Rules of
Department of Economic Development
Division 40—Office of Athletics
Chapter 5—Inspector Duties and Rules for Professional Boxing, Professional Wrestling, Professional Kickboxing, and Professional Full-Contact Karate

Title                                                                 Page

4 CSR 40-5.010  Inspectors .................................................................3
4 CSR 40-5.020  Contracts and Penalties (Rescinded May 11, 1989) ..................3
4 CSR 40-5.030  Rules for Professional Wrestling ........................................3
4 CSR 40-5.040  Rules for Professional Boxing ...........................................5
4 CSR 40-5.050  Rules for Amateur Boxing (Rescinded May 30, 2002) ..............7
4 CSR 40-5.060  Rules for Professional Kickboxing and Professional Full-Contact Karate ....7
4 CSR 40-5.070  Semiprofessional Elimination Contest (Rescinded May 30, 2002) ..........8
4 CSR 40-5.010 Inspectors

PURPOSE: This rule defines the duties and responsibilities of inspectors.

(1) The office shall assign inspectors as it deems necessary.

(2) In all contests, contestants, promoters, managers, matchmakers, judges, referees, timekeepers, seconds, announcers and physicians at all times shall be under the direction of the office or its inspector(s).

(3) Employees and inspectors of the office cannot have any interest in or connection with, either directly or indirectly, any promotion of either professional boxing, professional wrestling, professional kickboxing or professional full-contact karate in this state or have any interest, directly or indirectly, in any contest or contestant.

(4) The office and its inspectors may supervise the sale of tickets, check the counting of receipts and enforce all rules of the office.

(5) The ticket taker immediately must deposit every admission ticket, pass or complimentary ticket in a securely locked box. It shall be opened only in the presence of the office’s inspector who shall see that all tickets or passes are carefully counted and reported to the office, along with the price of admission charged for each class of tickets and exchanges and the gross receipts of all tickets and exchanges.

(6) Before the start of a contest, an inspector must check all contestants, promoters, managers, matchmakers, announcers, seconds, timekeepers, referees and physicians for licenses issued by the office. Any of those persons without a current license issued by the office shall not participate in the contest until an application and license has been received and the application is approved by the office.

(7) An inspector must be present in the dressing rooms at the designated time for weighing in contestants and inspecting all equipment.

(8) An inspector must examine and approve all handwraps being placed on contestants. After approval all handwraps must be initialed by the inspector present.

(9) An inspector must be present when each contestant is being gloved. After approval of the gloving, the tape around the strings must be initialed by the inspector present.

AUTHORITY: section 317.006, RSMo 2000.*


4 CSR 40-5.020 Contracts and Penalties

(Rescinded May 11, 1989)


4 CSR 40-5.030 Rules for Professional Wrestling

PURPOSE: This rule describes authorized practices to be employed for professional wrestling contests.

(1) All professional wrestling contests shall be subject to the laws and regulations governing professional wrestling. The promoter shall be liable for ensuring that all statutes and rules promulgated by the office are strictly observed and carried out, including using only licensed individuals at all contests.

(2) A person may not be issued a license to wrestle by the office if s/he is under sixteen (16) years of age. An applicant for a license as a wrestler must be in writing on a form furnished by the office. Any person who gives incorrect information in an application for license as a wrestler may be disciplined by the office.

(A) A wrestler who is under the age of eighteen (18) years of age, must have a signed notarized affidavit from their legal guardian approving them to participate as a wrestling contestant.

(B) The promoter to have a licensed “medical doctor” or “doctor of osteopathy” and/or ambulance present at the contest, as deemed necessary.

(3) Any wrestler applying for a license or renewal first must be examined by a physician licensed with the designation of “medical doctor” or “doctor of osteopathy” to establish physical fitness. The office may order the examination of any wrestler at any time to determine whether the wrestler is fit and qualified to engage in further contests. The professional wrestler must successfully complete an annual physical examination by a physician of the wrestler’s choice within thirty (30) days of application for initial licensure and within thirty (30) days of application for license renewal, the office may increase the thirty (30)-day limit under special circumstances approved by the office. A wrestler who has applied for a license to engage in professional wrestling, or a wrestler who has applied for renewal of his/her license must:

(A) Provide with his/her application an original or certified copy of the results of the following medical tests performed by a certified laboratory no earlier than one hundred eighty (180) days before the application is submitted, which shall:

1. Verify that the contestant is not infected with the human immunodeficiency virus (HIV); and

2. Verify that the contestant is not infected with the hepatitis B or C virus. The office may require a wrestler to submit to additional medical testing as deemed necessary.

