

Revised : 27. September. 2022
CHAKURIKI JAPAN RULES

Article 1 WEIGHT CLASS

Gloves sizes for each weight class are as follows :

- Fly weight Under 51.00kg.....6 oz.
- Bantam weight Under 53.50kg.....6 oz.
- Feather weight Under 57.00kg.....6 oz.
- Light weight Under 61.00kg.....8 oz.
- Super Light weight Under 63.50kg.....8 oz.
- Welter weight Under 67.00kg.....8 oz.
- Middle weight Under 72.50kg.....8 oz.
- Heavy weight No Limit10 oz.

But, One-match fights shall be held other weight by contract in each match.

Article 2 VENUE

The match shall be held in 6m X 6m square ring surrounded by 3-levels of ropes. The ring must be square shaped in order to secure the safety of fighters in case of an accident such as tumbling down. Each fighter shall wear regulated gloves provided by the promoter. In principle, usage of regulated protective cup and mouthpiece is mandatory. Each fighter shall prepare his own protective cup and mouthpiece. Fighters must wear official protective cup specified by the promoter (metal products). If fighters do not exercise their duties, they would not be entitled to preferential treatment to remedy caused by accidents. Furthermore, fighters will be severely penalized for delaying their fight due to their negligence of exercising their duties.

Article 3 FIGHT METHOD

Matches shall be held in the following manner.

Each match consists of 3 minutes X 5 rounds or three 3 minutes X 3 rounds with extension of 2 rounds at maximum. However, special rules will apply to Tournament fights to facilitate smooth operation of the fights. (Kid's match 1R= 1 minutes 30 seconds) Also Must Point System will be applied to Title matches and Tournament fights in order to decide the winner. The purpose of establishing the Must Point System is to eliminate any possibility of a draw match, and the system is to be applied in the last round of the fight. Even when the score difference is minimal, winner will be decided on the merit of the final round fight. In consideration of fighter's safety, no fighter shall participate in more than 15 rounds in one day.

Article 4 AUTHORIZED FIGHTING TECHNIQUES

The following techniques are authorized.

Punches : Straight punches, hooks, uppers, and backspin blows.

Kicks: Front kicks, low kicks, middle kicks, high kicks, side kicks, back kicks, inner thigh kicks, jumping kicks, and knee kicks.

(The following restrictions apply to the usage of the backspin blow. When it is evident that the attack was made by an elbow or forearm and not by the authorized part of the gloves, the attack is considered as a foul. In case the referee cannot determine whether the backspin blow was made by the authorized part or not, the match shall be stopped, and the rules director, supervisor, supervisory staff, and the referee and the judges shall review the fight, if necessary.

Article 5 FOUL TECHNIQUE

1

The fighter who executes a foul technique shall be given "caution", "warning", or "point deduction". The referee announces "caution" and "warning" verbally. A yellow card shall be shown for a "1 point deduction" and "2 point deductions", and a red card is for a "disqualification". First 2 cautions shall lead to 1 warning. After that, 1 warning will be given instead of 1 caution. 2 warnings shall lead to a 1 point deduction, and 3 point deductions in 1 match shall be regarded as disqualification. However, this clause shall not apply in case the referee judges that the foul technique is unintentional. If the referee judges that the foul technique is malicious or causes significant damages on the opponent, the fighter might be given point reduction immediately, skipping order of foul calls.

The following behaviors are considered to be foul techniques.

Category of Foul Techniques:

1. Using head to deliver a blow.
2. Using elbow to deliver a blow.
3. Attacking the opponent in his groin (knee kicking or punching the opponent in the area under his navel shall be considered as low-blows and will be ruled as fouls). *Low-blow means attacking groin and abdomen. Kicking and punching are not allowed toward this area, but attacking upper leg (thigh) is allowed.
4. Delivering wrestling or judo throwing or submission techniques.
5. Thumbing the opponent
6. Choking and punching the throat of the opponent.

