



INTEGRAL FIGHTING PRO-LEAGUE PROFESSIONAL FIGHTS RULES

These rules are based on the ASSOCIATION OF BOXING COMMISSIONS AND COMBATIVE SPORTS UNIFIED RULES OF MIXED MARTIAL ARTS (MMA) published in the USA in 2018.

These rules are recognized by the Integral Fighting System World Federation (IVWF).

1. Main lines

1. a. The referee is the only arbiter of a bout and is the only individual authorized to stop a contest, unless the Doctor in charge specifies to stop the fight in order to avoid physical damages to fighters.
2. a. This shall not preclude a video or other review of a decision under the procedure of the applicable regulatory authority if a protest is filed claiming a CLEAR rule violation.
b. The authority of a referee begins when the inspector(s) exit the cage/ring and does not end until the inspector(s) re-enter the cage/ring, upon conclusion of the fight.
3. Instant replay may be used to review a *"Fight Ending Sequence"* and shall only be used AFTER a fight has been officially stopped. Once instant replay has been used to review a fight ending sequence, the fight shall not be resumed.
4. a. All fighters are required to wear a mouthpiece during competition. The round cannot begin without the mouthpiece.
b. If the mouthpiece is dislodged during competition, the referee will call time and have the mouthpiece replaced at the first opportune moment, WITHOUT interfering with the immediate action.
c. Points may be deducted by the referee if he/she feels the mouthpiece is being purposefully spit out.
5. If an INTEGRAL PRO FIGHT bout is being conducted in a boxing ring or cage. In case of ring, if a fighter is knocked out of the ring, the fighter must return to the ring UNASSISTED by spectators or his/her assistants/coaches. If assisted by anyone, the fighter may lose points or be disqualified with such a decision being within the sole discretion of the referee.
6. Once knocked from the ring, the competitor will have five (5) minutes to return to fighting surface, similar to an accidental foul, but shall be examined by the ringside physician before returning to action. Same thing happens if a fighter leaves the cage, he or she will have only one minute to return to the cage or he/she will be disqualified.
7. The reapplication of petroleum jelly or another similar substance, to the face, may be allowed between rounds and shall only be applied by an approved Cutman or licensed Cornerman.
8. In case the fight has to be ended due to unforeseen, non-combat related issues, the fight may go to the scorecards if one-half the scheduled rounds, plus one second (1/2 +1 second) have been completed. For example, if the fight was planned in 1 round and has been stopped due to riots or earthquake, if 2'30" + 1 second have passed, the fight may go to the scorecards. Other example, a fight planned for 5 rounds must be stopped due to unforeseen, non-combat related issues after 1 round and the beginning of the second round, then the fight is to be scored a "No Contest".
 - a. As a rule, if the non-combat stoppage occurs prior to the 1/2 +1 second mark, the fight is to be scored a "No Contest".

2. Hand Wraps.

- 2.1 A maximum of one roll, no more than 2" wide (2 inch/5cm), by 15 yards in length (14 meters) of white, soft, cloth gauze is permitted per hand.
- 2.2 The gauze may not exceed the wrist of the competitor's glove. The exposed thumb is an option to be protected.
- 2.3 A maximum of one roll, no more than 1.25" wide (3,2 cm) by 10" in length (25,4 cm) of white athletic tape is permitted per hand.
- 2.4 The tape may not exceed the wrist of the competitor's gloves. Tape may be placed through the fingers but may not cover the knuckles.
- 2.5 The exposed thumb is an option to be protected.
- 2.6 A single layer of elastic or flex-type tape is allowed to be applied over the completed wrap.
- 2.7 Approved tape/gauze of all brands may be allowed.

3. Joint/Body Coverings.

- 1. Other than the competitor's hands, there will be no taping, covering, or protective gear, of any kind, on the upper body. This includes, but is not limited to: joint sleeves, padding, or any form of brace/body tape.
- 2. A competitor may use a soft neoprene type sleeve to cover only the knee and/or ankle joints. Approved sleeves may not have: padding, Velcro, plastic, metal, ties, or any other material considered to be unsafe or that may create an unfair advantage. Tape, gauze, or any materials other than the approved sleeves are not permitted.

