE OR TO INTENTIONALLY HURT THEIR OPPONENT, BY MAKING IT LOOK LIKE AN ACCIDENT.

ILLEGAL TRIP: IF YOU POSITION YOUR FOOT NEXT TO YOUR OPPONENT AND TWIST THEM OVER YOUR FOOT YOU MUST CLEAR THE LEG AS YOUR OPPONENT FALLS OR IT IS AN ILLEGAL TRIP. AN ATHLETE CAN SPIN OR PULL AN OPPONENT OVER THE INSIDE OR OUTSIDE OF THE LEG AND DUMP HIM ON THE GROUND. HOWEVER THE LEG BEING USED TO MANIPULATE AND DUMP THE OPPONENT TO THE GROUND CAN NOT STAY IN THAT POSITION AS THE OPPONENT GOES TO THE FLOOR. IF IT IS SET AND STAYS IN THAT POSITION, THAT TOO IS AN ILLEGAL THROW (TRIPPING). IN OTHER WORDS, THE LEG MUST CLEAR IMMEDIATELY AFTER THE OPPONENT IS PULLED OR TRIPPED OVER THE KNEE. CLEAR MEANS THAT THE LEG MUST BE MOVED OUT OF THE WAY BEFORE THE OPPONENT HITS THE CANVAS. THIS MEANS SKIPPING THE LEG OR SLIGHTLY JUMPING TO

THE SIDE (AS LONG AS IT IS MOVED FROM THE ORIGINAL POSITION). THIS MEANS AN ATHLETE CAN TRIP OVER A LEG BUT MUST MOVE THE TRIPPING LEG WHILE THE OPPONENT FALLS TO THE GROUND, OR IT WILL BE DEEMED ILLEGAL AND CALLED A TRIP.

SWEEPING: SWEEPS (WITH INSTEP OF FOOT) ARE NOT ALLOWED BUT A FIGHTER MAY "KICK" HIS/HER OPPONENTS SUPPORTING LEG WITH THE TOP OF THEIR FOOT OR SHIN, NOT THE INSTEP AS IN A KARATE STYLE SWEEP. YOU CAN NOT GRAB AN OPPONENT IN THE CLINCH AND THEN SWEEP THEIR LEGS OUT. COMMON EXAMPLE IS TO KICK THE BACK OF THE SUPPORTING LEG OUT OF THE OPPONENT USING THE BACK OF ONE'S OWN LEG OR CALF, THIS IS ILLEGAL. ALL YOU CAN DO IS KICK (ROUNDHOUSE OR USING THE TOP OF YOUR FOOT) AN OPPONENTS LEGS OUT (SHIN, INSTEP).

LIFTING: YOU CAN NOT IN ANY WAY LIFT AN OPPONENT OFF OF THE GROUND TO THROW THEM. COMMON TO SEE AN ATHLETE CLINCH THEIR OPPONENT AROUND THE WAIST, LIFT THEIR OPPONENT OFF THE CANVAS AND THEN TWIST AND THROW THEM AROUND TO THE SIDE AND ONTO THE CANVAS. THIS IS ILLEGAL AND POINTS COULD BE DEDUCTED OF CONTINUES USE THIS MOVE.

**DOWNWARD POINTED ELBOW STRIKES-**

CEILING TO FLOOR OR 12 TO 6 ELBOW STRIKES ARE PROHIBITED.

FOULS ARE SUBJECT TO THE DISCRETION OF THE REFEREE. FOULS MAY RESULT IN A WARNING, A POINT DEDUCTION OF ONE TO TWO POINTS OR DISQUALIFICATION. THE REFEREE WILL BASE HIS DECISION ON THE SEVERITY OF THE FOUL AND THE INTENT OF THE FOULING FIGHTER.

THE REFEREE MAY CONSIDER :

1. A FIGHTER WHO VIOLATES THE RULES INTENTIONALLY BUT DOES NOT PUT THE OPPONENT AT A DISADVANTAGE OR INJURE HIM/HER SHALL BE GIVEN ONE WARNING OR BE ASSESSED A ONE POINT DEDUCTION.
2. A FIGHTER WHO VIOLATES THE RULES INTENTIONALLY AND PUTS THE OPPONENT AT A DISADVANTAGE OR MAKES HIM/HER UNABLE TO CONTINUE THE FIGHT SHALL BE DISQUALIFIED AND LOSE THE FIGHT.
3. IN CASE OF AN UNINTENTIONAL VIOLATION, THE REFEREE SHALL GIVE NO MORE THAN TWO WARNINGS BEFORE ASSESSING A POINT DEDUCTION.

