

Refereeing and Judging

MUAY THAI



***UKMF handbook for training
Muay Thai officials***

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Refereeing

Referee's responsibilities

1. Fairness in the application of the rules and regulations
2. Closely supervise fights
3. Protect the weaker fighter
4. Ensure both boxers shake hands before the first and final rounds

No impoliteness to boxers, trainers or audience.

Referee's uniform

The referees must wear blue or black trousers, and an appropriate shirt, light refereeing boots, boxing boots, all other appropriate soled soft foot wear. They should not wear eyeglasses, belts or any metal ornaments that might injure boxers. Their fingernails must also be closely and neatly cut.

The Referee's duties:

1. The referee's priority is to safeguard and protect the weaker boxer from undue injuries.
2. The referee must always uphold rules and justice.
3. The referee must closely control the bout at all times.
4. The referee must inspect the boxer's gloves, dresses, and protection.
5. The referee must use three commands:
 - YUT (หยุด) or STOP the action: to order the boxers to stop.
 - YAK (แยก) to BREAK/SEPARATE the boxers: to order the boxers to separate from each other. Both boxers must step back at least one step before engaging in the fight again.
 - CHOK (ชก) or BOX/FIGHT: to order the boxers to fight.



Figure 1. Chok/box

6. When the referee disqualifies a boxer because of a serious rule violation or he stops the bout, he must notify the senior official or Chairperson of the ring officials giving the reason after the announcement to boxers and spectators.
7. The referee shall not allow a boxer who intentionally violates rules to gain advantage, e.g., grabbing ropes to kick or knee his opponent, etc.
8. The referee shall not engage in any action which may jeopardize the boxers or lose an advantage they may have, e.g. a fast – slow counting, warning or not warning, etc.

The Referee's Power

The referee has the power to:

1. Stop the contest when seeing that one boxer out-classes the other or he out-points the other boxer in a very one-sided manner.
2. Stop the contest for a serious injury to one of the boxers. In order to make a judgment to stop the contest or when seeing that the boxer is seriously injured, the referee may consult the ring doctor and should consider the doctor's suggestion seriously after consultation. Should the doctor consider the injury to be a danger to the health of the boxer and not merely cosmetic, the referee should follow the doctor's advice.
3. If a boxer is cut, the Referee should wait for an appropriate time to make an examination
 - a. For either a small wound with high level of bleeding or a large wound but with low level of bleeding the match must be stopped to consult with a medical doctor.

- b. Unless deemed really necessary the doctor should not be allowed to look at a boxer's injury during the break between the rounds so that the boxer can take a full rest. The medical doctor should be allowed to take a look at the injury when the bell sounds for the next round to start. The referee makes the other boxer to stay at the neutral corner while this happens.
4. To stop the contest if they consider the fight to be 'fixed' and not a real contest with boxers acting rather than fighting. In this case, either boxer or both boxers will be disqualified.
5. To stop counting when seeing that if he continues the count, the boxer may be in danger.
6. To stop the count when the opponent does not go to the furthest neutral corner or comes out from the neutral corner before the count is finished.
7. For the boxer who severely violates rules, the referee has power to disqualify them declare the bout a "no decision" after warning or cautioning, or even without any previous warning or cautioning should the foul be serious enough.
8. To interpret rules and implement them or to decide or to act upon any situations not provided in the rules in the spirit of Muay Thai.

Procedures the referee should follow in ring

1. The referee should get into the ring before the boxers and stand in the bell corner.
2. The referee's standing position should give the impression of being smart and alert. There are two appropriate methods that may be adopted by a referee:
 - a. Standing straight with rear body leaning on the corner post padding with the two arms lying parallel across the top of the ropes (figure 1.)
 - b. Standing straight up with both feet slightly apart standing slightly away from the corner post both hands cross behind the back (figure 2.).



Figure 2. Referee standing positions

3. When the boxers get into the ring. Check their attire prior to any Wai Kru (paying respect to the teacher ritual). Beginning with the Mongkon the referee should check the boxer:
 - a. Mongkol (headband)
 - b. Mouth guard
 - c. Prajiadt (arm band)
 - d. Gloves
 - e. Groin guard
 - f. Anklets
 - g. Toe nails

4. After checking both contestants attire, the referee goes back to the bell corner and stays there while both boxers perform a Wai Kru. Although the Wai Kru may be very brief, there is a rule that if the Wai Kru rite is not performed no match may continue. As such the referee must instruct the Thai boxers to perform Wai Kru even if this is just kneeling and bowing.
5. Upon completion of the Wai Kru, the referee calls the boxers to the centre of the ring, and tells them to shake hands (“touch gloves”) before explaining the rules. The referee must instruct the boxers to leave both arms down by their and stand away from another about 1 step. The boxers should not be told to shake hands (“touch gloves”) while rules are being explained the rules to avoid boxers taking advantage of their opponent or inciting bad feeling in any way.
6. The instructions should be appropriate for the level of contestants but should include instructions to “Fight all out, protect yourself at all times, fight fairly and listen to the instruction carefully. Good Luck”
7. The referee should then direct both boxers to their respective corners by pointing to the two corners simultaneously. Both boxers should then to go back to the corner for their trainer to remove the Mongkol and put in their mouth guard. After signalling the referee should go back to the neutral bell corner.
8. The referee should then walk to the centre of the ring and turn to face the timekeeper.
9. The referee should watch to check that:
 - a. Both boxers have had Mongkol removed
 - b. Mouth guards inserted
 - c. Trainers have left the ring
 - d. Both boxers are ready for the match.
10. When the referee considers that these have been completed, they should point to the timekeeper to ring the bell to start the first round and then when ready should give a sharp chopping hand signal together with an assertive instruction to “Chok/Box or Fight”.
11. In subsequent rounds there is no further need for the referee to give the signal to the timekeeper to ring the bell as they should do this automatically when the

timer suggest the round break has come to an end and the next round should begin.

12. When the bell rings to signal the end of each round, the referee must instruct the contestants to stop fighting by giving a loud and assertive “Yut/Stop” together with the appropriate hand sign.
 - a. If the boxers are grappling and knee as the bell sounds the referee must also lock the contestants by pressing them together appropriately and then splitting them up.
 - b. The referee should not wait for the boxers to split up themselves and must be careful not to let the boxers continuing to fight after the signal to stop has been given.
13. After the referee has signalled the end of a round - and spit up the contestants if necessary- the referee should point towards the two corners signalling for the two boxers to go to back to their respective corners.
14. The referee must ensure that both boxers have passed an assumption line approximately $\frac{1}{4}$ of the ring (see figure 3.) from each individual boxer’s corner before the returning to their own neural corner.