(4) The office may require:

(A) A contestant to undergo a drug test. All fees involved with drug tests are the responsibility of the promoter or contestant. A positive reading may result in the suspension or discipline of a license.

(B) The promoter to have a licensed “medical doctor” or “doctor of osteopathy” and/or ambulance present at the contest, as deemed necessary.

(5) The referee and/or the office shall decide all questions arising out of a contest not specifically covered by the statutes and these rules. In all other respects, wrestling shall be subject to the statutes and rules governing this sport.

(6) Wrestlers shall appear at the location of the event at least one (1) hour before the scheduled contest begins.

(7) Wrestler’s Equipment.

(A) A wrestler shall be clothed in clean apparel.

(B) A wrestler may wear two (2) pair of trunks, one (1) over the other.

(C) If a wrestler wears shoes, they shall be fitted with soft tops, soft smooth soles, soft laces and equipped with eyelets only.

(D) A wrestler may not have any grease, lotion, or foreign substances on the body.

(E) A female wrestler must wear trunks and a top.
(F) The inspector present at the event may disallow the use of inappropriate attire or disqualify a wrestling participant for the lack of appropriate attire.

(8) Contestants shall have their fingernails trimmed closely.

(9) Ring Barrier.
(A) A ring shall be enclosed within a barrier which shall be erected between the ring and the seating area in the arena.
(B) The barrier shall be at least:
1. Six feet (6') away from the ring; and
2. Four feet (4') away from the first row of the seating area.
(C) The ring barrier shall conform to the following requirements:
1. Be constructed of metal or other shatterproof material;
2. Be designed to prevent a wrestler from exiting through the barrier into the seating area during a contest;
3. Be built to a height of at least forty-two inches (42") from the floor of the arena; and
4. Be stable.
(D) The ring barrier shall be approved by the office or the office’s representative before its use during a contest.

(10) Time Limits.
(A) A wrestling match shall have a maximum time limit of sixty (60) minutes.
(B) The office may authorize any other time limit.

(11) A timekeeper shall begin the beginning of the time limit of a contest upon the referee’s signal and shall sound the bell at the referee’s command.

(12) Conduct of Wrestling Contest.
(A) A wrestling contest shall be determined by:
1. One (1) fall; or
2. Two (2) out of three (3) falls.

(13) Scoring a Fall.
(A) A fall is scored by a wrestler when the wrestler’s opponent has both shoulders touching the mat for a count of three (3) seconds.
(B) The referee shall signal the wrestler scoring a fall by immediately slapping the mat.

(14) Breaking.
(A) A wrestler:
1. Shall break a hold when instructed by the referee;
2. Failing to break upon instruction by the referee, the offending contestant shall be given a count of ten (10) to release the hold; and
3. Failing to release the hold after the count of ten (10), the offending contestant shall be disqualified and the opponent shall be awarded the match by the referee.

(15) When any part of a contestant’s body is touching the ropes or is outside the ropes or if, in the judgment of the referee, the contestant is no longer able to properly protect him/herself, the referee shall call time and the contestants at once shall release any holds and return to the center of the ring to standing positions and resume the bout.

(16) Prohibited Activities.
(A) The following actions are prohibited:
1. Inhibiting breathing by covering the nose and mouth at the same time; and
2. Unsportsmanlike or physically dangerous conduct.
(B) A wrestler continuing to engage in prohibited activities after sufficient warning may be disqualified by the referee.
(C) No wrestling contestant shall use a foreign object(s) or prop(s) with the deliberate intent to lacerate himself or herself, or one’s opponent. No animal blood or human blood, other than that of the wrestling contestants that is incidentally introduced during a match, may be used as a prop or special effect in any wrestling match. Vials, capsules or any vessel containing a gel substance appearing to be or simulating blood may be used as a prop or special effect during a wrestling contest so long as the container cannot cause lacerations upon breakage. The intent to use a foreign object(s) or prop(s) during a wrestling match must be disclosed to the office prior to any wrestling contest and shall be subject to the approval of the inspector present at the event. This shall include any vial, capsule or container holding a gel substance that is meant to simulate blood.

