

SENSHI OPEN RULES

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ARTICLE 1. General

1. These rules apply to KWU International Professional League competitions.
2. In these rules, the participants in the tournament are called "fighters".
3. Age of fighters from 18 years old
4. Responsibility for injuries or injuries resulting from the fight, lie on the fighters.
5. Competitions are held in a 7.2 x 7.2 m square ring surrounded by 4 level ropes and set on a raised platform.
6. Each match or tournament Fight consists of three (3) rounds of 3 minutes with a possibility of one (1) extra round.
7. A Title Fight consists of five (5) rounds of three (3) minute.
8. Interval between the rounds shall be one (1) minute.
9. 10 seconds active clinch. When referee say's "BREAK STEP BACK", step back and continue fighting.
10. After takedown starts ground position. You have 30 seconds to work towards a submission, knock-out, Referee or Doctor Stop. Change position from bottom to top starts new 30 seconds. After outside, (two or more limbs outside the ring). Referee say's "STOP" Stand up Continue in stand up position. When avoiding the fight by crawl outside you will be penalized by a "WARNING". When there is significant action in the last seconds of the thirty (30) seconds, the referee calls out "TEN (10) SECONDS". Then "STOP STAND UP" at next dead lock.
11. When one (1) fighter is in ground position and other fighter on his feet. The stand up fighter has maximal ten (10) seconds to get in Ground position.
12. When inactive the referee gives the command "WORK" then by no significant action "STOP STEP BACK" or "STOP STAND UP" then the fights starts again after the command "FIGHT"
13. When there is significant action
14. Must point system.
15. The winner must be decided in the Final round.
The following rounds shall be considered as Final round.
 - On a title fight the fifth (5) round.
 - On a fight or tournament fight, the third (3) round.
 - On a Extra round.
16. 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 Fight or Tournament.

ARTICLE 2. Weight class

Gloves sizes for each weight class are as follows:

1. Championship Fights are held in the following weight categories:
 - -70 kg 4 ounces
 - -85 kg 4 ounces
 - -100 kg 4 ounces
 - +100 kg 4 ounce
2. Fights agreed on catch weight.
 - -70 kg 4 ounces
 - +70kg 4 ounces
3. The weight difference in catch weight is maximum +1 kg.
4. 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 weigh-in report is approved by the weight check official.

ARTICLE 3. Authorized fighting techniques

Stand up position

Punches: Straight punches, hooks, uppercuts, elbows and backspin blows

Kicks: Front kicks, low kicks, middle kicks, high kicks, sidekicks, back kicks, spinning back kicks, heel kicks, inner thigh kicks, jumping kicks, knee kicks, calf kicks.

Ground position

Punches: Straight punches, hooks, elbows, hammer fists and uppercuts.

1. The following restrictions apply to the usage of elbows. Only elbow blows to the body are allowed.
2. The following restrictions apply to the usage of Knee kicks. Only knee kicks to the body are allowed.

ARTICLE 4. Foul techniques

1. A fighter who executes a foul technique shall be penalized with a “CAUTION”, “WARNING” or “POINT REDUCTION”.
 - The referee announces a “CAUTION” verbally.
 - The referee announces a “WARNING” verbally.
 - The referee announces a “POINT REDUCTION” verbally.
 - Two (2) cautions shall lead to one (1) warning, a warning shall be given for any cautions thereafter.

- Two (2) warnings shall lead to a point reduction.
 - Three (3) Point reductions in one round shall lead to disqualification.
 - After a foul technique is determined, the fighter has a maximum recovery time of 5 minutes after “TIME STOP”. During the recovery period both fighters will be in the neutral corner.
 - If the physician decides the fighter cannot continue the fight after the recovery period and a foul technique is determined intentional or not the other fighter will be disqualified. If there is no medical reason to assume the Fighter can but will not continue the fight. He will lose and registered as Tap Out.
2. The following behavior is considered as foul:
1. Headbutts.
 2. Attacking the opponent in the groin (knee kicking or punching the opponent in the area under the navel shall be considered as low-blows and will be ruled as fouls.
 3. Thumbing.
 4. Suffocation or punching the throat.
 5. Biting.
 6. kicking from laying position
 7. Attacking after the referee calling “STOP”
 8. Holding the ropes
 9. Talking to opponent or judge
 10. Attacking the back of the head
 11. Direct knee joint attacks
 12. Clinch more than ten (10) seconds
 13. Avoiding the fight
 14. Joint locks (neck crank/heel hook)
 15. Soccer kicks (When three (3) limbs or back touch the ground).
 16. Picking, throw your opponent on his head.
 17. Unsportsman like behavior.

