



1. ATHLETES

- 1.1. The Athlete must be over 18 years old to compete under these rules.
- 1.2. The Athlete must present themselves in good physical and mental state. The Athlete's shape will be examined during a medical evaluation.
- 1.3. The Athlete should be well prepared to compete.
- 1.4. The Athlete is responsible for ensuring that all relevant Martial Arts experiences are presented at the time of registration.
- 1.5. Fighters must be A class Fighter or professional MMA Fighter.

2. WEIGHT CATEGORIES

- 2.1. Athletes should be matched according to their weight. In the Heavyweight category a greater weight difference between Athletes will be acceptable.
- 2.2. The weight must be recorded before the match, at a time to be set by the organizer. The weigh-in must be approved by both Athletes (in case of "one match only") and by the organizer.
- 2.3. The weight categories, described in section
- 2.4, must be respected in tournaments and title bouts. However, the Promoter may request permission from the Federation to use other weight categories, which will require ECE approval.



2.4. Weight Categories Men and Womens

| Categories | Tolerance | Tolerance | Limit |
|--------------------|-----------|-----------|-----------|
| Strawweight | 52,16 kg | 0.5kg | 52,62 kg |
| Flyweight | 56,69 kg | 0.5kg | 57,15 kg |
| Bantamweight | 61,23 kg | 0.5kg | 61,68 kg |
| Featherweight | 65,77 kg | 0.5kg | 66,22 kg |
| Leve (Lightweight) | 70,30 kg | 0.5kg | 70,76 kg |
| Super Lightweight | 74.8kg | 0.5kg | 75.3kg |
| Welterweight | 77,11 kg | 0.5kg | 77,56 kg |
| Super Welterweight | 79.4kg | 0.5kg | 79.9kg |
| Middleweight | 83,91 kg | 0.5kg | 84,36 kg |
| Light Heavyweight | 92,98 kg | 0.5kg | 93,44 kg |
| Heavyweight | 120,20 kg | 0.5kg | 120,65 kg |
| Super Heavyweight | 120kg + | | |

3. WEIGH-IN

3.1. The Athlete must reach a certain weight within the time limit for the official weigh-in of the competition, which is supervised by officials designated by the organizer.

3.2. The Athlete will be weighed before the competition starts and this weigh-in can occur on the morning of the day before the competition.

3.3. Athletes must be weighed at the same time in "one match only" matches.

3.4. If a fighter doesn't make the weight agreed after an attempt, he/she's purse will be cut by 50%, 25% for the opponent and 25% for Organization.



4. MEDICAL TEAM AND EXAMINATION / MEDICAL ASSESSMENT

4.1. The competition will have at least two certified doctors. At least one doctor will be responsible for conducting and validating medical examinations.

4.2. The Organization will have to make available a plan of the competition venue so that the medical team formalizes the corresponding emergency plan.

4.3. The Organization will have to provide adequate space for the medical examinations and evaluations to the Athletes.

4.4. Athletes are required to submit the following exams:

4.4.1. Annual sports medical examination, with the indication of APTO, for MMA. This examination must be taken place and dated, within the last 1 year.

4.4.2. Medical Exams will be followed by Countries law.

4.5. The doctor will evaluate all Athletes before competing. This evaluation will take place on the day of the competition. CHECK LIST: heart, blood pressure, pulse, lungs, hearing, dentistry, hernias, musculature, skin, and negative hepatitis B, hepatitis C and HIV tests. If an Athlete is considered by the physician as unfit to compete, injury or illness, affected by drugs or narcotics, mentally incapable or in any other way unable to participate in the competition, the Athlete shall be prevented from competing in that competition.

4.6. Women will not be allowed to compete in case of pregnancy, and pregnancy tests are required as part of the medical examinations.

4.7. The doctor must be present during all matches. He may discontinue combat if he considers the Athlete unfit to continue. In this situation the doctor should immediately call the attention of the Referee and in the event of throwing a towel into the competition area.

4.8. If an Athlete needs assistance to return to his corner during the interval between rounds, the athlete will be examined by the physician to see if he is fit to continue.

