

## Kung Fu Combat Council

### Rules of Professional Kung Fu Combat

(Liu lixin, December 2016)

#### ARTICLE 1: DEFINITIONS

1. Kung Fu Combat is a combative martial arts sport which takes place in a 6 meter by 6 meter boxing ring that allows a wide variety of striking, kicking, throwing, grappling, and submission techniques against an opponent.
2. Kung Fu Combat contestants may utilize all unarmed hand-to-hand combat techniques with exception dangerous permanent or life-threatening attacks (outlined in ARTICLE 8: Fouls).

#### ARTICLE 2: WEIGHT DIVISIONS

1. Men's classification weight limits
  1. Flyweight - 57kg
  2. Bantamweight - 61kg
  3. Featherweight - 66kg
  4. Lightweight - 70kg
  5. Welterweight - 77kg
  6. Middleweight - 84kg
  7. Light heavyweight - 93kg
  8. Heavyweight - 120kg
  9. Catch weight (by mutual agreement)
2. Women's classification of weight limits
  1. Atomweight - 48kg
  2. Strawweight - 52kg
  3. Flyweight - 57kg
  4. Bantamweight - 61kg
  5. Catch weight (by mutual agreement)

#### ARTICLE 3: COMPETITION AREA

1. The area of competition is a boxing ring size 6 meter by 6 meter enclosed by 4 padded ropes.
2. There are two opposite corners designated as the "blue corner" and the "red corner".
3. The floor of the ring is matted and cloth covered.

#### ARTICLE 4: APPAREL, EQUIPMENT AND APPEARANCE

1. PROTECTIVE EQUIPMENT:

- a. Groin Protector: Fighters shall bring their own groin protection and wear it during their bout. Female fighters may opt to not wear groin protection.
- b. Mouthpiece: All fighters are required bring their own mouth piece wear the Mouthpiece during their bout. The mouthpiece, during pre-event, shall be subject to examination and approval by the safety officials. If the mouthpiece is involuntarily dislodged during competition, the referee shall call time, clean the mouthpiece, and reinsert the mouthpiece at the first opportune moment without interfering with the immediate action.

2. HANDWRAPPING:

- a. In all weight classes, the bandages on each Fighter's hand shall be restricted to soft gauze cloth of not more than 15 yards in length and two inches in width, held in place by not more than 10 feet of surgeon's tape, one inch in width, for each hand.
- b. Surgeon's adhesive tape shall be placed directly on each hand for protection near the wrist. The tape may cross the back of the hand twice and extend to cover and protect the knuckles when the hand is clenched to make a fist.
- c. The bandages shall be evenly distributed across the hand.
- d. Bandages and tape shall be placed on the fighter's hands in the dressing room in the presence of designated an official.
- e. The tape cannot be rolled, braided, stacked, folded or harden to cover the top of the fist. All wraps will be inspected before and after the bout, any competitors caught with illegal wrap will receive a penalty deduction of 10% of fight fee.
- f. Under no circumstances are gloves to be placed on the hands of a fighter until the approval of an official is received.

3. GLOVES:

- a. All fighters shall wear glove that are at least 6 ounces and are provided by the organizers.
- b. No fighter are allowed to use their own gloves for participation.
- c. Once the gloves are placed on the Fighter, taped and approved by an official, they cannot be removed until the bout ends.
- d. After the bout, the gloves must be returned, or the fighter will be deducted for the cost of the gloves.

4. APPAREL:

- a. Each fighter shall wear Kung Fu combat shorts, vale tudo shorts, or kick-boxing shorts. The shorts must be in length to be above the knee.
- b. Rashguards or shirts are prohibited during bout with exception to female fighters.

5. APPEARANCE:

- a. Each fighter must be clean and present a tidy appearance.
- b. The excessive use of grease creams or any other foreign substance may not be used on the face or body or hair of a fighter or their corners.
- c. Fighters may not wear any jewelry or other piercing accessories while competing in the bout or exhibition.
- e. Contact lenses are not allowed.
- f. Fingernails and toenails shall be trimmed closely so as not to cause damage.

