

Amateur Shooto Rules

"Shooto Commission (SC)" is the organization that supervises Shooto Wrestling. SC proposes an idea of "No-Holds-Barred as Sport."

Chapter 1 Official match

Article 1 Official match

Official match means the match, which is approved and authorized by Shooto Commission Holland (hereafter called SC). SC shall have the right to cancel the official match after the date of approval.

Article 2 Rounds

One match fights consist of three (3) minutes x two (2) rounds, and tournament fights consist of four (4) minutes x one (1) round as a general rule. The finals in tournament fights consist of three (3) minutes x two (2) rounds. Concerning the finals in tournament fights, an extra two (2) minute round shall be held when the winner is not determined by a decision of the judges (which means that both fighters get the same points) by the end of the final round. There shall be one (1) minute intervals between each round.

Article 3 Judgment

The matches shall be judged by one (1) chairman, one (1) referee and two (2) sub-referees who are approved by either SC.

Chapter 2 Judges

Article 4 Qualification

Chairman, referee and sub-referees (hereafter called judges) shall be experienced in Shooto and fully conversant with its techniques, philosophy and rules.

Article 5 Improvement in judgment

Judges shall hold meetings to take remedial steps about the rules and techniques in judgment, as circumstances demand.

Article 6 Neutrality and fairness

The Judges shall be neutral and fair.

Article 7 Iniquity

Judges shall strictly refuse any iniquity such as a bribe or a threat.

Article 8 Disqualification

If a judge makes mistakes in applying the rules or any mistakes in judgment by negligence, he shall be disqualified or suspended his qualification by JSA.

Chapter 3 Participants

Article 9 Discipline

All participants shall follow the articles bellow;

- 1) He shall report to the venue by thirty (30) minutes before the first match.
- 2) He shall take the medical examination and pass it before the match.
- 3) He shall be accompanied by the cornermen.
- 4) He shall not come out of the ring without the referee's permission once the match starts.
If he gets the permission of the referee, the officials of SC (hereafter called the officials) shall accompany him.
- 5) He shall immediately leave the ring when the match is over.
- 6) He shall wear a moutpiece (and a protector for the groin for a male fighter) of his own.
Safety of his mouthpiece and protector for the groin are his own responsibility
- 7) He shall be all allowed to use to the joint parts, however, he shall wear supporters onto them to fix the tapes if the officials required.
- 8) The usage of Vaseline is allowed, only in the facial area of a competitor.
The referee controls if the used amount of Vaseline is allowed.
- 9) The usage of oil, grease or any other chemicals to the body or hair shall not be allowed as they might hinder the fight.
- 10) He shall not wear any metal things like rings, necklace or pierced earrings.

Chapter 4 Cornerman

Article 10 Cornerman

Each fighter may have up to three (3) cornerman, including one (1) chief cornerman.

Article 11 Prohibitions

Cornerman shall follow the articles below. A cornerman who does not follow these articles in spite of repeated warnings shall be ordered to leave.

- 1) Only the chief cornerman shall be allowed to enter the ring before the match or during intervals.
- 2) When a "Second out" call is made by the referee, the cornerman shall leave the ring with everything he brought into the ring.
- 3) He shall not touch either of the fighters during the match no matter which it is on or off in the ring.
- 4) He shall not enter the ring during rounds at an circumstances.
- 5) He shall refrain from ill-mannered behaviors.

Article 12 Things to use

- 1) Water
- 2) Bottle
- 3) Bucket
- 4) Ice
- 5) Adhesive tape
- 6) Scissors
- 7) Gauze
- 8) Cotton
- 9) Swab
- 10) Towel
- 11) Watch
- 12) Anti-swelling-pad
- 13) Styptic
- 14) Chair
- 15) Vaseline

Chapter 5 Weight classes

Article 13 Weight classes

Weight classes are as follows:

| | |
|---------------------|------------------------|
| Minimum weight : | under 48 kg |
| Fly weight: | under 52 kg |
| Bantam weight: | under 56 kg |
| Feather weight: | under 60 kg |
| Light weight: | under 65 kg |
| Welter weight: | under 70 kg |
| Middle weight: | under 76 kg |
| Lighthheavy weight: | under 83 kg |
| Cruiser weight: | under 91 kg |
| Heavy weight: | under 100 kg |
| Superheavy weight: | over 100 kg (no limit) |

