

SASKATCHEWAN MARTIAL ARTS ASSOCIATION

Official Rulebook

For

Light Kickboxing

2016

INTRODUCTION

This rulebook replaces all previous Saskatchewan Martial Arts Association issued rules for Light Kickboxing. It reflects the official Saskatchewan Martial Arts Association Competition Rules.

GENERAL RULES AND DEFINITIONS

Only Amateur athletes may participate in SMAA Amateur events. If a non-amateur athlete is found to participate in such events, the following consequences may be considered:

Disqualification of the athlete;

A temporary or permanent participation ban for the athlete, the athlete's coach, and the athlete's club as determined at the discretion of the SMAA Board of Directors;

Revocation of any titles won at the event, or any other SMAA title held;

Fine of \$500 each for the Athlete and the coach;

DOPING

It is prohibited to use any substance to boost one's performance, if such substance is banned by one of the following organizations as a doping substance (IOC, World Anti-Doping Agency, National Olympic Committee, Athletics Commission of Saskatchewan, etc.).

SMAA Representatives, Event Promoters, and the official event doctor can and may request collection of test samples.

Athletes who intentionally avoid or evade such controls, or attempt to obstruct or manipulate the testers in any way, can be disqualified and banned for a period of time, to be determined by the SMAA Board of Directors.

Privacy must be respected. Doping tests must be administered by a qualified person of the same gender. Whenever this is not available, an SMAA Representative of the same gender shall supervise the collection of the test samples.

If an athlete is found to be doping in an SMAA event, one or more of the following consequences may be considered:

1. Disqualification of the athlete;
2. A temporary or permanent participation ban for the athlete, the athlete's coach, and the athlete's club as determined at the discretion of the SMAA Board of Directors;
3. Revocation of any titles won at the event, or any other SMAA title held;
4. Fine of not less than \$500 each for the Athlete and the coach;

COMPETITION DIVISIONS

Junior Divisions- The promoter of a Light Kickboxing Event must inform all clubs in the official invitation if Junior Divisions will be included in their event, in addition to including the division in their Event Application.

Junior divisions must consist of athletes age 14-17 on the day of the event. Junior categories must consist of two groups, age 14-15 and age 16-17, and may be further divided by weight and gender on the day of the event, at the discretion of the SMAA Arbitrator overseeing the event.

Adult Divisions- The promoter of Light Kickboxing Events must inform all clubs in the official invitation if Adult Divisions will be included in their event, in addition to including the division in their Event Application. Adult Divisions – Adult divisions must consist of athlete's age 18+, will be divided by gender, and will be further divided by the following weight categories:

- Under 78kg
- 78kg to 90kg
- Over 91kg

Additionally, categories will be further split according to the following, at the SMMA Arbitrator's discretion:

- Under 1 year ring experience
- 1 year to 5 years ring experience
- Over 5 years ring experience

Executive Class- The promoter of SMAA sanctioned events at their discretion may also provide an Executive Class division in their event. Should they do so they must inform all clubs in the official invitation about this division in addition to including the division in their Event Application. Executive Class – Executive Class divisions must consist of athlete's age 35+, will be divided by gender, and will be further divided by the following weight categories:

- Under 78kg
- 78kg to 90kg
- Over 91kg

Additionally, categories may be further split according to the following, at the SMMA Arbitrator's discretion:

- Under 1 year ring experience
- 1 year to 5 years ring experience
- Over 5 years ring experience

An executive class competitor may, at their discretion, choose to compete in the Adult Division provided that there are no other competitors in their division at a particular tournament. Points and standings, in this event, will still be counted for the Executive Class division when considering Provincial Ratings. In this situation, Adult Competitors will be placed in standings as if the Executive Class competitor did not exist.

COMPETITION MANAGEMENT

COMPETITION AREAS:

COMPETITION Areas for Light Kickboxing (Non Ring):

The COMPETITION area must be squared and must consist of padded martial arts mats of no less than 20mm thickness. Each side of the competition area must be between 6.0- 8.0m. Around the COMPETITION area, a safety zone strip of two meters must to be kept clear. Only referee tables are allowed to be placed within this safety zone. No Athletes or spectators are allowed to be within that zone. The safety strip zone must be marked either in floor tape, or in padded mats of a different colour than the competition area mats. The Timekeeper and Scorekeeper are located at the referee-table facing the Head Referee. In case there is only one COMPETITION area, sufficient space for the medics and/or emergency Personnel must be provided at the referee-table.