7. Biting the opponent.
8. Attacking the opponent while he is down or in the process of getting up.
9. Attacking the opponent after the referee calling a break.
10. Holding ropes both offensively and defensively.
11. Using offensive or insulting language to the referee.
12. Attacking the back of the head with a punch (the side of the head and the area around the ears are not considered to be the back of the head and are valid target areas).
13. Attempting to get the opponent out of the ring.
14. Voluntarily exiting the ring during the course of a match.
15. Attacking the opponent who turned around and showed his back. However, the referee may give a caution, warning or point reduction to the fighter who showed his back to express unwillingness to fight.
16. Giving damage to the opponent by delivering a backspin blow with elbows or forearms and not with the authorized part of the gloves.
17. Action of stomp opponent feet deliberately. Action of kicking the aim knee joint from the front damage to the knee ligaments.
18. In the case of the women's match and kid's match, knee kick is prohibited to the face.

2

A point reduction may be given immediately to a fighter if the referee finds that the foul technique was inflicted with malicious intent.

3

Cautions shall be given to the fighter who repeatedly charges inside the opponent's arms, with his head held low (* to avoid attack). This shall be considered as an action inducing a head-butt. In case either of the fighters gets a cut from head-butt and is bleeding, the fighter who has caused the cut shall receive a 1 point deduction. However, if the referee finds that the head-butt was done obviously intentionally or maliciously, a deduction of 2 points shall be given. If the referee judges the head-butt was done accidentally, there may not be any point reduction.

4

Cautions, warnings, and point reductions shall be given to the fighter who repeatedly uses holding and clinches that are not accompanied by attacks, and are judged as being defensive/passive in nature (* to avoid attack). 2 cautions will sum up to 1 warning, and the next caution shall be a deduction of 1 point. Furthermore, the same as above applies to fighters when they grasp and hold the opponent right after launching an attack (* to avoid a counter-attack.), or falling on the matt intentionally.

5

Cautions, warnings, and reductions of point may be given to the fighter when he is only waiting for a counter blow and is delivering few attacks, and is considered to be passive.

6

Holding a kicking leg of the opponent is not a foul, but only a single attack can be allowed, whether a punch or a kick, while holding the leg. Continuous attacks while holding a leg is a foul. If the fighter does not take any action while holding the kicking leg, the referee shall call a break. Using throwing techniques while holding a kicking leg is also a foul.

7

Knee kick attacking while holding neck of the opponent with both hands is not a foul, but only a single attack can be authorized. Continuous attacks while holding neck of the opponent with both hands is a foul technique. The referee may call a break during the match if holding neck of the opponent does not lead to an effective attack. The referee may also give a caution or a warning when he judges holding neck of the opponent is not an effective attack resulting in a deadlock situation.

8

Passive holding or clinching is prohibited. A caution and a warning may be given to the fighter who tries to avoid opponent's attacks by clinching or holding the opponent's body even if he uses only one hand.

Article 6 CATEGORIES OF OUTCOME

The outcome of fight shall be made by the following manner.

1

KNOCKOUT (KO) :

1. Applicable when a fighter does not stand up within 10 seconds after the referee starts the DOWN count. Or when a referee decides that the fighter has been severely damaged and cannot stand up within the call of count 10.
2. Applicable when a fighter is judged to have lost his willingness to continue to fight, even though he stands up within the call of count 10, and/or when the fighter is judged to be incapable of continuing the fight.
3. Applicable when a fighter goes down 3 times in a round (or 2 times in a tournament fight except for the final match).

2

TECHNICAL KNOCKOUT (TKO) :

1. Applicable when the referee judges that it is impossible for the fighter to continue the match.

2. Applicable when corner men throw a towel into the ring during the course of the match. In the event that the referee does not notice the towel being thrown in, the supervisor is authorized to announce the end of the match.
3. Referee Stop
Applicable when the referee judges that one fighter is overwhelmingly superior to his opponent and the inferior fighter is in a physically perilous condition.
4. Doctor Stop
Applicable when the official physician judges that it is impossible for the fighter to continue the match due to injuries or severe damage. If the fighter is down and has sustained severe damage, the official physician shall advise the supervisor to stop the match after the deliberation.

3

DECISION :

Applicable when there is no knockout, technical knockout, nor disqualification. In such a case, 3 judges shall award points to each fighter after the final round, and the fighter with the higher points in total will be declared the winner. However, the winner must obtain the consent from 2 out of 3 judges. When winner is not declared by the consent of at least 2 judges, the extra rounds shall be conducted to decide winner in case of Title match or Tournament fights.

