

RULES OF PROFESSIONAL LEAGUE OF KWU (SENSHI)

ARTICLE 1.

General provisions.

- 1.1. These rules apply to professional KWU League competitions.
- 1.2. In these rules, the participants in the tournament are called "fighters".
- 1.3. The tournament is held for male fighters only.
- 1.4. Responsibility for injuries or injuries resulting from the fight, lie on the fighters.
- 1.5. Any case (situation) that is not considered in present Rules but can possibly happen during the contest shall be examined by the panel of judges and the decision shall be carried out by the superior judge of the Tournament.
- 1.6. Competitions are held in a form of a combat.

ARTICLE 2.

Participants of the tournament.

- 2.1. Age of fighters from 18 years.
- 2.2. Fights are held in the following weight categories:
 - up to 65 kg;
 - up to 70 kg;
 - up to 75 kg;
 - up to 80 kg;
 - up to 85 kg;
 - up to 90 kg;
 - up to 95 kg;
 - over 95 kg.
- 2.3. Participants in the tournament may include the prominent fighters who have been contracted by the Organizer and have undergone a specialized medical examination.
- 2.4. The final weigh check of the fighters is held the day before the fights.
- 2.5. The fighters weighing procedure is performed in the presence of a fighter representative with the participation of a doctor and judges from the tournament. The weighting report is approved by the Chief Judge of the Competition (Referee).
- 2.6. The draw for the fighters is held in absentia, based on the received applications for participation.

ARTICLE 3.

Fighters' Duties and Rights.

- 3.1. The Fighter is obliged to:
 - 3.1.1. be aware of and strictly follow present Rules;
 - 3.1.2. be respectful and tactful towards all the participants, judges and Tournament organizers;
 - 3.1.3. wear pieces of individual protective equipment asserted by present Rules.
- 3.2. The Fighter has the right to:

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

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

- indicating that he no longer wishes to continue the fight;
- in case of extraordinary situations on the ring.

ARTICLE 4.

Fighters' clothing and individual protective equipment.

4.1. The fighter influenced the ring with a pre-fight with a Karate-gi with a belt, dissuaded at stylistic qualifications belonging to the fighter, withdrawing attributes of the attribute and belonging to the Kyokushin style. On the Karate-gi is allowed and a national emblem or flag is attached to the participant, the logo on the person or the sponsor. The Karate-gi should be clean and tidy.

4.2. During the fight each fighter shall be wear belts response to the stylistic qualifications, no shoes are allowed.

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

4.4. Use teeth gum is mandatory.

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

4.6. Boxing hand wraps and bandages are mandatory.

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

- up to 65 kg – 8 ounces;
- up to 70 kg – 8 ounces;
- up to 75 kg – 10 ounces;
- up to 80 kg – 10 ounces;
- up to 85 kg – 10 ounces;
- up to 90 kg – 10 ounces;
- up to 95 kg – 10 ounces;
- over 95 kg – 10 ounces.

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

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

ARTICLE 5.

Panel of judges.

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

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

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

- ring referee;
- three ringside judges;
- timekeeper;
- secretary;

– fight doctor.

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

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

ARTICLE 6.

Tournament rules.

6.1. The tournament takes place on a 7,2 X 7,2 m boxing ring surrounded by 4 parallel rows of ropes and set on a raised platform.

6.2. Tournament duration: three 3-minute rounds with 1-minute rest period in-between rounds.

6.2.1. If all 3 rounds end in a draw an extra 3-minute round is usually added to define the ultimate winner.

6.3. Technical actions and fouls evaluation.

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

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

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

1) KNOCKOUT – when a fighter cannot continue the fight within 10 second.

2) TECHNICAL KNOCKOUT – failure to continue the fight by one of the opponents while being on his feet and in consciousness. There are 3 options for fixing a technical knockout referee – a) when fighter or his corner (coach and timekeeper) refuse to continue the fight; b) the referee decides to stop the fight due to the inability of the boxer to adequately act in the ring; c) the fight stops at the third knockdown, which happened to the same Fighter in one round.

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

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

5) TECHNICAL ADVANTAGE – evaluated by the judges individually.

6) TACTICAL ADVANTAGE – evaluated by the judges individually.

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

6.4. The victory criteria:

6.4.1. Clean victory – KNOCKOUT;

6.4.2. Technical knockout of the opponent;

6.4.3. Damage;

- 6.4.4. Throwing and sweeping (imbalance);
- 6.4.5. Number of strokes;
- 6.4.6. If it is impossible to define the winner in additional round upon the KNOCKOUTS, KNOCKDOWNS, TECHNICAL KNOCKOUTS and DISQUALIFICATION criteria, the ADVANTAGE of Fighters during the whole fight shall be evaluated;
- 6.4.7. Evaluate an additional round. An additional round is evaluated with the mandatory identification of the winner. Judges are not allowed to make a "DRAW" rating for a further round. The results of the main time rounds are ignored.
- 6.4.8. Disqualification of a Fighter.
- 6.4.9. Winning due to no-show.

ARTICLE 7.

Cautions <Keykoku> and Warnings <Chui>.

