



KNOCK OUT-BLACK Rules (as of 2026.05.05)

Article 1 [Fight Area]

The Fight area shall be at least 6m square, surrounded by three or more ropes, and a square ring be used to ensure the safety of fighters when falling out or other accidents.

Article 2 [Fight Equipment]

Fighters must wear the gloves provided by Promoter, cups (men only. Abdominal guards are optional for women), and mouthpieces. The cups and mouthpieces must be prepared by the fighters. Cups must be made of metal and tied with string, and cups that are structurally incomplete are prohibited.

Article 3 [Weight Classes and Gloves]

- Atomweight (women only) -46.0kg
- Minimumweight (women only) -47.5kg
- Light flyweight (women only) -49.0kg
- Flyweight -50.5kg
- Super flyweight -52.0kg
- Bantamweight -53.5kg
- Super bantamweight -55.0kg
- Featherweight -57.5kg
- Super featherweight -60.0kg
- Lightweight -62.5kg
- Super lightweight -65.0kg
- Welterweight -67.5kg
- Super welterweight -70.0kg
- Middleweight -72.5kg
- Super middleweight -75.0kg
- Light heavyweight -80.0kg
- Cruiserweight -90.0kg
- Heavyweight no limit

Glove weights for each weight class are as follows:

Super featherweight (-60.0kg) and under: 6oz gloves

Light heavyweight (-80.00kg) and under: 8oz gloves

Light heavyweight (-80.00kg) and over: 10oz gloves

Article 4 [Fight Method]

Section 1

(a) One Fight



3 Min x 3R each. There will be no extra round. If the result is a draw, the result will be considered a draw. When the Fight between female fighters with less experience may be 3 rounds of 2 minutes.

(b) Championship Fight (see Article 31)

The fight will be 3 Min x 3R each. 1 Extra round when a draw (judging will be by the must system).

(c) Title Fight (see Article 31)

The fight will be 3 Min x 3R each. There will be no extra round. If the result is a draw, the result will be considered a draw and the title will be defended by the Champion.

(d) Tournament

3 Min x 3R each, 1 Extra round when a draw (judging will be by the must system). However, in (a)to(d), special rules may apply case by case.

(e) Must system

The must system means that the judge must decide who wins and who loses used in case of extra round. (Excluding One-Fight and Title Fight).

Section 2:

The interval between rounds in each fight will be one minute.

Article 5 [Officials]

Section 1: Referee

The referee shall be responsible for the conduct of the fight and must always prioritize the safety of the fighters.

Fighters and their corners shall comply with the referee's instructions.

The referee may issue cautions, point deductions, or Disqualification for fouls committed by fighters or their corners.

In the event of a knockdown, accumulation of damage, or if a fighter is deemed unable to defend themselves, the referee must promptly suspend or stop the fight.

When a clinch or stalemate continues, the referee shall promptly call for a break to ensure the smooth progress of the fight.

During the fight, the referee must prioritize the protection of any fighter who has sustained damage and shall prevent unforeseen accidents.

Section 2: Judges

Judges shall evaluate each round fairly based on effective strikes, damage, aggressiveness, and ring generalship.

Judges shall fully understand the official scoring criteria and apply them accurately.

During the fight, judges must not communicate with anyone other than the referee.

Judges shall not leave their seats until the result of the fight is officially announced.



Section 3: Review (Deliberation)

A review of the referee's decision during the fight may be conducted only if an objection is raised by the officiating panel, and such review may take place during the fight or between rounds.

If a significant error in judgment is confirmed because of the review, the decision may be corrected.

No objection or appeal from fighters or their corners during the fight shall be accepted.

Article 6 [Valid Techniques]

The following techniques are valid in fighting.

Punches: straight, hook, uppercut, backhand blow

Kicks: front kick, low kick, middle kick, high kick, side kick, back kick, kick to the inner thigh, flying kick, knee kick.

Only immediate 1 strike is valid after catching the opponent kick legs.

Consecutive knee kicks (tenkao) without grabbing the opponent are valid.

Flying knee kicks are also valid.

However, when only the forearm, elbow, upper arm, or glove wrist of a punch has hit, or if the elbow or upper arm is hit by backhand blow will be considered as a foul.