4

DRAW :

1. Applicable when both fighters go down at the same time and neither rises to his feet before or at the call of count 9.
2. Applicable when one of fighters is unable to continue the fight due to accidental injuries after the authorized round stated in Article 7, and neither fighter obtains the consent of 2 judges as winner after counting the points of the completed rounds.
3. Applicable officially when one of fighters is judged to be impossible to continue the match due to accidental injuries before the match is justified accordingly to Article 7.
4. Applicable when there is no winning decision by more than two judges, for the matches that allow the fight to be a draw.

5

NO CONTEST (NULL and VOID match) :

1. Applicable when both fighters are found to have violated the rule(s), match fixing, or collusion.
2. Applicable when the referee declares disqualification of both fighters due to their failure to fight in good faith (a spiritless fight) after repeated cautions and warnings by the referee.

Article 7 JUSTIFICATION OF MATCH

A match shall be considered as justified after completing the 2nd round in 3 minutes X 5 rounds matches. A match shall be considered as justified when the 1st round is completed in 3 minutes X 3 minutes matches. When there is an accident during a match, the match shall be determined in accordance with Article 14.

Article 8 INJURY JUDGING

When one of the fighters is injured by intentional or unintentional head batting and the injury becomes more serious by subsequent attacks by the opponent. When match is stopped due to this, the winner is determined by scorings tracking up to the point of injury stop. This applies only when match justification is confirmed according to Article 7.

Article 9 REFEREE COUNTDOWN

1

The definition of a DOWN is the situation where any area of fighter's body except the bottom of the foot has touched the ground due to a damaging attack(s). However, the DOWN shall be considered to be a FLASH DOWN when the referee determines that the damage is not severe, and the downed fighter shows his willingness to continue fighting by standing up immediately.

2

When fighter falls to the ground and cannot stand up immediately, it may be considered to be a "Down".

3

Even without falling to the ground, a (standing) DOWN may be announced in case it is obvious that the fighter has sustained damage, and the referee determines that he has been too dangerous to be attacked continuously.

4

The "DOWN" count will be preceded by a "DOWN" call and gesture by the referee. Following the "DOWN" call, the referee must make sure that the opponent is in the neutral corner before he starts the count. As the referee starts the down count, the MC shall announce the count down in accordance with the count of each second from the official timekeeper's stopwatch. The referee shall be the sole person to have the authority to call a "DOWN".

5

The fighter who has knocked his opponent down shall go to a neutral corner immediately and wait there during the "DOWN" count by the referee until further instructions are given.

6

If the fighter does not follow the referee's instruction to wait at the neutral corner, the referee may stop counting, and counting will be resumed only after the fighter has moved to a neutral corner.

7

In case, while the referee is counting, the round is finished, the timekeeper shall not signal the end of the round (the time keeper will not ring the bell). Hence, the referee continues to count, and the round will end when the referee stops counting. When the count reaches 10, the downed fighter will be considered knocked out (KO). When the referee decides that the downed fighter is not in a condition to continue to fight after the 10 counts, the referee stops the fight and the outcome will be considered as technical knockout.(Referee Stop:TKO).

Article 10 JUDGING CRITERIA

Awarding points shall be based on the following elements :

1

Judging how accurate and effective punches and kicks are and how much damage is inflicted on the opponent.

2

Points will be awarded based on the following order :

1. The number of downs
2. Extent of damage inflicted on the opponent
3. The number of clean hits
4. Their aggressiveness

3

Both fighters are awarded a score of 10 initially and points shall be deducted from both fighters as they get penalized and/or being inferior during the round. The following indicates coring points.

