



REGULATION

ARBITRATION

MUAY THAI

JANUARY 2022 EDITION

MUAY THAI REFEREE REGULATIONS

1. OFFICIAL REGULATIONS

This regulation supersedes all previously issued regulations. Includes the official MUAY THAI 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.gbfglobal.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.

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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.

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 will announce "STOP" and stop the fight, and may reprimand, warn or, where appropriate, require the competitors to comply with the rule.

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.

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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.

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 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.

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The guard position does not mean at any time that you are able to continue, only after the referee's observation, when the word "FIGHT" or 9-10 KO 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 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 talk to each other, except with the central judge, neither fighters nor their corner assistants will deal exclusively with the referee.

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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 care in designating these results since, for 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 mistake 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.

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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.

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

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by all Officers present, signed and delivered to the Supervisor for safekeeping.
The Supervisor will immediately control all protests.

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.

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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.

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

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a towel to clean.

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.)



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.

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PROFESSIONAL - NEO PROFESSIONAL

- Shorts
- Male - female shell (pelvic protector)
- Game Bandages

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- Gloves
- Oral
- Shin and ankle guards (NEO PROFESSIONALS – Optional)
- Elbow pads (NEO PROFESSIONAL – Optional)

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

In NEO PROFESSIONAL (Class B) the Knee Pads and Elbow Pads Set (Optional).

In all female categories, they must use Breast Protector.

- Only in MUAY THAI competitions, the use of MONGKOL and PRAJEADS is allowed

AMATEUR - JUNIOR

- **Shorts**
- **Male - female shell (pelvic protector)**
- **Game Bandages**
- **Gloves**
- **Oral**
- **Game Shin guards**
- **game knee pads**
- **Helmet**
- **Dungarees (Mandatory in categories JUNIOR and AMATEUR Class C)**

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, contact lenses, buckles, straps and belts is prohibited, as is 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).

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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.

COMPETITION BIB - KNEE PADS

Chest protectors, knee pads and elbow pads will be mandatory in all MUAY THAI categories (MEN – FEMALE), in the JUNIOR categories (Class D).

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, it will be

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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 to 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 6 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.

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

5.1 COMBAT DURATION AND ROUND

MUAY THAI (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) 2 x 2 x 1 rest
NEO PROFESSIONAL (Class B) 3 x 3 x 1 rest	NEO PROFESSIONAL (Class B) 3 x 2 x 1 rest
PROFESSIONAL (Class A) 5x 3 x 1 rest	PROFESSIONAL (Class A) 4 x 2 x 1 rest

Important note: In case of qualifying tournaments:

MEN - FEMALE 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).

In FEMALE the finals will be 2 X 2 X 1

NEO PROFESSIONAL (CLASS B) TITLE AT GAME

MALE	FEMALE
WORLD 3 x 3 x 1 rest	WORLD 5 x 2 x 1 rest
INTERCONTINENTAL 3 x 3 x 1 rest	INTERCONTINENTAL 5 x 2 x 1 rest
CONTINENTAL 3 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 (CLASS A)

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

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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

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

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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.

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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.

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- 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) Throw or throw your opponent using your hips or legs or some JUDO technique.
- 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.
- or) Use fighting techniques, such as dislocations to the arms and legs.
- v) Sweeps and low blows to the legs.
- w) Grab the lower back damaging the spine.
- x) Grab the leg and walk more than two steps without hitting.
- y) Deliberately hitting the testicles.

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 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, Spinning Back Fist is prohibited.

9. ANTI-REGULATORY ACTIONS

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

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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.

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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) • Techniques with the Tibia “Low kick” with the front or back leg. • Circular blows with the tibia • All knee techniques (Amateur not valid to the head) Class AB valid to the head) • Projections • Elbow blows	• 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

11. SCORE FORM

11.1 EVALUATION FOR SCORING

WHAT TECHNIQUES DO THEY SCORE?

All techniques can score equally in MUAY THAI based on their power and precision. To understand what level each one scores at, a system can be used to help us measure the hits by grade.

A set of Grade A blows will be the ones that score the most and will make us win an round since they are considered precise and decisive techniques...

The following are the Grade B techniques that are rated next according to their effect.