- 7.1. A CAUTION shall be made due to the following reasons:
 - 7.1.1. Accidental foul or accidental usage of FORBIDDEN FIGHTING TECHNIQUES with no case of significant injuries of the opponent.
 - 7.1.2. Being late for the tournament.
 - 7.1.3. Disrespectful attitude expressed verbally or physically towards the opponent, the judges and the Organizers.
 - 7.1.4. Passive defense.
 - 7.1.5. The second caution made in one round shall be equaled to a WARNING, with warnings only followed afterwards.
- 7.2. A WARNING shall be issued in the following cases:
 - 7.2.1. Purposely used FORBIDDEN FIGHTING TECHNIQUES with no case of any significant damage to the opponent.
 - 7.2.2. Purposely used forbidden fighting techniques which lead to the interference of a fight.
 - 7.2.3. Attack the lying rival or if he is in the "three limbs".
 - 7.2.4. Attacking the opponent in rising position.
 - 7.2.5. Attacking an opponent from the down position.
 - 7.2.6. Attacking an opponent while the referee interferes to split the fighters.
 - 7.2.7. Grabbing the ropes for the technical actions.
 - 7.2.8. Attempting to strike an opponent after referee stops the fight.
 - 7.2.9. Usage of disapproved pieces of individual protection.
 - 7.2.10. Any intentional attempt to stop the bout with no particular reason.

ARTICLE 8.

Technical knockout

- 8.1. Failure to continue the fight by one of the opponents due to the following reasons:
 - 8.1.1. If an accidental injury sustained during competition is not caused by the fighters and is severe enough to terminate the bout.
 - 8.1.2. If the timekeeper throws in the towel during the match to stop the bout.

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

8.1.4. If the fight doctors decide to stop the bout.

ARTICLE 9.

Disqualification («Shikako»).

9.1. Three warnings during one round.

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

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

9.4. If the timekeeper walks out on the ring or touches any of the contestants during the Tournament.

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

ARTICLE 10.

Prohibited technical actions.

10.1. Groin attacks of any kind.

10.2. Headbutts.

10.3. Intentional punches of any kind on the spine, the back of the head along the spine.

10.4. Head punches with an opened glove.

10.5. Direct knee joints attack.

10.6. Intentional striking of the opponent while he is turned backwards.

10.7. Clinch more than 5 sec.

10.8. Attack on lying opponent.

10.9. Delayed legs without attack.

10.10. Knee blows to the head with a “deaf” grip (two arms) on the neck.

10.11. Suffocation.

10.12. Biting.

10.13. Attack from a lying position.

10.14. Attack with hands under the hull.

ARTICLE 11.

Legal fighting techniques.

11.1. Hand and leg strikes on the head that are not forbidden in Article 10.

11.2. Hand and leg strikes on the body that are not forbidden in Article 10.

11.3. Hand and leg striking in the hip area that are not prohibited by Article 10.

11.4. Striking the shin area.

11.5. Hand and leg striking accomplished with the elements of hopping techniques which are not forbidden in Article 10.

11.6. Roundhouse leg kicks and hand punches which are not forbidden in Article 10.

11.7. Kicks in the subcategory not prohibited by Article 10.

11.8. Elbows to the head.

11.9. Knees to the head, body and hips, not prohibited by Article 10.

11.10. Work in the clinch up to 5 (five) seconds: throws with a grip, hooks, “twisting” an opponent with a hook, kicks and hands.

ARTICLE 12.

Inspection and tournament access prior to the competition.

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

12.1.1. Medical inspection and doctor’s approval confirmed by the superior judge.

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

12.1.3. Fighters’ and timekeepers’ appearance inspection.

12.1.4. Prior to the bout the Fighters shall receive the boxing gloves approved by present Rules and put them on in presence of the fight doctor certified by the superior judge. After the gloves are approved by the superior judge they shall not be taken off before the end of the competition

12.1.5. Minimal usage of vaseline on the facial area is allowed. The vaseline shall be provided by the Organizer only, the referee defines the amount of vaseline needed. The access of vaseline shall be removed.

12.1.6. Direct appearance on the boxing ring according to the regulations with or without his support team.

ARTICLE 13.

Timekeepers.

13.1. The Fighter is allowed to have no more than 3 timekeepers - one principal timekeeper and two assistants.

13.2. All three timekeepers shall retain position outside of their corner area during the tournament.

13.3. Only the principal timekeeper has the right to instruct the fighter during a bout.

13.4. Only one timekeeper at a time is allowed to enter the ring during breaks, the others shall stay behind ropes.

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

13.6. After one-minute break in-between rounds the timekeepers shall immediately leave the platform.

13.7. Timekeepers as well as the Fighter they represent shall get cautions in case of rules violation. In case of a second caution timekeepers shall be disqualified from the tournament. Second caution and timekeepers’ disqualification shall not affect technical actions of a Fighter.

ARTICLE 14.

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

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

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

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

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

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

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

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

14.8. To continue the fight the Referee gives the command <ZOKO>, the fighters are obliged to continue the fight.

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

ARTICLE 15.

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

ARTICLE 16.

Drug testing is mandatory for all Fighters. Positive result may lead to a fine, as well as title and prize confiscation.