



REGULATION

ARBITRATION

FULL-CONTACT

JANUARY 2022 EDITION

FULL-CONTACT ARBITRATION REGULATIONS

1. OFFICIAL REGULATIONS

This regulation supersedes all previously issued regulations. Includes the official rules for the GBF Class A in FULL-CONTACT.

These rules apply to all member countries. Requirements and circumstances can be taken into account, if necessary.

The official language of the IRC in the World is English. This set of rules can be translated under IRC license into other languages. In case of inaccuracies, only the official English version will be valid.

Without the express written approval of the GBF or the IRC, these rules cannot be changed. This includes electronic, digital, physical, and all other forms of reproduction.

This set of rules can be obtained for free through the official website, <http://gbfworld.com/>

1.1 OFFICIAL GBF STAFF SPORTS EVENTS

Supervisor: Main responsibility as highest authority

Fight Director: 1 Director competition

Judges and Referees: 1 Center referee
3 judges of punctuation

1 Chrono Judge

Others: 1 speaker
1 Doctor

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1.2 OFFICIAL UNIFORMITY OF REFEREES

GBF personnel must wear long black pants, a two-color technical polo shirt with the GBF logo and black shoes.



The referees will not have watches, chains, bracelets, rings, and others. These objects could injure the contestants in case a referee needs to intervene quickly.

The GBF logo must be worn on the polo shirt at the height of the left side of the chest and on the neck on the back of the polo shirt the word REFEREE will be displayed, these must have an adequate size that can be viewed. Central referees are recommended to use latex gloves in order to avoid any type of infection.

GBF officials with more than 6 diopters (weak eyesight) cannot perform the role of central referee.

1.3 COMPETITION DIRECTOR

National and international fights as well as championships must be directed by one referee and three judges.

While the central referee directs the fight, the scoring judges will be positioned so that they can observe the fight without any disturbance or being interrupted by something or someone.

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1.4 CENTRAL REFEREE

The referee conducts the competition and can make the necessary decisions in the present case, in accordance with the competition rules.

He is next to the fighters, he is the only person who can be in the ring during the fight. The Referee cannot use any metal objects during his function. The use of contact lenses is allowed.

The referee has to check that the ring and the fighters' clothing are in order. He will call the fighters, inform them and ensure that all rules are followed during the fight, however he may warn the fighter, with a reprimand or disqualification all depending on the severity of the infraction.

Between round and round he must adopt his starting position in the neutral corner.

Once the fight is over, the referee will wait for the judges' decision to announce the result, after which we will encourage the competitors to embrace sports.

The referee will remain in the initial position until the abandonment of both teams, being the last to leave in case of a change of referees.

The referee has three command words during the fight: "FIGHT", "BREAK", "STOP" and timing.

At the voice of "BREAK" any further combat action will stop. Both fighters will immediately take a step back, only then can the fight be resumed without additional command. Pushing the opponent away is prohibited. The fighters separate themselves, then the fight can continue.

If the referee's "BREAK" voice is not obeyed, the referee announces "STOP" and stops the fight, he may reprimand, warn or, where appropriate, demand compliance with the rules from the competitors.

In a situation of considerable use of the fighters' combat strength, in which he has not seen any infraction, the referee must consult the judges if they have seen a prohibited act and it will be decided by majority to apply a warning or disqualification to the fighter. offender.

In the event that the judges have not seen any prohibited action, the action will be considered correct. In this case, a wrestler who is described as a victim of a prohibited act will be sanctioned.

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Variants: Of the three, the first judges the action as correct, the second judges the action as incorrect, and the third due to poor visibility did not see anything, the technique is considered correct.

If a wrestler suffers an injury, the referee has to act in accordance with the provisions of the wrongful actions.

After the warnings, the referee is obliged to show, both in body language and verbally, the prohibited technique first to the competitors, then to the SUPERVISOR or MARKER.

The referee will be in charge of collecting the scoring form from the assigned judges at the end of the fight (in titles at stake it will be done after each round), evaluate if everything is correct and then give it to the Supervisor.

If a fighter is not present until the initial signal is given.

The central referee is obliged to start the count, if while the competitor is standing before 10 seconds, the referee counts up to 8 seconds, this competitor will be reprimanded by the scoring judges as if he had fallen with a protection count.

If a competitor is to be given a protective count after a fall, the referee will first send the other competitor to the neutral corner and begin the count after 1 second. The referee will not wait to start the count upon arrival at the other competitor's neutral corner.

Only if he remains stationary or moves to another place not indicated, then the count is stopped and once again the order will be given to the competitor to go to the neutral corner.

The competitor does not obey the instructions of the referee, this will be reprimanded or disqualified.

In a case of strong impact where it is clearly seen that the competitor does not get up within 10 seconds and is not able to continue the fight, the official doctor will be called immediately. The referee can ignore any count and can immediately give the KO decision.