Article 7 [Faul Techniques]

Section 1:

During a fight, the following are considered as fouls, and fouls shall be penalized with either a "Caution," "Warning," or "Point Deduction."

For a "Caution" or "Warning," the referee shall issue a verbal instruction. For a "1 Point Deduction" or "2 Points Deduction", the referee shall present a yellow card respectively, and for "Disqualification," a red card shall be presented.

Only the first offense shall result in a "Caution." Upon the second offense, a "Warning 1" shall be issued. Thereafter, any foul shall immediately result in a "Warning 1."

Two (2) Warnings shall result in one (1) Point Deduction. When Point Deductions accumulate to three (3), the offending competitor shall be Disqualification.

However, this shall not apply if the referee determines that the foul was unavoidable or unintentional. Furthermore, if the referee sees a foul to be malicious in nature or to have caused significant damage to the opponent, a point deduction may be imposed immediately, regardless of the usual order of penalties.

<Types of fouls>

1. Attacking with a headbutt.
 2. Attacking with an elbow.
 3. Continuous attacks by holdings.
- A) Regarding catching the kicking leg, only 1 attack, either a punch or a kick, is valid, and the leg must be released immediately after the attack. If the fighter attacks twice while holding the kicking leg of



an opponent, it is considered as a foul. Or, if there is no attack while holding the kicking leg, the referee will order to break.

- B) Regarding the clinching. Clinching must be instantaneous (must be very short time after grabbing with both hands or one hand), and knee strikes are limited to once.

Grabbing the opponent's neck or back of the head with one hand and delivering a punch is prohibited. In case the referee sees that the grabbing itself is not intended to deliver an effective attack, the referee will order a break.

Consecutive knee kicks (tenkao) without grabbing the opponent are valid.

Grappling with that opponent to rest or stop the attack (when there is no attack after catching the neck with both hands or one hand, or when the fighters are chest-to-chest with neither attacking) will result in an immediate break.

4. Punching using the wrist, forearm, elbow, upper arm, shoulder, etc., not involving the effective areas of the globe.
5. Attacks to the groin.
6. Using throws and joint locks using wrestling or judo techniques.
7. Thumbing.
8. Choke attacks the throat.
9. Biting an opponent.
10. Attacking an opponent who is knockdown or trying to get up.
11. Attacking an opponent after the referee has called a break.
12. Grabbing the ropes, whether in attack or defense. Insulting or using aggressive language directed at the referee.
13. A direct attack with a punch to the back of the head (rabbit punch) (the back of the head refers to the area directly behind the head; the sides and area around the ears are not considered part of the back of the head).
14. Putting one or both hands under the opponent's armpits and attacking with a knee from that position.
15. When intentionally trying to push an opponent falling out of the ring.
16. When intentionally going out or falling off the ring.
17. Attacking on an opponent who is clearly turning his back. In addition, a fighter who turns its back will lose as considering as lack of fighting spirit and will be subject to a caution, warning, and point deduction.
18. False appeals to the referee, words and actions.
19. Repeatedly lowering the head and jumping into the opponent's will be warned as inciting batting.

In case, one of the fighters got a cut and bleed due to batting, if the referee sees it to be accidental, no points will be deducted, but if a fighter who has been warned repeatedly that his head is low and may be head batting causes the opponent to get a cut, 1 point may be deducted.

In addition, if the head bat was made to be clearly intentional or malicious, 2 points may be deducted or may be Disqualification.



Section 3:

If a fighter repeatedly grabs or holds without an attack, or holds that induce a stalemate, and is deemed to be passive, the referee will give a caution, warning, or point deduction. Two cautions will result in one warning, and the next caution will result in 1 point deduction.

Section 4:

If a fighter catches the opponent's kicking leg and when the fighter takes more than two steps forward, backward, left, or right will be a break. However, if the referee sees that there is no intention or movement to attack, referee will call a break.

Section 5:

When a fighter is seen to be passive with few attacks, such as waiting for a counterattack, the fighter may be subject to caution, warning, or point deduction.

Section 6:

If the referee sees that the fighter's attacks are not impactful enough to aim for a KO but are weak enough to aim for a win by points a break will be called by referee.