Chapter 6 Weighing in

Article 14 Weighing in

All participants shall report to the specified place at specified time that SC decide (that shall) be within 24 hours before the first match as a general rule) and shall weigh in undressed in the presence of the officials. A fighter who is late for weighing in or does not show up without a reasonable reason shall be disqualified. In case he has a reasonable reason, he shall report at the time officials specified again. All participants shall be checked their nails and hair at the time of weighing in and shall take some action to their nails if the officials required.

Article 15 Being out of the weight limit

Participants may weigh in many times during the specified period of time if their weights are beyond the confines of their classes. A fighter who does not meet the weight limit by the end of the specified period of time shall be disqualified.

Chapter 7 Fighting area

Article 16 Fighting area

Fighting area shall satisfy the following conditons.

- 1) Fighting area shall be a boxing ring surrounded by three (3) – four (4) leves of ropes, a wrestling matt or fighting area for JUDO that is approved by SC
- 2) The floor of the fighting area must be flat and have some extra space.
- 3) The floor of the fighting area must be as hard as wrestling mat or Tatami.
- 4) One of the two (2) corners in diagonal that the fighters enter from shall be the red corner, and the other one shall be the blue corner. The rest of the corners shall be neutral. Seats for the officials shall be placed by the ring, and two (2) seats for sub-referees shall be separately be placed on opposite side of the ring.
- 5) The fighting area shall be well-lighted for matches to be done smoothly.

Chapter 8 Gloves

Article 17 Shooto gloves

All participants shall wear shooto gloves approved by SC, which are made of leather and are open-finger type.

Article 18 The sizes of gloves

In case of using gloves made by Winning Company, the sizes of gloves are as follows.

- Minimumweight – Lightweight – the knuckle part is 25mm thick (size S)
- Welterweight – Lightheavy weight – the knuckle part is 30mm thick (size M)
- Over Cruiserweight – the knuckle part is 35mm thick (size L, XL)

Article 19 The wearing of gloves

All participants shall properly wear gloves that are examined by SC. Strings of the gloves must be tied up hard at the wrist and covered with self-adhesive tapes to be fixed. They shall put colored self-adhesive tapes of the same color as their own corner (red or blue) onto them.

Article 20 Tampering

Gloves shall not be tampered such as, displacing the stuffing in the knuckle parts or deforming gloves.

Chapter 9 Bandages

Article 21 Usage

Bandages or self-adhesive tapes shall be used only to protect the knuckles.

Article 22 Directions

Bandages must be made of fabric, and nothing shall be inserted under the bandages. The usage of self-adhesive tapes to fix the bandages shall be allowed.

Article 23 Examination

All participants shall go through the examination of their bandages and self-adhesive tapes by the officials after wearing them and shall not make any adjustments to the bandages or self-adhesive tapes once they are examined.

Chapter 10 Protectors

Article 24 Protectors

Participants shall wear head-guards, kneepads and shin pads to cover their heads, knees, shins and insteps approved by SC.

Article 25 Prohibition

Any protectors that do not achieve the required level of quality shall not be used.

Chapter 11 Dress code

Article 26 Dress code for participants

He may wear tights or above knee-length trunks that do not protect himself from the opponent's offense. For a female fighter, she shall wear a T-shirt or a leotard that does not obstruct offense and defense. The color of the wear must be reddish for a fighter who enters from the red corner, and must be bluish for a fighter

who enters from the blue corner. The choices of patterns and design are free, however, decorating in an unpleasant way to the opponent shall not be allowed. Gowns may be allowed to wear when they enter the ring.

Article 27 Prohibition

Participants shall fight barefoot and shall not wear any clothes that do not meet the dress code. A mail fighter shall be naked to the waist.

Chapter 12 Hygiene

Article 28 Hygiene of participants

Participants shall follow the articles below.

