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# World Kickboxing Federation

## **OFFICIAL PRO POINTFIGHTING RULEBOOK**

Edition March 2011

### **Introduction**

This Rulebook replaces all previously issued rules. It also reflects the official WKF PRO POINT FIGHTING Competition Rules.

These current rules are valid for all member states. Consideration can be given to local legal requirements and obligations if required.

The official language of the IRC is English. This Rulebook can be translated in to other languages by the IRC. In case of any discrepancies, the official English version shall prevail.

Without the specific written consent of either WKF or the IRC, this Rulebook shall not be copied, published or distributed. This includes electronic, digital, physical or any other duplication forms.

This Rulebook can be ordered free through the official website of the World Kickboxing Federation, [www.wkfkickboxing.net](http://www.wkfkickboxing.net)

# 1. Part – General

## Doping

It is not permitted to apply any substances to boost the performance, if such substance is banned by one of the appropriate Organisations as a doping substance. (IOC, Anti-Doping Agency, National Olympic Committee, WADA etc.).

WKF, the IRC, the tournament Promoter and the Official Doctor can and may perform controls. With the authorization of the WKF, other qualified Organisations and persons may perform such controls where the law requires it.

Fighters that intentionally avoid, obstruct or evade such controls, or manipulate them in any way, can be disqualified and banned, for a time period to be determined by the IRC.

The privacy, especially of Kids and Female Competitors, must be respected. Doping controls have to be made by a qualified person of the same gender. Where this is not possible, a member of the IRC of the same gender supervises the collection of the test sample.

## Entries into the WKF Sport Book

The Promoters of a tournament, a competition or a gala are responsible to make the following entries to the WKF sport book:

- a) Place, date and name of the event
- b) Discipline and score of the fighter
- c) Any Knockout, Stoppage or Surrender

Instead of the Promoter, the Head Referee, WKF Area/Ring Supervisor, or in case of a Knockout, Stoppage or Surrender a doctor can make the entries.

Banning periods after a Knockout, Stoppage or Surrender

- a) 1 month after the incident
- b) 3 months after the second incident
- c) 12 months after the third incident within 12 months (EEG required)

After a 12 month ban due to three Stoppages/Knockouts or Surrenders within 12 months, the fighter has also to submit a medical assessment with a negative EEG examination result, before being admitted to any competition again.

## Competition – Management

Fighting Area / Ring

Matted Area or in usual WKF approved Ring. The boxing rings must correspond to the norm of the AIBA (Association International de Boxe Amateur).

- a) The fighting area has to be square, and each side must have a length of 6m to 8m.
- b) On two sides facing each other, 1m from the centre of the square to the outside, two parallel lines are to be marked, on which the competitors line up at the beginning of the fight.
- c) Around the fighting area, a safety strip of 2m has to be kept clear. No Spectators or Referee-Tables are allowed to be placed within that strip. The strip can be marked out on the floor.
- d) The Timekeeper and Scorekeeper are located at the Referee-Table facing the Centre Referee.
- e) In case there is only one fighting area, sufficient space for the Medics and/or Emergency Personnel must be provided at the Referee-Table.

f) The Referee-Table must be equipped with the following items:

Score displays, Table stop watch, plus hand stop watch in reserve

Acoustic signal (Bell, Whistle, Horn), A Bean-Bag is also permitted ,

Spare papers / pencils, PC and printer permitted

## Referee and Supervisor

Judge & Referee licenses

- F **National Judge for local events**
- E National Judge for national events
- D National Judge & Referee for national events
- C International Judge & Referee for international events , including local titles
- B International Judge & Referee for all events including national pro titles
- A International Judge & Referee for all events including international pro titles

### A1 **Supervisor for all International title fights**

For any upcoming title fight requests we ask you to send just by mail few weeks before the compulsory **title application form**, to avoid any misunderstanding.

If WKF head office agrees the title fight you get the official confirmation, we fix it in the ranking and time schedule on our web site. So everybody could see World wide your event and the booked title fight.