4.9. If the physician considers it necessary for the Athlete to be examined in more detail, the physician may request that the Athlete be transported to the hospital. In these cases the Athlete must be accompanied by a relative or Coach or colleague and carry with them all identification documents.

4.10. In case of suspected injury, the physician will be allowed to detain the Athlete for further evaluation. The Athlete should, in this situation, remain in place. After a decision by the medical team, it must notify the organization of its decision.

4.11. In case of a knockout the doctor will determine the period of time that the Athlete will have to comply as suspension and document that decision.



5. ARBITRATION

5.1. All matches will be supervised by an ECE Certified Referee.

5.2. The Referee must be identified with a black shirt / polo, black pants and appropriate footwear in order not to cause any unintentional damage or discomfort to Athletes.

5.3. The Referee must be physically fit to remain alert, close to the Athletes at all times and able to intervene when necessary, thus ensuring the Athletes' safety.

5.4. The Referee shall ensure that all Athletes use the mandatory protections and that they are fit for the competition.

5.5. The Referee shall ensure that all parties to the contest comply with the rules.

5.6. The Referee must first place the Athletes' safety and must stop the fighting immediately when:

- it is noticeable that one Athlete is so superior that the other is in danger of injury;
- one of the Athletes is in a questionable position and at a clear disadvantage;
- one of the Athletes is unable to defend himself/herself adequately.

5.7. The Referee has four verbal commands at his disposal during combat:

- "FIGHT", indicates to the Athletes that the match has begun; used at the beginning of each round and used to restart combat (after a time-out or other type of stop).
- "STOP", instructs Athletes to stop combat immediately and remain in the current position.
- "BREAK", instructs athletes to immediately discontinue combat, separate and take a neutral position.
- "TIME", tells TimeKeeper to stop the combat clock.

5.8. The Referee shall ensure that any prohibited techniques are not used during combat and act according to the protocol in case an accidental or intentional foul is committed.

5.9. The Referee shall disqualify the Athlete if he, or any of his Coaches, deliberately or repeatedly breaks the rules.

5.10. The Referee must stop the fight when:

- An Athlete uses prohibited techniques.
- An Athlete breaks the rules.
- Something is thrown into the competition area.
- A Coach or doctor throw the towel or something equivalent to the competition area.



5.11. In the event of an accident or fault, the Referee may request a time-out, with a maximum duration of five (5) minutes, to examine the Athlete's condition and determine if he / she can continue to compete in safety. The Referee may ask the competition doctor to assist in the evaluation. During this period, the Coaches will not be able to give any indication to their Athlete.

5.12. If the Athlete is unable to restart after five (5) minutes, the match will be terminated and the result will be determined as "NO CONTEST" or technical decision as referred to in point 28.

5.13. In the event of a foul that involves a blow to the genital area, called a "low blow," the Referee shall, at the request of the Athlete concerned, give up to a maximum of five (5) minutes for the Athlete to recover. This is the ONLY situation in which the Athlete will be entitled to five (5) minutes of recovery.

5.14. The Referee shall stop the match when the bell signal marks the end of the round.

5.15. The Referee shall raise the winner's hand when the results of the contest are announced to the public.

6. JUDGES

6.1. All matches will be scored by three judges certified by ECE.

6.2. Judges should be seated and separated from the audience just like each other.

6.3. The Judges must remain neutral for the duration of the match.

6.4. If one of the Judges identifies a breach of the rules, he shall notify the Referee during the interval between rounds. The Referee will decide what to do with this information.

6.5. The Judges will assign the Athletes' score between 7 and 10 points for each round, filling in a score sheet. This task must be performed independently and without any contact with the other judges or any other person. The results should be clearly identified on the score sheet.

6.6. If the Referee signals a point deduction to an Athlete, the Judges will point that deduction on the sheet and subtract that amount from the score awarded at the end of the round to that Athlete.

6.7. The winner of each round is decided according to the criterion detailed in point 26.

6.8. At the end of each round the judges must submit their score sheets to Score keeper.

6.9. Judges may not relinquish their seats until the match has ended and the results have been announced to the public.



7. SCORE KEEPER

- 7.1. All matches will have a Head Judge certified by ECE.
- 7.2. At the end of each round, Head Judge must receive each Judge's score sheets.
- 7.3. At the end of the last round Head Judge is responsible for organizing the final score and delivering it to the Speaker.
- 7.4. If the combat is an extra round (tournament format) ScoreKeeper should receive the additional score sheets, organize the final score and deliver it to the Speaker.