- 1) He shall keep his body and hair clean and hygienic.
- 2) He shall wear dry and clean clothes and protectors that have no unpleasant smell.
- 3) He shall have his fingernails and toenails cut not to scratch the opponent's skin.
- 4) He shall bundle his hair if the officials tell him to.
- 5) He shall have shaved himself beforehand or shall keep his beard short enough not to give the opponent an unpleasant feeling.

Chapter 13 Issues of matches

Article 29 Issues of matches

Issues of matches are as follows

1) Knock Out (hereafter called KO)

A case that a fighter does not get back to his standing position and does not shows the will to fight within the call of count five (5) after he is knocked down. If both fighters are knocked down at the same time and neither gets back to his standing position and show his will to fight within the call of count five (5), it shall be a draw in a one-match fight, or a winner shall be declared according to the scores by then in a tournament fight.

2) Thechnical Knock Out (hereafter TKO)

- a. In case that the referee judges that it is impossible to continue the match due to an injury or damage of a fighter from the opponent's hit, throwing or submission technique.
- b. A case the the official doctor judges that it is impossible to continue the match due to an injury or damage of a fighter from the opponent's hit, throwing or submission technique.
- c. In case a fighter has heavy bleeding
- d. In case a fighter goes down three (3) times in a round.
- e. In case that a fighter who has been hit or thrown loses his will to fight or he shows the will to give up fighting.
- f. In case a cornerman throws a towel into the ring during the match or he declares a fighter's withdrawal from the match.

3) Ippon

In case that a fighter who has been put through a submission or a constriction technique says "Give up" or taps his hands or legs on the matt or the opponent's body to indicate his will to give up fighting, or in case that the referee judges a fighter's submission or constriction technique is perfectly effective to the opponent. When both fighters take "Ippon" at the same time (double Ippon), the match shall be a draw if it is a one-match fight, or it shall be decided according to the scores by then if it is a tournament fight.

4) Decision

The points on hit and holding techniques shall be totaled for each fighter after the match ends, and the fighter acquiring a higher total of points shall be the winner, the other fighter shall be the loser. When both fighters get the same amount of points, the match shall be a draw if it is a one-match fight, or a decision by flags shall be made to decide a winner in a tournament fight. Once a decision made, it cannot be changed by anyone but SC, except in case that there have been mistakes in recording or adding up the scores or in case that a judge has done iniquity.

5) Technical Decision

When it is impossible to continue the match due to an accidental injury or damage of either or both fighters, or due to any event, like a disaster or breakage of equipment, the match shall be a draw if that happened in the first round or a winner shall be declared according to the points by then if that happened in the second round in one-match fights. If both fighters get the same points by then, the match shall be a draw. In tournament fights, a winner shall be declared according to the scores, and if both fighters get the same score, a decision by flags shall be made to declare a winner.

6) Decision by flags

When both fighters get the same points by the end of the final round in a tournament fight, the referee and two (2) sub-referees shall evaluate each fighter with hit and holding techniques considered, and they shall hold up a flag which is the same color as the superior fighter's corner color. The fighter who gets more flags shall be the winner. Concerning the finals a tournament, an extra two (2) minute round shall be held when both fighters get the same points by the end of the final round, and a decision by flags shall be made only concerning the extra round.

7) Disqualification due to violation of the rule

- a. When a fighter uses a foul technique regardless whether it is accidental or deliberate, the referee shall give him a caution and one (1) - three (3) points reduction depending on the severity of the foul play. If the fighter repeatedly uses foul techniques in spite of being given repeated cautions by the referee shall be disqualified. A fighter shall be disqualified without a single caution when the foul play is malicious.
- b. When the referee determined the a fighter is unable to continue fighting after getting injured or damaged from the opponent's violation, the opponent shall be disqualified. The match can be carried on at the referee's discretion after given the injured fighter a rest for a certain period of time.

Chapter 14 Knock Down

Article 30 Knock Down

Knock Down means the state that any area of a fighter's body besides the bottom of the foot touches the ground due to damage by the opponent's attacks, or the state that a fighter is unable to offend or defend even without falling down to the ground (standing Down) "Down Count) shall be continued even after the round is over, except the final round.