If a competitor, before the end of the 10 seconds, gets up to continue the fight, the referee, before allowing the contest to continue, will observe this competitor's gaze and his attitude during the count to ensure that he can continue the fight. combat. The guard position does not mean at any time that he is able to continue, only after the referee's observation, when the word "FIGHT" or 9-10 KO is given

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The “BREAK” order will only be given when the competitors are in a grappling position.

The competitors must separate themselves by struggling, immediately or by the word “BREAK” by the referee, the competitors are obliged to separate completely and keep a distance between them.

One of the illegal actions is, for example: hitting with the head, which has the consequence of the wrestler being warned or disqualified. If he was warned after an illegal action and he performs the same prohibited technique, the warned competitor will be punished. and eventually disqualified.

If a fighter intentionally spits out his mouthguard, the referee will have to pick it up and hand it to the corner staff for cleaning and hand it back to the fighter.

Any fighter who intentionally spits out the mouth guard will be penalized with 1 negative point (-1).

1.5 JUDGES

The warnings will be placed on the scoring form by the judges as follows (W for fouls), if a competitor is counted he will have to mark it with a (KD), 10-8 automatically in the first KD and for each of the supplementary accounts will be deducted one point from the affected fighter.

W: Fouls

KD: Protection Accounts

Each judge will assign a winner based on the regulations and the merits obtained.

The judges must not speak among themselves, except with the central judge, neither fighters nor their corner assistants will deal exclusively with the referee.

At the end of each round you may address the referee to comment on any assessment of an action (inappropriate behavior, state of the ring, state of protections, etc.).

A judge will not abandon his position until the verdict is delivered.

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Both referees and judges who are carrying out the work in an event will refrain from showing favoritism towards any team or competitor, even if the case is their own (applauding, cheering, gesticulating, etc.)

The score sheets will be of the GBF's own model and will be completed in their entirety and signed, clearly and precisely.

The job of a judge added to the aforementioned will be to evaluate round by round and final result of the fight, with the following commands:

RED	BLUE
10	10
10	9
10	8
10	7

We will take great caution in designating these results since a small error, far from harming a competitor in the result, will lose the credibility and professionalism not only of the judge who makes the error but also of the entire referee team.

An example of a common mistake is to score a 9-9, 8-8 etc. to a null round, since the null round will always be 10-10.

Each judge must independently assess the merits of each fighter and choose the winner according to the rules.

1.6 TIMEKEEPER

He is responsible for maintaining the time of the rounds (2 or 3 minutes) as well as the pause, 10 seconds before starting, an acoustic signal will be given as a signal for the beginning of the round and the removal of the Coach from the ring. and Helpers. This signal also notifies the central referee of the beginning and end of the round. To stop time, the referee will notify the time judge with a hand gesture (T shape) to stop the timer.

In case the Referee forgets to stop the time (for example to adjust a protection or if a mouthguard has fallen off) the time will also be stopped by the Time Judge while the Supervisor orders it.

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1.7 SUPERVISOR

He is the main person responsible for the refereeing and organizational functioning of each event in general.

WEIGHING AND MEDICAL CHECK-UP

The official weigh-in is carried out one day before and depending on circumstances or agreements, no later than 2 hours before the start of the competition.

The weighing will be carried out on an electronic scale or a Roman scale (weight scale), under the presence of a GBF Supervisor, and the referee Officials.

All fighters will be weighed on the same scale and in the same place.

The medical check-up will be carried out after weighing. If the result of the check is negative, the competitor will not be able to compete, the Doctor's decision is final and there is no possibility of appeal.

The consumption of stimulants before or during the competition is strictly prohibited. An anti-doping test may be carried out after the competition without prior notice to the wrestler.

When a doctor discovers the consumption of prohibited substances in a fighter, he will be sanctioned with closure for a limited time, if it occurs after the final result of the competition, this result will have no value.

The GBF respects the final decision of WADA (World Anti Doping Association), this decision will be valid from the day the test was carried out and the current anti-doping list.

The assigned Doctor must always remain in his/her corresponding place near the ring. If for any reason the Doctor leaves his place, the competition will not be able to continue while he takes his place again.

The assigned Doctor as well as the trainer cannot enter the ring for any reason, when the fight is not definitively over. This means the immediate termination of a fight. The Doctor can control the fighter from the outside of the ring, and decide whether or not the competitor can continue the fight.

In the event of a serious injury, the official injury report must be completed, and by all Officers present, signed and delivered to the Supervisor for safekeeping.

The Supervisor will immediately control all protests.

