

## Extreme Sanshou/Sanda Official Fighting Rules and Regulations

The publication of official rules is to provide standard rules and regulations for the fighters, coaches and managers in the US and around the world a reference to follow. It is designed to safeguard not only the quality of Sanda/MMA world wide but fighters' health and safety.

### ARTICLE 1, EVENT VENUE/EQUIPMENTS

#### 1.1 Ring Condition

International standard ring will be used for the event with the conditions as follows:

1 Size:

The size of the roped off area shall be 7\*7 meter. The fighting area within the rope will be 6\*6 (app.: 20 ft) meter fair square (no less than 18 ft) . The ring platform will be 90 cm to 122 cm above ground.

2 Ring and Corner-pads:

The ring will be firm and stable. The ring will be surrounded by 4 ropes held by four corner-posts, padded or otherwise constructed to assure safety for the fighters. Free space of at least 50 cm shall be assured around each side of the ring. The left side corner closest to the Chief Judge's rear will be the red corner, and the corner that diagonally opposite will be the black corner. Other corners will be neutral corners.

3 Ring Mat:

The ring mat will be made by felt, rubber or others proper materials to a proper thickness and be fully covered by canvas material.

4 Ropes:

The four ropes held by four corner-posts should be from 3-5 cm in diameter.

5 Steps:

The ring can be accessed from the ground by at least three steps. Two steps in the red and black corner are for use of the fighters\coaches and assistant corner man. Another step in the neutral corner closest to the chief-judge's table will be used by the Official Doctor and the referee.

#### 1.3 Bandages

Fighters may use surgical bandages or sport bandages not longer than 2.5 meters with width not more than 5 cm. Fighters are prohibited to use bandages with any chemical substances.

#### 1.4 Protectors

- 1 Fighters must use boxing shorts, mouthpieces and groin cups.
- 2 Fighters may not use any other protector or clothing besides the boxing shorts, gloves (gloves

provided by the committee organization), mouthpieces and groin cups (provided by themselves) without the Official Doctor's approval.

### 1.5 Other Equipments

1. Caution : 12 yellow 15\*5 cm boards with the letters "caution" will be used to indicate a caution.
2. Warning : 6 red 15\*5 boards with the letters "warning" will be used to indicate a warning.
3. Time Board: Six (6) 15\*5 cm blue board will be presented during a count.
4. Board Rack: A 60\*15 cm board rack will be set on red/black corners.
5. Two (2) Stopwatches
6. Two (2) types of whistles
7. Microphone
8. Three (3) Megaphones
9. A gong and hammer and a gong rack.
10. 12 Counters (at least 8 counters )
11. 2 Weight scales
12. Water supply and bucket for each fighter.
13. Tables and chairs for staff use.
14. First-aid equipment.
15. 1 or 2 ambulance will stand by for emergencies.
16. Various score cards and office supply.

### Article 2, Kungfu Sanshou Fighting Equipment

Each fighter shall wear regulation Kungfu (or open) gloves provided by the K. Superstar Committee, a self-prepared protective cup and a mouthpiece. Use of leg pads, shin guards, and kneepads is prohibited. Contact lenses are also prohibited. Gloves sizes for each weight class are as follows:

Class	Body Weight	Glove Size
Feather Weight	Under 55kg	8 oz.
Welterweight	Under 65.kg	8 oz.
Middleweight	Under 75kg	10 oz.
Light Heavy Weight	Under 89	10 oz
K. Superstar Heavy Weight	Above 90kg	12oz

### 2.2 Bandages and Restrictions on Tape Use

Fighters may use a minimal amount of tape on their knuckles in order to protect the hands. Fighters may not insert any object inside the tape or bandage. The definition of "minimal" is the extent that the judges will approve a tape job no longer than 2.5 meters during the bandage checking procedures. The use of protectors made of rubber, plastic, or other material is not allowed for any reason including the protection of an injury. White tape and elastic tape may be used for taping of injured areas; however such dressings must be checked by the official physician and judges, and must be signed by the judges. All tape and/or bandages without an official signature to prove that they were checked must be removed. No tape may be applied to a fighter once the match is started.

