

# SKF

## *Ring Fighting: Rules and Regulations*

### **1. THE RING:**

The match shall be held in a 20 ft (6 m) X 20 ft (6 m) boxing ring surrounded by 4-level ropes.

### **2. ATTIRE:**

Each fighter must wear attire approved by the SKF Representative upon entering the ring. Fighters are responsible for their own attire. Although tank tops are optional and subject to approval, SKF approved Kickboxing shorts are mandatory for all SKF sanctioned matches. Any exception to this dress code must be approved by the SKF Representative in advance.

Competitors who do not meet the above requirements will be fined a to be determined amount and will not be able to compete in their bout until they adhere to all SKF regulations.

Prior to the start of each fight, all fighters must remove any additional items they may be wearing that are not required equipment such as head bands, caps, gowns and uniform jackets. Wearing any type of jewelry such as rings, earrings and chains is strictly prohibited.

### **3. SAFETY EQUIPMENT**

#### **AMATEUR FIGHTS:**

- **GLOVES:** All gloves will be provided by the promoter. All gloves must be of a professional quality and are subjected to approval by the SKF Representative. Gloves must be 16 ounces and must be made to fit the hands of any fighter whose hands may be unusual in size. The make and type of all gloves must be approved in advance by the SKF Representative. The referee must inspect and approve any tape used on the gloves.
- **HAND WRAPS:** The wrapping of hands is mandatory. Fighters shall be responsible for their own gauze and tape. Gauze must be of the soft or soft-stretch type, and must not exceed 2 inches in width. Tape must be of the soft adhesive type and must not exceed 1.5 inches in width. One ten-yard roll of gauze, and no more than two yards of tape, are the maximum allowable amounts for each hand with no exceptions. No other materials, including pre-made hand wraps (except as approved in amateur competition), shall be allowed. Gauze shall be for the protection of the hand only and tape will be used only to hold the gauze in place. No more than

one layer of tape shall be allowed on the striking surface of the hand and only one strip between each of the fingers, which must not exceed ¼ inches in width and 4 inches in length. The SKF Representative, or his/her designee, must inspect all hand wrappings and must sign across the knuckles of the hand wrappings before the gloves are secured on the hands.

- **FOOTPADS:** All preliminary fighters will wear regulation gloves and foot protective equipment as approved by the SKF. If the gloves and footpads have been used previously, they must be whole, clean and subject to inspection by the referee or by the SKF Representative as to condition. If found imperfect, they shall be changed before the bout starts. No breaking, roughing, or twisting of gloves or footpads is permitted
- **SHINPADS:** Shinpads of soft substance must be worn by all amateur fighters, and are subject to the approval of the SKF Representative. Elbow pads and forearm pads may not be worn.
- **MOUTHGUARD:** All fighters must wear fitted mouthguards. No fighter will be permitted to begin any round without a mouthguard. Failure to begin a round with an inserted mouthguard shall be deemed by the referee to be a "delay of fight" foul, and shall draw a warning or penalization as determined by the referee. In the event that the fighter's mouthguard is dropped, spit out by the fighter or knocked out by a fair blow or a foul tactic the referee shall call time out, stop the bout, and replace the mouthguard thus allowing the fighter's corner men to clean off the mouthguard if necessary. Willful dropping, or spitting out of the mouthguard by a fighter, shall also be deemed as a "delay of fight" foul, and the fighter shall be penalized accordingly. The mouthguard is replaced whenever it is lost for any reason. All fighters must bring a minimum of **two** mouthguards to the ringside for use during the match.
- **GROIN PROTECTION:** All male fighters must wear an approved groin protector. A plastic cup with an athletic supporter is adequate, but an abdominal guard is preferred.
- **CHEST PROTECTION:** All female fighters must wear foul-proof chest protection approved by the SKF.
- **HEADGEAR:** All amateur fighters must wear an approved headgear. The head protection may not include a cage, guard or visor. The fighter's face cannot be protected by the headgear with the exception of the forehead and the cheekbones. The headgear shall not include a section to protect the front portion of the jaw or the chin.
- **EYEWEAR:** Any types of eyewear such as contact lenses are prohibited.
- **Note:** Fighters who do not present themselves properly equipped at the start time of their bout shall be subject to fines by the SKF Representative. If any equipment problems cannot be solved within five (5) minutes of the referees order to correct such problems, fighters will be penalized, including being counted out of the match.

