



REGULATION

ARBITRATION

KICK BOXING

K-1

JANUARY 2023 EDITION

REGULATION ARBITRATION KICK BOXING – K1

1. OFFICIAL REGULATIONS

This regulation replaces all previously issued regulations. Includes the official KICK BOXING rules – K-1 RULES.

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://www.gbfworld.com/>

1.1 OFFICIAL GBF STAFF SPORTS EVENTS

Supervisor: Main responsibility as highest authority

Fight Director: 1 Competition Director

Judges and Referees:

1 Central Referee

3 scoring judges

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 colored technical polo shirt with the GBF logo and black shoes.



Referees will not have watches, chains, bracelets, rings, etc. These objects could injure competitors if a referee has to intervene quickly.

The GBF logo must be worn on the polo shirt at the height of the left side of the chest and the word REFEREE will be displayed on the neck on the back of the polo shirt. These must have an appropriate 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 is running the fight, the score judges will be positioned so that they can watch the fight without being disturbed or interrupted by anything or anyone.

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 rounds he must adopt his initial 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 both teams leave, being the last to leave in the event 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 will announce "STOP" and stop the fight. He may reprimand, warn or, where appropriate, demand compliance with the rule from the competitors.

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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 fighter, who is described as a victim of a prohibited act will be sanctioned.

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.

At the end of the fight, the referee will be in charge of collecting the scoring form from the assigned judges (in titles at stake it will be done after each round), he will 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 on arrival at the neutral corner of the other competitor.

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 contestant will not get up in 10 seconds and is not able to continue the fight, se llamará de inmediato al médico oficial. El árbitro puede ignorar cualquier cuenta y puede dar de inmediato la decisión de K.O

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immediately to the official doctor. The referee may ignore any count and may 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 K.O. is given.

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 spits out his mouthguard intentionally, 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 mouthguard 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

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

The judges must not talk to each other, 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.

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, due to a small error, far from harming a competitor in the result, it 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 error is marking a 9-9, 8-8 etc. for a no round, since the no 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 keeping 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 eviction of the Coach's 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 mouth guard has fallen) the time will also be stopped by the Chrono Judge while the Supervisor orders it.

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 Refereeing 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.

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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.

1. CONTROL 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 also be applied 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.

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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.

1. 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

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.

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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 mate 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 have a table with their respective chairs on three sides of the ring, on the fourth side there must be enough tables and chairs for other official and organizational personnel (Supervisors, Timekeeper, Speaker, etc.)



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1. CLOTHING OF COMPETITORS - 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.

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PROFESSIONAL - PROFESIONAL NEO

- Shorts (shorts)
- Male - female shell (pelvic protector)
- Bandages Set
- Gloves
- Buccal10

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

In the K-1 NEO PROFESSIONAL discipline, the Knee Pads Set (Optional).

In all female categories, they must use Breast Protector.

AMATEUR - JUNIOR

- **Shorts (shorts)**
- **Male - female shell (pelvic protector)**
- **Bandages Set**
- **Gloves**
- **Buccal**
- **Shin Guards Set**
- **Knee Pads Set (Only in K-1)**
- **Helmet**
- **Breastplate (In the JUNIOR and AMATEUR Class C categories in KICK BOXING AND IN K-1 (Optional).**

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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 well as the use of necklaces, earrings, piercings and other metallic 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-aids 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).

GUANTES PARA LA COMPETICIÓN

In PROFESSIONAL, up to 153 lbs. / 69.5 kg will be competed with 8 OZ gloves, competitors above that weight with 10 OZ gloves. If a wrestler is less than 69.5 kg and his opponent is heavier, both competitors must use 10 OZ gloves.

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

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

The rest of the categories will use 10 OZ gloves.

CASCOS

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

In NEO PROFESSIONAL and PROFESSIONAL, no Helmet is used.

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COMPETITION CHEST PROTECTOR - KNEE PADS

Chest protectors and knee pads will be mandatory in all K1 categories (MEN – FEMALE), in the JUNIOR categories (Class E).

BANDAGES

PROFESSIONAL and NEO PROFESSIONAL bandage (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 fights for a PROFESSIONAL or NEO PROFESSIONAL title, an official will be present in the locker room for the duration of the taping of both hands.

In PROFESSIONALS, 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, he 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 and AMATEUR (Class C - B) and the rest, soft bandages will be used.

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COACH / ASSISTANT

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.

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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): Minimum 10 fights or 5 victories or being NATIONAL CHAMPION.

AMATEUR (Class C): Minimum 15 fights with 5 victories or be NATIONAL CHAMPION.

AMATEUR (Class B): Minimum 20 fights with 10 victories or be NATIONAL CHAMPION

NEO PROFESSIONAL: Minimum 20 fights with 10 victories or be NATIONAL CHAMPION.

