

# UNRIVALED



OFFICIAL RULE

# UNRIVALED Official (Outline of regulations)

## "Rules"

All players and their second shall strictly abide by the rules set forth by UNRIVALED, and shall obey all instructions, orders, and rulings given by the referee, doctor, and the organizer regarding all aspects of the match.

## Article 1: Match Format

1: Matches shall be held in a ring with a side length of 1m to 8m or on a mat of equivalent size.

2: The match shall be a submission match of 1R (10 minutes or 15 minutes) or 2R (5 minutes and 90 seconds interval).

3: The winner shall be determined by a tap-out (TO) by locking techniques, choking techniques, etc., or a knock-out (KO) by tackling or throwing techniques, etc.

4: "Point system" shall be adopted in which points will be added for takedowns, positioning, escapes, etc., but negative points for pulling guard.

## Article 2 : Weight class

Regulated weight classes (contract weight may be set individually)

A	49.9kg or less, no lower limit
B	49.9kg or more 52.5kg or less
C	52.2kg or more 54.4kg or less
D : Flyweight	54.4kg or more 56.7kg or less
E : Bantamweight	56.7kg or more 61.2kg or less
F : Featherweight	61.2kg or more 65.8kg or less
G : Lightweight	65.8kg or more 70.3kg or less
H : Welterweight	70.3kg or more 77.1kg or less
I : Middleweight	77.1kg or more 83.9kg or less
J : Light Heavyweight	83.9kg or more 93.0kg or less
K : Heavyweight	93.0kg or more, no upper limit
L : Absolute Weight	No weight limit

1: In principle, weight-check should be done on the day before or on the day of the match, within the time and duration specified by the organizer.

2: Weight-check can be done on the day of the competition within the time and duration specified by the organizer only if the player has no health problems and strongly wishes to do so at his/her own risk. (Players who wish to weight-check on the day of the event must contact the organizer at least two days prior to the event to obtain permission.

3 : If a player is unable to lose weight within the designated time for weight-check on the previous day, he/she must make an effort to lose weight until the weighing time on the same day, which is designated by the organizer. Re- weight-check may be conducted outside the designated time only if the opponent agrees. The weight-check will be conducted at the discretion of the organizer and would not be forced by the opponent.

4 : In the event that a player is unable to keep his weight below the specified weight, he will be subject to penalties (yellow card, penalty fee, etc.). However, if the organizer judges that the overweight is clearly intentional and malicious, the player will be immediately suspended from competition. The organizer will not pay any fees back and not make any offer to him in the future.

5: Any player who is disqualified for exceeding the weight limit by more than 2.20lb (1kg) must pay the organizer double the required fee. In addition, must pay the organizer the full amount of the ticket amount that he had purchased (reserved) and the ticket amount that his opponent had purchased (reserved). And, the player must pay the organizer the full amount of opponent's reward amount.

6: In the event that an opponent fails to meet the weight limit and the organizer determines that the failure was not intentional or malicious, the organizer will impose the penalties specified in the contract for the sake of the player's health and the success of the event. (Yellow card, penalty fee, etc.)

The opponent must accept these penalties and fight with them by announcing them in the venue, writing them in the official record, and announcing them to the media.

7: In the event that a player fails to pass the weight-check on the previous day and wishes to reweigh on the day of match, this shall be done only at the player's own discretion, and the opponent shall not be allowed to force the player to do so for health reasons, etc.

8: Yellow or red cards and reduced penalties for weight-check violations shall be as follows.

■ Yellow and red cards for weight-check violations.

- ① 0.1kg or more ~ Less than 0.5kg 1 yellow card is given
- ② 0.5kg or more ~ Less than 1.0kg 2 yellow card is given
- ③ 1.0kg or more ~ Red card (disqualification)

■ Penalties for weight-check violations.

(Reduction of penalties for foul play in a match will be determined by separate regulations.)

- ① 0.1kg or more ~ Less than 0.5kg  
20% reduction from the total amount of payment
- ② 0.5kg or more ~ Less than 1.0kg  
50% reduction from the total payment
- ③ 1.0kg or more ~  
Pay double the amount of your own reward money to the organizer  
(disqualification)  
  
Payment to the organizer for tickets purchased (disqualification)  
  
Pay the organizer double your own reward for the ticket purchased by  
the opponent.  
  