Chapter 15 Scoring

Article 31 Points on hit techniques

Each fighter shall be given ten (10) points for hit techniques at each round, which shall be deducted by two (2) sub-referees on the following basis:

- 10 – 10 Any even game (both fighter's offence and defense are just even)
- 10 – 9 When one fighter is better than the other in offense, but the difference is subtle. (aggressive hits)
- 10 – 8 When one fighter is slightly better than the other in offense (effective hits)
- 10 – 7 When fighter is clearly better than the other in offense
(knock down with no damage or almost to knock down)
- 10- 6 When it is obvious that one is much better than the other in offense.
(Knock down with some damage)
- 10- 5 When one fighter is overwhelmingly superior to the other. (Near KO or TKO)

Article 32 Scoring criteria for hit techniques

Priorities of evaluation in scoring are in the order presented below.

- 1) Clean effective hit (accurate and effective attack) Attacks that give the opponent some damage.
- 2) Aggressiveness
Attacks that are recognized as aggressive and effective even though there is no damage to the opponent.
- 3) Ring generalship (Dominant position)
When it is seemed that a fighter keeps making the opponent's attacks ineffective.

Article 33 Points on holding techniques

Points on holding techniques shall be added by the referee's decision. There are three (3) categories of criteria, which are, *Action, Positioning and Submission*.

Article 34 Scoring criteria for holding techniques

Points on holding techniques shall be scored on the following basis:

1) Take down

One (1) point = Take down that leads to Side, Knee-press, Mount, Back or Back mount techniques

2) Action

One (1) point = Top (Mounting and holding the opponent onto the ground)

3) Positioning

One (1) point = Half (Holding the opponent onto the ground from above in the state that one of his legs is not entangled by the opponent)

Two (2) points = Side (Holding the opponent onto the ground from above pressing his chest against that of the opponent, in the state neither his legs are entangled by the opponent)
Knee-presss (Putting one knee onto the opponents abdomen or chest and holding him onto the ground from above.)

Four (4) points = Mount (Mounting over the trunks of the opponent from the front or the side and holding him onto the ground)

Back (Mounting over the trunks of the opponent from behind and holding him onto the ground with hooking his legs)

Five 5 (points) = Back Mount (Mounting over the trunks of the opponent from behind and holding him onto the ground with stretching his body.)

When the position changes either from "Mount" or "Back" to "Back mount", additional one (1) point shall be awarded to make five (5) in total.

4) Submission

One (1) point = Catch (Submission or constriction technique is effective to bring the opponent to almost giving up)

Article 35 Additional points on positioning

When a fighter takes a position which gives more points than the prior ones in a single struggle, the additional points shall be awarded, however, when the following position gives less points than the prior ones, there shall be no additional points awarded. Once the fighters get back to their guard position or standing position and it is recognized to be another struggle, the additional points shall be awarded.

Chapter 16 Position

Article 36 Position

Standing position means the state that no area of fighter's body besides the bottom of his feet touches the ground. Ground position means the state that any area of the fighter's body touches the ground besides the bottom of his feet touches the ground continuously.

Chapter 17 Don't move

Article 37 Don't move

Referee shall give a "don't move" call to both fighters when a fighter comes out of the ring or almost falls out. A "don't move" call shall be also given when the clothes or protectors of the fighter who is in the ground position come off or almost come off. Once a "don't move" call is announced, both fighters shall stop moving immediately and stay as they are till the referee tell them to continue to fight.

Chapter 18 Break

When the referee decides that the offense and defense is brought to a standstill, or when a fighter could not stay still after a "don't move" call is announced regardless whether it is accidental or intentional, a "break" call shall be given to both fighters. The fighters shall immediately stop fighting and get back to their standing position on a "break" call.

Chapter 19 Foul play

Article 39 Foul play

The following techniques are defined as foul.