PROFESSIONAL

The minimum age for professional fights in the GLOBAL BOXING FEDERATION (GBF) is 18 years (Special cases under 18 years and not less than 16 years, under the supervision of the National Referee Committee (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.

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5.1 COMBAT DURATION AND ROUND

KICK BOXING (NO TITLE AT GAME)

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

JUNIOR (Class E)

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 - B) 2 X 2 X 1 rest (Eliminations)

3 x 2 x 1 rest (Final).

NEO PROFESSIONAL TITLE IN KICK BOXING GAME

MALE	FEMALE
WORLD 5 x 2 x 1 rest	WORLD 4 x 2 x 1 rest
INTER-CONTINENTAL 5 x 2 x 1 rest	INTER-CONTINENTAL 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

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PROFESSIONAL TITLE IN KICK BOXING GAME

MALE	FEMALE
WORLD 10 x 2 x 1 rest	WORLD 8 x 2 x 1 rest
INTER-CONTINENTAL 9 x 2 x 1 rest	INTER-CONTINENTAL 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

PROFESSIONAL (MASTER) 46 years and older TITLE IN PLAY

MALE	FEMALE
WORLD 8 x 2 x 1 rest	WORLD 7 x 2 x 1 rest
INTER-CONTINENTAL 6 x 2 x 1 rest	INTER-CONTINENTAL 5 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

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K-1 RULES (NO TITLE AT GAME)

MALE	FEMALE
JUNIOR (Class E) 3 x 1,30 x 1 rest	JUNIOR (Class E) 2 x1,30 x1 rest
AMATEUR (Class C) 2 x 2 x 1 rest	AMATEUR (Class C) 2 x 2 x 1 rest
AMATEUR (Class B) 3 x 2 x 1 rest	AMATEUR (Class B) 2 x 2 x 1 rest
NEO PROFESSIONAL 3 x 3 x 1 rest	NEO PROFESSIONAL 3 x 2 x 1 rest
PROFESSIONAL 3 x 3 x 1 rest	PROFESSIONAL 3 x 2 x 1 rest
PROFESSIONAL (MASTER) 3 x 2 x 1 rest	PROFESSIONAL (MASTER) 3 x 2 x 1rest

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 -B) 2 X 2 X 1 rest (Eliminations)

3 x 2 x 1 rest (Final).

K-1 RULES (WITH TITLE AT STAKE)

NEO PROFESSIONAL

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

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PROFESSIONAL

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

PROFESSIONAL (MASTER) 46 years and older TITLE IN PLAY

MALE	FEMALE
WORLD 8 x 2 x 1 rest	WORLD 7 x 2 x 1 rest
INTER-CONTINENTAL 6 x 2 x 1 rest	INTER-CONTINENTAL 5 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

Rest time for all modalities will be 1 minute between rounds.

6. WEIGHT CATEGORIES**6.1 PROFESSIONAL - NEO PROFESSIONAL MALE**

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
SUPERWELTERWEIGHT	-69,500	153
LIGHTMIDDLEWEIGHT	-72,300	159
MIDDLEWEIGHT	-75,0	165
SUPERMIDDLEWEIGHT	-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

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6.2 PROFESSIONAL – NEO PROFESSIONAL FEMALE

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
SUPERWELTERWEIGHT	-69,500	153
LIGHTMIDDLEWEIGHT	-72,300	159
MIDDLEWEIGHT	-75,0	165
SUPERMIDDLEWEIGHT	+75,0	+165

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6.3 AMATEUR – JUNIOR MALE

CATEGORIA	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 - JUNIOR FEMALE

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

7. WEIGHT

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

- Passport
- Federative license in force.
- Proof of Medical Review
- Authorization of the parent or guardian, a model that GBF will make available to fighters (minors).

7.1 WEIGHING PROCEDURES

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

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NEO PROFESSIONAL bouts with a title at stake and PROFESSIONAL bouts with or without a title, the weigh-ins will take place 24 hours before the event is held.

7.2 OVERWEIGHT

For all PROFESSIONAL and NEO PROFESSIONAL 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) Hit or push against the face, eyes or throat with the thumb of the glove.
- d) Thrusts with the wrist, hand or shoulder.
- e) Spit, bite, scratch and answer.
- f) Hitting the opponent's back, and any other attack after "break" or "stop".
- g) Hit the opponent if he is outside the ropes.

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- 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.
- 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) Hitting with knees (except in K-1 which is allowed).
- v) Projections.

SPECIAL RULES FOR THE SPINNING BACK FIST:

The spinning backfist is allowed in all disciplines. This technique can only be performed when it is done with the reverse part 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 wrestler repeats the same action, the referee will immediately stop the fight and penalize one negative point.

When a rotation fist is performed with the elbow, the referee has to deduct 2 points.

If the wrestler continues to apply 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 – B, Spinning Back Fist is prohibited.