COMPETITION Areas for Light Kickboxing (Boxing Ring):

The match ring's components, all side protections and ropes, must be inspected by the SMAA Representative for suitability and safety prior to an event.

1. Matches take place in a square ring surrounded by four ropes interconnected by means of vertical cords or bands. The dimensions of the square of ropes should be at least 6 m x 6 m and no larger than 8m x 8m.
2. The ring floor should be a safe construction and covered by canvas or vinyl that should not be slippery before and/or during a fight, stretched tightly and secured to the ring surface. The ring floor is raised not more than 122 centimeters (4 feet) above the ground. The floor base must be covered with a shock absorbent (Puzzle Mats) or similar material below the ring floor surface.
3. The ropes should be wrapped in a soft material so as to not cause damage or injury to fighters moving alongside them. The ropes shall be at least 2.5 centimeters (1 inch) but not more than 5 centimeters (2 inches) thick. There shall be at least 4 ropes equally positioned, with the bottom rope no less than 33cm (1 foot) and the top rope no more than 130 centimeters (4.2 feet) respectively, above the ring floor. The ropes shall be held rigid by 2 pieces of strong cloth, equally spread, so that the rope spacing shall not vary during the contest.
4. The opposite corners of the ring should be equipped with one red one blue corner for the contestants with two white or black neutral corners in between. The height of the corner pads must be spaced no more than 130 centimeters (4.2 feet) above the ring floor.
5. One set of steps are provided for the Athletes and the cornermen.

A Referee table must be provided for both ring and non-ring competition areas. The referee-table must be equipped with the following items:

1. Pool lists
2. Table stop watch. (Hand stop watch is not acceptable)
3. End of round indicator ("Bean-Bag" or equivalent)
4. Judge's Flags
5. Rubber Gloves
6. Paper Towels and disinfectant
7. Water for the Officials in clear plastic bottles - no other beverages shall be allowed at any of the referee or judges tables
8. Spare papers and pencils

OFFICIALS

All provisions in this article set the basic duties of officials for Light Kickboxing. Officials also have to fulfill other conditions, requirements and duties set in other SMAA official documents related to officials.

Officials Categories:

The SMAA has 4 levels of Officials.

Level I Officials- Must have attended and passed a SMAA Level I Officiating Seminar. Level I officials can time keep and score keep at SMAA sanctioned events.

Level II Officials- Must have attended and passed both the SMAA Level I and Level II Officiating Seminars. Level II officials can judge at SMAA sanctioned events.

Level III Officials- Must have attended and passed a Level I, Level II and Level III Officiating Seminar. Level III officials can referee at SMAA sanctioned events.

Level IV Officials- Will be a Level III Official appointed by the SMAA Board of Directors. Level IV officials can be a SMAA Representative at SMAA sanctioned events.

SMAA certified officials are registered in the SMAA database. Their names, Levels, Contact information will be published on the official SMAA Website (www.saskmartialarts.ca) It is the responsibility of the Promoter to arrange all of the officials with the exception of the SMAA Arbitrator which shall be arranged by the SMAA Board of Directors.

SMAA Arbitrator:

A SMAA **Arbitrator** will be designated by the SMAA Board of Directors for every event.

The SMAA **Arbitrator** can replace referees who have been obviously not neutral or who violate the official SMAA competition rules. In such cases the SMAA Board of Directors Board may review a video of the match to determine if the fight results are to be overturned.

Head Referee:

A Head Referee shall be designated by the Promoter. The Head Referee must be a certified SMAA level III Official.

The Head Referee is responsible for ensuring that all SMAA rules will be correctly applied. The Head Referee will also be responsible for appointing ring judges, ensuring fair and balanced officiating throughout matches. Prior to a match the Head Referee must advise the SMAA Representative of the Officials for each fight. The Head Referee is responsible for managing all officials and supervising the competition area. He takes care that the time schedule will work and the safety of athletes is provided according to SMAA provisions and rules.

The Head Referee must chair an officials meeting prior to the fight to discuss the upcoming event and also chair a post event meeting to discuss any issues that may have occurred during the event. The SMAA Arbitrator must be in attendance for these officials meetings.

It is the duty of the Head Referee to collect and submit all reports to the SMAA Board of Directors Board regarding a Head Knockout or serious injury.

Judges:

Light Kickboxing matches must be judged by 3 Judges, appointed by the Head Referee. A Judge must score a match using the rules outlined in this manual in order to determine the winner of a match.