4. Cage/Ring Attire.

- 1. All Integral Fighting competitors will be required to wear such protective gear as deemed necessary by the Commission.
- 2. Male Integral Fighting competitors shall not wear any form of clothing on their upper body.
- 3. Male and female Integral Fighting competitors shall wear the appropriate trunks, mouthpiece, and gloves. Male Integral Fighting competitors shall also wear the appropriate groin protection.
- 4. Female Integral Fighting competitors shall wear a short sleeved (above the elbow) or sleeveless form fitting rash guard and/or sports bra(s). No loose-fitting tops and/or breast protectors shall be allowed. Female competitors will follow the same requirements for bottom covering as the male competitors, minus the requirement for groin protection.
- 5. The hem of the trunks may not extend below the knee.
- 6. Fighting shorts/trunks shall not have exposed Velcro, pockets, or zippers.
- 7. Integral Fighting competitors in the same match, contest, or exhibition may wear different color trunks or be designated by glove coloring to the corner they are assigned (Red or Blue).
- 8. Integral Fighting competitors shall not wear shoes in the cage or ring.
- 9. When deemed necessary by the referee all Integral Fighting competitors shall have their hair secured in a manner that does not interfere with the vision and safety of either contestant.
- 10. No object can be worn to secure the contestant's hair, which may cause injury to either contestant.
- 11. The wearing of jewelry will be strictly prohibited during all contests.
- 12. Wearing body cosmetics shall be prohibited during all contests. Wearing facial cosmetics shall be at the discretion of the commission and/or referee.

5. Fouls

- 1. Butting with the head. The head may not be used as a striking instrument in any fashion. Any use of the head as a striking instrument whether head to head, head to body or otherwise is illegal.

2. Eye gouging of any kind. Eye gouging by means of fingers, chin, or elbow is illegal. Legal strikes or punches that contact the fighter's eye socket are not eye gouging and shall be considered legal attacks.
3. Biting or spitting at an opponent. Biting in any form is illegal. A fighter must recognize that a referee may not be able to physically observe some actions, and must make the referee aware if they are being bit during an exhibition of unarmed combat.
4. Fish Hooking. Any attempt by a fighter to use their fingers in a manner that attacks their opponent's mouth, nose or ears, stretching the skin to that area will be considered "Fish hooking". Fish hooking generally is the placing of fingers into the mouth or your opponent and pulling your hands in opposing directions while holding onto the skin of your opponent.
5. Hair pulling. Pulling of the hair in any fashion is an illegal action. A fighter may not grab a hold of his opponent's hair to control their opponent in any way. If a fighter has long hair, they may not use their hair as a tool for holding or choking in any fashion.
6. Spiking the opponent to the canvas onto the head or neck (pile-driving). Commonly referred to as a "Piledriver", fighters may not slam their opponent onto their head or neck. This move is considered very dangerous because of the risk of spinal injury that it poses. The penalties for spiking an opponent on their head or neck are identical to the rules for illegal moves.
 - 7 a. Strikes to the spine or the back of the head. The back of the head starts at the Crown of the head with a one inch (2,5 cm) variance to either side, running down the back of the head to the occipital junction.
 - 7 b. This area stretches out at the occipital junction (nape of the neck) to cover the entire width of the back of the neck. It then travels down the spine with a one inch (2,5 cm) variance from the spine's centerline, including the tailbone.
 - 8 a. Throat strikes of any kind to the trachea. No directed throat strikes are allowed. As well, a fighter cannot gouge any finger or thumb into the opponent's neck or trachea in an attempt to submit the opponent. Legal chokes are not seen as strikes to the throat and are legal.
 - 8.b If during stand-up action of a fight a legal strike is thrown and the strike lands in the throat area of the fighter, this shall be viewed as a clean and legal blow.
9. Fingers outstretched toward an opponent's face/eyes:
 - a. In the case of open fingers gloves, in the standing position, a fighter that moves arm(s) toward the opponent with an open hand, fingers pointing at the opponent's face/eyes, will be a foul. Referees are to prevent this dangerous behavior by communicating clearly to fighters. Fighters are directed to close their fists or point their fingers straight up in the air when reaching toward their opponent.
10. Downward pointing elbow strikes.
 - a. In Class A fights, the use of a linear "straight up straight down" elbow strike is prohibited. Any variation of this straight up and down linear elbow strike makes the strike legal. Any arc, or any angle change from straight up to straight down makes the strike legal. Any variation of position does not alter the legality of the strike.
11. Groin attacks of any kind.
 - a. Any attack to the groin area including striking, grabbing, pinching or twisting is illegal. It should be clear that groin attacks are the same for men and women.
12. Kneeing and/or Kicking the head of a grounded opponent.
 - a. A **grounded** fighter is defined as: Any part of the body, **other than a single hand and soles of the feet touching the fighting area floor**.
 - b. For example, if both hands palm/fist down, he is considered grounded; if any other body part is touching the fighting area floor, then the fighter is considered grounded.
 - c. A single knee, or a single arm makes the fighter grounded **without having to have any other body part in touch with the fighting area floor**.

d. When a fighter is considered grounded, then at this time, kicks or knees to the head **will not be allowed.**

13. a. Stomping (kicking a fighter who is on the ground). Stomping is considered any type of striking action with the feet where the fighter lifts their leg up bending their leg at the knee and initiating a striking action with the bottom of their foot or heel.