REGULATION ARBITRATION KICK BOXING – K1

SPECIAL RULES FOR THE KNEE KNOCK:

The direct knee blow with grip (clinch during the time of impact) a single knee blow during that grip (the clinch or grip must automatically be canceled at the moment the knee blow has impacted), otherwise the score will not be scored.

action if grip is maintained.

In Class C and Class D the knee strike to the face is prohibited.

In NEO PROFESIONALS the knee blow to the face is authorized with knee pads.

In PROFESSIONALS the knee blow to the face is authorized.

In PROFESSIONALS and in NEO PROFESSIONALS it is the knee that goes to the face and not the hands that bring the face to the knee.

9. ANTI-REGULATORY ACTIONS

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 wrestler 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 finished. If the referee is in doubt 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 culprit will lose by disqualification.

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

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

REGULATION ARBITRATION KICK BOXING – K1

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" match 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 ZONE
• 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) • Techniques with the Tibia "Low kick" with the front or back leg. • Circular blows with the tibia • All knee techniques • (K-1 only), (Amateur not valid at the head) Class A-B valid at the head) • 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) • Thighs (inner and outer side) • Front or back leg • 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 he is little used, he is practically dominated with two protection counts, or 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.

REGULATION ARBITRATION KICK BOXING – K1

For each round the evaluation will be made according to:

- a) Effectiveness of attack and defenses
- b) The number of effective legal targets for punches, knees (k-1) and kicks.
- c) Clear execution of the techniques.

In the event 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) General 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.

11.2 SCORING CRITERIA

KICK BOXING

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.

Lowkicks have more value than fists.

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.

REGULATION ARBITRATION KICK BOXING – K1

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

K-1 RULES

For scoring all Boxing combinations and techniques (except elbow and forearm), knee strikes and leg techniques are allowed. The "stopkick" to the opponent's legs is also allowed. All correct techniques carried out in permitted areas with strong contact will be accepted and valued.

ATTENTION: Leg grabs that are immediately countered are authorized, the grab is allowed if it is immediately followed by a knee technique, then they must be separated by themselves or the referee separates them using the command voice “Break” or “ Stop.” Lowkicks are allowed on the legs from the waist to the ankle, except the knee.

12. COMBAT INTERRUPTION

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 he first has to report the stoppage of the fight to the official timekeeper or supervisor. A short examination can be carried out on the injured wrestler, and observe the severity of the injury, in one case cleaning the blood from the wound a little, but the injured person will not be able to be fully cared for.

REGULATION ARBITRATION KICK BOXING – K1

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 will accept this decision, the fight will be ended, and the result will be given in accordance with not respecting the rules.

a) A wrestler falls out of the ring: If a wrestler is thrown or pushed out of the ring, he may be helped by anyone else, but not by his 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 competitor, or gives a negative point in the affected corner and the reason (for example, the judge indicates, minus point to the red corner for a 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.

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

REGULATION ARBITRATION KICK BOXING – K1

1. Before the Referee starts counting, send the other fighter to the neutral corner that is furthest away and start counting. The count is carried out at least until number 8, even if the fighter is ready 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 fit to continue the fight, the referee will count him to 8 and if he is not fit he will count to 10.
 5. When both fighters receive a knock-down at the same time (count) these will be counted and whoever gets up and is in a position to continue before 10 seconds, this will be given as the winner by KO.
- If the two fighters are in a condition to continue the fight, it will continue normally.
6. Throwing in the towel by the coach as a symbol of stoppage 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 they count him, only the Ring Doctor, his coach or the referee will be able to remove his mouth protection, in case the Doctor has to intervene due to serious injuries, the fighter will be treated outside the ring.

14. POSSIBLE DECISIONS

MEASURES IN CASE OF K.O.

1. Cuando un peleador tiene que terminar la pelea antes del tiempo asignado por haber sufrido un K.O en la cabeza o un T.K.O por causa de lesiones en el cuerpo,

REGULATION ARBITRATION KICK BOXING – K1

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 the closing, the fighter must go to the doctor to have an ENCEPHALOGRAM (EEG) performed.

2. The Doctor has to assign other average check-ups after making conversations to 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 his fighter's license, which must also be signed and sealed by the doctor or supervisor.

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

4. In case of a third K.O T.K.O to the head this fighter will be banned 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 A	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

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 fee of €100 and for title fights €200, 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.

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

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

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

16. CHAMPIONS AND TITLE DEFENSES

CHAMPIONS AND TITLE DEFENSES

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

REGULATION ARBITRATION KICK BOXING – K1

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

In the case of a recent title defense after 12 months he must accept the champion who is in first place 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 knowledge of the champion give the title as vacant and decide on a fight for the title 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 gains 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 six months.

So he has to give up 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. It is the vacant title, 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.

17. PROMOTER LICENSE

Each official GBF promoter will be required to 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.

REGULATION ARBITRATION KICK BOXING – K1

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.