(17) Refusal or Inability to Continue.
(A) If a wrestler refuses or is physically unable to continue a match, the match shall be ended and the decision awarded to the wrestler’s opponent.
(B) “Tag Team Wrestling” means a contest between two (2) teams each composed of two (2) or more wrestlers.
(C) A team shall be awarded a fall when a member of the team scores a fall against a member of the opposing team.

(18) A two (2)-minute rest period may be permitted between falls.

(E) A tag team contest shall be conducted as follows:
1. The contest shall begin with one (1) wrestler from each team inside the ring while the respective partners remain outside the ring on the apron;
2. The wrestler(s) outside the ring may not enter the ring unless a fall is scored or his/her partner has tagged his/her hand;
3. In order to be eligible to receive a tag, the wrestler’s partner shall be outside the ring on the apron in the proper corner with both feet on the ring apron and only receive the tag over the top ring rope;
4. When the tag is made, the wrestler making the tag shall leave the ring as the partner enters the ring;
5. Only two (2) wrestlers from opposing teams shall be permitted to be in the ring at any one (1) time;
6. After the scoring of a fall a wrestler may relieve the partner;
7. If a wrestler is unable to continue, the wrestler’s partner shall continue the contest alone;
8. The referee may call time after an injury to permit the injured wrestler to be removed from the ring; and
9. Release the rope provided in the team corner until officially tagged by the partner.

(19) The referee shall warn a team of any prohibited conduct and may disqualify a team for persisting in prohibited conduct after a warning.

(20) A wrestler may have a second who:
(A) Shall remain in the wrestler’s corner outside the ring enclosure; and
(B) The referee may immediately eject from the ring area any second engaging in prohibited activities after sufficient warning.

(21) Referee.
(A) The referee shall have the authority to conduct the contest and enforce the regulations of the office;
(B) The referee’s decision on any matter, whether arising under these regulations or not, shall be final; and
(C) Referees assigned to officiate a contest shall:
1. Be properly attired thirty (30) minutes before the scheduled time of the opening contest; and
2. Remain attired and available until all matches have been concluded.

(22) Responsibility of Promoter.
(A) A promoter shall be responsible to the office for the conduct of its representatives and employees, including officials and contestants affiliated with the event.
**Chapter 5—Inspector Duties and Rules for Professional Boxing, Professional Wrestling, Professional Kickboxing, and Professional Full-Contact Karate**

**4 CSR 40-5.040 Rules for Professional Boxing**

**PURPOSE:** This rule describes the authorized practices to be employed for professional boxing contests.

(1) No bout shall exceed twelve (12) rounds nor be less than four (4) rounds. Rounds involving male contestants shall be no more than three (3) minutes in length with a one (1) minute rest period in between rounds. Rounds involving females shall be no more than two (2) minutes in length with a one (1) minute rest period between rounds.

(2) Before a contest permit will be issued, each professional boxing contest shall include a scheduled main bout of at least eight (8) rounds and at least one (1) semi-main bout of at least six (6) rounds. The remaining bouts may not be less than four (4) rounds each. A contest must have a minimum of four (4) bouts totaling not less than twenty-four (24) rounds. The Office of Athletics may waive any of these restrictions at its discretion.

(3) No professional boxing bout shall be advertised or promoted as a championship bout unless it has the specific approval of the office.

