



Combat Sports Act 1987

## **Kickboxing Contest Rules 2020**

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## Kickboxing Contest Rules 2020

### Part 1A - Preliminary

#### 1A. Terms Used

In these rules unless the context otherwise requires —

*Act* means the *Combat Sports Act 1987*;

*Certificate of Fitness* means a medical certificate as prescribed under regulation 8A of the Regulations;

*Commission* means the Combat Sports Commission as established under section 4 of the Act;

*Commission Representative* means a Commission member or a person authorised by the Commission;

*Contestant* has the meaning given in section 3 of the Act;

*Contestant Record Book* means a book as issued by the Commission under section 35 of the Act;

*Head Official* means an Official designated to act as the leading Official;

*Head Referee* means a Referee designated to act as the leading Referee;

*Industry Participant* has the meaning given in section 3 of the Act;

*Judge* means a capacity of Industry Participant as prescribed under regulation 9(f) of the Regulations;

*KO* means knockout;

*Medical Practitioner* has the meaning given in section 3 of the Act;

*Official* means one of the following capacities of Industry Participants as prescribed under regulation 9 of the Regulations —

(a) Judge;

(b) Referee; or

(c) Timekeeper;

*Promoter* means a capacity of Industry Participant as prescribed under regulation 9(a) of the Regulations;

*Referee* means a capacity of Industry Participant as prescribed under regulation 9(e) of the Regulation;.

*Regulations* means the *Combat Sports Regulations 2004*;

**Seconds** means a capacity of Industry Participant as prescribed under regulation 9(h) of the Regulations;

**Timekeeper** means a capacity of Industry Participant as prescribed under regulation 9(g) of the Regulations;

**TKO** means technical knockout;

**Trainer** means a capacity of Industry Participant as prescribed under regulation 9(d) of the Regulations;

[Rule 1A inserted: Gazette 28 September 2021 p. 4498; amended 16 February 2024 p. 198.]

## **Part 1 - Ring Requirements**

### **1. Ring Type Contest Area Specifications**

- (1) In all contests, the size of the ring shall be no less than 5m x 5m and no more than 9m x 9m inside the line of ropes. The ring lighting must be appropriate and adequate for the conduct of combat sport contests.
- (2) All contest rings—
  - (a) The floor height should be a maximum of 1.2m from the building floor.
  - (b) There will be four (4) ropes with a minimum diameter of 3cm and a maximum of 5cm, stretched and linked to the four (4) corner posts.
  - (c) The top rope is to be a minimum of 1.25m and a maximum of 1.35m from the floor with the other three (3) ropes distributed at equal distances between the top rope and floor.
  - (d) The ropes will be covered by a soft or cushioned material and shall be joined on each of the four (4) sides at equal intervals by rope stays hung vertically, that are not less than 3cm and not more than 4cm wide, and that do not slide along the ropes.
  - (e) A minimum of three (3) rope stays must be used on each side of the ring.
  - (f) Turnbuckles shall be covered by suitable padding.
  - (g) The floor must be padded by a layer of rubber, soft cloth, rubber mat or other suitable material that is approved by the Commission with a minimum thickness of 2.5cm and a maximum of 3.7cm.

- (h) The padding shall be completely covered by a non-slip canvas cloth that is stretched and secured into place.
- (i) Any logos or images painted onto the canvas/cloth must consist of a non-slip material/paint.

**2. All Contest Area Step Requirements**

- (1) Three (3) sets of steps are required to the height of the ring platform.
- (2) One (1) set is to be located at each Contestant's corner and a third shall be positioned at the neutral corner closest to the Medical Practitioner and other officials.
- (3) Must always be kept clear of obstruction.

**3. Ring Construction and Maintenance**

- (1) Newly constructed rings must have a Certified Structural Engineer Report prior to being used.
- (2) Rings must be checked for wear and tear every three (3) years and an updated Certified Structural Engineer Report submitted to the Commission.
- (3) It is the Promoters responsibility to ensure that the Structural Engineer report is current.

**4. A Certified Structural Engineer Report**

- (1) A Certified Structural Engineer Report must include—
  - (a) Level of metal fatigue.
  - (b) Damage sustained to supporting boards.
  - (c) All wear and tear.
  - (d) The load capacity – load capacities must be greater than 850kg or equal to twelve (12) people.
- (2) A contest area must not be used by a Promoter for a contest or contests unless the area has been inspected by a Certified Structural Engineer to ensure compliance with the specifications above.

**5. Compulsory Ringside Requirements**

- (1) In all contests, the Promoter is responsible for ensuring the following are placed at ringside—
  - (a) Oxygen supply unit.
  - (b) Stretcher.
  - (c) Spare set of gloves for each contestant.

- (d) Additional padding for each contestant i.e. Head and chest guard and shin pads.
- (e) A bell in good working order.
- (f) Two (2) stopwatches/ timers.
- (g) Tables and chairs for officials.
- (h) Judges score sheet.
- (i) Whistle and clacker.
- (j) A bin in the neutral or Medical Practitioner's corner for gloves and refuse.
- (k) Stools for each corner.

**6. Other Permitted Ringside Requirements**

- (1) Drinking bottles, buckets and spray bottles.
- (2) Towels.
- (3) One (1) set of round indicators, signs or boards.
- (4) Blunt edged scissors.
- (5) Extra tape for taping gloves.



## Part 2 - Dress Code

### 7. Hand Bandages and Tape

- (1) Hand bandages are mandatory.
- (2) The bandages and tape must conform to the following specifications and conditions-
  - (a) Hand bandages must be-
    - (i) Crepe, gauze or a soft cloth type material.
    - (ii) Not be more than five (5) metres long and five (5) centimetres wide for each hand.
    - (iii) Placed on both Contestant's hands.
    - (iv) There is to be no hard build-up of any material over the knuckles.
- (3) Adhesive tape—
  - (a) May be used to secure the bandages on each hand of the Contestant.
  - (b) Must be no more than two and a half (2.5) metres long and two and a half (2.5) centimetres wide for each hand.
  - (c) May be applied to the back of each of the Contestant's hands but shall not be applied to cover the Contestant's knuckles. Tape cannot reach beyond or cover the knuckles when the fist is closed.
  - (d) May have tape applied directly to the skin or the Contestant may have training wraps, cotton or gauze placed under the tape.
  - (e) Thin strips of adhesive tape may be placed between the fingers to aid in keeping the bandage in place.
- (4) Bandaging and Taping of Contestant's Hands—
  - (a) Shall be conducted in the dressing rooms. Contestants arriving at a contest venue with their hands already wrapped will be asked to remove the handwraps and have them re-wrapped at the venue.
  - (b) Shall be in the presence of the Head Referee or a Commission Representative (if necessary).
  - (c) Shall be inspected and signed upon completion by the Head Referee or a Commission Representative (if necessary). Bandages or tape will not be affixed in any way that the Head Referee or a Commission Representative consider detrimental to an opponent.

- (d) If the indentation in between knuckles can be felt and there isn't any tape over the knuckles or excessive buildup the wraps may be approved.

## **8. Gloves**

- (1) Gloves must be new or near new, with new laces or Velcro and without any misshapen or lumpy padding, worn or cracked leather or in any way imperfect. If gloves are in any way imperfect, they must be changed before the contest begins and in the presence of a Referee or Commission Representative (if necessary).
- (2) Gloves must be of the attached thumb type.
- (3) Gloves must be either red and blue or must be taped with red or blue tape wrapped around the wrist.
- (4) Breaking, roughing, twisting or cutting the thumb webbing is not permitted.
- (5) If a glove becomes damaged during a contest it shall be replaced during the interval between rounds, unless, at the discretion of the Referee, the contest is stopped during the round to have the glove replaced, in which case the Timekeeper must stop the clock and restart it when the round is resumed.
- (6) Gloves shall not be put on until the Head Referee or a Commission Representative (if necessary), has signed the bandages.
- (7) A Contestant shall be fitted with gloves immediately prior to the contest under the supervision of the Head Referee or a Commission Representative (if necessary).
- (8) After lacing on and tying at the back of the wrist, the laces of the gloves must be securely covered by adhesive tape and signed by the Head Referee or a Commission Representative (if necessary). If Velcro gloves are used, the Velcro must also be securely covered by adhesive tape.
- (9) When taping the gloves, the tape must not go past the wrist.
- (10) The Promoter must supply the gloves and must ensure that there are adequate sizes for all Contestants.