## PROFESSIONAL FIGHTS:

- **GLOVES:**

- **Bantam** 8 ounce
- **Feather** 8 ounce
- **Light** 8 ounce
- **Welter** 8 ounce
- **Middle** 8 ounce
- **Super Middle** 10 ounce
- **Cruiser** 10 ounce
- **Super Cruiser** 10 ounce
- **Heavy** 10 ounce
- **Super Heavy** 12 ounce

- Gloves for all professional title bouts shall be new and provided by the promoter of the event. Gloves for non-title main events must be new, or approved in advance by the SKF Representative. Each fighter's chief corner man shall help in securing the gloves. All gloves must be of a professional quality and must be approved by the SKF Representative. All gloves must be made to fit the hands of any fighter whose hands may be unusual in size. The make and type of all gloves must be approved in advance by the SKF Representative. The referee must inspect, approve and sign any tape used on the gloves.
- **HAND WRAPS:** Fighters may not wear any material other than tape and bandages on their hands. Fighters must use the tape and bandages supplied by the promoter, and may not use tape and bandages that they themselves bring to the match. Tape and bandages must be applied to the fighter after the promoter supplies them and not before. Any tape or bandages worn to the venue by a fighter shall not be approved. Tape and bandages that the promoter provides are for use on the hands only, and no tape for other areas for reasons such as an injury shall be provided. Fighters must supply such taping materials individually for themselves and such additional tape is also subject to the approval and signing by judges.

Fighters may use a minimal amount of tape on their knuckles in order to protect the hands. Fighters may not insert any object inside the tape or bandage. The definition of "minimal" is up to the discretion of the judges during the bandage checking procedures.

- **ANKLE SUPPORTS:** A soft material such as stretchy cloth or neoprene may be worn during a professional bout (optional).
- **MOUTHGUARD:** All fighters must wear fitted mouthguards. No fighter will be permitted to begin any round without a mouthguard. Failure to begin a round with an inserted mouthguard shall be deemed by the referee to be a "delay of fight" foul, and shall draw a warning or penalization as determined by the referee. In the event that the fighter's mouthguard is dropped, spit out by the fighter or knocked out by a fair blow or a foul tactic the referee shall call time out, stop the bout, and replace the mouthguard thus allowing the fighter's corner men to clean off the mouthguard if necessary. Willful dropping, or spitting out of the mouthguard by a fighter, shall also be deemed as a "delay of fight" foul, and the fighter shall be penalized accordingly. The mouthguard

is replaced whenever it is lost for any reason. All fighters must bring a minimum of **two** mouthguards to the ringside for use during the match.

- **GROIN PROTECTION:** All male fighters must wear an approved groin protector. In professional bouts an abdominal guard is preferred.
- **EYEWEAR:** Any types of eyewear such as contact lenses are prohibited.

**Note:** Fighters who do not present themselves properly equipped at the start time of their bout shall be subject to fines by the SKF Representative. If any equipment problems cannot be solved within five (5) minutes of the referees order to correct such problems, the fighters will be penalized, including being counted out of the match,

#### **4. FIGHTERS CORNER:**

Each fighter may have three corner men of his/her choice, and each Corner man must wear an SKF approved uniform (subject to the approval of the SKF Representative).

Corner men must present a neat and tidy appearance. They also must provide a pail, cuspidor, tape, water bottle and other equipment necessary to perform his function, and set up a stool for the fighter to wait during the rest periods.

All three (3) corner men must remain within the designated corner area during the rounds.

Only the chief corner man may give instructions to the fighter during the rounds.

Corner men may not sit, stand on, lean on or touch the ring apron during the course of a round, nor otherwise interfere physically or verbally with the bout or the duties of the officials.

During the rest periods, only one of the Corner men may be in the ring at any time. Corner men may not place any item (such as towels etc...) in the area around the corner post of the ring. When the referee calls "SECONDS OUT", corner men must leave the ring immediately.

The referee may, at his discretion, impose penalty points for improper and unprofessional conduct by the Corner men. Any excessive or undue spraying of water on any fighter between rounds is prohibited. Corner men will wipe dry the ring canvas in their corner before the start of each round. Fighters will spit only in the pails, and not in the ring.

A manager or chief corner man may toss a towel into the ring in token of the defeat of his principal. However, such manager or chief corner man must follow the towel into the ring as soon as it is possible for him to do so.