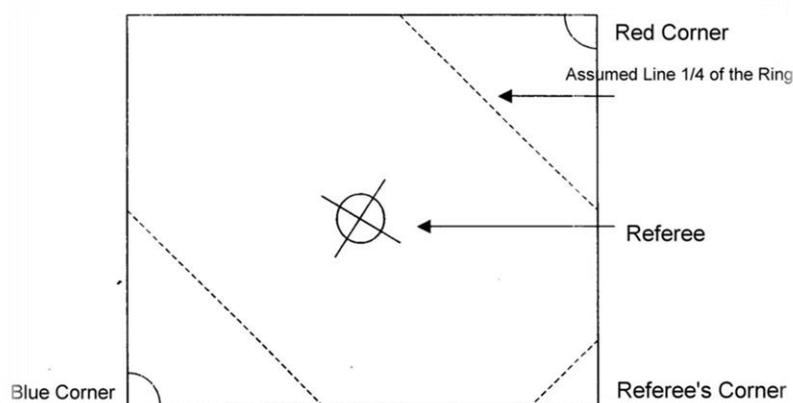


Figure 3. The imaginary/assumed line

15. The referee must warn any contestant who tries to strike their opponent after the end-of-the-round bell and referee’s stop command.

16. During the break between the rounds the referee may go in to warn the trainers or boxers or equally use the break to assess a boxer's condition or injury. Should they require a doctor's assistance in making an assessment of if the contestant can continue or not, they should wait until the end of the rest period and then signal time-out before calling the doctor to assess any injury or the condition of a particular boxer.
17. When the ten second round warning signal is given for the next round, the referee should hurry to stand in the middle of the ring as after the first round subsequent rounds will begin when the bell rings and not on the referee's command. The boxers should not be allowed to leave their corner beyond the assumed $\frac{1}{4}$ line of the ring before they are called by the referee.
18. The referee must warn boxers and trainers who deliberately try to stall or delay the start of any round.
19. When both boxers are ready to continue the fight, the referee should instructs the boxers to "Chok/Fight/Box".
20. Again in the final round, the referee should hurry to be in the centre of the ring at the ten second warning signal.
21. Before starting the last round, the referee shall make the two boxers to shake hands ("Touch Gloves") by holding the outside of their wrists to prevent any illegal action before the referee has signalled the last round to commence. The Referee should not leave the two boxers to shake hand (touch gloves) on their own.
22. The Referee must actually make the boxers shake the hand (touch gloves) and may briefly warn them fight cleanly and then use the hands to split the boxers apart from one another and instruct "Chok/Fight/Box".
23. In the last round the referee should be extra vigilant, given that the last round may well be the deciding round in a close fight and could be fast and furious.
24. Before signalling each round, the referee should look for excessive water, Vaseline or oil on each boxer. If they feel there is an excess, they should dry the offending boxer using a cloth or towel. Excessive Vaseline application should be

looked for on the eyebrows, cheeks, chin, back of the neck, rear of the ears, body, rear of the knee joints, the calf, shin, foot joint and Achilles' tendon.

25. After the end of the last round competition the referee should instruct both boxers to return to their corners first and then collect the scorecards from the judges.
26. Scorecards should be collected in turn from each judge with the referee checking the judge has completed it and highlighted their decision clearly.
27. Judges will hand all the scorecards to a nominated official to check they are completed correctly and to inform the MC of the decision.
28. Raising the winning boxer's hand, the referee must face in the same direction as the boxer, and remaining holding their hand up for 4 – 5 seconds to honour the winning boxer.

Refereeing skills

Positioning and footwork

To enable a referee to both observe a fight carefully and intervene quickly and efficiently, the use of appropriate footwork and positioning in relation to the boxers is necessary.

Maintaining position between both fighters in a triangle formation means it is possible to intervene immediately when necessary (see figure 4)

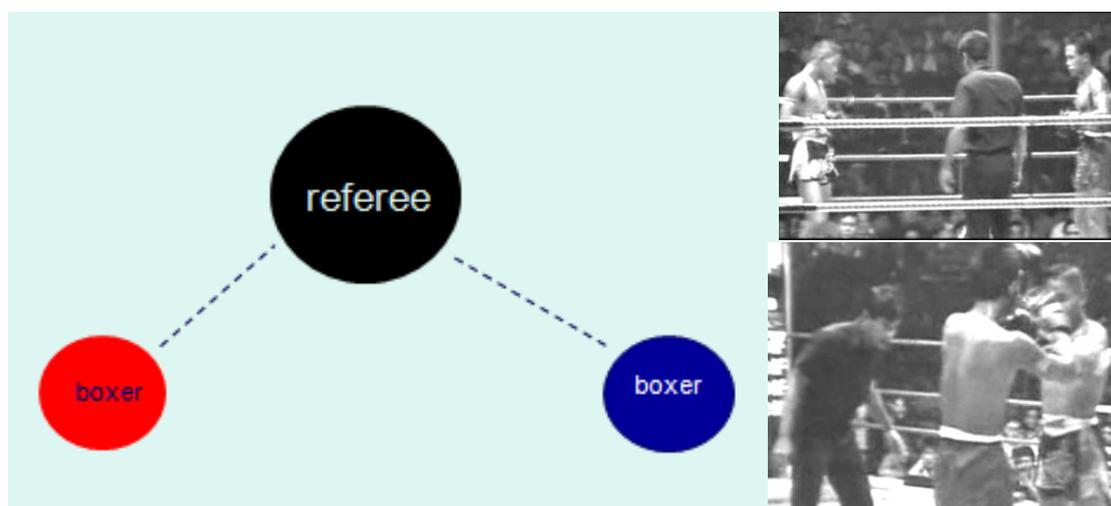


Figure 4. Referee positioning

When moving around the ring the referee should position themselves so that they can intervene immediately should they be required to do so. They should move efficiently using good footwork staying in a triangle with the two boxers where possible and moving around with them as required. When the referee needs to move out of the triangle and around the back of one of the boxers, they should do this very quickly and assume a triangle position as soon as possible on the other side of the boxers. The referee should be careful not to get trapped against the ropes or in the corner by anticipating where the boxers are going to move. When the boxers are grappling in the clinch, the referee should circle them observing the action very carefully ready to intervene when necessary or be ready to catch a boxer's head should they fall together.