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2. CHECK BEFORE THE COMPETITION

Before starting the competition the Supervisor must ensure that:

- a) The Federation Licenses and Competition Sports Passports of the GBF (International Sportpass) are valid and a Doctor is present.
- b) The necessary Official Personnel assigned are present.
- c) Each competitor is weighed, checked and fit to compete. Only the GBF weight categories are valid, they will be applied equally in the World Ranking
- d) That the weight according to their category is maintained, there will be no tolerance for the dispute of titles.
- e) The ring, the floor of the ring, gloves, etc., are in order according to the regulations, a stopwatch, an acoustic signal, a microphone must be on the main referee table.
- f) Coach and Assistants are in sports clothing (sports uniform and sports shoes).
- g) Competitors, according to their discipline, have appropriate clothing.
- h) That the wrestlers before the competition do not rub themselves with prohibited substances (except Vaseline on the face).
- i) That the wrestlers are dry before starting the competition and after each break.
- j) Photographers and camera personnel cannot take photos or videos on the scoring form.
- k) Banners and notices which will be placed in the ring, may not hinder the competitors as well as the public at the event.
- l) If one or more of the requirements are not met, the Supervisor will have to notify the organizers about the changes that must be made. The Organizer is obliged to repair any defects immediately.

3. THE RING

All competitions will be held in an AIBA standard ring with 4 ropes.

The measurement of the internal part of the ring will have a measurement of 5.30 m to 6.50 m

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The ring platform cannot be lower than 91cm and no higher than 122cm.

If the platform is higher than designated, the place where the judges are located will have to be elevated so that the judges have an adequate view over the entire platform.

The ring will have 4 ropes, with a minimum measurement of 3 cm and no more than 5 cm thick.

These ropes will also have to be covered with a soft bandage or something smooth, the measurements from the floor of the Ring should be 45 / 80 / 115 and 150 cm. The ropes are connected with turnbuckles to the posts, which must be at least 50 cm from the ropes to the posts.

In the corners of the fighters they must have different colors (red and blue), the neutral corners must be white.

To protect against injuries, padded cushions (corner pads) will be installed in each corner.

The ropes must be connected at least on each side with 2 belts 3 to 4 cm wide without buckles at equal intervals, so that the distances of the ropes are ensured. These straps cannot slide along the ropes.

The floor of the Ring must be covered with a mat of felt or some similar material, which is not less than 1.5 cm and more than 2.5 cm thick.

Over the mat there must be an extended and tight awning. The felt and awning must cover the entire ring platform. The ring must be installed in such a way that no competitor can be injured.

3.1 RING EQUIPMENT

In the red and blue corners there must be stairs that allow the competitors to easily enter the ring. In these corners there should also be a small stool, as well as a container for spitting and a broom with a towel for cleaning.

The ring must be well lit with special lamps at the furthest distance possible.

The judges must be on three sides of the ring, a table with their respective chairs, on the fourth side there must be enough tables and chairs

for other official and organizational personnel (Supervisors, Timekeeper, Speaker, etc.)



4. COMPETITOR'S CLOTHING - COACHS

The wrestler must present himself appropriately with his competition attire in the Ring depending on the discipline. Fighters who are not properly dressed depending on their discipline may be sanctioned.

If any protective equipment is damaged or does not have it, the wrestler has, by order of the referee, a maximum time of 5 minutes to put his equipment in order.

FULL-CONTACT

PROFESSIONAL - NEO PROFESSIONAL

- Long pants.
- Male - female shell (pelvic protector)
- Game Bandages
- Gloves
- Oral

In NEO PROFESSIONAL (Class B) the Shin Guards Set (Optional),

In the discipline of FULL-CONTACT NEO PROFESSIONAL (Class B) the Knee Pads Set (Optional).

In all female categories, they must use Breast Protector.

AMATEUR - JUNIOR

- Long pants
- Male - female shell (pelvic protector)
- Game Bandages
- Gloves
- Oral
- Game Shin guards
- Helmet

In all female categories, they must use Breast Protector.

For men without any shirt or T-shirt, for women it is allowed to wear a T-shirt but without sleeves or some type of Top; For fighters, the use of a breast protector as well as that of the pelvic area is mandatory.

The use of glasses, buckles, straps and belts is prohibited, as is the use of necklaces, earrings, piercings and other metal objects that may cause injury. The wrestler may have his face covered with a small layer of Vaseline, the rest of the body must be free of grease and dry.

The fighter must not use any type of patch (band-aid or tape) on the face or visible parts of the body as well as bandages. (Bandages to protect an injury are not prohibited, but can only be worn under clothing and must not be hard).

GLOVES FOR THE COMPETITION

In PROFESSIONAL (Class A), up to 153 lbs. / 69.5 kg will compete with 8 OZ gloves, competitors who are above that weight with 10 OZ gloves. If a wrestler is less than 69.5 kg and his opponent is heavier, both competitors must wear 10 OZ gloves.

All wrestlers weighing more than 69.5 kg will always have to compete with 10 OZ gloves.