Pay the reward money of the opponent to the organizer

A player who is disqualified due to being overweight by 1.0kg or more and if cancel the match, he/she must pay to the organizer "twice the amount of fight money" , "the price of ticket he/she purchased (including reservation)" , "the equivalent amount of ticket purchased by the opponent" , and "the opponent's fight money."

### Article 3 : Pre-fight Rules

1: The player must attend the rules meeting held on the day before or on the day of the match to receive the explanation of the rules by the referee and understand them.

2: The player must be weighed and inspected by the scorer on the day before or on the day of the match, and must comply with this inspection and strictly adhere to the contracted weight.

3: The player must undergo and pass the costume and other equipment inspection by the referee before the match.

4: On the day of the match, the player must undergo a medical examination (medical interview and palpation) by a physician, and pass the examination to prove that he/she is in good health to fight.

5: Players with infectious diseases (HIV, hepatitis B and G, etc.) are not allowed to participate in the tournament, and if there is a possibility of such diseases, they must report to the tournament officials and the doctor before the match.

6: Any player who has received medical examination or treatment for head or internal organs within the past six months must report to the organizer in advance.

## Article 4 : Costumes

### ■Valid costumes for the match

1: Singlets

2: Short, semi-long and long pants and tights

3: Trunks for Muay Thai, boxing, etc.

4: Top and bottom of traditional fighting uniform such as karate, kempo, judo, jujutsu, sambo, etc.

5: Thin, fully-fitted wetsuit (rash guard), etc.

6: Other items not listed above are acceptable as long as they do not interfere with the match and are approved by the organizer.

7: Running t-shirts, plastic, metal, or any other material that can easily slip off and tear, or that is not safe to wear, are prohibited.

8: Costumes of any kind are allowed for entry before the match.

### ■Consultative protective gear

1: Wearing of mouthpiece, foul cup and knee pads is optional.

2: The use of shoes is optional. (\*Only wrestling and sambo shoes with non-hard soles are allowed.

3: When using shoes, knee pads, etc., permission must be obtained from the organizer in advance. The use of hard padding on protective gear or any other form of concealment is strictly prohibited.

### ■Body, protection, and reinforcement equipment

1: Tape and supporters may be worn freely on old injuries and injured parts of the body. (Excessive hardening is prohibited.)

2: The application of oil or grease such as Vaseline or grease to the body is prohibited. (The use of anti-slip grease on the soles of the feet is prohibited.

3: Hand and toenails must be kept short.

4: The use of soft type contact lenses is allowed. (Hard type lenses are not allowed.)

5: Participants are required to wear wristbands of the same color as their own corner (red or blue) or taping on both wrists.

\*It must be the one specified by the organizer.

\*Ankle band is not allowed.

6: Rings, necklaces, earrings, and other precious metal decorations are strictly prohibited.

7: The use of stimulants and narcotics for pain relief is prohibited. (Smelling salts, ammonia, are excluded.)

### ■Regulations for the use of costumes

In the use of fighting costumes, grabbing or hooking of costumes (use of costumes) shall be permitted only for the top and bottom of traditional fighting costumes and wrestler's belt.

The use of any other clothing (spats, trunks, etc.) is not permitted.

In principle, the use of the belt is permitted, but the use of the belt itself for strangulation or joint techniques is prohibited.

## **Article 5 : Second**

- 1: The maximum number of persons allowed to be a second is one who has applied in advance, received permission from the organizer, and has a second's pass.
- 2: It is prohibited to stand up or leave the designated area and touch the ring ropes during a match, unless the referee gives special permission. (The same applies while the player is being checked by the doctor in the neutral corner.
- 3: The player must bring a white towel with him/her to the match in case he/she decides to abandon the match.
- 4: Only one second is allowed in the ring during the interval.
- 5: The second must obey all instructions and orders given by the referee, doctor, and organizer.
- 6: Seconds shall not engage in any abusive or insulting behavior towards the opponent's camp, referee, judges, doctors, organizers, or spectators.
- 7: Violation of the rules or malicious breach of etiquette by second is considered to be the same as foul play by a player and will be subject to a yellow card.