Bias or incorrect application of the rules of this manual when determining the winner of a match may result in sanction from the SMAA including suspension from Judging, or loss of Official status.

PROTESTS:

A protest may only be lodged by the corner coach of an athlete who is competing. Such protests must be lodged directly to the SMAA **Arbitrator**. Lodging a protest does not pause or cease a match. However, the SMAA **Arbitrator** can interrupt the continuation of a match for a short period of time, if the result of the protest has a significant influence on the proceeding of the competition. In the case of Light Kickboxing Events the SMAA **Arbitrator** shall have the final decision. If a junior instructor lodges a complaint as a corner coach, they may seek the assistance of their Senior Instructors when lodging said complaint.

CLOTHING:

In the case of Light-Kickboxing events Officials may wear their Traditional Martial Arts Uniform provided it is clean and tidy. Officials may also wear black pants and a white shirt providing they are clean and tidy.

To minimize injuries, it is forbidden for Head Referees to wear any jewelry, watches, pens, etc. Judges are excepted from this rule since no body contact with Athletes is possible.

The use of medical gloves by Head Referees is mandatory.

AMATEUR RULES AND REGULATIONS FOR LIGHT KICKBOXING

MEDICAL PERSONNEL

The attendance of a doctor (physician) in Light Kickboxing is suggested, a first-aid team is mandatory. The attending medical personnel must be in attendance in the immediate competition area, and shall be ready to assist if a serious emergency arises, and to administer first aid in the event of less serious injuries.

The medical personnel may enter the competition area at the Referee's request or of their own initiative in the case of a serious injury. If medical personnel enter the competition area to examine a presumed injury, they must decide if the fight can continue or not. Should the medical personnel's decide that the match cannot continue, then the Referee and Judges must decide whether the match result is in favour of the uninjured athlete, or the injured athlete. Should the uninjured athlete get the result, the official decision will read "win by Technical Decision". Should the result be in favour of the injured athlete due to a determination that the uninjured athlete acted contrary to the rules, then the result will be in favour of the injured athlete by "Disqualification". Should a match end in the aforementioned fashion, and neither athlete is found to be at fault, then the athlete who is able to continue will win by "withdrawl".

A Medical Personnel's decision to end a match is, in any case, final and cannot be protested, but the Medical Personnel will not decide the result of the match.

ROUNDS

Rounds for juniors are 2 X 1 minutes. If, at the end of 2 rounds the match is determined to be a draw, then the athletes will compete for 1 additional sudden death round of 1 minute.

Rounds for Adults and Executive Class 2 x 1.5 minutes. If, at the end of 2 rounds the match is determined to be a draw, then the athletes will compete for 1 additional sudden death round of 1 minute.

RULES OF CONDUCT INSIDE AND OUTSIDE THE RING

1. It is the duty of every Athlete to show fair play in the ring.
2. Should a Athlete not be ready to continue the match, because his/her safety equipment is not working properly or for other reasons, he shall retreat one step and raise one arm.
3. Should a Athlete be injured or in any other way be incapacitated, his/her opponent shall immediately retreat to the nearest neutral corner and wait for the referee to signal that the match can proceed again.
4. When an Athlete receives a warning or a reprimand from the referee, indicate that he/she has understood the reason why.
5. At the conclusion of the fight the Athletes shall approach the referee, standing in the centre of the ring, and there, one on each side of the referee, await the speaker's announcement of the verdict. The referee then raises the arm of the winner.
6. Violation of SMAA rules and regulations, may lead to disciplinary action at the discretion of the SMAA Board of Directors.

THE ATHLETE

1. Athletes will wear appropriate Kickboxing shorts, or long pants, and club/team T-shirt or rashguard. Casual attire will not be permitted/
2. The Athletes must be well groomed and presentable. The nails of hands and feet must be cut short.
3. It is forbidden to wear any jewelry or watches in the competition area.
4. It is the sole prerogative of the SMAA Head Referee to decide whether the length of the hair poses a safety hazard to the Athletes or an obstacle to the unhindered observation of the match. In such cases the hair must be contained by a net or tied back.
5. Use of grease *or* similar substances is prohibited. The referee can insist that any Vaseline, grease or any other similar substances be removed before the match can start or proceed.