(4) Contestants shall only fight contestants in their own weight category unless permission is granted by the office. In no instance shall the office waive the weight category requirements, when the contestant’s weight span exceeds ten (10) pounds excluding the weight classifications in subsections (L) and (M) of this section. Following is the schedule of weight classification:

<table>
<thead>
<tr>
<th>Weight Category</th>
<th>Maximum Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flyweights</td>
<td>108–111 lbs.</td>
</tr>
<tr>
<td>Bantamweights</td>
<td>112–118 lbs.</td>
</tr>
<tr>
<td>Featherweights</td>
<td>119–126 lbs.</td>
</tr>
<tr>
<td>Jr. Lightweights</td>
<td>127–130 lbs.</td>
</tr>
<tr>
<td>Lightweights</td>
<td>131–135 lbs.</td>
</tr>
<tr>
<td>Jr. Welterweights</td>
<td>136–140 lbs.</td>
</tr>
<tr>
<td>Welterweights</td>
<td>141–147 lbs.</td>
</tr>
<tr>
<td>Middleweights</td>
<td>155–160 lbs.</td>
</tr>
<tr>
<td>Super Middleweights</td>
<td>161–168 lbs.</td>
</tr>
<tr>
<td>Light Heavyweights</td>
<td>169–175 lbs.</td>
</tr>
<tr>
<td>Cruiserweights</td>
<td>176–190 lbs.</td>
</tr>
<tr>
<td>Heavyweights</td>
<td>over 190 lbs.</td>
</tr>
</tbody>
</table>

(5) Boxing Contestants.

(A) Flyweights 108–111 lbs.
(B) Bantamweights 112–118 lbs.
(C) Featherweights 119–126 lbs.
(D) Jr. Lightweights 127–130 lbs.
(E) Lightweights 131–135 lbs.
(F) Jr. Welterweights 136–140 lbs.
(G) Welterweights 141–147 lbs.
(I) Middleweights 155–160 lbs.
(J) Super Middleweights 161–168 lbs.
(K) Light Heavyweights 169–175 lbs.
(L) Cruiserweights 176–190 lbs.
(M) Heavyweights over 190 lbs.

(6) If a contestant claims to be injured during the bout, the referee may stop the bout and request the physician to make an examination. If the physician decides that the contestant has been injured and should not continue, s/he should so advise the referee. If the physician decides that the injured contestant may be able to continue, s/he may order up to a five (5)-minute recovery period, after which s/he will make another examination and again advise the referee of the injured contestant’s condition.

(7) If a contestant falls due to fatigue, or is knocked down by his/her opponent, s/he will be allowed ten (10) seconds to rise unassisted. Following a contestant’s fall, his/her opponent shall go to the farthest neutral corner and remain there during the count. The referee shall stop counting if the opponent fails to go to the neutral corner, then resume the count where it was left off when the opponent goes to the neutral corner. A contestant who is knocked out or falls out of the ring shall be allowed twenty (20) seconds to return to the ring.

(8) In case of a knockdown, the eight (8)-count is mandatory.

(9) The office may require a contestant to submit to any physical examination if deemed necessary to determine if the contestant is in a physical condition that would allow him/her to participate as a boxing contestant in the future.

(10) Preliminary contestants shall be ready to enter the ring immediately after the finish of the preceding bout. Any contestant causing a delay by not being ready to immediately proceed when called may be subject to discipline.

(11) Any boxing contestant who has participated in a professional bout anywhere shall not participate in a boxing bout in Missouri for at least seven (7) days after the previous bout. Any boxing contestant who is currently on suspension or revocation from any boxing commission, domestic or foreign, shall not participate in any bout in Missouri until the suspension or revocation is lifted.

(12) No person other than the contestants and the referee shall enter the ring during a bout. There shall be no standing or other distractions by seconds or managers while the bouts are in progress. Offenders shall be removed from the corners and their license shall be subject to discipline. The physician may enter the ring if asked by the referee to examine an injury to a contestant.
(13) Handwraps shall not exceed the following restrictions: one (1) winding of surgeon’s adhesive tape, not over one and one-half inches (1 1/2") wide, placed directly on the hand to protect the hand near the wrist. The tape may cross the back of the hand twice but shall not extend within one inch (1") of the knuckles when the hand is clenched to make a fist. Contestants shall use soft surgical bandage not over two inches (2") wide, held in place by not more than two feet (2’) of surgeon’s adhesive tape for each hand. One (1) twenty (20)-yard roll of bandage shall complete the wrappings for each hand. Bandages shall be adjusted in the presence of an inspector and both contestants. Either contestant may waive the privilege of witnessing the bandaging of opponent’s hands.

(14) Gloves shall not be twisted or manipulated in any way by the contestants or their seconds. If a glove breaks or a string becomes untied during the bout, the referee will instruct the timekeeper to take time-out while the glove is being adjusted. All gloves shall be at least eight (8) ounces, with the thumb attached.