Figure 5. Intervening to stop fouls

Catching a boxer's head

The art of Muay Thai requires grappling, embracing, swinging and as such falling down is quite a common occurrence. The referee with an ability to catch the boxer's head is valued highly. Although the rules do not specify that the referee must catch a boxer's head before the head hits the canvas but if the referee does not catch the boxer's head where necessary that boxer may sustain a serious injury.

Catching a boxer's head should be made when the two boxers are grappling and both boxers fall down one on top of the other when that the head of one of the boxers is likely to hit the canvas with force. If the referee cannot catch the boxer's head in time, they should

at least attempt to stop the one boxer falling heavily on their opponent. However, if either boxer is swung or falls down on their own, there is no need for the referee to catch the boxer's head but still must prevent the other boxer from attacking the fallen boxer.



Figure 6. Catching the boxer's head after foul throws

Stopping the action and separating boxers

When to separate boxers

Separating boxers in Muay Thai is different from international boxing. Muay Thai allows a number of techniques that require boxers to embrace, grapple and swing their opponent. As such a referee should be competent at separating boxers so as to ensure the action is flowing and also to prevent rule violations. A good referee must know when to separate or not and as such the following should be taken into consideration and they should break the boxers if:

1. Both boxers are holding and not trying to fight. The Referee should count in their mind (not exceeding 5 seconds), if the boxers still not do any act the referee should instruct "Yut/Stop" and "Yak/Separate/break".
2. Both boxers are kneeing but they are doing so only weakly and not striking important targets.
3. It is likely that if the two boxers are allowed to keep on grappling it will result in a violation of the rules.
4. Only one boxer is kneeing and the other boxer is not attempting to retaliate. In this case if the referee separates them subsequent steps may be required such as counting or stopping the match etc.
5. Either of the boxers is fouling e.g. neck lock, arm lock, wrestling posture lock or while for instances.

6. A foul such as kneeling the groin guard.
7. Either of the boxers sustains a wound or injury that needs assessment or treatment
8. Either of the boxers is unconscious but is being held up by the other competitor so they are not able to fall to the ring canvas.
9. Any situation which is beyond the referee's control such as ring damage.

Catching the ropes

1. Should a boxer grab the ropes in a manner that would be disadvantageous for their opponent- for example where they have their opponent on the ropes and they have them trapped seizing the ropes with both hands- the referee should stop the match, press the boxers together appropriately, break them and warn them as necessary before resuming the match (see below).
2. If a boxer catches the rope in a manner that is not going to immediately disadvantage an opponent – they have their back to the ropes and have an elbow resting over the top rope- the referee, taking care not to disadvantage either boxer, should attempt to pull the ropes and remove the offending grip. If after two pulls the boxer remains on the ropes, the referee should stop the match, press the boxers appropriately, break them and warn them as necessary before resuming the match (see below).

How to separate boxer

When separating boxers the referee should:

1. Lock the boxers firmly together with the instruction “Yut/Stop”. After being convinced that both boxers have completely stopped then instruct “Yak/Separate/break” and help with the separation of the boxers from one another. If the referee fails to lock the boxers firmly this may result in an injury to the referee.
2. The boxers should be separated clearly, i.e. to clear from one another at least 2 steps away from each other.
3. After making any separation the instruction of “Chok/Fight/Box” and the appropriate signal must be given each and every time the referee wants the competition to continue.

4. Warn any boxer who tries to delay, or take advantage, holds the rope or fails to follow the instructions.
5. Not allow a boxer who is violating the rules to have an advantage, such as holding the rope to strike the knee for example.
6. In separating the boxers from one another the referee should not push the boxers unnecessarily hard in a way that might cause injury or disadvantage to a boxer. Instead, the referee should use the back of their arms and wrists to separate from one another.
7. When pulling boxers from off the rope or the corner after separating them, and moving them into the centre of the ring, the referee may grab the boxer's arms to pull both boxers, but should be careful not to pull them too sharply as this could cause injury such as a shoulder dislocation. Other methods may be used such as pulling boxers by their shoulders or the back of the neck for example.



Figure 7. Pressing the boxers centre ring, in the corner and on the ropes

Other reasons for stopping the action

The referee should also stop the action if:

1. Either boxer's athletic supporter comes off, becomes loose or broken between the rounds and the trainer has informed the referee, the referee must go in to examine. The round break will continue until the round bell rings starting the next round then the referee should grant permission for the boxer to leave the ring to make a correction. The timekeeper must stop the time during this period. The referee should instruct the other boxer to remain in the neutral corner and the referee

should stand in the corner of the boxer who goes to make correction to their athletic supporter.

2. A boxer's athletic supporter comes off or becomes loose during the match and is not caused by an act of the other boxer, the referee shall instruct the bout to stop and make an examination of the athletic supporter carefully. After the examination the referee must proceed with the following:
 - a. If the athletic supporter does not come off or becomes loose the referee must warn the boxer and explain that a reoccurrence will result with score deduction.
 - b. If the athletic supporter comes off or turns loose the referee should signal the timekeeper to stop the time and then let the boxer make the correction while instructing the other boxer to remain in the neutral corner.
 - c. In all cases the referee must observe the correction of the athletic supporter at all the times to prevent unnecessary delay. If there is an intentional delay the referee must warn or deduct the score as they see fit.
3. To caution the boxer who violates the rules, the referee must stop the action before he clearly cautions the offending boxer in order that the boxer understands the cause and objective of the caution. The referee must show a hand signal, pointing to the boxer to inform all judges that there is a formal point deducting warning.

Counting procedure

1. The referee must count with a clear voice. The referee must instruct the other boxer to go into the furthest neutral corner immediately.
2. If the boxer shows any delay or does not follow the instruction, the referee should stop counting until the boxer complies and then continue with what is left of the counting.
3. The counting interval should be one (1) second and during counting the referee should give a hand signal at the face level of the boxer being counted at a distance approximately 1.5 – 2 feet and maintain this distance when the boxer staggers or moves.

