



WKA USA LIGHT CONTACT ADDENDUM

BOUT LENGTH & NUMBER OF ROUNDS

- Two rounds of one minute thirty (2 x 1.5 min) age 0 – 14 years
- Two rounds of two minutes (2 x 2 min) age 15+ years
- If the bout ends in a draw after the conclusion of the second round, then a third round of two minutes will take place to determine the winner of the match. Judges must give a definitive decision at the end of the third round for one of the competitors

FIGHTING AREAS

- Fighting Areas for K-1 light, Muay Thai light, Boxing light and MMA light
- The fighting area must be square. Each side must be 8 X 8 metres maximum or 6 x 6 metres minimum.
- Around the fighting area, a safety zone strip of two meters shall be kept clear. Only referee tables are allowed to be placed within this safety zone. No spectators are allowed to be within that zone. The safety strip zone should be marked.
- The timekeeper and scorekeeper are located at the referee table facing the head referee.
- In the case that there is only one fighting area, sufficient space for the medics and/or emergency personnel shall be

provided at the referee table.

- The official's table must be equipped with the following items:
- Pool lists, scoreboards or display, stopwatch, bean-bag, paper pens.
- Online systems for tournament tracking and management may be used.
- One chair at the blue and red corner for coaches and fighter during rest period.
- There will be a chair to be placed at two neutral corners for judges and one chair for the third judge at the officials table

COMPETITOR EQUIPMENT

- All competitors must be equipped in all divisions with approved safety equipment in the form of padded protectors:
 - **Minimum glove weight for Adult competitors: _16oz**
 - Boxing light will wear regulation 16oz boxing gloves. Youth 9yo and younger may wear boxing glove no less than 10ozs
 - Shinguards are required for tournaments. For light contact, leather training shinguards must be worn for standup matches.
 - For MMA Light, cloth shinguards must be worn.
 - An individually fitted breast-protector for females in all disciplines and all age classes is recommended, but not required
 - An individually fitted groin-protector for all age classes in all disciplines for males is required and for females is recommended.
 - Boxing approved boots may be worn in all boxing bouts in both novice and open, but are not mandatory.
 - K-1 light, Muay Thai light, will wear training shin guards that also cover the feet, no cloth shin guards.
 - Muay Thai light elbow pads will be provided by the association.
 - MMA light will wear gloves and cloth shin guard provided by the association.
 - Individually fitted headgear (helmet) is required for tournaments.

- **Head gear must be open faced, with no nose or cross-face protection.**
- **Individually fitted tooth-protector (mouth guard) required for all competitors.**

Handwrapping and bandage restrictions:

- **Light competitors mostly use their cloth training handwraps. If used, they may put one piece of tape around the wrist to secure the Velcro closure.**

The competitors are responsible for bringing their own personal equipment and that of their seconds to all WKA matches and tournaments.

A competitor may place a layer of medical adhesive tape over the closures of his or her gloves and foot protectors in order to hold them in place.

Most competitors will wear Velcro gloves, if a competitor chooses to wear a lace up gloves, they must tape over top of the laces.

All competitors with long hair may wear approved hair bands or holders without any metal and must do so if the hair is long enough to pose a safety hazard or could hinder the observation of the fight.

Seconds

- **One coach is allowed in the corner during the match.**
- **The coaches must remain seated at all times during the match and must behave in a disciplined manner. If the coach does not follow the referees' instructions, his/her athlete may be penalised by a warning, may loss a point Plainfield and, if necessary, even disqualified.**
- **A coach may throw in the towel if he/she wishes to retire a competitor from the competition.**

Scoring Criteria & Priority

Definitions:

- **Score:** Favorability awarded when a legal technique hits a legal target area with moderate power, good balance and controlled technique.
 - The competitor must be able to see the target area and cannot be awarded points for techniques thrown blindly.

