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**Professional Bare Knuckle Fighting Rules**

**Western Australia**

**November 2024**

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## **Preface**

The **Professional Bare Knuckle Fighting Rules** have been developed by **Knuckle Up Australia** to ensure safe, fair, and **Professional Bare Knuckle Fighting** competitions. These rules reflect our dedication to growing the sport responsibly and maintaining the highest standards for athlete safety and competition integrity in Western Australia.

If these rules do not address a specific issue, the relevant provisions of the **Western Australian Combat Sports Act 1987** and associated regulations will apply. All participants, officials, and stakeholders must adhere to these governing laws and regulations.

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### **RULE 1: DURATION OF ROUNDS**

1. Bare Knuckle Boxing bouts shall not exceed a total of six (6) rounds, with the option of two (2) or three (3) minute rounds.
  2. Each bout will include a one (1) minute rest period between rounds, which does not count towards the total fighting time.
  3. Professional Female Contestants are restricted to two (2) minute rounds.
  4. Professional Debut Contestants are restricted to a maximum of four (4) rounds of two (2) minutes each.
  5. All contestants must be approved and registered by the Combat Sports Commission before participating.
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### **RULE 2: REFEREE (SOLE ARBITER)**

1. The Referee is the sole arbiter of the bout and the only individual allowed to stop the contest.
  2. The Referee must prioritise the safety of all fighters and consult with the Ringside Physician in the event of any injury or cut.
  3. The Referee is authorised to:
    - Interpret rules and situations inside the ring.
    - Determine the legality of blows.
    - Declare unintentional injuries and manage the round outcomes.
  4. No promoter or other official may override the authority of the Ringside Physician to stop a fight for medical reasons.
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### **RULE 3: BEFORE THE BELL STARTS**

1. The Referee shall ensure that all unnecessary clothing and body piercings (including tongue piercings) are removed before issuing final instructions.
  2. The contest will not begin until the Ringside Physician and medical staff are seated and prepared to oversee the fight.
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### **RULE 4: KNOCKDOWN**

1. A knockdown is defined as any part of the body, other than the soles of the feet, touching the mat following a legal strike.
2. The Referee will determine whether a knockdown or slip has occurred. If a slip occurs, the bout will restart with both fighters standing.

3. There is no three (3) knockdown rule.

#### **RULE 5: COUNT**

1. There is no standing eight (8) count.
  2. Upon a knockdown, the Referee will instruct the opponent to move to a neutral corner and will pick up the count from the Timekeeper.
  3. If the fighter rises at the count of eight (8), the Referee will evaluate their ability to continue.
  4. If the fighter remains down by the count of ten (10), the fighter will be declared Knocked Out (KO).
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#### **RULE 6: FOULS**

1. Fouls can be intentional or unintentional, as determined by the Referee.
  2. A fighter hit with an accidental low blow must continue within five (5) minutes or forfeit the bout.
  3. Intentional fouls will result in point deductions or disqualification, depending on the severity.
  4. The Referee must communicate clearly to the judges the nature of the foul and the resulting point deduction.
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#### **RULE 7: INSTANT REPLAY**

1. Instant replay may be used if the Combat Sports Commission and promoter have agreed prior to the event.
  2. Instant replay is limited to determining whether a foul occurred that caused a "bout-ending sequence."
  3. Decisions made based on instant replay include:
    - Declaring a winner.
    - Declaring a "no contest."
    - Declaring a disqualification.
    - Declaring a technical decision.
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#### **RULE 8: JUDGES**

1. All bouts will be evaluated by three (3) judges.

2. Bouts will be scored using the ten (10) point system, and scorecards will be collected between rounds.
  3. Judges must follow the instructions of the Referee and must not independently determine fouls.
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#### **RULE 9: SCORING CRITERIA**

1. Judges shall evaluate based on:
    - Effective striking.
    - Effective aggressiveness.
    - Control of the fighting area.
  2. Effective striking is the primary scoring criteria, with effective aggressiveness and control of the area used only when striking is deemed equal.
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#### **RULE 10: ROUND SCORES**

1. Round scores are determined as follows:
    - 10-9 Round: Fighter won by a close margin.
    - 10-8 Round: Fighter won decisively or scored one knockdown.
    - 10-7 Round: Fighter dominated and scored two knockdowns.
    - 10-6 Round: Fighter dominated and scored three knockdowns.
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#### **RULE 11: DECISIONS**