Article 8 [Result of the Fight]

The classification of the result of the fight is as follows.

Section 1:

Knockout (KO)

1. When a fighter fails to stand up and assume a fighting pose within 9 corners of the start of the knockdown count. Or when the referee sees that the damage is too severe to stand up within 9 corners.
2. When the referee sees that a fighter stands up within 9 corners but has no intention or is unable to fight.
3. When a fighter is knocked knockdown 3 times in 1 round. Or when a fighter is knocked knockdown a total of 5 times in one Fight.
4. When the referee sees that one of the fighters is significantly at a disadvantage and in a dangerous situation.

Section 2:

Technical knockout (TKO)

1. Referee stoppage

When the referee sees that a fighter cannot continue the fight due to injury or serious damage.

Abandonment

2. When a corner throws in the towel during the fight. Also, when a fighter declares or indicates that he or she wants to abandon the fight during the fight. If the referee does not notice this, another official can signal the end of the fight.
3. Doctor Stoppage
When the doctor determines that a fighter cannot continue the fight due to injury or serious damage.
If a fighter goes knockdown and suffers serious damage, the ring doctor can advise the refereeing



team and, after consultation, have them give the signal to end the fight.

4. Loss of control of bodily functions

Section 3:

Decision

If the fight is not decided by knockout (KO), technical knockout (TKO), Disqualification, or other such means, the result of a single fight, tournament fight, or Championship Fight shall be decided by a judges' decision by three (3) judges. After the final round, the scorecards (points) of all judges shall be totaled, and the one with the higher total points shall be declared the winner. However, the winner must be supported by at least two (2) of the judges.

If neither fighter receives the support of two (2) or more judges, an extra round is stipulated for the fight which extra round shall be applied. Following the extra round, scoring shall be conducted based solely on the three (3) minutes of action in the extra round.

In the case of a Title Fight or a vacant Title Fight (Championship Fight), the result shall be decided by a judges' decision rendered by five (5) judges. After the final round, the scorecards (points) of all judges shall be totaled, and the fighter with the higher total points shall be declared the winner. However, the winner must be supported by at least three (3) of the judges.

If neither fighter receives the support of three (3) or more judges, an extra round is stipulated for the fight which extra round shall be applied. Following the extra round, scoring shall be conducted based solely on the three (3) minutes of action in the extra round.

Section 4: Draw

1. In fights where no extra round is stipulated, if neither fighter receives the support of two (2) or three (3) or more judges in a judge's decision.
2. When both fighters are knocked knockdown simultaneously and neither fighter rises to their feet before the count of nine (9).
3. If a fight cannot be continued due to an accidental injury, and the required number of rounds for the fight to be declared official, as stipulated in Article 8, has been completed, the judges shall score the fight up to the last completed round, if there is no support by two (2) or three (3) or more judges, the fight shall be declared a draw.

Section 5: No Fight (Invalidated Fight)

1. When a fighter is deemed unable to continue the fight due to accidental injury and the number of rounds required for a fight to be valid as stipulated in Article 8 has not been completed.
2. When both fighters have violated the rules, fixed fight, or engaged in a collusion fight.
3. When the fighters do not fight in good faith despite repeated warnings from the referee (a lethargic fight), and the referee declares Disqualification for both fighters.

Article 9 [Fight Established]

The fight is considered to have been officially established at the end of the 1st round.



Article 10 [Injury Ruling]

If one of the fighters is injured by an intentional or accidental hit, and the injury is aggravated by an attack from the other fighter, causing the fight to be stopped, if the fight has been established based on Article 8, the score will be calculated retroactively from the time of the stoppage to determine the winner.

Article 11 [Knockdown Count]

Section 1:

A knockdown is when a fighter touches the ground with any part of the body other than the soles of feet due to damage from an attack. However, if the referee sees the damage as minor, or if the fighter quickly gets up and indicates an intention to resume the fight, it will be considered a flash knockdown and will not be declared knockdown.

Section 2:

If a fighter falls and is unable to get up quickly, the referee may declare the fighter knockdown, even if there is no damage.

Section 3:

If a fighter is clearly damaged and the referee sees him to be in danger due to continued attacks, he may declare the fighter knockdown (standing knockdown) even if a fighter has not touched the ground with any part of the body other than the soles of feet.