### **SCORING THE FOUL TO BE PERFORMED BY THE SCOREKEEPER**

FOULS MAY RESULT IN A POINT BEING DEDUCTED BY THE OFFICIAL SCOREKEEPER FROM THE OFFENDING MIXED MARTIAL ARTIST'S SCORE. THE SCOREKEEPER, NOT THE JUDGES, WILL BE RESPONSIBLE FOR FACTORING IN THE POINT DEDUCTION.

ONLY A REFEREE CAN ASSESS A FOUL. IF THE REFEREE DOES NOT CALL THE FOUL, JUDGES SHALL NOT MAKE THAT ASSESSMENT ON THEIR OWN AND CANNOT FACTOR SUCH INTO THEIR SCORING CALCULATIONS.

### **FOUL PROCEDURES-**

IF A FOUL IS COMMITTED, THE REFEREE SHALL:

1. CALL TIME;
2. CHECK THE FOULED CONTESTANT'S CONDITION AND SAFETY; AND
3. ASSESS THE FOUL TO THE OFFENDING CONTESTANT, DEDUCT POINTS, AND NOTIFY EACH CORNER'S SECONDS, JUDGES AND THE OFFICIAL SCOREKEEPER.
4. WHEN THE ROUND IS OVER, THE REFEREE SHALL ASSESS THE FOUL AND NOTIFY BOTH CORNERS' SECONDS, THE JUDGES AND THE OFFICIAL SCOREKEEPER.
5. THE REFEREE MAY TERMINATE A BOUT BASED ON THE SEVERITY OF A FOUL. FOR SUCH A FLAGRANT FOUL, A CONTESTANT SHALL LOSE BY DISQUALIFICATION.

### **TIME CONSIDERATIONS FOR FOULS**

#### **LOW BLOW FOUL**

A FIGHTER WHO HAS BEEN STRUCK WITH A LOW BLOW IS ALLOWED UP TO FIVE MINUTES TO RECOVER FROM THE FOUL AS LONG AS IN THE RINGSIDE DOCTOR'S OPINION THE FIGHTER MAY POSSIBLY CONTINUE ON IN THE CONTEST. IF THE FIGHTER STATES THAT THEY CAN CONTINUE ON BEFORE THE FIVE MINUTES OF TIME HAVE EXPIRED, THE REFEREE SHALL AS SOON AS PRACTICAL RESTART THE FIGHT. IF THE FIGHTER GOES OVER THE FIVE MINUTE TIME ALLOTMENT THE FIGHT CANNOT BE RESTARTED AND THE CONTEST MUST COME TO AN END WITH THE OUTCOME DETERMINED BY THE ROUND AND TIME IN WHICH THE FIGHT WAS STOPPED.

#### **FIGHTER WHO IS NOT FOULED BY LOW BLOW BUT ANOTHER FOUL:**

IF A CONTEST OR EXHIBITION OF MIXED MARTIAL ARTS IS STOPPED BECAUSE OF AN ACCIDENTAL FOUL, THE REFEREE SHALL DETERMINE WHETHER THE UNARMED COMBATANT WHO HAS BEEN FOULED CAN CONTINUE OR NOT. IF THE UNARMED COMBATANT'S CHANCE OF WINNING HAS NOT BEEN SERIOUSLY JEOPARDIZED AS A RESULT OF THE FOUL AND IF THE FOUL DID NOT INVOLVE A CONCUSSIVE IMPACT TO THE HEAD OF THE UNARMED COMBATANT WHO HAS BEEN FOULED, THE REFEREE MAY ORDER THE CONTEST OR EXHIBITION CONTINUED AFTER A RECUPERATIVE INTERVAL OF NOT MORE THAN 5 MINUTES. IMMEDIATELY AFTER SEPARATING THE UNARMED COMBATANTS, THE REFEREE SHALL INFORM THE COMMISSION'S REPRESENTATIVE OF HIS DETERMINATION THAT THE FOUL WAS ACCIDENTAL.