14. b. Therefore, **doing a stomp on a downed opponent is illegal in Integral Fighting Pro fights** and so are knee strikes on the head of a downed opponent.

15. Axe kicks are not stomping. Standing foot stops are NOT a foul. As such, this foul does not include stomping the feet of a standing fighter.

16. Holding opponent's gloves or shorts. A fighter may not control their opponent's movement by holding onto their opponent's shorts or gloves.

17. A fighter may hold onto or grab their opponent's hand as long as they are not controlling the hand only by using the material of the glove, but by actually gripping the hand of the opponent. It is legal to hold onto your own gloves or shorts.

18. Holding or grabbing the fence or ropes with fingers or toes.

18.1 A fighter may put their hands on the fence and push off of it at any time.

18.2 A fighter may place their feet onto the cage and have their toes go through the fencing material at any time.

18.3 It is illegal for a fighter to place his fingers or toes through the cage and grab hold of the fence and start to control either their body position or their opponent's body position.

18.4 In case of fights in a ring, a fighter may not grab the ropes or wrap their arms over or under the ring ropes at any time. The fighter may not purposely step through the ropes.

18.5 If a fighter is caught holding the fence, cage or ring rope material the referee may issue a one-point deduction from the offending fighters scorecard if the foul caused a substantial effect in the fight.

18.6 If a point deduction for holding the fence occurs, and because of the infraction, the fouling fighter ends up in a superior position due to the foul, the fight should be re-started by the referee, standing in a neutral position.

19. Small joint manipulation.

19..a. Fingers and Toes are small joints.

16.b Wrists, Ankles, Knees, Shoulders and Elbows are all large joints.

16.c Grabbing the majority of fingers/toes **at once** is allowed.

16.d Grabbing only one, two, or three fingers/toes **is NOT allowed**

20. Throwing an opponent out of the ring or caged area is NOT allowed.

21 Intentionally placing a finger into any orifice, or into any cut or laceration of your Opponent is not allowed.

21.b. A fighter may not place finger(s) into an open laceration in an attempt to enlarge the cut.

21.c. A fighter may not place finger(s) into an opponent's, nose, ears, mouth, or any body cavity.

22. Clawing, pinching, twisting the flesh. Any attack that targets the fighter's skin by clawing at the skin or attempting to pull or twist the skin to apply pain is illegal.

23. Timidity (avoiding contact, or consistently dropping the mouthpiece, or faking an injury. Timidity is defined as any fighter who purposely avoids contact with his opponent, or runs away from the action of the fight. Timidity can also be called by the referee for any attempt by a fighter to receive time by falsely claiming a foul, injury, or purposely dropping or spitting out their mouthpiece or other action designed to stall or delay the action of the fight .

24. Use of abusive language in the fighting area. The use of abusive language is not allowed during INTEGRAL PRO FIGHT competition. It is the sole responsibility of the referee to determine when language crosses over the line to abusive. It should be clear that fighters can talk during a match. The mere use of auditory language is not a violation of this rule. Examples of abusive language would be Racially motivated, Religiously motivated, Politically motivated or Derogatory language.

25. Flagrant disregard of the referee's instructions. A fighter MUST follow the instructions of the referee at all times. Any deviation or non-compliance may result in the fighter's disqualification.

26. Unsportsmanlike conduct that causes an injury to opponent. Every athlete competing in the sport of INTEGRAL PRO FIGHT is expected to represent the sport in a positive light emphasizing sportsmanship and humility. Any athlete that disrespects the rules of the sport or attempts to inflict unnecessary harm on a competitor who has been either taken out of the competition by the referee or has tapped out of the competition shall be viewed as being unsportsmanlike.

27. Attacking an opponent after the bell has sounded the end of the period of unarmed combat. The end of a round is signified by the sound of the bell and the call of time by the referee. Once the referee has made the call of time, any offensive actions initiated by the fighter shall be considered after the bell and illegal.