1) Prohibited attacks

- a. Using one's head to deliver a blow
- b. Attacking with one's elbow or lower arm
- c. Attacking with any part of one's hand besides the knuckles
- d. Attacking the back of one's head
- e. Attacking one's spinal cord
- f. Attacking one's knee right from the front
- g. Any attacks on one's fingers
- h. Any attacks on one's groin
- i. Delivering a blow to the opponent while one or both fighters are in the ground position
- j. Holding one's head from behind and weighing on his head
- k. Holding one's head and hitting the back of his head against the ground

2) Prohibited behaviors

- a. Biting or pushing one's teeth against the opponent
- b. Scratching with one's nails
- c. Putting one's fingers into the eyes, the nostrils, the ears, the mouth or the anus of the opponent
- d. Pressing one's elbow or chin against the eyes of the opponent

- e. Pinching the skin of the opponent
- f. Grabbing the hair, the throat, the nose or the ears of the opponent
- g. Pushing the throat of the opponent with fingers or palms
- h. Grasping three (3) or less fingers of the opponent at a time
- i. Grabbling the clothes or protectors of the opponent
- j. Pushing or hitting the face or the throat of the opponent against the ropes or the corner-matt
- k. Using the ropes or the corner-matt as a fulcrum of lever for submission techniques
- l. Grabbling the ropes or the corner-matt, or entangling one's arms or legs with them
- m. Attacking the opponent while he is knocked down
- n. Resuming fighting before the referee tells so after a "don't move" or a "break" call has been announced
- o. Attacking the opponent during intervals
- p. Causing the opponent being out of the ring on purpose
- q. Not following the referee's instructions
- r. Being offensive or any insulting behavior to the opponent or the judges
- s. Uttering a startling or a loud sound

3) Escaping

- a. Getting out of the ring intentionally
- b. Behaviors that cause the suspension of the match, such as, spitting one's mouthpiece out intentionally

4) A put up match

- a. A fixed fight by a fighter or by both fighters
- b. Having a fight that is just for show or not fighting with all one's power

5 Ill-mannered behavior

Behaviors that the referee regards as ill mannered

Chapter 20 Appeal

Article 40 Appeal

Participants may make an objection to the match or to any other troubles to SC in written form within one (1) week from the date of the match, and SC shall deliberate on the matter and work towards solving the problems.

Chapter 21 Chairman

Article 41 Chairman

A chairman shall be seated at the official seats and shall watch matches calmly and carefully for the matches to be done smoothly, giving appropriate advice to the referee as needed.

Article 42 Functions

The functions of a chairman are as follows.

- 1) Recording the points that each fighter gets on holding techniques in a scorecard
- 2) Pointing out fouls or fighter's gesture to show his will to give up, which the referee has missed
- 3) Giving advice to the referee whether the points on holding techniques should be awarded to a fighter or not.

Chapter 22 Referee

Article 43 Referee

A referee shall have all the rights to make decision on the official matches. He shall keep a careful watch on the matches for rules to be respected and to ensure the safety of fighters so that the matches can be done smoothly.

Article 44 Dress code

Dress code for a referee shall be as follows.

- 1) He shall be dressed in clean and tidy clothes that allow him to move agilely.
- 2) He shall wear shoes like wrestling shoes that allow him to move agilely.
- 3) He shall wear wristbands on both wrists, one of those shall be red and the other one shall be blue.
- 4) He shall not wear glasses, a wristwatch or any other metal things like rings.

Article 45 Functions

The functions of a referee are as follows.