Gloves must be tied tightly with no strings dangling. They can be fixed with a soft tape (sticking tape), for titles in play the gloves must be new.

The rest of the categories will use 10 OZ gloves.

HELMETS

The use of a protective helmet (amateur model) is mandatory in all JUNIOR (Class D) and AMATEUR (Class C) categories.

In NEO PROFESSIONAL (Class B) and PROFESSIONAL (Class A), no Helmet is used.

BANDAGES

PROFESSIONAL Bandage Class A and Class B (Maximum 2 soft bandages of 5 meters by 5 cm wide for each hand).

A roll of tape 5 m long and 2.5 cm wide per hand.

It should be applied smooth and without covering the knuckles. The impacting front will only be covered by gauze (no tape spaghetti, or hard material (cardboard or plastic, etc.), allowing a strip of tape in the interdigital space so that the bandage remains attached.

In matches for a Class A or Class B title, an official will be present in the locker room for the duration of the taping of both hands.

In PROFESSIONALS (Class A), the bandages will be checked and signed before putting on the gloves, and it may be checked after the fight.

If this infraction is found in the ring, the fighter must be penalized.

If the discovery is made during or immediately after the fight, you will be disqualified. The gloves must be put on while in the locker room, the official supervisor must give instructions for the control and monitoring of the bandages as well as the return of the gloves.

In NEO-PROFESSIONAL (Class B) and AMATEUR (Class C) and others, soft bandages will be used.

COACH / HELPERS

Only three (3) people per corner are allowed, there can only be one coach during the break inside the Ring.

During the fight, it is prohibited for the trainer to be in the ring standing or sitting or standing on the stairs, for this purpose chairs are available (mandatory use). Screams from the corner can only come from a person in a way corresponding to general customs.

It is expressly prohibited to give instructions while the fighter is in the neutral corner or to the fighter to whom healing is applied or protection is placed.

If this rule is not respected, there is the possibility of a penalty, warning of disqualification of the fighter, and a warning for misconduct to the coach.

5. CLASSIFICATION – LENGTH OF COMBAT

Fighters will be classified according to their victories (not by matches), in different classes.

The classification will be as follows:

AMATEUR (Class D): Rookie 0 bis 3 wins

AMATEUR (Class C): From 3 to 6 wins (Amateur)

NEO PROFESSIONAL (Class B): From 6 wins, 5 rounds (Neo Professional)

PROFESSIONAL (Class A): All from 5 rounds (Professional)

The minimum age for professional fights in the **GLOBAL BOXING FEDERATION (GBF)** is 16 years (with parental authorization).

In this case, the respective applicable laws of each country must be followed.

All wrestlers must present their valid identification document to the Supervisor during the weigh-in.

5. 1 LENGTH OF COMBAT AND ROUND

FULL-CONTACT (NO TITLE AT GAME)

MALE	FEMALE
JUNIOR (Class E) 3 x 1.30 x 1 rest	JUNIOR (Class D) 2 x 1.30 x 1 rest
AMATEUR (Class D) 3 x 2 x 1 rest	AMATEUR (Class D) 3 x 2 x 1 rest
AMATEUR (Class C) 3 x 2 x 1 rest	AMATEUR (Class C) 2 x 2 x 1 rest
NEO PROFESSIONAL (Class B) 4 x 2 x 1 rest	NEO PROFESSIONAL (Class B) 3 x 2 x 1 rest
PROFESSIONAL (Class A) 5 x 2 x 1 rest	PROFESSIONAL (Class A) 4 x 2 x 1 rest

Important note: In case of qualifying tournaments:

JUNIOR (Class E) 2 X 1.30 X 1 rest (Eliminations)

3 x 1.30 x 1 rest (Final).

AMATEUR (Class C) 2 X 2 X 1 rest (Eliminations)

3 x 2 x 1 rest (Final).

NEO PROFESSIONAL (CLASS B) TITLE AT GAME

MALE	FEMALE
WORLD 5 x 2 x 1 rest	WORLD 4 x 2 x 1 rest
INTERCONTINENTAL 5 x 2 x 1 rest	INTERCONTINENTAL 4 x 2 x 1 rest
CONTINENTAL 5 x 2 x 1 rest	CONTINENTAL 4 x 2 x 1 rest
NATIONAL 4 x 2 x 1 rest	NATIONAL 3 x 2 x 1 rest

PROFESSIONAL (CLASS A) TITLE IN PLAY

MALE	FEMALE
WORLD 10 x 2 x 1 rest	WORLD 8 x 2 x 1 rest
INTERCONTINENTAL 9 x 2 x 1 rest	INTERCONTINENTAL 7 x 2 x 1 rest
CONTINENTAL 8 x 2 x 1 rest	CONTINENTAL 6 x 2 x 1 rest
NATIONAL 7 x 2 x 1 rest	NATIONAL 5 x 2 x 1 rest

The rest time for all modalities will be 1 minute between rounds.

