

523 CMR 23.00: SOUTHEAST ASIAN KICKBOXING

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23.01: Applicability

The provisions of 523 CMR 23.00 shall apply to all professional and amateur Southeast Asian Kickboxing matches and exhibitions required to be licensed in accordance with M.G.L. c. 147, § 32 and individuals required to be licensed in accordance with M.G.L. c. 147, § 35.

23.02: Requirements for Ring

- (1) Southeast Asian Kickboxing competitions must be conducted in a ring in conformance with 523 CMR 23.02(2).
- (2) A ring used for a contest or exhibition of Southeast Asian Kickboxing must meet the following requirements:
  - (a) The ring may be either of three sizes; 18 feet x 18 feet, 20 feet x 20 feet, or 24 feet x 24 feet, measured from the inner side of the ropes.
  - (b) The ring floor shall be soundly constructed with no obstructions, and extend at least three feet but not more than four feet beyond the ropes.
  - (c) The ring floor shall be based on either felt, rubber or other flexible materials not less than ¼ inch and not more than ½ inch thick, entirely covered with canvas stretched tightly over the entire ring floor.
  - (d) All four ring corners must be erected with four ring posts of five inches in diameter. The erected height must be 60 inches from the ring floor and the inner corners of the ropes must be completely taped to prevent harm to competitors.

23.02: continued

- (e) There shall be a minimum of four ropes at least 1.18 inches and not more than 1.97 inches diameter, stretched tightly to the four corner posts. Each side of the rope ring shall be held rigid by two pieces of strong cloth equally spaced each side. The tightening cloths shall not slip when the ropes are moved.
- (f) There shall be at least two sets of steps to the ring: one set of steps at each of the red and blue corners provided for the competitors and their seconds.

23.03: Combatant Classification

There shall be amateur and professional classifications of Southeast Asian Kickboxing participants. No individual shall be eligible to compete as a professional until he or she has competed as an amateur and is adequately experienced. Any combatant who has been classified as a professional athlete in any other pugilistic sport by any official sanctioning body shall be prohibited from fighting as an amateur.

23.04: Number and Duration of Rounds

In all Southeast Asian Kickboxing contests the number and duration of rounds must conform to the following criteria unless granted a waiver or dispensation by the State Athletic Commission:

- (1) Amateur. Rounds of two minutes in duration.
- (2) Professional. Rounds of three minutes in duration.
- (3) Non-title Bouts. Depending upon the discipline, bouts shall consist of three or five rounds of the appropriate duration with a one minute rest period between rounds. Amateur bouts shall be three rounds.
- (4) Title Bouts.
  - (a) Amateur. Bouts shall consist of five rounds of the appropriate duration with a one minute rest period between rounds.
  - (b) Professional. Bouts shall consist of five rounds of the appropriate durations with a one minute rest period between rounds.
- (5) Considerations.
  - (a) The three knockdowns rule could be in effect for knockdowns caused by strikes to the head.
  - (b) A combatant cannot be saved by the bell in any round, including the final round.
  - (c) The standard eight count shall be utilized.

23.05: Weight Classes

- (1) Southeast Asian Kickboxing Combatants shall be classified as follows:
  - (a) Atom weight ..... 95 to 105 lbs
  - (b) Straw weight ..... 105.1 to 115 lbs
  - (c) Flyweight ..... 115.1 to 125 lbs
  - (d) Bantamweight ..... 125.1 to 130 lbs
  - (e) Light Featherweight ..... 130.1 to 135 lbs
  - (f) Featherweight ..... 135.1 to 140 lbs
  - (g) Super Lightweight ..... 140.1 to 145 lbs
  - (h) Lightweight ..... 145.1 to 150 lbs
  - (i) Light Welterweight ..... 150.1 to 155 lbs
  - (j) Welterweight ..... 155.1 to 160 lbs
  - (k) Light Middleweight ..... 160.1 to 170 lbs
  - (l) Middleweight ..... 170.1 to 185 lbs
  - (m) Light Heavyweight ..... 185.1 to 205 lbs
  - (n) Heavyweight ..... 205.1 to 235 lbs
  - (o) Super Heavyweight ..... over 235 lbs

23.05: continued

- (2) Combatants shall be given a one pound allowance except for title fights where no allowance is given.
- (3) After the weigh in of an unarmed combatant competing in any Southeast Asian Kickboxing match, weight loss in excess of two pounds is not permitted. The weight loss may not occur later than one hour after the initial weigh-in of the combatant.

