



**REGULATION
OFFICIAL
ARBITRATION
BOXING**

JANUARY 2018 EDITION

GLOBAL BOXING FEDERATION

FOREWORD

Articles containing the following document constitute the only official rules GBF why all sporting events where they compete in the art of boxing is governed.

Compliance with these rules shall be entrusted to the delegates officially designated GBF.
Any changes or revisions will be accepted by the referee of today.
This text revises and updates the previous regulation.

All referees are required to be recycled annually through courses organized by the GBF.

DEPARTMENT OF INTERNATIONAL REFEREES



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ARTICLE 1 THE RING

The RING is a square formed by sixteen strings, it will be of a minimum diameter of 30 mm and a maximum of 50, correctly tensioned by the four corner posts. The height at which the strings will be placed 40 cm. the lowest, 80 cm., 120 cm. and 150 cm. respectively the following. The ropes go lined with a smooth, soft and single color fabric, so as not to damage competitors.

Vertical tapes available that will link the four ring ropes to prevent passage of the contenders through them.

The internal dimensions of the ring will be between 5 m. and 6.10 m. Maximum side.

RING platform must be built solidly leveled without irregularities on the surface, with a margin outside the ropes of at least fifty centimeters and will be at a minimum distance of 90 cm. soil and maximum of 120 cm. 4 strings will post to post demarcate the competition area with corresponding corners:

Red Corner, Blue Corner and two neutral corners white

The referee will have to check the perfect state of the same soil testing and ropes.

The floor of the ring will be covered by felt, rubber or other similar resilient material whose thickness does not exceed 2.5 cm., On which a strap firmly canvas will extend.

RING EQUIPMENT: Promoters provide all non-personal equipment for the use of the contenders, this team includes the ring, chairs, ladders, buckets, etc.

In the arbitration table will have to be a gong or bell with clear and perfectly audible by competitors and the referee sound.

Any competition organizers have competent personnel to repair any possible damage that may arise in the ring during the course of the evening.



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MEDICAL EXAM SECTION 2 - SPORTS PASSPORT - MEDICAL EXAMINATION

Before each competition competitors must compulsorily undergo a medical examination by a doctor approved by GBF and preferably is knowledgeable about sports medicine. This certifies that they are fit and has the power to cancel a fight if a competitor is not in perfect condition to fight.

You must enter the SPORT PASSPORT notice any anomalies for further controls: Excessively high blood pressure, use of contact lenses, possible injuries, etc.

All competitors will be required to submit before each event a medical examination issued by any authorized medical centre.

SPORT PASSPORT - FEDERAL LICENSE

All competitors must present at the time of the medical examination the federal license in force and DEPORTIVE PASSPORT.

This passport contains the history of the competitor, collects the physical conditions of the medical examination and the outcome of each battle.

Also, if a competitor suffers a KO produced by a blow to the head will be reflected in the passport, to keep a period of convalescence during which you cannot participate in any competition.

This period will be decided by the doctor. DEPORTIVO PASSPORT be drawn in the first competition in which any athlete taking part.

Competitors under 18 must present parental consent.

ARTICLE 3 OFFICIAL WEIGH

When a title is disputed either Professional (Class A), Neo Professional (Class B) or Amateur (Class C) weighing will have to perform 24 hours before the dispute combat.

In all professional bouts (Class A) is always made 24 hours earlier.

Weighing is undertaken on a scale and in the presence of a delegate appointed by GBF.

Weighing the remaining matches can be made the same day and the agreed weight.

In the event that a competitor does not give the agreed weight will have two hours to give otherwise be liable to the penalties to rule GBF in its internal regulations.

Contestants and their coaches are responsible to present to weigh within the agreed weight.

An amateur competitor who fails to make weight will be disqualified.

The weights shall be the official included in this arbitration rules.

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SECTION 4 weight divisions

The following weight divisions will be recognized by GBF and binding.

These categories will be valid for boxing.

When non-title fights are played are the weights may agree freely provided they do not exceed the limit of one category (3kg.).

They did not recognize or fighting between competitors played opposite sex.

MEN KILOS

WOMEN KILOS

STRAW	- 48 KG		
FLY	- 51 KG	FLY	- 48 KG
ROOSTER	- 54 KG		
FEATHER	- 57 KG	FEATHER	- 51 KG
LIGHT	- 60 KG	LIGHT	- 54 KG
SUPER LIGHTWEIGHT	- 63 KG	SUPER LIGHTWEIGHT	- 58 KG
WELTER	- 66 KG	WELTER	- 61 KG
SUPER WELTER	- 69 KG	SUPER WELTER	- 65 KG
MEDIUM	- 72 KG	MEDIUM	- 68 KG
Super Middleweight	- 76 KG		
heavyweight	- 81 KG	heavyweight	- 71 KG
CRUISE	- 84 KG		
HEAVY	- 91 KG	HEAVY	- 75 KG
SUPER HEAVYWEIGHT	+ 91kg	SUPER HEAVYWEIGHT	+ 75 KG

SECTION 5 CLASSIFICATION OF COMPETITORS

Officers must check that competitors fight in the correct classification.

The classification must be carried out in principle by the coach of each competitor.

In the event that a competitor is not classified, coach and delegate GBF must confirm the number matches played and wins you have, and size accordingly.