**WKF head office will appoint the Supervisor for the title fight. A cost for air ticket, Hotel and food as well as the fee of 300 Euro belongs to the promoter.**

The A License and finally the A1 Supervisor License can be awarded only by majority decision from the IRC or WKF head office directly. These licenses are valid for three years. All international A class Referees and Supervisors are responsible themselves to extend their own licenses at least every third year.

For any international title fights are only two ways of judging possible, without any exception.

- A one judge from the host country, one from the opponent's country and one neutral
- B three judges from a neutral country

The ring referee can be however from any country. It is the responsibility of all judges to judge the fight fairly and without prejudice. The head referee table must report all points in any round in written form. The scoreboard is compulsory; victory is based on total points, not on winning single rounds.

The Supervisor is appointed by the WKF head office only; his duty is to fill in the score keeper form, hand over the certificate and observe everything and to confirm with his sign the official result, which he must report to WKF head office within 24 hours.

On request of the foreign fighter the supervisor can ask the promoter for that purse money (maybe travel expenses) on the same day before the event starts and hold on trust until fight is over and result is clear.

## Protests

The individual judgments of the Referees/Judges are not subject to protests.

The decision of the official Doctor is not subject to protests.

Protests are only possible in the following cases, and may only be placed after depositing a fee of 300 EUR in cash with the area supervisor.

1. A proven agreement between the Judges/Referees
2. The mathematical addition of the scores is wrong
3. The official WKF pro point fighting rules were violated

Video recordings or any photographic media cannot be used to justify a protest. Any type of recording is not evidence in a dispute and cannot be submitted as such.

After hearing protest from both parties and the Referee involved, the Supervisor makes the final decision. No further discussion shall continue on the subject at the venue. Any further disputes must be emailed within seven days of the incident to **office@wkwfworld.com** where the matter can be taken further. Any monies lost due to the decision of the Head Referee at the venue, shall be retained until a decision by the IRC has been reached.

Any dispute must be made without aggression, and only by the team manager or coach of the fighter. Any other presence will only be at the invitation of the Head Referee. After hearing both sides, he must only make his/her decision based upon the WKF rules.

The protest fees, if the protest is not successful, shall flow into the general account of the IRC for future Referee training and development. If in the case of a protest being put in after the competition, the IRC then makes the decision after hearing protest from both parties and the referee involved. The national federation has a limit of 30 days to make a statement in a matter of protest. If the decision of protest leads to a loss of a continental (European, African, Asian etc.) - or World Title, the final decision can only be given by the IRC. All monies shall be returned in the case of a successful protest.

## Referee Clothing

For title Fights all Referees must wear grey or dark trousers, a black shirt with an WKF print and a red bow tie. If necessary a dark blue blazer with an WKF logo can also be worn. To eradicate injuries, it's forbidden to wear any jewellery, watches or pens etc. The use of medical gloves is recommended. The Promoter is responsible for taking care of the Referees. It is also necessary that the Referee Tables are provided with mineral water.

## 2. Pro point fighting rules

### Rounds

Because it is not Semi-contact, there is no warning for strong contact. The power of the punches and kicks must be focused and controlled. BUT - if any fighter is bleeding or injured after to strong punch or kick, the guilty fighter must get compulsory a minus point, any clear "knock out" is forbidden and result compulsory in disqualification for the guilty fighter.

### DURATION OF ROUNDS

- National / International Champion title 3 x 2 min
- Continental Champion title (European, Asian etc. ) 4 x 2 min
- Intercontinental Champion title 5 x 2 min
- World champion title 6 x 2 min

The length of rounds is two minutes, men and women.

In the event of a draw after the final round, a one minute break is followed by one minute of extra fighting time. If after this extra time there is still no winner, there should be no break, and sudden death should come in to play. First to score is the winner.

### Weigh-In

The weigh-in of both fighters has to be completed at least 24 hours prior to the title fight, on the same scale, at the same time.