23.06: Specifications for Bandages on Southeast Asian Kickboxing Combatants' Hands

- (1) In all weight classes, the bandages on each contestant's hand shall be restricted to soft gauze cloth not more than 15 yards in length and two inches in width, held in place by not more than ten feet of surgeon's tape, two inches in width, for each hand. Surgeon's adhesive tape may be placed directly on each hand for protection near the wrist. The tape may cross the back of the hand twice and extend to within one inch of the knuckles when the hand is clenched to make a fist. Tape may be placed between the knuckles to secure the wrap but must not cover the striking surface. The bandages shall be evenly distributed across the hand. The bandages may be secured by one winding of lightplast (flectape) bandage with the same restriction of a one-inch gap from the knuckles of a clenched fist.
- (2) Bandages and tape for professional competitors shall be placed on the contestant's hands in the dressing room in the presence of a representative of the Commission. At the completion of the hand wrap, each shall be marked by a Deputy Commissioner indicating that it has been performed in accordance with 523 CMR 23.06(1). Amateur wraps need not be affixed in the presence of a representative of the Commission but shall be approved after application.
- (3) Each combatant shall be required to wrap their hands in accordance with 523 CMR 23.06.
- (4) Under no circumstances are gloves to be placed on the hands of a contestant until the approval of the Commission or its representative is received.

23.07: Mouth Pieces

- (1) All contestants are required to wear a mouthpiece during competition. The mouthpiece shall be subject to examination and approval by a Commission representative or referee.
- (2) No round may begin without a mouthpiece in place.
- (3) If a mouthpiece is involuntarily dislodged during competition, the referee shall call time, clean the mouthpiece and reinsert the mouthpiece at the first opportune moment without interfering with the immediate action.

23.08: Protective Equipment

- (1) Male Southeast Asian Kickboxing combatants shall wear a groin protector of their own selection.
- (2) Female combatants shall wear approved anatomically correct groin protectors.
- (3) Female combatants may wear a chest protector during competition. The chest protector shall be subject to approval of the Commission.
- (4) Amateur combatants shall wear shin guards and elbow pads approved by the Commission.
- (5) The promoter shall provide the shin guards and elbow pads.
- (6) All protective equipment is subject to the inspection and approval by the Commission or its representative.

23.09: Gloves

The promoter shall provide gloves for the combatants in accordance with 523 CMR 12.05: *Requirements for Gloves*. Combatants competing against one another shall wear the same size gloves. Amateurs shall wear no less than 12 ounce gloves, and Super Heavyweights shall wear no less than fourteen ounce gloves.

23.10: Apparel

- (1) All combatants shall wear Southeast Asian boxing style shorts without pockets.
- (2) Contestants may wear traditional armbands secured around the biceps. No metal or abrasive material may be contained.
- (3) Gis or shirts are prohibited during competition for males. Females may wear an armless shirt. The shirt shall be tucked into the shorts and may not be loose or in any way impede the combatant.
- (4) Shoes are prohibited during competition. Combatants shall compete barefoot.
- (5) Elastic support anklets may be worn.
- (6) Elastic or neoprene style knee supports may be worn with approval of the Commission, and may not contain any hard or solid material.

23.11: Traditional Pre-fight Rituals

Prior to the start of the first round, a combatant may perform traditional pre fight rituals, limited to one minute. There shall be a five minute time limit on traditional pre fight rituals prior to championship fights. A combatant who interferes in any way with his or her opponent as they perform their own ritual will be disqualified and the match awarded to the opponent.

23.12: Use of Ointments

The application of limited petroleum jelly to the face at ringside is permissible. The application of Thai liniment (NammanMuay) to the combatant's body is also permissible. NammanMuay shall not be confused with other conventional and readily available oils, greases, ointments, balms or butters with brand names.