#### **5. Duration of rounds:**

**Amateur:**

**1-Tournament style elimination format:**

**Regional and National:** During eliminations, fights consist of 1 three minute round; however, the semi-final and final matches consist of 3 two minute rounds unless otherwise authorized in advance by the SKF Representative. The rest periods between rounds shall be one minute in length except when approval has been given by SKF.

**Intercontinental and World:** During eliminations, fights consist of 3 two-minute rounds; however, the final matches consist of 5 one and a half minute rounds, unless otherwise authorized in advance by the SKF Representative. The rest periods between rounds shall be one minute in length, except when approval has been given in advance by SKF.

**2- Title bouts:** The amateur fights may consist of 3, 5 or 7 two-minute rounds. The rest periods between rounds shall be one minute in length, except when approval has been given by SKF.

Note: If at the end of a title match the result is a draw, an additional 2 minute round shall be held. In case the final round is still a draw, the judges shall go to the score board to determine a winner, who is the one who has had the least amount of points deducted due to the foul techniques.

#### **Professional:**

**1- Promoted one match bouts:** Professional fights may be promoted as 5, 7, 9, 10 or 12 rounds with the advance approval of the SKF Representative.

**2- Title Bouts:** The Professional title bouts shall be as follows:

- Regional Pro championships shall be 5 two minute rounds in length except at the discretion of SKF.
- National Pro championships shall be 5 two minute rounds in length except at the discretion of SKF.
- Inter-continental Pro championships shall be 7 two minute rounds in length except at the discretion of SKF.
- World Pro championships shall be 10 two minute rounds in length except at the discretion of SKF.
- The rest periods between rounds shall be one minute in lengths except where approval is given by the SKF.

Note: If at the end of a title match, the result is a draw, an additional two-minute round shall be held. In case the final round still is a draw the judges shall go to the score board to determine a winner, who is the one who has had the least amount of points deducted due to the foul techniques.

#### **6. Knock Downs / Knockouts:**

## REFEREE COUNTDOWN

- A fighter is knocked down when any area of fighter's body besides the bottom of his/her feet has touched the ground due to an attack. Even if a fighter falls to the ground on their own and cannot stand up immediately, the fighter is considered knocked down.
- A standing 8 count may also be announced when it is obvious that a fighter has been hurt and is unable to defend him/herself and would be in a dangerous situation if the attack were to continue. In such event, the referee shall direct the opponent to a neutral corner, and then begin counting from one to eight, examining the fighter in trouble as he counts. If, after completing the 8-count, the referee determines the fighter is able to continue, he shall order the bout to resume. If the referee determines the fighter is unable to continue, he shall stop the bout and declare the opponent the winner by technical knockout. A fighter who is administered a standing 8 count and feels he/she is able to continue the fight shall face the referee hold his/her guard up and maintain eye contact with the referee and answer the referee's questions clearly.
- As soon as a fighter has been knocked down, the official timekeeper shall start a count down immediately after the referee gestures for a COUNT DOWN. The official timekeeper begins calling the count (from ten to one) while the referee directs the opponent to the farthest neutral corner. When the referee has finished directing the standing fighter, he returns to the fallen fighter and counts over him, continuing the count from the timekeeper. The referee shall continue to check the timekeeper's signal to ensure his timing of the count. The referee shall be the sole person with the authority to call a "COUNT DOWN."
- The fighter who has downed his opponent shall wait at a neutral corner during the "DOWN" count by the referee until further instructions are given. If the fighter does not follow the referee's instructions to wait at a neutral corner, the referee may stop his count, and continue the countdown only after the fighter has moved to a neutral corner. If the fighter taking the count is still down when the referee finishes the count down, the referee will wave both arms to indicate that he has been knocked out, and will signal the opponent as the winner. If the round ends before the referee reaches the end of the count down, the fallen fighter still has to stand before the end of the count. The fighter cannot be saved by the bell. In all bouts, the fallen fighter must rise before the end of the count down to avoid being knocked out. If the referee determines during the rest period between rounds that a fighter is unable to continue the fight safely he may declare the fighter defeated by the way of a technical knockout
- If, in the referee's opinion, the downed fighter will not be able to rise by the end of the count down, and he believes the fighter requires more

immediate medical attention, he may signal the end of the bout before the end of the count down by waving his arms in front of his face. Then the referee should immediately summon the fighter's corner personnel and the ring physician to attend the injured fighter.