#### **ARTICLE 5: ROUND LENGTH**

- 1. Main Card Number Series non-championship Kung Fu combat bout is to be for 3 rounds, each round is 5 minutes, with a rest period of 1 minute between each round.
- 2. Championship bout is to be for 5 rounds, each round is 5 minutes duration, with a rest period of 1 minute between each round.
- 3. Tournament Title Championship bout is 3 rounds plus 1. If the decision go to the judges and its not unanimous then an extra round is added. At the end of the 4<sup>th</sup> round the scored is tallied and the winner must win by unanimous decision, if again it is tie, or not a unanimous decision there will be a 5<sup>th</sup> round added.

#### **ARTICLE 6: STOPPING THE CONTEST**

- 1. The referee is the sole arbiter of a bout and is the only individual authorized to stop a bout. The referee may take advice from the ringside physician and/or an official with respect to the decision to stop a bout.
- 2. The referee and the ringside physician are the only individuals authorized to enter the ring/bout area at any time during competition other than the rest periods and prior to the bout ending.

#### **ARTICLE 7: JUDGING**

- 1. All bouts will be evaluated and scored by 3 judges who shall evaluate the bout from different sides of around the ring area. The referee may not be one of the 3 judges.
- 2. The "10 Point System" will be the standard system of scoring a bout.
- 3. The following scoring criteria shall be utilized by the judges when scoring a round;
  - a) 1 point awarded for each:
    - Clear and effective heavy striking (legal punch, kick, knee, elbow)
    - Successful throw
    - Successful Take down and control
    - Effective aggression and defense and control of the ring

- Achieving full mount or back mount position
- Near submission (referee signals for "Give Up")

b) Yellow Card penalty as assessed by the Referee, 1 points deducted for:

- Use of illegal techniques
- Deliberate failure to engage after 2 warnings – 3<sup>rd</sup> warning is yellow card

c) Warning will be giving for:

- Deliberate failure to engage in striking
- Deliberate stalling in a grounded position by holding

4. The scoring shall be totaled when the bout is called to a stop at the end of the match by either the referee's decision or the final time limit has been reached. If the Bout has reached the final time limit, the fighter with the most points including the deductions shall be the winner.

### ARTICLE 8: GROUND RULE

Kung Fu Combat incorporates a 20 second "No action rule" which is unique to our event. Any fighter on the ground will be given 20 seconds of time where after if there is no effective action they will be stood back up to starting position with the exception of:

- submission is taking place
- ground and pound is taking place

A grounded opponent with his back to the ground may up kick to the head of his opponent with three points on the ground.

### ARTICLE 9: FOULS

1. The following acts constitute fouls in the bout and may result in penalties, at the discretion of the referee:

#### Striking Fouls:

- ✧ Butting with the head
- ✧ Eye gouging of any kind
- ✧ Groin attacks of any kind
- ✧ Striking the back of the head
- ✧ Striking to the spine
- ✧ Throat strikes of any kind
- ✧ Putting a finger into any orifice or any cut or laceration of an opponent
- ✧ Jabbing with fingers

#### Kicking Fouls:

- ✧ Kicking the head of a grounded opponent
- ✧ Kneeing the head of a grounded opponent
- ✧ Stomping a grounded opponent
- ✧ Kicking the groin

Grappling Fouls:

- ✧ Hair pulling
- ✧ Fish hooking
- ✧ Small joint manipulation
- ✧ Grabbing the trachea
- ✧ Grabbing the clavicle
- ✧ Clawing, pinching or twisting the flesh
- ✧ Holding or grabbing the rope
- ✧ Holding the shorts or gloves of an opponent
- ✧ Spiking an opponent to the canvas on his head or neck
- ✧ Grabbing the groin

Throwing Fouls:

- ✧ Spiking an opponent to the canvas on his head or neck
- ✧ Throwing opponent out of ring

Unsportsmanlike conduct:

- ✧ Using abusive language in fenced bout area
- ✧ Biting
- ✧ Spitting at an opponent.
- ✧ Engaging in any unsportsmanlike conduct that causes injury to an opponent
- ✧ Attacking an opponent on or during the break
- ✧ Attacking an opponent who is under the care of the referee
- ✧ Attacking an opponent after the bell has sounded the end of the round
- ✧ Timidity, including, without limitation, avoiding contact with an opponent, consistently dropping the mouthpiece or faking an injury, or other action designed to stall the fight
- ✧ Flagrantly disregarding the instructions of the referee
- ✧ Interference by the corner