23.13: Stopping a Contest

The referee is the sole arbiter of a bout and the only individual authorized to enter the fighting area at any time during competition and authorized to stop a contest. A ringside physician may enter the ring at any time between rounds of a contest or when summoned by the referee.

23.14: Double Knockout Situations

The referee shall stop a contest or exhibition at any stage if the referee determines that both unarmed combatants are in such a condition that continuation of the fight would subject them both to serious injury. If a contest or exhibition is stopped pursuant to 523 CMR 23.14, the decision shall be deemed a technical draw.

23.15: Downward Pointed Elbow Strikes

Ceiling to floor or 12 to six elbow strikes are prohibited.

23.16: Legal Techniques for Professional Contests

All of the following legal techniques are to be read in harmony with, and are subject to, the rules governing illegal techniques/fouls in professional contests set forth in 523 CMR 23.17. All of the following techniques are legal:

## 23.16: continued

- (a) All kicks to legal targets;
- (b) Knee strikes to legal targets;
- (c) Elbow strikes to legal targets;
- (d) Strikes with all padded/gloved surfaces of the fists;
- (e) Spinning and jumping techniques;
- (f) Neck wrestling to unbalance and show control;
- (g) Catching kicks;
- (h) Clinching to strike or unbalance;
- (i) Sweeping the leg of an opponent using the front of the leg as defined by malleolus to malleolus through the front of side of the leg;
- (j) Sweeping the leg of an opponent using the knee;
- (k) A legal strike of the opponent's leg in a manner which causes him or her to fall;
- (l) Twisting of an opponent over a planted leg;
- (m) Pushing an opponent in a manner to unbalance him or her.

23.17: Illegal Techniques/Fouls in Professional Contests

All of the following illegal techniques/fouls are to be read in harmony with, and are subject to, the rules governing legal techniques in professional contests set forth in 523 CMR 23.16. All of the following techniques are prohibited:

- (a) Butting with the head;
- (b) Eye gouging of any kind;
- (c) Biting or spitting at an opponent;
- (d) Groin attacks or strikes of any kind;
- (e) Downward pointing elbow strikes to the head;
- (f) Strikes to the spine;
- (g) Throat strikes of any kind;
- (h) Kicking a grounded combatant/striking an opponent who has fallen;
- (i) Kneeing a grounded combatant;
- (j) Stomping of a grounded combatant or stomping the foot of a standing opponent;
- (k) Use of illegal techniques to throw an opponent;
- (l) Circular neck twisting;
- (m) Striking the back of the head;
- (n) Directly attacking the knee joint;
- (o) Any joint attack including neck locks;
- (p) Striking after the bell/signal has sounded;
- (q) Striking after break has been called;
- (r) Rubbing open lacerations;
- (s) Any throw utilizing the hip to propel the opponent;
- (t) Any trip or sweep using the rear of the leg as defined by malleolus to malleolus through the heel;
- (u) Elevation of the opponent which causes both feet to leave the ground before executing a throw;
- (v) Any "back breaking" technique which causes pressure on the opponent's spine;
- (w) The use of abusive language in fighting area;
- (x) Any unsportsmanlike conduct that causes an injury to an opponent;
- (y) Attacking an opponent who is under the referee's care at the time;
- (z) Timidity (avoiding contact, or consistent dropping of mouthpiece, or faking an injury);
- (aa) Interference from a competitor's seconds;
- (bb) Holding on to the ropes or corner padding;
- (cc) Intentionally throwing or trying to force an opponent out of the fighting area;
- (dd) Flagrant disregard of the referee's instructions.