IF A FIGHTER IS FOULED BY BLOW THAT THE REFEREE DEEMS ILLEGAL, THE REFEREE SHOULD STOP THE ACTION AND CALL FOR TIME. THE REFEREE MAY TAKE THE INJURED FIGHTER TO THE RINGSIDE DOCTOR AND HAVE THE RINGSIDE DOCTOR EXAMINE THE FIGHTER AS TO THEIR ABILITY TO CONTINUE ON IN THE CONTEST. THE RINGSIDE DOCTOR HAS UP TO 5 MINUTES TO MAKE THEIR DETERMINATION. IF THE RINGSIDE DOCTOR DETERMINES THAT THE FIGHTER CAN CONTINUE IN THE CONTEST, THE REFEREE SHALL AS SOON AS PRACTICAL RESTART THE FIGHT. HOWEVER, UNLIKE THE LOW BLOW FOUL RULE, THE FIGHTER DOES NOT HAVE UP TO 5 MINUTES OF TIME TO USE AT THEIR DISCRETION. FOR A FOUL OTHER THAN A LOW BLOW, THE FOULED FIGHTER IS NOT GUARANTEED 5 MINUTES OF RECOVERY TIME. IF DEEMED NOT FIT TO CONTINUE BY THE REFEREE OR RINGSIDE PHYSICIAN, THE REFEREE MUST IMMEDIATELY CALL A HALT TO THE BOUT. IF THE FIGHTER IS DEEMED NOT FIT TO CONTINUE BY THE REFEREE OR RINGSIDE PHYSICIAN BUT SOME OF THE FIVE MINUTE FOUL TIME IS STILL REMAINING, THE FIGHTER CANNOT AVAIL HIMSELF OF THE REMAINING TIME.

IF THE REFEREE STOPS THE CONTEST AND EMPLOYS THE USE OF THE RINGSIDE DOCTOR, THE RINGSIDE PHYSICIAN'S EXAMINATIONS SHALL NOT EXCEED FIVE MINUTES. IF FIVE MINUTES IS EXCEEDED, THE FIGHT CANNOT BE RE-STARTED AND THE CONTEST MUST END.

**FOULS: INTENTIONAL.**

1. IF THE REFEREE DETERMINES THAT A CONTEST OR EXHIBITION MAY NOT CONTINUE BECAUSE OF AN INJURY CAUSED BY AN INTENTIONAL FOUL, THE UNARMED COMBATANT WHO COMMITTED THE INTENTIONAL FOUL LOSES BY DISQUALIFICATION.
2. IF THE REFEREE DETERMINES THAT A CONTEST OR EXHIBITION MAY CONTINUE DESPITE AN INJURY CAUSED BY AN INTENTIONAL FOUL, THE

REFEREE SHALL IMMEDIATELY INFORM THE COMMISSION'S REPRESENTATIVE AND THE JUDGES AND SHALL DEDUCT TWO POINTS FROM THE SCORE OF THE UNARMED COMBATANT WHO COMMITTED THE INTENTIONAL FOUL.

3. IF AN INJURY CAUSED BY AN INTENTIONAL FOUL RESULTS IN THE CONTEST OR EXHIBITION BEING STOPPED IN A LATER ROUND:

(A) THE INJURED UNARMED COMBATANT WINS BY TECHNICAL DECISION, IF HE IS AHEAD ON THE SCORECARDS; OR

(B) THE CONTEST OR EXHIBITION MUST BE DECLARED A TECHNICAL DRAW, IF THE INJURED UNARMED COMBATANT IS BEHIND OR EVEN ON THE SCORECARDS.

4. IF AN UNARMED COMBATANT INJURES HIMSELF WHILE ATTEMPTING TO FOUL HIS OPPONENT, THE REFEREE SHALL NOT TAKE ANY ACTION IN HIS FAVOR AND THE INJURY MUST BE TREATED THE SAME AS AN INJURY PRODUCED BY A FAIR BLOW.