ARTICLE 5. Judging criteria

Awarding points shall be based on the following elements

1. Whether an effective and accurate attack is acknowledged, and damage is inflicted on the opponent by authorized techniques.
2. Points will be rewarded in this priority

1. Extended damage inflicted on opponent, when you see techniques with good impact and or visual damage like cuts, bruises or Doctor's interference.
2. Number of clean hits. These hits are technology high standard.
3. Number of takedowns/reverses.
4. Degree of aggressiveness, The dominant fighter shall be awarded with a score of ten (10) the opponent with the score of
5. Penalty official warning one (1) point reduction.

ARTICLE 6. Categories of outcome

Knock out (K.O.)

1. Applicable when a fighter is judged incapable of continuing the fight.

Tap out (T.O.)

1. Applicable when a fighter tap out on the opponent or mat or verbally makes a sound of pain. The referee will say "STOP" and wave his arms.

Technical knockout (T.K.O)

1. Referee stop. Applicable when the referee judges that it is impossible to continue the fight due an injury.
2. Doctor stop. Applicable when the doctor judges that it is impossible to continue the fight due an injury.
3. Applicable when a cornerman throws a towel in the ring during the fight.
4. Applicable when a fighter tap out (article 13.3)

Decision

1. Applicable when there is no knock out, technical knockout or disqualification to determine the winner.
2. Three (3) judges shall award points to each fighter. And the fighter with the higher point total will be declared winner. However when the winner is not declared by the consent of two (2) judges there will be an extra and final round.

Draw

1. Applicable when both fighters go down at the same time and neither rises to his feet before the count of ten (9).

Disqualification (DQ.)

1. Applicable when physician decides the fighter cannot continue after a foul technique

No contest (N.C.)

1. Applicable when both fighters are found to have violated the rule(s), match fixing or collusion.
2. Applicable when both fighters are judged as not being able to continue the fight due an accidental injury of neither fighters fault.

ARTICLE 7. Fighters clothing and individual protective equipment

1. Each fighter shall wear regulated open finger gloves provided by event official.
2. All fighters must be dressed in clean and proper clothes when they enter the ring for the occasions such as opening or closing ceremonies. The back stage official may not approve the attire, when considered inappropriate.
3. Fighters are free to select their fighting costume, provided that the costume is approved by the back stage official.
4. Groin protector is mandatory during the fight has to be under the fighting costume
5. Use of a mouthpiece is mandatory.
6. Contact lenses are prohibited.
7. Shin support bandage is allowed with no doctor recommendation. It is forbidden to bandage the ankle with the use of plastic and rigid shields or any material which can cause injury to the opponent. Shin support and bandage shall be checked and approved by the back stage official
8. Hand wraps and bandages shall be checked and approved by the back stage official
9. All tape and/or bandages without approval of the back stage official must be removed

ARTICLE 8. Oil and Vaseline

1. Fighters are allowed to use a minimal usage of Vaseline to the facial area.
2. A fighter with an excessive amount of Vaseline to the face shall not be allowed to compete. In such cases, the excessive Vaseline or oil shall be removed
3. Fighters are not allowed to apply Thai-oil and other oils containing any stimulative and irritating substances to any part of the body.
4. Fighters are allowed to apply minimal substances to the sole of their feet in order to prevent from slipping on the mat.
5. Usage of Vaseline and oil will be checked by the back stage official and referee.

ARTICLE 9. Glove check

All fighters must have their gloves checked, sealed and signed off by the back stage official, before they are put on. The gloves may not be taken off until the fight is over. If there is any evidence that the gloves have been removed or tempered with, the fighter must undergo another glove check. Fighters shall not apply any substance to their gloves. Caution, warning or point reduction may be given to a fighter who does not abide by the instructions of the judges.

ARTICLE 10. Medical check

1. All fighters should bring a Medical test not older than 3 months.
2. A Negative HIV and Hepatitis B, C test not older than 3 months.
3. A Head tomography after been Knock out within 6 months.
4. All fighters must submit to a medical check by the official physician before competing. In a tournament, the winner is obligated to go through subsequent medical checks in order to proceed to his next fight.

ARTICLE 11. Doping check

In order to establish prestige and fairness of SENSHI, all fighters are obligated to submit to a doping check upon the promotor's request in any occasion. Testing positive for doping will result in penalties, including the confiscation of a title, prize money, and full amount (100%) of fight money. Additionally a fighter will also be penalized based on his own contract.

