



**World Federation of Kickboxing  
Judgment  
Semi Contact**

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# World Federation of Kickboxing

## Judgment

### Semi Contact

#### Article 1

##### Fighting area:

1. Fight ground: It should be even, secure and not slippery.
2. Tatami: It should be a 8\*8 square plus 2m from each side for the athlete's security. Totally a 12\*12 square with pressed sponge.
3. Each athlete is at a distance of 0.5 meter from the center which is determined by red and blue lines.
4. Middle referee is at a distance of 1 meter from the center.
5. Side referee should sit on the chair in two corners of Tatami in front of the middle referee.
6. Side referee should wear blue cotton glove in his/her right hand and red one in his/her left hand.
7. Out of Tatami and in front of the middle referee, there are a table and three chairs for supervisor referee, time keeper and scorer and supervisor referee site in the middle.
8. There are two chairs out of Tatami in right and left sides of middle referee for two fighters' coaches.

#### Article 2

##### Fighting official clothes

1. Referees' clothes  
Black suit, white short-sleeve shirt, Black or dark tie and white socks.
2. Athletes' clothes  
Black pants, white T-shirt, hat, red or blue gloves, mouth, belt and shin and foreleg guards.

##### Explanation:

- Any fighter's gloves and belts should be changed on the base of his/her standing. The fighter in the right side of middle referee has red equipment and the one in the left side has blue equipment.
3. Couch's clothes  
The coaches should own sport clothes and official card of fighting.  
Note: To wear any clothe and equipment except the said above ones for coaches and Fighters, is forbidden.

### Article 3

#### **Semi contact fighting structure:**

1. It should be held in team and individual shapes.
2. Team competitions are held in shape of 3 or 5 person.
3. Each team is allowed to have a second fighter (so each team can introduce 4 or 6 Fighters.)
4. Team and individual competitions are held in a duration of 2 round \* 2 minutes and 1 minute rest time. But if individual competition ends as a draw then there is one minute extra time. If the extra time ends again as a draw then the winner will be announced by the referees' consolation and decision.
5. If necessary, the duration of the fight can be 2 round \* 1/5 minute and 1 minute rest time.
6. During the fight, if the difference of the score reaches the 10 points, then the fighter who gains the first point wins.
7. During the fight, if one of the two fighters knocks down by strike, the referee gives him / her a 10 minutes time to get up, otherwise the fight ends and the referees make decision

#### **as follows:**

- If the strike is wrong, the fighter who strikes, gains warning and is loser.
- If the strike is not wrong, the fighter who will not be ready until the mentioned

#### **time looses.**

- The said above time is kept by time keeper and under the supervision of supervisor referee.
- After 8 seconds 1 ring and after 10 seconds 2 ring will be rung out.

### Article 4

#### **Points conditions:**

1. Observing athletic behaviors and habits
2. Executing right techniques.
3. Intelligence and having balance when executing techniques
4. Observing right and suitable distance
5. Executing control strikes
6. Strikes to scoring parts
7. Executing techniques in Tatami area

#### **Scoring parts:**

( Head, Face, Chest, Belly, Sides )

#### **Points:**

1. Head strikes to belly, head, face and sides = 1 points
2. Legs strikes to belly and sides = 2 points
3. Control legs strikes to head and face = 3 points

### **Prohibited actions:**

- All non control techniques to all parts of the body ( with referees' distinction ).
- Targeting the opponent legs and arms.
- Sweeping, throwing, Pushing and holding.
- All kicks below the belt ( with referees' distinction ).
- Intentionally strikes with legs and arms to behind the opponent's back or head.
- Non control and jump strikes.
- Guard less flee of the opponent.
- Contempt of referees, holders and participants.
- Pay no attention to referees' instructions.
- Strike with head, knee and elbow to the opponent.
- Not observe his / her security and the opponent.