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Grade C techniques are techniques that go in quite clearly but don't have as much effect as Grade B techniques, and Grade D techniques are the ones that only score when there are none of the other techniques above.

FIST BLOWS

If a punch results in a protection count, this technique scores the same as any that causes the same effect...this will give a two point difference in the scores (10-8), in case the fighter who receives the count keep winning the round the score would not be (10-8) but would be (10-9), in our system of grading effectiveness this will be a Grade A technique.

If a punch strike clearly causes the opponent to recoil or lose balance, this will be a Grade B blow.

If a blow or combination of blows clearly hits the opponent, but does not cause any effect, it normally does not score unless there was no other action to score this would be a Grade D.

If the blows are blocked there is no point.

ELBOW BLOWS

If the elbow strike results in a protection count, as with fists this would be a Grade A strike giving a score of (10-8) for the round unless the recipient of the elbow still clearly wins the assault that would be (10-9).

If the elbow clearly cuts, causes you to recoil or lose balance, this would be a Grade B blow.

If the elbow clearly enters but there is no visual damage or effect on the fighter it only scores if there is no other action to score Grade D.

If the elbow is blocked, it is not scored.

KICKS

If a kick hits any part of the body, head or legs resulting in a protection count this will be a Grade A hit giving a score of 10-8, but if the person receiving the count wins the round very clearly this will be a 10-9.

If the kicks to the legs (low kicks) cause the recipient to move backwards or lose balance or clearly cause pain this will be a Grade B blow.

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If the kicks hit the legs causing the fighter to fall to the floor of the ring, this would be a Grade B+ blow, that is, it scores a little more than the previous one.

If the kick connects to the torso this would be a Grade B blow.

If the kick lands on the forearm causing the fighter to step back or lose balance this would be a Grade B blow.

If the kick lands on the forearm, but does not cause any effect on the fighter, it will be a Grade C blow.

If the kick hits the neck it will be a Grade B blow.

If the kick is blocked it is not scored.

KNEES

If a knee hits the body, legs or head, resulting in a protection count, like all other blows, it will be a Grade A blow, resulting in a score of (10-8) or in the event that it is counted, it clearly wins, the round will be a (10-9), that is, the account will only subtract one point.

If a straight knee impacts the body this will be Grade B.

If a lateral knee (KAO TII) impacts the torso it will only be Grade C.

If a knee hits the arms, but with power having an effect on the opponent, this will be a Grade C blow.

If a knee impacts the legs causing imminent pain it will be a Grade C blow.

If a knee only impacts the legs without causing effect, it is a Grade D blow.

If the knee is locked there is no score.

TEEPS (FRONT KICKS)

If a TEEP hits any part of the body causing a protection count this is equal to any of the other techniques being a Grade A hit and scoring (10-8) or (10-9)

If a TEEP connects anywhere on the body, stopping and causing the fighter to fall to the ground, this will be a Grade B+ blow.

If the TEEP impacts causing the opponent to lose balance, this will be a Grade B blow.

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If the TEEP hits, but does not cause any visible effect, this will be a Grade D hit.
If the TEEP is blocked, it is not scored.

In short, kicks and knees that impact the body and head tend to be considered more effective than kicks and knees on other parts of the body even though they have the same physical effect on our opponent.

To score punches, low kicks and elbows, they must cause physical effect or cause imminent damage to the opponent. For example, if a fighter is kicked causing him to fall to the ground this is considered an effective technique.

As we said before, if a fighter is able to impact kicks and knees clearly on the body or head of his opponent, these techniques are classified as strong techniques if they are performed with balance, even if they do not cause a visual effect or inflict clear damage.

If the kicks or knees hit the opponent's back it is considered a good point since it shows that the opponent cannot block or protect himself.

We have to know the game of MUAY THAI to know if we are winning or losing and how to pick up the fight. This is what the great fighters dominate, but it can help us a little to judge a fight when it is very even.

Some fighters use the following system to read combat: 1 point for punches and low kicks, 2 points for round knees to the body, 3 points for roundhouse kicks and straight knees to the body, and 4 points for clear kicks to the neck. This does not mean that they are counting the points in their head, but they do have it as a guide.