Scoring Criteria

1. Good clean light contact techniques
 - a. Volume of legal techniques to legal target areas which are not blocked and which maintain light contact and control.
 - b. Fighters will be viewed more favorably for using combinations of unblocked, legal techniques to legal target areas over single techniques.
2. Effective Style-Specific Technique
 - a. The fighter who lands the greater variety of unblocked, legal techniques to legal target areas shall be viewed more favorably than the fighter who does not.
 - b. The fighter who displays the more clean and technical performance shall be viewed more favorably than the fighter who does not.
3. Effective control of the fighting area
 - a. Evaluated by determining which contestant dictates the bout's pace, location, and positioning.

Scoring Priority

1. Combinations of good clean light contact techniques are viewed most favorably. Favorability is given to fighters who land greater volume of combinations of unblocked techniques
2. If there is no advantage in good clean light contact techniques, judges shall evaluate fighters on their effective style specific techniques.
3. If there is no advantage in effective style specific techniques, judges shall evaluate the fighters on their effective control of the fighting area.

Legal Techniques & Target Areas by Rules Style

NOTES ON LEGAL TECHNIQUES

- All legal techniques must be thrown with controlled contact.
- No techniques may be thrown blindly, fighters must be able to see the target.

BOXING Light:

- All forms of legal punches above the waist to the legal target areas of the body and the head.
 - All techniques must be executed with controlled contact.

K-1 LIGHT:

- Punches are allowed to the head and body. Kicks are allowed to the head, the body above the waist, and the legs below the waist and above the knees, and the legs below the knees and above the ankles.
 - All techniques must be executed with controlled contact.
- Controlled contact spinning kicks to the body and to the head.
- Ankle bump: Use of the ankle area to off balance opponent targeting the ankle area (using the bottom of the foot is prohibited).
- Controlled contact knee attacks are allowed to the body and legs.
- Catching the kick: Fighters may catch the kick in order to throw one legal technique, then release the leg.
 - Fighters may alternatively catch the kick and take one step while holding the leg, then release.
 - Fighters may throw one technique OR take one step, but not both.
 - All contact must be controlled.
- Clinch: Allowed for the purpose of throwing one legal knee attack to a legal target area. After this the fighter must release the clinch.
 - Fighters must knee upon entry to the clinch. Clinching without throwing knee attacks is prohibited.
 - All contact must be controlled.

MUAY THAI LIGHT:

- Punches are allowed to the head and body. Kicks are allowed to the head, the body above the waist, and the legs below the waist and above the knees, and the legs below the knees and above the ankles.

- **All techniques must be executed with controlled contact.**
- **Controlled contact spinning kicks to the body and to the head.**
- **Ankle bump: Use of the ankle area to off balance opponent targeting the ankle area (using the bottom of the foot is prohibited).**
- **Controlled contact knee attacks are allowed to the body and legs.**
- **Catching the kick: Fighters may catch the kick. While holding the leg the competitor may conduct two (2) legal movements then release the leg. These movements include:**
 - **2 steps.**
 - **2 strikes.**
 - **1 strike and 1 step.**
 - **1 step and 1 strike.**
 - **In all cases fighters must release the leg following any combination of the above listed movements. All contact must be controlled.**
- **Clinch: Allowed as long as both competitors are landing effective, controlled, knee attacks, or fighting for dominance in the clinch.**
 - Clinch shall be stopped and if the fighters exit, or are about to exit, the fighting area.
 - Fighters will be reset to the center of the fighting area prior to being given the clear command to fight.
 - The clinch shall be stopped if the fighters are in a dangerous or unbalanced position.
 - Fighters will be reset in the center of the fighting area prior to being given the clear command to fight.
- **Flat throws below the waist line only in clinching situations**
- **Controlled contact elbow strikes to the head, body, and legs.**

MIXED MARTIAL ARTS LIGHT (MMA-LIGHT):