### Official WKF Weight Categories

Name of Weight Category	All Men	All Women
Atomweight		- 48 kgs
Bantam Weight	-54 kgs	-50 kgs
Feather Weight	-57 kgs	-54 kgs
Light Weight	-60 kgs	-57 kgs
Light Welter Weight	-63.5 kgs	-60 kgs
Welter Weight	-67 kgs	-63 kgs
Light Middle Weight	-71 kgs	
Middle Weight	-75 kgs	-66 kgs
Light Heavy Weight	-81 kgs	
Cruiser Weight	-86 kgs	
Heavy Weight	-91 kgs	+ 66 kgs
Super Heavy Weight	+91 kgs	

### Scoring

Punch to Head	1 point
Punch to Body	1 point
Foot Sweep	1 point
Kick to Body	1 point
Kick to Head	2 points
Jump Kick to Body	2 points
Any Jump Kick to Head	3 points

Scoring must be for the first technique only and follow-ups are not allowed.

## Scoring Areas

Back of Head / Side of Head / Face / Under Chin / Front Torso / Side Torso /

## Illegal Areas

Top of Head / Neck / Arm / Hand / Back / Kidney Area / Below the Belt (other than below the ankle Foot Sweeps)

All Sweeps must be boot to boot and no higher than the ankle. For a Sweep to score, the sweep must incur either a complete grounding, or a stumble leading to the fighter touching the ground with any part of the body other than the soles of the feet. Even the slightest of touches to the ground by the fingers for example, will result in the sweep being deemed successful.

## Legal techniques

Jab (landing with knuckle part of the glove)

Reverse Punch (landing with knuckle part of the glove)

Backfist (but not landing with the side of the fist)

Ridge hand (to head and body) Uppercut to the body only

Front Kick (to the body and head) , Side Kick (to the body and head)

Curving Front Kick (to the body and head)

Hook Kick, Spinning Hook Kick and Jump Spinning Hook Kick (to body and head)

Back Kick, Spinning Back Kick and Jump Back Kick and Jump Spinning Back Kick (to the body and head)

Roundhouse Kick and Jump Round Kick (to the body and head)

Inside & Outside Crescent Kick (to the body & head)

Jump inside & outside Crescent Kick (to the body & head)

Inside & Outside Axe Kick (to the body & head, including Jump Axe)

Sweep to the inside and outside of the opponent's boot  
(performed with inside of foot to below ankle both legs)

## Illegal Techniques

Any open handed strike with the inside of the hand (Slapping)

Spinning Back Fist, Knife Hand (including Spinning/Turning Knife Hand Strike)

Palm Heel Strike and Strikes with the elbows

Any Throw and any Takedown, pushing with arms

Leg Kicks, Strikes with the knee, Strikes with the Head, Use of the thighs

Touching the ground with any other part of the body than the soles of the feet

Forward Rolls, Hand Stands, Cart Wheels, any blind Technique, any drop sweep

## Illegal Actions

Swearing

Verbal attacks to the Opponent or Officials, Accusations of cheating to any Official or Competitor

Uncontrolled Strikes and Kicks, any strike or kick to a joint

Strike to top of head or to the back of the body, Strike or Kick to the groin

Scratching, biting or spitting, punching or kicking after the Referee calls stop

Leaving the fighting area, Falling down, Running around the area

Using faulty or ill-fitting safety equipment, Wasting time in an unsporting behaviour, talking

Causing offence by inappropriate apparel, gestures or words, Excess power

Refusing to touch gloves or any other unsporting behaviour

All of the above offences may be punishable by the Referee. The Referee may decide to officially warn, deduct a point or disqualify the competitor depending upon the severity of the offence.

## Fighter's Equipment

Head-Guard	NO HEAD GUARD IN PRO POINT FIGHTING
Gum-Shield	Must be a Martial Arts or Boxing type. No Football / Rugby type.
Semi Gloves	Must cover the fingers and thumbs up to the second knuckle. Boxing gloves are prohibited at all times for "pro point fighting"
Kick Boots	Must cover the Instep and heel. They must be full boots and not Shin-Guards with instep pads Boots must cover the whole foot.
Groin Guard	For both Men and Women, they must be worn under clothing and not on top
Shin Guards	Must be worn under clothing and not on top. Must not be worn higher than the knee
Chest Guard	Must be worn under clothing and not on top, compulsory for female Adults.