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GBF periodically updates the ranking of competitors.

The classification is as follows:

JUNIOR: Competitors under 18

CLASS C: AMATEUR competitors

CLASS B: Competitors intermediate class (NEO PROFESSIONAL)

A CLASS: Competitors open class (PROFESSIONAL)

ARTICLE 6 GLOVES

The gloves have to be approved by GBF and made available to competitors by the organizer.

They will be reviewed by the referee and in good condition; to dispute these titles will have to be new for both competitors.

The following criteria apply when gloves have:

- Amateur fighting Class C gloves made with 10 oz.
- The NEO PROFESSIONAL fighting Class B non-title, gloves 10oz.
- PROFESSIONAL NEO (Class B) with game title and professional bouts (class A) to 69.500 KG. 8-ounce gloves. Above gloves that category will be 10 ounces.

ARTICLE 7 HYGIENE AND APPAREL COMPETITORS

HYGIENE'S NORM

The sponsor shall ensure that hygiene conditions are properly observed, state of the material, changing rooms, showers, accommodations, etc.

All competitors will be presented clean and neat in appearance, nails, hair, excessive use of petroleum jelly or any other substance.

The referee or the federal delegate may require the removal of any adornment (piercing, earrings, etc.) when it considers that represents a potential risk to the safety of competitors (eye contact lenses).

INDUMENTARIA COMPETITORS

BOXING Red Shorts - Blue (mid-thigh), red shirt - Blue (suspenders), light boots or shoes and socks take. In AMATEUR (Class C) will be mandatory helmet use. Professional NEO (class B) and PROFESSIONAL (Class A) will not be used.

Competitors preferably will wear uniforms contrasting colours one blue and one red. In the fighting that involved a champion recognized by GBF shall choose the colour of their dress.

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All competitors must wear appropriate clothing for practice and material in good condition, which will be reviewed by the arbitrator.

Gloves and helmet will be red or blue depending on the corner and will act by the Promoter.

It is mandatory the use of a genital protector (shell) and mouthguard.

Women will be mandatory, protecting breast and pelvic protector covering the pubic area. All material must be tested and approved by GBF.

ARTICLE 8 BANDAGES

The delegate of arbitration must inspect and verify that the bandage is correct and appropriate to the category of competitor and must sign the bandage and approving this.

In AMATEUR (class C) and NEO PROFESSIONAL (Class B) the bandage is soft type, that is, a band of 3 m. Velpeaux type of gauze or a strip of tape on the wrist and knuckles without clogging.

In the dispute NEO securities professionals (Class B) and in professional (Class A) fighting tough guy dressing made with tape and sell will be allowed.

It is prohibited including pads or shields made with tape.

ARTICLE 9 TRAINER AND HELPERS

Each competitor is entitled to be staffed by three people: a coach duly entitled by GBF and two assistants.

They will assist you from the corner. They must wear suitable (tracksuit) and maintain proper decorum at all times. They will carry everything you need to take care of your competitor, water, bucket, tape necessary to wind gloves, etc.

Assistants can not stand, or lean or touch the edge of the ring during the course of combat. They can not intervene verbally or physically in combat or duties of the arbitrator.

During periods of rest may only access the RING two caregivers. The arbitrator may, in his view, to penalize any, unethical or unsportsmanlike by assistants misconduct.

Assistants kept dry meanwhile the RING.

The coach should bring a towel in order to throw the ring if necessary, it is advisable to have it always at hand and in a visible place.

ARTICLE 10 DEVELOPMENT OF COMBAT

Duration of the rounds

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These last three minutes (for men), always separated by an interval of one-minute rest. For women, the duration of the rounds will be two minutes, with one-minute intervals of rest.

The duration will be continued and may not be interrupted or stopped; only the referee, in special cases such as placement of equipment, injuries, violations, etc. you can stop it.

The doctor of the evening may at any time request a stop to consider when creating a competitor is unable to continue the fight.

Duration of combat non-title MALE

PRE-FIGHT (Class E)

All bouts PRE FIGHT (Class E) will last 3 rounds of 1.30 Minutes and 1 minute rest.

FAN (Class D)

All fighting FOND (Class D) have a duration of 3 rounds 2 Minutes and 1 minute rest.

AMATEUR (CLASS C)

All amateur bouts (Class C) have a duration of 3 rounds 3 Minutes and 1 minute rest.
In qualifying tournaments and categories will be 3 rounds of 2 minutes.

PROFESSIONAL NEO (CLASS B)

PROFESSIONAL fighting NEO (Class B) will last four rounds of 3 minutes and 1 minute break.

PROFESSIONAL (CLASS)

Professionals (Class A) matches will last four (4), six (6) eight (8) to ten (10) rounds of 3 minutes 1 minute rest.

GLOBAL BOXING FEDERATION (GBF) reserves of modifying the number of rounds depending on the circumstances

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BOUT DURATION OF WOMEN IN GAME UNTITLED

PRE FIGHT (Class E)

All bouts PRE FIGHT (Class E) will last 2 rounds of 1.30 Minutes and 1 minute rest.

FAN (Class D)

All fighting AMATEUR (Class D) will last 2 rounds of 2 Minutes and 1 minute rest.