- **Punches are allowed to the head and body. Kicks are allowed to the head, the body above the waist, and the legs below the waist and above the knees, and the legs below the knees and above the ankles.**
- **Spinning kicks to the body and to the head.**
- **Knee attacks are allowed to the body and legs.**
- **Catching the kick: Fighters may catch the kick and hold the leg. Competitors must attempt takedowns or legal strikes to legal target areas.**
- **Clinch: Allowed as long as both competitors are landing effective knee attacks, fighting for dominance in the clinch, or attempting takedowns.**

- **All throws, sweeps, and takedowns, provided that they do not aim to land an opponent on his or her head or neck**
- **Submissions such as rear naked choke, armbar, triangle, straight kneebar.**
 - **Submissions that do not involve twisting the head neck or spine, knees, or ankles.**

ILLEGAL TECHNIQUES (FOULS)

The following techniques are illegal regardless of rules style:

- Contestants shall not be allowed to charge forward without throwing intentional, controlled, clean and effective techniques.
- They shall be warned, receive minus points, or disqualified based on the intentionality and severity of the offense.
- Only techniques landed from inside the fighting area may be evaluated by the judges.
- Contestants shall not be allowed to intentionally exit the fighting area during the round.
- Contestants who repeatedly, intentionally, leave the fighting area shall be warned, receive minus points, or disqualified.

BOXING:

- **Heavy Contact.** This is left to the referee's discretion. Fighters **must** adhere to the instructions of the referee.
- **Any strikes to areas other than legal target areas:**
 - Back of the head
 - Neck
 - Spine
 - Joints such as knees, elbows, ankles
 - Groin
 - Any area below the waistline.
- **Strikes other than punches, including, but not limited to:**
 - Elbow Strikes
 - Headbutts
 - Open-hand or palm strikes
 - Hammer fists
 - Backfists
 - Shoulder strikes
 - Pushing
 - Knee strikes
 - Kicks
- **All forms of biting**
- **Attacking a downed opponent or an opponent who touches the floor with their glove**
- **Spitting out one's Mouthguard.**
- **Any kind of throws, sweeps, reaps or takedowns.**
- **Any form of clinching or holding the opponent**

- **Timidity:** Repeatedly displaying an intent to avoid engagement or contact with the opponent.
- **Intentionally or carelessly striking after the bell.**
- **Dirty Boxing:** Holding the opponents head and punching.
- **Spitting at the opponent**
- **Abusive language, gestures or unsportsmanlike behavior.**
- **Wrestling techniques**
- **Intentionally falling on a downed opponent, pressing elbow or knee upon them.**

13.04 K-1 LIGHT:

- **Heavy Contact.** This is left to the referee's discretion. Fighters **must** adhere to the instructions of the referee.
- **Any strikes to areas other than legal target areas:**
 - Back of the head
 - Neck
 - Spine
 - Joints such as knees, elbows, ankles
 - Groin
 - Knees strikes to the head.
- **Strikes other than punches, kicks, knees (to the body or legs), and spinning backfists including, but not limited to:**
 - Elbow Strikes
 - Headbutts
 - Open-hand or palm strikes
 - Hammer fists
 - Backfists
 - Shoulder strikes
 - Pushing
- **All forms of biting.**
- **Attacking a downed opponent or an opponent who touches the floor with his or her glove**
- **Spitting out one's mouthguard**
- **Any kind of throws (above the waistline), sweeps, reaps or takedowns.**
 - Sweep is defined as (but not limited to): Use of the bottom of the foot or back of the leg in order to off-balance the opponent towards the ground.
 - Any attack to the legs by a grounded opponent is prohibited.
- **Executing more than one technique or taking more than one step while holding an opponent's leg.**

- **Grabbing, clinching or holding for any reason other than to immediately attack with one legal knee strike to a legal target area; this includes:**
 - **Holding to rest or grabbing an opponent in order to stop them from striking.**
 - **Clinching or holding while executing more than one knee strike is illegal.**
- **Timidity: Repeatedly displaying an intent to avoid engagement or contact with the opponent.**
- **Intentionally or carelessly striking after the bell.**
- **Dirty Boxing: Holding the opponents head and punching.**
- **Spitting at the opponent**
- **Abusive language, gestures or unsportsmanlike behavior.**
- **Elevating opponent off the ground in the clinch**
- **Wrestling techniques**
- **Intentionally falling on a downed opponent, pressing elbow or knee upon them.**
- **Spinning backfist attacks.**