## Clothing

Fighters must be clean and dressed in an appropriate outfit. Toe nails should be clean and cut short. Fighters should wear a clean T-Shirt that ensures that the top half of the arm is covered by a sleeve. A traditional Gi / dobok is not permitted. Sponsors names and slogans are allowed providing they are in good taste and do not cause offence.

Martial Arts style trousers must be worn. The trousers should cover the Velcro fastening on the boots and should be full length. There should be no zips, pockets or buttons on the trousers at all. Track suit style trousers are not allowed.

Hand bandages are allowed, maximum length 2.5 meters. Tape may be used on the hand, and bandages of the hand are recommended by WKF for safety purposes. The Referee may judge inappropriate if too much is used.

Long hair should be tied back. No Metal/Plastic objects to be worn by any competitor, including earrings, eyeglasses, watches, hair grips, chains, rings, piercing jewellery etc. Soft contact lenses are allowed at the Fighter's risk. The Coach must wear appropriate clean sports clothing, and sporting shoes. A Coach must not display any "Officials" type clothing. Any suits, shirts, blazers etc must be covered up if in the act of Coaching.

## Equipment Check

Each Fighter is subject to an equipment check prior to the start of the fight. The checks are to be done by the Line Judges, from the same gender if possible. If there is no female Judge / referee in duty, a female official can check all female competitors. No referee can touch any fighter during the equipment check.

## What the Referee can do

The Referee is the only person who can stop the bout. The Medic or match doctor must signal to the Referee if he/she wants the fight stopped. The Coach can retire the Fighter.

The Referee may change any or all of the officials in his area if he wishes. This must not happen during a fight unless an Official is ill. The Referee must deduct a point for a third and fourth exit Warning.

The Referee must disqualify a Fighter for the fifth Exit Warning.

The Referee can disqualify a Fighter, after a majority decision between Judges and Referee, if excess power is used. A Warning or Minus Point for any other matter can be given without consulting the Judges.

The Referee can issue a warning, or disqualify a Fighter if aggression is shown towards any Official. Physical aggression towards any Official will incur an immediate expulsion from the building, and a report must be submitted via email to the WKF IRC and to the WKF Head Office within seven days by the attended head referee. The Fighter must remain suspended until the matter has been dealt with by the IRC. A permanent expulsion from WKF is a highly likely outcome.

## Recording the scores

There must be a table just off the mat which should have a scoreboard. The scoreboard should have Red and Blue sides which should be able to record the points scored and the Area Warnings. Referee Warnings must be recorded on paper by the Scorer. Area Warnings and Referee Warnings are to be kept separate.

Area warnings occur when a competitor's "whole" foot is over the line indicating the edge of the fight area. A competitor cannot score when he/she is out of the area but he/she can be scored against. Referees must ensure that the competitor is not pushed out of the area. For a Referee to issue an area warning, the competitor must voluntarily leave the area.

A technique can only score if it is executed with complete balance. Any loss of balance after a technique will render the score invalid and the Referee must indicate "no score".

**A Score must comprise of: a legal technique, to a legal target area, with legal use of power. All three things must be present for a score to count.**

There must be two Line Judges and one Referee per fight area. The Line Judges must move and not remain static. The Judges and Referee must act as a team as the Referee cannot overrule a Judge's opinion (unless it is a clear breach of the rules).

For any international title fights are only two ways of judging possible, without exception.