1. When being superior or inferior is evident, the inferior fighter receives a 1 point deduction.
2. When a fighter is downed once, the downed fighter receives a 2 point deduction. However, if the down is considered to be FLASH DOWN, the deduction may be 1 point.
3. When a fighter is downed twice, the downed fighter receives a 3 point deduction (only applicable to the final match in tournament fights, and one match fights).
4. A fighter shall be penalized with a 1 point deduction when referee declares 1 point penalty for his actions such as foul techniques.
5. A fighter shall be penalized with a 2 point deduction when referee declares 2 point penalty for his actions such as foul techniques.
6. When a downed fighter recovers his inferior situation during the round, his opponent receives a 1 point deduction. There is a case that a downed fighter may come close to the margin between himself and his opponent.
7. In the final round of Title matches or Tournament fights, even a minimal advantage will be counted 1 point, and winner must be decided in accordance with Must Point System.

Article 11 EXTRA ROUNDS

In case both fighters' points are equal, the regulated extra round shall take place, (2 times at most) except for fights allowing the decision to be a draw. In Title matches or Tournament fights, the extra final round shall be executed with Must Point System. In other one matches, fighters make an agreement as to whether or not Must Point System be applied to beforehand. In case Must Point System is applied to for the extra final round, the MC shall make announcement of it beforehand.

Article 12 DISQUALIFICATION

A fighter shall be disqualified and fined the full amount (100%) of fight money in following conditions.

The disqualified fighter shall be fined the full amount (100%) of fight money and suspended for 3 months to 1 year.

1. In case fighters intentionally use foul techniques and the referee declares the disqualification to them.
2. In case fighters fail to follow the referee's instructions during a match.
3. In case fighters are late for their match or do not show up at all.
4. In case fighter exhibit ill-mannered behaviors or malicious attitude during the match.
5. In case the referee determines that the fighter does not have his willingness to fight.
6. In case fighters receives 3 point reductions due to foul techniques at round.
7. In case the official physician deems the fighter unfits to fight as a result of medical checks.
8. In case corner men enter the ring or touch one of fighters during the match. Also in case corner men scuffle with each other.
9. In case fighters are found to be positive in doping tests.
10. In case fighters are found to have broken the match rules.

Article 13 PENALTY

In case the fighter delivers foul techniques, the fighter will be penalized based on the following.

1. The full amount (100%) of fight money shall be confiscated when a fighter is disqualified (3 points reduction).
2. Thirty percent (30%) of fight money shall be confiscated if a fighter received 2 point reductions.
3. Twenty percent (20%) percents of fight money shall be confiscated if a fighter received 1 point reduction.
4. In case they make violations against regulations for fights, the penalty shall be cumulative throughout the event.
When fighters proceed to more than two matches in tournament fights, the penalty of every match shall be added, and the sum of the penalty will be confiscated from his fight money.

Article 14 ACCIDENT

In case fighters are injured and are not able to continue the match, the followings will be factors to determine winners.

1

If some injuries are caused by the opponent violating the rules, the referee shall give the injured fighter a rest period to check his condition. If the fighter does not recover and the match cannot be resumed, the fighter who has violated the rules shall become a loser (disqualification of the violator). The fighter who is disqualified for rule violations shall not be entitled to proceed in a tournament even if the opponent is not in a condition to continue the match. An injury caused by low-blow will be regarded as an accident, whether it is done intentionally or unintentionally.

2

If the injury is due to carelessness of the fighter himself and the match cannot be resumed, the fighter who has got injured shall be declared the loser (disqualification of the injured).

3

In case the injury is caused accidentally and is neither fighter's fault :

a. In case the match is not justified,

1. Tournament fights : The fighter who continues fighting shall be declared the winner.
2. One-match fights : The match shall be considered as "No Contest" and void.

b. In case the match is justified(by Article 7),

The match is regarded as justified, the points shall be awarded for the completed rounds, and the fighter that has gained more points shall be declared winner. In case the fighter is injured after the justified round, the points that have been gained during the actual time of the round shall be awarded. In case the points of both fighters are even, the following rules will apply.

1. Tournament fights: The fighter who remains in a condition to continue fighting shall be considered as winner.
2. Title match or One-match fights: The match shall be considered as "Draw".

c. In case the fighter who violates the rule is not-at-fault, a maximum of 5 minutes' rest is given to the fighter for recovery from the damages of the groin. In case he cannot continue to fight due to the damage, the fighter who can continue fighting will be regarded as winner.