MUAY THAI LIGHT:

- **Heavy Contact. This is left to the referee's discretion. Fighters must adhere to the instructions of the referee.**
- **Any strikes to areas other than legal target areas:**
 - **Back of the head**
 - **Neck**
 - **Spine**
 - **Joints such as knees, elbows, ankles**
 - **Groin**
 - **Knees strikes to the head.**
- **Strikes other than punches, elbows, kicks, knees (to the body or legs), and spinning backfists including, but not limited to:**
 - **Headbutts**
 - **Open-hand or palm strikes**
 - **Hammer fists**
 - **Backfists**
 - **Shoulder strikes**
 - **Pushing**
- **All forms of biting.**

- **Attacking a downed opponent or an opponent who touches the floor with his or her glove**
- **Spitting out one's Mouthguard**
- **Any kind of throws (above the waistline), sweeps, reaps or takedowns.**
 - **Sweep is defined as (but not limited to): Use of the bottom of the foot or back of the leg in order to off-balance the opponent towards the ground.**
 - **Any attack to the legs by a grounded opponent is prohibited.**
- **Executing more than two (2) movements after catching the kick or while holding the opponents leg.**
- **Grabbing, clinching or holding for any reason other than to attack with legal knee strikes to a legal target area or to fight for dominance in the clinch; this includes:**
- **Holding to rest or grabbing an opponent in order to stop them from striking.**
- **Timidity: Repeatedly displaying an intent to avoid engagement or contact with the opponent.**
- **Intentionally or carelessly striking after the bell.**
- **Dirty Boxing: Holding the opponents head and punching.**
- **Spitting at the opponent**
- **Abusive language or gestures.**
- **"Back-breaker" or similar techniques with intent to damage opponents spine.**
- **Elevating opponent off the ground in the clinch**
- **Wrestling techniques**
- **Intentionally falling on a downed opponent, pressing elbow or knee upon them.**
- **Spinning backfist attacks.**
- **Spinning elbow attacks.**

MIXED MARTIAL ARTS LIGHT (MMA-LIGHT)

- **Heavy Contact. This is left to the referee's discretion. Fighters must adhere to the instructions of the referee.**
- **Any strikes to areas other than legal target areas:**
 - **Back of the head**

- Neck
 - Spine
 - Joints such as knees, elbows, ankles, wrists and feet.
 - Groin
 - Knees strikes to the head.
- **Ground and pound:** Strikes to the head of a grounded opponent
- **Headbutts.**
 - Considered any attempt to use the head as a striking instrument.
- **Eye gouging.**
 - Attempts to intentionally damage the eyes using fingers, toes, elbows, or the chin. Legal strikes to legal target areas which also contact the eye are not included in this definition.
- **Biting an opponent or spitting at an opponent.**
- **Pulling hair.**
- **Intentionally placing a finger or toe in any of an opponent's orifices or injuries.**
 - **Fish hooking:** Inserting fingers into an opponents mouth and pulling, stretching or tearing the opponents skin.
- **Elbow strikes to the head, standing or grounded.**
- **Kneeing the head of an opponent, standing or grounded.**
- **Small joint manipulation.**
- **Small Joints:** Defined as fingers and toes.
 - A minimum of 3 fingers or toes must be held for this prohibition not to apply.
- **Heel kicks to the kidney.**
- **Clawing, pinching, twisting the flesh or grabbing the clavicle.**
- **Kicking the head of a grounded fighter.**
- **Grounded Fighter:** a fighter who has body parts other than their hands or feet in contact with the floor is considered grounded.
- **Stomping of a grounded fighter.**
- **This prohibition does not include axe kicks or any other round kick to the body of a grounded fighter.**
- **Throwing an opponent out of the fighting area.**
- **Flagrant disregard of the referee's instructions.**