4. During the count the referee must be in a position to be able to see the other boxer who is in the further neutral corner.
5. The referee should not let the other boxer leave the neutral corner before a signal to start the boxing.
6. During the count if the boxer being counted staggers (unstable) the referee must be careful not to allow the boxer to fall down on the canvas. In this case the referee should stop counting and save the boxer first by supporting or allow the boxer to hold or lean to the rope before waving the bout over.
7. On counting the boxer who has fallen on the canvas the referee should be kneeling near to the boxer in an upright position in a position where the boxer could see the count if they were conscious
8. If the boxer being counted can rise and is ready to continue to box but if counting has not yet reached EIGHT (8) the referee must continue until EIGHT (8) before continuing the boxing match.
9. The referee may stop counting before reaching EIGHT (8) if the referee is of the opinion that it will endanger to the boxer.
10. If the referee's count reaches EIGHT and instructs the boxer to continue the bout but if it's obvious that the boxer who is counted falls again or is not in the condition to continue, then the referee shall stop the match or continue the counting to TEN as necessary.
11. If both boxers fall down after being hit and require a count the referee must start counting in between (in the middle) both boxers, after counting to TEN (10) and both boxers still remain fallen then the referee may declare a draw.
12. In case of both boxers falling down and where their arms and legs are entangled or overlapping one another's, the referee should stop counting and separate the boxers from one another before continuing to count.
13. If while counting one of the boxer rises up first then continue to count the boxer who is still fallen. If the count reaches TEN (10) then the referee must declare the fallen boxer to have lost by KO.
14. In a case where the referee counts both boxers but one of the boxer rises up but the other boxer still remains on the ring canvas, the referee will continue to count both

boxers until the count of EIGHT (8). Upon reaching EIGHT the referee should continue to count the boxer still on the canvas. If the count reaches TEN then the standing boxer wins by KO. However, if the boxer who stood up falls down again before the count for the other boxer has reached TEN (10) then the referee shall continue to count both boxers continuously from what is left (EIGHT) and if the count reaches TEN the match will be judged a DRAW.

15. Whichever boxer is not ready to continue the match immediately after the round break and the bell for the next round rings (except for case of non-orderly dress) the referee must allow an opportunity for the boxer to get out of the corner by using a hand signal and verbal command calling upon the boxer e.g. calling "RED" as a warning and giving an opportunity (this should be called at least 2 times). But if the boxer still remains in the corner the referee must instruct the other boxer who is ready to continue and waiting in the middle of the ring to go back to the neutral corner and then approach the boxer who does not leave the corner and start to count. If the counting reaches TEN (10) the boxer must be awarded a KO loss. But if the boxer being counted still wants to continue then they should lose points as if they had received any other EIGHT (8) count.
16. If the boxer requests to retire during the round break the referee must go in to inquire to ensure that the boxer really wants to give in. In this case no counting is necessary. The Referee must instruct the next round bell ring signal to continue and the award the boxer a TKO loss.
17. Counting procedure for boxers who have fallen out of the ring
 - a. When a boxer has been attacked by his opponent's legal weapons, and as result, the boxer falls off outside the ring; the referee must order his opponent to go to the furthest neutral corner. If the boxer outside stage is too slow to get back into the ring, the referee shall count immediately.
 - b. For the boxer falling outside the ring, the referee shall count to YISIP (ยี่สิบ) or twenty (20).
 - c. When a boxer or both boxers falls off outside of the ring, the referee shall count to twenty (20). If the boxer manages to get into the ring before the count of twenty, the bout will continue and the boxer loses no point.

- d. When a boxer falls out of the ring, the referee shall stop counting if the boxer is obstructed or delayed to go up into the ring any person. The referee shall clearly warn the offender and continues the count. If the offender disobeys, the referee should stop the bout and inform the Chair of the ring officials or the nominated senior official.
 - e. When both boxers fall out of the ring, the referee should count. If either boxer tries to delay the action, the referee must stop counting and clearly warn the offender. After that, the referee should continue the count. If the offender disobeys, the referee should either disqualify that boxer or declare the fight a “no decision”.
 - f. If both boxers fall out of the ring, the referee should count. If only one boxer is able to get back into the ring before the count of twenty, the referee shall declare that boxer the winner. However, if both boxers cannot get back into the ring before the count of twenty, the referee shall declare a draw.
18. If a boxer is knocked down at the same time as the bell rings the referee should start counting. If the count reaches TEN (10) it will be considered to be a KO win to their opponent. However, if the boxer can rise up and is ready to continue the match, the referee should count to EIGHT (8) first before instructing both boxers to return to their corners and take a break between the rounds. This also applies in the last round where the boxer needs to rise before the count of TEN (10) or they will deemed to have lost by KO.
19. When a boxer has been knocked down and also sustains a serious cut wound on the face and the referee counts to EIGHT (8) and the boxer is ready to continue. The referee must continue with the bout first before looking for the right time to stop the bout so the doctor can take a look at the wound. The referee should not allow the doctor to look at the wound immediately after counting to EIGHT because if bout continues this will be equal to the referee helping the boxer who is counted by giving them time to rest and recover from fatigue or concussion.



Figure 8. Counting

Warnings, cautions and disqualification

1. The referee must disqualify the boxer who has been given three point deduction warnings or declare “no decision.” If it is a serious offense, the referee may disqualify the boxer even though there is no previous caution or warning given.

There are three types of warnings or cautions the referee can award:

- a. *Unofficial caution:* Is a caution for minor violations where the referee doesn't stop the match. This involves a verbal warning supported by a demonstration. If the boxer is holding onto the rope or making use of the rope illegally, the referee should caution the offender “Not to hold the rope”, “Do not knee the (athletic) supporter” “do not trip” for example etc. Cautions of this kind are not counted towards the number of warnings to lead to a formal reprimand involving point deductions. These cautions are awarded where should such violations persist without intervention, they could lead to a more serious violation, foul play or one boxer taking an advantage over the other boxer in an unfair manner.
- b. *Official Warning:* This is a warning where the competition must be stopped because a boxer's violation of the rules or foul play is persistent despite unofficial cautions, or the actions are dangerous. For example, kneeing the (athletic) supporter very strongly, or using judo throw. The referee must instruct both boxers to stop and then warn the boxer who made the

violation supporting this with a visual demonstration so that the boxer, the scoring Judges and the audience understand the offence and show the number of times the offence has occurred by signalling with the fingers.

- c. *Formal point deduction warning*: To deduct a point for a boxer committing a violation or engaging in foul play, the referee must stop the competition and make it clear to the boxer offending boxer the reason for the action and how they have contravened the rules. The referee must make a hand signal to demonstrate the offense to everyone and point to the boxer for the scoring judges to know that a point should be deducted. If a boxer receives three (3) point deducting warnings they may be disqualified. The referee may disqualify a boxer even if it's their first violation of the rules should it be serious enough.

Note:

- *The referee has the discretion to count a contestant if they feel it necessary for a contestant's safety even without a "fall"*



Figure 9. signal for grabbing the rope, tripping and pushing more than two steps

The Referee's duty during the round break

During the break between the rounds the referee should stand at his own corner and:

1. Observe both corners and their respective corner teams. The rules allow two trainers to stand in the ring in ordinary fights but if it's a championship match an additional trainer may attend the fighter from the ring apron but must remain outside of the ropes.