ATHLETE'S EQUIPMENT

All Athletes must be equipped with the following approved safety equipment:

1. Individually fitted breast-protectors for female athletes is recommended but is not required;
2. Individually fitted groin-protector for all age male and female categories in all weight divisions;
3. Padded Leather, cloth or Vinyl Training style Shin/Instep Shinguards. Shinguards cannot have metal buckles or pieces of any kind. .
4. Individually fitted head-protector (helmet) the back of the head must be protected;
5. Individually fitted tooth-protector (gum shield);
6. Hand-bandages/handwraps are optional- max. 4.5 meters
7. Gloves 16 OZ in all categories

The Head Referee shall inspect all equipment prior to the matches beginning. Any equipment that does not meet the above regulations must be replaced. Athletes must comply or forfeit their matches.

The Athletes have the responsibility of bringing their own personal equipment and that of their seconds to all SMAA sanctioned events.

All Athletes with long hair must wear approved hair bands or -holders without any metal. If the Head Referee requests such hair bands or holders the Athlete must comply or forfeit the match.

COACHES

The coach may give up on behalf of his/her Athlete if he/she deems it irresponsible to let the fight continue. This is indicated by the second throwing a white towel into the ring.

Prior to every tournament the head referee shall call a meeting with all the judges, referees and coaches to clear up any questions about rules, regulations and the general proceedings of the event. No rules can be changed during this meeting.

Coaches can support and advise their Athletes during the match as long as it is done respectfully. Each Athlete may have only 1 coach at ring side during the match.

During the rounds the coach may not enter the ring or in any other manner hinder or disturb the proper proceeding of the fight. Coaches shall comply with any and all directions by the referee. Should a coach violate this rule the referee can issue a warning or expel the coach or disqualify the Athlete. A coach who has been expelled may not function as coach for the remainder of the event.

The coaches shall have at their disposal a white towel, water and rubber gloves.

A match starts when the referee gives the command "start" to begin, and it finishes when the Referee stops the match at the end of the round with the command, "break". Only the Athletes and the referee may be present in the ring during the match. If any other person enters the ring, the referee can decide that the fight is over immediately and will not continue. Matches that cease in this manner may result in a no contest or a disqualification for one athlete or another, at the discretion of the Head Referee.

POINTS AND SCORING

In Light Kickboxing the contact must remain light to both the body and to the head. Deliberate knockouts and excessive contact to the head or body are cause for disqualification.

An athlete is deemed to be striking with Light Contact when they show the intent to prevent a strike from following through their target, and when they show the intent to land a strike with the control and purpose to score a point rather than to cause damage to their opponent, or cause their opponent to quit due to the power of a strike or strikes. A Light Contact Athlete must show the intent to win a match based on the volume of significant, effective strikes that they land on their opponent, and must show the intent to not knock out, or damage their opponent in order to win. Damage refers to a strike that has the potential to injure, or render an athlete unconscious, and does not refer to a strike that may cause pain or such minor injury as a bloody nose, or small bruise.

SCORING CRITERIA

Judging of a match round shall be based on the following, with the highest priority given to the first listed criteria, and the least weight given to the last listed:

1. The number of cleanly landed, light contact significant strikes thrown by an athlete to their opponent, which hit a scoring zone.
 - a. A significant strike shall be defined as a strike that has the potential to damage an opponent should the strike be thrown with full power, were it intended for full contact. Flailing strikes, arm punching, or pushed strikes shall not be counted as significant.
 - i. A Flailing strike is a strike that is thrown without practical technique that does not land with the middle knuckle of the fist, the top of the foot, or the lower shin. Flailing may also be defined as continual throwing of flailing, arm punching, or pushed strikes without regard for proper and intelligent defence, which leaves the athlete open for undefended counterstrikes or forces the defending athlete to strike with significant enough force to interrupt the flailing athlete.
 - ii. Arm punching is throwing punches without practical technique that rely on the small muscles of the arm, shoulder and chest, rather than the larger muscles of the body.
 - iii. Pushed strikes are strikes thrown without practical technique that do not land with snap, and are not returned after the strike.
 - b. A strike that lands clean must land without being deflected, and without striking a non-scoring zone prior to landing on a scoring zone.
 - c. Scoring zones are defined as the head (except the back of the head), the torso below the shoulders and above the groin/hip (except along the spine), and the and mid-outside thigh halfway between the knee and hip. The lower leg, knee, hip, groin, spine, arm, neck, and back of the head are not considered scoring zones.
2. Ring Generalship. Ring Generalship is defined as control of the competition surface, and the ability to dictate where the match takes place within the competition area. This does not necessarily mean the centre of the competition area, but instead refers to demonstration by the athlete that the match take place where they choose it to take place, wherever this happens to be within the competition area.
3. Number of significant strikes attempted. Should a match be close enough that neither athlete is deemed to have won a round based on the first two criteria, then a judge may award the match to the athlete who attempted the higher number of non-scoring significant strikes. However, if an athlete lands more significant strikes, according to 1. then this third criteria can have no effect on the match outcome.