Section 4:

The knockdown count begins with the referee's call and gesture of "knockdown" and the in-ring announcer counts according to the corners measured accurately by the timekeeper's stopwatch. After confirming the referee's call of "knockdown", the in-ring announcer shall start the knockdown count from 1.

Section 5:

A fighter who has taken a knockdown must immediately move to a neutral corner and wait there until instructed. If a fighter does not follow this instruction, the referee may stop the knockdown count and resume it after confirming that the fighter has moved to the neutral corner.

Section 6:

If the time of the round has come to an end while the referee is counting knockdown, the timekeeper shall not signal the end of the round (Will not be saved by the bell) if the referee continues to count. If the knock downed fighter gets up within the 9-count, the referee shall call for the fight to resume, and the timekeeper shall immediately signal the end of the fight (the gong shall be struck).

Article 12 [Fight Format]

Fights shall be contested over three (3) rounds, with each round lasting three (3) minutes. The rest interval between rounds shall be one (1) minute in all fights.

No extra round shall be held in one-fight fights or Title Fights.



In championship determination fights and tournaments, an extra fourth round (extra round) shall be conducted only when no winner is decided after the completion of three rounds. In such cases, an interval of no less than one (1) minute shall be provided before the extra round.

Article 13[Scoring Criteria]

The score of the fight will be evaluated based on the following criteria.

Section 1:

Whether or not a valid attack such as a punch, kick, or knee was recognized as accurate and effective and caused appropriate damage to the opponent is to be judged. Attacks with impact that aim for a KO will be judged, and attacks with less impact that aim to win by decision will not be considered valid attack.

Section 2:

Scoring will be done in the following order of priority.

1. Number of knockdowns
2. Damage inflicted on the opponent
3. Number of clean hits
4. Aggression (attack points)

Section 3:

Each fighter will be scored 10 points, with points being deducted from the fighter who is at a disadvantage or has received a penalty.

The criteria for scoring are as follows:

1. If there is a difference in superiority and inferiority, 1 point will be deducted from the weaker fighter. The score will be 10-9.
2. If there is one knockdown, 2 points will be deducted from the fighter who was knocked knockdown. However, if the judge determines it was a flash knockdown with little damage, 1 point may be deducted. The score will be 10-8 or 10-9.
3. If there is a corner knockdown in the same round, the fighter who was knocked knockdown will be penalized 3 points. The score will be 10-7.
4. Even if no knockdown is declared, if the judge determines that the weaker fighter has suffered damage equivalent to a knockdown throughout the round, the score may be 10-8.
5. If determined that the fighter who was knockdown made a significant recovery during that round, the fighter who made the recovery will lose one point, and the points deducted for the knockdown may be reduced. In this case, the score will be 10-9.
6. If the fighter who was knocked knockdown regains the knockdown the opponent within the same round, the score will be 10-10.
7. Penalties and deductions for fouls will not be reflected in the round scores but will be deducted from the total score at the end.
8. Regarding extra round (see Article 4, Section1), in tournament fights and Championship Fights, the



winner must be decided according to the must system, no matter how small the difference may be between 2 fighters has to decide the winner.

Inn case, when the results of the extra round are also deemed to be completely even, then a final decision will be made going back from the first round, considering any small differences that may not have been reflected in the scoring up until the final round. For example, if there is a slight difference between the two fighters, but it is judged that the difference is not even up to 1 point, and the round is scored 10-10, this slight difference that was not apparent on the score card before, it will be reflected in the final extra round.

However, in the case of a title defense fight, if the decision is a draw, they will be a draw and the title will be defended by the Champion.

In the case of a one-fight fight, if the decision is a draw, it will be considered a draw.

Article 14 [Extra round]

In case after 3 rounds the result is a draw, there will be an extra round. The extra round will be scored based on Article 11, Section3-8.