- The referee may, at his discretion, request the ringside physician to examine a fighter during the bout. Should the examination occur during the course of a round, the clock shall be stopped until the completion of the examination.
- If both fighters go down at the same time, counting will be continued as long as at least one of the fighters is still down. If both fighters remain down until the end of the count down, the bout will be stopped, and the decision will be a technical draw. If one fighter rises before the referee reaches the end of the count down, and the other fighter still remains down, the first fighter to rise shall be declared the winner by knockout. If both fighters rise before the end of the count down, then the bout shall continue.
- Should a fighter who is knocked down rise before the end of the count down is reached, but go down immediately without being struck again; the referee shall resume the count down from where it was left off. If the fighter is standing for more than five seconds, or is hit by his opponent before going down, the referee shall begin a new count down.
- There will be no "three knockdown rule" in effect in any bout. The referee will in all circumstances have the authority to stop a contest or allow it to continue, regardless of the number of knockdowns or standing eight-counts.

## **9. Falling outside of the Ring:**

If a fighter intentionally falls through the ropes, or if he/she is knocked outside of the ring as a result of the opponent's legal technique, the referee shall gesture to the official timekeeper to start count down as though he/she has been knocked out in the ring. In such instances the fighter's corner men will not be allowed to assist the fighter to get back into the ring.

Once standing on the ring platform outside the ropes, the fighter must enter the ring immediately, where he may either resume the bout, or the referee may finish the count.

When a fighter has fallen outside of the ring area, the other fighter shall go to the farthest neutral corner of the ring and await instruction from the referee.

A fighter who deliberately wrestles, pushes, or throws an opponent from the ring, or who hits him when he is partly out of the ring and prevented by the ropes from assuming a position of defense, will be penalized by the referee. If the tactic results in injury, the guilty fighter may be disqualified according to the appropriate ruling under Fouls.

When a fighter has been wrestled, pushed, or has fallen over or through the ropes during a bout, the referee shall call for time out and if the fallen fighter's ability to return to the ring seems at all questionable, may ask the ringside physician to examine the fighter. If, in the opinion of the physician and referee, the fallen fighter is able to continue the bout, he/she will be allowed assistance back into the ring from only one handler from his corner. The handler may not perform any other task other than helping the fighter in to the ring. Any other type of assistance or time waiting is prohibited.

#### **10. Outcome of a fight:**

The conclusion of a fight shall be as follows:

- 1) Decision:** If a bout goes through the full length intended for the fight and there is no knockout, technical knockout or disqualification, then the official score keeper shall go to the score cards submitted by the judges and determine a winner by majority. He/she will then inform the referee of the outcome and the score according to each one of the judges.

If a match is stopped prematurely due to an accidental injury to one or both fighters that is neither of the fighters fault, the referee shall go to the judges' scorecards and declare a winner according to the score sheets.

- 2) Draw:** A bout shall be declared officially a draw if one of the following occur.
  - a. When a winner cannot be determined by the judges' scorecard because both fighters' scores are the same.
  - b. When both fighters go down at the same time and neither fighter stands up before the end of the count down or at the count one.

- 3) Knockout (KO):** A fighter may be declared a winner by the way of knockout if his opponent:
  - a. Does not get up after being knocked down before the referee reaches the end of the count down, or if the referee decides he is not fit to continue.
  - c. If the referee decides a fighter, after being knocked down (even if he may have already stood up before the end of the count down), is unable, unwilling or incapable of continuing the fight.

- d. If a fighter goes down three times in the duration of a round (except where it may have been decided and announced differently by the official SKF representative in advance).

**4) Technical Knockout (TKO):** a fighter may be declared a winner by the way of technical knockout if:

- a. His/her opponent is accidentally injured and it is not due to the fault of either fighter, and the referee determines that the other fighter is unable and/or unfit to resume the match.
- b. If the opponents' Chief Corner man throws a towel in to the ring during the course of the match and the referee does not notice the towel.
- c. The referee recognizes that his/her skill level is overwhelmingly superior to the other fighter and/or the other fighter is disoriented and is unable to defend him/herself. In such event the referee may stop the fight and declare the superior fighter the winner.

**5) No Contest:** A match is declared No Contest if:

- a. Both fighters are found in violation of rules and regulations.
- b. The referee disqualifies both fighters.
- c. The referee decides to disqualify both fighters after giving them repeated warnings or cautions due to their lack of effort and energy.
- d. When both fighters are unable to continue the match due to an accidental injury of neither fighters' fault.