6. WEIGHT CATEGORIES

6.1 PROFESSIONAL - MALE NEO PROFESSIONAL

CATEGORY	kilos	POUNDS
SUPER ATOMWEIGHT	-50,500	111
FLYWEIGHT	-51,800	114
BANTAMWEIGHT	-54,500	120
SUPERBANTAMWEIGHT	-56,400	124
FEATHERWEIGHT	-58,200	128
LIGHTWEIGHT	-60.0	132
SUPERLIGHTWEIGHT	-62,300	137
LIGHTWELTERWEIGHT	-64,500	142
WELTERWEIGHT	-66,800	147
super welterweight	-69,500	153
LIGHTMIDDLEWEIGHT	-72,300	159
MIDDLEWEIGHT	-75.0	165
SUPER MIDDLEWEIGHT	-78,100	172
LIGHTHEAVYWEIGHT	-81,400	179
LIGHTCRUISERWEIGHT	-84,600	186
CRUISERWEIGHT	-88,200	194
SUPERCRAISERWEIGHT	-91,800	202
HEAVYWEIGHT	-96,400	212
SUPERHEAVYWEIGHT	+96,500	+212

6.2 PROFESSIONAL – FEMALE NEO PROFESSIONAL

CATEGORY	kilos	POUNDS
ATOMWEIGHT	-49,100	108
SUPERATOMWEIGHT	-50,500	111
FLYWEIGHT	-51,800	114
SUPERFLYWEIGHT	-53,200	117
BANTAMWEIGHT	-54,500	120
SUPERBANTAMWEIGHT	-56,400	124
FEATHERWEIGHT	-58,200	128
LIGHTWEIGHT	-60.0	132
SUPERLIGHTWEIGHT	-62,300	137
LIGHTWELTERWEIGHT	-64,500	142
WELTERWEIGHT	-66,800	147
SUPER WELTERWEIGHT	-69,500	153
LIGHTMIDDLEWEIGHT	-72,300	159
MIDDLEWEIGHT	-75.0	165
SUPER MIDDLEWEIGHT	+75.0	+165

For title disputes, overweight is not tolerated.

6.3 AMATEUR – JUNIOR MEN

CATEGORY	kilos
BANTAM LIGHT WEIGHT	-51
BANTAMWEIGHT	-54
FEATHERWEIGHT	-57
LIGHTWEIGHT	-60
LIGHTWELTERWEIGHT	-63,500
WELTERWEIGHT	-67
LIGHTMIDDLEWEIGHT	-71
MIDDLEWEIGHT	-75
LIGHTHEAVYWEIGHT	-81
CRUISERWEIGHT	-86
HEAVYWEIGHT	-91
SUPERHEAVYWEIGHT	+91

6.4 AMATEUR - FEMALE JUNIOR

CATEGORY	kilos
BANTAMWEIGHT	-48
FEATHERWEIGHT	-52
LIGHTWEIGHT	-56
MIDDLEWEIGHT	-60
HEAVY LIGHTWEIGHT	-65
HEAVYWEIGHT	-70
SUPER HEAVY WEIGHT	+70

7. WEIGHING

To safeguard the correct functioning of all these regulations, the following will be required:

- ID
- Federal license in force.
- Proof of medical examination
- Authorization of the parent or guardian, a model that GBF will make available to fighters (minors).

7.1 WEIGHING PROCEDURES

The fighters in the JUNIOR categories (Class D) – AMATEUR (Class C) – NEO PROFESSIONAL (Class B) will be weighed on the same day of the event.

NEO PROFESSIONAL fights with title at stake and PROFESSIONAL fights (Class A) with or without title, weigh-ins will be done 24 hours before the event.

7.2 OVERWEIGHT

For all PROFESSIONAL (Class A) and NEO PROFESSIONAL (Class B) competitors who are overweight, the following regulations apply: Up to 2kg too much = 20% penalty, up to 3kg too much = 40% bag penalty.

The exchange withheld from the purse by the supervisor will be divided 50% for the opponent and 50% for the promoter. International title fights if a fighter is overweight has the following additional rules.

Without the GBF Supervisor there will be no weighing of a fight for any title. Both fighters have to be without any excuse at the same time, to be weighed in the same place and on the same scale. Other arrangements or agreements are also not permitted.

When a competitor for a title fight does not make the agreed weight, he must give a new weigh-in an hour later. If the weight is not in order again, said competitor must be weighed at least 8 hours before the fight for the last time.

If the official champion does not make weight for the title, it must be immediately declared vacant. If the challenger does not make weight, the fight will be a non-title fight and can only be held as a normal fight.