- (11) In all contests, gloves must conform to the following standards and specifications—

<b>Weight Division</b>	<b>Glove Weight</b>
Strawweight	Minimum weight of 8 ounce (226 grams)
Junior Middleweight and ABOVE	Minimum weight of 10 ounce (283grams)
Exhibition (all weights)	Minimum weight of 16 ounce (453grams)

## **9. Mouthguards**

- (1) In all contests, mouthguards must conform to the following standards and practices—
- (a) A Contestant shall wear a professionally fitted mouthguard during a contest.
  - (b) The Contestant's mouthguard shall be examined by the Referee prior to the contest and at the start of each round.

## **10. Contest Attire – Contestants**

- (1) In all contests the following dress standards must be adhered to by Contestants—
- (a) A Contestant must be clean and present a tidy appearance. This includes not wearing any attire that displays obscene language or profanity.
  - (b) Contestant's hair must be neat and tidy with long hair tied back so as not to create any hazard or interfere with the safety of the Contestants.
  - (c) A Contestants facial hair must not interfere with the safety of Contestants.
  - (d) Gloves as specified.
  - (e) A groin protector must be worn and if using ties, tied only at the back. Metal groin guards are preferred.
  - (f) Male Contestants must fight naked to the waist.
  - (g) Only appropriate Kickboxing shorts are to be worn.
  - (h) Female Contestants must also wear a top generally worn for combat sports contests.
  - (i) Breast protectors may be worn by female competitors which must be—
    - (i) Of a personal size, made of a soft material, and

- have no hard clips or such that could harm the wearer or opponent, and
- (ii) Firm enough not to shift during a contest.
- (j) Single elastic bandages (ankle straps) can be worn on the ankles to prevent sprains, however insertion of any sort of padding is prohibited.
- (k) The use of white petroleum jelly or any similar substance by the Contestant anywhere other than the face is not allowed.
- (l) No metallic materials, decoration or jewellery is to be worn.
- (m) Any infringement to the dress code may result in Contestant disqualification.

#### **11. Contest Attire – Officials**

- (1) In all contests, the following dress standards must be adhered to by the contest officials—
  - (a) A Referee shall be neatly dressed in black dress pants, official shirt and black shoes without a heel.
  - (b) The Referee shall not wear glasses, watch, necklace, rings or any other object which may injure a Contestant.
  - (c) The Referee may wear a belt with a standard type belt buckle. Large or ornament type belt buckles will not be allowed.
  - (d) Referees must wear surgical gloves when officiating in the ring.
  - (e) Judges and Timekeepers must be neatly dressed in black dress pants, official shirt and dress shoes and a blazer if applicable.

#### **12. Other Dress Code Matters**

- (1) In any contest—
  - (a) Application of Vaseline, liniment or similar on the body is not permitted.
  - (b) Excessive external use of water is not permitted.

#### **13. Foreign Substances**

- (1) When the Contestants have entered the ring and prior to the start of the contest, the Referees shall inspect both Contestant's gloves and body to ensure no foreign substances have been applied and must take steps to ensure that there are no foreign substances held by the Seconds.

## Part 3 - Conduct of the Contests

### 14. Minimum Age to Participate in a Contest

- (1) Contestants are to be over the age of 12 for all Kickboxing contests that are run according to Combat Sports Commission rules or the rules of a recognised sanctioning body.

### 15. Weight Divisions

- (1) As prescribed by the Western Australian *Combat Sports Regulations 2004* (the Regulations), Schedule 2, Division 1, the following weight classifications will apply—

Weight Division (Class)	Min. Weight Over (kg)	Max. Weight Not Exceeding (kg)
Strawweight or Mini Flyweight	No Lower Limit	47.60
Junior Flyweight	47.60	49.00
Flyweight	49.00	50.80
Junior Bantamweight	50.80	52.20
Bantamweight	52.20	53.50
Junior Featherweight	53.50	55.30
Featherweight	55.30	57.20
Junior Lightweight	57.20	59.00
Lightweight	59.00	61.20
Junior Welterweight	61.20	63.50
Welterweight	63.50	66.70
Junior Middleweight	66.70	69.90
Middleweight	69.90	72.50
Super Middleweight	72.50	76.20
Light Heavyweight	76.20	79.40
Cruiserweight	79.40	90.70
Heavyweight	90.70	100.00
Super Heavyweight	100.00	No Upper Limit

### **16A. Initial Weigh-in**

- (1) An initial weigh-in shall take place no more than 24 hours prior to, and no less than two hours before, the advertised start time (doors open) of the contest.
- (2) Promoters must nominate to the Commission an official start time for the weigh-in.
- (3) Contestants must submit to an initial weigh-in within a two-hour period, commencing from the official start time.
- (4) The weigh-in is to be conducted using the Commission's official scale.
- (5) No one is permitted to touch or stand on the official scale until called to the scale by the Commission appointee.
- (6) Contestants are to weigh-in wearing minimal clothing and no shoes.
- (7) Contestants competing in a non-title bout —
  - (a) will have ONLY one (1) attempt to weigh-in and make weight; but
  - (b) may immediately retake the scale for the purposes of immediately removing any additional clothing/accessories.
- (8) Contestants competing for a title, in a title bout that has been sanctioned by the Commission, —
  - (a) may be granted two (2) attempts to make weight but will not be permitted to lose more than 500 grams of body weight; and
  - (b) may immediately retake the scale, after each attempt, for the purposes of immediately removing any additional clothing/accessories.
- (9) At the discretion of the Commission appointee, a Contestant may be directed to retake the scales for the purposes of ensuring the accuracy of recorded/announced weights.

*[Rule 16A inserted: Gazette 16 February 2024 p. 198.]*

### **16. Secondary Weigh-in**

- (1) The Commission reserves the right to conduct a secondary weigh-in, at any contest, upon prior notification to the Promoter and relevant Contestants.
- (2) If notified of a secondary weigh-in, Contestants must report to the Commission appointee to weigh-in, at any time prior to their bout and no earlier than the advertised start time (doors open) of the contest.
- (3) Contestants are to weigh-in wearing minimal clothing and no shoes.

*[Rule 16 amended: Gazette 28 September 2021 p. 4499; 16 February 2024 p. 198.]*

**17. Age Limit Requirements**

- (1) Age group protective equipment required to participate in a contest—
  - (a) Minimum equipment for all Contestants is gloves, mouth guard and groin guard/chest guard or body pad (depending on gender) and the following requirements depending on the Contestant’s age—

12 –15 years	Head guard, shin guards, chest guard /body pad.
16 – 17 years	Head guard, shin guards
18 years +	No additional protective gear.

**18. Age Group Restriction on Contests**

- (1) Rounds and their duration for junior Contestants are limited to the following—

12 –15 years	Maximum of 3 by 2-minute rounds.
16 – 17 years	Maximum of 5 by 2-minute rounds.
18 years +	Maximum of 5 by 3-minute rounds.

**19. Experience Limit Requirements**

- (1) Padding requirements based on experience for those aged 18 years and above. Contestants are required to wear the appropriate padding relevant to their level of experience as outlined below.

Contestants who have fought 0 – 3 contests will be required to—	<ul style="list-style-type: none"><li>- Wear an approved head guard,</li><li>- Wear approved shin guards, and</li></ul>
Contestants who are contesting their 4 - 6 contests will be required to—	<ul style="list-style-type: none"><li>- Wear approved shin guards, and</li></ul>

Contestants who have fought 7 or more contests—	Will not be required to wear any additional protective equipment.
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## 20. Round Definition

- (1) A Kickboxing contest consists of—
  - (a) Five (5) rounds of three (3) minutes with a two (2) minute break.
  - (b) Five (5) rounds of two (2) minutes with a one (1) minute break.
  - (c) Three (3) rounds of two (2) minutes with a one (1) minute break.
- (2) The time shall be stopped in case of interruptions for cautioning, warning, correction of the Contestants' attire, or other similar causes, and shall be excluded from the elapsed time of that round.