### 2.3 Gloves Checking

All fighters must submit to a glove check before they are put on. After the glove check an official seal or signature

will be placed on the tape which seals the gloves. Once checked, the gloves may not be taken off until the end of the match. If there is any evidence that the gloves have been removed or tampered with (ie. if the official seal is broken) the fighter must undergo another glove check.

#### **2.4 Mouthpiece**

If the mouthpiece comes out of a fighter's mouth during a match, the referee shall, in principle, retrieve it and hand it to the corner men after the end of the round.

#### **2.5 Use of Oil and Vaseline**

Minimal use of Vaseline to the facial area is allowed. No other substance shall be applied. The term minimal in this case means the amount that the Rule Committee permits. A fighter with an excessive amount of oil/Vaseline to the face and/or body shall not be allowed to compete. In such cases, the excessive oil/Vaseline shall be removed.

#### **2.6 Testing (for professionals only)**

In order to establish the prestige and unilateral fairness of K. Superstar, all fighters are obligated to submit to a drug test upon the promoter's request. Testing positive for a drug test will result in penalties including the confiscation of title and prize money.

### **Article 3, OTHER EQUIPMENTS**

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7. Microphone
8. Three (3) Megaphones
17. A gong & a hammer and a gong rack.
18. 12 Counters (at least 8 counters)
19. 2 Weight scales
20. Water supply and bucket for each fighter.
21. Tables and chairs for staff use.
22. First-aid equipment.
23. 1 or 2 ambulance will stand by for emergencies.
24. Various score cards and office supply.

### **Article 4, FIGHTERS & CORNER MEN**

#### **4.1 Qualifications**

1 Fighters shown below are qualified to participate in eXtreme K. Sanda

Events:

1. eXtreme Sanda/MMA Fighters registered in USA Kungfu Sanda Federation and K. Superstar Organization Committee.
2. Kungfu Sanda/MMA fighters from abroad invited by USA Kungfu Sanda Federation & the K. Superstar

Organization Committee except under B level open tournament where no restrictions to foreign fighters apply.

3. Fighters approved to have the required ability by USA Kungfu Sanda Federation and K. Superstar Organization Administration Committee.
4. Qualified fighters will be determined and announced by the K. Superstar Administration Committee every year.

#### **4.2 Physical Examination**

All fighters must submit their medical examinations results prepared by a certified MD within 15 days before the match.

#### **4.3 Age Limit**

Fighters between 18 to 39 years old are qualified for the event.

#### **4.4 Insurance**

Fighters must have medical and their Life Insurance Certificates upon participation in fights. All fighters must sign medical waver.

#### **4.5 Weight Division**

1 Weight Divisions

1. All K. Superstar must fight under the division of 90 kg and above
2. Other open fighting divisions as follows
3. 65 kg: 50 kg to 65 kg (includes 65 kg)
4. 70 kg: Above 65 kg to 70 kg (includes 70 kg)
5. 75 kg: Above 70 kg to 75 kg (includes 75 kg)
6. 80 kg: Above 75kg to 80 kg (includes 80 kg)
7. 85 kg: Above 80 kg to 85 kg (includes 85 kg)
8. 85 + kg: Above 85 kg
- 2 K. Superstar Administration Committee will decide weight Divisions for each match.

#### **4.6 Weigh-In**

- 1 Qualified fighters will obtain rights to participate in the weigh-in.
- 2 At the weigh-in, all fighters must show their government issued ID, registration card, or any other documents to prove their status.
- 3 The scorekeeper under the supervision of the K. Superstar Administration Committee must conduct the weigh-in.
- 4 All fighters must appear at the designated time for the weigh-in. During weigh-in, fighters are requested to reveal their full body or to wear only boxing shorts. Fighters failing to complete his weigh-in within the given one hour will be disqualified.
- 5 Weigh-in will be conducted from the lighter weight divisions. In case the fighter has failed to match his weight restrictions, the fighter will be weighed again within the given weigh-in time. If the fighter cannot match the weight range he has applied for, he will be disqualified from all matches during that period.
- 6 All fighters will be weighed one time for one event.