AMATEUR (CLASS C)

All amateur bouts (Class C) have a duration of 3 rounds 2 Minutes and 1 minute rest.
In qualifying tournaments and categories will be 3 rounds of 2 minutes.

PROFESSIONAL NEO (CLASS B)

PROFESSIONAL fighting NEO (Class B) will last four rounds of 2 minutes and 1 minute break.

PROFESSIONAL CLASS A

Professionals (Class A) matches will last four (4), six (6) eight (8) to ten (10) rounds of 2 minutes and 1 minute rest.

GLOBAL BOXING FEDERATION (GBF) reserves of modifying the number of rounds depending on the circumstances

DURATION OF BOUT WITH MALE TITLE AT STAKE

AMATEUR (CLASS C)

All AMATEUR fighting Class C game title will last three rounds of 3 minutes and 1 minute break.

NEO professional class B

NEO fighting professionals (Class B) will last:

NATIONAL TITLE 4 rounds of 3 minutes 1 minute rest.

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TITLE CONTINENTAL 5 rounds of 3 minutes 1 minute rest.

INTER CONTINENTAL TITLE 5 rounds of 3 minutes 1 minute rest.

WORLD TITLE 6 rounds of 3 minutes 1 minute rest.

PROFESSIONAL CLASS A

The professional bouts will last:

NATIONAL TITLE 7 rounds of 3 minutes and 1 minute break.

TITLE CONTINENTAL 8 rounds of 3 minutes and 1 minute break.

INTER CONTINENTAL TITLE 8 rounds of 3 minutes and 1 minute break.

WORLD TITLE 10 or 12 rounds of 3 minutes 1 minute rest.

IMPORTANT NOTE: mixed fighting between men and women is prohibited, they are also prohibited fighting between AMATEUR boxers and professional.

DURATION OF BOUT WITH TITLE IN FEMALE GAME

AMATEUR CLASS C

All amateur bouts (Class C) with title game will last 3 rounds of 2 minutes and 1 minute rest.

NEO professional class B

NEO fighting professionals (Class B) will last:

NATIONAL TITLE 4 rounds of 2 minutes and 1 minute rest.

TITLE CONTINENTAL 5 rounds of 2 minutes and 1 minute rest.

INTER CONTINENTAL TITLE 5 rounds of 2 minutes and 1 minute rest.

WORLD TITLE 6 rounds of 2 minutes and 1 minute rest.

PROFESSIONAL CLASS A

The professional bouts will last:

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NATIONAL TITLE 7 rounds of 2 minutes and 1 minute break.

TITLE CONTINENTAL 8 rounds of 2 minutes and 1 minute break.

INTER CONTINENTAL TITLE 8 rounds of 2 minutes and 1 minute break.

WORLD TITLE 10 rounds of 2 minutes and 1 minute rest.

IMPORTANT NOTE: mixed fighting between men and women is prohibited, they are also prohibited fighting between AMATEUR boxers and professional.

GAME TITLES IN BOXING

- REGIONAL
- NATIONAL
- CONTINENTAL
- INTERCONTINENTAL
- WORLD

ARTICLE 11 PERIODS OF REST

Will all of 1 minute. During rest periods when missing 10 seconds for the start of the assault the timekeeper judge will warn the speaker, which will sound the "seconds out" warning thereby coaches leaving the ring, to the tolling of bell the referee can indicate the beginning of the next assault.

At half a minute to BOXER you can not disturb his moment is sacred, any explanation will be made at the beginning of the assault.

ARTICLE 12 REFEREE INDUMENTARIA

Judges must wear the uniform designated by GBF consisting of:

- **WHITE SHIRT** short or long sleeve with black bow tie (GBF shield on the left side)
- **LONG PANTS** black
- **SOCKS** black
- **SHOE** Color or black SHOE

ARTICLE 13 OFFICERS

Each contest shall be conducted by an arbitrator three umpires, a timekeeper judge, a speaker, the doctor and the representative or delegate of GBF

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ARTICLE 14 REFEREE, JUDGES

MAIN GUIDELINES TO FOLLOW

REFEREE

The referee is responsible for overall supervision of combat. It will monitor compliance with the rules, ensure the smooth running of the event and the safety of competitors.

PUNCTUALITY: Until it reaches the refereeing team WEIGHING, passport control and revision SPORTING MEDICA does not start.

Weighing and medical examination to check that no amendments to the DEPORTIVO PASSPORT of each competitor.

Fill and prepare SHEETS PUNCTUATION.

Helping to delegate control Bandages competitors. Proving that are regulatory for its category (amateur or professional). Sign bands.

Likewise, it will always ensure the presence of the doctor, in order to request his intervention when deemed appropriate.

It will ensure that the umpires judge and the timekeeper are in place and alert their indications. You must make contact with the "speaker" or broadcaster for this report any decision it deems appropriate.

Before starting the fight, the referee will gather in the centre of the ring to competitors and coaches to give final instructions.

Not step into the ring with glasses, rings, watches or similar objects and wear latex gloves.

Step into the ring first, before competitors.

Check the status of the ring floor, ropes, etc.

At the beginning of each assault will monitor the competitors are wearing the mouthguard and the correct placement of protections.

When competitors rise to see that carry RING entire regulatory equipment (clothing, buccal, shell, gloves with suitable ounces firm bands, etc.).