## **Article 6 : Determination of Win or Loss**

- 1: Tap out/TO (including when a player screams)
- 2: Knockout/KO (by referee's decision)
- 3: Technical knockout / TKO
- A: Referee order to stop
- B: Doctor order to stop
- C: Forfeit (towel thrown in by the second)
- D: Abandonment (due to loss of will to fight, etc.)
- 4: Disqualification due to fouls (3 yellow cards or 1 red card for foul play)
- 5: Decision by overtime round
- 6 : Draw (W knockout)
- 7: Win by default
- 8: No contest/invalid fight  
(In the event that the fight cannot be continued due to accidental heat butting or other circumstances, the referee, doctor, judges, or organizers will make a decision.
- 9: If time runs out, the winner shall be the player who has more points.  
In case of a tie, the match shall be decided by Sudden Death by Golden Time.

## **Article 7 : Definition of Positions**

### **■ Starting Position**

At the start of a match, players shall move back to their own corner. When players resumes the match after a break, they shall assume a fighting pose in the center of the ring in a standing position, and shall start and resume the match upon the referee's instruction or signal.

### **■ Standing position**

1: Standing position is defined as the position in which the bottoms of both feet of both players are on the mat.

2: All striking techniques are prohibited.

3: All throwing techniques shall be allowed.

4: All grappling is allowed.

### **■ Ground Position**

1: The ground position is defined as the position in which all body parts except soles of feet of both players are on the mat.

2: All striking techniques are prohibited.

3: All grappling technique is valid.

### **■ Mixed Position**

1: The mixed position is when one player is in a standing position and the other player is on the ground position.

2: Valid and prohibited actions in the mixed position are the same as in the ground position.

## **Article 8 : Definition of Break**

1: When it is judged that there is no offense or defense of techniques regardless of the stand or ground position.

2: When both players are unable to apply a technique to each other and the situation continues without change.

3: When it is judged that a doctor's check is necessary due to a foul act or accident.  
(In the mixed position, when a player in the stand-up position does not join in the attack or defense and does not perform any movement.)

4: Breaks will be made at the referee's discretion in all cases other than the above 3.

(\*After the break, the fight shall be restarted from the standing position in the center of the ring as soon as possible.)

## **Article 9 : Definition of DON'T MOVE, MOVE**

1: When the offense or defense of a match takes place near the ropes or near the corner, and it is judged to be a hindrance to match progression.

(Both players shall move to another location while maintaining the position, and the match shall be restarted as soon as possible following the referee's instructions.)

2: When it is judged that a doctor's check is necessary due to foul play or an accident.

(After the doctor's check, the player shall be returned to the original position and the match shall be resumed as necessary.)

3: When it is judged that the player's costume is extremely disordered and interferes with the match.

(Both players shall maintain the position and the match shall be restarted as soon as possible according to the referee's instructions.

4: Don't Move shall be performed at the discretion of the referee in all cases other than the above 3.

## **ARTICLE 10 : MATCH PROGRESS**

1: The start and end of a match (round) shall be announced by the gong.

2: The match shall begin with the referee's call of "Fight" and end with the call of "Finish" or "GONG".

3: When the referee calls "STOP" or "BREAK", players shall immediately stop the attacking movement and restart the match from the standing position.

4: When the referee calls "STOP, DON'T MOVE", players must stop the attacking movement immediately and follow the referee's instruction.

5: When a match is temporarily stopped by the referee's call of "time stop", the players must wait in the neutral corner as soon as possible. (The match time shall be temporarily stopped.)

6: If the referee calls "Action" or "(GO) TO FINISH" during the match, the player must go for the submission aggressively.

7: When the referee calls "Stay Corner" before or during the match, the player must immediately move back to the designated corner and wait.

8: If a foul is committed during the match, the match will be suspended with the referee's call of "Stop, Foul".

9: If a doctor's check is required, it must be done in the neutral corner and the player must wait for the doctor's decision whether the fight can continue or not.  
(While the doctor is checking the player, the opponent must wait at the opposite neutral corner as well.)

10: Players who are damaged by accident or foul during the match will be given an interval of up to 3 minutes (recovery break).  
If the doctor judges that the player is still unable to recover, the match may be terminated or rescheduled at the discretion of the organizer.