23.18: Legal Techniques for Amateur Contests

All of the following legal techniques are to be read in harmony with, and are subject to, the rules governing illegal techniques/fouls in amateur contests set forth in 523 CMR 23.19. All of the following techniques are legal:

23.18: continued

- (a) All kicks to legal targets;
- (b) Knee strikes to legal targets;
- (c) Strikes with all padded/gloved surfaces of the fists;
- (d) Spinning and jumping techniques;
- (e) Neck wrestling to unbalance and show control;
- (f) Catching kicks;
- (g) Clinching to strike or unbalance;
- (h) Sweeping the leg of an opponent using the front of the leg as defined by malleolus to malleolus through the front of side of the leg;
- (i) Sweeping the leg of an opponent using the knee;
- (j) A legal strike of the opponent's leg in a manner which causes him or her to fall;
- (k) Twisting of an opponent over a planted leg;
- (l) Pushing an opponent in a manner to unbalance him or her;
- (m) Elbow strikes with elbow pad to legal target.

23.19: Illegal Techniques/Fouls in Amateur Contests

All of the following illegal techniques/fouls are to be read in harmony with, and are subject to, the rules governing legal techniques in amateur contests set forth in 523 CMR 23.18. All of the following techniques are prohibited:

- (a) Butting with the head;
- (b) Eye gouging of any kind;
- (c) Biting or spitting at an opponent;
- (d) Elbowing including any part of the forearm;
- (e) Groin attacks or strikes of any kind;
- (f) Downward pointing elbow strikes to the head;
- (g) Strikes to the spine;
- (h) Throat strikes of any kind;
- (i) Kicking a grounded combatant/striking an opponent who has fallen;
- (j) Kneeing a grounded combatant;
- (k) Stomping of a grounded combatant or stomping the foot of a standing opponent;
- (l) Kneeing the head of an opponent;
- (m) Use of illegal techniques to throw an opponent;
- (n) Circular neck twisting;
- (o) Striking the back of the head;
- (p) Directly attacking the knee joint;
- (q) Any joint attack including neck locks;
- (r) Striking after the bell/signal has sounded;
- (s) Striking after break has been called;
- (t) Rubbing open lacerations;
- (u) Any throw utilizing the hip to propel the opponent;
- (v) Any trip or sweep using the rear of the leg as defined by malleolus to malleolus through the heel;
- (w) Elevation of the opponent which causes both feet to leave the ground before executing a throw;
- (x) Any "back breaking" technique which causes pressure on the opponent's spine;
- (y) The use of abusive language in fighting area;
- (z) Any unsportsmanlike conduct that causes an injury to an opponent;
- (aa) Attacking an opponent who is under the referee's care at the time;
- (bb) Timidity (avoiding contact, or consistent dropping of mouthpiece, or faking an injury);
- (cc) Interference from a competitor's seconds;
- (dd) Holding on to the ropes or corner padding;
- (ee) Intentionally throwing or trying to force an opponent out of the fighting area;
- (ff) Flagrant disregard of the referee's instructions.

23.20: Ploughing and Grabbing of an Opponent's Leg

Ploughing is the act of catching an opponent's leg and walking toward him or her. When an opponent's leg is caught, the combatant may take three steps toward their opponent before having to release the leg.

23.21: Fouls Further Explained

- (1) Direct (side kick style) kicks to the front of a combatant's weight-bearing leg is prohibited.
- (2) Hip Throws.
  - (a) Over the hip throws such as in Japanese arts like Judo, Jujitsu, Karate, Sambo, or San Shou are illegal.
  - (b) Taking an Opponent around the Waist with both Arms and Twisting him/her off balance so the Opponent will fall is legal.
- (3) A combatant shall not twist and pull an opponent over the side of his or her body and then land on top.
- (4) It is an intentional foul when a combatant plans, with the sole intention of falling on top of his or her opponent, to either strike with the knee or to intentionally hurt the opponent while down, by contriving to make it look like an accident.
- (5) Stepping on a fallen opponent is illegal.
- (6) Illegal Trips.
  - (a) If a combatant positions a foot next to the opponent and twists him or her over the leg, it is an illegal trip unless the leg is cleared as the opponent falls.
  - (b) The leg must clear immediately after the opponent is pulled or tripped over the knee. Clear shall mean that the leg must be moved out of the way before the opponent hits the canvas by skipping the leg or slightly jumping to the side, as long as it is moved from the original position. Taking out an opponent's footing is legal only if the tripping leg is withdrawn from contact as he or she falls to the ground.
- (7) Neck Wrestling.
  - (a) If in a clinch with arms around each other's shoulder, such as to deliver or defend from an elbow strike, twisting the opponent using the upper body in such a way that he or she will fall to the ground is allowed.
  - (b) By using neck and shoulder manipulation, it is legal for a combatant to spin and throw/dump an opponent to the canvas without using any part of his or her body as a barrier.
- (8) Sweeping.
  - (a) A combatant is allowed to roundhouse kick the opponent's supporting leg with the top of his or her own foot or shin, taking out the opponent's footing, but Karate style sweeps with the foot's instep are illegal.
  - (b) It is illegal to take out the opponent's footing in the clinch by sweeping the back of his or her supporting leg with the back of combatant's own leg or calf.
- (9) Lifting. It is illegal in any way to lift an opponent such that both feet leave the ground and then throw him or her on the canvas.
- (10) Downed Combatant. Anything other than the soles of a combatant's feet touching the ground will be considered a downed combatant.
- (11) Cartwheel Kick. If a combatant puts his or her hand(s) down for the sole purpose of performing a cartwheel kick, said combatant will not be considered a downed combatant and may be struck by an opponent.