4

As to tournament match, in case the winner who has gained higher points is not in a condition to continue fighting in the next stage, the following order shall apply to determine who proceeds to the next fight.

a. In case there are still two reserve matches left ;

1. The opponent of the winner in the tournament fight (the loser)
2. The winner of the first reserve match
3. The winner of the second reserve match
4. The loser of the first reserve match
5. The loser of the second reserve match

b. In case there is only one reserve left ;

1. The opponent in the tournament fight (the loser)
2. The winner of the reserve match
3. The loser of the reserve match

In case there are more than two forfeitures, the above order shall be applied to in order to decide fighters who proceed to the next stage. However, those fighters who were knocked out in the prior match, or those who are determined to have severe damage by the official physician are not allowed to fight regardless of the above order.

5

In case fighters get injured, the official physician, the supervisor, the supervisory staff, the referee and the judges shall confer to decide whether the fight shall continue or not. The official physician is allowed to provide minimal treatment (* stop bleeding and taping) to the injured areas.

6

In case fighter(s) fall out of the ring, the time count shall be stopped immediately, and the official physician shall check the fighter's condition. During this time, the supervisor, the supervisory staff, and the referee and the judges shall confer to discover the cause(s) of the fall.

- a. In case it is judged as a DOWN by an authorized technique and the fighter is able to resume the match. It shall be counted as 1 "DOWN", and the match shall resume from the time stopped.
- b. In case it is judged as a DOWN by authorized technique and the fighter is not able to continue the match, the match shall be determined to be a Technical Knock Out (TKO) by doctor stop.
- c. In case it is the fighter is judged as not having been downed and the fighter is able to continue the match. The match shall be continued from the time stopped.
- d. In case the fighter is judged as not having been downed and the fighter is not able to continue the match, the supervisor, the supervisory staff, and the referee and the judges shall decide whether the accident is intentional or unintentional and shall decide "the match Winner" or "Draw" or "No Contest"(by Article 14-2 and 14-3).

Article 15 USE OF TAPE AND BANDAGES

Fighters must not wear any material other than tape and bandages provided by the promoter on their knuckles and on other part of the hands (wearing gloves without using any tape or bandages on their hands is also authorized).

Every fighter must abide by the following instruction regarding the usage of such items.

1. All fighters are prohibited to use any tape and bandage for their hands that they bring in by themselves.
2. Every fighter shall receive and apply tapes or bandages upon arrival at the venue. Those items must be checked and signed by the event official before fight.
3. The sole purpose of application of tapes or bandages is for protection of the fists. It is prohibited to use taps and/or bandages to strengthen the power of the fists.
4. Applying any tape and bandage is not approved before entering the venue.
5. The tapes and bandages supplied by the promoter shall be used for the hands only, and not applied to injured areas and such.
6. Should fighters use their own tapes, they must abide by Article 19 PROTECTOR.

Cautions, warnings and point reductions may be given to the fighter when he does not follow the instruction of the referee and judges, or when he refuses an order to open the package, or when any cheating is confirmed.

Article 16 GLOVE CHECK

All fighters must have their gloves checked, sealed and signed off by the event officials before they put them on. The gloves may not be taken off until the match is over. In case there is any evidence that the gloves have been removed or tampered with, the fighter must undergo another glove check. Moreover, the fighters shall not apply any substance and deformation on their gloves. Caution, warning, or point reduction may be given to the fighters who do not abide by the instruction of the judges.

Article 17 USE OF OIL AND VASELINE

Fighters are allowed minimal usage of Vaseline to their facial areas. No other substance shall be applied. In addition, fighters shall not apply any substance to their body. The definition of "minimal" in this case means the amount that the referee and the judges permit. Fighters must abide by the following regulations;

1. The fighter with an excessive amount of oil/Vaseline on his face and/or body shall not be allowed to fight. In such a case, the excessive oil/Vaseline shall be removed.
2. Fighters are not allowed to put Thai Oil and oils containing any stimulative and irritating substances on any part of their body during the fight.
3. Fighters are allowed to put minimal substance on their sole of their feet in order to prevent from slipping on the matt. The substance shall not be used to any other part of their body.
4. Fighters are not allowed to put Thai Oil and oils containing any stimulative and irritating substance on the body even before the fight.