## 21. Permitted Strikes

- (1) All punches must land with the padded part of the glove (see fouls), no other part of the glove or forearm can be used. All kicks must connect with the ball of the foot, the instep, the heel, side of the foot or the shin from below the knee to the instep.
- (2) Contestants may kick or sweep to the inside or outside region of the leg. Any deliberate kick to the knee or groin shall be prohibited and shall constitute a foul. The Referee may issue a warning, order point deductions from the Judges scoring or may disqualify the offending contestant for repeated violations.

## 22. Scoring

- (1) All contests will be evaluated and scored by a minimum of three (3) Judges who will be seated in a central position on different sides of the ring.
- (2) Scoring shall be by the Ten Point Must System, where the winner of a round must be awarded ten points while the loser receives anywhere from nine (9) to seven (7) points, depending upon the decisiveness by which the round was won.
- (3) A one (1) point deduction is mandatory for a knockdown. Two points for two (2) knockdowns.
- (4) The following objective scoring criteria shall be utilised by the Judges when scoring a round—



Score	Criteria
10-10	When both Contestants appear to be fighting evenly and neither Contestant shows a clear dominance in a round.
10-9	When a Contestant wins by a close margin.
10-8	When a Contestant wins by a large margin.
10-7	When a Contestant totally dominates.

- (5) There will be no score recorded in an unfinished round, unless a determination is to be made in the instance of an accidental foul.
- (6) If a point or points are deducted before a round is completed, these points will be taken off the tally at the end of the bout. It is noted by the Judge in the relevant section of the scorecard, but only deducted by the Commission Representative recording the contest outcomes.

### **23. Elements to be considered when scoring**

- (1) The number of blows landed.
- (2) Clean hitting.
- (3) Weight of blows.
- (4) Offence.
- (5) Defence.
- (6) Ring generalship.
- (7) Effective aggression i.e. strikes landing. Aggression should not be confused with effective aggression.
- (8) Sportsmanship.

### **24. Scorecards**

- (1) Only official Combat Sports Commission scorecards and tally sheets will be used.
- (2) The Referee will collect all scorecards from each of the Judges at the end of each contest and hand them to the Commission Representative recording the contest outcomes and will not be shown to any other person.
- (3) When a points decision is awarded, the individual scores must be announced however Judges must only be identified using generic terms such as Judge 1, Judge 2 etc.
- (4) Judges must not keep secondary cards or tallies of points.

## **Part 4 - Official Requirements and Duties**

### **25. Required Officials**

- (1) Every contest must have the following registered Officials present—
  - (a) Two (2) Referees, one (1) who shall be the Head Referee in the contest and shall maintain supervision and control over the contest while it is in progress.
  - (b) Three (3) Judges who will evaluate and score each round and be seated on different sides of the ring/enclosure in a central position.
  - (c) One (1) Timekeeper who will keep the time of the rounds and rest periods.
  - (d) The mandatory Medical Practitioner who as per Part VII, section 49 of the *Combat Sports Act 1987* (the Act), shall be present at ringside during a contest.

### **26. Duties and Responsibilities of the Promoter**

- (1) The responsibilities of the Promoter include, but are not limited to, the following—
  - (a) The Promoter must ensure they are currently registered with the Combat Sports Commission in Western Australia (WA) and be aware of all conditions attached to this registration.
  - (b) A promotion permit has been issued by the Commission in relation to the scheduled contests and all conditions placed on this permit are adhered to.
  - (c) Ensure that all weigh-in conditions are adhered to.
  - (d) Required promotion Officials are registered and present during all contests.
  - (e) The contest area set-up has been approved by the Commission prior to the contest, including the provision of a Certified Structural Engineer's Certificate as requested.
  - (f) Contestants are reasonably matched, are registered with the Commission or another approved authority, and have current Australian serology and Certificate of Fitness.
  - (g) The Promoter must notify the nearest hospital emergency department to the contest venue of the promotion. This should be done the day of the promotion or where more than 5,000 tickets have been sold seven (7) days prior to the promotion.

- (h) The Promotor must ensure that all promotion personnel follow the instructions of the Promoter and the ringside Commission Representative in accordance to the rules of the contest, Permit Conditions and Code of Conduct.

## **27. Duties and Responsibilities of the Referee**

- (1) The duties of the Referee are as follows—
  - (a) The Referee's main concerns are the health and safety of the Contestants and the enforcement of all rules.
  - (b) The Referee must maintain control of the contest at all stages, including before and after the contest.
  - (c) The Referee must, at all times, prevent a weaker opponent from receiving undue and unnecessary punishment.
  - (d) Prior to the start of the contest, preferably at the weigh in, give each Contestant the same specific instructions.
  - (e) Confirm with both Trainers and Contestants, at the time of the contest, that they understand any modification to the rules i.e. no knees to the head.
  - (f) The four basic commands a Referee is to use are "stop", "box", "break" and "time" and they should be expressed clearly and with authority.
  - (g) The Head Referee, (in conjunction with the Commission Representative if required), must ensure taping and bandaging of Contestant hands comply with the rules. Referees must then stamp or initial the bandages, following inspection, on all occasions.
  - (h) Once inside the contest area, the Referee will check gloves, protective equipment and dress standards of both Contestants. The Referee must ensure that the glove laces are securely tied to the back of the hands and that the laces are covered with suitable tape. If Velcro gloves are used, Velcro must also be securely covered by adhesive tape. If during a contest the laces or Velcro come loose, the Referee must call "stop" and order the laces or Velcro be secured and re-taped. The Referee must signal that the clock is to stop and signal to restart it when the round resumes.
  - (i) Before instructing Contestants at the centre of the ring, the Referee must ensure that both Contestants are wearing a groin protector, mouthguard, boxing shorts and any other relevant protective equipment (as stipulated under section 10 of these rules) and have no foreign objects or substances on their bodies

or gloves and, at the discretion of the Referee, do not have too much Vaseline on their faces.

- (j) Before each contest and round, the Referee shall ensure the contest area and equipment is correctly set up, the canvas and apron are free of any foreign matter or excess water and shall ensure that corner stools are not in the ring or on the ring apron. The Referee shall ensure the ropes are properly taut and the tape between the ropes, corner buckles and padding are secure.
- (k) Before the first round, the Referee shall seek a signal from each Judge to ensure they are ready to proceed, that the Medical Practitioner is ringside and then signal the Timekeeper to sound the bell.
- (l) A Referee should avoid whenever possible physically "breaking" Contestants and should express their authority in their commands. Upon ordering "break", Contestants must stop all action and only restart on the Referee's command. Continued failure by a Contestant to comply with the Referee's commands may cause a deduction of points or disqualification.
- (m) When a Referee cautions a Contestant, they must make a clear signal as to the purpose of the caution and the nature of the breach.
- (n) Apart from cautions "in running" a Referee shall always give the order to "stop" before warning Contestants or moving between them to "break" and must then give the order and signal to "box". The order to box should only be given after the command "stop".
- (o) When a Referee orders Contestants to "stop", the Timekeeper shall stop the clock and only restart it when the Referee orders them to "box".
- (p) When a Contestant has been knocked down and the Referee considers the contest is over, he should immediately call the Medical Practitioner to the ring, to attend the downed Contestant.
- (q) The Referee must always ensure that no other persons are in the ring or on the ring apron while the round is in progress. If this occurs, the Referee must immediately stop the contest until they are removed. The Referee shall not permit Seconds to slap on the canvas, swing on the ropes or distract Contestants.
- (r) When a Referee considers a Contestant should lose points for a foul, they must call "stop" and order the other Contestant to the neutral corner and with the offending Contestant at their side signal to the Judges a points deduction order. The round will resume when the Referee orders "box".