**FOULS : ACCIDENTAL.**

1. IF A CONTEST OR EXHIBITION IS STOPPED BECAUSE OF AN ACCIDENTAL FOUL, THE REFEREE SHALL DETERMINE WHETHER THE UNARMED COMBATANT WHO HAS BEEN FOULED CAN CONTINUE OR NOT. IF THE UNARMED COMBATANT'S CHANCE OF WINNING HAS NOT BEEN SERIOUSLY JEOPARDIZED AS A RESULT OF A FOUL AND IF THE FOUL DID NOT INVOLVE A CONCUSSIVE IMPACT TO THE HEAD OF THE UNARMED COMBATANT WHO WAS FOULED, THE REFEREE MAY ORDER THE CONTEST OR EXHIBITION CONTINUED AFTER A REASONABLE INTERVAL. BEFORE THE CONTEST OR EXHIBITION BEGINS AGAIN, THE REFEREE SHALL INFORM THE COMMISSION'S REPRESENTATIVE OF HIS DETERMINATION THAT THE FOUL WAS ACCIDENTAL.

2. IF THE REFEREE DETERMINES THAT THE CONTEST OR EXHIBITION MAY NOT CONTINUE BECAUSE OF AN INJURY SUFFERED AS THE RESULT OF AN ACCIDENTAL FOUL, THE CONTEST OR EXHIBITION MUST BE DECLARED A NO DECISION IF THE FOUL OCCURS DURING THE FIRST THREE ROUNDS OF A CONTEST OR EXHIBITION THAT IS SCHEDULED FOR SIX ROUNDS OR LESS OR THE FIRST FOUR ROUNDS OF A CONTEST OR EXHIBITION THAT IS SCHEDULED FOR MORE THAN SIX ROUNDS.

3. IF AN INJURY INFLICTED BY AN ACCIDENTAL FOUL LATER BECOMES AGGRAVATED BY FAIR BLOWS AND THE REFEREE ORDERS THE CONTEST OR EXHIBITION STOPPED BECAUSE OF THE INJURY, THE OUTCOME MUST BE DETERMINED BY SCORING THE COMPLETED ROUNDS AND THE ROUND DURING WHICH THE REFEREE STOPS THE CONTEST OR EXHIBITION.

**REFEREE:**

THE USE OF A STANDING EIGHT COUNT IS PERMITTED

THERE IS NO THREE KNOCKDOWN RULE

A FIGHTER CANNOT BE SAVED BY THE BELL IN ANY ROUND INCLUDING THE FINAL ROUND

THE REFEREE USES THE FOLLOWING THREE ORDERS. (THAI VERSION IN BRACKETS).

1. STOP! (YED!) WHEN HE OR SHE WANTS THE FIGHTERS TO STOP THE FIGHT.
2. BREAK! (YAK!) WHEN HE OR SHE WANTS THE FIGHTERS TO SEPARATE.
3. FIGHT! (CHOK!) WHEN HE OR SHE WANTS THE FIGHTERS TO CONTINUE THE FIGHT.

**DOUBLE KNOCKOUT SITUATIONS-**

THE REFEREE SHALL STOP A CONTEST OR EXHIBITION OF UNARMED COMBAT AT ANY STAGE IF THE REFEREE DETERMINES THAT BOTH UNARMED COMBATANTS ARE IN SUCH A CONDITION THAT TO CONTINUE MIGHT SUBJECT THE UNARMED COMBATANTS TO SERIOUS INJURY. IF A CONTEST OR EXHIBITION IS STOPPED PURSUANT TO THIS SUBSECTION, THE DECISION SHALL BE DEEMED TO BE A TECHNICAL DRAW.

**DURATION OF FIGHT CARDS:**

MAXIMUM NUMBER OF BOUTS IS THIRTEEN FOR ONE EVENT. A PROMOTER SHALL NOT SCHEDULE MORE THAN THIRTEEN BOUTS WITHOUT PRIOR COMMISSION APPROVAL IN WRITING.

**ONE-SIDED CONTEST OR EXHIBITION; RISK OF SERIOUS INJURY.**

1. THE REFEREE MAY STOP A CONTEST OR EXHIBITION AT ANY STAGE IF THE REFEREE DETERMINES THAT THE CONTEST OR EXHIBITION IS TOO ONE-SIDED OR IF EITHER UNARMED COMBATANT IS IN SUCH A CONDITION THAT TO CONTINUE MIGHT SUBJECT THE UNARMED COMBATANT TO SERIOUS INJURY.

