



**RULES OF PROFESSIONAL LEAGUE OF KWU
SENSHI**

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ARTICLE 1

General provisions.

1.1. These rules apply to KWU International Professional League competitions.

1.2. In these rules, the participants in the tournament are called "fighters".

1.3. Responsibility for injuries or injuries resulting from the fight, lie on the fighters.

1.4. Any case (situation) that is not considered in present Rules but can possibly happen during the contest shall be examined by the panel of judges and the decision shall be carried out by the Superior judge of the Tournament.

1.5. Competitions are held in a form of a combat.

ARTICLE 2

Participants of the tournament.

2.1. Age of fighters from 18 years old

2.2. Fights are held in the following weight categories:

- up to 65 kg;
- up to 70 kg;
- up to 75 kg;
- up to 80 kg;
- up to 85 kg;
- up to 90 kg;
- up to 95 kg;
- over 95 kg.

2.3. Participants in the tournament may include the prominent fighters who have been contracted by the Organizer and have undergone a specialized medical examination.

2.4. The final weigh check of the fighters is held the day before the fights.

2.5. The fighters weighting procedure is performed in the presence of a fighter representative with the participation of a doctor and judges from the tournament. The weighting report is approved by the Chief Judge of the Competition.

2.6. The draw for the fighters is held in absentia, based on the received and approved applications for participation.

ARTICLE 3.



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Fighters' Duties and Rights

3.1. The Fighter is obliged to:

3.1.1. Be aware of and strictly follow present Rules;

3.1.2. Be respectful and tactful towards all the participants, judges and Tournament organizers;

3.1.3. Wear pieces of individual protective equipment asserted by present Rules.

3.2. The Fighter has the right to:

3.2.1. Appeal to the panel of judges through his representative or in person only before and after the fight;

3.2.2. Tap out (raise up his hand) in the following cases:

- indicating that he no longer wishes to continue the fight;

- in case of extraordinary situations on the ring.

ARTICLE 4

Fighters' clothing and individual protective equipment.

4.1. The fighter enters the ring before fight with a Karate-Gi and a belt, according to the stylistic qualification belonging to the fighter, with the attributes belonging to the relevant Kyokushin style. On the Karate-gi are allowed a national emblem or flag, attached, name of the fighter, his personal logo or of his sponsor. The Karate-gi should be clean and tidy.

4.2. During the bout fighter wears DoGi trousers and a belt in response to his stylistic qualifications. No shoes are allowed.

4.3. Groin protector is mandatory during the fight; it is put under the trousers.

4.4. Use of a mouth guard is mandatory.

4.5. Shin support bandage is allowed with no doctor recommendation. It is forbidden to bandage the ankle with the use of plastic and rigid shields.

4.6. Boxing hand wraps and bandages are mandatory.

4.7. During the competition each contestant is obliged to wear boxing gloves of the approved standards, provided by the Organizer. The weight of boxing gloves depends on a Fighter's weight category and meets the following standards:

– up to 65 kg – 8 ounces;

– up to 70 kg – 8 ounces;

– up to 75 kg – 10 ounces;

– up to 80 kg – 10 ounces;

– up to 85 kg – 10 ounces;

– up to 90 kg – 10 ounces;

– up to 95 kg – 10 ounces;



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– over 95 kg – 10 ounces.

4.8. Use of protectors on a shin and raising of foot – voluntarily.

4.9. Pieces of individual protection equipment that are allowed to use during the Tournament shall be inspected and approved by the Superior judge of the tournament.

ARTICLE 5

Panel of judges.

5.1. The Organizer shall assign the Superior judge of the Tournament.

5.2. The board of judges is assigned by the Organizer.

5.3. The Judging of the tournament shall be done by:

5.3.1. Superior judge

Have the right:

- Stop a competition in an emergency situation that threatens the safety of participants;
- To prevent the participation of a judge who has not received the necessary training and does not have the necessary qualifications;
- Disqualify participants for non-compliance with the rules of the tournament; Temporarily suspend the match if violations of the Rules are discovered until they are eliminated;
- To resolve any disputes that may arise between the organizers, coaches, referees and participants;
- Make a schedule of judges;
- Change judges decision.