- 1) He shall check if the fighting area equipment is correctly set up and if the officials are placed in a predetermined order before matches.
- 2) He shall body search both fighters on their entrance into the ring to make sure there is no breach of the rules.
- 3) He shall make brief remarks about the rules at the middle of the ring that fighters should be aware of, and then he shall put them on standby at their own corners. He shall give a timekeeper a signal of the beginning of the match after making sure that there is nobody in the ring but the referee and two (2) fighters.
- 4) He shall move around in the ring during the matches not to obstruct the fighters but to observe their offense and defense clearly.
- 5) He shall decide points award to fighters for effective holding techniques with neutral and fair judgement and shall call the points, and then he shall indicate the number of points with his fingers to the chairman during matches. The indication shall be done with the hand wearing the same colored wristband as the corner of a fighter who gains points.
- 6) When a fighter bleeds during the match, the referee shall temporarily suspend the match and have the fighter see the official doctor/EHBO
- 7) When a fighter is knocked down, the referee shall make a "down" call and shall take over the countdown from the timekeeper. He shall also indicate the counts with his fingers while he is counting
- 8) He shall discontinue the match if a fighter does not get back to his standing position and does not show his will to fight within the call of count five (5) after being knocked down.
- 9) He shall discontinue the match if a fighter goes down three (3) times in one (1) round
- 10) He shall discontinue the match when he decides the it is impossible to continue the match due to an injury or severe damage of a fighter from being hit, thrown or being put through a submission technique.
- 11) He shall discontinue the match if a fighter loses will to fight or shows his will to give up fighting after being hit or thrown, or if a cornerman throws a towel.
- 12) He shall discontinue the match when a fighter shows his will to give up fighting as he has being put through a submission technique or a constriction technique, or when he judges that one's submission technique or constriction technique has a perfect effect on the opponent.
- 13) When the issue of the match is decided as Ippon, KO or the like before the end of the final round, the referee shall indicate that the match is over by waving his hands above the head several times.
- 14) When the offense and defense is brought to a standstill, the referee shall make a "break" call and separate the fighters immediately and have them start fighting again from their standing position.
- 15) When a fighter is near to come out of the ring during a struggle, the referee shall make a "don't move" call, and with the sub-referees, he shall move the fighters with keeping them in the state of no motion to an other spot where they can continue fighting.
- 16) When the clothes or protectors of a fighter come off or almost come off during the fight, the referee shall

make the fighter straighten his protectors immediately not to obstruct the fight.

- 17) He shall call "fight" when he commands to start, to continue or to encourage the fights.
- 18) When a fighter uses a foul technique regardless of whether it is accidental or intentional, the referee shall suspend the match and give the fighter a warning if it is necessary.
- 19) When a fighter uses a vicious foul technique regardless of whether it is accidental or intentional, the referee shall suspend the match and call "caution" and shall give the fighter a warning and also a reduction of points.
- 20) When he gives a fighter a reduction of points, he shall give notice of the fighter's name who gets the reduction, and the reason and points of the reduction to the chairman.
- 21) He shall make a "stop" call when he intends to suspend or discontinue a match.
- 22) He shall make a "time" call to the timekeeper when he intends to stop or restart timekeeping.
- 23) When he discontinues the match, he shall give the reason of discontinuation to the officials.
- 24) During each interval, he shall notify both fighters of what round the next one is. He shall also inquire whether the fighters still have their will to continue fighting or shall give warnings to the fighters when needed.
- 25) On score counting, he shall collect the scorecards from the sub-referees and submit them to the officials.
- 26) When the match is over, he shall hold the winner's arm up high to show whom the winner is. In one-match fights, when the match ends in a draw he shall hold both fighter's arms up high to show that the result is a draw.
- 27) In Tournament fights, when the match is resulted in a draw, the judgement by flags shall be made neutrally and fairly considering both fighters hit and holding techniques, then the referee shall raise one of his hands which is wearing the wristband of the same color as the superior fighter's corner to show whom the winner is.

Article 46 Authorities

A referee shall have the following authorities.