8. PROHIBITED ACTIONS

- a) Headbutts.
- b) Blows to the genitals.
- c) Hitting or pushing against the face, eyes or throat with the thumb of the glove.
- d) Pushes with the wrist, hand or shoulder.
- e) Spit, bite, scratch and talk back.
- f) Hitting the opponent's back, and any other attack after "break" or "stop".
- g) Hit the opponent if he is outside the ropes.
- h) Continue the fight when the opponent no longer has the ability to fight. This is valid when a different part of the body, except the soles of the feet, touch the ground.
- i) Unsportsmanlike and intentional conduct by shying away before the fight.

- j) Simulate a serious blow, being false/like a low blow.

- k) Insults to referees, opponents, officials and spectators.
- l) Pushes against your opponent.
- m) Hold the opponent's head, push or pull down and execute attacks to the head.
- n) Hold the ropes so that the opponent blocks or hooks.
- o) Hold on to the ropes and execute attacks.
- p) Deliberately spitting out the mouthguard with the intention of stopping the fight.
- q) Failure to comply with the referee's orders by the fighter or coach
- r) Attack with elbows and knees.
- s) Hit with the inside of the gloves, with the wrist or with the side of the glove.
- t) Lower your head below the waist.
- u) Projections.
- v) Hit the thigh.

SPECIAL RULES FOR THE SPINNING BACKFIST:

The spinning backfist is allowed in all disciplines. This technique can only be performed when it is with the back of the glove, facing the opponent. In the deliberate attempt with the forearm or the side of the fist (hammer), or without visual contact with the opponent, the referee must caution the fighter. If the fighter repeats the same action, the referee will immediately stop the fight and penalize him with a negative point. When a rotation punch is performed with the elbow, the referee has to remove 2 points.

If the fighter continues applying the same actions, he will immediately be disqualified.

If a wrestler is injured in any of the above actions and the referee awarded the perpetrator either a warning or a minus point the latter will be disqualified.

For Class D and Class C, Spinning Back Fist is prohibited.

9. ANTI-REGULATORY ACTIONS

If a wrestler after a foul or a collision in which he has suffered injury, the fight will be resumed upon authorization by the referee.

If the referee notices that one of the fighters is injured due to a voluntary foul, the referee has to stop the fight and time will automatically stop.

The injured fighter has a maximum recovery time of five minutes.

The doctor must be consulted and the referee will decide if the injured fighter can continue the fight, or if the fight is ended.

If the referee has doubts and cannot clarify the situation, the three judges will be consulted.

The decision is made by 2:1 or 3:0, and determine whose fault it is.

A) If the referee unequivocally states that the opponent has a foul due to his injury, he will punish the guilty party with one point less (-1).

When the doctor ends the fight due to this injury, the guilty party will lose by disqualification.

B) If the referee determines that the injured fighter is himself to blame for his injury, the fighter will not be punished.

When the doctor ended the fight due to this injury, the injured fighter lost by "technical knockout."

C) If the referee determines that none of the wrestlers has committed any foul, it will be decided as an accidental collision, and no wrestler will be penalized.

The fight will be interrupted and time will stop.

After more than five minutes of interruption, the doctor will stop the fight and there will be a "technical decision."

If this case occurs in the first round, a technical draw will be decided.

If this case occurs after at least two full rounds in a "non-title" bout the scoring forms will be collected.

The fighter with the most points up to this point is declared the winner.

If this case occurs after at least three full rounds in a "title" fight the scoring forms will be collected.

The fighter with the most points up to this point is declared the winner.

10. SCORING TECHNIQUES

In order to determine a points outcome using scoring techniques, points will be counted at the end of each round for decision making.

TECHNIQUES	CONTACT AREA
• All punches with the fist, and spinning punches with the back of the glove. • Leg techniques (heel, sole, instep, outer edge of the foot directly or with a circular and reverse turn) • Sweeps (not projection)	• Head (face, and lateral sides), Chest, sides of the body and stomach. • Chest, Stomach, Arms, Legs (Face and lateral sides of the trunk) • At ankle height

11. SCORE FORM

11. 1 EVALUATION TO SCORE

The blow will be considered correct if the kick hits effectively.

Hits without any power will not be valued.

In the GBF there is only the "point 10 system".

After each round, the judges will have recorded their note on the points protocol, scores and negative points must be deducted.

A subsequent change to the protocol is not possible without the supervisor's signature. No round can be valued with less than 6 points

Title fights must be valued separately and will be handed over during the break between rounds to the referee and handed over to the supervisor.

Who is in charge of recording the score on the corresponding form.

10-10 None of the fighters had an outstanding evaluation of the criteria in the round, the round is a tie.

10-9 One of the fighters had a better performance than his opponent, he landed more clear and effective blows.

10-8 The opponent is extremely weak and got a protection account.

10-7 It is little used, it is practically dominated with two protection counts, or they were already sanctioned with two negative points.