23.22: Judging

- (1) All bouts shall be evaluated and scored by three judges. The *Ten point Must System* shall be the standard system of scoring a bout. Under the *Ten point Must Scoring System*, ten points shall be awarded to the winner of the round and nine points or fewer shall be awarded to the loser, except for an even round, which is scored 10-10.
- (2) Awarding of Points. In determining the score, judges shall evaluate Southeast Asian Kickboxing techniques such as effective striking, clinching, control of the fighting area, and effective aggressiveness and defense.

## 23.22: continued

- (a) Points will be awarded whenever the combatant hits the opponent by punching, kicking, kneeing or elbowing (for professionals) with force, which lands on target without infringement and without being blocked or guarded against.
  - (b) Effective striking is judged by determining the number of legal strikes landed by a combatant and the significance of such legal strikes.
  - (c) Fighting area control is judged by determining who is dictating the pace, location, and position of the bout.
  - (d) Effective aggressiveness means moving forward and landing a legal strike.
  - (e) Effective defense means avoiding being struck while countering with offensive attacks.
- (3) The following objective scoring criteria shall be utilized by the judges when scoring a round:
- (a) A round is to be scored as a 10-10 round when both combatants appear to be fighting evenly and neither combatant shows dominance in a round;
  - (b) A round is to be scored as a 10-9 round when a combatant wins by a close but clear margin, landing the greater number of effective legal strikes and other maneuvers.
  - (c) A round is to be scored as a 10-8 round when a combatant wins a round by a wide margin and damages his or her opponent. A round is scored a 10-8 round when a combatant receives a standing eight count, however a combatant can win back a 10-9 in that round.
  - (d) A round is to be scored as a 10-7 round when a combatant totally and completely dominates in a round and damages his or her opponent. A round is scored a 10-7 when a combatant receives two standing eight counts in the same round.
- (4) Techniques. The following techniques which have a visible impact on the opponent should be weighed most heavily:
- (a) Knocking the opponent to the ground with a legal strike;
  - (b) Unbalancing the opponent with a legal strike;
  - (c) Techniques that cause the opponent to stop advancing;
  - (d) Techniques that force an opponent to cover up and limit his or her offense;
  - (e) Defense and ability to evade the opponent's attack; and
  - (f) Maintenance of proper footwork, balance, stance, and stamina.

23.23: Cautions and Warnings

- (1) The referee may choose to caution a combatant if he or she perceives that there may be an impending foul or if there has been an unintentional foul. A caution carries no judging penalty but may advise the referee in assessing a warning for similar fouls.
- (2) The referee may issue a warning for rule infractions or assess a one point penalty. The point shall be subtracted from the final round score by the judges.
- (3) Severity of the penalty shall be determined by the impact the illegal act had on the bout. A combatant should never benefit from an illegal act. If the act in question results in giving the combatant a positional advantage, the referee may stop the action to take away the advantage. If the combatant uses an illegal technique to escape from a disadvantaged position, the referee may issue a warning.