MATCH DECISIONS

Decisions shall be made using the following guidelines:

1. When neither Athlete clearly wins a round, according to the Scoring Criteria: 10:10 points.
2. The winning Athlete of a round, based on the Scoring Criteria, gets 10 points, their opponent 9 points.
3. At the conclusion of the match each round is added up to the final score (i.e. 20:18) and the Athlete with more points on the scorecards shall be declared the winner.
4. If, at the end of the match, the score is tied then a third sudden death match will be held according to the Rounds Section. The winner of this round will take the match. A sudden death match cannot be scored as a tied round by a Judge.

LEGAL TECHNIQUES, FOULS AND WARNINGS:

If an official warning was given because of a "foul", the judges shall immediately deduct 1 point from this Athlete for that round, on their individual score for that round. If an Athlete gets a second official warning within a single round, they will be disqualified from the match.

- In the case of intentionally excessive, or irresponsible, or reckless contact to the body or the head the Athlete may be disqualified on the first warning. If such actions result in the injury of an athlete, further disciplinary action may be imposed on the offending athlete at the discretion of the SMAA Board of Directors, up to and including suspension from SMAA competition, loss of any previously held titles or medals, or temporary or permanent ban from SMAA competition.

In the case of a foul the referee must first stop the time. If a point is to be deducted, the referee will penalize the offender by taking the penalized athlete by the arm to each judge, where he will indicate that a point is to be taken by gesturing with a single finger, and verbally stating that a point is to be deducted from the athletes score for that round. If the Head Referee decides that no point shall be penalized, then he may stop time, inform the athlete that their actions constitute a foul and further infractions may be penalized by taking a point away. In either case, once the foul has been addressed the Head Referee may re-start the match. The judges shall always note the warnings on the scorecard to indicate that the Athlete has received a warning. In case of athlete exhaustion, or if an athlete fails to intelligently defend themselves, a standing count of 8 may, at the Head Referee's discretion, be used to give the Athlete time to recover, but each judge must deduct 1 point from the score immediately. The judges shall always mark this on the scorecard to indicate that the Athlete has received a standing count.

A Judge may not approach the referee, or enter the competition area until the Head Referee has called a stop to the action, stopped the timekeeper, and indicated that the competition area is safe to enter.

Legal techniques:

All forms of boxing combined with kicks are permitted to legal scoring zones with controlled light contact. Kicks are allowed to the outside of the leg, half way between the knee and the hip only. Rear or spinning kicks to the body are allowed with controlled contact. Blind spinning techniques are not permitted under any circumstance, including but not limited to spinning hook kick/wheel kicks. A blind technique is any technique that is thrown while an athlete cannot see their target with both eyes.

Spinning backhands/fists are not permitted. Spinning kicks are allowed only under the following conditions:

1. The strike is thrown only after the rotational pivot of the spin has been ceased, and the athlete is fully facing the target;
2. The athlete has his eyes on the target prior to the strike being thrown;
3. The strike is pulled and returned once the surface of the target has been struck;
4. There is zero follow through in the strike. It must strike the surface of the target, and then be immediately pulled off of the target;
5. Light Contact is made to a scoring zone. Contact made with the forearm, glove or elbow is a foul.

Illegal Techniques and Fouls:

1. Any strike thrown outside the definition of Light Contact, even if the strike does not land on a target
2. All strikes to joints, including the knees or hips.
3. All strikes to the spine, the neck or the back of the head.
4. All types and forms of throwing, including sweeps and trips.
5. Excessive clinching (holding the opponent). Strikes may be caught for the purpose of landing a single counter strike before releasing the caught limb. Charging, or taking more than a single step while holding a caught limb will be considered excessive clinching.
6. Any form of butting with the head.
7. Any type of strikes and blows with the forearm or elbows.
8. Any type of strike to the groin. Groin strikes may be penalized on the first offence, and an athlete may be disqualified at the Head Referee's discretion on the second offence, even if the offense occurs in a separate match to a different opponent within the same event.
9. Shoving, and all forms of biting
10. All strikes executed with the palm side of the gloves.
11. Any type of aggressive behavior deemed by the Head Referee to not be a regular part of competition.
12. Any un-sportsmanship behavior by the Athlete or the coach.
13. Intentionally, or continually leaving the competition area during a match.
14. Failing to intelligently defend, including turning the back, or the head away from an opponent, failing to keep the hands up to guard, closing the eyes, exposing the back or the back of the head by bending over or turtling;
15. Excessive or continual flailing. A competitor may be penalized or disqualified for continual flailing, or lack of control or proper technique. Single cases of flailing, or lack of control that is deemed to be dangerous by the Head Referee may result in immediate penalty, or disqualification.
16. Charging or Bull Rushing. Attempting to overwhelm an opponent by charging, attempting to push an opponent backwards by any means other than clean, effective strikes thrown with proper technique and Light Contact, or attempting to smother an opponent with the body without throwing effective strikes or while flailing are all examples of Charging or Bull Rushing and may be penalized.
 - a. Lunging at an opponent headfirst, with hands down will be considered Charging. A Lunging athlete may be penalized or disqualified for failing to intelligently defend themselves, and if injured to the face the lunging athlete may be considered at fault.
17. Dangerous or Irresponsible actions. A Dangerous or irresponsible action is any action which unnecessarily exposes an athlete, or their opponent to risk of injury. Blind techniques such as blind spinning backfists, and Lunging techniques such as jumping kicks with the hands down are examples of Dangerous or Irresponsible actions. Dangerous or irresponsible actions which result in serious or grievous injury to an athlete may be reviewed by the SMAA Board of Directors, and sanctions may be imposed upon the offending athlete up to and including suspension, or temporary or permanent bans from SMAA Sanctioned competition. Excessive or injurious groin strikes may be considered Dangerous or Irresponsible at the discretion of the Head Referee.
18. Any form of Spinning Backfist.

Warnings and minus points:

In case of a violation of the above noted Illegal Techniques and Fouls, the Head Referee shall stop the fight with the command "Stop" The Head Referee will penalize or warn the offender, deduct a point if it is required, and restart the match or otherwise call an end to the match.

Warnings shall be issued clearly and in such a manner that the Athlete in question understands the reason for the warning. The referee shall point their hand clearly to indicate which Athlete has received the warning.

Following a warning the referee shall let the match proceed by commanding "Start". The warnings and penalty (minus) points are given for using Illegal Techniques or committing a Foul. Penalties and Warnings can also apply to an athlete's coach's conduct.

Calling a Match and Disqualification:

Should the Head Referee, SMAA Arbitrator or Medical Personnel decide that a match cannot continue, then the Referee and Judges must decide the outcome of the match based on the duration of the match that occurred prior to the stop. Should an athlete get the result, the official decision will read "win by Technical Decision". Should a match end due to Illegal Techniques or Fouls the match decision will read "Disqualification" in favour of the non-offending athlete. Should a match end due to an athlete being unable to continue, and neither athlete is found to be at fault, then the athlete who is able to continue will win by "withdrawal".

PROTESTS AND ALTERATIONS OF DECISIONS

Protests against the decisions of a Head Referee can only be accepted in the event that the competition rules have not been correctly applied.

A judge's verdict, given at the conclusion of any match shall be binding and may be altered only in the event that the Head Referee and the SMAA Arbitrator deem that one of the following circumstances has occurred:

1. A conspiracy has taken place or an illegal agreement has been entered into to affect the result of the match.
2. The addition of the scorecards is faulty; one judge has mixed up the corners, resulting in the victory being given to the wrong Athlete.
3. There has been clear violation in the application of the rules, directly affecting the outcome of the match.

Protests shall be directed to the SMAA Arbitrator and shall state the reason, in a proper manner, for the complaint along with any supporting evidence that a wrong decision has been made. The SMAA Representative will decide on the protest after hearing evidence from the protesting side and the referees and judges concerned, and issue a ruling.

Should an athlete or their coach believe that the SMAA Arbitrator or Head Referee erred in judgment according to the Rules of Light Kickboxing, then they may appeal the ruling. Appeals must be filed by an Athlete's Coach, and must be made after the event. Appeals must be submitted in writing along with any supporting evidence such as video or witness testimony, to the SMAA Board of Directors for review. Appeals must be accompanied by a processing fee of \$300. Should the appeal be successful the processing fee will be returned once a decision has been made by the SMAA Board of Directors. Appeals will be weighed upon the application of the Rules by the tournament Head Referee and the SMAA Representative present at the event, and an appeal will only be considered successful if it is found that those representatives did not properly apply the rules.