- A one judge from the host country, one from the opponent's country and one neutral
- B three judges from a neutral country

The Judges and Referee must indicate a score by raising their hand towards the scoring fighter indicating the amount of points scored by extending the relevant amount of fingers. If two or more Officials indicate the same technique, then the fight is stopped by the Referee by calling "Stop". The fighters return to their start point, and the Referee indicates the number of Officials who have scored the technique by pointing to each scoring Official (including him/herself if he/she has scored the technique). This is to show the Spectators and Coaches, which Officials have given the point, and if it was a majority or not.

He/She then shows the number of points by raising his arm, extending the relevant number of fingers to the table. The Referee must then move his/her arm towards the fighter to indicate which fighter is to have the points awarded to. This



enables the Scorer to see the number points easily to reduce scoring errors. The Referee must ensure the Scorer is accurate with the scoring.

A score can only be given if there is a majority of two Officials indicating a score. Of course, it can be all three Officials that indicate the same score. If two Officials indicate the same score to the same fighter, and the third Official differs, the majority wins and the score goes with the majority.

If two Officials indicate two different points to the same fighter, is there only “no score” possible.

If the hands of the officials do not indicate the points at the same time, the score cannot stand. The officials must react immediately and any points indicated after the “stop” cannot score.

If the Referee is not sure about what the Judges are scoring, he may stop the time and call both Judges in to the centre to discuss it. The Officials must resume their position, and the centre Referee must shout “Score”. The Officials, including the centre Referee, must give the points that they are finally awarding. This score is now final. (It is not good practice to do this very often).

In all cases, the Referee must indicate his opinion. A Referee has the same responsibility to indicate, with his raised hand and fingers, the points that he wishes to score. A Referee must not “follow” the Line Judges. He must have an opinion of his own, and show it at the same time as the Line Judges.

## **Start of the fight**

Fighters may be assisted by two Coach who must remain seated. The checks are to be done by the line judges, prior to allowing them in to the centre of the mat. The Fighters must be parallel to the sides of the mat and one metre apart in the centre, facing each other (not corner to corner). The Referee faces the table, checks both Line Judges are ready and indicates to the Timekeeper that the fight is about to start. The Fighters must touch gloves to indicate good spirit, and the Referee starts the fight by calling “Fight”.

### **During the fight**

The Fighters continue to try to score against each other until the Judges or Referee sees a score. The Referee calls stop, the Fighters return to their mark, the Referee indicates which Judges are scoring, shows the number of points to the table, and then indicates to which Fighter the points are awarded. The Referee restarts the fight again by calling “Fight”. A Fighter or Coach can request time by making the letter “T” with their hands and taking a step back. Any apparent time wasting or misuse of this will incur a Warning from the Referee. Time does not stop until the Referee indicates the Timekeeper to stop. The time is not stopped to award points but it is stopped to allow adjustments to safety equipment. If a Referee Warning is given, the time must be stopped. Only the Referee can start and stop the fight, or the time.

### **Ending the fight**

The Timekeeper indicates the end of the fight by a whistle, bell or by throwing a beanbag. The Referee calls “Stop” and the Fighters cease fighting. Any points scored in between the Timekeeper indicating the end of time and the Referee calling “Stop” must be scored. Only the Referee can stop the fight, not the Timekeeper. The Referee indicates the winner by calling the scores and raising the arm of the winner. The fighters should touch gloves after the fight.

## **Medical Requirements**

The minimum standard is an official match doctor . Just a “First Aider” is not enough and Ambulance personnel are a recommendation, but it is not an essential requirement. No Medic = No fight! Medical Staff must stay until the last fight is over, and they are satisfied that they won't be required any further and that there is no further risk of a delayed problem or condition. Medical examination of Fighters prior to the start of the Tournament is recommended by WKF, but not compulsory. All Fighters compete at their own risk. No local anaesthetics, plasters or bandages may be administered before or during any contest.