They will not read the rules but we'll leave it clear what we believe more important. We will explain the vocabulary we use to order them to stop (STOP), fight (BOX), separated (BREAK).

We send them to the corner.

We intervene whenever necessary. Endeavor have clear ideas making the decision to consider more convenient, without haste or nerves.

During the course of combat will monitor the state of competitors. If necessary, you can stop the bout if he believes that one of the competitors is in technical inferiority.

If we have to warn a competitor who is committing a misdemeanour or any illegal action, we will make the warning on the site happens (stopping the fight).

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If we have to show a warning to a competitor because he has committed a fault:

- We send competitors to neutral corners.
- We point out the offender and heading judges will mark the offense and deserved reprimand. clearly indicating that competitor is punished.
- The umpires will mark its cardboards one W for a warning, with corresponding subtraction of one point for a warning.

If a fault or an injury occurs and the referee does not see it, it will send competitors to neutral corners and consult the umpires, the center referee and the delegate to determine who is imputable failure.

If the floor of the ring slips that were wet, will lead competitors to neutral corners and clean the carpet, then continue the fight.

If a competitor loses the buccal dictates act according to these rules.

If a competitor is Unclips the team will send competitors to the neutral corner and place it properly (if you do the coach will be the minimum required time).

If we see that these actions are repeated and made expressly we admonish the competitor even be penalized.

If a competitor is knocked down by a right and not sanctionable technique:

- Send to a competitor to the neutral corner.
- Downed contestant will begin to count 8 seconds of protection, if counting 8 is not up and put your arms up indicating that you can follow, we will end the 10 count and declare KO OUT

If a competitor for the beatings or physical form does not respond to attacks and this tells us is in trouble, we will account for 8 seconds protection.

When the competitor falls while we make the account, we must study his physical condition watching that he can continue. Observe his eyes (dilated pupils or staring) or falters.

We should always avoid unnecessary punishment competitors, especially to AMATEURS, stopping the fight and declaring TKO if deemed necessary.

Whenever a competitor falls down you will clean gloves.

If a competitor nosebleeds:

- It accompany him to his corner to be assisted by their coach will be at a minimum).
- If you bleed a lot and we can not stop the bleeding call the doctor. If the doctor considers it necessary to stop the fight.

If a cut or injury occurs:

- We stop the fight and send competitors to the neutral corner.

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- Call the doctor to examine the competitor, following his advice ordain continue the fight or we will terminate.
- When for some reason we stop fighting the chrono judge we will order to stop time.

The referee may at its discretion require the doctor to examine a competitor during combat. If the test passes during an assault eventually stop until the doctor finish the exam.

We will monitor the behaviour of the corner, should behave sportingly but you can admonish them and even disqualify your competitor.

If we throw in the towel check that launched the coach.

We look forward to the table and chair umpires if they make us some indication.

At the end of combat, we collect the score sheets of the umpires and deliver them to the central judge.

To give the result of combat competitors take you to the centre and when the speaker announces it will raise the arm or competitors, as appropriate.

Will go down in last place in the ring.

First of all, we must not become prominent in combat, but competitors and coaches must be clear about our authority.

Umpires

We take care our place before the battle begins, with everything you need to score (score sheets, pen).

We look throughout the course of combat.

We will score objectively the criteria that the regulation provides:

EFFECTIVENESS, TECHNICAL AND OFFENSIVE

We should not talk to competitors, only the referee who will support indicating any incident and have not seen (commission of an offense, etc.).

Be alert to possible faults and point deductions (CARDS) to make the team.

At the end of the match score sheets delivered to the umpire. In score sheets always put the name and sign the sheet. We are responsible for our score.

Remain in the chair until the result of the match is given.

TIMEKEEPER

Being in the central table before combat begins.

Check all materials and working properly.

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Watch for signs of the central judge (table) and the speaker.

Be aware of the signs of the referee: start, stop, time, etc.

Controlling the time duration of the rounds, breaks, etc.

Minute break during advice the speaker when missing 10 seconds to restart.

When the referee stops the bout (injury, falling off guard, etc.) stop the clock but the referee tells us (you can forget).

We give the start signal and end of each assault by bell or gong.

MEETING WITH THE COACHES

Before the start of the evening, during weighing or while competitors end up being weighed, the refereeing delegate, or who is appointed by it, will hold a brief meeting, 5 or 10 minutes max, with all the coaches in which they are given last minute instructions. This is not to explain the rules but to emphasize on those matters that may be important to differ between the GBF regulations and other federations.

At the end of the bout will designate a winner. It is authorized to consult the leaves of the judges. The winner will be designated lifting arm in case of no contest arm of the two competitors will rise.

To direct combat and communicate their orders to competitors use the following command words:

TIME OR TIME: Signal the beginning and end of assault.

BOX O Fight: Restart the interrupted assault.

STOP: Combat detention

BREAK: Separating competitors, they will step back and will continue fighting without expecting any voice.

OUT: It marks the end of a competitor's account and his state out of combat.

To signal a foul the referee raise his arm folded and held by his other arm, indicating the offender and the offense, and the number of points deducted.

If during the course of a match the referee is unable to perform his work will judge the timekeeper rang the bell and fighting will stop, replace the arbitrator disabled and the fight will continue.