2. THE REFEREE SHALL STOP A CONTEST OR EXHIBITION OF UNARMED COMBAT AT ANY STAGE IF THE REFEREE DETERMINES THAT BOTH UNARMED COMBATANTS ARE IN SUCH A CONDITION THAT TO CONTINUE MIGHT SUBJECT THE UNARMED COMBATANTS TO SERIOUS INJURY. IF A CONTEST OR EXHIBITION IS STOPPED PURSUANT TO THIS SUBSECTION, THE DECISION SHALL BE DEEMED TO BE A TECHNICAL DRAW.

**PROCEDURE FOR COUNTING; KNOCKDOWN; KNOCKOUT; TECHNICAL DRAW.**

WHEN AN UNARMED COMBATANT IS KNOCKED DOWN, THE REFEREE SHALL ORDER THE OPPONENT TO RETIRE TO THE FARTHEST NEUTRAL CORNER OF THE RING, BY POINTING TO THE CORNER, AND SHALL IMMEDIATELY BEGIN THE COUNT OVER THE UNARMED COMBATANT WHO IS DOWN. THE REFEREE SHALL AUDIBLY ANNOUNCE THE PASSING OF THE SECONDS, ACCOMPANYING THE COUNT WITH MOTIONS OF HIS ARM, WITH THE DOWNWARD MOTION INDICATING THE END OF EACH SECOND.

THE TIMEKEEPER, BY EFFECTIVE SIGNALING, SHALL GIVE THE REFEREE THE CORRECT 1-SECOND INTERVAL FOR HIS COUNT. THE REFEREE'S COUNT IS THE OFFICIAL COUNT. ONCE THE REFEREE PICKS UP THE COUNT FROM THE TIMEKEEPER, THE TIMEKEEPER SHALL CEASE COUNTING. NO UNARMED COMBATANT WHO IS KNOCKED DOWN MAY BE ALLOWED TO RESUME COMPETING UNTIL THE REFEREE HAS FINISHED COUNTING TO EIGHT. THE UNARMED COMBATANT MAY TAKE THE COUNT EITHER ON THE FLOOR OR STANDING.

IF THE OPPONENT FAILS TO STAY IN THE FARTHEST CORNER, THE REFEREE SHALL CEASE COUNTING UNTIL HE HAS RETURNED TO HIS CORNER AND SHALL THEN GO ON WITH THE COUNT FROM THE POINT AT WHICH IT WAS INTERRUPTED. IF THE UNARMED COMBATANT WHO IS DOWN ARISES BEFORE THE COUNT OF 10, THE REFEREE MAY STEP BETWEEN THE UNARMED COMBATANTS LONG ENOUGH TO ASSURE HIMSELF THAT THE UNARMED COMBATANT WHO HAS JUST ARISEN IS IN CONDITION TO CONTINUE. IF SO ASSURED, HE SHALL, WITHOUT LOSS OF TIME, ORDER BOTH UNARMED COMBATANTS TO GO ON WITH THE CONTEST OR EXHIBITION. DURING THE INTERVENTION BY THE REFEREE, THE STRIKING OF A BLOW BY EITHER UNARMED COMBATANT MAY BE RULED A FOUL.

WHEN AN UNARMED COMBATANT IS KNOCKED OUT, THE REFEREE SHALL PERFORM A FULL 10-SECOND COUNT UNLESS, IN THE JUDGMENT OF THE REFEREE, THE SAFETY OF THE UNARMED COMBATANT WOULD BE JEOPARDIZED BY SUCH A COUNT. IF THE UNARMED COMBATANT WHO IS KNOCKED DOWN IS STILL DOWN WHEN THE REFEREE CALLS THE COUNT

OF 10, THE REFEREE SHALL WAVE BOTH ARMS TO INDICATE THAT HE HAS BEEN KNOCKED OUT.

IF BOTH UNARMED COMBATANTS GO DOWN AT THE SAME TIME, THE COUNT MUST BE CONTINUED AS LONG AS ONE IS STILL DOWN. IF BOTH UNARMED COMBATANTS REMAIN DOWN UNTIL THE COUNT OF 10, THE CONTEST OR EXHIBITION MUST BE STOPPED AND THE DECISION IS A TECHNICAL DRAW.

IF AN UNARMED COMBATANT IS DOWN AND THE REFEREE IS IN THE COURSE OF COUNTING AT THE END OF A PERIOD OF UNARMED COMBAT, THE BELL INDICATING THE END OF THE PERIOD OF UNARMED COMBAT MUST NOT BE SOUNDED, BUT THE BELL MUST BE SOUNDED AS SOON AS THE DOWNED UNARMED COMBATANT REGAINS HIS FEET.