#### **4.7 Drawing/Match-Ups**

1. Drawing for the match-ups will take place with the results from previous competition seasons or the beginning of each season. The drawing will start from lighter weight divisions. In case there was only one fighter for that division, that division will automatically be cancelled.
2. Drawing will be conducted by the Chief Judge/Referee with consultation of the judges committee and

3. scheduling personnel.
4. Any fighter with no fight experience will not be included in the listings.

#### 4.8 **Coach/Corner Assistant**

- 1 Each fighter will be accompanied by one coach and one assistant (cut man) from his team and one corner assistant from the K. Superstar Administration Committee.
- 2 Only the coach and the corner assistants are allowed to go into the ring. However, during the time of match stops and intervals between rounds, only the coach is allowed inside the ring.
- 3 The coach and corner assistant are not allowed on the ring during the fight. The corner assistant must make sure that equipments such as the chair, towel, and water bucket are taken down from the ring before each round.
- 4 Fighters will be made responsible for the coach's violation of the rule.

#### 4.9 **Rules of Conduct/Manners**

##### 1 Rules of Conduct

1. Fighters must follow the rules and respect the referee/judges. Any other infringements of good sportsmanship such as shouting in the ring, hitting the equipment or throwing off protectors are strictly prohibited.
2. Usage of illegal substances and usage of oxygen tanks during the intervals between rounds are both prohibited.

##### 2 Manners

Fighters' regulations regarding manners will be shown in a separate chapter.

#### 4.10 **Default**

- 1 Fighters must never fail to show up for the fight without verification proving the fighter's injury or disease preventing his participation.
- 2 During the fight, the referee may stop the match for the fighter's safety in case there were significant level differences between the two fighters. The fighter with less performance will be disqualified from that particular match.
- 3 Upon a default for no significant reason:
  1. All records of that particular fighter will be eliminated. The fighter will guarantee full payment for all expenses such as transportation fees, fighting money, food money and accommodation fees for his participation for the match.
  2. The fighter will be disqualified from all matches for 1 to 3 years according to each situation.
  3. The fighter may be disqualified from then and on for all future events and will be penalized separately by the USA Kungfu Sanda Federation and K. Superstar Administration when the violation was extreme.

## **Article 5, SCORING RULES**

### **5.1 Legal Techniques:**

All legal forms of punches, kicks, throws and knee attacks from any school of Kungfu/Wushu/Karate, MMA or Muay Thai or any other styles of Martial Arts such as the following:

Punches : Straight punches, hooks, upper-cuts, down strikes and backspin blows.

Kicks: Front kicks, low kicks, sweep kicks, trip kicks, middle kicks, high kicks, side kicks, back kicks, Ax kicks, inner thigh kicks, jumping kicks such as scissor kicks and knee kicks.

**Knees:** Knees are only allowed to apply to the trunk below the neck and above the belt.

**Throws:** Neck throw, fireman's throw, Forward throw, back throw (no head first throws), Catch leg throw, grappling arm throw and grappling-kicking combo throws...10 second submission on the ground

The following restrictions apply to the use of the backspin blow.

(a) The authorized area of contact for the backspin blow shall be the area of the glove where it bends at the

wrist and beyond to the tip of the glove.

(b) If an area other than the authorized area of contact hits and injures the opponent by accident,

Article 12, sub-article 3 shall apply.

### **5.2. Legal Area**

The head, the body, thigh and leg are legal areas.

### **5.3. Illegal Area**

The back of the head, neck and groin or against joints when joints are extended against either floor or an object.

5.4 Matches shall be held in the following manner.

When a fighter is down, and the three (3) – five (5) minutes time is up while referee is still counting,

the following shall apply:

(a) For all rounds except the final round, the timekeeper signals the end of the round. However, the referee

continues to count, and if the counts exceed ten (10) counts, the downed fighter shall be considered knocked out.