ARTICLE 15 MEDICAL

A licensed and recognized by GBF doctor he will sit next to the centre table. No battle will begin if the doctor is not in place. Medical assist and treat any possible emergency slight damage to the contenders.

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It will advise the referee when you notice any anomaly in a competitor that can lead to serious injury. If you think a fight should be stopped to prevent further mishap notify the center judge or the officer responsible for the referee stops the fight. It will examine the end of an assault or at the request of the referee during the course of the match the competitor that has been damaged.

No coach or assistant tried to help a competitor during the course of an assault before the doctor has examined you. If the test is performed during the course of an assault eventually it stops.

ARTICLE 16 AUTHORIZED PERSONNEL ON RING

A fight begins when the bell rings to announce the first assault and ends when the bell signals finally the last.

No one except the competitors and the referee, can stay in the ring for the development of an assault.

The referee may penalize or disqualify any competitor whose coaches violate this rule.

Following a specific request of the referee the doctor may step into the ring to examine a competitor.

ARTICLE 17 TECHNICAL UNAUTHORIZED

All offensive and defensive techniques with full contact at all times depending on the rules of boxing.

All attacks must be made with the knuckle part of the glove elsewhere or forearm glove should be used.

ARTICLE 18 PROHIBITED TECHNIQUES (FAULTS)

Absences can be classified at the discretion of the referee in mild or severe. The referee, depending on the seriousness and intentionality of failure, will make the decision, can admonish even disqualify the competitor who committed it.

The admonish referee or disqualify a boxer addressing the umpires and Chief Referee indicating the type of offense.

All judges deduct points from your score sheet.

You can also make a warning admonishing the offender but considers it necessary to admonish

In the case of serious misconduct, the discretion of the referee, which can warn and automatically disqualify the offender shall be imposed.

FAULTS considered are the following:

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It is marked on the cards of judge's chair with a W each warning to BOXER cautioned.

- HeadButton.
- Projecting or bring down the opponent
- Hit in the groin, lower abdomen or genitals.
- Hitting behind the head, throat or spine.
- Hitting the eye with the thumb of the glove.
- intentionally use strokes that cause scrapes or abrasions.
- Hitting with open glove, the wrist, forearm, song, or heel of the hand.
- intentionally push the opponent out of the ring with any part of the body.
- Hitting an opponent down or getting up after falling.
- Hitting after BREAK without giving step back and separated.
- STOP hit after the game.
- Attack after the bell to end the assault.
- Holding an opponent with one hand and strike him with the other.
- grab the ropes to hit.
- intentionally step on his foot to prevent him from moving
- Purposely be dropped without being hit, simulating an injury or intentionally release oral. Which also involve an account protection.
- intentionally delay the start of the bout with a faulty or misplaced equipment.
- Evade combat manifestly
- Spitting, biting or show signs of uncontrolled violence that could jeopardize the integrity of the competitor or his opponent.
- Use abusive language both as a coach or assistant competitor in the corner.
- Hitting with feet or knees

ARTICLE 19 STOPPING THE FIGHTER

A fight may be stopped by the referee, competitors or coach.

The referee has the power to stop the match at any time if it considers that the combat is very uneven or if one competitor is in such conditions to continue the war would cause serious injury.

In the event that a competitor is the victim of a stroke or accidental failure or a cut or wound that the umpire's judgment will incapacitate and prevent defend himself, he will call the doctor into the ring you examine occur, before deciding whether to stop or no combat. Time will be detained for medical examination.

In turn, the doctor during rest periods if it thinks fit can examine a competitor. If you notice any abnormality can advise the referee to stop the bout.

Amateur fights in the referee will stop the clock timekeeper judge and separate the competitors if the mouthguard one out of his mouth.

The referee will retrieve it, wash it and place it.

No competitor is permitted to fight without dental protector.

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Despite the continuing loss of mouthguard or expel a competitor voluntarily it is considered fault and penalized.

In professional bouts if the mouth is torn as a result of an illegal blow, the referee will stop the bout and clean it and place it again.

If the mouth is removed by executing a legal technique does not stop the bout, the referee will wait for a stop at the actions and replace the protector.

A competitor who does not sit in state to continue, the referee may signal you want to leave the combat arm raised.

The coach can stop the match if you think your competitor is unable to continue throwing in the towel, the referee shall ensure throwing in the towel coach.

The competitor may also leave the combat does not come when called bell beginning of the next assault.

In the latter two cases, the referee will stop the bout and declare the winner the contrary by default.

ARTICLE 20 FAILURE TO COMBATIVITY

If the competitors perform a mock combat, without actually confronting the referee may decide to cancel the match, sending a report thereof to GBF will take appropriate action.

A competitor who intentionally evade the struggle for an extended period of time or that grip the opponent constantly preventing the normal development of the fight will receive a warning from the umpire.

If the competitor persists with these passive tactics the referee penalized with a warning even disqualify.

In Class A, the fact evade combat even if there is a domain of the adversary will be subject to punishment.

ARTICLE 21 BOUT NO HONEST

In the event that the referee observe that competitors are not competing honestly, (for example) one or both competitors simulate a knockout or being forced to which he was punished with a reprimand and that this has been agreed beforehand, or notice that one or both competitors do not fight seriously, the fight will be stopped and disqualified to / the competitor / s.