Article 15 [Disqualification]

1. A fighter will be Disqualification in the following cases, will have 100% of his purse confiscated, and will be suspended from competition for 3 months to 1 year.
2. When a fighter intentionally commits a foul and the referee declares a Disqualification.
3. When a fighter does not follow the referee's instructions during the fight.
4. When a fighter is late for the fight or no show.
5. When a fighter is deemed to be behaving rudely or to have a bad attitude during the fight. When the referee sees that a fighter has no will to fight.
6. When a fighter is penalized three points for fouls during the 1st round.
7. When the ring doctor sees that the fighter is unable to fight right before the fight and is deemed unable to participate in the fight.
8. When a corner enters the ring during a round or touches either of the fighters in the ring. In addition, if cornermen get into a fight with each other, the fighter may be Disqualification depending on the situation.
9. When a doping test results show positive.
10. When any other violation of the fight rules is recognized.

Article 16 [Penalties]

If a fighter commits a foul during a fight, a penalty will be imposed according to the following criteria.

1. A fighter who is Disqualification (3 points deducted) will have 100% of his fight purse confiscated.
2. A fighter who got 2 points deducted will have 30% of his fight purse confiscated.
3. A fighter who deducted 1 point will have 20% of his fight purse confiscated.



This penalty applies through an event, and if in one tournament with more than 2 fights, the penalty points will be added up. However, the penalty points this do not apply to deductions from accidental batting, etc.

Article 17 [Accident 1]

If a fighter is injured and unable to continue the fight, the outcome will be decided according to the following:

Section 1:

If the injury is caused by an intentional foul by opponent, the referee will allow the injured fighter to rest for a certain period of time to observe condition, but if the fighter still does not recover and is unable to continue the fight, the fighter who committed the foul will lose (the fighter who committed the foul will be Disqualification).

However, if the referee and the judges see an injury caused by a low blow to be unintentional, it will be treated as an accidental injury.

Section 2:

If the injury is caused by the injured fighter's own negligence, the injured fighter will be declared the loss.

Section 3:

When the injury is caused by accident on both sides

- A) If the fight has not been established: It will be declared a "NO CONTEST".
- B) If the fight has been established: In a 3-round fight, the fight will be established at the end of the 1st round, and the winner will be determined by scoring up to the time the injury occurred in that round.
- C) In the case of damage caused by a low blow that is deemed to be accidental: a rest period of up to 5 minutes will be given, and if the fighter is unable to continue the fight as a result, the fighter who is able to continue will be declared the winner.

Article 18 [Accident 2]

In the event of an injury, the ring doctor and the Ring Officials will decide whether to continue the fight or not. In that case, the ring doctor may administer minimal treatment to the injured area (stopping the bleeding, taping, etc.).

Article 19 [Accident 3]

If a fighter falls outside the ring, the fight will be stopped at that point and a doctor will check the fighter who has followed out. During that time, the Ring Officials will determine the cause of the fall.

Section 1:

In case the falling out is caused by a valid technique.

- A) If the fight can continue
The fight will continue from the time when the fighter was stopped, with the knockdown 1 counted.
- B) If the fight cannot continue, the doctor will stop the fight, and the fight will be called a technical knockout (TKO).



Section 2:

If the fight is not deemed to be knockdown

- A) If the fight can continue, the fight will continue from the time when the fight was stopped.
- B) If the fight cannot continue, if the cause of the injury is deemed to be accidental, Article 15, Section 3 will be applied, and if the cause is deemed to be an intentional foul, Article 15, Section 1 will be applied.

Article 20 [Costume]

Section 1:

When entering the ring for the opening ceremony etc., fighters must wear clean and proper costumes. Costume that the Organizer/Promoters deem inappropriate will not be accepted.

Section 2:

Generally, the length of the fighters' fighting shorts is limited to from the waist to above the knees, and shorts longer than the knees, such as leggings, karate uniform, and taekwondo uniform, must not be worn even if they are made of any material. Female fighters are required to wear a short-sleeved or sleeveless rash guard and fighting shorts that fits the body without any looseness to the upper body. If a fighter wishes to compete in a competition fighting costume that does not meet the standards, it will be allowed only approved by the Organizer/Promoter/Promoter and the opponent.

Section 3:

Wearing anything that the referee sees may damage the opponent or to reduce the damage sustained by the opponent will be prohibited. All supporters, fight gear, etc. that will be worn must be checked in advance and approved by the referee or Ring Official before the fight starts.