Should the fighter and the corner men not follow the instruction of the referee and judges, he may be given a caution, warning, and a reduction of points.

Article 18 MOUTHPIECE

Mouthpiece usage is mandatory during fight. If the mouthpiece comes out of a fighter's mouth during a match, the referee shall, in principle, retrieve it and hand it to the corner men after the end of the round.

Article 19 PROTECTOR

The use of protectors which are made of rubber, plastic, or other material is not allowed for any reason including the protection of injured areas. However, when the official physician or the referee and judges allow the usage of protectors to cover injured areas, the followings will apply;

1. Only elastic tapes, supporters and approved pads may be used. Any other item is prohibited.
2. Such authorized items must be checked and signed by the official physician and the event officials at the rule review before the mach.
3. All tapes and/or bandages without an official signature cannot be used and must be removed.

4. The promoter and the official physician will not supply any item such as tapes and supporters to protect injured areas.

5. Only the official physician is authorized to tape injured areas, once the match starts.

Caution, warning or point reduction may be given if fighters do not follow instructions of the judges.

Article 20 MEDICAL CHECK

All fighters must declare medicines that they currently dose at the time of rules review. All fighters must submit to medical checks conducted by the official physician before their fights. In a tournament, the winner is obligated to go through subsequent medical checks in order to proceed to his next match.

Article 21 DOPING CHECK

All fighters are obligated to submit to doping checks upon the promoter's request in any occasion. Testing positive for doping will result in penalties, including the confiscation of a title, prize money, and full amount (100%) of fight money. Additionally, the fighter will also be penalized based on his own contract.

Article 22 DRESS CODE

1

All fighters must be dressed in clean and proper clothes when they enter the ring for such occasions as opening ceremony. The promoter may not approve the attire, when considered inappropriate.

2

The only costume that fighters may wear is kick pants (the length is from waist to above-knee). Any costume whose length reaches beneath knees like long leggings, Karate costumes, or Taekwondo costumes are prohibited regardless of its materials, unless they have a special permission from the promoter and the opponent. Also upper body which is above waist cannot be covered with any kind of material. Exposure of logos of companies that finance fighters or their agencies must be reported to the promoter for approval in advance.

3

Any attire which may cause injury to opponents or reduce damage to the fighter shall be prohibited. All supporters and fighting costumes must be approved and signed by the referee and the judges or the event official. In case they determine that the supporters and the costumes are unsafe, wearing the items will not be approved.

4

The referee and judges shall give a caution if a team does not abide by any of these regulations listed above. A yellow card shall be given for a 2nd caution onwards. The fighter shall be disqualified automatically by receiving 3 yellow cards and must leave the venue. Furthermore, the corner man and the fighter may be suspended thereafter.

Article 23 CORNERMEN CONDUCT

A fighter is allowed to have the total of 3 corner men, including 1 chief corner man and 2 corner men, standing by at ringside. The name of the 3 corner men shall be registered prior to the event.

1

All 3 corner men must remain within the designated corner area during the rounds.

2

Only the chief corner man may give instructions to the fighter during the rounds.

3

Corner men may not place their hands on the ropes, ring apron, or on any part of the ring area during the rounds.

4

Only 1 corner man is allowed to enter into the ring during intervals.

5

No corner man is allowed to enter into the ring or touch fighters during the rounds. In case any of the corner man violates the regulations, the fighter shall be disqualified.

6

Corner men may not place any item (such as towels etc...) in the area around the corner post of the ring.

7

When the referee calls "SECONDS OUT", corner men must immediately leave the ring.

8

The 3 corner men are obligated to wear a unified team wear with the fighter. Combination of clothes such as "jeans and T-shirts" shall not be allowed. T-shirts, however, may be worn if they are "team" T-shirts. Wearing sunglasses and suits is strictly prohibited. The referee and judges (sub judges) shall give a caution when the above regulations are violated. A yellow card shall be given from 2nd caution onwards. 3 yellow cards shall lead to disqualification and the corner man that received 3 yellow cards must leave the venue immediately. Moreover, the corner man may be disqualified thereafter.

Article 24 TREATMENT OF INJURED FIGHTERS

1
Official physician may apply minimal treatment (to stop bleeding) during the match.

2
No other person besides the official physician is permitted to apply treatment to injured areas during the match, including the interval.