28. Attacking an opponent on or during the break. A fighter shall not engage their opponent in any fashion during a time-out or break of action in competition.

29. Attacking an opponent who is under the care of the referee. Once the referee has called for a stop of the action to protect a fighter who has been incapacitated or is unable to continue to compete in the fight, fighters shall cease all offensive actions against their opponent.

30. Interference from an Integral Fighting athlete's corner or seconds. Interference is defined as any action or activity aimed at disrupting the fight or causing an unfair advantage to be given to a corner's combatant. Corners are not allowed to distract the referee or influence the actions of the referee in any fashion.

6. Intentional Fouls

1. If an intentional foul causes an injury, and the injury is severe enough to terminate the bout immediately, the fighter causing the injury shall lose by disqualification.

2. If an intentional foul causes an injury and the bout is allowed to continue, the referee shall notify the authorities and deduct two (2) points from the fighter who caused the foul. Point deductions for intentional fouls will be **mandatory**.

3. If an intentional foul causes a laceration and/or swelling and the bout is allowed to continue, and the injury results in the fight being stopped in any round after 1/2 of the scheduled rounds, plus one (1) second of the fight has been completed, by either another legal or illegal strike, the injured fighter will win by TECHNICAL DECISION if they are ahead on the score cards; and the bout will result in a TECHNICAL DRAW if the injured fighter is behind or even on the score cards.

4. If the fighter injures himself/herself while attempting to intentionally foul their opponent, the referee will not act in their favor, and this injury shall be the same as one produced by a fair blow.

5. If the referee feels that a fighter has conducted himself in an unsportsmanlike manner, he may stop the action of the fight to deduct points, or stop the bout to disqualify the fighter.

7. Accidental Fouls

1. If an accidental foul causes an injury severe enough for the referee to stop the bout, then the bout will result in either a NO CONTEST or DISQUALIFICATION if stopped before 1/2 of the scheduled rounds, plus one (1) second of the fight has been completed.
2. If an accidental foul causes an injury severe enough for the referee to stop the bout after 1/2 of the scheduled rounds, plus one (1) second of the fight has been completed, the bout will result in a TECHNICAL DECISION awarded to the fighter who is ahead on the score cards at the time the bout is stopped.
3. Partial or incomplete rounds will be scored. If no action has occurred, the round should be scored as an even round. This is at the discretion of the judges.
4. If a fighter, during the course of a round, visibly loses control of bodily function (vomit, urine, feces), the fight shall be stopped by the referee and the fighter shall lose the contest by a Technical Knockout (TKO) due to Medical Stoppage.
5. If a loss of bodily function occurs in the rest period between rounds, the ringside physician (Doctor) shall be called in to evaluate if the fighter can continue. If the fighter is not cleared by the ringside physician to continue, that athlete shall lose by a Technical Knockout (TKO) due to Medical Stoppage.
6. If fecal matter becomes apparent at any time, the contest shall be halted by the referee, and the offending fighter shall lose by a Technical Knockout (TKO) due to Medical Stoppage.

8. Foul Procedures:

If a foul is committed, the referee shall:

1. Call Time;
2. Check the fouled Integral Fighting athlete's condition and safety, and assess the foul for potential point(s) deductions and/or time considerations.
3. During all time out procedures, there shall be ***no coaching of a contestant*** permitted.

9. Time Consideration

1. If a foul to the groin occurs and the competitor is able to continue, the fouled contestant may have up to five (5) minutes to recover.
2. Fighters injured severely enough by a foul to require medical consultation may be given up to five (5) minutes, at the referee's discretion, for evaluation by the ringside physician before a decision to continue is rendered.
3. At no time may a referee call a timeout to evaluate the impact of a legal strike, other than when a laceration is present.

10. Judging Criteria

- a. All bouts will be evaluated and scored by a minimum of three (3) judges.
 - b. The 10 Points Must System will be the standard of scoring a bout.
 - c. Under the 10-Points Must Scoring System, 10 points must be awarded to the winner of the round and 9 points or less must be awarded to the loser, except for a rare even round, which is scored (10-10).
 - d. Judges shall evaluate Integral Fighting techniques, such as:
 - (A Criteria), the most important one: effective striking/grappling
 - (B Criteria), effective aggressiveness
 - (C Criteria) control of the fighting area.
1. Criteria B and C are not taken into consideration ***unless Criteria A is evaluated as being even.***

2. Evaluations shall be made in the specific order in which techniques are applied, giving the most importance in scoring first to effective striking/grappling, then to effective aggressiveness, and last to control of the fighting area.
3. Effective striking is judged by determining the impact/effect of legal strikes **landed** by a contestant solely based on the results of such legal strikes.
4. Effective grappling is assessed by the successful executions and **impactful/effective** result(s) coming from: takedown(s), submission attempt(s), achieving an advantageous position(s) and reversal(s).
5. Effective aggressiveness means aggressively making attempts to finish the fight.
6. Fighting area control is assessed by determining who is dictating the pace, place and position of the bout.