Other fouls:

- ✧ Consumption of food or liquids that enhance performance such as Red Bull, Lipoten are not allowed
- ✧ Illegal hard wrap of hands
- ✧ Use of inhalers
- ✧ Use of oils creams or gel on any part of the body
- ✧ Application of dirt or foreign particles to gloves or hand and foot
- ✧ Intimidation of opponent outside of bout
- ✧ Team or corners using abusive language

2. Disqualification may occur after any combination of fouls or after a flagrant foul at the discretion of the referee.

3. Fouls may result in a point being deducted by the official scorekeeper from the offending fighter's score. The scorekeeper, not the judges, will be responsible for calculating the true score after factoring in the point deduction.

4. Only a referee can assess a foul. If the referee does not call the foul, judges must not make

that assessment on their own and should not factor such into their scoring calculations.

5. If a foul is committed:

- a) The referee shall call timeout.
  - b) The referee shall order the offending fighter to a neutral corner.
  - c) The referee shall check the fouled fighter's condition and safety.
  - d) The referee shall then assess the foul to the offending fighter and deduct points if the referee deems it appropriate, and notify the officials, the corners, and the official scorekeeper of his decision to deduct a point.
- One point shall be deducted for a Yellow Card.

6. If a bottom fighter commits a foul, unless the top fighter is injured, the Bout will continue and:

- a) The referee will verbally notify the bottom fighter of the foul.
- b) When the round is over, the referee will assess the foul and notify the Officials the corners, the judges and the official scorekeeper.
- c) The referee may terminate a bout based on the severity of a foul. For such a flagrant foul, the fighter committing the foul shall lose by disqualification.

7. Low Blow Foul:

- a) A fighter who has been struck with a low blow is allowed up to 5 minutes to recover from the foul as long as in the ringside doctor's opinion the fighter may possibly continue on in the bout.

b) If the fighter goes over the 5 minute time allotment, and the bout cannot be restarted, the bout must come to an end with the outcome determined by the round and time in which the bout was stopped.

8. Fighter fouled by other than low blow:

- a) If a bout of Kung Fu combat is stopped because of an accidental foul, the referee shall determine whether the fighter who has been fouled can continue or not. If fighter'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 fighter who has been fouled, the referee may order the bout or exhibition continued after a recuperative interval of not more than 5 minutes. Immediately after separating the unarmed fighters, the referee shall inform head referee of his determination that the foul was accidental.

b) 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 bout. The ringside doctor has up to 5 minutes to make their determination. If the ringside doctor determines that the fighter can continue in the bout, the referee shall as soon as practical restart the bout. Unlike the low blow foul rule, the fighter does not have up to 5 minutes of time to use, at their discretion, and must continue the bout when instructed to by the referee.

- c) For a foul other than a low blow, if the injured fighter is deemed not fit to continue, by the referee, the referee must immediately call a halt to the bout. If the fighter is deemed not fit to continue, by the referee, even though some of the 5 minute foul time is still remaining, the Fighter cannot avail himself of the remaining time and the bout must be stopped. If the bout is stopped during the first round, both fighters will not be paid their Appearance Fee.

d) If the referee stops the bout and employs the use of the ringside doctor, the ringside physician's examinations shall not exceed 5 minutes. If 5 minutes is exceeded, the bout cannot be re-started and the Bout must end.

## **ARTICLE 10: INJURIES SUSTAINED BY FAIR BLOWS AND FOULS**

1. If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured fighter loses by technical knockout.
2. If an injury sustained during competition as a result of an intentional foul, as determined by the referee, is severe enough to terminate a bout, the fighter causing the injury loses by disqualification.
3. If an injury is sustained during competition as a result of an intentional foul, as determined by the referee, and the bout is allowed to continue, the referee shall notify the scorekeeper to automatically deduct one point from the fighter who committed the foul.
4. If an injury sustained during competition as a result of an intentional foul, as determined by the referee, causes the injured fighter to be unable to continue at a subsequent point in the bout, the injured fighter shall win by technical decision, if he or she is ahead on the score cards. If the injured fighter is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.
5. If a Fighter injures himself or herself while attempting to foul his or her opponent, the referee shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.
6. If an injury sustained during competition as a result of an accidental foul, as determined by the referee, is severe enough for the referee to stop the bout immediately, the bout shall result in a no contest.
7. If an injury sustained during competition as a result of an accidental foul, as determined by the referee, is severe enough for the referee to stop the bout immediately, the bout shall result in a technical decision awarded to the fighter who is ahead on the score cards at the time the bout is stopped only when the bout is stopped after start of second round of a three round bout, or second rounds of a five round bout have been completed.
8. Incomplete rounds should be scored utilizing the same criteria as the scoring of other rounds up to the point said incomplete round is stopped.