- (s) If an incident occurs, covered by the rules of the contest or is unusual or an irregular occurrence and warrants the stoppage of a contest and the Referee's view of the incident is unsighted or partly obscured, the Referee may order time out and confer with the Judges and/ or Head Official before allowing any further contests to proceed.
- (t) A Referee should terminate a contest at any stage if they believe that the Contestants are not competing in earnest. The Referee may disqualify one or both Contestants or declare a "no-contest" and must notify the Commission Representative recording the contest outcomes.
- (u) In all contests a Referee shall collect scorecards from Judges at the end of the contest and hand them to the Commission Representative recording the contest outcomes.
- (v) Indicate the winner of a contest by raising the winning Contestant's hand after the announcement has been made.
- (w) If a Referee or Judge is injured during a contest, becomes ill or is unable to continue, the Timekeeper shall sound the bell and stop the round. The Head Referee shall appoint another Referee or Judge to officiate. If it is a Judge, then the replacement Judge will use the incapacitated Judge's scorecard for the remainder of the contest. The interrupted round must be started again.
- (x) The Referee must inform the Commission Representative recording the contest outcomes (and the contest announcer, if appropriate) of the reason for disqualifying a Contestant or stopping a contest, to ensure an accurate record of the contest is maintained.
- (y) A Referee must not wager on the result of a contest in which they officiate or publicly predict the result of a contest in which they will officiate. They must not align themselves with any Contestant and they must always remain impartial.
- (z) A Referee must maintain a current Certificate of Fitness, valid for 12 months.
- (aa) A registered Combat Sports Commission Referee may perform the duties of a Judge or Timekeeper without applying to register in subsequent capacities.

**28. The powers of the Referee include the right to—**

- (1) Terminate a contest at any stage if they consider it too one-sided.
- (2) Terminate a contest at any stage if one of the Contestants has received an injury and the Referee decides that they should not continue.

- (3) Terminate the contest at any stage if they consider the Contestants are not fighting in earnest, in which case the Referee may disqualify one or both Contestants.
- (4) Caution a Contestant or stop the contest and administer a warning to a Contestant, for fouls or for any other reason in the interest of fairness, or to ensure compliance with the Rules.
- (5) Disqualify a Contestant who fails to comply immediately with the Referee's orders or behaves towards them in an offensive or aggressive manner at any time.
- (6) Dismiss the Trainer from ringside and disqualify the Contestant, or deduct points, if the Trainer has breached the rules, disobeyed the Referee or behaved in an aggressive or offensive manner.
- (7) With or without previous warning, disqualify a Contestant for committing a foul.
- (8) Make a decision arising from any circumstances or conditions not mentioned in the rules or is relevant to the actual contest, decide and take action on any circumstance of the contest which is not covered by a rule but may be overridden by the Medical Practitioner when considerations of health or safety are involved.
- (9) The Referee will determine if the foul was accidental or intentional and may determine the outcome to be either a loss or a no contest.
- (10) The Referee shall caution a Contestant to stop if the Contestant catches the leg and takes more than two steps without using any weapons. After two cautions the Referee shall deduct a point.
- (11) The Referee shall give the Contestant a caution if the Contestant feigns a foul or pretends to fall on the ring floor after his kicking leg is caught. If the Contestant repeats the action and the Referee has given him two cautions, the Referee shall deduct a point.
- (12) The Referee has the right to allow a rest period of not more than five (5) minutes after a groin strike.

## **29. Duties and Responsibilities of the Judges**

- (1) The duties of the Judges at a contest are as follows—
  - (a) To sit ringside in their appointed positions, seated on different sides of the ring in a central position.
  - (b) Each Judge shall independently and impartially Judge the merits of the Contestants and score according to the rules.
  - (c) Keep score throughout each round to determine the dominance one Contestant has over the other Contestant to determine the score.

- (d) Award to each Contestant the appropriate number of points and enter these on the official scorecard immediately after the end of each round before signing the card and handing it to the contest Referee at the end of the contest.
- (e) Apply the scoring system for a contest as is declared by the Referee, such as points deducted.
- (f) The Judges shall not speak to a Contestant, or to another Judge, or to anyone else except the Referee during the contest, but may if necessary at the end of a round bring to the notice of the Referee any incident which the Referee may appear to have missed, such as misconduct of a Second, loose ropes etc.
- (g) A Judge shall not allow anyone to see their scorecards.
- (h) A Judge shall not leave their seat until the verdict has been announced to the public.
- (i) Judges are required to follow the instructions of the Referee in control of the contest.
- (j) Judges must not keep secondary cards or tallies of points during a contest.
- (k) A registered Combat Sports Commission Judge may perform the duties of a Timekeeper without having to register in subsequent capacities.

### **30. Duties and Responsibilities of the Timekeepers**

- (1) The duties of the Timekeepers at any contest are as follows—
  - (a) Timekeepers must use two (2) stopwatches/ timers. One (1) for the general round time of a contest and the second for contest rest periods.
  - (b) In the event of a knockdown, Timekeepers shall immediately, with a clear count on their fingers, count the elapsing seconds until the Referee takes up the count.
  - (c) For all contests, two Timekeepers may be used. The second of whose duties shall include the knockdown count.
  - (d) If, near the end of any round, except the last round, a Contestant is down, and the Referee is in the course of counting over them, the bell indicating the end of the round will not be sounded. If the Contestant rises before 10 is counted and the Referee gives the command to "box" (indicating the continuation of the contest), the bell will then be sounded to end the round.
  - (e) The rest periods between rounds shall be one (1) minute in duration for a two (2) minute round or two (2) minutes for a three (3) minute round. The Timekeeper will announce "Seconds out" in a loud, clear voice ten seconds before the

minute is up and sound a warning whistle, indicating that the Seconds must leave the ring and all foreign objects must be removed from the ring and apron.

- (f) When a Referee orders Contestants to "stop", the Referee will then face the Timekeeper and call "Time". The Timekeeper shall stop the clock and only restart it when the Referee orders to "Box".
- (g) The Timekeeper shall at all times ensure the Referee has heard the bell.
- (h) If a Referee or Judge is injured or becomes ill during a contest and is unable to continue, the Timekeeper shall ring the bell to terminate the round. On the replacement of that Official, the round shall recommence as a full round.
- (i) The Timekeeper must sound the bell at the precise moment and he shall not lengthen or shorten the periods of contest or intervals.
- (j) A registered Combat Sports Commission Timekeeper may not perform the duties of a Referee or Judge without registering in this class of officials.

### **31. Duties and Responsibilities of the Medical Practitioner**

- (1) The duties of a Medical Practitioner at any contest must include—
  - (a) Perform a Pre and Post Contest Medical on each Contestant.
  - (b) Sit at the immediate ringside during a contest.
  - (c) Provide all necessary medical equipment other than that provided by the Promoter i.e. oxygen supply unit and stretcher.
  - (d) Terminate any contest where, in their opinion, a Contestant is exhausted, receiving undue punishment or is injured to such an extent as to be unable to defend themselves or avoid further injury. The Medical Practitioner will blow a foghorn to obtain the Referee's attention, indicating that they wish to have the contest stopped. For this purpose, the Medical Practitioner may override any decision of the Referee to continue the contest.

### **32. Conduct of Commission Representatives, Officials and the Medical Practitioner**

- (1) Commission Representatives, Officials and the Medical Practitioner shall not wager on the result of a contest or publicly predict the result of a contest.
- (2) Commission Representatives, Officials and the Medical Practitioner or any registered participants, must not consume alcohol or illicit



drugs on the day of a promotion and up to the time that their duties are completed.

### **33. Duties and Responsibilities of the Trainer**

- (1) The primary concern of a Trainer is the health, safety and welfare of their Contestants and they must—
  - (a) Do all there is possible to safely and properly prepare a Contestant for any contest.
  - (b) Ensure they do their best not to overmatch their Contestant.
  - (c) Be present at the weigh in and pre-contest medical assessment of their Contestant, where practicable.
  - (d) Be present when the Contestant is assessed by the Medical Practitioner post-contest if the Contestant has sustained a knockout, heavy punishment or injury.
  - (e) Ensure that any injuries are properly attended to and any instructions from the Medical Practitioner are strictly followed.
  - (f) Be clean and neatly dressed and act in a ‘sportsman like’ manner.
  - (g) At the call of “Seconds out” or the sounding of the whistle, Trainers must immediately vacate the contest area and ensure the stool and all other objects are removed from the contest area and apron before the bell sounds to start the round.
  - (h) During the contest round, Trainers must be seated at least half a metre away from the contest area.
  - (i) During a contest Trainers shall not slap the canvas, or swing on the ropes or use any tactics to distract the Referee or the opponent.
  - (j) All Trainers must be registered with the Commission or another approved authority and may act as a Second.
  - (k) Not interfere in any way, either physically or verbally, with the Medical Practitioner or Officials in the performance of their duties.