If due to a sudden illness or for reasons of force majeure, a judge leaves during a fight, he will be replaced by the supervisor, who will continue using the protocol already started, this protocol of points is valid in all cases

We must first evaluate several aspects when we act as judges.

For each round the evaluation will be made according to:

- a) Attack and defense effectiveness**
- b) The number of effective legal targets for punches and kicks.**
- c) Clear execution of the techniques.**

In case of a tie or equality, in the sum of the rounds each judge will give preference to the fighter, considering:

- a) Effectiveness of defense, attacks, balance between hand and foot techniques.**
- b) Overall impression of the performance**
- c) Greater resistance and recovery capacity**
- d) Have more effective action, especially in the last round.**

Judges will use the observations section on the score sheet to justify their decision.

FULL-CONTACT ARBITRATION REGULATIONS

11.2 SCORING CRITERIA

FULL-CONTACT

The “kicker” has the advantage over the “Boxer”. If the two fighters obtain the same number of points, the round will be won by the fighter who was on the offensive and has kicked the most.

If the two fighters obtain the same number of points, and one of the fighters was cautioned or had points decreased, the round will be won by the fighter who did not obtain any caution or who respected the competition rules.

Aggressiveness without hitting a target is not scored, when the opposing opponent obtains hits on the target they score.

There is no kick counter in the GBF competition rules. Each fighter has to regularly kick and box, the flow of the battle must be absolutely balanced. A kick is valid when it reaches the target and is effective. Just "technically raising your leg" is not considered a kick.

If one of the fighters during the fight does not perform continuous kicks, he will be sanctioned by the referee with a warning, if this occasion is repeated, he can count on the sanction of one less point up to disqualification.

12. INTERRUPTION OF COMBAT

Injuries: When the referee wants to ask questions about the fighter's injuries, the fight will be paused under the command of “time stop”.

Neither the trainer nor the doctor can cross the ring by themselves. The referee can accept the doctor's decision or not.

During the fight, the doctor can intervene at any time, even without asking the referee if he suspects that one of the fighters needs to be examined.

To do this, you must first report the stoppage of the fight to the official timekeeper or supervisor.

A short examination can be performed on the injured fighter, and the severity of the injury can be observed, in one case the blood from the wound can be cleaned a little, but the injured person cannot be fully cared for.

The decision whether the fight can continue or not is in any case under the direction of the referee.

It is the recommendation from a medical point of view to end the fight and the referee accepts this decision, the fight will be ended, and the result will be given in accordance with not respecting the rules.

to) A wrestler falls out of the ring: If a wrestler is thrown, pushed out of the ring, they can be helped by anyone else, but not by their trainer or corner staff. The referee will stop the fight time and give him a reasonable amount of time to get back in the ring when the fighter, if he is not fast enough, the referee will start the count and the judges will score a KD. An intentional behavior of the opponent is being determined, which may have some consequences.

b) Not respecting the rules: If there is any violation of the rules, the referee stops the fight and gives a warning to the irregular contestant, or gives a negative point in the affected corner and the reason (for example, the judge indicates, minus point to the corner red for low blow), this will be scored and a point will be deducted at the end of the round.

c) Abandonment of a fighter: A fighter who is injured or exhausted may end the fight voluntarily, by announcing his decision by raising his hand, or not continue the fight again after a round of rest. Losing result due to abandonment.

d) Throw in the towel: If the coach believes or sees that he has to end the fight, he can do so by throwing a towel in front of the referee.

13. PROTECTION ACCOUNTS

Each fighter can receive an unlimited amount of beads during the fight, this is decided by the Referee. Three counts or more in a round automatically ends the fight.

A fighter is considered knock - down when he touched the ground with another part of the body due to the impact of the blow, except the soles of the feet.

FULL-CONTACT ARBITRATION REGULATIONS

If a boxer is counted one or more times, he will be scored one point less each time, in the scoring protocol.

1. Before the Referee starts counting, send the other fighter to the neutral corner that is furthest away and start counting. The count is made at least up to the number 8, even if the fighter is able to continue the fight before 8. The bell never saves a fighter from the count.
2. If the fighter does not respect the referee's order or exits during the neutral corner count, the referee stops the count and resumes it when he is in the assigned neutral corner.
3. When the referee has counted to 8 and the fighter who has been counted is in a condition to continue the fight (on guard) the referee will give the signal to continue.
4. A fighter can also receive a knock-down, when he is injured, when he is tired, if he is not in a position to continue the fight. The referee will count to 8 and if he is not fit he will count to 10.
5. When both fighters receive a knock-down (count) at the same time, they will be counted and whoever gets up and is in a position to continue before 10 seconds will be declared the winner by KO. If the two fighters are in a condition to continue the fight, it will continue as normal.
6. Throwing the towel by the coach as a stop symbol during the count has no influence, the referee will have the discretion to count to 8 or continue the count to 10.
7. When a fighter is lying down and being counted, only the Ring Doctor, his trainer or the referee will be able to remove his mouth protection. In the event that the Doctor has to intervene due to serious injuries, the fighter will be treated. outside the ring.