Superior judge has to:

- Have at least 5 years of experience and be a judge of the highest category;
- Check the presence and composition of the panel of judges;
- To get acquainted with all the necessary documents and solve all issues related to the order of the contest participants;
- To appear in the hall at least 1 hour before the start of the competition;
- To control the composition of the college of judges and, if necessary, replace a judge;
- To supervise the activities of the judging committee in relation to the rights and obligations arising from the Statute of a judge, in relation to mistakes in judicial decisions (technical or intentional);
- Take his place on the table in time;
- When a judge appointed to a competition cannot perform his duties, the head judge will replace him with another licensed judge;
- If there is no backup judge, then the Superior judge may act as a referee or



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side judge;

- Ensure compliance with standardized duration;
- Supervise the presenter of following the tournament program;

5.3.2. Ring referee:

- Check the safety equipment and clothing of the fighters;
- Monitors the condition of the fighters during the fight, if necessary, when significant damage can be caused to health, has the right to stop the fight;
- Monitors compliance with the Rules by fighters;
- He must inform the fighters with appropriate signs or gestures of any violation of the rules.
- Controls the entire bout;
- At the end of the match, he collects and checks the score cards of the three side judges. After verification, he must give them to the Supreme judge;
- The referee must not announce the winner by raising the fighter's hands until a decision is announced.
- If the referee disqualifies a fighter, he must first indicate to the Supreme judge the disqualified fighter and indicate the reasons for stopping the match so that he can inform the presenter, who must then make a public announcement;

5.3.3. Three ringside judges:

- Each judge must independently choose a winner in accordance with the rules;
- During the bout, he must not talk to the fighter, to any other judge or to anyone other than the referee;
- The judge writes the number of points (10–10, 10–9, 10–8, etc.) given to each fighter on his score card, and his decision will be announced at the end of the match;
- He must not leave his post until a decision is announced.

5.3.4. Timekeeper:

- monitors and tracks the number and duration of rounds and breaks;
- Sits near the ring;
- Ten seconds before the end of the round, a knock on the table signals, ten seconds before the end of the break, too;
- Beats a gong at the beginning and at the end of rounds;
- Pauses the match if the referee tells him;
- He must hit the gong at the end of the round, even if the referee counts to one of the participants at this time.

5.3.5. Secretary - makes notes, writes the results of a bout, ensure score cards, participates in organizational activities.

5.3.6. Fight doctor:

- A licensed doctor must be present throughout the tournament and must not leave his seat until the end of the last fight;
- Ambulance with an independent team must be present during the tournament.



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5.4. Admission Fighters in the ring carries one of the side judges. His authority includes external examination of the Fighter, inspection of equipment (gloves, ankle bandage), inspection of the individual equipment of the Fighter (mouth guard, groin protector).

5.5. General management is carried out by the Chief Judge and Secretary of the tournament.

5.6. Judges are dressed in clothing approved by the organizer.

ARTICLE 6.

Tournament rules

6.1. The bouts take place on a 7,5 X 7,5 m boxing ring surrounded by 4 parallel rows of ropes and set on a raised platform.

6.2. Bouts duration: 3 (THREE) rounds of 3 (THREE) minutes with 1 (ONE) minute rest period between rounds.

6.2.1. If the bout end in a draw after 3 (THREE) rounds an extra 3 (THREE) minutes round is added and a winner must be pointed after it.

6.2.2. Duration of title fights is 5 (FIVE) rounds of 3 (THREE) minutes each with a 1 (ONE) minute rest between the rounds without adding an additional round.

6.3. Evaluation of technical actions and fouls.

6.3.1. The evaluation of the actions of the competitors is given by the side judges.

6.3.2. The ring referee shall control technical actions of fighters, do knockout and knockdown countdown, makes cautions and warnings to the Fighters and the timekeepers, bear responsibility to start and stop the bout, disqualify the fighters, call out judges' decisions, examines boxing gloves, presence of individual protective equipment and vaseline coating on facial and body area before the tournament.

6.3.3. Technical actions of Fighters are evaluated in the following forms:

A) KNOCKOUT(K.O.) – when a fighter cannot continue the fight within 10 second.