(b) For all final rounds, the timekeeper shall signal the end of the round and the match is completed even

if the "Down" count is not completed. (The Gang (bell) only in the final round may save Fighters.)

(c) The final round in this case is defined as the round prior to the decision in the event that the winner is to

be determined by decision. Therefore, an extra round may be considered as the final round.

5.5

Awarding of points shall be based on the following rudiments:

- Whether an effective and accurate attack is recognized, and impact is inflicted on the opponent by authorized fighting techniques. Each match consists of two (2) minutes X five (5) rounds or three (3) minutes X three (3) rounds.
- Points will be awarded in this priority:
  - (1) Number of downs or clean and successful throws
  - (2) Extent of impacts inflicted on the opponent
  - (3) Number of clean hits without exchanges

(4) Degree of aggressiveness (points in the offensive)

**5.6. Scoring**

Points will be added as below:

a) 2 points

- 1 Knock-outs from punches and kicks. (Any clinches or throws are not included.)
- 2 When the opponent has received a warning.
- 3 When the opponent was thrown with a highly advanced technique

b) 2 points

- 1 When the opponent is forced (or made) to fall by applying deliberate falling techniques, then he himself stands up immediately.
- 2 When the opponent falls (on any part of the body other than his feet on the ring floor or fall on the rope closest to the ring floor on any part of the body above the knee) while he himself remains standing

c) 1 point

- 1 When the opponent has been knocked down or thrown down (Knock-outs are not included. Any parts of the body besides the two feet touching the ring mat or the very bottom ringside rope are considered a knock-down.)
- 2 When the opponent has received a caution.
- 3 Any legal kicks to the legal area.
- 4 Any legal punches to the legal area.
- 5 Any knee attacks to the body above the waist, below the neck.
- 6 When the opponent is forced down to land the ground first
- 7 The referee will warn a fighter considered "passive" for 8 seconds. When the fighter stays "passive" for another 8 seconds, the opponent will be given 1 point.

d.) No points will be added when:

- 1 The attacks are not considered as clean hits.
- 2 Both fighters take a down. (The time initiative is not considered in this matter.)
- 3 Upon a knock-out, only the knockout will be regarded in the points. The count / knockdown will not be considered in the points.
- 4 When both fighters clinch together, or attack each other in the clinching position, points will not be added. (This includes knee attacks from clinches.)

The dominant fighter shall be awarded a score of ten (10), and points shall be deducted from his opponent.

**5.5, Interference of a Fight**

a) Timeout

- 1 When a fighter took a down, the opponent without jumping onto him for a submission
- 2 When the two fighters stood in a clinching/holding position without any attacks for 3 seconds.
- 3 When two fighters down in clinching position without effective submission within 15 seconds.
- 4 When a fighter receives a "caution" or "warning" due to foul techniques.
- 5 Upon an injury of a fighter.
- 6 When a fighter raised his hand to plead a short period due to objective causes.
- 7 When the chief judge has called out a misjudgment of the match.
- 8 When the chief judge has called out a timeout due to incidents inside the ring area.

9 When other causes such as the light effects/ring condition has interfered with the match.

b) Re-start of the match

1 When the match was stopped due to a down, the match shall be re-started within 3 seconds.

2 When the match was interfered due to a "caution" or a "warning", the match shall be re-started within 3 seconds.

3 When the match was stopped due to the fighters' clinching with no attacks, the fighters must retreat one step and continue the match immediately.

4 When the match was stopped due to other causes, the match shall be re-started immediately after the cause has been settled.

## 5.5 Illegal Techniques

### a) Offensive Fouls

1 Any attacks prior to the referee's "start", and after the referee's "stop".

2 Any attacks to the illegal area.

3 More than two types of strikes using elbows any types of butting with the head, or any types of attacks towards the joint are prohibited.