- 1) When the referee judges that it is impossible to continue the match due to an injury or damage of a fighter who has been hit, thrown or been put through a submission technique, the referee shall have the right to discontinue the match and decide the issue of it.
- 2) The referee shall have the right to discontinue the match and decide the issue of it when he judges that one's submission or constriction technique has a perfect effect on the issue of it.
- 3) The referee shall have the right to disqualify a fighter who intentionally uses foul techniques after giving him warnings several times or even without a single warning.
- 4) If a fighter plays foul even not during rounds, the referee shall have the right to give the fighter a warning and reduction of points.
- 5) When a fighter gets damaged from a rule violation by the opponent, the referee shall have the right to give the fighter a rest to recover and resume the match.
- 6) When a fighter does not follow the referee's instruction to resume the match and does not show the will to fight, the referee shall have the right to announce a "Down" call and start a countdown or decide the match TKO to make that fighter the loser.
- 7) If the referee could not make sure of "Knock down", "Ippon", "Foul" or other actions, he shall have the right to ask for opinions of the chairman or the sub-referees.
- 8) If the referee could not judge whether the points on holding techniques should be awarded or not, he shall have the right to ask for an opinion of the chairman.
- 9) The referee shall have the right to make a request for the sub-referees assistance in the state that a "Don't move" call has been announced.
- 10) The referee shall have the right to ask for the official doctor's judgment whether it is possible to continue the match due to an injury or damage of a fighter.
- 11) If any event like a disaster or a breakage of facilities happens which makes it impossible to continue the match the referee shall have the right to discontinue the match.

Chapter 23 Sub-referee

Article 48 Functions

Sub-referees shall be seated at sub-referees seats and shall watch matches calmly and carefully to be done smoothly giving appropriate advice to the referee as needed.

Article 48 Functions

- 1) Sub-referees shall award points to fighters only for effective hit techniques with neutral and fair judgment at each round, and shall enter the score in scorecards to present them to the referee.
- 2) In tournament fights, when the match is judged as a draw, the judgment by flags shall be made neutrally and fairly considering both fighters hit and holding techniques, then the sub referee shall hold up a flag which is the same color as the superior fighter's corner color.
- 3) Pointing out fouls or gestures of a fighter to show that he wants to give up fighting, which the referee has missed
- 4) On a "Don't move" call, if the referee requested, sub referees shall immediately enter the ring and help the referee move fighters to the other spot where they can continue fighting with keeping fighters in the state of no motion.

Chapter 24 Timekeeper

Article 49 Timekeeper

A timekeeper shall be seated at the official seats and shall check time strictly using a precise watch.

Article 50 Functions

The functions of a timekeeper are as follows

- 1) He shall indicate by ringing a gong the beginning and the end of each round.
- 2) He shall give the announcer a direction to announce a "Second out" call at ten (10) seconds before the beginning of each round.
- 3) On the referee's "Down" call, he shall start a countdown and indicate every second by his hand to the referee.
- 4) On the referee's "time" call, he shall stop or restart timekeeping.
- 5) When the issue of the game is decided before the end of the final round, he shall ring a gong to inform that the game is over and shall record the time.

Chapter 25 Announcer

Article 51 Announcer

An announcer shall make clear announcements so that the match shall be done smoothly.

Article 52 Functions

The functions of an announcer are as follows.

- 1) He shall announce the following items prior to matches: Weight class, Number of rounds, Names of the fighters, Weights of the fighters, Names of the judges.
- 2) He shall announce a "Seconds out" call at ten (10) seconds before each round.
- 3) When a fighter gets a reduction of points, he shall announce the fighter's name who gets the reduction, and the reason and points of the reduction after the round.
- 4) When the match is over, he shall announce the elapsed time, the name of the winner and the determinant factor of issue of the match.
- 5) He shall announce the matters that the officials particularly required.
- 6) He shall not announce anything that SC does not admit.

Chapter 26 Official doctor

Article 53 Official doctor

An official doctor shall be approved by SC, and he shall be expert in sports medicine and shall be fully conversant in Shooto with its techniques and rules.

Article 54 Functions

The functions of an official doctor are as follows.

- 1) On the day of the matches, he shall give all the fighters medical examinations before matches and shall make suggestions to the officials, if needed, whether it is possible for a fighter to participate in the match.
- 2) He shall be seated at official seats by the ring, and he shall give fighters medical examinations during matches on the referee's request. He shall make suggestions to the referee whether it is possible for fighters to continue fighting or not.

Article 55 Authorities

An official doctor has the following authorities.

- 1) He shall have the right to decide a fighter's participation depending on the results of medical examination before matches.
- 2) He shall have the right to decide whether it is possible for a fighter, who got damaged or is bleeding, to continue fighting or not.