WHEN AN UNARMED COMBATANT HAS BEEN KNOCKED DOWN BEFORE THE NORMAL TERMINATION OF A PERIOD OF UNARMED COMBAT AND THE PERIOD OF UNARMED COMBAT TERMINATES BEFORE HE HAS ARISEN FROM THE FLOOR OF THE RING, THE REFEREE'S COUNT MUST BE CONTINUED. IF THE UNARMED COMBATANT WHO IS DOWN FAILS TO ARISE BEFORE THE COUNT OF 10, HE IS CONSIDERED TO HAVE LOST THE CONTEST OR EXHIBITION BY A KNOCKOUT IN THE ROUND CONTAINING THE PERIOD OF UNARMED COMBAT THAT WAS JUST CONCLUDED.

IF A LEGAL BLOW STRUCK IN THE FINAL SECONDS OF A PERIOD OF UNARMED COMBAT CAUSES AN UNARMED COMBATANT TO GO DOWN AFTER THE BELL HAS SOUNDED, THAT KNOCKDOWN MUST BE REGARDED AS HAVING OCCURRED DURING THE PERIOD OF UNARMED COMBAT JUST ENDED AND THE APPROPRIATE COUNT MUST CONTINUE.

**PROCEDURE WHEN UNARMED COMBATANT HAS FALLEN THROUGH OR BEEN KNOCKED THROUGH ROPES.**

1. AN UNARMED COMBATANT WHO HAS BEEN KNOCKED OR HAS FALLEN THROUGH THE ROPES AND OVER THE EDGE OF THE RING PLATFORM DURING A CONTEST OR EXHIBITION:

(A) MAY BE HELPED BACK BY ANYONE EXCEPT HIS SECONDS OR MANAGER; AND

(B) WILL BE GIVEN 20 SECONDS TO RETURN TO THE RING.

2. AN UNARMED COMBATANT WHO HAS BEEN KNOCKED OR HAS FALLEN ON THE RING PLATFORM OUTSIDE THE ROPES, BUT NOT OVER THE EDGE OF THE RING PLATFORM:

(A) MAY NOT BE HELPED BACK BY ANYONE, INCLUDING, WITHOUT LIMITATION, HIS SECONDS OR MANAGER; AND

(B) WILL BE GIVEN 10 SECONDS TO REGAIN HIS FEET AND GET BACK INTO THE RING.

3. IF THE SECONDS OR MANAGER OF THE UNARMED COMBATANT WHO HAS BEEN KNOCKED OR HAS FALLEN PURSUANT TO SUBSECTIONS 1 AND 2 HELPS THE UNARMED COMBATANT BACK INTO THE RING, SUCH HELP MAY BE CAUSE FOR DISQUALIFICATION.

4. WHEN ONE UNARMED COMBATANT HAS FALLEN THROUGH THE ROPES, THE OTHER UNARMED COMBATANT SHALL RETIRE TO THE FARTHEST CORNER AND STAY THERE UNTIL ORDERED TO CONTINUE THE CONTEST OR EXHIBITION BY THE REFEREE.

5. AN UNARMED COMBATANT WHO DELIBERATELY WRESTLES OR THROWS AN OPPONENT FROM THE RING, OR WHO HITS HIM WHEN HE IS PARTLY OUT OF THE RING AND IS PREVENTED BY THE ROPES FROM ASSUMING A POSITION OF DEFENSE, MAY BE PENALIZED.

**AN UNARMED COMBATANT SHALL BE DEEMED TO BE DOWN WHEN:**

(A) ANY PART OF HIS BODY OTHER THAN HIS FEET IS ON THE FLOOR; OR

(B) HE IS HANGING OVER THE ROPES WITHOUT THE ABILITY TO PROTECT HIMSELF AND HE CANNOT FALL TO THE FLOOR.

2. A REFEREE MAY COUNT AN UNARMED COMBATANT OUT IF THE UNARMED COMBATANT IS ON THE FLOOR OR IS BEING HELD UP BY THE ROPES.

**PERMITTED STRIKES-**

**KNEES-** ARE PERMITTED TO THE HEAD, BODY AND LEGS. (SEE CLASS OF BOUT FOR FURTHER DETAIL)

KNEES ARE NOT PERMITTED TO THE KNEE, GROIN OR SPINE.

