

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 "athletes".
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 bout consists of three (3) rounds of 3 minutes with a possibility of one (1) extra round.
7. A Title bout 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 start 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.
 - In a title fight the fifth (5) round.
 - In a fight or tournament fight, the third (3) round.
 - Any 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 bout 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 - 75 kg 4 ounces
 - 75 kg - 80 kg 4 ounces
 - 80 kg - 85 kg 4 ounces
 - 85 kg - 90 kg 4 ounces
 - 90 kg - 95 kg 4 ounces
 - + 95 kg 4 ounces
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 fighter's 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 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

The following behavior is considered as foul:

1. Small finger manipulation
2. Headbutts.
3. 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.
4. Thumbing.
5. Suffocation or punching the throat.
6. Biting.
7. kicking from laying position
8. Attacking after the referee calling "STOP"
9. Holding the ropes
10. Talking to opponent or judge
11. Attacking the back of the head
12. Direct knee joint attacks
13. Inactive Clinch
14. Avoiding the fight
15. Joint locks (neck crank/heel hook)
16. Soccer kicks (When tree (3) limbs or back touch the ground).
17. Picking, throw your opponent on his head.
18. Unsportsmanlike behavior.

A athlete 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 is equal a point reduction.
- Tree (3) Point reductions in one round is equal to disqualification.
- After a foul technique is determined, the athlete has a maximum recovery time of 2 minutes after "TIME STOP". During the recovery period both fighters will be in the neutral corner.

ARTICLE 5. Injuries sustained by fair blows and fouls

Fair Blow

if an injury is severe enough to terminate the contest, the injured fighter losses by TECHNICAL KNOCK OUT

Fouls intentional or accidental

1. If an injury caused by a foul is severe enough to terminate the bout immediately. The athlete causing the injury will lose by DISQUALIFICATION
2. If the injury caused by a foul but the athlete can continue. The referee announces "TWO POINT REDUCTION" verbally. To the fighter who committed the foul.
3. If the injured athlete can continue, and the injury results in the bout being stopped. In or after second round, the score cards will be collected and if the injured athlete is ahead on points, he will win the bout by TECHNICAL DECISION. Is the injured athlete behind on points it will be a TECHNICAL DRAW.
4. If the injured athlete does not want to continue and/or physician decides that there is no medical reason to assume the athlete cannot continue the bout. The injured athlete will lose and the bout will be registered as TAP OUT
5. If an athlete injures himself. The referee will act as a fair blow.

ARTICLE 6. Judging criteria

Awarding points shall be based on the following elements. Whether an effective and accurate attack is acknowledged, and damage is inflicted on the opponent by authorized techniques.

Points will be rewarded in this priority

1. Number of clean hits. These hits are technology high standard.
2. Extended damage inflicted on opponent, when you see techniques with good impact and or visual damage like cuts, bruises or Doctor's interference.
3. Number of takedowns/reverses.
4. Degree of aggressiveness.

At the end of each round, each judge shall record their score as follows:

- **Superior Winner:** This athlete receives 10 points
- **Inferior:** This athlete receives 9 points
- **Draw:** Both athletes receive 10 points. This score is only given in exceptional cases.

A point deduction for an official warning or knockdown is awarded by the referee. Point deductions or scores are applied after the round has been evaluated. This means that: First the dominant athlete shall be awarded according the judging criteria with a score of ten (10) the opponent with the score of (9) then apply the scores and/or deductions.

ARTICLE 7. Categories of outcome

Knock out (K.O.)

1. Applicable when an athlete does not stand up before the count of eight (8) or when the referee decides that the athlete is severely damaged and cannot stand up within the count of eight (8).

2. When an athlete is judged to have lost his will to continue the fight even though he has stood up within the count of ten (10), and/or when a athlete is judged incapable of continuing the fight.
3. When a athlete goes down three (3) times in one (1) round or four (4) times in a bout. Except in a tournament then when an athlete goes down two (2) times in one (1) round and tree (3) times in a fight.

Tap out (T.O.)

1. An athlete raises his hand Indicating that he no longer wishes to continue the fight.

Technical knockout (T.K.O.)

1. Referee stops. 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 athlete 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 athlete. 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.
3. Technical decision, applicable when the injured athlete is not able to continue the bout but is ahead on points.

Draw

1. Applicable when both athletes go down at the same time and neither rises to his feet before the count of eight (8).
2. Technical Draw, applicable when the injured athlete is not able to continue the bout but is behind on points.

Disqualification (DQ.)

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

No contest (N.C.)

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

ARTICLE 8. Athlete's clothing and individual protective equipment

1. Each athlete shall wear regulated gloves provided by backstage officials.
2. All athletes must be dressed in clean and proper clothes when they enter the ring for occasions such as opening or closing ceremonies. The backstage official may not approve the attire, when considered inappropriate.
3. Athletes are free to select their fighting costume, provided that the costume is approved by the backstage official. (No pockets)
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 backstage official
8. Hand wraps and bandages shall be checked and approved by the backstage official
9. All tape and/or bandages without approval of the back stage official must be removed

ARTICLE 9. Oil, Vaseline and other Substances

1. Oil, Vaseline or other substances can only be applied by the Cutman or Physician.
2. Usage of Oil, Vaseline or other substances will be checked by the backstage official and referee.

ARTICLE 10. Glove check

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

ARTICLE 11. Medical check

2. All athletes should bring a medical test not older than 3 months.
3. All athletes should bring a Negative HIV and Hepatitis B, C test not older than 3 months.
4. All athletes should bring a head tomography after being Knocked out within 6 months prior to the event.
5. All athletes 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 match.

ARTICLE 12. Doping check

In order to establish the prestige and fairness of SENSHI, all athletes are obligated to submit to a doping check upon the promoter's request on 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 13. Treatment of injured athlete

1. If an athlete is injured during the bout due to an illegal blow, only the official physician is permitted to administer treatment. This treatment may last a maximum of 5 minutes, starting from the moment the treatment begins. During this time, both athletes must remain in their neutral corners.
2. If an athlete is injured during the bout due to a legal blow, the official physician is only allowed to assess whether the athlete can safely continue the fight. The physician is granted a maximum of 2 minutes to make this determination. No treatment is permitted during this assessment period.
3. During the interval between rounds, only the official cutman or physician are permitted to treat the athlete and/or apply Vaseline. No other individuals, including coaches or cornermen, are allowed to provide medical assistance or apply any substances.

ARTICLE 14. Athletes 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 athletes 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 athlete, 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 15. Cornerman conduct

1. A athlete 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) Cornerman 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 to the judges.

The referee and judges shall give a caution when the above regulations are violated. A yellow card shall be given for each caution after the second caution. After a yellow card the cornerman in question must leave the venue. Moreover, the cornerman may be disqualified thereafter.

ARTICLE 16. 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 bout, 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 athlete 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 athletes 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 athletes 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 "**Otogai Ni Rei**" The athletes turn to each other and bow.
5. The Referee sends the athletes back to their corner and gives the command "**Kamaite**", at this moment the Referee imitates the fighting stance, the athletes make combat positions showing readiness for the start of the bout.

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 bout the Bell official rings the bell and the referee give the command **"Stop"** and Time Keeper say **"Time"** the athletes 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 athletes 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 17. Protest

1. The Athlete, Coach, Cornerman or Manager are not allowed to raise objection or protest to the outcome of the bout 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 sent to: adimitrov.senshi@gmail.com

ARTICLE 18. 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.