3
The approval of the official physician and the event officials is necessary if a corner man wishes to give treatment to injured fighters, such as applying tapes to them during the intermission before proceeding to the next match in tournament fights. The tapes shall be used in accordance with Article 19.

Article 25 WEIGHT CHECK

In case of a match with weight limitation, weight check is conducted at a designated time. The time is determined beforehand on the previous day or the tournament day. Fighters' weight has to be within the contracted weight at the time of the weight check. If their weight exceeds the contracted weight, the fighter can only be authorized to fight in case he drops his weight to the contracted weight within 2 hours. The fighter is given one 1 point reduction for less than 1kg overweight, 2 point reductions for overweight between 1kg and 2kg, and 3 points for more than 2kg overweight which leads to disqualification.

Disqualified athletes shall be compensated for damages caused by the competition organizers and opponents. take responsibility. Athletes who compete in matches with a weight exceeding the regulation weight of less than 2 kg will be identified as either the opponent or the opponent's affiliation at the opening of the tournament. Mandatory re-weighing in the presence of the dojo manager. The specified value for re-weighing shall be less than 2.5 kg of the contract weight. If you cannot clear the re-weighing, you will be disqualified.

Article 26 RULE REVIEW

In principle, fighters and seconds have to attend the rules review session held on the previous day. During the session, the parties reconfirm the rules, the fighters declare drugs they dose, costumes to wear during the match, and supporters that will be applied in advance. Usage of any attire or items that are not declared at the rule review are prohibited.

Article 27 OPERATION OF THE EVENT

The event is managed by the event organizer and the competition management of Chakriki Japan, and each competition is managed by this event management.

It is run by an elected panel of judges, ring doctors and other officials.

1
Supervisor, Referee, Judges and Sub Judge

1. The supervisor shall possess the exact same authorities as the referee and the judges, and shall oversee whether accurate and proper decisions are made. The supervisor is able to protest against judgments as well as the authority to revise the result. Moreover, the supervisor is able to stop the fight in case the referee does not recognize a danger of fighters, by the official physician's advices, or by his own judgment.
2. A referee shall be in the most important position to judge a match. One referee shall be in the ring during a match.
3. A judge shall be authorized to score a match. The total of 3 judges, each for three different direction by the ring side shall stay during a match.
4. Sub Judge shall oversee the corner men and the fighters during interval. There shall be the total of 2 sub judges, one for each red and blue corner.

2
Official Physician

The official physician shall examine prior to the match whether the fighters are fit to fight, and must report to the promoter. In case the fighters are injured or knocked out by damages to body parts other than head during the course of the match, the official physician shall determine if the fighter is able to continue to fight and confer with the referee and the judges. Moreover, the official physician is authorized to end the fight by informing the supervisor that the fighter is in a dangerous condition when the referee cannot recognize it.

3
Others

Time Keeper, Scorer and other staffs should work for the smooth administration of the event.

Article 28 RECONSIDERATION FOR JUDGEMENT

The Supervisor is able to stop the fight when a judgment made by the referee is considered inaccurate. The supervisor and the supervisory staff are allowed to confer whether the judgment has been made precisely. The reconsideration shall be executed by the following manner ;

1. The referee shall announce "Reconsideration" during or immediately after the match.
2. The referee shall order the fighters to stay at the neutral corner while reviewing the match.
3. The corner men must remain within the designated area. Only the official physician is allowed to apply the minimal treatment to injuries in case the fighter is injured.
4. The referee shall announce the result of the review by gathering the fighters to the center of the ring.
5. The supervisor shall announce the result of the review to the audience in the ring.

Article 29 PROTEST

No fighter, coach, trainer and/or manager are allowed to raise objections to calls and decisions made by the referee or the judges before the event finishes. However, official written protest to the Rules Committee will be accepted within 2 weeks from the date of the match. The Rules Committee shall review it and reply in a written form within 2 weeks from the date of receiving the protest.

Article 30 OTHERS

Any issues or circumstances not specifically stipulated in this Rules shall be resolved by a consensus among the promoter and the Rules Committee.