The referee will send a report to GBF will study the incident and if appropriate sanction one or both competitors.

ARTICLE 22 Lack of continuity

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No competitor may leave the ring during the minute rest between rounds.

If the competitor ignoring the call of the referee does not leave his corner as the bell signals the start of the assault sounds, the referee begins counting protection as if the competitor had been shot down.

If the account continues competitor 8 without leaving the referee count to 10 and remember the victory of his opponent by KO

ARTICLE 23 TECHNICAL FAILURE

If between two competitors a clear and exaggerated difference technique in which one is far superior to the other manifests, the referee will stop the fight thus protecting the weaker competitor thereby preventing unnecessary suffering punishment.

Declaring his opponent the winner inferiority (TKO).

However, both delegates from GBF, as promoters and trainers should try to make the pairings are equitable by using the ranking and sports PASSPORTS.

ARTICLE 24 STOPPING THE FIGHTER

If a referee judges that a competitor is injured can stop the match and ask the doctor's opinion on whether it can continue. If so the battle will continue. Otherwise, the battle will be terminated.

- In the event that the wound or injury competitor has been produced by a legal and correct hit, the referee declared loser by TKO injured competitor.
- In the case of injury caused by an illegal blow (missing), the injured competitor will be declared the winner by disqualification of his opponent.
- If the injury has been attributed to an illegal coup otherwise, but the injured competitor can continue will be punished according to the seriousness of the offense may be disqualified.
- If an injury and the referee has not seen occurs, you will have to consult with the judges and the federal delegate, to determine if the injury is attributable to a fault.
- If the injury or wound caused by an accidental or incidental failure which can not be attributed to unlawful conduct, and the competitor can not continue, the bout will be terminated and the winner will be determined as follows:
 - AMATEUR FIGHTS: NO CONTEST (no combat)
 - PROFESSIONALS: If it has been less than 4 rounds NO CONTEST
 - After more than 4 rounds, you will have to go to the cards of judges to decide the outcome.

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- After consulting the doctor if the referee determines that the competitor has received the missing can continue, the referee will continue the fight, whenever opportunities competitor have not severely diminished as a result of failure.
- The referee if deemed necessary will stop the bout and give the contestant victim of the lack of sufficient recovery period (maximum 5 minutes). After this time the referee and the doctor will determine if you can continue the fight.
- If fighting continued after the ball and in the following rounds the competitor who received could not continue the fighting will stop and shall be declared loser by TKO.

Regardless of whether the injury occurred by accidental or unlawful blow once the battle continued if the competitor that was previously damaged can no longer be declared loser by TKO.

If both fighters were in such conditions to continue the competitor could cause serious damage to the referee stop the bout. The result of this will be given following the criteria of faults:

AMATEUR: NO CONTEST

PROFESSIONAL: Less than 4 rounds NO CONTEST. Over four rounds, the sum of the cards of the judges.

ARTICLE 25 METHOD OF COUNTING TO A COMPETITOR FALLEN

It is considered fallen to a competitor if any part of his body other than his feet touches the ground due to the blows of the hand, if it remains defenseless against them or hanging from ropes.

A competitor will not be declared fallen if pushed, thrown or accidentally slips. The decision about whether the fall is accidental or not for the arbitrator.

When a contestant is knocked to the canvas or dropped intentionally, the umpire shall call his opponent to retreat to the far corner neutral fallen competitor señalándose. Immediately begin counting the fallen competitor.

The referee shall announce the passing seconds audibly and accompanying features hand movements, finger indicating the passing seconds. Account must be done so that the competitor sees and hears.

If a competitor is sent to the canvas, the referee will automatically begin a mandatory eight count and only if it appears to be able to continue to be allowed to recommence the contest. How do you know if you are able to follow? You'll look in the eyes and try to observe their pupils to see if they show signs of expansion.

In addition, we will tell you raise your arms to confirm that it is okay.

Although the downed contestant is placed immediately on guard the referee ends the count of eight.

ARTICLE 26 ACCOUNT

The timekeeper through a clear signal (striking hand edge RING) the referee give a good rate for the account.

But the referee's count is the only official and valid.

If the opponent does not reach the far corner neutral or leaves, the referee will stop your account until the competitor is placed in the corner. When you do you can continue the account.

When a contestant is in the neutral corner coaches to be approached to give instructions shall not be permitted.

The fallen competitor must rise before the count of ten to avoid being declared KO, if it does, the KNOCK-OUT will be announced and victory will be his opponent.

If a competitor's account reaches TEN and this remains down, the referee will wave both arms to indicate that the competitor is out of action and point to the opponent the winner.

If at the end of an assault the referee is making an account, the bell that marks the end of the assault will not ring until the referee ends the account. The competitor on the ground cannot be saved by the bell, you must rise before the end of the account to avoid KO

The bell will save only a competitor who are counting if it sounds marking the end of the match (last assault).

Nor it will stop because the second has pulled the towel. The referee will complete the account, if the competitor is able to follow the count of eight stop the bout and declare abandonment. If instead the count reaches ten contestants shall be declared KO

If both competitors fall at the same time, the referee will count and will continue as one of them remain in the soil.

If both contestants remain on the ground, finishing the count of ten, the bout will be declared void. It is sufficient that one of them rises to be declared the winner by KO

In the event that the two rises before the count of ten combat continue normally.