4 Attacks towards the head using the knee.

5 Any throws forcing the opponent to go head down first, and any attacks while holding down the downed opponent.

6 Any kicks towards a downed opponent.

7 Biting the opponent.

8 To throw the opponent out of the ring on purpose.

### b) Technical Fouls

1 Clinching and holding without attacks. Clinching and holding more than 3 seconds without throws

2 Passive actions such as trying to avoid the opponent's attacks.

3 Holding the ropes and attacking the opponent, or any improper use of the ropes and/or corner posts.

4 Knee attacks to the area below the waist. (Knee attacks to the groin would be handled as an Offensive Foul.)

5 To request for a timeout when placed at a disadvantage.

6 Any misconduct inside the ring, such as use of bad language, or any act of disrespect towards the referee.

7 Any act to prolong the time of the match on purpose.

8 Coming into the ring without the mouthpiece, spitting out the mouthpiece inside the ring, and taking off the protection pads on purpose are all considered as Technical Fouls.

9 Any illegal conduct from the corner man.

### c) Illegal Conduct-Execution

1 Disrespect towards the referee, any illegal conduct, or upon any reverence of a pre-fixed match, the referee will conduct his right to call out a "warning", "caution" or a "disqualification" to the fighters.

2 When the referee gives a "warning" or a "caution", the referee must stop the match and clearly indicate the judgment towards both the fighter and the judges.

3 The referee can only conduct a "disqualification" accompanied by the agreement of the chief Referee (judge).

### d) Illegal Conduct-Regulations

1 One (1) caution will be issued on every one (1) Technical Foul.

2 One (1) warning will be issued on every one (1) Offensive Foul.

3 When the points of a fighter has reached 6 points due to minus points from illegal conduct,



the opponent will be declared the winner of the match.

4 A fighter intentionally injuring an opponent would be disqualified from the match. The duration of the disqualification may be shorter or longer according to the seriousness of the violation or infringement.

5 When a fighter unintentionally caused the opponent to refrain from continuing the fight due to serious injury, that fighter will be disqualified for that particular match.

6 When a fighter has been injured due to the opponent's illegal technique and has been found and confirmed by the Official Doctor to pretend an injury to prevent him from continuing the match, the fighter who has disguised his injury would be disqualified from that particular match.

7 Fighters using the oxygen mask during the intervals in between the rounds will be disqualified.

8 Use of illegal substances will disqualify the fighter and ban the fighter from fights for a period of 2 years.

## **Article 6, SCORING/JUDGEMENT/LISTING**

**A fighter may win by the following judgments:**

**1-SUBMISSION**

**2-DISQUALIFICATION**

**3-UNCONSCIOUSNESS**

**4-POINTS**

**5-ADVANTAGES**

### **6.1 Number of Rounds**

1 All matches are consisted of five (5) two-minute rounds or three (3) minutes rounds for eliminations (When 2 events are scheduled within a 24 -hours term, the matches may consist of three (3) three-minute rounds.)

2 The intervals between rounds will be one (1) minute.

### **6.2 Scoring**

a) The ringside judges will record the points for both fighters.

b) 10 points will be the standard point. At the end of each match, the winner may get 10 points, and the opponent must get points below 10.

c) Scoring Calculation

1 After each round, the points from each judge will be given to the calculation personnel, who will count the points for both fighters.

2 The difference between the total points of the two fighters will be calculated.....(x)

3 [10 points - (x)] points will be the loser's points.

### **6.3 Victory on Points**

1 At the end of the match, the fighter with the majority vote from the judges shall be announced winner.

2 Extra Round : One extra round will be added when the decision was a draw.

3 In case the decision was a draw after the extra round, the winner is determined with the below priority,

1. The fighter with the lighter weight will obtain victory.
2. Fighting spirit and initiative.
3. Effective attacks.
4. Effective defense.

4 Under no violation of the rules:

The decision will be made by the judges according to each fighter's performance until the fight was stopped under the circumstances stated below:

\*When one or both fighters were injured and confirmed by the Official Doctor unable to continue the fight.

\*When both fighters were simultaneously knocked out and unable to continue the fight.