- **Spiking or pile-driving an opponent.**
 - Throwing a fighter to the mat where their feet are in the air, and the head or neck are the primary point of impact.
 - This applies even when the fighter is trying to get out of a submission
- **Submission attempts which involve twisting the head, neck, spine or joints such as the knees or ankles.**
- **Holding gloves or clothing (the fighter's own or the opponents).**
- **Stretching out fingers towards an opponents face or eyes.**
- **Intentionally or carelessly attacking an opponent on or during the break or after the end of the round.**
- **Intentionally or carelessly attacking an opponent who is under the referee's care at the time.**
- **Timidity.**
 - Including but not limited to: avoiding contact, consistent dropping of mouthpiece, or faking an injury.
- **The use of abusive language in fighting area.**
- **Any unsportsmanlike conduct that causes an injury to opponent.**
- **Interference from a mixed martial artist's seconds.**
- **Slamming**
 - Raising the opponent off the mat and then violently driving them into the ring in a straight up and straight down movement onto his/her head, neck, back, side or stomach is prohibited.
 - This applies to situations where a fighter is trying to escape a submission.
 - Does not apply to throws with a continuous and arched motion.
 - This also applies to high amplitude throws where the fighter's feet are elevated above the waistline.

MMA-LIGHT: Additional Illegal Techniques for youth fighters by age division.

- **All Youth Divisions:**
 - Punches or kicks to the head during standup engagements
 - Punches to the head of grounded opponent.
 - Up-kick to the head from a grounded position.
 - Takedowns only using a neck grip
 - Certain Submissions:
 - Submissions targeting the throat.
 - Lower body submissions.
 - Rib or neck compressions
 - Knee or shin on throat position
 - Standing guillotine chokes.

- **Additional techniques illegal for Children's divisions (-11 years old)**
 - **Punches or kicks to the head, standing or grounded, novice or open.**
 - **Omolplata shoulder attack**
 - **Connected guard jump**
 - **Connected jumping submission attack.**
- **The prohibited submissions outlined above are not exhaustive and do not represent the full array of prohibited technical situations and variations. WKA referees reserve the right to exercise their discretion and expertise to prioritize fighter safety during competition.**

WARNINGS AND MINUS POINTS

Definitions:

Accidental Foul: A foul that is unavoidable, or executed through no fault of the offending fighter, may be considered accidental.

Foul: Otherwise fouls should be assessed for the following criteria to determine how to respond:

1. **Damage inflicted on the other fighter.**
2. **Intentionality:** The offending fighter displayed clear intent to violate the rules.
3. **Recklessness or carelessness:** The offending fighter shows complete disregard for accuracy.

Referees must consider the combination of damage inflicted by the foul and either the intentionality or recklessness displayed by the offending fighter when determining how to respond.

Referees may respond in the following manner:

1. **Issue an unofficial warning**
2. **Issue an official warning**
3. **Deduct a point**
4. **Disqualify the offending fighter**

The order listed above is not hierarchical. A referee may disqualify a fighter prior to warning or taking a point if the situation merits such a response.

Referee procedure: If a foul occurs and the referee needs to stop the action, the referee shall:

- **Shout "Stop," stepping between the fighters.**
- **Direct Timekeeper to stop time.**
- **Direct the offending fighter to the neutral corner, then address the fouled fighter. Fouled fighter will also be directed to the opposite neutral corner if they are capable.**
- **Notify the offending fighter of the reason for stopping the action.**
- **If official warning is needed:**
 - **From the center of the mat, the Referee will clearly notify each judge that official warning was given, as well as the reason.**
 - **For the first official warning the referee may indicate this as "First Warning" or "First Official Warning"**
 - **For the second official warning the referee may indicate this as "Second Warning" or "Second Official Warning."**
- **If point deduction is needed:**

- Referee will take the offending fighter to the center of the mat.
- Referee will raise fingers indicating the number of minus points to be given. Referee will do this facing each judge individually.
- Allow fouled fighter up to five (5) minutes to recover.
- If the determination is made to continue, referee will give the clear command to "fight," time will commence running, and the fight will continue.
- If the determination is made to end the fight, the referee shall clearly indicate the fight has ended by waiving one or both arms in the air.