Convalescence: When a contestant has been knocked out by severe blows to the head knocking him unconscious or having received a strong punishment will be removed from all competition for at least 28 days. If the KO was not caused by blows to the head will be the period to rule the doctor, who always in cases of knockouts has the last word.

The convalescence period which must be submitted the competitor will be scored in his DEPORTIVE PASSPORT.

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ARTICLE 27 CONTINUATION OF ACCOUNT

If a fallen competitor gets up before the count of ten and falls back immediately without being hit again, the referee will continue the account at the point where he stopped.

If the competitor has fallen up more than 2 seconds or kicker again by the opponent before falling back, the referee will start a new account.

ARTICLE 28 ACCOUNT OF EIGHT FOOT ONLY IN AMATEUR-C

The referee may at its discretion administer a count of eight (call protection) a competitor who is in difficulty: very tired, still standing but is stunned or has received many blows.

The referee indicates the contrary the neutral corner and start counting from one to eight examining the competitor has touched while.

If the count of eight the referee judges that can continue, order continue the fight. Otherwise, it will stop the fight and declare his opponent the winner by TKO.

Professional-A, you do not have standing.

ARTICLE 29 RULE THREE BILLS

In all matches the rule of the three bills will be applied.

If a competitor is counted three times in the same assault, will be considered KO, the referee will stop the bout and declare the opponent winner.

In AMATEUR fighting and class B if a competitor during the bout will make four counts combat will stop and shall be declared loser by KO

This shall not apply in professional bouts.

SECTION 30 FALLS OUT OF THE RING

A competitor that is projected, pushed or has fallen through the ropes during combat, will be helped to return to the ring by anyone except for themselves or their assistants coach. The referee allows a reasonable time to bring it back.

When the competitor is on the outside of the ring platform shall enter immediately. If the competitor remains outside the ropes to save time the referee starts to count without waiting to re-enter the ring.

Once the competitor enters the ring referee will resume the match.

If a competitor is knocked down by a legal technique and falls outside the ring, the referee will count 20 seconds of protection.

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His opponent always retreat to the far corner neutral referee will signal that he remained there until the battle resumes.

ARTICLE 31 JUDGMENT OF COMBAT. SCORING OF JUDGES

Each of the three judges score every round. They determine a winner through a system of ten points, taking note of it in the official score sheets.

With this system the winner of each assault receives 10 points and the opponent receives a number proportionately lower. But no judge will give the loser of an assault less than 5 points.

If there is a tie in an assault is deemed null and each competitor will receive 10 points. point fractions never will.

Specifically, judges score the assault competitors according to the following scale:

10-10 EQUALITY None of the competitors was superior to the other in any of the arbitration findings.

10.09 DOMINATION It indicates that a competitor has been shown superior to the other during the assault. This score is used commonly indicating an apparent difference between the two.

10.08 DOMINATION AND AN ACCOUNT It indicates a clear domination. One competitor has been much lower than the other or has undergone protection account, If this account does not occur, the winner of the assault will be impacted with such forcefulness in his opponent that his punches have indicated the proximity of this.

And the judges noted in their poster boards initials KD "knock down" for each fall or protection account.

10.07 DOMINATION AND TWO ACCOUNTS The winner demonstrates an overwhelming superiority over the rival, as can be seen by more than a drop of his opponent and two counts of receiving protection.

At the end of the fight, the referee will take the cards of the 3 umpires and deliver them to the Federative table.

To determine the winner, cardboards each judge giving these a victor will be added.

The choice of each judge counts as a vote to determine who is the winner of the bout, if the points added once the two competitors tie means that the judge gave no contest.

DELEGATE Board will review the score sheets, verify that the missing points are subtracted and give the delegate totals for verification.

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Point deduction (CARD)

ADMONITION -1 POINT (Each)

Account fighting protection PROFESSIONAL (Class A) and NEO PROFESSIONAL (Class B) -1 point (each)

In AMATEUR (Class C) and NEO professionals (Class B) no points are deducted for protection accounts. KD even fallen.

When the delegate check and verify the scores, the speaker will address the public and report the result announcing:

UNANIMITY: Winning all three judges give the same competitor.

WINNER BY A MAJORITY: two judges give the winner a competitor and the third judge to the opponent or no contest.

NULL: The three judges give void, a judge gives one winner, another judge gives the winner the other competitor and the third judge gives zero.

The referee will then raise his hand winner or two competitors should be no-contest.

ARTICLE 32 CHANGE OF DECISION

A decision given at the end of the contest is final unless determined to occur GBF one of the following assumptions:

- There was fraud affecting the outcome of the battle.
- Count the scores of judges displays an error means that the decision for the wrong competitor.

There was a clear violation of the rules of GBF that affected the outcome of the battle.

ARTICLE 33 JUDGING CRITERIA

By order of importance:

EFFECTIVENESS: It will be more effective competitor to cause more damage with his punches to the opponent, which provides greater number of strokes given the strength of them.

TECHNIQUE: Valuing the best technical quality and the best fighting style, taking into account the strategy of combat both offensively as a defensive level.

OFFENSIVE: It will take into account the competitor will be more offensive, take the initiative to combat that takes center ring, etc.