2. Ensure that trainers do not to harm the boxer and should they feel a boxer is being mistreated they may ask the offending trainer to leave the ring and relieve them of their duty.
3. Observe and warn trainers should they use excessive water making the boxer too wet and the ring floor wet and slippery, they should also observe the amount of oil or Vaseline trainers apply ensuring they don't use either too excessively in a manner that that might disadvantage an opponent.
4. Make sure the trainers prepare the boxer appropriately, so they are ready to continue the match in the next round promptly.
5. Ensure that when the bell rings or 10 second call is made, the trainers leave the ring without delay. Should there be any delay, the referee should instruct "trainers out", "seconds away" or "trainers down" and must warn trainers or boxer with an intent to delay or stall for time.
6. Caution trainers of either boxer should they fails to leave the ring promptly when the bell sounds for the next rounds. The referee may also relieve them of his duty should they persist.
7. Consult the boxer should their trainers show any intent to retire their boxer during the break between the rounds because the trainers consider there be too greater difference in skill level or due to the boxer sustaining an injury. In this case, the referee should ask the boxer their intention in person, so as to prevent any dispute between the boxer and trainers. If a boxer wishes to concede the fight, the referee should instruct to timekeeper to start the next round without waiting for the break time to run out and then raise the hand of the other boxer as a technical knock-out winner.
8. Observe seeing that boxers do not leave the ring during the round break without permission or without consultation with and permission from the referee. Where this happens, the referee must go and ask the reason for leaving the ring and warn both the boxer and the trainers of the possible consequences. If the boxer does not return to the ring in time for beginning of the next round, when the bell sounds for the next, the referee will award the match to their opponent.

9. Observe for the use of prohibited substances. If a corner team or boxer is found to be using such substances, the referee shall confiscate it and leave it with a nominated person and not returning it until after the end of the match.
10. Observe the trainers for any actions that might delay the start of the next round such as loosening the laces on the boxer's gloves, or the string or the athletic supporter. They should warn the trainers if this happens.
11. Look for any injury that they may need medical consultation on. If the referee does require medical advice from a ringside doctor, to determine the severity of the injury and determine if the injury is serious enough to terminate the match. They should generally wait until the break ends before bring the doctor to the corner, allowing the boxer their full rest period before examining them.

The procedure a referee should follow when a boxer sustains a cut or other Injury during a match

A boxer sustains a cut on the head or the face

When noticing a cut open up on one of the boxers, the referee should wait for and appropriate time to stop the match. The match should not be stopped while both boxers are engaged in action.

1. Should the referee consider the cut to serious enough, the referee should stop the match, and instruct the other boxer to go to the furthest neutral corner. The referee should use a prepared piece of cloth or wipe to remove blood and inspect the cut. The rules authorize the referee to stop a match if a boxer develops a serious wound that would make it dangerous for them to continue the match and award a technical knock-out loss to the injured boxer.
2. For either a small wound with a very high level of bleeding or a large wound but with low level of bleeding the match must be stopped to consult with a medical doctor. In this case, the referee should take the boxer to the doctor for consultation and the doctor's advice adhered to.

3. The referee is allowed to obtain the doctors opinion as many times as the referee feels is necessary each round without any limitation.



Figure 10. Time out signal and taking the boxer to the doctor to check a cut

If both boxers sustain cuts

1. If both boxers receive cuts, the referee must stop the competition to take the boxers to see the doctor one at a time while their opponent remains in the furthest neutral corner. After consultation the referee should signal for the match to resume or inform the audience which boxer will not be able to continue the match and award a technical knockout loss to the boxer who is unable to continue.
2. If after consultation with the doctor, neither boxer is able to continue with the match, the referee shall:
 - a. Declare the match a draw.
 - b. However, if it is a championship match or tournament and 3 rounds have not been completed, the referee must declare the match a draw. However, if 3 or more rounds have been completed, the match should be decided by the scores up to that point, with the score included in the round the match was stopped should that be possible.

Other injuries

Other injuries that the referee may need to consult the doctor over include:

1. Shoulder Dislocation.

2. An internal injury which cannot be visibly observed by the referee but where the boxer pain.
3. The referee may stop counting if they consider if continuing to count could endanger the boxer more.

Fouls and other rule violations

The boxer who intentionally behaves in the following manner is considered to have violated the rules:

1. Biting, eye poking, spitting on the opponent, sticking out tongue to make faces, head butting.
2. Using illegal throws or 'back breaking' moves, locking the opponent's arms, using Judo and wrestling techniques.
3. Examples of illegal throws, locks and wrestling techniques include:
 - a. Grabbing an opponent's upper body and tripping with the leg or calf muscle by entangling the opponent's inner leg or outer leg and pushing them over
 - b. Shoulder throw or hip throw
 - c. Tackle type throw or shoot where a boxer charges in to grab around the thigh and throw
 - d. Suplex throw by grabbing the rear waist
 - e. Grabbing below the waist and lifting the opponent to throw them down.
 - f. Grabbing the opponent's leg in the same manner as ploughing but using the leg to entangle and falling or pushing so the opponent falls down
 - g. Grabbing around the lower back and hyperextending the spine
 - h. Guillotine choke or locking the arm around the neck in a similar manner without choking
4. Attacking a fallen boxer as they are getting up or when they are clearly down.
5. Rope grabbing to flight or for other purposes.
6. Using provocative manners and words during contest.
7. Disobeying the referee's orders.

8. Knee striking at the opponent's protective cup, e.g. neck holding for knee striking at the protective cup, straight knee striking at the protective cup/groin guard or jumping knee striking at the protective cup.
 - a. For these violations, the referee has the right to allow a resting time-out of not more than five (5) minutes for the boxer whose protective cup is struck by knee. If the knee-struck boxer refuses to continue, the referee shall declare him as the loser or "no decision".
9. Catching the opponent's leg and pushing forwards more than two (2) steps without using any weapons. The referee shall order a boxer to stop and give a warning.
 - a. After two warnings, the referee shall caution him (a boxer may make as many steps backward as he likes, he may also move forward two steps strike and move forward again two more steps there is no limit to the number of strikes he can make or the time he holds his opponents leg)
10. After kicking with his kicking leg being caught, the boxer pretends to throw himself down on ring floor. It is considered taking advantage over his opponent. The referee should give the offending boxer an unofficial warning. If the boxer repeats the action and the referee has given him two unofficial warnings, the referee shall give an official warning.
11. When both boxers fall out off the ring and either boxer tries to delay the action.
12. Using forbidden substances as specified by the UKMF
13. Impeding an opponent from rising from the canvas or getting back into the ring
14. Deliberately falling on the ground at any time

Additional rules in C-class fights

1. Elbowing to the head, face or neck
2. Kneeing to the head or face
3. Lowering the head to make it difficult for a kneeing opponent to knee the body without accidentally striking the face or head.