B) TECHNICAL KNOCKOUT(T.K.O) – failure to continue the fight by one of the opponents while being on his feet and in consciousness. There are several options for declare a technical knockout:

B.1) when fighter or his corner (coach and timekeeper) refuse to continue the fight (AB – abandonment);

B.2) the referee decides to stop the fight due to the inability of the Fighter to adequately act in the ring;

B.3) the fight stops at the third knockdown, which happened to the same Fighter in one round or four knockdowns in the fight.

B.5) In single elimination tournaments the fight stops at the second knockdown,



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which happened to the same Fighter in one round or three knockdowns in the fight.

B.5) Received injuries not by fault of any of the Fighters leading for the injured Fighter to cannot continue the fight(INJURY)

B.6) If the head coach throws in the towel during the fight to stop the bout (AB – abandonment).

B.7) If one of the Fighters becomes dominant to the point when his opponent has significant injuries and cannot continue the fight, the referee can stop the bout.

B.8) If the fight doctors decide to stop the bout (D.S.C.)

C) KNOCKDOWN(K.D.) - fighter's disability to continue the tournament within 8 seconds as a result of his opponents' legal techniques.

C.1) The mandatory eight count (if the fallen fighter rises quickly before eight) - the referee must count to eight on all knockdowns

C.2) The standing eight count - referee has the right to declare a knockdown on a fighter who appears to be in a dangerous condition to continue the fight but is still standing on his feet.

C.3) When the referee is counting a KNOCKDOWN the other fighter has to be in the white corner. If the fighter is not at the white corner the referee has to put him there.

C.4) A fighter can be saved by the bell only in the last round.

D) Damage to a rival with authorized technical actions is judged individually by the judges.

E) TECHNICAL ADVANTAGE – evaluated by the judges individually (activity in attack and variety in the use of strikes (number of net hits, throws and sweeps, unbalancing an opponent).

F) TACTICAL ADVANTAGE – evaluated by the judges individually.

6.3.4. The judges, in the absence of a knockout and a technical knockout, evaluate the actions of the Fighters for the round and on the basis of the above assessments of technical actions, and make an individual decision on the determination of the winner or a draw after each expired round.

6.4. Victory to one of opponents by decision of the judges shall be awarded at the end of the bout in the absence of a knockout, technical knockout or disqualification based on the decision made by the judges who won the most rounds.

6.5. Evaluation of an additional round and other ways to achieve victory;

6.5.1. An additional round is evaluated with the mandatory identification of the winner. Judges are not allowed to give a "DRAW" for a further round. The results of the main time rounds are ignored.

6.5.2. A fight can only end in a draw if both fighters go down at the same time and cannot get up.

6.5.3. Winning due to disqualification of a Fighter.

6.5.4. Winning due to no-show (W.O.).

6.5.5. Victory with disqualification after using prohibited techniques, as a result



that the fighter is stopped by the doctor from continuing the bout. Victory is awarded to a fighter with an inability to continue.

6.6. In single elimination tournaments one or two reserve fights are held prior to the single elimination bouts. If for any reason a fighter who wins and advances through is unable to continue, a reserve bout competitor, or the fighter's opponent from the most recent match, takes his place. A fighter who lost a match by knockout is not allowed to replace another fighter.

6.7. Awarding of points

6.7.1. During each round, a side judge will mark the score for each fighter, according to the criteria in article 6.3.3.

6.7.2. Points will be awarded for each round.

- At the end of each round, better Fighter will receive 10 points.
- His opponent will receive 9 or 8 points if the difference in the delivered blows and/or the throws between two opponents is very large (10-9 or 10-8).

- With the equal score, they will receive 10 points (10-10).

- When a round is equal in terms of striking techniques, but one participant made 3 throws in one round, he wins it (10-9). They are marked in the THROWS column on the score card.

- When one participant has an advantage in the striking technique in a round, but the other made 3 throws in the same round, they are given equal (9-9).

- When the first knockdown per round is counted, means minus 2 points per round of the participant who received it and automatically loses the round (10-8), regardless of the development of the fight in the same round. Side judge notes this in the SCORE column of the competitor who made knockdown. A fighter who received a knockdown will receive these deducted points to the final result at the end of the round. Each next knockdown per round is minus 1 point.

6.7.3. During each round side judge cannot penalize each violation he sees, if the referee has not noticed it. He has to call the referee's attention to that violation. If the referee gives an official warning (CHUI ICHI) to one of the fighters, the judges must note it in WARNINGS column on the score card, but that does not mean a minus point to the other fighter. When a referee decides to give a minus point (GENTEN ICHI, GENTEN NI) to a fighter, the side judge will put a "-1" in the WARNINGS column on the scorecard. The same fighter will receive that deducted point for the final score of the round.