The order of importance of these criteria assumed a more technical and more offensive competitor will be declared the loser facing a more effective adversary.

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However, a competitor being knocked over by instability in the power stroke of his opponent, may be able to stand up and dominate the assault by a high enough margin to be judged the winner.

Also, a competitor to put pressure your opponent around the assault, but does not place effective punches should not be judged as favourably as the competitor back assault but all counters with visible impacts.

A VOID assault should be won by the competitor who has deployed a more effective technique.

In fighting professionals (Class A) the offensive becomes a major factor since being these sports a show the competitor who takes the initiative also bears the brunt of the fighting.

ARTICLE 34 DECISIONS AND Verdicts

FIGHTER VOID: Tie, zero and one judge each competitor, the three judges null. Injury before the third assault (technical null).

WINNER BY POINTS: Three or at least two judges give the winner a competitor.

Winner by KO: When a contestant is knocked down and cannot continue fighting after a count of 10.

Winner by TKO: Outclassed technique. When a competitor has received a lot of punishment and cannot continue the fight in conditions when his physical condition does not allow him to continue fighting with guarantees.

ABANDONMENT: The coach of a competitor to fight for it throwing in the towel. Any competitor can point the referee that abandons the fight by raising his arm.

FOR MEDICAL DECISION: The doctor finds that the contestant cannot continue.

By Disqualification: When a competitor is disqualified after making a forbidden technique deliberately with intent to injure the contrary, maintaining unsportsmanlike conduct or avoid combat.

NO CONTEST: For not fighting, either through injury before the third assault or cause additional sports event that causes the suspension before giving the referee the result.

ARTICLE 35 TITLES AT STAKE

In case of dispute and be a title is vacant judges NECESSARILY have to opt for one of the two competitors.

If the cards of judges result in no-contest, judges will give a winner considering the criterion ultimately the main referee.

When one competitor in contention is the owner of the title is disputed, it may result in no-contest and will retain the title the reigning champion.

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ARTICLE 36 prizefighters

Professionalism can switch to boxers that:

Are 18 or more years old

The maximum age to be 35 years

They have performed in AMATEUR (Class C), a minimum of 8 fighting, Media, medium-duty, heavy and superheavy weights, and 10 matches for the other categories of weight, this fighting, at least 50% should have terminated victories. Fighting with null results they will not be counted as victories.

They will be authorized to debut in the professional athletes who even if they had not played any bout amateur boxing are from related or similar to boxing (KICK BOXING, FULL-CONTACT, K-1, MUAYTHAI etc ...) sports, and can contribute demonstrative reliable documentation least 2 years of activity and its record.

ARTICLE 37 PROFESSIONAL BOXING COMPETITION PARTICIPATION

For a professional boxer to compete, must meet the following requirements:

- Annual federal license in force.

Should be represented by a manager, have signed Empowerment Agreement.

GBF not be sanctioned or International Organizations.

You cannot fight during the 28 days prior to the dispute of a national or international title.

No boxer can make a match if you have not passed a minimum period of 13 days from his last bout, only in special cases authorize the boxer GBF a minimum of 7 days.

ARTICLE 38 TEMPORARY SUSPENSION

Boxers may be subject to temporary suspensions for the following reasons:

- By sanction imposed by the Disciplinary Committee.
- To combat national and international territory without permission and the supporting document issued by the GLOBAL BOXING FEDERATION (GBF).
- The boxer who lost a fight before the deadline, whatever the arbitration decision will remain inactive for 28 days following the date of its defeat.
- If the fighter is defeated before the limit 2 times in a row, will remain inactive for 56 days from the second defeat.
- In these cases, the official doctor and the Refereeing Delegate will have to reflect on the Sports Boxer passport and inform GBF for further registration.

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ARTICLE 39 INTERPRETATION OF Atypical cases

The delegate of arbitration and the referee have the final say in interpreting the regulations and authority to resolve any case that is not covered in previous chapters.

Later the issue should be discussed at meeting of the College of Arbitrators and be included in these regulations.

ARTICLE 40 SUPERVISOR O DELEGATE GBF

The supervisor or delegate arbitration may modify the verdict of a battle if:

- The referee or judges make a serious mistake in interpreting the regulations.
- He warns that a judge has deliberately or not erred in his score.

The delegate of Arbitration shall appoint the referees and judges for each evening.

It is your task to teach and improve the arbitration level both in theory and in practice.

You must check at the end of each match score sheets and check that:

- The points are well combined
- The names of the competitors and the designation of the corners are correct
- The name of the winner is correct
- It will review the scores, sum and point deductions
- It will verify the authenticity of the score sheet
- The verdict is correct
- It will communicate the result to the speaker to announce it this

SECTION 41 REFEREE COMMITTEE

It shall consist of the delegate arbitration GBF and the chief judge of the evening and decide GBF at all times. The purpose of this committee is deliberating about possible irregularities that have occurred in each evening and meet if there is any claim on the outcome of a battle. Once seen the video of it and studied the complaint make a decision.

Article 42 COMPLAINTS

Claims against any decision of the judges, shall be submitted to

DELEGATE FOR ARBITRATION or supervisor of the evening, in writing and attaching combat video object of the claim. Any sport not claim form verbal or may not be grounds for disqualification and penalty.