**ELBOWS-** ARE PERMITTED TO THE HEAD, BODY AND LEGS.

ELBOWS ARE NOT PERMITTED TO THE SPINE, THROAT OR BACK OF THE HEAD .

ELBOW STRIKES CANNOT BE STRAIGHT DOWNWARD POINTING.

**PUNCHES-** TO THE HEAD AND BODY ARE ALLOWED.

PUNCHES ARE NOT ALLOWED TO THE BACK OF THE HEAD, THE SPINE, THE GROIN, THROAT OR THE KIDNEYS.

KICKS- TO THE HEAD, BODY AND LEGS.  
NO TOE KICKS TO THE LEGS ARE ALLOWED.  
NO KICKS TO THE GROIN.

CLINCHING IS PERMITTED WHILE ONE FIGHTER IS ACTIVE IN THE CLINCH.

**RULES MEETING- CONTESTANT**

A CONTESTANT MAY BE SUBJECT TO DISQUALIFICATION, FINE OR BOTH FOR FAILING TO ATTEND THE PRE EVENT RULES MEETING.

**MEDICAL TESTING REQUIREMENTS-**

FOR PROFESSIONALS -INCLUDES, BUT MAY NOT BE LIMITED TO AN EKG, DILATED OPHTHALMOLOGICAL EXAM, CT OR MRI HEAD SCAN, HIV, HEPB, HEP C, PHYSICAL, AND CBC AND PT/PTT BLOODWORK  
INCLUDES A SERUM PREGNANCY TEST FOR WOMEN

FOR AMATEURS- INCLUDES, BUT MAY NOT BE LIMITED TO, A PHYSICAL, HIV, HEPB AND HEP C TESTING  
INCLUDES A SERUM PREGNANCY TEST FOR WOMEN

**PRE AND POST FIGHT MEDICAL EXAMINATION**

A CONTESTANT SHALL BE SUBJECT TO DISQUALIFICATION AND SUSPENSION FOR FAILING TO SUBMIT TO THE PRE FIGHT AND POST FIGHT MEDICAL EXAMINATION.

**DRUG TESTING**

ALL CONTESTANTS ARE SUBJECT TO A DRUG TEST ON THE NIGHT OF THE EVENT.

**SUSPENSIONS-**

ALL CONTESTANTS WILL BE SUBJECT TO POST FIGHT MEDICAL SUSPENSIONS OR DRUG OR OTHER ADMINISTRATIVE SUSPENSIONS.

**LICENSES**

THE STATE FEE FOR A MUAY THAI FIGHTER'S LICENSE SHALL BE \$5.00.

ALL PROMOTERS MUST OBTAIN LICENSURE AS WELL AS CO-PROMOTERS, MATCHMAKERS, MANAGERS, SECONDS AND ANNOUNCERS.

**SHOW PERMIT**

ONCE LICENSED, A PROMOTER MUST RECEIVE A PERMIT TO HOLD A SPECIFIC EVENT.

**BOND PROCEDURE**

ALL PROFESSIONAL PROMOTERS MUST FILE A \$10,000 BOND CONDITIONING ON THE PAYMENT OF TICKET AND TELEVISION TAXES.

**MEDICAL INSURANCE**

ALL PROMOTERS MUST OBTAIN A MINIMUM OF \$20,000 MEDICAL INSURANCE AND \$50,000 ACCIDENTAL DEATH AND DISMEMBERMENT INSURANCE FOR ALL CONTESTANTS.

**PREMISES**

THE COMMISSIONER MUST APPROVE THE FIGHT VENUE

**SECURITY**

THE PROMOTER MUST MAKE SUITABLE ARRANGEMENTS TO SAFEGUARD THE PREMISES AND THE SPECTATORS.

**SALE OF INTOXICATING LIQUORS**

MUST BE APPROVED IN ADVANCE BY THE COMMISSIONER AND MUST ONLY BE DISPENSED IN PLASTIC CUPS OR PLASTIC BOTTLES.

**SAFETY EQUIPMENT**

A RINGSIDE PHYSICIAN, AN AMBULANCE, AND TWO EMERGENCY MEDICAL TECHNICIANS AND PROPER EQUIPMENT MUST BE PRESENT AT ALL TIMES DURING THE EVENT.