ARTICLE 12. Treatment of injured fighters

The Official cutman may apply minimal treatment (stop bleeding) during the fight. No other person besides the cutman is permitted to apply treatment to an injured area during the match, including the interval. The Physician has a maximum treatment time of 5 minutes after the start of the treatment. During this period both fighters will be in the neutral corner.

ARTICLE 13. Fighters Duties and Rights

1. Be aware of and strictly follow present Rules. Be respectful and tactful towards all the participants, judges and Tournament organizers.
2. The final weigh check of the fighters is held the day before the fights.
3. Tap out (raise up his hand) Indicating that he no longer wishes to continue the fight.
4. In order to establish prestige and fairness of SENSHI, all fighters are obligated to submit to a doping check upon the promotor's request in any occasion. Testing

positive for doping will result in penalties, including the confiscation of a title, prize money, and full amount (100%) of fight money. Additionally, a fighter will also be penalized based on his own contract

5. The Fighter, Coach, Cornerman or Manager has no right to: Appeal to the referee or the panel of judges before the event finishes. However, official written protest to the rules committee is accepted within two weeks from the date of the match. The rules committee shall reply in a written form within two weeks from the date of receiving the protest.

ARTICLE 14. Cornerman conduct

1. A fighter is allowed to have the total of three (3) corner man standing at ringside. The cornerman shall be registered prior to the event.
2. All cornermen should be the designated seats during the fight.
3. Cornerman may not place their hands on the ropes or any part of the ring during the round.
4. Only one (1) person is allowed to enter the ring during the intervals.
5. No cornerman is allowed to touch the fighters during the rounds. In case any cornerman violates the regulations, the fighter shall be disqualified.
6. Cornerman may not place any item in the area around the corner post of the ring.
7. When Time keeper calls "SECONDS OUT", cornerman must immediately leave the ring.
8. The three cornerman are obligated to wear a unified team wear with the fighter combination of clothes such as "jeans and t-shirts" shall be not allowed. T-shirts , however , may be worn as "team T-shirts". Wearing sunglasses and suites is strictly prohibited.
9. The cornerman cannot talk or try to influence the judges.

The referee and judges shall give a caution when the above regulations are violated. Two cautions is one warning. If the cornerman violates four times the fighter gets one point reduction and the cornerman will be removed from the venue.

ARTICLE 15. Commands

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

1. Before the start of the fight, the Referee indicates with the command "Blue corner Step forward, Red corner step forward" an outstretched hand gesture to

the line for the starting position. The fighter stands in the stand of "Fudodachi" facing the supervisory staff.

2. At the command of the Referee , at this moment the Referee pulls out his right arm with outstretched fingers in the direction of the supervisory staff, and gives the command "Shoman Ni Rei". The Fighters bow.
3. At the command of the Referee , 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, and give the command "Soshin Ni Rei" the fighters turn to the Referee and bow. After the bow they will face each other.
4. At this moment the referee stretches his arm, clenched into fists, with his palms up in the direction of the Fighters and bends his fists at chest level. And give the command Otoga Ni Rei the fighters turn to each other and bow.
5. The Referee sends the fighters back to their corner and gives the command "Kamaite", at this moment the Referee imitates the fighting stance, the Fighters make combat positions showing readiness for the start of the fight.
6. The referee makes eye contact with the judges, physician and time keeper. After that gives the command "Fight" the Bell official rings the bell, and Time Keeper say "Round one"
7. 10 seconds before the end of the round the Bell official knocks on wood.
8. At the end of the fight the Bell official rings the bell and the referee gives the command "Stop" and Time Keeper say "Time" the fighters will return to their corner.
9. Only one cornerman is allowed in the ring during the interval.
10. When the interval is over the Timekeeper commands "Seconds Out" the Referee steps to the middle of the ring. The Cornerman needs to go back to their designated seats.
11. The referee calls the fighters from the corner, gives the command "Kamaite" to make eye contact with the judges, physician and time keeper. After that gives the command "Fight" and the Bell official rings the bell, the Time Keeper will say "Round two, Final round or Extra Round"
12. Referee has the right to announce other commands, accompanied by hand signals which shall be clear and understandable and meet present Rules.

ARTICLE 15. Protest

1. The Fighter, Coach, Cornerman or Manager are not allowed to raise objection or protest to the outcome of the fight before the event finishes.

2. However, official written protest to the rules committee is accepted within two weeks from the date of the match. The rules committee shall reply in a written form within two weeks from the date of receiving the protest.
3. A protest can be send to: adimitrov.senshi@gmail.com

ARTICLE 16. Others

1. 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 Fight or Tournament.