Additional rules in B-class fights

1. Elbowing to the head, face or neck

Judging

When a judge is judging a Muay Thai fight Judges should be attempting to determine who the stronger boxer is in terms of Muay Thai. To do this judges attempt to determine who is the most effective over the course of the fight as a whole, rather than who may have edged the most number of rounds. Judges should try to keep in mind not just who is ahead at any particular moment but also, crucially, how far they are ahead. In determining how far a particular boxer is ahead in a bout, a judge considers the number of clean techniques a boxer lands on target and delivers on balance, along with the relative effectiveness of the technique and the effect it has had on the opponent's balance and position. A boxer can deliver scoring techniques while moving forwards, backwards, sideward or against the ropes but balance is essential both before and after technique delivery.

To score a boxer must deliver a legal technique in accordance with the rules using their fists, feet, knees, or elbows used as Muaythai fighting weapons to attack their opponent powerfully, accurately, and with timing in a way that their opponent is unable to protect themselves with an appropriate defence.

Judges should use the following as a guide:

1. **The boxer who hits appropriate scoring targets on their opponent with more attacks using Muaythai fighting weapons wins the round** (while taking #2 into consideration)
 - a. The boxer who lands more clean kicks and knees on their opponent's body wins the round. If a boxer moves their opponent with a kick or can unbalance your opponent first and follow with a technique, that is better still. Balance after delivery is important.
2. **The boxer scores with more heavy, powerful, and clear attacks on their opponent using Muaythai fighting weapons wins the round** (while taking #1 into consideration)

- a. If boxers don't land cleanly with kicks but hit the arms and show effect, they score equally to kicks landing on target but not showing an effect. Punches and leg kicks can score well if they show real effect on an opponent.
3. **The boxer who can do more damage to their opponent using Muay Thai fighting weapons while taking wins the round** (while taking #1 and #2 into consideration).
 - a. If everything else is close judges look for real differences in the damage caused by blows. For ex-ample, if the same number of kicks and knees to the body landed by both boxers, judges may award a fight to a boxer who made his opponent very tired through being hit with strong weapons or cut their opponent with an elbow or inflicted similar damage.
4. **The boxer who shows more offensive and aggressive attacks wins the round** (while taking #1, #2 and #3 into consideration)
 - a. If two boxers are equal in all of the above respects; perhaps because they are very equally matched or are not skilful enough to score with appropriate techniques, judges should award the fight to the boxer who attacks more.
5. **The boxer who shows better offensive skills, defensive skills, elusive skills, or counterattacking skills using the art of Muaythai arts and its techniques wins the round** (while taking #1, #2, #3 and #4 into consideration)
6. **The boxer who excessively violates the rules should lose that particular round wins the round** (while taking #1, #2, #3 and #4 into consideration)

Judges should award the fight to the boxer with the most effect techniques as well as mental strength, physical condition and technical ability. If a fighter is forced by his opponent to show weakness, extreme tiredness or any evidence of not wanting to fight, the judges will award the fight to their opponent.

In applying the above criteria, the winner of a bout is the competitor who successfully delivers the more effective techniques whether they are moving forwards, backwards, sideways or against the ropes. If the number of strikes scored by each competitor is equal, and one competitor was clearly more proactive in attempting to attack during the bout, they should win the bout. If the number of strikes scored by each competitor is equal and

no contestant has clearly attacked more, the contestant who shows better offensive skills, defensive skills, elusive skills, or counterattacking skills using Muay Thai arts and techniques wins the bout. If contestants are otherwise equal and one contestant clearly fouls consistently, that contestant who violates the rules loses the bout. If neither competitor delivers any effective strikes the boxer who lands greater number of ineffective strikes should be awarded the bout.

Effectiveness in Muay Thai is determined by the physical effect a technique has on the other fighter. A technique which physically moves the other boxer will score highly regardless of whether it is due to force or the opponent being off balance. Effectiveness doesn't mean a kick or knee has to necessarily hurt an opponent to score, although a boxer who shows they are hurt will be at a serious disadvantage in scoring and may lose the fight as a result. Another factor which will determine how well a technique scores is where it lands. Kicks and knees to the body and head or neck tend to be considered more effective than kicks and knees striking other targets if the effects of the blows are otherwise equal.

Scoring procedure

Round one is often scored 10:10 in a five round contest, although judges make a mental note of the boxer who edged the round for later reference. This is usually the case unless one boxer has very clearly dominated that round with a knockdown, eight-count or by clearly dominating and landing a number of very good scoring techniques.

The second round in a five round contest can also be scored 10:10, if it is deemed to be a close round, or if the boxer who was behind in round one wins by a small margin.

Rounds three, four and five are the most important rounds in determining the fight's result. Clear decisions are therefore made for these rounds. In indecisive rounds, or rounds where the fight "swings" from one boxer to the next, the mental notes made in the first, or first and second rounds are used to help determine the outcome.

It is important to note all the action across all five rounds count toward the final outcome. However, it is often the later rounds where judges are able to determine the most effective boxer.

Recording scores per round

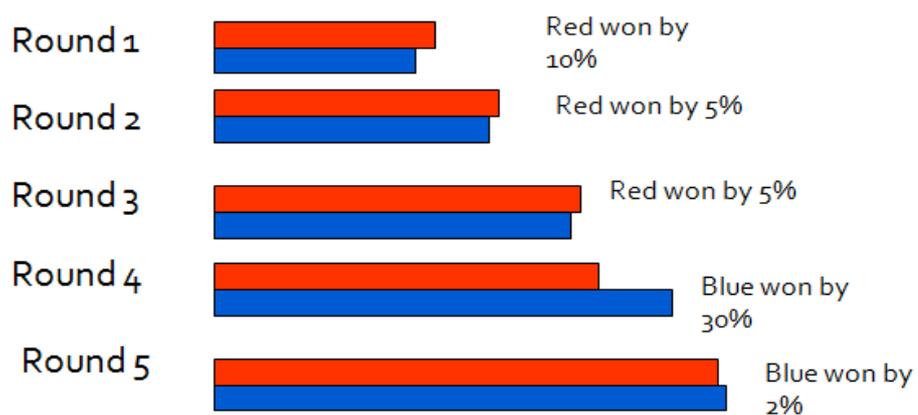
When recording fights judges need to consider the whole fight, so need to be cautious about giving big differences in points in the opening rounds. Having the experience to anticipate what might happen is a valued judging skill; it requires real experience and knowledge to be able to assess early on which fighter might eventually win and so not to award points “too early”.

