



## KNOCK OUT-BLACK Rules (as of 2025.2.13)

### **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 Match Fight



3 Min x 3R each. The result will be a draw after 1 extra round when the fight is draw after 3 rounds.

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 draw (judging will be by the must system).

(c) Title fight (see Article 31)

The fight will be 3 Min x 3R each. 1 Extra round when draw. When the result in the extra round is a draw, it 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 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 bout will be one minute.

## **Article 5 [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 6 [Faul Techniques]**

### Section 1:

The following techniques are foul, and will be given a "Caution", "Warning" or "Point deduction". The referee will give verbal instructions for a "Caution" or "Warning", show a yellow card for "1 point deduction" or "2 point deduction", and show a red card for "Disqualification".

Only the first "Caution" is a "Caution", 2 will result in 1 "Warning". After that, 1 "Warning" is immediately given. 2 "Cautions" will result in 1 "Point deduction", and if the "Point deduction" reaches 3 during a round, the fighter will be "Disqualified". However, this does not apply if the referee sees the foul as being unavoidable. Also, if the referee sees the foul to be malicious or has caused significant damage to the opponent, the referee may immediately give a point deduction.



<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 (has to 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 down 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 disqualified.

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 7 [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 down 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 down 3 times in 1 round. Or when a fighter is knocked down 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 down 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:

In the event of a decision not being made due to knockout, technical knockout, or disqualification, the three judges will decide the winner, and the 3 judges' scores (points) will be tallied after the final round, and the fighter with the most points will be declared the winner. However, the winner must be decided with the favor of two or more judges. If there is no favor from two or more sees, an extra round will be fought for the fight scheduled to have extra round, and the score will be based on the offense and defense during the extra round.

#### Section 4: Draw

1. In a fight without extra round, when one fighter does not receive the favor of two or more sees in the decision.
2. When both fighters are down at the same time and neither gets up within the count of nine.
3. If a fighter is unable to continue the fight due to an accidental injury, and the number of rounds required for a fight to be valid as stipulated in Article 8 have been completed, the sees will score up to the completed round, and if there is no agreement between two or more sees, the fight will 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 8 [Fight Established]**

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

#### **Article 9 [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 10 [Down Count]**

### Section 1:

A down 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 down and will not be declared down.

### Section 2:

If a fighter falls and is unable to get up quickly, the referee may declare the fighter down, 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 down (standing down) even if a fighter has not touched the ground with any part of the body other than the soles of feet.

### Section 4:

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

### Section 5:

A fighter who has taken a down 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 down 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 down, 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 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 11 [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 down. 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 down 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 knocked down 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 down 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-match fight, if the decision is a draw, it will be considered a draw.

#### **Article 12 [Extra round]**

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



### **Article 13 [Disqualification]**

1. A fighter will be disqualified 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 disqualified depending on the situation.
9. When a doping test results show positive.
10. When any other violation of the fight rules is recognized.

### **Article 14 [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 disqualified (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 15 [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 disqualified).

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 16 [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 17 [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 down 1 counted.
- B) If the fight cannot continue, the doctor will stop the fight, and the fight will be called a technical knockout (TKO).

##### Section2:

If the fight is not deemed to be down

- 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, Section1 will be applied.