### **34. Duties and Responsibilities of the Seconds**

- (1) Every Contestant is permitted no more than three (3) Seconds including the Trainer in their corner.
- (2) One (1) Second may enter the contest area during the rest period between rounds.
- (3) A Second must—
  - (a) Assist the Contestant as advised by the Trainer.

- (b) Be clean and neatly dressed and act in a 'sportsman like' manner.
  - (c) Assist the Trainer in the preparation of the Contestants.
  - (d) During the round, Seconds must be seated at least half a metre away from the contest area.
  - (e) At the call of "Seconds out" or the sounding of the whistle, immediately vacate the contest area and remove the stool and all other objects from the contest area and apron before the bell sounds to start the round.
- (4) Seconds shall only use the following equipment—
- (a) White petroleum jelly.
  - (b) Sterile cotton wool or cotton wads.
  - (c) Sterile gauze.
  - (d) Cotton bud sticks.
  - (e) Blunt-edged surgical scissors.
  - (f) Ice bag.
  - (g) Adhesive tape.
  - (h) Water buckets and drinking receptacles.
  - (i) Solution of adrenalin 1/1000.
- (5) No stimulant shall be used other than cold water sprinkled on the body or used as a mouthwash.
- (6) Seconds shall not apply petroleum jelly or any similar substance to any part of the Contestant's body other than the face.
- (7) Seconds are not to use on a Contestant—
- (a) Iron chloride solution.
  - (b) Monsel's solution.
  - (c) Ammoniated liniment.
  - (d) Alcohol or alcohol mixture.
  - (e) Smelling salts.
- (8) Where the Trainer considers the Contestant is in danger of being seriously injured, a towel may be thrown into the contest area, or other similar action taken to indicate a desire to terminate the fight, whereupon the Referee shall terminate the contest. A Second must not—
- (a) Act as a Manager or Trainer unless that Second holds an appropriate certificate of registration.
  - (b) Attempt in any way to procure a contest for the Contestant.
  - (c) Be ringside without the Trainer present.
  - (d) Interfere in any way, either physically or verbally, with a Commission Representative, the Medical Practitioner or Officials in the performance of their duties.
  - (e) Behave in a manner that brings combat sports into disrepute.

## **Part 5 - Rules of the Contest**

### **35. Accidental Foul—**

- (1) The Referee shall immediately stop the contest and notify the Judges of a foul where a Contestant has sustained an injury caused by an accidental foul.
  - (a) If the injured Contestant can continue then the Referee will allow a suitable rest period, not exceeding five (5) minutes, and the Referee will caution the offending Contestant.
  - (b) If the foul reoccurs then the Referee, at their discretion, may deduct a point or points.
  - (c) If the Contestant cannot continue and the bout is stopped before the conclusion of—
    - (i) Round 1 in a 3 Round contest or,
    - (ii) Round 3 in a 5 Round contestthen the contest must be declared a technical draw.
  - (d) If the contest is stopped at any later time the Contestant ahead on points must be declared the winner.
  - (e) Incomplete rounds should be scored utilising the same criteria as the scoring of other rounds up to the point that the incomplete round is stopped.

### **36. Accidental Injury**

- (1) If a Contestant cannot continue because of an accidental injury (i.e. rolled ankle, dislocation) the Referee shall deem the Contestant who can continue, the winner of the contest.
- (2) If both Contestants are temporarily unable to continue, the Referee shall apply a count as described in the Double Knockdown rule.
- (3) If an accidental clash of heads renders one or both Contestants temporarily unable to continue, they shall be given a short period of time to recover, at the Referee's discretion, if no cuts exist as a result of the accidental clash.

### **37. Accidental Low Blow (No Foul Rule)**

- (1) If a Contestant receives an accidental low blow, the Referee must ask the Contestant if the Contestant—
  - (a) Is able to continue immediately; or
  - (b) Requires a rest.

- (2) If a rest is required, the Referee will call “time out” and the rest period will commence. The contest will resume at the end of the time out period, as determined by the Referee, which can be up to a maximum of five (5) minutes duration. The Referee will advise the Judges and the Commission Representative recording the contest outcomes that the No Foul Rule has been applied.
- (3) If the Contestant cannot continue after the maximum five (5) minutes, the Referee will count to ten 10. If the Contestant rises before 10 is reached, the contest will continue. If the Contestant does not rise, that Contestant is deemed to have lost the fight by technical knock-out.
- (4) The offending Contestant must remain standing in the neutral corner for the duration of the rest period and may not be coached.
- (5) The Referee will advise the Judges and the Commission Representative recording the contest outcomes that the No Foul Rule has been applied.

### **38. Cut-Eye Rule**

- (1) Legitimate—
  - (a) A laceration to the eye or its surrounds occurs.
  - (b) The laceration is caused by a legitimate blow.
- (2) If as a consequence of the legitimate laceration, the Contestant sustaining the injury is unable to continue the fight, the Referee shall declare the Contestant who delivered the blow to be the winner of the contest.
- (3) Intentional Foul—
  - (a) The Referee shall immediately stop the contest and notify the Judges of a foul where a Contestant has sustained a laceration to an eye or its surrounds due to a deliberate act.
  - (b) The Referee will call the Medical Practitioner into the ring to inspect the cut.
  - (c) If the Medical Practitioner stops the bout then the fouled Contestant will be declared the winner.
  - (d) If the fouled Contestant can continue, then the Referee will deduct a point or points depending upon the extent to which the fouled Contestant has been inconvenienced.
- (4) Accidental Foul—
  - (a) The Referee shall immediately stop the contest and notify the Judges of a foul where a Contestant has sustained a laceration to an eye or its surrounds due to an accidental act.

- (b) The Referee will call the Medical Practitioner into the ring to inspect the cut.
- (c) If the contest is allowed to continue, then the Referee will caution the offending Contestant.
- (d) If the foul reoccurs then the Referee, at their discretion, may deduct a point or points.
- (e) If the contest is not allowed to continue and is stopped before the conclusion of
  - (i) Round 1 in a 3 Round bout or,
  - (ii) Round 3 in a 5 Round bout
 then the bout must be declared a technical draw.
- (f) If the bout is stopped at any later time the Contestant ahead on points must be declared the winner.
- (g) Incomplete rounds should be scored utilising the same criteria as the scoring of other rounds up to the point that the incomplete round is stopped.

### **39. Decisions**

- (1) At the end of a contest, after the scorecards have been assessed or a decision by the Referee made, the result shall be announced as one of the following—
  - (a) Knockout—
    - (i) When the Referee stops the contest – Technical knockout (TKO).
    - (ii) When the Medical Practitioner stops the contest (TKO).
    - (iii) When the Trainer throws in the towel (TKO).
    - (iv) When an injury as a result of a legal manoeuvre is severe enough to terminate a contest (TKO).
    - (v) When a Contestant is rendered unconscious due to (KO).
  - (b) Decision via scorecards, including—
    - (i) Unanimous decision— when all three (3) Judges score the contest for the same Contestant.
    - (ii) Split decision— when two (2) Judges score the contest for one Contestant and one (1) Judge scores for the opponent.
    - (iii) Majority decision— when two (2) Judges score the contest for the same Contestant and one (1) Judge scores a draw.
  - (c) Draws, including—
    - (i) Unanimous draw— when all three (3) Judges score the contest a draw.
    - (ii) Majority Draw— when two (2) Judges score the contest a draw.
    - (iii) Split Draw— when all three (3) Judges score differently.

- (d) Disqualification.
  - (e) Forfeit.
  - (f) Technical draw.
  - (g) Technical decision.
  - (h) No decision.
  - (i) No contest.
- (2) The decision given in a contest by a Referee and/or Judge shall always be final, unless—
- (a) A proven mathematical error is found in the scorecards, in which case the new decision shall be announced immediately after verification by Commission Representative.