8. TIMEKEEPER

- 8.1. A TimeKeeper must be pointed out by the organizer to ensure correct timing of rounds, intervals between rounds and time-outs during combat.
- 8.2. TimeKeeper is responsible for signaling the beginning of each round.
- 8.3. TimeKeeper will indicate when 10 seconds is left at the end of each round and when it is finished.
- 8.4. TimeKeeper will indicate 15 seconds before the end of the interval between rounds and when it is finished.
- 8.5. When the Referee signals a time-out, the elapsed time will not count as part of the round. TimeKeeper is responsible for timing the time from the start of the time-out and notifying the Referee when the Referee reaches four minutes and fifty (4:50) and five (5) minutes.
- 8.6. The clock does not stop for any reason, except for a time-out signaled by the Referee.

9. SPEAKER/MC

- 9.1. A Speaker shall be appointed by the organizer with the task of keeping the Athletes, members and officers informed during the competition through the microphone.
- 9.2. The Speaker shall announce the names of the Athletes, the corner of the ring and weight category before Athletes enter the ring.
- 9.3. The Speaker must alert the Coaches to leave the competition area before the match begins and as TimeKeeper announces that 15 seconds remain to the end of the interval between rounds.
- 9.4. The Speaker must announce the number of the round before it starts.
- 9.5. The Speaker shall announce the name and corner of the winner as soon as the final results are available.



10. COMMISSIONER

10.1. A minimum of 2 Commissioners shall be appointed for the event, one (1) for the blue corner and one (1) for the red corner, certified by ECE.

10.2. The Commissioner will be responsible for checking the Athlete's hand wrapping and equipment according to ECE regulations before being taken to the combat area.

10.3. The Commissioner will accompany the Athlete and technical team from the locker room / warm up area to the competition area. The Commissioner shall accompany the Athlete and technical team to the locker room as soon as the match is over.

10.4. The Commissioner shall accompany the technical team during the combat period, inside and outside the combat area in order to ensure that the rules are complied with.

11. CUTMAN

11.1. It's Mandatory that at least two (2) CUTMAN, certified by ECE, be appointed to the event.

11.2. CUTMAN will be responsible for the checking and help on handwrapping of the Athletes, obeying the international standards (ECE)

11.3. CUTMAN will be responsible for assisting the Athlete during the interval between rounds for minor bleeding and swelling (minor cuts, nosebleeds, bruises, etc.).

11.4. CUTMAN does not replace the role of the doctor and can not make any kind of medical decision even if it has the training to do so. Both CUTMAN and physician worked together to ensure the Athlete's physical integrity.

11.5. CUTMAN may only use non-prescription material and substances that are not on the list of substances banned by WADA - World Anti-Doping Agency.



12. TRAINERS

12.1. The Athlete shall have no less than one (1) nor more than three (3) Coaches.

12.2. Only two (2) Coaches will be allowed to enter the competition area during the interval between rounds.

12.3. During the interval between rounds, if a CUTMAN enters the competition area to check the Athlete, only one of your Coaches may enter to attend your Athlete. The remaining Coaches may give directions as long as they remain outside the competition area and a second Coach may enter as soon as CUTMAN leaves (this rule does not apply to medical personnel who may enter whenever necessary).

12.4. All equipment must be removed from the competition area at the end of the interval of each round by the Coaches and they must also ensure that the competition area is kept dry and clean in order to avoid accidents.

12.5. During the interval of each round the Coaches may give verbal instructions to the Athlete. Coaches are allowed to bring water and one (1) bag of ice to their Athlete.

12.6. During the interval between rounds the Coaches are obliged to inform the Referee of any injury suffered by their Athlete.

12.7. Coaches should bring towels to the competition area so that, in case they consider their Athlete unable to continue, they have the possibility of throwing the towel to the competition area and in this way to end the fight.