### **Not observing the above-mentioned issues contains the followings:**

1. First time: warning
2. Second time: warning + 1 point to the opponent
3. Third time: warning + 2 points to the opponent
4. Fourth time: warning and the opponent wins

### **Expulsion of all fights:**

When a fighter contempt to referees or violates the rules openly and disturbs the, the middle

Referee, side referees and supervisor referee warn the expulsion of Tatami and the saloon for him.

### **Exit of Tatami:**

In case the fighter exits the Tatami by his own responsibility ( without pushing or striking the opponent )

Then the exit must be noticed and the warnings are as follow:

- **1st exit**  
Warning
- **2nd exit**  
Warning + 1 point to the opponent
- **3rd exit**  
Warning + 2 points to the opponent
- **4th exit**  
Warning and the opponent wins.

### **Protests:**

- Nothing has the right to protest the jury.
- If there is a protest to the judgment manner, so it should be presented written and by the team leader.
- The written protest should be delivered to the jury immediately after the competition.
- The protest case should be written clearly and exactly.
- The protest would be done just after paying the protest sum which is approved by WFK competition committee.

If the protest case is accepted, the mentioned sum would be paid back; otherwise it should be sent to the world or World federation of kickboxing bank – account.

### **Going out of Tatami warning:**

- 1 out line one  
Going out of Tatami for the first time – no point for the opponent.
- 2 out line two  
Going out of Tatami for the 2<sup>nd</sup> time – one point for the opponent.
- 3 out line three  
Going out of Tatami for the 3<sup>rd</sup> time – two points for the opponent.
- 4 out line four  
Going out of Tatami for the 4<sup>th</sup> time – the opponent is the winner.

### **Injuries and hurts during the competitions:**

- If on of the fighters is injured during the competition, the referee should consider 3 min for duration and this time can be continued to 6 min with referees and doctors' consultation.
- If one of the fighters is injured during the competition, the referee should immediately cut the competition and, if necessary, calls the doctor. The doctor would have the right to cure him/her but he is not allowed to interfere or make decision about judgment.
- If one of the fighters is injured during the competition, and the doctor diagnoses his/her inability to continue the fight, so the referee would not be allowed to continue the competition.
- If the two fighters are injured at the same time and none of them are able to continue the fight (according to the doctor's diagnosis), the one who has gained more points will be the winner and if there is a draw, the referees consult with each other and finally elect one of them as the winner.

## **Penalties:**

- 1<sup>st</sup> warning: is when a minor violation is committed for the 1<sup>st</sup> time – not penalty.
- 2<sup>nd</sup> warning: when the fighters violates for the 2<sup>nd</sup> time – one point for the opponent.
- 3<sup>rd</sup> warning: when the fighters violates for the opponent.
- 4<sup>th</sup> warning: when the fighters violates for the 4<sup>th</sup> time – the opponent will be the winner.
- Absent warning: if one of the fighters doesn't attend at the competition for some reasons – 10 points for the opponent and she/he (the opponent) would be the winner.

## **Disqualification:**

When one of the fighters is not able to continue the completion technically and is not competent, his/her opponent would be the winner.

## **Out class warning:**

When one of the fighters violates the competition rules clearly and impolitely and runs riot in competition process by his action, he/she should leave the competition 10 points for the opponent and he/she would be the winner.

## **Referees responsibilities:**

### **1 middle referee**

- Starting and ending the competition
- Checking the fighters before the competition starts (checking their equipments)
- Pointing – warning – giving penalty to the fighters
- Consulting with the assistant referees and applying their ideas in making decisions.
- Ensure the fighters' health during the competition
- Announcing the winner
- Announcing the doctor if necessary

### **2 Assistant referees**

- helping the middle referee in pointing – warning – giving penalties by using gestures & signs.
- Presenting his/her own idea by using signs clearly
- Supervising the fighters in Tatami area
- Answering the questions and consulting with middle referee

### **3 Middle referee**

- Controlling the whole of the competition
- Controlling the referees' action and solving the referees' mistakes
- Supervising the timekeeper's & operator's work
- Recording the points, warnings and penalties

- Announcing the winner to the middle referee
- Reporting the result to the competitions committee
- Answering the technical referees' questions