For example, if a fighter is hit with a roundhouse kick he knows that to equalize this he has to strike with another roundhouse or straight knee to the body or strike with two roundhouse knees (KAO TII) or three clear punches or strong low kicks. .

It is very important that all techniques, in order for them to score well, must be launched with power and precision and with balance.

WHO WINS THE COMBAT

The WORLD MUAY THAI COUNCIL contemplates that the one who shows the best boxing style combined with strong, powerful and precise punches, aggressive and dominant MUAY THAI over his opponent and using the traditional techniques of defense and

MUAY THAI REFEREE REGULATIONS

counterattack will win the fight.

In the rules of the LUMPINEE Stadium, the fighter who connects the most blows to his opponent with a clear, powerful impact, damaging his opponent's physique, wins the round.

We have to keep in mind that there are fights that are judged round by round, but in MUAY THAI the total fight is judged by scoring the last rounds better, the most important being the third and fourth, the fifth when the two are very evenly matched. The last rounds are what decide which fighter is the strongest, just like a long-distance runner, the fighter who is strongest at the end will be the winner.

We will do this when they are 5x3 matches and the authentic rules of MUAY THAI FULL RULES are accepted by both teams.

For the rest of the fights that do not have these conditions, all the aforementioned techniques will be evaluated, without having to survey what was mentioned in the assault part.

WHO WINS THE ASSAULT

1. The boxer who hits the clearest MUAY THAI weapons on his target will win the round:

For example, the boxer who lands the most kicks and knees to his opponent's body wins the round. If you move your opponent with your kicks and first unbalance your opponent and then continue with.

Any other technique still scores more clearly.

You can hit when moving forward, backward, or to the sides, but it is very important to regain your balance and position after each shot.

Fists, elbows and low kicks score whenever they have a great effect on the opponent.

2. The boxer who performs the heaviest and most powerful attacks will win the round.

All blows must have power and weight to score correctly, especially elbows, fists and low kicks.

3. The boxer who does the most damage to his opponent wins the round. For example, if they have thrown the same number of blows, more points will be given to the one who is more tired for having received more strong blows or cut from an elbow or similar damage.

4. The boxer who shows the most grappling techniques will win the round.

In the event that the round cannot be decided since neither of the two fighters are

evenly matched and scoring techniques are not performed.

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The one who attacks and with more aggressiveness will win the assault.

5. The best defenses, attacks and counterattacks will win the round.

6. The fighter who has the fewest fouls in the round.

TECHNICAL VARIETY DOES NOT INFLUENCE SCORE

In other words, there are fighters who can win fights with only very few techniques, for example, only knees or kicks, etc...

THE BEST RATED TECHNIQUES

The first of them is any type of technique that KOs the opponent, preventing him from continuing to fight.

The second, those techniques that force the referee to make a protection account are the Grade A techniques, unbalancing your opponent with a kick and then combining with another strong technique.

Knock your opponent to the ground with a punch or kick, Grade B+ blows
Continuously throw your opponent to the ground, dominating the fight.

The judges also look at total dominance and effectiveness in general, that you are successful in your attacks without being able to be answered with the same precision and strength in general, this will give the winner of the assault or combat.

Maintain a good physical and mental attitude. A lot of emphasis is also placed on good guard, movement and balance, it is very important that the fighter does not look too tired or injured.

FIGHTERS WHO NORMALLY LOSE THE ROUND

Turn your back to the opponent while he attacks.

Avoid combat.

Continuously commit fouls.

Holding on to the ropes to stop the fight or entering the clinch to avoid the fight or throwing yourself to the ground when you have your leg grabbed etc...

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11.2 SCORING CRITERIA

MUAY THAI

- 1- A good and very even round will give 10 points to both boxers.
- 2- 10 points will be given to the one who is a little above and 9 points to the opponent.
- 3- The clear winner of a round will be given 10 points and his opponent 8.
- 4- The winner of an round will be given 10 points and his opponent 8 if he has received a count.
- 5- The clear winner of a round whose opponent has received a count will be given 10 points and 7 to his opponent.
- 6- The winner of a round whose opponent has received two counts in the same round will be given 10 points to 7 points to his opponent.
- .10-10 there is no winner.
- .10-9 a clear winner of the round.
- .10-9 both are knocked out, but one wins the rest of the round.
- .10-8 an account of prKick Boxing_K1_Arbitration_Rulesotection.
- .10-8 a total and superior dominance of one of the fighters.
- .10-7 two protection accounts.

