

SENSHI 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 athletes from 18 years old
4. Responsibility for injuries or injuries resulting from the fight, lie on the athletes.
5. Competitions are held in a 7.5 x 7.5 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) minutes.
8. Interval between the rounds shall be one (1) minute.
9. Must point system.
10. Max 4 (four) Down's or 3 (tree) downs per athlete in one round.
11. The winner must be decided in the Final round.
The following rounds shall be considered as the Final round.
 - In a title bout the fifth (5) round.
 - In a bout or tournament fight, the third (3) round.
 - Any Extra round.
12. 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 bouts are held in the following weight categories:
 - 70 kg - 75 kg 10 ounces
 - 75 kg - 80 kg 10 ounces
 - 80 kg - 85 kg 10 ounces
 - 85 kg - 90 kg 10 ounces
 - 90 kg - 95 kg 10 ounces
 - + 95 kg 10 ounces
2. Bouts agreed on catch weight.
 - -70 kg 8 ounces
 - +70kg 10 ounces
3. The athlete's weighting procedure is performed in the presence of a athlete's 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

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.

Active clinching: Make multiple attacks, sweeps

ARTICLE 4. Foul techniques

1. 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. Throwing. Holding the opponent and lifting him/her via the hip or body to throw them to the ground.
 4. Thumbing.
 5. Suffocation or punching the throat.
 6. Biting.
 7. Attacking the opponent while he is down or in the process of getting up.
 8. Attack from lying position
 9. Attacking after the referee calling "STOP"
 10. Holding the ropes
 11. Talking to opponent or judge
 12. Attacking the back of the head
 13. Direct knee joint attacks
 14. Holding the leg without counter attack
 15. Avoiding the fight

An 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 be equal a point reduction.
- Three (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 loses 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. If the injured athlete is 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

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. Number of clean hits without defense of opponent.
 2. Extent of damage inflicted on opponent
 3. Number of downs
 4. Degree of aggressiveness
 5. Less fouls

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

- **Superior:** 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.

Point

Deductions:

A point deduction for an official warning or knockdown is awarded by the referee. This point is subtracted after the round has been evaluated. Therefore, the round is not automatically scored 10-8. The round is first judged, and then the point deduction is applied.

3. The example of scoring points will be the following.
 - When the difference is clear, the inferior athlete receives one (1) point reduction (10-9)
 - In the first and second rounds, it is possible for the judges to score the round as even (10-10) if both athletes perform equally. No athlete receives a point reduction in this case.
 - In the third and final round, a winner must be determined. This is known as the MUST SCORE SYSTEM judges are not allowed to score this round as a draw (10-10).
 - If an EXTRA ROUND is required to decide the winner, all previous scores and penalties are voided. The outcome will be based solely on the performance in the extra round.
 - When the athlete is downed, the downed athlete receives a one (1) point reduction after the evaluation of the round, so if the athlete has won the round and he scored a knock-down the score will be (10-8)
 - When the athlete is downed, but he is winning the round, the inferior athlete receives one (1) point reduction (10-9) then apply the score of the downed athlete receives a one (1) point reduction after the evaluation of the round (9-9)
 - When an athlete is downed twice (2) the athlete receives a for (2) point reduction after the evaluation of the round.

Scoring a down shall be rewarded with one (1) point reduction of the downed athlete
A athlete shall be penalized with one (1) point reduction with the second WARNING.

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 an athlete is judged incapable of continuing the fight.
3. When an 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 three (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 to an injury.
2. Doctor stop. Applicable when the doctor judges that it is impossible to continue the fight due to an injury.
3. Applicable when a cornerman throws a towel in the ring during the fight.
4. Applicable when an athlete taps 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. A Draw may be declared based on the judges' scorecards. If the decision is split among the three judges, the individual scores from all judges will be added together. The athlete with the higher total score will be declared the winner. If the total scores are equal, the result is a Draw.
2. Applicable when both athletes go down at the same time and neither rises to his feet before the count of eight (8).
3. A Technical Draw is declared when an athlete is unable to continue the bout due to an injury caused by an illegal technique, and the injured athlete is behind on points at the time the bout is stopped.
4. In the extra round, a Draw is not allowed. Judges must select a clear winner based solely on the performance in that round.

Disqualification (DQ.)

1. Applicable when physician decides the athlete 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 to 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. Ankle support bandage is allowed with no doctor recommendation. It is forbidden to tape the ankle with the use of plastic and rigid shields or any other material. Ankle support cannot have padding and 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 and Vaseline

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 SENSJI, 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 fighter is allowed to have a total of three (3) cornermen standing at ringside. The cornerman shall be registered prior to the event.
2. All cornermen should be the designated seats during the fight.
3. Cornermen 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. Cornermen may not place any item in the area around the corner post of the ring.
7. When the Time keeper calls "SECONDS OUT", the cornerman must immediately leave the ring.
8. The three cornermen are obligated to wear a unified team wear with the fighter combination of clothes such as "jeans and t-shirts" shall not be 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. A yellow card shall be given for each caution after the second caution. After a yellow card the corner man 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.

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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 an 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.