Article 21 [Mouth Guard]

All fighters must wear mouth guard during a fight. If a fighter's mouth guard falls out of the fighter's mouth during a fight, the referee will, as a rule, call a time, clean the mouth guard, and return it to the fighter's mouth. However, if the mouth guard falls during an offensive or defensive part of the fight in an action as the referee sees that calling the time would interrupt the flow of the fight, referee may call a break when the offensive or defensive part has concluded, call a time, clean the mouth guard, and return it to the fighter's mouth.

Article 22 [Usage of oil, Vaseline, and anti-slip]

Fighters are only allowed to use a minimal amount of Vaseline on their face. However, if and when referee sees that there is a large amount of those substances, referee must wipe it off before the fight begins. In addition, the use of anti-slip materials on the soles of the feet, body, gloves, costumes, or anywhere else is strictly prohibited.

Article 23 [Taping and bandages on fists]



A fighter may not put any material on the fists of both hands other than the prescribed taping and bandages (wearing gloves on bare hands is permitted). In addition, the following must be strictly adhered.

1. When applying the tape and bandages, they must be worn after arrival at the fight venue and must be checked and signed by a Ring Official before the fight.
2. The purpose of wearing them is to protect the fists, and materials or the way to put them that are deemed to lead to strengthening are prohibited.
3. The application of tape to the knuckle part or over knuckle bone area is not permitted. However, it is OK to pass thin tape between the fingers, and to apply one piece directly to the skin as an anti-slip measure.
4. If a fighter uses tape or other materials prepared by own on injured parts other than the fists, it must be done following the protector under Article 22. If the Ring Official's instructions are not followed, if the Ring Official orders to open and cut the bandages must follow the instructions. If in case not following the order or any tampering is discovered, a warning may be given, or points may be deducted.
5. The Organizer/Promoters and competition officials will not provide any taping, bandages to be used.

Article 24 【Protective equipment】

For any reason, including injury, fighters must not wear protective devices made of materials other than the usual taping tapes or bandages, such as rubber or plastic. However, if the ring doctor deems it necessary due to the condition of the injury, they may be allowed to use them, and the following are strictly observed in this case.

1. Only elastic tapes, supports, and pads approved by the Organizer/Promoter/Promoter are used.
2. When using any of the above listed on 1 must get an approval from the referee must be obtained before the fight.
3. If approval is not obtained, the fighter will not be allowed to use any substances such as taping, etc., and they must remove it.
4. The Organizer/Promoter and the ring doctor will not provide any tape, support, etc. to be used.
5. After the start of the fight, taping of injured areas is strictly prohibited, except put by the ring doctor when necessary.

Failure to follow the instructions of the ring doctor and the referee in the above matters may result in a caution, warning, or points deduction.

Article 25 【Bandage Check】

Each fighter must get a bandage check before putting on gloves, and have the sealed tape signed by a Ring Official. After the bandage check, the fighter must not remove the gloves until the end of the fight. If there are any signs that the seal has been removed, the fighter must undergo another bandage check.

Furthermore, any substance cannot be put on any parts of the gloves or gloves must not be deformed in



any way. Failure to follow these instructions may result in a caution, warning, or point deduction.

Article 26 【Medical Check】

All fighters must undergo a medical check-up by the ring doctor before the fight.

Article 27 【Doping Check】

To ensure the fairness of the fight, fighters are obligated to take a doping check at the request of the Organizer/Promoters in any case. In case if a test shows positive in any prohibited substances, 100% of his/her title, prize money, and fight purse will be confiscated. In addition, he/she will be punished according to the penalty clause written in the contract.

Article 28 【Treatment】

Treatment of injured areas of fighters

Section 1:

The ring doctor may only provide minimal treatment to fighters during the fight (such as stopping bleeding).

Section 2:

During the fight, no one other than the ring doctor may provide any treatment to injured areas of fighters, even during intervals.

Article 29 【Official Weigh-in】

Section 1:

In principle, fighters must pass the official weigh-in, which is held at a date and time designated by the Organizer/Promoter.