#### **40. Disqualification**

- (1) Should a Contestant be disqualified, the Referee shall report details to the Commission Representative who will make note of it in the contest outcome record.
- (2) The Referee has the discretion to intervene in the case of unfair acts not covered in these rules and regulations and—
  - (a) Caution the Contestant.
  - (b) Order a one (1) or two (2) point deduction.
  - (c) Disqualify the offending Contestant.
- (3) It is the Referee's responsibility to decide if a foul was accidental or deliberate. If their view of the foul was unsighted or partly obscured, they may confer with the Judges and Timekeeper prior to making their decision but the Referee shall have the final say.

#### **41. Double Knockdown**

- (1) If both Contestants are knocked down, the count will proceed in the normal way. If only one rises before the count ends, the Contestant that rises will win the contest by KO.
- (2) If both Contestants rise before the count ends and, at the Referee's discretion it is decided that only one is fit to continue, the Contestant that is declared fit will win by KO.
- (3) If both Contestants rise before the count ends and, at the Referee's discretion it is decided that both are fit to continue then the round will resume as normal.
- (4) If neither Contestant rises before the end of the count, or both rise before the count of 10 and the Referee's decision is that neither is fit to continue, the contest result will be a "no decision".

#### **42. Failure to Leave Corner**

- (1) If the Trainer advises the Referee that their Contestant cannot continue, the Contestant will lose the contest by TKO.
- (2) If there is no such advice and the Contestant refuses to leave the corner, the Referee will apply a count and, on reaching 10, declare the opponent winner of the contest by TKO.
- (3) If the Contestant leaves the corner before the count ends, the Referee may order a deduction, if he considers the opponent has been significantly inconvenienced, before ordering the contest to continue.

#### **43. Fouls**

- (1) The following practices are fouls and it is within the discretion of the Referee as to whether the offending contestant is warned, disqualified or loses points in that particular round—
  - (a) A Second or Trainer entering the ring during the contest. This mandates a disqualification.
  - (b) A Trainer or Second Interfering with the Medical Practitioner or Officials in the course of their duties.
  - (c) Applying any foreign substance to the hair, face or body to gain an advantage.
  - (d) Attacking an opponent after the bell has sounded to end the round.
  - (e) Attacking an opponent on or during the break.
  - (f) Attacking an opponent who is under the care of the Referee.
  - (g) Contestants or their corner being offensive to or interfering with the Referee or any Official.
  - (h) Biting.
  - (i) Butting with the shoulder.
  - (j) Catching the opponent's leg and taking more than two steps or the equivalent time span to apply an attack.
  - (k) Clinching and/ or holding.
  - (l) Deliberately attacking the joints.
  - (m) Deliberately attacking the spine, back of the head or kidneys.
  - (n) Deliberately leaving the contest area.
  - (o) Deliberately throwing the opponent out of the contest area.
  - (p) Deliberately treading on the toes to restrict the opponent's movement.

- (q) One or both Contestants fall out of the ring and delaying returning to the contest area.
  - (r) Elbows of any kind.
  - (s) Engaging in any dangerous or unsportsmanlike behaviour that causes injury to an opponent.
  - (t) Eye poking, gouging or jabbing the opponent's eye with the thumb of the glove.
  - (u) Pursuing or attacking a fallen opponent or an opponent who is getting up.
  - (v) Grabbing the ropes or using the ropes of the contest area as a weapon, including but not limited to, pressing the throat against the ropes or trapping an opponent using the ropes.
  - (w) Head butting.
  - (x) Hitting an opponent who is partly out of the ring and is prevented by the ropes from assuming a defensive posture.
  - (y) Hitting with an open glove, wrist area or the palm of the hand.
  - (z) Intentionally falling over.
  - (aa) Spitting at an opponent.
  - (bb) Sticking out the tongue or making faces.
  - (cc) Striking at the groin area in any way.
  - (dd) Swinging off ropes or slapping the canvas by the Trainers or Seconds.
  - (ee) The Contestant or their corner disobeying the Referees commands.
  - (ff) The Trainer or Seconds touching their Contestant during the course of the contest.
  - (gg) Throat strikes of any kind.
  - (hh) Timidity, including but without limitation, avoiding contact with an opponent, intentionally or consistently dropping the mouth guard or faking an injury.
  - (ii) *[deleted]*
  - (jj) Using provocative or abusive language in the contest area.
  - (kk) Using techniques to throw or back breaking.
  - (ll) If people outside the contest area continually harass a Contestant or any Official, the Referee may seek security in attendance to deal with and/or remove such people. The Promoter must ensure sufficient security is engaged for the promotion.
- (2) Referee to disqualify or penalise continuing fouls—



- (a) If, in the case of a foul, the offending Contestant disregards the Referee's warnings and persists with such tactics, the Referee must deduct a point away from, or disqualify, the offending Contestant.
- (b) The Referee may penalise any Contestant who fouls that Contestant's opponent during a contest whether the fouls are intentional or not.
- (c) The Referee must deduct points from the offending Contestant and notify the judges immediately following the foul or infringement. A Contestant cannot be penalised in a later round for a previous foul or infringement.

*[Rule 43 amended: Gazette 16 February 2024 p. 199.]*

#### **44. Inspection during Rest Period**

- (1) Unless it is beyond doubt that an injured or distressed Contestant is not in a fit condition to continue, the Referee will allow them the full minute's rest between rounds before checking their condition.
- (2) The Timekeeper shall sound the bell at the appropriate time for the next round but shall not start the clock until the Referee orders "box".
- (3) The Referee may order the contest to be terminated at their own discretion or at the discretion of the Medical Practitioner and then give the Judges their ruling on what type of decision relates to the specific circumstances.
- (4) The Trainer, Seconds or Referee must not interfere if the Medical Practitioner wishes to perform an examination at any time during the rest period.

#### **45. Intentional Foul**

- (1) If in the opinion of the Referee a Contestant commits an intentional foul during a contest and that Contestant's opponent is unfit to continue, the Referee must terminate the contest by disqualifying the offending Contestant and award the decision to the fouled contestant.
- (2) The offending Contestant must remain standing in the neutral corner for the duration of any rest period and may not be coached.

#### **46. Knockdown**

- (1) Also refer to Part 6 Exhibitions for a two (2) knockdown rule.
  - (a) A Contestant shall be considered “down” when any part of their body, other than their feet, are on the canvas, or if they are hanging helplessly over the ropes as a result of a legal blow as ruled by the Referee, or they are still rising from the down position and not standing upright.
  - (b) Three (3) knockdowns in any one round or four (4) in a contest will automatically terminate the fight.
  - (c) When the Contestant is knocked down, the Referee will count each second of time by calling the number out aloud and indicate each second counted with the appropriate number of fingers until they reach the minimum count of eight (8).
  - (d) When a Contestant has been knocked down, the Referee will order the opponent to the farthest neutral corner of the contest area and pick up the count from the Timekeeper or the Official counting for knockdowns. Should the opponent fail to stay in the corner as directed by the Referee, the Referee shall stop the count and redirect the Contestant to go back to the neutral corner and resume the count at the point that it was interrupted. In the event of any knockdown, the Timekeeper’s count will cease when picked up by the Referee whose count shall prevail and be relied on by the Contestant.
  - (e) A Contestant cannot be saved by the bell in any round, except for the last round. If a Contestant is down, and the round has terminated, the Referee shall continue the count until the Contestant rises or he is counted out. If a Contestant fails to rise before the count of ten (10), he shall be declared the loser of the contest by knockout in the round just concluded.

#### **47. Knockdown Count**

- (1) In the event of a knockdown, the Timekeeper shall start the count immediately. The Referee shall pick up the count from the Timekeeper.
- (2) The Referee may complete the count of 10 on a Contestant who has risen during the count, if they decide that the Contestant is not fit to continue.

#### **48. Loss of Mouthguard**

- (1) Should a Contestant lose their mouthguard during a round, the round will be stopped until the mouthguard has been cleaned and replaced however the round may continue uninterrupted, at the discretion of the Referee if a Contestant has an immediate advantage.
- (2) The Contestant shall be taken to their corner and the mouthguard is to be re-fitted while being supervised by the Referee. The Contestant is not to receive any instruction from their corner during this time.
- (3) Should the mouthguard be lost in an exchange, the Referee shall wait until the cessation of the exchange before ordering its replacement.
- (4) If the mouthguard is intentionally expelled, the Referee may at their discretion penalise the offending Contestant with a one-point deduction, or for continual occurrences deduct further points or disqualify the offending Contestant.