(15) Contestants must wear proper athletic attire and appropriate protective devices including mouthpiece and protective foul-proof cup. If the mouthpiece comes out during the fight, the referee shall have the second replace the mouthpiece at the first lull in the action.

(16) Only discretionary use of Vaseline and/or similar petroleum based products, and nothing else will be allowed on the face, arms or any part of the body.

(17) Twenty (20) points shall be the maximum number scored in any round. The round winner will receive ten (10) points and his/her opponent proportionately less. If the round is even, each contestant will receive ten (10) points.

(18) A boxer will be deemed down when any part of the body other than the feet is on the floor or when s/he is hanging helplessly over or on the ring ropes (but even then s/he is not officially down until so pronounced by the referee, who may count him/her out on the ropes, on the floor or while rising from a down position).

(19) The following tactics or actions shall be fouls:

(A) Hitting below the belt;

(B) Hitting an opponent who is down or is getting up after being down;

(C) Holding an opponent with one (1) hand and hitting with the other;

(D) Holding or deliberately maintaining a clinch;

(E) Wrestling or kicking;

(F) Striking an opponent who is helpless as a result of blows but is supported by the ropes and does not fall;

(G) Butting with the head or shoulder or using the knee;

(H) Hitting with the open glove or with the butt of the hand, the wrist or the elbow or backhand blows;

(I) Purposely going down without being hit;

(J) Deliberately striking the body over the kidneys;

(K) Using the pivot blow or deliberately using the rabbit punch;

(L) Jabbing the opponent’s eyes with the thumb of the glove;

(M) Using abusive language in the ring;

(N) Using any unsportsmanlike trick or action;

(O) Hitting on the break;

(P) Hitting after the bell has sounded ending the round;

(Q) Roughing at the ropes;

(R) Pushing an opponent about the ring or into the ropes;

(S) Spitting out the mouthpiece intentionally;

(U) Biting; and

(T) Any other actions that are deemed fouls by the referee that are not described above and approved by the inspector shall be called by the referee.

(20) For the fouls listed in section (19), the referee may penalize a contestant by warning the contestant, taking a point(s) or disqualifying the contestant.

(21) Injuries sustained by fouls:

(A) Intentional Fouls.

1. If an intentional foul causes an injury, and the injury is severe enough to terminate a bout immediately, the boxer causing the injury shall lose by disqualification.

2. If an intentional foul causes an injury and the bout is allowed to continue, the referee will notify the authorities and deduct two (2) points from the boxer who caused the foul. Point deductions for intentional fouls will be mandatory.

3. If an intentional foul causes an injury and the injury results in the bout being stopped in a later round, the injured boxer will win by technical decision if s/he is ahead on the scorecards or the bout will result in a technical draw if the injured boxer is behind or even on the scorecards.

4. If a boxer injures him/herself while attempting to intentionally foul his/her opponent, the referee will not take any action in his/her favor, and this injury will be the same as one produced by a fair blow.

5. If the referee feels that a boxer has conducted him/herself in an unsportsmanlike manner s/he may stop the bout and disqualify the boxer.

(B) Accidental Fouls.

1. If an accidental foul causes an injury severe enough for the referee to stop the bout immediately, the bout will result in a no contest if stopped before four (4) completed rounds.

2. If an accidental foul causes an injury severe enough for the referee to stop the bout immediately, after four (4) rounds have been completed, the bout will result in a technical decision, awarded to the boxer who is ahead on the scorecards at the time the bout is stopped. A partial or incomplete round will be scored. If no action has occurred, the round should be scored as an even round. This is at the discretion of the judges.

3. A fighter who is hit with an accidental low blow must continue after a reasonable amount of time but no more than five (5) minutes or s/he will lose the fight by technical knockout.

(22) In case of a cut, the referee may consult the physician to determine if the bout shall be stopped or can continue. If the physician steps on the ring apron, the referee must have the injured contestant examined by the physician. Final authority rests with the referee. If the boxer who is cut by legal blows cannot continue, that boxer shall lose by technical knockout.