#### 6.4 Dominant Victory

- 1 Victory due to apparent dominance of one fighter.  
When both the referee and the chief judge saw great dominance of one fighter, the referee may stop the match and announce the dominant fighter winner of the match.
- 2 Knockout  
When a fighter was knocked out and could not stand within 10 seconds, or has stood up within 10 seconds but apparently cannot continue the fight, the opponent will be announced winner.
- 3 When a fighter has been counted 3 times in one match, the opponent will be announced as winner of the match after the end of the third count.
- 4 Victory due to the opponent's fouls:  
When an opponent was disqualified due to violation of the rule, the fighter will be announced winner.
- 5 Victory by Submission- **SUBMISSION**: Submission occurs when a technique forces an opponent into admitting defeat by:

1-) tapping with the palm against his opponent or the floor in a visible manner

2-) tapping with his feet on the ground (if he is unable to use his hands)

3-) requesting verbally to the referee that the fight be stopped (if he can neither tap with his hands or his feet)

4-) requesting that the fight be ended if the athlete gets injured or feel physically incapable or unprepared Also:

5-) the referee may end the fight giving victory to the one that applied the lock if he sees a lock being properly applied and is certain that the Athlete serious physical damage.

6-) a coach of one of the athletes may request that the fight be ended either by directing himself to the referee or by throwing the towel into the ring

7-) When an athlete is under a submission position and he screams or say "Ai" , will be the same as if he taps.

- 6 Victory due to the opponent's default or giving up:  
When an opponent has given up continuing the fight, the fighter will be declared winner.

#### 6.5.DRAW:

(a) Applicable when the winner is not determined by a decision of the judges or the chief (referee) judge as In Article

(b) Applicable when both fighters go down at the same time and neither rises to his feet before or at the call of count nine Applicable

(c) hence the winner is not determined e

6.6 When a Fighter Falls out of the Ring, the time count shall be stopped, and a doctor shall check the fighter. During this time, the judges shall confer to discover the cause(s) of the fall.

(a) When judged as a DOWN by an authorized technique:

If the fighter is able to continue the match:

It shall be counted as "1 DOWN", and the match shall continue from the time stopped.

If the fighter is not able to continue the match:

The match shall be ruled a Technical Knock Out (TKO) by doctor stoppage.

(b) When the fighter is judged as not having been downed:

If the fighter is able to continue the match:

The match shall be continued from the time stopped.

If the fighter is not able to continue the match: The cause of the injury shall be considered accidental and of neither fighter's fault, the article 6.7. should be observed.

6.7 If a fighter is injured and it is impossible to continue the match, the match shall be treated in the following manner:

If the cause of injury is a rule violation (by the opponent), the referee shall give the injured fighter a rest

period to check his condition. If the fighter does not recover and the match cannot be resumed, the fighter who violated the rules shall be the loser (disqualification of the violator). A fighter who is disqualified for a rule

violation shall not be entitled to advance in a tournament even if the opponent is not in a condition to

continue the match.

\*\*\*Note: an injury caused by low-blow will be considered as an accident, whether intentional or unintentional.\*\*\*

If the cause of the injury is carelessness of the injured fighter himself and the match cannot be resumed,

the fighter who has injured himself shall be declared the loser (disqualification of the injured).

If the cause of the injury is accidental and at neither fighter's fault, it must first be determined whether or

not the match is justified.

- Justification Criteria:

5-round matches: The match is justified at the end of the second (2nd) round.

3-round matches: The match is justified at the end of the first (1st) round.

- If the match is not justified, the following shall apply:

(a) Tournament fights: The fighter who remains in a condition to continue fighting shall be declared the winner.

(b) One-match fights: The match shall be considered as "No Contest" and void.

- If the match is justified, the following shall apply: The points shall be awarded for the completed rounds; the fighter with more points shall be declared the winner. In case a fighter is injured after the third (3rd) round (second (2nd) round in tournament fight), the points shall be awarded until the actual time of the injury when the fighter was injured.