## 11. Point system:

### Amateur Bouts:

In the SKF amateur fights, the point system is based on:

- **Number of knockdowns:** a total of ten points per knockdown shall be deducted from the fighter.
- **Points given to the number of the effective techniques landed:** One half points per technique is to be awarded for legal punches and hand techniques landed. One full point per technique is to be awarded for kicks, leg techniques and successful sweeps.

- **Points taken away in result of fouls or warnings:** There may be deductions of one, two, or three points as indicated by the referee during a bout. The severity of the penalties regarding the fouls and their points are outlined in section 13 (Fouls).
- **Points taken away for not meeting the minimum kicking requirement.\*\*\***

**Professional Bouts:**

Awarding of points shall be based on the following elements:

Effective and accurate techniques in addition to damage inflicted on the opponent by authorized fighting techniques. Points will be awarded in this priority:

- (1) Number of knockdowns
- (2) Extent of damage inflicted on the opponent
- (3) Number of clean hits
- (4) Level of aggressiveness in attacking
- (5) Meeting the minimum kicking requirement\*\*\*

The dominant fighter shall be awarded a score of ten (10), and points shall be deducted from his opponent.

**\*\*\* Minimum Kicking requirement:** Each fighter must attempt at least eight authorized effective kicks. A kick will count only if it is thrown with power and intent to make contact with the opponent's legal targets. If a fighter fails to reach his minimum kicking requirement, a one half point shall be deducted from his score for each kick missed.

**11. Authorized Techniques:**

**Punches and hand techniques:** Straight punches, hooks, uppers, and spinning back fists.\*\*\*

**Kicks and leg techniques:** Low kicks, middle kicks and high kicks. In addition, spinning kicks, inner thigh kicks, jumping kicks, and knee kicks. Sweeping is also allowed.

Most offensive techniques practised by most martial arts styles are allowed as long as they comply

\*\*\*The following restrictions apply to the use of the Spinning back fist:

The authorized area of contact for the spinning back fist is only the padded area of the top of the glove where it bends from the wrist to the tip of the glove.

**12. Fouls:**

**Point deduction system:**

**A) Amateur:** Fouls may be classified at the discretion of the referee, into three categories: 1-point, 2-point and 3-point fouls. The referee will base his decision depending on the severity of the penalty, the intent of the fighter committing the foul and the result of the foul. At the time of the infraction, the referee will either indicate to the scorekeeper the number of points that are to be subtracted from each scoring judge's ballot at the end of the round, or he may simply issue a warning to the fighter, wherein no points will be subtracted.

**B) Professional:** A fighter who executes a foul technique shall be penalized with a caution, a warning, or a point reduction. Two (2) cautions shall lead to one (1) warning for the first two (2) cautions; however, a warning shall be given for any cautions thereafter. Two (2) warnings shall lead to a point reduction, and three (3) point reductions in one (1) round shall be grounds for disqualification. This clause shall not apply in cases where the judges rule that the foul technique as unintentional.

**Foul techniques:**

- A. Hitting the opponent using the head (head butting).
- B. Striking with the elbow or knee (knee strikes to the torso are allowed under Professional rules).
- C. Striking or kicking to the groin. Low kicks are allowed below the waist, to four inches above the knee. Under Professional Rules, Low kicks are allowed to the entire leg, except for that area that extends for Four inches above and Four inches below the midpoint of the knee.
- D. Illegal sweeping. Under Amateur rules sweeping is allowed only with the inside of the foot or the back of the lower leg (calves) into the opponent's foot or lower leg 4 inches below the midpoint of the knee.
- E. Intentionally pushing, shoving or wrestling an opponent to the canvas or out of the ring with any part of the body.
- F. Any kind of take downs, other than legal sweeps.
- G. Attempting to cause the opponent to fall out of the ring.
- H. Intentional striking or kicking to the back of the head, the neck, or to the throat.
- I. Straight-in striking or kicking to the spine.
- J. Special foul rules exist concerning the spinning back fist. As with all other hand strikes, this technique must be executed with the padded knuckle section of the glove and the padded area at the top of the glove where it bends from the wrist to the tip of the glove. Landing with the bottom or side of the fist, forearm or elbow are prohibited. Executing such foul techniques can result in receiving a warning and immediate point deduction and/or eventually the disqualification.
- K. Punching or kicking a fighter when he is down or in the process of getting up. A fighter is considered down when any part of his body other than his feet touches

the floor. If a fighter is on his way to the floor, his opponent may continue to attack until he has touched the floor with any part of his body other than his feet.