23.24: Fouls

- (1) Only a referee can assess a foul. Judges shall not make that assessment and shall not factor such into their scoring calculations.
- (2) The referee may immediately terminate a bout based upon a single foul if he or she determines that it was intentional and flagrant. In that event, the fight shall be deemed a disqualification.
- (3) Fouls assessed by the referee will result in a point deduction by the judge from the offending combatant's score.



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- (4) A combatant fouled by a low blow has up to five minutes to recuperate.
- (5) If a combatant is fouled by a blow that the referee deems illegal, but not a low blow, the referee should stop the action and call for time. The referee may take the injured combatant to the ringside doctor and have the ringside doctor examine the combatant as to his or her ability to continue on in the contest. The ringside doctor has up to five minutes to make a determination. If the ringside doctor determines that the combatant can continue in the contest, the referee shall as soon as practical restart the fight. However, unlike the low blow foul rule, the combatant does not have up to five minutes of time to use at his or her discretion.
- (6) If a foul is committed, the referee shall:
  - (a) Call time;
  - (b) Check the fouled combatant's condition and safety; and
  - (c) Assess the foul to the offending contestant, deduct points, and notify each corner's seconds, judges, and the official scorekeeper.

23.25: Injuries Sustained During Competition

- (1) If a combatant sustains an injury during competition due to a legal maneuver that is severe enough to terminate a bout, the injured contestant loses by technical knockout.
- (2) If a combatant sustains an injury during competition due an intentional foul that is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.
- (3) If a combatant sustains an injury during competition due to an intentional foul and the bout continues, the referee shall notify the scorekeeper to deduct two points from the contestant who committed the foul.
- (4) If an injury caused by an intentional foul results in the contest or exhibition being stopped in a later round:
  - (a) The injured unarmed combatant wins by technical decision, if he or she is ahead on the scorecards; or
  - (b) The contest or exhibition shall be declared a technical draw, if the injured unarmed combatant is behind or even on the scorecards.
- (5) If an injury sustained during competition from an accidental foul is severe enough for the referee to stop the bout immediately, the bout shall result in a technical decision awarded to the combatant who is ahead on the scorecards at the time the referee stops the bout. This happens only when the referee stops the bout when the combatants completed two rounds of a three round bout, or three rounds of a five round bout.
- (6) There should be scoring of an incomplete round. If the referee penalizes either combatant, then the appropriate points shall be deducted when the scorekeeper calculates the final score for the partial round.

23.26: The Referee

- (1) The primary duty of the referee is to ensure the safety of the combatants to the maximum degree.
- (2) The Referee's Responsibilities.
  - (a) The referee's uniform shall consist of black trousers, with no belt buckle, and black short sleeved shirt and flat soled shoes. No visible jewelry is allowed.
  - (b) The referee shall ensure the following:
    - 1. Fairness in the application of 523 CMR to all parties.
    - 2. No impoliteness in manner or speech either to the combatants or the audience.
    - 3. Close supervision of the match.
    - 4. Protection of a weaker combatant against serious injury.
    - 5. Inspection of the boxing gloves and anklets, and that the proper safety equipment is worn.

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6. The referee shall inform the combatants and their seconds of the rules and regulations governing the fight. This is to be done in the dressing room, prior to the fight itself.
- (3) Three verbal orders are recognized.
  - (a) "STOP" command ordering the combatants to stop fighting.
  - (b) "BREAK" when ordering the combatants to separate.
  - (c) "FIGHT" when ordering the combatants to continue the match.
- (4) When the combatants are ordered to "BREAK," both shall step back one step and await the referee's "FIGHT" order before continuing to fight.
- (5) The referee shall use the correct signal to ensure a combatant's understanding of any rule infringement.
- (6) At the end of each round the referee shall collect the score sheets from each of the three judges and hand them to the scorekeeper.
- (7) Should it be necessary to stop the match or penalize a combatant, the referee shall immediately advise the reason to the judges and the scorekeeper.
- (8) The referee is forbidden to comment or speculate on any match unless receiving prior approval from the committee chairman.
- (9) All referees are subjected to a yearly medical inspection and certification by a physician approved by the Commission and shall be physically fit at the start of any match.