## Hand Signals

The following are for use by Judges & Referee

	<b>OPINION</b>	<b>HAND SIGNAL</b>
1	Yes, I saw the points	Raise the hand and show the score
2	No, I saw nothing	Both hands crossed in front of face
3	I saw but no score	Both hands crossed in front of legs
4	Competitor stepped out	Run open hand along in the direction of the area border
5	Both fighters scored same time	Raising both hands and awarding the points to both sides
6	Illegal Technique	Point to the sky and circle the hand
7.	Blind score (not looking at target)	Turn the body and punch away without looking
8.	Holding or grappling	Holding own arm and pull to indicate a holding technique
9.	Turning the body or running away	Mimic the action or rotate hand

## Striking Power

The power involved in **pro point fighting** must be controlled. Any excess power must be punished by the Referee. The choices available to the Referee are as follows, depending on the severity.

1. To warn the Fighter
2. To issue a point reduction
3. To disqualify the Fighter

The Referee Warning System and - the Area Warning System

1<sup>st</sup> Warning

2<sup>nd</sup> Warning

3<sup>rd</sup> Warning = Equalling a minus point

4<sup>th</sup> Warning = Equalling a second minus point

5<sup>th</sup> Warning = Disqualification

## **REMEMBER: AREA WARNINGS AND REFEREE WARNINGS ARE TO BE KEPT SEPARATE AND NOT ADDED TOGETHER!**

To issue a Referee Warning or a Minus Point, the time must be stopped by showing a "T" sign with the hands to the Timekeeper. The Fighter must be called to the centre of the fight area to face the Referee. The Referee must inform the Fighter why he/she is being penalized, show the sign, wag his/her finger in an authoritative way and shout "NO!" The Referee indicates what number Warning it is by showing the relevant warning number on his fingers before showing the same to the Scorer and then pointing to the Fighter.

A Minus Point is indicated by the Ref holding his/her own right elbow with their own left hand, showing the single index finger towards the ceiling, and dropping it straight down to point to the floor. A Warning, Minus Point or Disqualification may be issued by the Referee to any Fighter because of the actions of his/her Coach. The Coach forms part of the Fighter's Team, and the Fighter is responsible for the Coach.

**A Warning and a Point cannot be given to the same Fighter at the same time.**

## **Injury rule**

If a fighter gets injured and cannot continue, the Referee must ask the Judges if there was a foul. Between the two Judges and the Referee, there needs to be a majority decision to decide whether it was an accident or not. The Referee cannot call a foul if both Judges saw nothing wrong.

If a Fighter is injured and the fight is over because of a foul, the innocent injured Fighter is declared the winner.

If a Fighter is injured and the fight is over because of an accident, the contestant with the highest number of points is declared the winner. (If the points are drawn, the uninjured Fighter is declared the winner.)

If a Fight is over because of an accident (clash) to both Fighters, and neither can continue, the Winner is the Fighter with the higher points at the time of the fight stopping. If both scores are the same, the fight becomes a No Contest, and no result will be recorded.

The Referee, after discussion with the Judges, can stop the contest if one of the fighters is out of condition and struggling. There is no standing 8 count in Semi Contact. This fight gets recorded as an "technical decision" as RSC.

**The Doctor can decide that the Fighter cannot continue**

**A Referee or Judge cannot decide how badly a Fighter is injured and must take advice from the Medical Team**

**No protest can be made about a Medical Decision.**

**The Referee / Supervisor cannot change any of the WKF rules and cannot overrule the Medical Decision**

## **Champions Regulations**

### **1. TITLE DEFENCE**

A new WKF **pro point fighting** Champion will have the option of defending the title within the first six (6) months of their reign. After six (6) months a title defence will be mandatory, if there is more than one qualified challenger the Champion may choose which challenger he will defend against. A Champion must respond to a challenge within seven (7) days of receiving it from the WKF head office

If a Champion had not made a defence for more than twelve (12) months they will be declared inactive, they would have no choice but to defend against the first qualified challenger, confirmed by the WKF head office.

If a Champion had not made a defence for more than eighteen (18) months and declared inactive, the WKF can declare the title vacant without giving notice. The WKF has the final decision on whether a challenger is qualified.