1. The bell will not save a fighter in any round.
2. If a fighter loses control of bodily functions (e.g., urinating, vomiting), the Referee will stop the fight, and the contestant will lose by TKO.
3. Decisions can include:
  - Knockout (KO)
  - Technical Knockout (TKO)
  - Disqualification
  - Draw
  - No Contest
  - Technical Decision

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**RULE 12: LEGAL TECHNIQUES**

1. The only legal technique is a bare-knuckle punch thrown with a clenched fist.
2. Standard punches may be thrown from the waist to the top of the head, including in the clinch.
3. In the clinch, participants may hold the back of the neck while punching.

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**RULE 13: ILLEGAL TECHNIQUES**

1. Illegal techniques include but are not limited to:
  - Hitting below the belt.
  - Hitting a downed opponent.
  - Biting or eye gouging.
  - Using the ropes to gain an advantage.
  - Timidity or excessive clinching.

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**RULE 14: WEIGHT CLASSES**

<b>Weight Division (Class)</b>	<b>Min. Weight (kg)</b>	<b>Max. Weight (kg)</b>
Strawweight or Mini Flyweight	No Lower Limit	47.6
Junior Flyweight	47.6	48.99
Flyweight	49	50.8
Junior Bantamweight	50.8	52.19
Bantamweight	52.2	53.5
Junior Featherweight	53.5	55.29
Featherweight	55.3	57.19
Junior Lightweight	57.2	58.99
Lightweight	59	61.2
Junior Welterweight	61.2	63.49
Welterweight	63.5	66.69

<b>Weight Division (Class)</b>	<b>Min. Weight (kg)</b>	<b>Max. Weight (kg)</b>
Junior Middleweight	66.7	69.89
Middleweight	69.9	72.5
Super Middleweight	72.5	76.19
Light Heavyweight	76.2	79.39
Cruiserweight	79.4	90.7
Heavyweight	90.7	99.99
Super Heavyweight	100	No Upper Limit

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### **RULE 15: APPROVED ATTIRE AND APPEARANCE**

1. All competitors must wear the appropriate protective gear as required by the Commission.
2. Male contestants:
  - Shall not wear clothing on the upper body.
  - Must wear appropriate groin protection.
3. Female contestants:
  - Must wear attire that prevents the showing of cleavage (e.g., sports bras, rash guards).

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### **RULE 16: HAND WRAPS**

1. Hand wraps must include no more than twelve (12) yards of gauze and ten (10) yards of surgical tape.
2. The surgical tape shall not be applied within one (1) inch of the knuckles.
3. No tape or gauze will extend past the fighter's knuckle when a clenched fist is made.
4. No tape or gauze is allowed between or on the fighter's fingers (except the thumb).
  - The thumb of a fighter may include a single wrap of tape when the wrist is being wrapped.
  - Wrapping of the wrist shall not extend more than three (3) inches past the wrist juncture.
5. The wrapping process must be supervised and approved by the Head Referee or Commission Representative.

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**RULE 17: MOUTHPIECE**

1. All fighters must wear a mouthpiece during competition, and the round cannot begin without it.

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**RULE 18: JOINT/BODY COVERINGS**

1. No joint or body coverings, including braces or padding, are allowed except for approved neoprene sleeves for knees or elbows.

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**RULE 19: PETROLEUM JELLY**

1. Petroleum jelly may be applied only to the fighter's face by an approved cut-man and must not be applied excessively.

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**RULE 20: FIGHTING AREA**

1. Promoters must use a Combat Sports Commission approved ring or cage that has been inspected before the event.

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**RULE 21: PROHIBITED SUBSTANCES**

1. All prohibited substances, as defined by the World Anti-Doping Agency (**WADA**), are banned.
2. Fighters must ensure they do not use banned substances, and any positive test result will be handled by the Combat Sports Commission.
3. Mandatory pre- and post-fight drug testing may be required as per Commission regulations.

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**RULES 22: MEDICAL PRACTITIONER**

1. The Combat Sports Act 1984 will take precedence concerning the duties and powers of medical practitioners when engaged in a permitted event.