23.27: Referee's Duties

- (1) To stop the match immediately if he or she considers that one combatant is significantly more skilled or stronger than the other.
- (2) To stop the match immediately when a combatant is in difficulty or is injured.
- (3) To stop the match immediately if he or she considers that one or both combatants are not honestly competing.
- (4) To stop the match or warn the combatant for committing a foul or breaking the rules.
- (5) To immediately disqualify a combatant who intentionally breaks the rules, injures or shows any aggression to the referee.
- (6) To disqualify both the combatant and his or her seconds if his or her seconds intentionally break the rules or do not follow his or her directions.
- (7) To disqualify any combatant who intentionally causes or accidentally causes a foul multiple times.
- (8) To stop the match if he or she considers that a combatant having received a count is unable to effectively continue the match.
- (9) To disallow any advantage to a combatant who intentionally fouls in any way.

23.28: The Decision

- (1) A knock out (K.O.) is awarded when the opponent is knocked down and unable to continue within the ten second count.
  - (a) When any combatant falls out of the ring, the referee shall count immediately.
    1. If the count reaches 20, the fallen combatant cannot come up on the ring and he or she will lose by K.O.

## 23.28: continued

2. If the fallen combatant can come up on the ring before the count reaches 20, he or she may continue the fight.
- (2) A technical knock out (T.K.O.) is awarded.
    - (a) When a combatant is seriously hurt or weakened.
    - (b) When a combatant cannot continue the match after the break.
    - (c) On the doctor's recommendation, when the referee is unsure whether a combatant can continue the match due to injury or being seriously weakened.
    - (d) After receiving a count twice previously in the same round, upon the need for a third count.
    - (e) Winning due to the opponent's retirement because of injury.
  - (3) Winning on Points.
    - (a) Unanimous. When all three judges score the bout for the same contestant.
    - (b) Split Decision. When two judges score the bout for one contestant and one judge scores for the other.
    - (c) Majority Decision. When two judges score the bout for the same contestant and one judge scores a draw.
  - (4) Disqualification.
    - (a) No Decision. A result of both parties colluding together to cheat or not fighting properly.
    - (b) Disqualification. Winning due to the opponent's violation of the rules.
  - (5) No Contest. A no contest shall be declared when the referee stops a contest due to accidental injury and the requisite number of rounds have not been completed to render a decision *via* the scorecards, or as a result of the ring being damaged and the match not being able to continue, or if an external event occurs during the fight, causing it to be stopped, or if both combatants are unable to continue due to injury. If less than one round of a three round bout or three rounds of a five round bout has been completed at the time of the stoppage, the bout shall be declared a no contest. If the requisite number of rounds has been reached, individual score decides.
  - (6) Draws.
    - (a) Unanimous. When all three judges score the bout a draw.
    - (b) Majority. When two judges score the bout a draw.
    - (c) Split. When all three judges score the bout differently and the score total results in a draw.
    - (d) When both combatants receive a count of ten.

23.29: Procedure after a Knock-out or Technical Knock-out

- (1) When an unarmed combatant is knocked down, the referee shall order the opponent to retire to the farthest neutral corner of the ring, by pointing to the corner, and shall immediately begin the count over the unarmed combatant who is down. The referee shall audibly announce the passing of the seconds, accompanying the count with motions of his or her arm, with the downward motion indicating the end of each second.
- (2) No unarmed combatant who is knocked down may be allowed to resume competing until the referee has finished counting to eight. The unarmed combatant may take the count either on the floor or standing.
- (3) If the opponent fails to stay in the farthest corner, the referee shall cease counting until he or she has returned to his or her corner and shall then go on with the count from the point at which it was interrupted. If the unarmed combatant who is down arises before the count of 10, the referee may step between the unarmed combatants long enough to assure himself or herself that the unarmed combatant who has just arisen is in condition to continue. If so assured, he or she shall, without loss of time, order both unarmed combatants to go on with the contest or exhibition. During the intervention by the referee, the striking of a blow by either unarmed combatant may be ruled a foul.