A referee may shorten this procedure to verify if a foul occurred, or provide any unofficial warnings to the fighters. This may be conducted as long as it does not interfere with the execution of the match.

Warnings and minus points may also be given based upon rule violations committed by the cornermen or seconds.

Multiple Fouls in Tournaments:

- **Formal warning:** If 2 formal warnings have been issued for a violation a fighter may not receive additional warnings for the same violation, at least 1 point must be deducted.
- **Multiple Point Deductions:**
 - A fighter who has received a point deduction may not receive additional warnings for any other fouls that occur (Does not apply to Accidental Fouls).
 - A fighter who has committed fouls resulting in the deduction 2 points may not be allowed to continue. That fighter shall be disqualified from that division.

Mat Sports Special Consideration

- If a competitor voluntarily steps out of a fighting area or is refusing to fight the referee has the option to add 10 seconds to the fight time. This is separate from other violations.

EXIT RULE

Exit means one whole foot must be outside the competition area.

- It is only an exit if the competitor deliberately steps out the area.
- If the competitor steps out when in an exchange of techniques this is not an exit.
- Being pushed out with a kick is not an exit.

BOUT RESOLUTIONS

The judges shall award points to contestants on a round-by-round basis and in accordance with the following scores:

10-10 round: An even round is strongly discouraged, and judges should look through the judging criteria for more effective techniques, more effective command of the action, more style-specific technique, and less commission of fouls.

- An even round should only occur in the case of a loss of points by a contestant.

10-9 round: Whenever the winning contestant dominates the losing contestant with a marginal superiority in effectiveness.

10-8 round: Whenever the winning contestant completely dominates the losing contestant with a significant superiority in effectiveness.

Following each round and at the termination of the contest:

The following decisions may be rendered at the completion of a bout:

Decision via score cards:

- **Unanimous:** When all three judges score the bout for the same contestant.
- **Split Decision:** When two judges score the bout for one contestant and one judge scores for the opponent.
- **Majority Decision:** When two judges score the bout for the same contestant and one judge scores a draw.

Draws:

- **Unanimous:** When all three judges score the bout a draw.
- **Split:** When all three judges score differently and the score total results in a draw.
- **Majority:** When two judges score the bout a draw and one judge scores for either contestant.

When the Association representative has completed verifying and totaling the scores, the announcer then in turn shall inform the audience of the decision over the public address system. The referee shall raise the winner's hand.

Victory by attending medic stopping contest or injury:

The attending medic is the supreme authority in questions relating to the safety of the competitors and may demand that the match be stopped.

If one of the competitors is injured, the medic's decision alone can stop the fight.

The competitor or their second may also retire from the fight.

The attending medic may stop any match regardless of it being a World or European Championship or any other important match.

Should the attending medic wish to stop a match to examine a competitor, they must:

- **First inform the referee.**
- **The referee shall then stop the match until the medic has examined the competitor, but the match shall be stopped only for the purpose of deciding whether or not the fight can continue.**
- **This examination must have a duration of not more than one minute.**
- **During this time any kind of treatment of the competitor is not allowed.**
- **Should one minute be insufficient, the referee shall stop the match and declare the injured competitor's opponent the winner.**

Medical Stoppage due to injury:

- **If one of the competitors is injured and the fight is declared over because of a foul the fouled competitor is declared the winner.**
- **In case of an accident, the judges must tally their scorecards and the competitor with the greatest number of points shall be declared the winner.**
- **If both competitors are injured or knocked out simultaneously, and neither is able to continue the match, the result shall be a draw.**
- **Should this situation occur in the first round the match shall be declared "No Contest" and no winner shall be declared.**

Victory by one competitor giving up:

In cases where a competitor voluntarily gives up, or if he or she

does not resume fighting immediately after the intermission between rounds, the opponent shall be declared the winner.