(23) The office may discipline the license of any contestant, manager, matchmaker, judge, second or any official who is guilty of unfair dealings, unsportsmanlike conduct, protesting the decisions of the officials in an unsportsmanlike manner or violating any rules. Any boxing second or manager who acts in an unsportsmanlike manner may immediately be removed from their contestant’s corner.

(24) Before a felled contestant resumes fighting after slipping, falling or being knocked to the floor, the referee shall wipe the contestant’s gloves free of any foreign substance.
(5) The weigh-in will be conducted within forty-eight (48) hours before the contest. The weigh-ins may be more than forty-eight (48) hours prior to the contest with special permission from the office. A contestant who fails to make the weight will be given up to two (2) hours to make required weight. Any contestant who fails to make the weight may be disqualified.

(6) Contestants shall only fight contestants in their own weight category unless permission is granted by the office. In no instance shall the office waive the weight category requirements, when the contestant’s weight span exceeds ten (10) pounds the weight classifications in subsections (L) and (M) of this section. Following is the schedule of weight classification:

(A) Flyweights 108–111 lbs.
(B) Bantamweights 112–118 lbs.
(C) Featherweights 119–126 lbs.
(D) Jr. Lightweights 127–130 lbs.
(E) Lightweights 131–135 lbs.
(F) Jr. Welterweights 136–140 lbs.
(G) Welterweights 141–147 lbs.
(I) Middleweights 155–160 lbs.
(J) Super Middleweights 161–168 lbs.
(K) Light Heavyweights 169–175 lbs.
(L) Cruiserweights 176–190 lbs.
(M) Heavyweights over 190 lbs.

(7) The referee shall have general supervision of the bout. S/he enforces the rules, promotes safety of the contestants and ensures fair play. Only the inspector may overrule the referee if the referee is not enforcing the rules. Before starting a bout the referee shall ascertain from each contestant the name of his/her chief second who shall be held responsible for the conduct of the assistant seconds during the progress of the bout. The referee shall call contestants together before each bout for final instructions, at which time each contestant shall be accompanied by the chief second only.

(8) The three (3) judges shall be stationed at ringside, each at a separate side. The judges will score each round on a ten (10)-point must system and turn the scorecards over to the referee after each round. The referee will then hand the scorecards to the inspector. A final decision must be made before the judges may leave the area. Any erasures or changes on the card must be approved and initialed by the judge and inspector.

(9) The attending physician will have an adequate room in which to make the physical examination. Whenever a contestant, because of illness or injuries, is unable to take part in a contracted bout, s/he or his/her manager must immediately report the fact to the inspector. The contestant will then submit to an examination by a physician designated by the office. Contestants who have been knocked out will be kept lying down until they have recovered. When a contestant is knocked out, no one will touch him/her except the referee who will remove his/her mouthpiece, until the ringside physician enters the ring and personally attends the contestant and issues necessary instructions to the contestant’s second(s).

(10) Rounds involving male contestants shall be no more than three (3) minutes in length with a one (1) minute rest period between rounds. Rounds involving females shall be no more than two (2) minutes in length with a one (1) minute rest period between rounds. The maximum number of rounds for males and females shall be twelve (12) rounds.

(11) Any contestant guilty of foul tactics in a round shall be given an immediate warning or points may be deducted from the contestant’s total score, or both, as determined by the referee. The use of foul tactics also may result in the disqualified of the contestant. The following tactics are considered fouls:

(A) Headbutts, knee strikes, elbow strikes or clubbing blows with the hand;
(B) Striking the groin, woman’s breast, the spine, throat, collarbone or that part of the body over the kidneys;
(C) Palm heel strikes;
(D) Antijoint techniques;
(E) Jabbing the eye with the thumb of the glove;
(F) Hitting with the glove open, or with the wrist or forearm;
(G) Grabbing or holding onto an opponent’s leg or foot;
(H) Holding an opponent with one hand and hitting with the other;
(I) Leg checking the opponent’s leg or stepping on the opponent’s foot to prevent the opponent from moving or kicking;
(J) Purposely giving down without being hit;
(K) Using abusive language in the ring;
(L) Unsportsmanlike conduct;
(M) Attacking on the break;
(N) Attacking after the bell has sounded ending the round;
(O) Intentionally pushing, shoving or wrestling an opponent out of the ring;
(P) Biting; and
(Q) Any other actions that are deemed fouls by the referee or inspector that are not described above shall be called by the referee.
and appropriate action shall be taken by the referee.