## 23.29: continued

- (4) When an unarmed combatant is knocked out, the referee shall perform a full 10-second count unless, in the judgment of the referee, the safety of the unarmed combatant would be jeopardized by such a count. If the unarmed combatant who is knocked down is still down when the referee calls the count of 10, the referee shall wave both arms to indicate that he or she has been knocked out.
- (5) If both unarmed combatants go down at the same time, the count must be continued as long as one is still down. If both unarmed combatants remain down until the count of 10, the contest or exhibition must be stopped and the decision is a technical draw.
- (6) If an unarmed combatant is down and the referee is in the course of counting at the end of a period of unarmed combat, the bell indicating the end of the period of unarmed combat shall not be sounded, but the bell shall be sounded as soon as the downed unarmed combatant regains his or her feet.
- (7) When an unarmed combatant has been knocked down before the normal termination of a period of unarmed combat and the period of unarmed combat terminates before he or she has arisen from the floor of the ring, the referee's count must be continued. If the unarmed combatant who is down fails to arise before the count of 10, he or she is considered to have lost the contest or exhibition by a knockout in the round containing the period of unarmed combat that was just concluded.
- (8) If a legal blow struck in the final seconds of a period of unarmed combat causes an unarmed combatant to go down after the bell has sounded, that knockdown must be regarded as having occurred during the period of unarmed combat just ended and the appropriate count must continue.
- (9) If a combatant is knocked unconscious or injured, only the physician, the referee, and representative of the Commission are allowed in the ring. Any others may only enter at the physician's discretion.
- (10) A combatant losing by a K.O. or T.K.O. shall be immediately treated and undergo a physical examination by the ringside physician.
- (11) Without the special permission of the Commission, a combatant may not compete in the Commonwealth of Massachusetts unless four days for each round that their last contest or exhibition of Southeast Asian Kickboxing lasted have elapsed.

23.30: Procedure When an Unarmed Combatant Has Fallen Through or Been Knocked Through the Ropes

- (1) An unarmed combatant who has been knocked or has fallen through the ropes and over the edge of the ring platform during a contest or exhibition:
  - (a) May be helped back by anyone except his or her seconds or manager; and
  - (b) Shall be given 20 seconds to return to the ring.
- (2) An unarmed combatant who has been knocked or has fallen on the ring platform outside the ropes, but not over the edge of the ring platform:
  - (a) May not be helped back by anyone, including, without limitation, his or her seconds or manager; and
  - (b) Will be given ten seconds to regain his or her feet and get back into the ring.
- (3) If the seconds or manager of the unarmed combatant who has been knocked or has fallen pursuant to 523 CMR 23.30(1) and (2) helps the unarmed combatant back into the ring, such help may be cause for disqualification.
- (4) When one unarmed combatant has fallen through the ropes, the other unarmed combatant shall retire to the farthest corner and stay there until ordered to continue the contest or exhibition by the referee.

23.30: continued

(5) A downed combatant who deliberately wrestles or throws an opponent from the ring, or who hits him or her when he or she is partly out of the ring and is prevented by the ropes from assuming a position of defense, may be penalized. A downed combatant shall be deemed to be down when:

- (a) Any part of his or her body other than his or her feet is on the floor; or
- (b) He or she is hanging over the ropes without the ability to protect himself or herself and he or she cannot fall to the floor.

(6) A referee may count an unarmed combatant out if the unarmed combatant is on the floor or is being held up by the ropes.

23.31: Interpretation

The Commission will have discretion over any item not covered in 523 CMR 23.00 which does not have a prior ruling established by the State Athletic Commission.

23.32: Variances

A promoter of Southeast Asian kickboxing shall apply for a variance for an event that is expected to deviate from 523 CMR 23.00 in one or more respects. Applications for a variance shall specify any additional rules to be employed and all provisions of 523 CMR 23.00 that will not be met.

REGULATORY AUTHORITY

523 CMR 23.00: M.G.L. c. 147, § 46.