- L. Attacking on the break when both fighters have been instructed to take a step back by the referee.
- M. Attacking after the bell has sounded to end the round.
- N. Holding and hitting such as holding with one hand, especially behind the neck, and hitting with the other hand. Under Professional Rules, limited holding for the maximum of 5 seconds to the referee's estimation is permitted for the purpose of executing a single knee strike to the front of the torso (lower limit is the navel line of the waist and the upper limit is the chest, immediately below the line of the clavicle).
- O. Grabbing or holding onto an opponent's foot or leg for more than 5 second. A fighter is allowed to support one leg for a single attempt to kick out the other, provided that the attempt is made within five seconds in the referee's estimation. Only one attempt is allowed and must be executed away from the illegal area around the knee joint.
- P. Holding the ropes with one hand while striking or defending with the other hand or the legs.
- Q. Clinching - holding or otherwise tying-up an opponent's arm to prohibit him from punching.
- R. Leg checking in Amateur Rules - extending the leg to check an opponent's leg to prevent him from kicking. (The fighter's kick that was checked will be counted by the judge as an attempted kick). Under Professional Rules leg checking is allowed within the parameters defined by the rules that govern leg kicks and strategies for blocking with the legs.
- S. Diving or purposely going down without being hit, which will result in the referee automatically administering an 8-count, as specified in the rule on knockdowns. No points will be subtracted from the scorecard by the scorekeeper in this case, but the judges will consider this the same as any other knockdown.
- T. The use of abusive language in the ring or corner, as determined by the referee.
- U. Hitting or flicking with an open glove or thumb, or striking with the inside, or bottom of the glove.
- V. Biting or eye gouging.
- W. Intentionally evading contact or turning away from the opponent when being attacked.
- X. Intentionally delaying the contest through improper equipment, seconds remaining in the ring after the start of the round, beginning a round without a mouth guard or by intentionally dropping or spitting out the mouth guard, etc.
- Y. Leaving the ring voluntarily during the course of a bout.

Note: If a fighter is injured from a fouling technique and the fighter is allowed to continue, and, if the fight is stopped later on in the bout due to further damage to the

injury, the scorecards will be consulted. If the fighter who did the fouling is ahead, a technical draw is awarded. If the fighter who is fouled is ahead, he wins the bout by a technical decision.

**13. Intent to injure:** A fighter who executes a foul technique which is deemed malicious (with the intent of causing injury above and beyond the scope reasonably expected in a bout of this nature. i.e. biting, eye gauging, kicking to the knee, etc.), may be subject to bearing the medical, as well as related recovery and recuperation expenses of the fighter who is injured as a result of the foul technique.

**14. Injury and point deduction in Amateur Bouts:** In the event of an injury resulted from a foul in an amateur bout the scoring will be determined by the referee based on the following:

- If the referee determines that a foul was clearly committed by a fighter, and that the fouled fighter did not contribute to the injury, the referee will instruct the scorekeeper to deduct the appropriate number of points from the scorecard of the fighter committing the foul.
- If the referee determines that the injured fighter was responsible for his own injury, the referee will not penalize his opponent in any manner. In this case, if the referee or ring physician determines that the injured fighter is unable to continue, he will lose by technical knockout.
- If the referee determines that neither of the fighters was at fault and both fighters caused the injury, the referee will allow the injured fighter time to recover. The fighters shall not be penalized in such instances. If at the end of the recovery period, the referee or the ring physician determines that the fouled fighter cannot continue the bout, the scores will be added prior to that round and the bout awarded to the fighter leading at that time. This foul is referred to as a "no fault" foul and the decision is a "technical decision". If the "no fault" foul occurs in the first round of any fight the referee will declare a "technical draw". An amateur bout must last at least one full round, a non-world title professional bout must last at least two full rounds, and a professional world title bout must last at least three full rounds for a "technical decision" to be awarded. Otherwise, a "technical draw" is awarded.
- Blind Fouls - If an injury occurs due to a suspected foul, that the referee was unable to see (blind foul), the Referee may, at his sole and final discretion, confide with any or all of the three judges, both kick judges, and the SKF Representative, to determine where the fault may be placed. He may consider any, all, or none of the opinions expressed by these officials in making his determination. In World Title bouts that are televised, the referee may, at his sole discretion, ask for a replay of the technique in question before rendering his decision. A referee's decision on fouls may be overruled at ringside only by the SKF Representative, or the senior World Council member in attendance, and then only in the instance of a clear error or misapplication of the rules.