#### **49. No-Contest**

- (1) The Referee will give a no-contest verdict when the two (2) Contestants are not doing their best, both repeatedly ignore the rules or disobey the rules after several warnings, or when a contest is not being conducted honestly by both Contestants.
- (2) If a no-contest decision is given, the Referee will make a written report to the Commission on the matter, for information only.

#### **50. No-Decision**

- (1) A Referee may give a no-decision verdict if a contest is stopped in unusual circumstances, such as a contest ring collapsing or a long power failure.
- (2) The Referee should consider the circumstances prior to giving a no-decision.

#### **51. Out of the Contest Area**

- (1) A Contestant who has been knocked out of the contest area onto the floor, as a result of a legal blow, must not be helped back in by their corner. The Referee shall allow the Contestant twenty (20) seconds to re-enter the contest area and stand unaided. Should the

Contestant fail to re-enter unaided before the time allowed, the Referee will indicate that they have been knocked out.

- (2) A Contestant who has been knocked out of the contest area but remains on the apron, as a result of a legal blow, must not be helped back in by their corner. The Referee shall allow the Contestant ten (10) seconds to re-enter the stand unaided. Should the Contestant fail to re-enter unaided before the time allowed, the Referee will indicate that they have been knocked out.

**52. Restrictions Following a Contest**

- (1) Where a Contestant has participated in a contest, the Contestant shall not compete again for seven (7) days following the contest.
- (2) Where a Medical Practitioner has endorsed a Contestant's Record Book or Clearance to Compete with a specific date, the Contestant shall not compete before that date.

**53. Restrictions Following a Knockout**

- (1) As per the Regulations; Part 3 Division 2 (15) subclause (1), where a Contestant is knocked out—
  - (a) The Contestant must not participate in a contest for a period of at least 30 days.
  - (b) For the second consecutive time, the Contestant must not participate in a contest for a period of at least 60 days.
  - (c) For the third consecutive time, the Contestant must not participate in a contest for a period of 90 days or for such longer period as the Medical Practitioner determines, referred to in Section 49 of the Act, determines.

**54. Stalling**

- (1) A Contestant who intentionally refuses to engage an opponent for a prolonged period, shall receive an immediate warning from the Referee. If the Contestant continues to utilise passive tactics after receiving one warning during the round, points shall be deducted from the Contestant's total score as determined by the Referee.
- (2) If a Contestant repetitively uses passive tactics, either in the same round or in the following rounds, the Contestant may be considered guilty of a foul and penalised accordingly.
- (3) Continuous dropping of the mouthguard by a Contestant shall be considered a foul and will be penalized accordingly.

## **55. Standing Eight Count**

- (1) Subject to rule 62, for standing eight counts.
  - (a) The Referee may apply an eight (8) count to a Contestant who is unable to defend themselves but remains standing.
  - (b) The Referee shall direct the Contestant's opponent to a neutral corner then begin counting from one (1) to eight (8) while examining the Contestant as they count.
  - (c) If, after completing the standing eight (8) count, the Referee determines that the Contestant can continue the Referee shall order the contest to resume. If the Referee determines that the Contestant is not able to continue, the Referee shall stop the contest and declare the Contestant's opponent to be the winner of the contest by technical knockout.

*[Rule 55 amended: Gazette 28 September 2021 p. 4499]*

## **56. Stopping a Contest**

- (1) The Referee must stop a contest when—
  - (a) In their opinion, a Contestant is exhausted or injured to such an extent they are unable to defend themselves or continue.
  - (b) A Contestant suffers three (3) knockdowns in one round or four (4) in a contest.
  - (c) When a Trainer 'throws in the towel' or otherwise indicates that they want the contest stopped. Unless the Referee is in the act of counting over the Contestant, then they shall finish the count to render the appropriate (KO/TKO) decision.
  - (d) The Referee is the only person empowered to stop a contest. However, they shall accept the direction from the Medical Practitioner to end a contest, as stated in section 49 of the Act

## **Part 6 - Exhibition Events**

### **57. Contestants**

- (1) Contestants must meet the requirements of registration including a current serology report, a Certificate of Fitness and may only compete in two (2) contests under exhibition rules before they must register in full as a Contestant.
- (2) All Exhibition Contestants must follow the rules set out by the Combat Sports Commission.
- (3) The following additional rules have been implemented for the protection of Contestants.

### **58. Hand Bandages and Tape**

- (1) Contestants may wear training wraps for exhibition events. Adhesive tape may be used to ensure they do not come apart during the event. Wraps must be checked and signed off by the Head Referee or a Commission Representative (if necessary).

### **59. Modified Round Times**

- (1) Contestants may request, through their Trainer, to reduce round times for exhibition events. Exhibition events must be a maximum of three (3) rounds of two (2) minutes duration with a one (1) minute break in between rounds.

### **60. Weight Classes**

- (1) Refer to section 15 Weight Divisions for weight classifications.
  - (a) Contestants must fall within a weight category as prescribed by the Regulations, Schedule 2, Division 1. Weight differences that fall outside of weight categories will not be accepted by the Commission.

### **61. Knockdowns**

- (1) Contestants will be subject to a two (2) knockdown rule, whereby two (2) knockdowns in a round or a contest will end a contest.

## **62. Eight Count**

- (1) A mandatory standing eight (8) count will be implemented. This will be implemented by the Referee if a Contestant is fatigued, overwhelmed or being subject to an overwhelming number of strikes. The Referee may terminate a contest at any time if they feel that it is in the best interest of the Contestants' health and safety.

*[Rule 62 amended: Gazette 28 September 2021 p. 4499]*

## **63. Required Protective Equipment for an Exhibition Contest**

- (1) 16-ounce gloves.
- (2) Headgear.
- (3) Chest Guard / Shin guards / Elbow pads
- (4) Mouthguard.
- (5) Groin protector (men).

## **Part 7 - Eliminator Contests**

### **64. Contest Duration**

- (1) No Contestant can compete in any more than nine (9) rounds throughout the entire tournament.

### **65. Maximum Number of Rounds and Rest Periods**

- (1) No Contestant will compete in any round that is more than two (2) minutes with a one (1) minute break between rounds in the quarter or semi-final and three (3) minute rounds in the final with a two (2)minute break between rounds.

### **66. Contest Draw**

- (1) All contests shall be drawn and recorded at the weigh in or prior to the beginning of the event.

### **67. Contestant Health and Safety**

- (1) All Contestants must meet the registration requirements of the Act before being made eligible to compete in a combat sport.
- (2) Before any eliminator event can commence the following health and safety processes must be adhered to;
  - (a) All Contestants must meet an agreed weight division. Contestants of different weight categories will not be permitted to compete together.
  - (b) All Contestants must have comparable fight records.
  - (c) All Contestants must complete a pre-fight medical at the weigh in and then prior to progressing into the next round.
  - (d) All Contestants must complete a post-fight medical at the end of each bout.

### **68. During an Eliminator Event**

- (1) Each Contestant must be given a 20-minute break or a minimum of two (2) bouts (whichever is the longest duration) prior to competing in the next round of finals.
- (2) Each Contestant must be cleared by the Medical Practitioner when leaving the contest area (post-fight medical) and the winning



Contestant must be then cleared by the Medical Practitioner (pre-fight medical) prior to returning to the contest area for their next bout.

