

CHAPTER 2205

BOARD OF BOXING

FULL CONTACT KARATE AND KICK BOXING

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2205.0100 BOARD JURISDICTION.

The board has sole discretion, management, and control of, and jurisdiction over, full contact karate and kick boxing events conducted within the state, by any club, corporation, or association. No such matches, contests, or exhibitions shall be conducted within the state except under authority granted by the board, and in accordance with its rules.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0200 BOXING RULES APPLICABLE.

The rules in chapter 2200, when appropriate, apply to full contact karate and kick boxing. These rules include, but are not limited to, parts 2200.0400; 2200.8100, subparts 1 to 4; and 2200.8200, with the exception that the three-knockdown rule may be waived in main events and championship matches or contests with the consent of both contestants.

In addition, no contestant in team competition may compete in more than one match or contest.

An amateur match or contest must not have more than five two-minute rounds. There must be a one-minute rest period between rounds.

No contestant shall have more than three seconds present in his or her corner.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0300 WEIGHT CLASSES.

Contestants shall be matched by the weight class system of the sanctioning body for the event (KICK, PKA, or TAE KWON DO). Two contestants of different weight classes may compete against each other if the difference in their weights is no greater than the spread in the higher weight class.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0400 MINIMUM AGE LIMIT.

No person who is less than 18 years old shall be licensed as a professional. No person who is less than 16 years old shall be licensed as an amateur contestant in full contact karate or kick boxing.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0500 CONTESTANTS; EQUIPMENT.

Subpart 1. **Male contestants.** Male contestants must wear a foul-proof groin protector. A plastic cup with an athletic supporter is adequate, but an abdominal guard is preferable.

Subp. 2. **Female contestants.** Female contestants must wear foul-proof breast protectors. Plastic breast covers are adequate. Female contestants must also wear a pelvic protective girdle which shall cover the pubic area, ovaries, coccyx, and sides of hips.

Subp. 3. **Mouthpiece.** Contestants must wear a fitted mouthpiece.

Subp. 4. **Headgear.** Commission-approved headgear is mandatory for all amateur contestants. If a professional contestant uses headgear, it must be approved by the Board of Boxing.

Subp. 5. **Gloves and foot pads.** Contestants shall wear regulation gloves and foot protective equipment approved by the Board of Boxing. If the gloves and foot pads have been used previously, they must be whole, clean, and subject to inspection by the referee or by the commission inspector, as to condition. If found to be imperfect, the gloves must be changed before the contest starts. No breaking, roughing, or twisting of gloves or foot pads shall be permitted. Gloves and foot pads are to be furnished by the promoter of the event and made so as to fit the hands and feet of any contestant whose hands and feet may be unusual in size. Shin pads of soft substance must be worn by all contestants. Tape may be used to help secure the pads and is subject to inspection and approval. No rings or jewelry may be worn. Gloves must be approved by the commission inspector or the referee. In matches or contests of welterweights and lighter, the boxing gloves must be eight ounces; in the middleweight and heavier classes, boxing gloves must be ten ounces. All amateurs must wear gloves with a minimum weight of ten ounces.

Subp. 6. **Other equipment.** This part does not restrict the use of additional protective equipment.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0600 GAUZES AND TAPE.

Subpart 1. **Bandages.** Bandages must not exceed the following restrictions: one winding of surgeon's adhesive tape, not over 1-1/2 inches wide, placed directly on the hand to protect that part of the hand near the wrist. The tape may cross the back of the hand twice, but shall not be allowed to exceed more than one strip across the knuckles.

Subp. 2. **Gauze.** Contestants shall use soft surgical gauze not over two inches wide, held in place by not more than two yards of surgeon's adhesive tape for each hand. One ten-yard roll of gauze shall complete the wrapping for each hand.

Subp. 3. **Foot wrappings, optional.** For each foot, contestants may at their discretion use soft surgical gauze, not over two inches wide, held in place by surgeon's adhesive tape, not over 1-1/2 inches wide. Foot wrappings may not exceed the following restrictions: three to four windings of soft surgical gauze around the sole and instep, and no more than four windings around the ankle. Tape must cross the foot once before being wrapped one more time around the sole and heel.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0700 ROUNDS.

Professional matches must not exceed 12 two-minute rounds, with a one-minute rest period between rounds. Amateur matches or contests must be three, four, or five two-minute rounds with a one-minute rest period between rounds.

Under Minnesota Statutes, section 341.115, a contestant may not participate in more than 15 rounds within a 14-day period.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.0800 FOULS.

Subpart 1. **Severity levels.** Fouls may be classified, at the discretion of the referee, into three categories: 1-point, 3-point, and 5-point fouls. The referee shall base the decision as to the severity of the foul on the intent of the contestant committing the foul and the result of the foul. At the time of the infraction, the referee will indicate to the judges or scorekeeper the number of points that are to be subtracted from each judge's ballot.