(a) Tournament fights: The fighter who remains in a condition to continue fighting shall be considered

as the winner.

(b) One-match fights: The match shall be considered as a Draw.

In a tournament, if the fighter with higher points is not in a condition to continue in the tournament, the opponent will be entitled to proceed in the tournament.

### **6.8 Objection to Referee**

No fighter, coach, trainer and/or manager is allowed to raise an objection to calls or decisions made by the referee or the judges. However, official written protests to the Rule Committee are accepted within one (1) week of the date of the match.

### **6.5 No Contest**

A match may be stopped by the referee due to circumstances beyond the control of the participants (such as site damage, electricity problems or weather conditions). The match will be stopped and no winner will be declared. The next time and date for the match will be determined by the K.. Superstar Administration Office.

### **6.6 Rating List**

1 During a tournament, the listing will be directly announced according to the result of the matches.

2 During a round-robin match:

Each winner will obtain 3 points and the loser 0 points. The total points will determine the rating of the fighters.

3 When 2 or more fighters obtained the same points, the listing will be determined by the below priority, by the factors:

1. The number of rounds the fighter won during the round-robin match.

2. The fighter with fewer cautions will be priority listed.

3. The fighter with fewer warnings will be priority listed.

4. The fighter lighter in average weight will be priority listed. (The weight here goes with the weigh-in record.)

## **7.JUDGES, REFEREE AND OFFICIALS**

### **7.1 Official Judge Team**

The Official Judge Team consists of a chief referee (judge), assistant to the chief referee (judge), center referee, 3 to 5 ringside judges, timekeeper and a scorekeeper.

### **7.2 Others**

A personnel calling the roll and assuring the fighter's appearance and Official Doctor team will support the Judge Team.

### **7.3**

#### **a) Chief Referee (Judge) Responsibility**

1 The Chief (Referee) Judge is responsible to assure that the Official Judge Team pursuit their responsibility to study the Regulations and Rules and reexamine the judging. The Chief (Referee) Judge is also responsible for each Team members' responsibilities.

2 Inspection of the event site, equipment, judging implement. The conduct of the weigh-in and drawing. Organization for the preparation of the event.

3 To solve problems during the event according to the Regulations and Rules.

4 Supervising and instructing the judges, timekeeper and scorekeeper during the event. The Chief Judge

may alter the Official Judge Team when necessary.

- 5 The right to call out when there was an apparent misjudgment by the referee.
- 6 When a fighter failed to show up and therefore needs to rearrange the match, the Chief Judge must report to the Arbitration Committee and K. Superstar Administration Committee.
- 7 Upon disagreements among the Judge Team, the Chief Referee (Judge) has the right to make the final decision.
- 8 The announcement of the decision after each match.
- 9 To inspect and submit the result after each match.
- 10 To inspect the regularity of the operations of the Judge Team.
- 11 To inspect, supervise and announce the results of the match.
- 12 To submit a full written report on each match to the K. Superstar Administration Committee.

**b) Responsibility of assistant to the Chief Referee (chief coordinator)**

1. To work in co-operation with the Chief Referee, to take responsibility for the arrangements of the fighters and their appearance.
  2. Arrangements of the match schedule.
  3. Preparation for all necessary papers, confirmation and record of the results, records and listings.
  4. Registration and proclamation of all match results.
  5. Compiling the Record Book from various statistics and results.
  6. The weigh-in of the fighters.
  7. Preparation and management of the protectors.
  8. Fighters' call 20 minutes before the match.
  9. The responsibility to report to the Chief Judge immediately at the recognition of a fighter's failure of appearance.
  10. The inspection of the fighter's dress code and protectors according to the Rule.

**c) Referee Responsibility**

- 1 To strictly execute the Rules and to ensure fair judgment.
- 2 Inspection of the fighters' protectors inside the ring to guarantee the safety of the match.
- 3 Direct the fighters with clear indication using hand gestures and commands for the smooth operation of the matches.
- 4 Making decision of any matters regarding the match within the authorization according to the Rule.
- 5 Announcement of the scores from the ringside judges.
- 6 Announcement of each match's Official Result.