6.7.4. Disqualification («SHIKAKO») - if a fighter is disqualified, his opponent will be declared a winner. If both fighters are disqualified, the decision will be announced accordingly. A disqualified fighter cannot receive any trophy, any honorary award, grade or title of the tournament.

6.7.5. No contest (N.C.) when the fight is stopped due to an accidentally injured fighter (due to unforeseen circumstances) until the end of the first round. This means that this bout will not be included in the statistics of the fighters.



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ARTICLE 7

Cautions <Keykoku> (unofficial warning) and Warnings <Chui> (official warning).

7.1. A CAUTION shall be made due to the following reasons:

7.1.1. Accidental foul or accidental usage of FORBIDDEN FIGHTING TECHNIQUES with no case of significant injuries of the opponent.

7.1.2. Being late for the beginning of the fight.

7.1.3. Disrespectful attitude expressed verbally or physically towards the opponent, the judges and the Organizers.

7.1.4. Passive defense.

7.1.5. The second caution made for same violation shall be equaled to an official WARNING, with official WARNINGS only followed afterwards.

7.2. An official WARNING shall be issued in the following cases:

7.2.1. Purposely used FORBIDDEN FIGHTING TECHNIQUES with no case of any significant damage to the opponent.

7.2.2. Purposely used forbidden fighting techniques which lead to the avoiding of a fight.

7.2.3. Attack the lying rival or if he is in the "three limbs".

7.2.4. Attacking the opponent in rising position.

7.2.5. Attacking an opponent from the down position.

7.2.6. Attacking an opponent while the referee interferes to split the fighters.

7.2.7. Grabbing the ropes for the technical actions.

7.2.8. Attempting to strike an opponent after referee stops the fight.

7.2.9. Usage of disapproved pieces of individual protection.

7.2.10. Any intentional attempt to stop the bout with no particular reason.

7.3. The second official WARNING shall be equaled to a minus point for the round (GENTEN ICHI) (2 KEYKOKU – CHUI ICHI, 2 CHUI ICHI – GENTEN ICHI)

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ARTICLE 8

Disqualification («Shikako»)

8.1. Three WARNINGS with deduction of points during the fight (genten ichi – deducted one point, genten ni – deducted another one point, genten san – shikako).

8.2. Purposely used ILLEGAL FIGHTING TECHNIQUES that led to significant injuries and damage of the opponent.

8.3. Purposeful ignorance of actions of the referee and the judges.

8.4. If the timekeeper walks out on the ring or touches any of the contestants



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during the Tournament.

8.5. In case of severe violations of any rules the fighter shall be disqualified by the decision of the referee or the superior judge.

ARTICLE 9

Prohibited technical actions

- 9.1. Groin attacks of any kind.
- 9.2. Headbutts.
- 9.3. Intentional hits of any kind on the spine, the back of the head along the spine.
- 9.4. Hits with the inside part of the glove.
- 9.5. Direct knee joints attack.
- 9.6. Clinch more than 5 sec.
- 9.7. Knee attack to the head with one or two handed grip two or more knees in a row.
- 9.8. Attack on lying opponent.
- 9.9. Holding legs without attack.
- 9.10. Suffocation.
- 9.11. Biting.
- 9.12. Attack from a lying position.
- 9.13. Elbow attack to the head while holding it with the other hand.
- 9.14. Grabbing the opponent under the waist and take him down on the ground.

ARTICLE 10

Legal fighting techniques

- 10.1. Hand and leg strikes on the head that are not forbidden in Article 9.
- 10.2. Hand and leg strikes on the body that are not forbidden in Article 9.
- 10.3. Hand and leg striking in the hip area that are not prohibited by Article 9.
- 10.4. Striking the shin area.
- 10.5. Jumping hand and leg striking techniques which are not forbidden in Article 9.
- 10.6. Spinning leg kicks and hand punches which are not forbidden in Article 9.
- 10.7. Elbow strikes to the head, without holding it with the other hand.
- 10.8. Knees to the head, body and hips, not prohibited in Article 9.
- 10.9. Knee blows to the head with a “deaf” grip (two hands) on the neck – only one knee is allowed, then the fighter have to release the grip.
- 10.10. Work in the clinch up to 5 (five) seconds



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10.11. Throws with a grip over the waist, hooks, “twisting” an opponent with a hook, kicks and hands.