12.8. Coaches may give advice and encouragement to their Athletes, in a measured and respectful manner, throughout the course of the match, ALWAYS being seated at the designated place, and never grabbing or hitting the area.

12.9. During a stoppage in the match, requested by the TIME-OUT, the Coaches may NOT speak or give instructions to their Athletes.

12.10. Athletes may be advised or disqualified for a violation of the rules caused by their Coaches.

13. AREA OF COMPETITION

13.1. The competition area should offer a high level of safety for Athletes. It must be closed in such a way that the Athletes do not run the risk of falling out of it during the competition and thus suffer injuries.

13.2. The preferred area of competition shall consist of an MMA ring, called a "Cage". If it is not possible to use a "Cage", a boxing ring, covered with rugs on the outside, able to absorb the impact of falls, will be accepted. In the latter case, the use of an area of Olympic fights with the minimum measures of 12x12 meters is allowed.

13.3. A "Cage" is a securely fenced area, built for the purpose of ensuring the highest level of safety to Athletes such as providing proper practice of MMA. A "Cage" used for MMA competitions must meet the following requirements:

- The "Cage" must have a floor with a minimum thickness of 2.5 centimeters and capable of absorbing the impact of falls.
- The "Cage" shall not be more than ten (10) meters and shall not be less than six (6) meters in diameter.
- The safety fence must consist of a sturdy plastic net that expands in equal sections between at least six (6) poles. The safety fence should not be less than one meter and sixty (1.60) centimeters and should not be greater than two (2) meters high.



14. DURATION OF THE COMBAT

14.1. The match will last three (3) rounds. In the event of title bouts, the total number of rounds will be three (3) rounds.

14.2. Each round will last three (3) minutes.

14.3. The breaks between rounds will last for sixty (60) seconds.

15. MANDATORY EQUIPMENT

15.1. Competition gloves with a minimum of 4 and a maximum of 6 ounces (oz) is required.

15.2. Competition shorts, which must be made of durable material and in a way that does not cause any damage to the Athletes.

15.3. Protection of teeth.

15.4. Genital protection (optional for women, mandatory for men).

15.5. Chest protection (optional for women, not applicable for men).

15.6. Elastic knee brace (optional).

15.7. Elastic ankle protection (optional).

15.8. All pieces of equipment used by the Athletes, either mandatory or optional, will be checked by the commissioner and / or "Pit Referee" before the start of each match.

15.9. All fighters are obliged to wear ECE clothes with sponsorship.

16. TAPE AND BANDAGE

16.1. Hands and wrists must be protected with Bandage.

16.2. Tape can be used to compress and strengthen the gauze. The tape, however, can not be placed on the knuckles.

16.3. The bandage and tape are restricted to the maximum measures of 10 meters x 5 cm of gauze and 2 meters x 2,5 cm of tape per hand.

16.4. The velcro of the gloves should be covered with tape so as not to be unprotected, thus avoiding possible injuries of the Athletes.

16.5. All tape will be checked by the commissioner and / or "Pit Referee" before the start of each match.



17. APPROVED TECHNIQUES

- 17.1. Head, body and leg punches in "stand-up" position (both standing foes).
- 17.2. Elbows to the head, body and legs in stand-up position. (Optional, to be decided by the Promoter)
- 17.3. Kick to head, body and legs in stand-up position.
- 17.4. Knee to head, body and legs in "stand-up" position.
- 17.5. Stepping on the opponent's feet when standing
- 17.6. Projections and overturns.
- 17.7. Submission techniques standing (restrictions described in points 18.5, 18.6, 18.7).

NOTE1: Any submission technique must begin standing up. However, if Athletes fall / progress to the ground, the action will continue as long as there is an intention to finalize the technique in limited time of 15 sec.

NOTE 2: The definition of "grounded position" means any fighter having more than just the soles of his feet in contact with the floor, except the hands. (if the Athlete has a knee or other part of the body in contact with the floor, it is considered "grounded"). In the case of hands, both (palms or wrists) will have to be in contact with the floor to be considered grounded. If the referee determines that a fighter (Athlete A) would be grounded, but not only because the ropes of the ring or the net of the cage prevents him, the referee may instruct the fighters that the Athlete To be considered with "grounded".