FULL-CONTACT ARBITRATION REGULATIONS

14. POSSIBLE DECISIONS

MEASURES IN CASE OF KO

1. When a fighter has to finish the fight before the allotted time due to having suffered a KO to the head or a TKO due to injuries to the body, You will not be able to fight for at least a period of 4 weeks, which will be written in the competition passport.

A 2-week training break is recommended. After closing, the fighter must go to the doctor to perform an ENCEPHALOGRAM (EEG).

2. The Doctor has to assign other check-ups after carrying out conversations, look at how many closures he has and listen to his opinions, this will be written on the SUPERVISOR's form, which will be stamped and signed by him. The closure will be written on your license as a fighter, which must also be signed and sealed by the doctor or supervisor.

3. If a fighter suffers a KO or a TKO again within the first 6 months after a shutdown, he is prohibited from fighting again for a period of 3 months.

4. In the event of a third KO TKO to the head, this fighter will have a lockout for a period of 12 months.

GLOVE CLEANING

When a fighter touches the floor of the ring with his gloves during the fight, the referee must clean the fighter's gloves before calling the command "fight".

JUDGES DECISIONS

JUDGE	JUDGE B	JUDGE C	RESULT
A	A	A	UNANIMOUS
A	B	A	MAYORY
A	A	DRAW	MAYORY
A	B	DRAW	DRAW
DRAW	DRAW	DRAW	DRAW

FULL-CONTACT ARBITRATION REGULATIONS

CHANGES IN DECISIONS

Any decision made by the jury is a fact and cannot be changed. In title fights decisions can be reviewed only after official protest to GBF headquarters.

When:

- a.) There is reasonable suspicion among any individual juror.
- b.) There is an error in the points protocol that distorts or falsifies the result.
- c.) There is a clear violation of these rules, only the GBF competition rules will be valid.

15. PROTESTS

All parties/teams are subject to the recent/latest decision of the GBF headquarters.

The GBF cannot at any time decide between local laws or those that contravene them.

A protest will be submitted to the Supervisor. With a deposit of a protest fee of €100 and for title fights €500, the claim is made in writing with brief reasons for the facts to which the protest is made.

Against the decision in title fights must be submitted within ten days after the fight by e-mail to the GBF headquarters.

A protest against judges' decisions is generally inadmissible, unless there is detectable misconduct by a judge.

If the protest was accepted and valid, the protest fee will be returned. If it is not accepted, it will remain in the IRC offices.

Protests that are introduced in the form of fouls, wild gestures, insults, etc.

This can have other consequences, both for the fighter and for his coach or manager.

FULL-CONTACT ARBITRATION REGULATIONS

16. CHAMPIONS AND TITLE DEFENSIONS

Each champion can defend in the first six months of his title against a suitable voluntary opponent in the ranking.

After six months, it is the mandatory defense of the title and the opponent is suggested by the GBF and they must be accepted or declared vacant.

Each champion has to respond within seven days, according to a challenge.

If a champion has not defended his title in more than 12 months, he is declared inactive.

In the case of a recent title defense after 12 months he must accept the champion who is first in the world ranking as his opponent.

If a champion has not defended his title for more than 18 months, he is declared inactive.

The GBF can without the champion's knowledge vacate the title and decide on a title fight with other fighters.

If a champion is convicted of a crime proven by a court of law, the title is automatically declared vacant by the GBF.

If a champion wins a higher title, his lower title is automatically removed.

If a champion wins the same title in a higher or lower weight class, he can hold both titles for three months.

Then he has to leave or surrender one of his titles voluntarily.

TIES DURING THE FIGHT FOR A TITLE

In national and international titles, in the event that the judges give them a tie, the following will be valid:

1. The title is vacant, so the referee will not give any extra round, it will be decided according to the three criteria: 1st efficiency, 2nd technical, 3rd offensive in chronological order
2. In the case of a defense of the title, the one who has held the title by “technical decision” will win.

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FULL-CONTACT ARBITRATION REGULATIONS

17. PROMOTER LICENSE

Each official GBF promoter must sign a contract with the GBF head office to obtain a license as a GBF PROMOTER. This license extends from the date of deposit to 12

consecutive months. The points and requirements found in the promoter license must be met, on both sides without exception.

In international championships (International Champion, Continental Champion, Intercontinental Champion, World Champion the judges, referees and supervisor will be awarded by the GBF central office without any rejection of it.

The registration of any fight for the title must be made known 30 days before the planned date before the GBF central office, with the form corresponding to the title, as well as at the time of registration, the corresponding fee must be entered. pay into one of the GBF accounts.