## **ARTICLE 11: TYPES OF CONTEST RESULTS**

1. Submission by:
  - a. Physical Tap Out
  - b. Verbal tap out



2. Knockout by:
  - a. When Referee stops the Bout (TKO)
  - b. When an injury as a result of a legal maneuver is severe enough to terminate a bout (TKO)
  - c. When Fighter being rendered unconscious due strikes or kicks (KO)
3. Decision via the scorecards, including:
  - a. Unanimous Decision - When all three judges score the Bout for the same fighter
  - b. Split Decision - When two judges score the bout for one Fighter and one judge scores for the opponent
  - c. Majority Decision - When two judges score the Bout for the same Fighter and one judge scores a draw
  - d. Draws, including:
    - ✧ Unanimous Draw - When all three judges score the Bout a draw
    - ✧ Majority Draw - When two judges score the Bout a draw
    - ✧ Split Draw - When all three judges score differently
4. Disqualification
5. Forfeit
6. Technical Draw
7. Technical Decision
8. No Decision

## ARTICLE 12: PENALTIES

1. WEIGH IN PENALTIES
  - a. Not arriving at weight-in when name is announced - Penalty cost of 10% of the appearance fee.
  - b. Making weight:
    1. Unable to make weight on first try – deduct 20% of the appearance fee
    2. Unable to make weight on second try – deduct 40% of appearance fee
    3. Unable to make weight on third try – deduct 60% of appearance fee
  - c. If the participating fighter does not show up to the weigh-in, the organization will take it as if the fighter has no intention of fighting and will be liable for all expenses incurred directly or indirectly.
2. WEIGH IN PENALTIES FOR BOUT

If the fighter doesn't make weight on the 3rd try, there will be a forfeiture of the 60% appearance fee and 100% of fight win bonus:

  - a. Exceeding no more than 500g · 1 point deduction from the first round
  - b. Exceeding no more than 1Kg · 1 point deduction from each round
  - c. Exceeding no more than 2kg · 2 points deduction from each round
  - d. Exceeding more than 2kg · the bout will not be allowed to proceed and the fighter will be responsible for all cost to the promotion of the event and also expenditures spent on the fighter.



### 3. BOUT PENALTIES

a. In the event that fighter is disqualified due to the use of an Illegal technique during the bout, Fighter agrees not to receive part or all of the Purse and Win Bonus, which will be determined by promoter at its sole discretion.

b. In the event that the bout is ruled a No Contest due to the use of an Illegal Technique during the contest by the fighter, fifty (50) percent will be deducted from the fighter's purse.

c. In the event that fighter is warned for the use of an Illegal Technique during the bout, fighter shall pay Promoter ten (10) percent per Yellow Card warning from purse.

d. In the event that fighter is disqualified for the use of an Illegal Technique during the bout, the fighter will be deducted one hundred (100) percent from the purse if the disqualification occurs before the end of the first round. If the bout is stopped after the start or round 2, fighter will lose 50% of the purse.

### 4. OFFICIAL SCHEDULE PENALTIES

a. Not showing up by the official weigh-in time: 10% of the fight appearance fee will be deducted.

b. Being tardy to any event on the official schedule: 10% of the fight appearance fee will be deducted.

### 5. OTHER PENALTIES

a. Corner: Each fighter is allowed 3 people in his corner for his fight. Any extra persons i.e.: corners, seconds, manager, translator, etc. that exceed the allowed amount of 3 extras will be penalized at 10% of appearance fee per person.

b. Team behavior: Any use of profanity, vulgar language, threats from the fighter or fighter's team members to any of the organizers staff or officials will result in 50% penalty of appearance fee.