18. PROHIBITED TECHNIQUES

- 18.1. Strikes to the spine or to the back of the head (nape).
- 18.2. Any type of attack when the opponent is in "grounded position".
- 18.3. Vertical elbows (12h -> 6h)
- 18.4. Projections with the intention of firing the opponent head or neck when in total control of the body of the opponent (denominated "spiking" or "piledriver")
- 18.5. Keys to the fingers, the so-called manipulations on small joints.
- 18.6. Any kind of submission to the lower limbs.
- 18.7. Any kind of jump submission (flying armbar, flying triangle, jump guillotine, etc.)



19. FAULTS

- 19.1. Attacking an opponent knocked over or unable to defend, ie, KO.
- 19.2. Bumps, fingers in the eyes, biting, scratching, pinching, pulling hair, spitting at the opponent, digging into any holes or cuts / lacerations that the opponent may have.
- 19.3. Throw an opponent out of the competition area.
- 19.4. Grab the net or ropes from the competition area
- 19.5. Take the opponent's shorts and / or gloves or any part of the protective material.
- 19.6. Attacking an opponent before the match starts, during a time-out, between rounds or after the end of the match.
- 19.7. Attacking an opponent while it is being examined by the Referee or Physician.
- 19.8. Attacking the opponent in the genital area.
- 19.9. Compete against unsportsmanlike conduct that results in an injury to the opponent.
- 19.10. Strikes pointed directly at the throat, including grabbing the opponent's larynx.
- 19.11. Use of inappropriate language.
- 19.12. Use of abusive gestures.
- 19.13. Ignore the Referee's instructions.
- 19.14. Demonstrate aggressive behaviour towards the Referee or any other official.
- 19.15. Interference of Coaches.
- 19.16. Drop or deliberately throw the mouth guard onto the floor.
- 19.17. Inactivity and passivity.
- 19.18. Simulate having been hit in the genital area.
- 19.19. Guard position with one or both hands open with your fingers pointing at the opponent.

20. APPEARANCE

- 20.1. The Athlete must be clean and present himself with good looks.
- 20.2. The Athlete may not use any type of jewellery, piercings or any other objects, metal, or accessories.
- 20.3. Athletes with long hair should tie their hair in such a way as to present no danger to themselves, their adversary and the Referee.
- 20.4. Athletes should ensure that the nails (hand and feet) are properly cut.
- 20.5. It is strictly forbidden to rub parts of the body, other than the specific areas (eyebrows, nose, cheeks), with vaseline or any other similar material (balms, etc).
- 20.6. The Referee will be responsible for evaluating items 20.4 and 20.5 and if necessary have the Athlete cleaned before it can compete.



21. DROP AND "KNOCKDOWN"

21.1. If one of the Athletes lands on the ground due to a drop, projection, blow, surprise or loss of balance the combat will be interrupted and the Referee will instruct the Athlete to stand up. The Referee will give two (2) warnings for the Athlete to stand up being that on the third the Referee will end the fight declaring TKO (Technical Knockout).

21.2. If an Athlete is knocked over and unmovable on the ground, the Referee will stop the match immediately, declaring KO (Knockout) 21.3. Note that a Knockdown does not automatically assign the score of 10-8 in the round. See section 26 for more information on Scoring Criteria.

22. NOTICES

22.1. In the event of a fault, the Referee may interrupt the contest, examine the Athlete who has suffered it and make a warning against the offender.

22.2. For minor fouls, but repeatedly, or a serious foul, the Referee shall deduct one (1) point from the offending Athlete in conjunction with a warning.

22.3. In the event of an intentional foul that causes an injury to the opponent but may continue to fight, the Referee shall deduct two (2) points to the offending Athlete in conjunction with a warning and shall withdraw any advantage that the Athlete has. If the foul did not cause injury, the Referee shall deduct one (1) point from the offending Athlete and withdraw any advantage that the Athlete has.

23. DISQUALIFICATION

23.1. In the event of an intentional, serious or repeated offence, the Referee may disqualify the Athlete.

23.2. If an Athlete is unable to continue due to an injury caused by the deliberate use of a prohibited technique or a foul, the offender will be disqualified.