Points are recorded as follows:

1. Full ten (10) points are given to the winner of the round and his opponent may be given 9-8--6 points in proportion. However, the point is not given as a fraction.
2. For an even round, both boxers score full ten (10) points (10: 10). The clear winner scores ten (10) points and the loser scores nine (9) points (10: 9).
3. The very clear winner of a round scores ten (10) points and the loser scores eight (8) points (10: 8).
4. The winner of a round with his opponent having been counted once in that round scores ten (10) points and the loser scores eight (8) points (10 : 8).
5. The clear winner of a round with his opponent having been counted once in that round scores ten (10) points and the loser scores seven (7) points (10 : 7).
6. The winner of a round with his opponent having been counted twice in that round scores ten (10) points and the loser scores seven (7) points (10 : 7).
7. The boxer who has been had a point deducted must not get full ten points in that round. The referee’s point deduction warning can cost one (1) point each.
 - a. Note: If a round is considered too close to award the round clearly by one point (10:9), the judge may make a mental note or mark + as a reminder of

the contestant who edged the round, so it can be considered in scoring the contest.

The winner of the fight on an individual judge's score card is awarded the greatest number of points. For example, red scores 49 to blue's 47, red would be a win. However, although the winner is the boxer with the most points, this may not mean they have won the most rounds (see figure 11).



Overall Blue wins the fight by 12%

Figure 11. An example of how a boxer losing 3 rounds can win a fight on points in MuayThai.

Score cards

This is the type of scorecard used in Thai stadiums.



Event Name: - _____

Date: - ___ / ___ / ___ **Fight Number:** - _____

Red Corner

Blue Corner

Fighter: _____ Fighter: _____

Rnd 1	6	7	8	9	10		6	7	8	9	10	
Rnd 2	6	7	8	9	10		6	7	8	9	10	
Rnd 3	6	7	8	9	10		6	7	8	9	10	
Rnd 4	6	7	8	9	10		6	7	8	9	10	
Rnd 5	6	7	8	9	10		6	7	8	9	10	

44	45	46	47	48	49	50		44	45	46	47	48	49	50
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Red Result: _____ Win Draw Win Blue Result: _____

Officials Name: _____ Officials Signature: _____

An example of a completed scorecard



Event Name: - Legends IV

Date: - 17 / 10 / 09 Fight Number: - 10

Red Corner

Blue Corner

Fighter: L. Harrison Fighter: Sanchai Sorkingstar

Rnd 1	6	7	8	9	10		6	7	8	9	10	+
Rnd 2	6	7	8	Ø	10	19	6	7	8	9	10	20
Rnd 3	6	7	8	9	10	29	6	7	8	Ø	10	29
Rnd 4	6	7	8	Ø	10	38	6	7	8	9	10	39
Rnd 5	6	7	8	Ø	10	47	6	7	8	9	10	49

44	45	46	47	48	49	50		44	45	46	47	48	49	50
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Red Result: 47 Win Draw Win Blue Result: 49

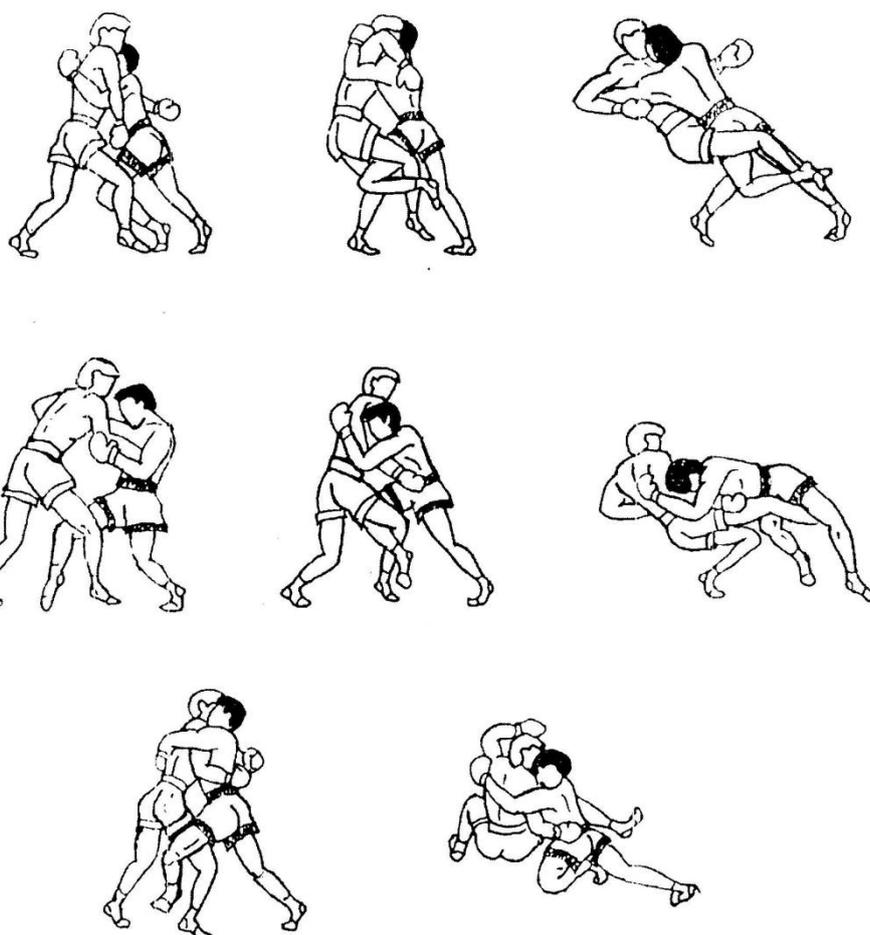
Officials Name: Richard Wain Officials Signature: R. Wain