Subp. 2. **Specific fouls.** Fouls include:

- A. head butting;
- B. striking with the elbow;
- C. striking to the groin;
- D. attacking with the knee;
- E. chopping to the back of the neck;
- F. striking to the face with any part of the arm other than the gloved hand, as in the spinning back fist attempt which lands with the forearm or elbow;
- G. kicking to the legs;
- H. takedowns;
- I. intentionally pushing, shoving, or wrestling an opponent out of the ring with any part of the body;
- J. sweeping above the designated area for sweeps;
- K. attacking on the break when both contestants have been ordered to take one step back by the referee;
- L. attacking after the bell has sounded to end the round;
- M. holding and hitting, such as holding with one hand, especially behind the neck and hitting with the other;
- N. grabbing or holding onto an opponent's foot or leg, followed by a takedown;
- O. holding the ropes with one hand while kicking, punching, or defending with the other hand or legs;
- P. leg checking, extending the leg to check an opponent's leg to prevent him or her from kicking;
- Q. purposely going down without being hit, which will result in the referee automatically administering an eight count;
- R. the use of abusive language in the ring;
- S. hitting or flicking with an open glove;
- T. linear, or straight-in, striking or kicking to the spine;
- U. clinching, holding, or otherwise tying up an opponent's arms to prohibit him or her from punching for two seconds or longer, or repeatedly tying up the opponent's arms; and
- V. punching or kicking a contestant when he or she is down. (A contestant is knocked down when any part of his or her body other than his or her feet touch the floor. If a contestant is on his or her way to the floor, the opponent may continue to attack until he or she has touched the floor with any part of the body, other than the feet.)

A contestant guilty of a foul described in this subpart in a contest may, at the discretion of the referee, be disqualified.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

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2205.0900 AUTHORIZED OFFENSIVE TECHNIQUES.

All offensive full contact karate, punching, kicking, and striking techniques are authorized, except those techniques specified in part 2205.0800, subpart 2, as fouls.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1000 MINIMUM KICKING REQUIREMENTS (MKR).

Minimum kicks are an allowable scoring device at the option of the sanctioning organization for each match or contest.

Kicking by the contestants as an integral part of full contact karate or kick boxing is a requirement by all recognized sanctioning bodies for the sport. Events that are being sanctioned by recognized sanctioning bodies will be required to follow the kicking requirements, if any, as defined in the rules of that particular sanctioning body. Events that are not sanctioned by any recognized sanctioning body must obtain special approval of the board.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1100 INTENTIONAL EVASION OF CONTACT.

A contestant intentionally avoiding any physical contact with the opponent will receive a warning from the referee. If a contestant continues to avoid a confrontation with the opponent, after receiving a warning during that round, he or she may be penalized by the referee. If the contestant continues to evade action, either in the same round or in any other round, the referee may, at his or her discretion, award more penalties or disqualify that contestant.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1200 OFFICIALS.

A referee, three judges, a timekeeper, an assistant timekeeper, a scorekeeper, two MKR officials (if minimum kicks are used as a basis for scoring), a board member, and a physician, all approved by the board, shall be present at all sanctioned contests.

A supply of medical oxygen must be present at all amateur and professional kick boxing and full contact karate events, together with a person qualified to administer it.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1300 JUDGES AND METHOD OF JUDGING.

The three voting judges of a match or contest will each select a winner of each round at the end of the round, and mark their ballots accordingly. These ballots will be collected and tabulated at the end of each round by the scorekeeper. Judges shall score all rounds by recording a score of ten points for the winner of each round and a score of not less than five points for the loser of each round. A score of ten to ten indicates an even round.

At the completion of a match or contest, the points shall be totaled on each judge's scorecard to determine that particular judge's selection of a winner. If a judge's scorecard, when totaled, reflects an equal number of points for both fighters, the ballot will indicate that the match or contest was a draw. If two judges have an equal number of points for both fighters, the match shall be declared a draw.

If one judge has an equal number of points for both fighters and the other judges' scores each favor a different fighter, the match shall be declared a draw. If two judges' scores favor one fighter and the third judge's score favors the other fighter, the fighter receiving the two judges' votes shall be declared the winner by split decision. If all three

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judges' scores favor one fighter, that fighter shall be declared the winner by unanimous decision.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1400 FEES.

Subpart 1. **Professional franchise.** Fees for professional franchises for a 13-week period are as follows:

- A. for cities with a population over 100,000, \$100;
- B. for cities with a population of more than 50,000 but less than 100,000, \$50;
- C. for cities and towns under 50,000 population, \$25; and
- D. for closed circuit events, no fee, but must register with the Board of

Boxing.

Subp. 2. **Amateur franchise.** Fees for amateur franchises for a one-year period are as follows:

- A. for cities with a population over 100,000, \$100;
- B. for cities with a population of more than 50,000 but less than 100,000, \$50;
- C. for cities and towns under 50,000 population, \$25.

and

Subp. 3. **Licenses.** Fees for individual one-year licenses are as follows:

A. Professional:

- (1) contestants, \$5;
- (2) seconds, \$5;
- (3) managers, \$10; and
- (4) referees, \$25.

B. Amateur:

- (1) seconds, \$2; and
- (2) referees, \$10.

C. Physicians for professional or amateur contests are not licensed, but must be M.D.'s.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*

2205.1500 INSURANCE.

Promoters, clubs, associations, and corporations engaged in presenting full contact karate and kick boxing events, amateur or professional, shall provide insurance for contestants appearing or participating in the events.

Insurance coverage must provide for reimbursement to the athlete for medical, surgical, and hospital care with a minimum limit of \$500 for injuries sustained while participating in a sanctioned full contact karate and kick boxing event under the control of the licensed promoter, club, association, or corporation, and for payment of \$2,500 to the estate of a deceased athlete, if the death is caused by injuries received during an event in which the licensed athlete participated under the promotion of a licensed promoter, club, association, or corporation.

Proof of insurance must be provided to the Board of Boxing before the event or contest. Failure to pay premiums on the insurance as required by this part, or by law, is cause for suspension or revocation of the license or franchise of the license or franchise holder, school, club, association, or corporation.

Statutory Authority: *MS s 341.05; 341.10*

History: *13 SR 2932*