### **2. CHAMPIONS CONDUCT**

WKF Champions must conduct themselves in public in a professional and sports man like manner. Any behaviour likely to bring the WKF or the sport into disrepute may result in disciplinary action or stripped of the title.

If a Champion is convicted of a violent crime, they will be automatically stripped of the title and will face disciplinary action and possible suspension for competing on WKF sanctioned events.

### **3. VACATING TITLES**

If a current Champion wins the next title in line (e.g. if a national Champion wins a continental title) the low level title will be automatically vacated with no exception.

If a Champion moves up or down a weight division and wins a title of the same level the Champion may hold both titles for a period of three (3) months after which he must choose the weight division he want to compete in and the title he want to keep, then vacate the other title.

## **Promoter Regulations**

### **1. PROMOTERS LICENSE**

Promoters must apply to be licensed by the WKF. The promoter license is valid always for 12 month from the date of the payment. The promoter license will be sent by mail on request.

### **2. DUTY OF CARE**

Event promoter's who plan to stage a combat sports event sanctioned by the WKF, do so on the understanding that they have a duty of care in regards to Fighters who compete on their event and they must ensure and safe competition arena and fairly matched contests.

### **3. EVENT VENUE**

The event venue booked by the promoter must be suitable to host a combat sports tournament, the venue must have suitable dressing rooms and warm-up areas. The promoter must provide adequate security in ratio to the number of spectators or the capacity of the venue. The promoter must not over-sell to the point where the number of spectators exceeds the capacity of the venue. The WKF Supervisor has the right to withdraw WKF sanction if they decide the venue is unsuitable or overcrowded.

### **5. OFFICIALS TEAM**

The official's team of referees, judges, supervisor and time keeper will be selected and assigned by the WKF, the promoter is responsible for payment of the official's, team fees, Hotel, food and travel expenses.

### **6. MEDICAL TEAM**

The promoter must hire a Medical Team and that team must include a qualified Doctor. A qualified Paramedic and Ambulance Technician/Driver and a frontline Ambulance is high recommended. The promoters must provide the medical team an area in the venue to conduct pre-fight medical checks. The promoters must provide the medical team seats at ringside and space for medical equipment.

## **Title matches & sanctions fees**

All fees for **pro point fighting** are on request by mail to WKF head office!

When a promoter wishes to stage an WKF title match he must provide the following:

If a current champion holds the title and the promoter wishes to stage a match between the Champion and a ranked contender. The promoter must present the Champion on 60 days notice a date, venue, named opponent and purse offer.

WKF sanction fees must be transferred in total **30 days in advance** of the event to one of these Bank accounts:

Austria: Bank Austria IBAN: AT21 1200 0236 1175 9001, BIC: BKAUATWW

Switzerland: Raiffeisenbank Mittelrheintal IBAN: CH 1281319 00000 870 43 38/CHF BIC: RAIFCH 22

Germany: Kreissparkasse Döbeln IBAN: DE53 8605 5462 0033 0036 67 BIC: SOLADES1DLN /

## **Matchmaking**

The promoter may hire a professional licensed matchmaker or do the matchmaking themselves, in the case of title fights the WKF will assist with matchmaking. If the promoter is knowingly involved in making a mismatch where one fighter is at a distinct disadvantage due to weight difference or lack of experience and would be considered to be at risk of serious injury the promoter will face disciplinary action. WKF Supervisor has the right to cancel any match they consider unfair or unsafe.

## **Fighter agreements**

The WKF recommend that promoters enter into written agreements main event fighters that clearly state the conditions of the bout, purse money and travel expenses if any. In the case of title fights the written agreement would have to be approved by the WKF. When a promoter is inviting fighters from overseas they must provide a minimum of two return airfares, twin room hotel accommodation, return transfers for the airport to the hotel and a cash payment per person per day for living expenses.

In the case of a dispute between a promoter and a fighter where there is a written agreement the WKF representative will act as an arbitrator. If either party is found to be in breach of the written agreement they may face disciplinary action.

See the website <http://pointfighting.wkfworld.com/> and "title fight minimum requirements"