**d) Ringside Judge Responsibility**

- 1 Record of the scores for each fighters according to the Rules.
- 2 Filling out and signing the Score Card for an inspection.

**e) Timekeeper/Scorekeeper Responsibility**

- 1 Timekeeper/Scorekeeper must fill in the record of each fighter with no errors before the match.
- 2 To be present at the weigh-in and record each fighters' correct weight.
- 3 Record the number of all warnings, cautions and counts according to the referee's indication.
- 4 Record and calculate scores given by the ringside judges and report to the Chief Judge.
- 5 Inspection of the gong, clock and stop watch.
- 6 Keeping track of the length of each match, intervals and time outs.
- 7 Blow the whistle 5 seconds before the start of each round.
- 8 Announce the end of each match using the gong.

**f) Official Ring Doctor**

- 1 Inspection of each fighter's health records.
- 2 The inspection of any use of illegal substances by the fighters.
- 3 Medical inspection of all fighters before each fight.
- 4 On-the-spot first-aid treatment for injured fighters.
- 5 Submission of expert opinion on the evaluation of an injury caused by illegal techniques.
- 6 Takes responsibility of all medical advice. The official ring doctor must immediately suggest to suspend the match when a fighter was severely injured and was decided unable to continue the fight.

## **Article 8, ARBITRATION COMMITTEE RESPONSIBILITY**

### **8.1 Arbitration Committee Members**

The Arbitration Committee consists of one Chief Manager and two or four committee members.

### **8.2 Arbitration Committee Responsibility and Regulations**

- 1 The Arbitration Committee will pursue its responsibilities under the supervision of the K. Superstar Administration Committee. It will mainly be responsible for accepting protests submitted by the fighter's side regarding the judgment.
- 2 Upon receiving the protest from the fighter, the Arbitration Committee must complete their first decision immediately and report on the possibilities of further arbitration.
- 3 When the decision for further examination has been made, the Arbitration Committee must immediately proceed to further investigation.
- 4 A retrial using video material may be performed when necessary. The Arbitration Committee may call in other personnel's for their professional opinions during the arbitration, however, these additional personnel's will not own any actual influence on the final decisions made by the Arbitration Committee, which will be fixed by more than half the members' common consent.
- 5 The arbitration must be done only by the video-tape supplied solely for this matter, no other video material may be used.
- 6 Any members with close relationships with the protesting party must be excluded upon arbitration regarding that matter.
- 7 The result of the match may be altered after close examinations and analyses.
- 8 When alteration of a decision has been concluded by the Arbitration Committee, they must immediately suggest the management of the responsible judges and referee to the K. Superstar Administration Committee.
- 9 The decision made by the Arbitration Committee is final.
- 10 No other party or individual will have influence on the decision after the match other than the Arbitration Committee.

8.3 The fighter can only submit objections regarding misjudgment towards their own performance.

8.4 Protests against the decisions must be submitted in written document within 1 week after the end of the match to the Arbitration Committee.

8.5 A processing fee of \$500 (US Dollars) must be paid by all protests, which will be returned if the protest is found to be valid. The processing fee will be provided to the judges/referee as prize money for their good performance when the protest is found invalid.

## **9. K. SUPERSTAR ADMINISTRATION COMMITTEE**

The K. Superstar Administration Committee responsibility will be subject to the "K. Superstar Administration Committee Regulations".

## **10. SUPPLEMENTARY PROVISION**

10.1 The interpretation of this “English K. Superstar” Event Rules and Regulations” will solely depend on K. Superstar Administration Committee.

10.2 The revision of the “English K. Superstar” Event Rules and Regulations” will be processed through the usual procedure by the K. Superstar Administration Committee upon necessity.

### Article 11, Other Provisions

Any issues or circumstances not specifically provided for in these Official Rules shall be resolved by a consensus among the referee and the judges with Chief Judges approval.