Section 2:

If a fighter fails the official weigh-in, a re-weigh-in will be held within two hours of the start of the official weigh-in. Fighters who fail the re-weigh-in within two hours will be Disqualification with a penalty of one point if the weight is less than 1kg overweight, two points if they are more than 2kg overweight, and three points if they are more than 2kg overweight. If the weight is less than 2kg overweight and the opponent agrees, the fighters who fail the official weigh-in but will be allowed to participate in the fight after receiving the prescribed penalty. If the fight is to be held, fighters who fail the official weigh-in must wear gloves that are two ounces heavier than their opponent (glove handicap), but the opponent may refuse to do so.

Article 30 【Corners】

A fighter may have up to three corners, including one chief corner, waiting at ringside. However, these three corners must be registered in advance, and they cannot be changed or temporarily replaced from the start of the fight until the end.



Section 1:

The three corners must be in the designated places during the rounds.

Section 2:

Corners must not place towels or other equipment around the corner posts of the ring during the rounds, and must not touch any part of the ring, including the ropes or apron part.

Section 3:

Only one corner may enter inside the ring during an interval.

Section 4:

Corners must not enter the ring during a round and must not touch the fighter.

Section 5:

Corners must not use equipment such as megaphones for the purpose of amplifying their voices.

Section 6:

When the "corner=second out" call is made during the interval by ring announcer, the corner must immediately get out from the ring and go below the ring.

Section 7:

The three corners should be wearing team uniform together with the fighter. Hats, sunglasses, sandals, suits, and other uniforms that is inappropriate for a corner are prohibited. If the referee does not follow the instructions above, he or she will be warned. A yellow card will be shown for each warning by the referee onwards, when a yellow card is shown three times, the fight of such corner will be Disqualification.

Article 31 【Rules Review Meeting】

The rules review, which takes place a day before a fight, is a final confirmation of the rules, and as a general rule, both fighters and their corners must attend.

Article 32 【Appeals】

Fighters' or their affiliated organizations may not appeal against the result and decisions until the end of the whole event. If there is any wish to make an appeal, it can be submitted in writing to the Refereeing Board within two weeks of the fight. The Refereeing Board shall review the appeal and respond in writing within two weeks of the appeal.

Article 33 【Title Fight】

Section 1:

Title Fights and Championship Fights (including Challenger Determination Fights)

A Title Fight shall mean a fight contested between the champion and the designated title challenger, both of whom have made the official weight as prescribed in Article 3, and which has been approved by Def Fellow Co., Ltd. as a Title Fight. Such fights shall be contested over three (3) rounds of three (3) minutes each, with no extra rounds.



If the judges' decision results in a draw, the fight shall be declared a draw, and the champion shall retain the title.

In the case of a vacant Title Fight or a challenger determination fight, if the main fight results in a draw, an extra round of up to one (1) round, three (3) minutes in duration, shall be contested. The decision in the extra round shall be rendered under the must system.

Section 2:

One champion will be appointed for each class under the rules set forth in Article 3.

Section 3:

Title Defense Fight, in principle, the champion must defend the title within 12 months of the date of winning the title. If the champion fails to fulfill this obligation without a valid reason, it will be grounds to take the title away. However, this does not apply if there is a valid reason such as the injury, illness, or the Promoter's fault.

Section 4:

The rules for title transfers, vacancies, defenses, etc. in Title Fights are as follows:

- (a) In a Title Fight, if a challenger who also passed the weigh-in wins against champion who also passed the weigh-in, that challenger will become the new champion.
- (b) In a Title Fight, if a champion who passed the weigh-in wins against a challenger who also passed the weigh-in, or if the fight ends in a draw, that champion will defend his title.
- (c) In a Title Fight, if a champion fails to make the weigh-in, the title will become vacant.
- (d) If a title becomes vacant because a champion fails to make the weigh-in as listed above (c), but a fight was held with the consent of both fighters, a Title Fight shall be held as a title certification fight for the challenger who passes the weigh-in, and if that challenger wins, that challenger shall become the new champion.
- (e) In a Title Fight, if a challenger fails to pass the weigh-in, but a fight is to be held with the consent of both fighters, the champion who passes the weigh-in may choose to hold a Title Fight as a title defense fight, and if that champion wins, it will be counted towards the number of title defenses.

Article 34 [Others]

If any problem arises that is not specified in the rules and regulations, it will be dealt with by the decision made by the Organizer/Promoters and the refereeing committee.