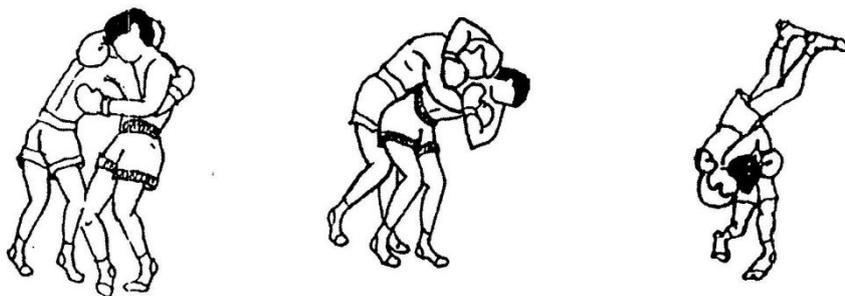
Appendix 1

Description of common fouls

Entangling the outer and inner leg

Both methods are made with one boxer embracing their opponent's upper part, and then using the leg to entangle the opponent's leg pushing their body forward so their opponent to falls down





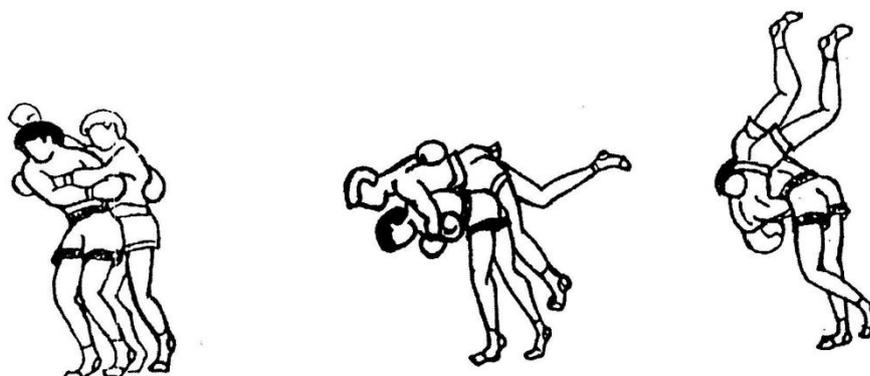
Neck Lock shoulder and hip throws

The offending boxer locks their opponent's neck with their right arm stepping diagonally in front of their opponent's right leg, lowering their the body, then lifting and throwing their opponent to the canvas (the thrower may use the left arm to lock the opponent's neck and deploy the same method).

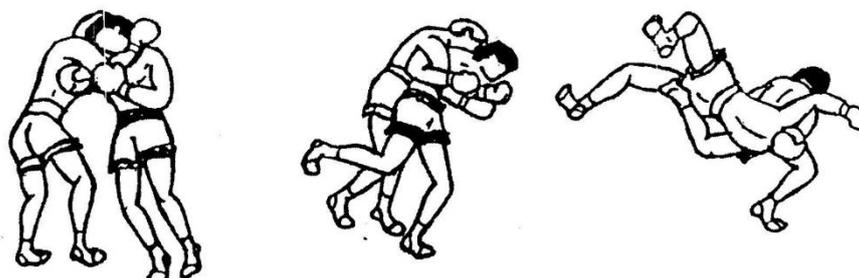


Waist throw with the shoulder

The same method is utilised but using the hip rather than the shoulder.

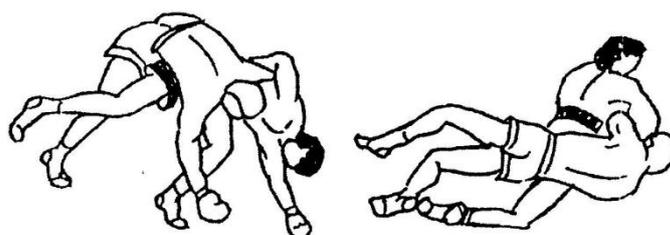


Waist Lock Throw with the Hip: The same method as neck lock throw but using hip and only locking the waist instead of the neck



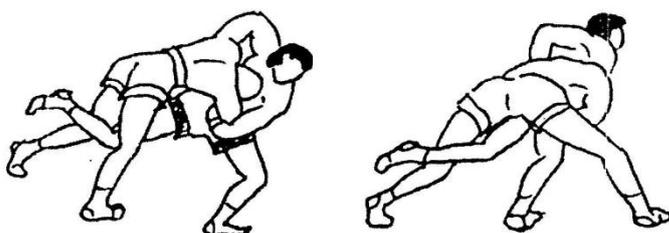
Arm lock- sweep the legs and shoulder throw

Using their left hand grab their opponent's right hand, the offending boxer then inserts their right hand to under the opponent's right armpit and turning to face the same direction as their opponent, the simultaneously throw their opponent using their right leg to sweep upwards to increase the force of the throw.



Lower the body and sweep the leg throws

Grabbing under the opponent's upper armpit linking around their upper arm, bending down low and using the leg inside or outside the leg and hip to throw.



Topple the lower leg during the opponent's striking a knee

By toppling the leg while standing at the time of the opponent's striking the knee together with the throwing the opponent to lose the balance and fall. Toppling may be made on the inner or outer leg.

Charging to Grab the Thigh and Throw

Bend down low charge to the opponent. Use right arm to grab the thigh push and then lift up to throw.

Grab the Leg and fall or entangle

By grabbing the opponent's leg in the same manner as ploughing trick and then use the leg to entangle and fell or shove the leg to

Ploughing so the opponent fall down.

By holding one of the opponent's leg kicked or shoved with foot. Use the hand to push the opponent's breast or face and push forward so the opponent lose balance

Carry in the Arms & Throw

By hugging around the opponent's body at lower to the waist, lift up and throw down.

Sweep Outer Right

When the opponent stands or move using the leg to step forward very much in advance

Throwing the Body To Fall :

(Figure show right leg ahead) the moment the opponent withdrawn the leading leg to go Use left arm to embrace the opponent's right arm, right arm to hug the body, turn to back sweep the left leg to lever the opponent's right leg together with throw the whole the right to emerge the throwing force together with step the foot and throw the body

Lift Face Up & Throw Method: By hugging the opponent's rear waist and weight to the left, meanwhile throw the body weight down on the floor and hurl the then insert the knee in between the opponent's legs together with the opponent to fall down together.

throwing the body weight down on the back and then turning the body,

throwing the opponent's on the floor.

Lower the Body & Sweep the Leg Throw :

Method : Hook up the opponent's left shoulder who is bending down low and lift the right leg to lever up higher, while lever up then throw the arm hooked up to the opponent's shoulder. The opponent will flip up and turn face-up on the floor.

Topple the Ankle

By grabbing the opponent's upper part such as at the neck, the arm. When the opponent throw the body weight onto the right leg use the right leg to topple the opponent's left leg together with throwing the opponent's upper part to the direction of the toppled leg. The opponent will lean, lose the balance and fall down.