(12) Contestants may be subject to minimum kickboxing requirements pursuant to an agreement with the promoter and the office.

(13) A contestant who intentionally refuses to engage an opponent for a prolonged period of time shall receive an immediate warming from the referee. If the contestant continues these tactics after a warming, a point will be deducted by the referee.

(14) The referee shall stop the bout for any of the following reasons:
   (A) The referee determines that one (1) of the contestants is clearly less experienced and/or skilled than his/her opponent to the extent that allowing the bout to continue would pose a substantial risk of serious harm or injury to the less-experienced/skilled contestant;
   (B) The referee decides that a contestant is not making his/her best effort; or
   (C) For any other reason the referee deems sufficient.

(15) In the event of serious cuts or injuries, the referee shall summon the physician who shall decide if the bout should be stopped.

(16) If a contestant fails or refuses to resume fighting when the bell sounds starting the next round, the referee will award a technical knockout to his/her opponent as of the last completed round.

(17) Before a felled contestant resumes fighting after slipping, falling or being knocked to the floor, the referee shall wipe the contestant’s gloves free of any foreign substance.

(18) When a contestant is knocked down, the referee shall order the opponent to retire to the corner of the ring, point to the corner and immediately begin the count over the downed contestant. The referee will pick up the count from the timekeeper and audibly announce the passing seconds, accompanying the count with arm motions. Any time a contestant is knocked down, the referee will automatically begin a mandatory eight (8) count and then, if the contestant appears able to continue, will allow the bout to resume. If a contestant who is down, rises before the count of ten (10) is reached and goes down immediately without being struck, the referee shall resume the count where it was left off. If the contestant is still down when the referee calls the count of ten (10), the referee will wave both arms to indicate that the contestant has been knocked out and will signal that the opponent is the winner. If a round ends before the referee reaches ten (10), the contestant must still rise before the count of ten (10) to avert a knockout. A contestant will be declared knocked down when, as a result of any legal blow or strike, any portion of the contestant’s body other than the feet touches the floor.

(19) The referee, at his/her discretion, may request that the attending physician examine a contestant during the bout. Should the examination occur during the course of a round, the clock shall be stopped until the examination is completed. The physician may order the referee to stop the bout. The referee will then render the appropriate decision.

(20) Injuries sustained by fouls:
   (A) Intentional Fouls.
      1. If an intentional foul causes an injury, and the injury is severe enough to terminate a bout immediately, the contestant causing the injury shall lose by disqualification.
      2. If an intentional foul causes an injury and the bout is allowed to continue, the referee will notify the authorities and deduct two (2) points from the contestant who caused the foul. Point deductions for intentional fouls will be mandatory.
      3. If an intentional foul causes an injury and the injury results in the bout being stopped in a later round, the injured contestant will win by technical decision if s/he is ahead on the scorecards or the bout will result in a technical draw if the injured contestant is behind or even on the scorecards.
      4. If a contestant injures him/herself while attempting to intentionally foul his/her opponent, the referee will not take any action in his/her favor, and this injury will be the same as one produced by a fair blow.
      5. If the referee feels that a contestant has conducted him/herself in an unsportsmanlike manner s/he may stop the bout and disqualify the contestant.
   (B) Accidental Fouls.
      1. If an accidental foul causes an injury severe enough for the referee to stop the bout immediately, the bout will result in a no contest if stopped before four (4) completed rounds.
      2. If an accidental foul causes an injury severe enough for the referee to stop the bout immediately after four (4) rounds have been completed, the bout will result in a technical decision awarded to the contestant who is ahead on the scorecards at the time the bout is stopped. A partial or incomplete round will be scored. If no action has occurred, the round should be scored as an even round. This is at the discretion of the judges.

3. A contestant who is hit with an accidental low blow must continue after a reasonable amount of time but no more than five (5) minutes or s/he will lose the fight by technical knockout.

AUTHORITY: section 317.006, RSMo 2000. *

4 CSR 40-5.070 Semiprofessional Elimination Contest
(Rescinded May 30, 2002)