11: When both players are downed at the same time (double knockdown) due to a throwing technique, etc., the only down count (10 counts) shall be counted and the count shall continue even after the round ends.

All fight time shall be running except for the call of "time stop".



# Article 11 : Penalties (Fouls)

## ■ Penalties

1: In principle, a caution (first yellow card) for the first foul, a warning (second yellow card) for the second foul, and disqualification (red card) for the third foul.

2: In the case of malicious foul play and significant damage to the opponent, the first or second offense may result in disqualification (presentation of a red card).

3: If the foul is clearly unintentional and the opponent is not damaged, the referee may issue a verbal caution.

4: The above shall be ruled at the discretion of the referee and the organizer

## ■ Penalties (Reductions for weighing violations are subject to separate regulations.)

- ① One yellow card (caution) : 10% of the total amount paid reduction
- ② Two yellow cards (warning) : 30% of the total amount paid reduction
- ③ Red card (disqualification) : 50% of the total paid reduction

## ■ Violations

1: Any passive fighting.

A) Continued "pawing with the hands".

B) Repeatedly turtling

C) Not actively going for the submission.

D) Ignoring the referee's commands to "Fight," "Action," and "Go to the finish" and not attacking aggressively.

2: Actions that are deemed to induce stalemates

(A) Clinching and holding. (Regardless of the stand or ground position)

(B) Attempting to escape after applying technique. (This includes actions such as immediately clinching)

3: Any attack to the eyes. (Thumbing, etc.)

4) Inserting, hooking, or pulling fingers into the mucous membranes of the nasal cavity, ear cavity, oral cavity, or anus.

5: Grabbing the throat or pressing on the carotid artery with the fingertip.

6: Spitting, biting, pinching, pinching, or scratching.

7: Any kind of attack to the testicles.

8: Grabbing and pulling of body hair such as head hair, beard, pubic hair, armpit hair, etc.

9: Attacks on the finger joints by grabbing three or fewer fingers of the hand or foot.

10: Grabbing or pulling on the ring ropes, corner pads, or the outside of the mat, or attacking or defending while riding on them.

11: Thrusting, pushing, or throwing an opponent out of the ring.

12. Intentionally going outside of the ring or outside of the ropes or corner pads, or running away from the ring.

13: Catching or grabbing the uniforms (spats, trunks, etc.) of the opponent or oneself.

<Excludes traditional fighting uniforms, belts, and wrestlers' mawashi bel>

14: Using the belt itself for joint or strangulation techniques.

15: Intentionally falling and assuming the ground position while not being attacked (no contact) in the standing position.

16: Applying Vaseline, grease, or other greasy substances (such as pine needles to prevent slipping on sole of the foot) to the body.

17: Fighting in a clearly passive manner. (This includes excessive stalemates.)

18: When a player or a second ignores the instructions or orders of the referee, judges, doctors, or the organizer, or protests, speaks abusively, or causes humiliation during the match.

19: When a second enters the ring, leaves the corner area, or touches a player, the ring ropes, or the corner pad during a match without the permission of the referee.

20: In the event that one or both fighters throw a fight.

In the event that both players do not show a desire to fight each other, and the fight lacks earnest action.

21: When a player fails to maintain the weight limit.

## ■ Foul matters

1: Choking techniques and the act of applying pressure with both fists and forearms are valid when attacking Adam's apple.

2: When strangling the face in a choke technique, only the eye area is prohibited, but attacking other areas such as the nose, mouth, and ears may be allowed.

3: The act of squeezing or riding the face with the forearm, elbow, knee, etc. (excluding the eye area) is valid.

4: Covering the mouth and nose with the palm or trunk of the body to suffocate is valid.

5: Attacking or defending by throwing using the recoil of the ring rope is valid.

6: Grabbing or hooking the opponent's or one's own protective gear or clothing is prohibited.

However, strangulation, joint and throwing techniques such as grabbing or hooking the opponent's or one's own uniform are permitted only in the traditional fighting style of dogi and sumo mawashi-belt.

7: The use of the belt of uniform for strangulation and joint techniques is prohibited.

These are the revisions to Articles 1-3 based on GTF Rules 1 through 11.  
December 17, 2020 UNRIVALED Executive Committee