DECISIONS

By KO: when the opponent cannot continue fighting after the referee's count or due to a strong blow.

By technical KO: when one of them is very inferior or heavily injured or when the fighter cannot continue the fight after the rest time or, on the recommendation of the doctor or after receiving three counts in one round or a total of five in the fight.

When the fighter cannot continue due to an unintentional illegal blow, he is the loser by technical KO, but if it is due to a foul, the opponent is disqualified.

You can win by disqualifying the opponent for committing fouls.

You win by points when you are ahead on the judges' cards at the end of the fight.

It is said that no decision is when neither of the two fighters fight adequately or avoid combat.

DON'T ANSWER when the ring breaks down or problems in the room or audience that prevent the fight from continuing.

It is a void fight when the judges' scores are the same for both fighters.

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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.

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 action, especially in the last round.

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

MUAY THAI BASES

In order to understand and be able to correctly score a MUAY THAI fight we have to become familiar with various aspects of the art.

We have to learn, how to read a fight, the techniques that are legal and illegal, the traditional MUAY THAI techniques and their correct use, plus various aspects of the fight that teach us to know who is the winner of a MUAY THAI fight.

Under the rules of this association and out of respect for the Muay Thai tradition, the WAI KRU is mandatory, the RAM MUAY will not be mandatory, it will be optional, if the maximum stipulated time is performed it will be 3 minutes.

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.

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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 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.

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

It is the recommendation from the 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 according to not respecting the rules.

a) A wrestler falls out of the ring: If a fighter is thrown, pushed out of the ring, he can 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 rule violation, 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 red corner 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.

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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.

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 normally.

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.

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

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JUDGES DECISIONS

JUDGE	JUDGE B	JUDGE C	RESULT
A	A	A	UNANIMOUS
A	B	A	MAJORITY
A	A	DRAW	MAJORITY
A	B	DRAW	DRAW
A	B	DRAW	UNDECIDED
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 of a fee of €100 and for title fights €200, the claim is made in writing with brief grounds of 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.

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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.

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

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

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

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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.

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.

MUAY THAI REFEREE REGULATIONS

INFORMATIONAL GUIDE

TECHNICAL IMPLICATIONS FOR FIGHTERS, COACHES WHEN TRAINING MUAY THAI.

The main function of this informative guide is knowing how to read a fight, how to win, how to lose it, how to claim arbitration decisions. In this way it will be possible to separate the work of the Kickboxers and we will try to adjust as much as possible to the line of work of MUAY THAI, sometimes as troubled.

The way MUAY THAI fights are judged means that we have to take into account a series of important aspects when training.

Maintaining good position and balance is very important to prevent your opponent from scoring well and your own points in correct guard and movement can be considered fundamentals of MUAY THAI.

It is very important that the use of a good guard position and good balance is automatic, and when you perform an attack technique you always quickly return to your guard position.

This is very important to protect yourself since your opponent will be prepared to attack you from the moment you finish your attack. If you do not quickly return to your guard position, it will be very difficult for you to block and this will cause your opponent's counterattack to make you lose your balance. resulting in a positive score for your opponent.

Good movements make it easy to use attack and defense weapons in MUAY THAI. It is very important to be able to perform the techniques in balance and effectiveness, always controlling your body during and after the attack. A good position makes you economize on your movements, being able to do technical series, one after another.

It is not very good to dance around your opponent if your balance is not good since a simple kick would make you lose your balance, thus resulting in a good result for the opponent.

In MUAY THAI it is a foul to drop to the ground when your opponent grabs your leg, staying standing when your kick is grabbed is a technique that must be trained.

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Movements and balances are essential in hand-to-hand combat and must be practiced together with grips on the necks, arms and knees since when held it is very easy to lose balance.

It is very important to save your energy throughout the fight, especially in the first rounds.

You have to attack when you feel strong and use defensive techniques like the TEEP while you are recovering.

You have to look for the gaps and test your opponent's responses by observing his mistakes and thus opening gaps for our techniques.

You have to select the techniques according to your strength and physical condition, knowing at all times which are the ones that score the most.