23.3. In tournament-type matches, if an injury resulting from the intentional use of a prohibited technique results in the stopping of the combat at a point subsequent to the offence, the offender shall be disqualified.

23.4. In the case of "one match only", if an injury caused by the intentional use of a prohibited technique results in the stopping of the combat, at a point subsequent to the infringement, the Athlete who suffered the foul will win by "Technical Decision" if in front of the score, or the match will end as a "Technical Draw" if the Athlete who suffered the foul is behind in the score (if more than half of the complete rounds of the match has been completed)

23.5 If during an inspection prior to the commencement of the match, the Athlete presents a non-permitted tape, this may be disqualified by the Arbitrator 23.6 The

Athlete may be advised, penalized or disqualified as a result of the Coaches' violation of the rules.



24. RECOMMENDATIONS

- 24.1. After a warning by the Referee or an evaluation has been conducted by the physician the combat will resume in the same position upon its interruption.
- 24.2. After a foul, with or without deduction of points, if the offending Athlete was, before the foul, in a position of advantage, it will be withdrawn upon resumption.
- 24.3. The Referee may resume combat in a neutral position with both Athletes standing if they are in a position where neither is actively attempting to improve the position or attempt to win.

25. TYPES OF RESULTS

25.1. Submission: The Athlete surrenders by hitting his opponent or on the Canvas or verbally informing the Referee. NOTE: The Referee may consider a cry of pain as a form of surrender.

25.2. Withdrawal: The Athlete surrenders by hitting his opponent or on the mat or by informing the Referee verbally or the Athlete's Coaches stop the fight by throwing a towel into the combat area, giving up the same NOTE: In this case, withdrawal can occur due to reasons of injury, or others, and not by submission.

25.3. The Referee shall stop combat if:

- the combat is unbalanced in a very unbalanced manner.
- one of the Athletes is not able to defend himself appropriately.
- one of the Athletes has been hit too harshly. This is not restricted to technical KO (TKO) and knockout (KO).
- the time of recovery or medical examination of an Athlete takes more than five (5) minutes.

25.4. Judges Decision: The scores of the three Judges decide the winner, this includes:

- Unanimous Decision: all Judges score the match for the same Athlete.
- Split Decision: two Judges punctuate the match for one Athlete and another Judge for their opponent.
- Majority Decision: two Judges punctuate combat for one Athlete and another Judge scores as a tie;
- Unanimous Draw: all Judges score the match as a draw;
- Major League Draw: two Judges score the match as a draw;
- Divided Draw: All Judges punctuate combat differently.

25.5. Technical Decision: If the fight is stopped prematurely due to an injury caused by an accidental foul, the results of the judges' scores decide the winner. This includes the hypothesis of a technical draw. To do so, we must have completed more than half of the full rounds of combat.

25.6. Disqualification: if one of the Athletes is disqualified the victory is assigned to their opponent.



25.7. Walkover: if after the Athletes' entry notice any of these do not appear and your opponent does, the combat will be given as a waiver and the victory attributed to the Athlete who attended.

26. SCORING CRITERIA

26.1. All matches must be evaluated and scored by 3 Judges who must evaluate the combat in different places around the competition area. The Referee can not be one of the three Judges.

26.2. The 10-point system is the one used to score a match. Which means that 10 points will be awarded to the winner of the round and 9 points or less (up to a minimum of 7) will be awarded to the Athlete who lost the round, except in case of a tie, in this case the round will be scored with a " 10 ".

26.3. Judges must score mixed martial arts techniques as follows:

- Effective Strike & Effective Grappling;
- If the above is not sufficient to determine the winner of the round, the following criteria will be used to "jump-start", and in this order of importance:

1. Effective aggressiveness;
2. Control of the ring / competition area.

26.4. Definition of the criteria described above:

- Effective Strike is evaluated by the total number of legal and certain hits by the Athletes. Blows with greater effectiveness will have a greater weight in the final decision.
- Effective grappling is assessed by considering the clinch's effective control of the clinch, submission attempts, and number of successful projections by Athletes.
- Effective aggression means "seeking combat" and "striving to strike legal strokes."
- Combat area control is assessed by determining which Athlete dictates the pace of combat, location and position.