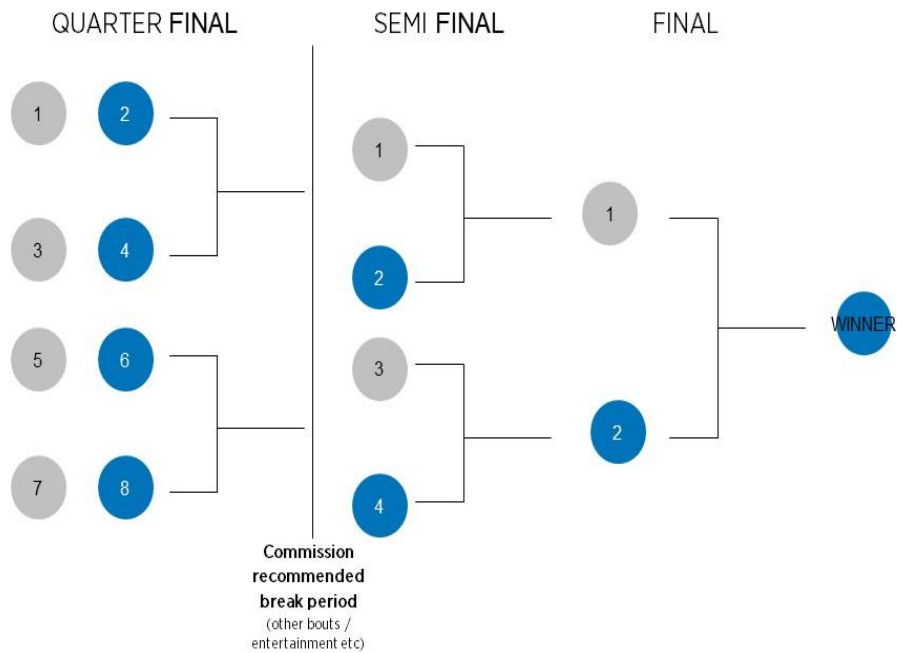
**69. Winning Contestants Not Cleared to Move onto the Next Round**

- (1) If the winning Contestant is declared not medically fit to move to the next round, for whatever reason, only a remaining Contestant who has lost in the previous round and who has been medically cleared may replace the injured Contestant.

**70. Bouts Ending in a Draw**

- (1) Where a bout ends in a draw, the Judges must decide, by reference to the appropriate section on the score card, who was the winner by effective aggression, offence, defence or ring craft.

**THE EIGHT MAN TOURNAMENT**



## **Part 8 - Miscellaneous**

### **73. Prohibited Substances**

- (1) Prohibited substances are those defined by the World Anti-Doping Agency.
- (2) It is the responsibility of the Contestant and their Trainer to check and ensure that the Contestant is not taking any medication or mixture that is prohibited.
- (3) Any Contestant testing positive for prohibited substances will be dealt with by the Combat Sports Commission at a special meeting. If a Contestant is found guilty of taking a prohibited substance, the Commission has the power to suspend or cancel the Contestants registration.

*[Rule 73 amended: Gazette 16 February 2024 p. 199.]*

### **74. Gender**

- (1) There must be no male versus female contests, of any description.

### **75. Sanctioning Bodies**

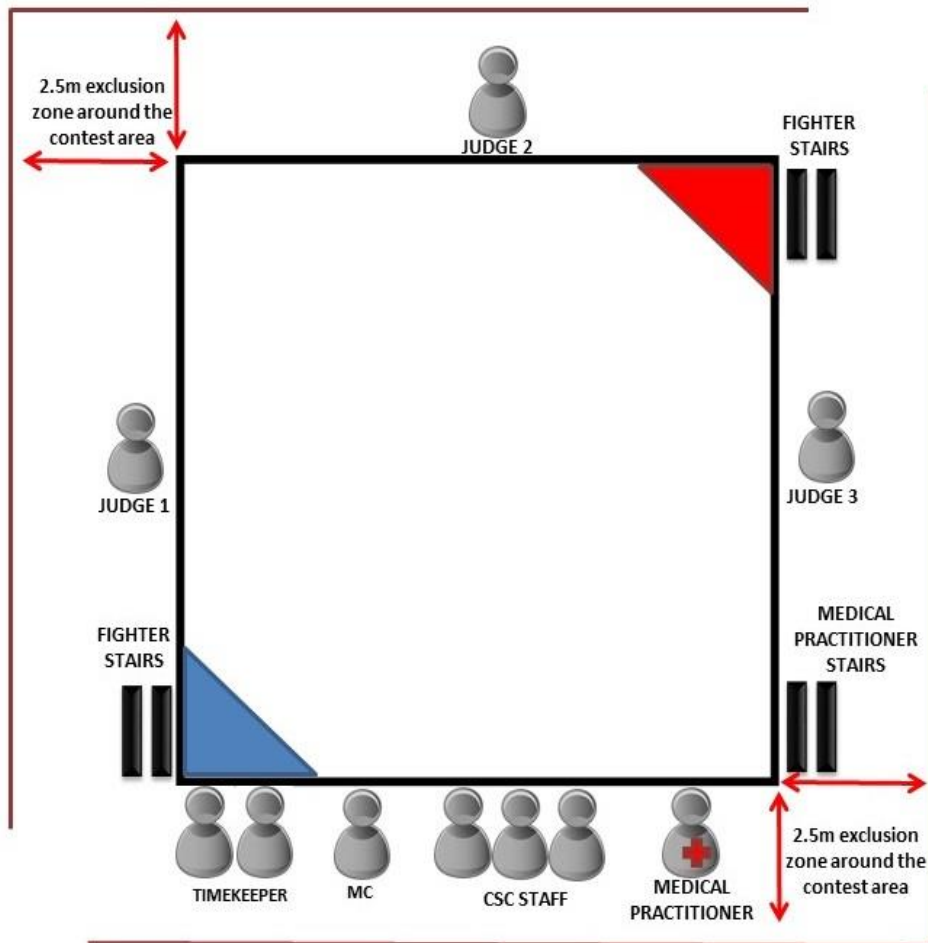
- (1) Sanctioning bodies may use their own rules for contests, as amended from time to time, and which are adopted by the following organisations and used for the purposes of contests run by the Commission under sanctioning body rules—
  - (a) World Association of Kickboxing Organizations – General Rules (WAKO)
  - (b) World Association of Kickboxing Organizations – Chapter 2 Ring Sports General Rules (WAKO)
  - (c) World Association of Kickboxing Organizations – Chapter 8 Full Contact (WAKO)
  - (d) World Association of Kickboxing Organizations – Chapter 9 Low Kick Rules (WAKO)
  - (e) World Association of Kickboxing Organizations – Chapter 10 K1 Rules (WAKO)
  - (f) International Kickboxing Federation (IKF)
  - (g) World Kickboxing Network (WKN)
  - (h) International Sport Karate Association (ISKA) – Kickboxing

(i) World Kickboxing and Karate Association (WKA)

- (2) Where the absence of rules or conflicts between rules exists between sanctioning body rules and Commission rules, the Commission rules prevail in the interest of health and safety

[Rule 75 amended: Gazette 28 September 2021 p. 4499]

**76. Standard Ring Contest Area Layout**



## 77. Sample Kickboxing Scorecard



Government of **Western Australia**  
 Combat Sports Commission

# SCORE CARD

DATE:

EVENT:

REFEREE

JUDGE

**RED**

FIGHTERS NAME

**BLUE**

FIGHTERS NAME

ORDERED DEDUCTIONS	POINTS	ROUND	POINTS	ORDERED DEDUCTIONS
		<b>1</b>		
		<b>2</b>		
		<b>3</b>		
		<b>4</b>		
		<b>5</b>		
		<b>TOTAL</b>		

RED  **WINNER**  BLUE

## **Part 10 - Breaches**

78. These Rules as developed by the Commission in accordance with section (10)(b) of the Act and approved by the Minister pursuant to section 62A of the Act apply to every industry participant and contestant who takes part in any event or any other proceeding or matter purporting to be conducted under or which is governed by the Rules.
79. Any breach of the Rules will be subject to the relevant disciplinary provisions of the Act and Commission's Code of Conduct.

## **Part 11 - Summary**

80. All Contestants and Industry Participants are required to—
  - (1) Prepare as safely as possible for a contest.
  - (2) Understand the rules of a contest.
  - (3) Ensure that they understand their duties as responsibilities at a weigh in and a contest.
  - (4) Ensure that they are free from alcohol and illicit substances.
  - (5) Obey the commands of the Referee, the Medical Practitioner and the Commission Representative(s) at all times and understand that their decision is final.
  - (6) Understand that they are responsible for their behaviour and adhere to the Commissions Code of Conduct at all times.