- 15. Referee Instruction:** prior to the start of a bout the referee shall find out the name of the chief corner man responsible for the fighters corner during the fight. Before the start of the bout the referee shall call both fighters to the center of the ring for final instruction at which time each competitor must be accompanied by his/her chief corner man. The fighters shall then stand approximately six feet apart facing the referee. At the referee's direction, the fighters may bow to the referee, who will in return bow back, then the fighters must turn and face each other, and again at the referee's command, the fighters shall bow to each other. At this time the referee will command the fighters to be "ready", which will follow with the command "Fight". At this time the fight will start and the official timekeeper shall start tracking the time for the first round. In the following rounds (if any) the fighters shall be summoned by the referee at the center of the ring facing each other at which point the referee will start the round by calling "Ready" and then start the round by the command "Fight".
- 16. Wiping Gloves:** If a fighter has been knocked down, swept or has simply slipped and fallen, before the resumption of the fight the referee shall wipe the fighters gloves to remove any dirt or moisture from his/her gloves.
- 17. Stopping the round/time due to an injury:** If a referee feels that a fighter who has been fouled needs some time to recover, he/she may stop the fight and the time in order to give the fouled fighter a maximum of five minutes to recover. At such time the referee and the ring physician will determine if the fouled fighter is able to continue the bout. At this time the round shall resume.
- 18. Stopping a fight:** The referee and ring physician have the jurisdiction to stop a bout at anytime during the process of a fight including the rest periods. They may do so for any one of the following reasons:
- If they feel a fight is too one sided
  - If both fighters are in such condition that they might subject themselves to serious injury. In this event, he can declare a technical draw.
  - If the referee feels that a fighter may be incapacitated due to an injury, for example a cut to an eye, he may stop the fight and the time to have the ring physician examine the injured fighter.
  - The physician also has the authority to stop a fight and enter the ring in order to determine the extent of an injury that he feels may be serious. At such event the physician shall inform the SKF representative to have the bell rung, therefore notifying the referee to stop the fight and time for the physician to examine the injured fighter.
  - Both the referee and the physician have the authority to stop a bout. In the case that the physician is the party to request the termination of a fight, the referee shall automatically announce the termination of the fight.
- 19. Failure to continue a fight:** Should a fighter refuse to start a round after the rest period between rounds, stop fighting, walk away from an opponent and show no desire to continue a fight, or refuse to protect himself/herself, the referee will treat the situation as an actual knockdown and start the count down (from ten to one). If the fighter fails to resume the fight before the end of the count down the other fighter shall be declared the winner by the way of a technical knockout. If

the fighter resumes the fight, appropriate points shall be deducted as if an actual knockdown occurred.

Note: If the referee feels that an investigation or disciplinary action needs to be considered he should not announce a decision after stopping the fight. Instead, in such event, the SKF board disciplinary will need to hold a hearing and will render a decision at a later date. All prizes or purses will be held until the SKF board of disciplinary reaches a decision.

**20. Treatment of an injured fighter:**

- The physician shall not give any treatment to the injured fighter during the course of the fight.
- No one, including the corner men, is permitted to apply treatment to an injured area during the course of a bout, including the rest period between rounds.
- Application of tape or any protectors made of rubber plastic or other material to an injured area is prohibited once the fight starts. Any tapes used to treat an injury before the start of the fight shall be examined, approved and signed by the referee or the SKF representative. Any unsigned tape shall be removed before the start of the bout.

**21. Use of oil and Vaseline:** Minimal use of Vaseline to the facial area is allowed; however, use of any other substance is prohibited. The referee shall send a fighter to his/her corner to have any excess oil or Vaseline removed. The permitted amount of Vaseline is determined by the SKF ruling committee and the referee.

**22. Medical Examination:**

- All fighters must submit themselves to an examination by the official SKF physician before the start of a bout.
- In a tournament setting, the winner must submit himself or herself to another medical exam in order to proceed to the next match.
- All fighters shall submit themselves to a doping test upon the request of the SKF representative. Testing positive for doping will result in penalties such as confiscation of the title and purses for the fight and future suspension.