26.5. The following scoring criteria should be used by the judges when scoring a round:

- a round must be scored 10-10 if the two Athletes have fought in exactly the same way without there being a single differentiating factor between them.
- a round must be scored 10-9 if one of the Athletes wins by a small margin, punctuating with a higher number of effective strikes, grappling, etc.
- a round must be scored from 10-8 if an Athlete was superior to his or her opponent in all of the following points: o Effective Effect o Domain o Duration
- A round can be scored from 10-8 if an Athlete was superior to his opponent in 2 of the following points: o Effective Effect o Domain o Duration o one round must be scored 10-7 if an Athlete completely dominates his opponent through strikes and / or grappling.



26.6. In the case of an extra round (tournament format), this must be judged in the same way as the previous ones. If the contest is for the title, tournament or championship where the draw is not a possibility and a winner will have to be found, this hypothesis must be outlined in the protocol of the event.

26.7. In the case of an incomplete round, due to an accidental foul, the round must be judged using the same round-round criteria.

27. Draw

27.1. If a match is scored as a draw, an extra round will be added to determine the winner (only during a tournament format).

27.2. At the end of the extra round a winner must be decided.

28. "NO CONTEST" AND TECHNICAL DECISIONS

28.1. A combat can be scored of "NO CONTEST", that is, annulled during or after its termination.

28.2. One of the reasons that may lead to a NO CONTEST decision is, for example, the interruption or stoppage of combat as a result of outside interference, and the inability to continue combat.

28.3. If an Athlete suffers an injury by accident, or as a result of a prohibited technique, or fault, applied accidentally, and the combat is consequently stopped then this will be punctuated as "NO CONTEST", provided that the injury in question occurs during the first or second round. If the injury occurs during the interval between the second and third round or during the third round the winner will be determined based on the scores of the judges resulting in a "Technical Decision".

28.4. A tournament final may not end as a "NO CONTEST" or technical draw. In this situation the winner of the match must be determined as outlined previously in the event protocol.

29. PROTESTS

29.1. If an Athlete, or his Coach, considers that the result of a match was incorrect, a protest must be drawn up and delivered to the Organizer within 48 hours of the completion of the match.

29.2. The protest must be submitted by the Athlete's Team Coach, not the Athlete.

29.3. The protest should contain information on which combat to which it refers, what the reason for the protest and its reasons, the opinion on what the combat score should be and also contact information.



29.4. The results of a match will only be changed if an obvious error has been discovered, one that directly affects the outcome of the match and which has been performed by the Referee or any of the other officials.

30. KNOCKOUT

30.1. An Athlete who has suffered a KO as a result of a blow to the head, or whose combat has been stopped by the Referee due to several blows to the head, should be immediately observed by the doctor.

30.2. The physician will perform an evaluation to determine if the Athlete needs additional hospital care and / or complementary exams (brain scan, etc.).

30.3. The doctor will document, where applicable, knockouts and examinations performed in a hospital, or elsewhere, such as KO suspension periods.

31. MEDICAL SUSPENSIONS

31.1. An Athlete who has suffered a knockout as a result of a blow to the head, or whose combat has been stopped by the Referee due to several blows to the head that have prevented the Athlete from properly defending himself and unable to continue, must be suspended from any kind of competition and sparring matches. Suspension periods start on the day of the last match:

- one (1) knockout: Suspension on doctor's Advise.
- two (2) knockouts over a period of three (3) months: a minimum of three (3) months suspension.
- three (3) knockouts over a period of twelve (12) months: a minimum of twelve (12) months of suspension. NOTE: The suspension periods listed are minimal and may be extended depending on medical opinion.

31.2. In the event of a match not being stopped, the doctor has the right to decide if a suspension is necessary, or not, given the number of blows to the head that the Athlete suffered.

32. DOPING

32.1. A positive doping test, according to the list of substances banned by WADA - World Anti-Doping Agency, leads to an immediate disqualification.

32.2. The organizer should facilitate and assist in the implementation of doping tests for Athletes.

32.3. If an Athlete refuses to perform a doping test, he or she will be immediately disqualified.