- Seconds may not enter the fighting area.
- Seconds may not throw anything into the fighting area.

Victory by the referee stopping a contest:

When fighter is overwhelmed, multiple strikes, referee stops action, resets fighters to the center of the fighting area, re-engage.

Disqualification: When an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest.

Forfeit: When a contestant fails to begin competition or prematurely ends the contest for reasons other than injury or by indicating a tap out.

Technical Draw: When an injury sustained during competition as a result of an unintentional foul causes the injured contestant to be unable to continue and the injured contestant is even or behind on the score cards at the time of stoppage.

Technical Decision: When an injury sustained during competition as a result of an unintentional foul causes the injured contestant to be unable to continue and the injured contestant is ahead on the score cards at the time of stoppage.

No contest:

- A match may be stopped immediately and declared a “no contest,” by the referee before the prescribed time due to circumstances beyond the control of the competitors or the referee.
- A match shall be declared a “no contest” when an unintentional foul causes an injury and the bout cannot continue, and a sufficient number of rounds have not been completed to render a decision via the score cards (see Technical Decision and Technical Draw).

Victory by walk-over:

- If one competitor is present in the mat and ready to fight and his or her opponent fails to show after his or her name has been called over the loudspeaker,
 - The referee shall signal the referee’s table to begin the running of two minutes.
 - If the opponent has not entered the mat within the two minute time limit, the timekeeper shall strike the gong to signal that the match has been stopped.
 - The referee shall then announce the competitor who was first in the mat and declare him or her the winner by “walk-over”.

- The judges shall note this on their scorecards, which shall then be collected. The judges shall then summon the competitor who has won by walk-over to the center of the mat, and after the announcement of the decision, raise his or her hand and declare him or her the winner.

The following shall apply to injuries sustained during competition:

- If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured contestant loses the match.
- If an injury sustained during competition as a result of an intentional foul is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.
- If an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue far enough into the round to score:
 - The injured contestant shall win by technical decision, if he or she is ahead on the score cards.
 - If the injured contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.
- If a contestant injures himself or herself while attempting to foul his or her opponent, the referee shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.
- If an injury sustained during competition as a result of an accidental foul is severe enough for the referee to stop the bout immediately, the bout shall result in a no contest if stopped before two rounds have been completed in a three round bout or if stopped before three rounds have been completed in a five round bout.
- If an injury sustained during competition as a result of 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 fouled contestant if he/she is ahead on the score cards at the time the bout is stopped only when the bout is stopped after two rounds of a three round bout, or three rounds of a five round bout have been completed. If the fouled contestant is even or behind at this time, the bout shall be declared a technical draw.
- There will be no scoring of an incomplete round. However, if the referee penalizes either contestant, then the appropriate points shall be deducted when the scorekeeper calculates the final score.

For tournaments: draw situations how to proceed: If a draw occurs the Head Referee shall allow for a tie-breaking round be fought so the tournament can continue.

- Disqualification in tournaments: If a fighter is disqualified in 1 division they may continue in a different division only at

- the discretion of the Association's tournament director.
- In tournaments, if a fighter sustains a TKO or KO they shall not continue in any other division in the tournament.

Loss of Bodily Function: If a fighter, during the course of a round, visibly loses control of bodily function (vomit, urine, feces), the fight shall be stopped by the referee and the fighter shall lose the contest due to Medical Stoppage.

- Additionally in the event a loss of bodily function occurs in the rest period between rounds, that combatant shall lose by due to Medical Stoppage.
- If fecal matter becomes apparent at any time, the contest shall be halted by the referee, and the offending combatant shall lose due to Medical Stoppage.