10.12. Catching a leg and make strikes to the opponent.

10.13. Sweeps.

ARTICLE 11

Check and admission to the bout before entering the ring.

11.1. The Fighter shall be admitted to the competition after fulfilling the following conditions:

11.1.1. Pre-competition medical examination;

11.1.2. HIV, HBV and HCV test certificate received from Organizers at least 20 days before the event

11.1.3. Insurance policy

11.1.4. Medical inspection and doctor’s approval on weight in, confirmed by the superior judge.

11.1.5. Individual protective equipment inspection approved by the superior judge and the fight doctor.

11.1.6. Fighters’ and cornermen’s appearance inspection.

11.1.7. Prior to the bout the Fighters shall receive the boxing gloves approved by present Rules and put them on in presence of a judge. After the gloves are signed by the judge they shall not be taken off before the end of the bout.

11.1.8. Minimal usage of vaseline on the facial area is allowed. A Judge or the referee defines the amount. Extra vaseline shall be removed.

11.1.9. Appearance on the boxing ring according to the regulations (from the support group only one second can be in the ring).

11.1.10. Bandage materials and vaseline are provided by participants themselves.

11.1.11 Warming liniments and ointments are not permitted.

ARTICLE 12

Corner men

12.1. The Fighter is allowed to have no more than 3 corner men - one principal and two assistants.

12.2. All three corner men shall retain position outside of their corner area during the bout.



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12.3. Only the principal corner man has the right to instruct the fighter during a bout.

12.4. Only one corner men is allowed to enter the ring during breaks, the others shall stay behind ropes.

12.5. Corner men are not allowed to touch the ropes, the ring and the platform during rounds, they are not allowed to place any objects on the ring or the platform during rounds. Corner men are prohibited from entering the ring or the platform or touching any fighter during the rounds.

12.6. After one-minute break in-between rounds the corner men shall immediately leave the platform.

12.7. Corner men, as well as the Fighter they represent, shall get cautions in case of rules violation. In case of a second caution corner men/man shall be disqualified from the tournament. Second caution and corner men/man's disqualification shall not affect technical actions of a Fighter.

ARTICLE 13

Commands, gestures and terms used by the judges and their performance by the fighters and timekeepers.

13.1. Before the start of the fight, the Referee indicates with an outstretched hand gesture to the line for the starting position. The fighter stands in the stand of "Fudodachi" facing the Chief Justice.

13.2. At the command of the Referee <Shomen-ni-ray>, at this moment the Referee pulls out his right arm with outstretched fingers in the direction of the Chief Judge, the Fighters bow.

13.3. At the command of the Referee <Shushin-ni-ray>, at this moment the Referee pulls out his hands, clenched into fists, in the position with his palms up, in the direction of the Fighters and brings the fists with palms up to the chin, the fighters turn to the Referee and bow.

13.4. At the command "Otagai-ni-ray", at this moment the referee stretches his arms, clenched into fists, with his palms up in the direction of the Fighters and bends his fists at chest level. The fighters turn to each other and bow.

13.5. At the command of the Referee <Kamaete>, at this moment the Referee imitates the fighting stance, the Fighters make combat positions showing readiness for the start of the fight.

13.6. Command <Hajime> is called out by the referee to start the fight. After the command <Hajime> timekeeping begins and the fighters must start the fight.

13.7. Command <YAME> is served by the Referee to stop the fight.

13.8. To continue the fight Referee gives the command <ZOKO>, the fighters



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are obliged to continue the fight.

13.9. Referee has the right to announce other commands, accompanied by hand signals which shall be clear and understandable and meet present Rules.

ARTICLE 14

Complains and protests

All complaints, protests and disagreements shall be submitted in a written form in person by a Fighter representative within 10 (ten) days after the competition's date to the panel of judges on a Superior Judge's name.

ARTICLE 15

Doping control

If the Organizer requests a Doping test, it is mandatory for all Fighters. Positive result may lead to cover the costs for doping control, as well as title and prize confiscation.