11. Objective scoring criteria

They shall be utilized by the judges when scoring a round:

11.A 10 Points Must System

- (10-10) A round is to be scored as a 10-10 Round when both contestants have competed for whatever duration of time in the round and there is no difference or advantage between either fighter;
- (10-9) A round is to be scored as a 10-9 Round when a contestant wins by a close margin; where the winning fighter lands the better strikes or utilizes effective grappling during the round;
- (10-8) A round is to be scored as a 10-8 Round when a contestant wins the round by a large margin by impact, dominance, and duration of striking or grappling in a round.
- (10-7) A round is to be scored as a 10-7 Round when a contestant is completely dominated by impact, dominance, and duration of striking or grappling in a round.

11.B Impact:

A judge shall assess if ***a fighter impacts his/her opponent significantly in the round, even though they may not have dominated the action.***

- Impact includes visible evidence such as swelling and lacerations.
- Impact shall also be assessed when a fighter's actions, using striking and/or grappling, lead to a diminishing of their opponent's energy, confidence, abilities and spirit.
- All of these come as a direct result of impact.
- When a fighter is impacted by strikes, by lack of control and/or ability, this can create defining moments in the round and shall be assessed with great value.

11.C Dominance:

As INTEGRAL PRO FIGHT is an offensive based sport, ***dominance of a round can be seen in striking when the losing fighter is forced to continually defend***, with no counters or reaction taken when openings present themselves.

- Dominance in the grappling phase can be seen by fighters taking dominant positions in the fight and utilizing those positions to attempt fight ending submissions or attacks.
- Merely holding a dominant position(s) ***shall not be*** a primary factor in assessing dominance. What the fighter does with those positions is what must be assessed.

11.D Duration:

Duration is defined by the time spent by one fighter effectively attacking, controlling, and impacting their opponent; while the opponent offers little to no offensive output. A judge shall

assess duration by recognizing the relative time in a round when one fighter takes and maintains full control of the effective offense. This can be assessed both standing and grounded.

Scoring of Incomplete Rounds: There should be scoring of incomplete rounds. If the referee penalizes either contestant, then the appropriate points shall be deducted when the scorekeeper calculates the final score for the partial round.

12. Types of Decisions

a. Submission (Athletes taps out, or shout, or shows that he is submitted, or the referees stops the fight during a submission technique to avoid serious injury).

b. Technical Knockout (TKO)

Referee Stoppage: the referee stops the contest because the combatant IS NOT INTELLIGENTLY DEFENDING HIMSELF/HERSELF;

1. Is not able to defend under too many Strikes standing, or ground and pounds.
2. Having huge Laceration
3. Corner Stoppage
4. Did Not Answer the Bell

TKO due to Medical Stoppage;

1. Laceration
2. Doctor Stoppage
3. Loss of control of bodily function.

c. Tap Out:

- When a contestant physically uses of their body to indicate that he or she no longer wishes to continue; or
- Verbal Tap Out: When a contestant verbally announces or voluntarily/involuntarily screams in pain or distress to the referee that they do not wish to continue;
- Technical Submission: When a legal submission act results in unconsciousness or broken/dislocated bone(s)/joint(s).

d. Knockout (KO) by Referee Stoppage: the referee stops the contest because the combatant

- CANNOT INTELLIGENTLY DEFEND HIMSELF/HERSELF Due to Strikes
- Cannot resume the fight after the count of protection.

e. Disqualification: When an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest, multiple fouls have been assessed, and/or there is flagrant disregard for the rules and/or referee's commands.

f. No Contest: When a contestant is prematurely stopped due to accidental injury and a sufficient amount of time has not been completed to render a decision via the score cards.

g. Unanimous Decision: When all three judges score the bout for the same contestant;

h. Draws:

- Split Decision: When two judges score the bout for one contestant and one judge scores for the opponent; or
- Majority Decision: When two judges score the bout for the same contestant and one judge scores a draw;
- Technical Decision: When a bout is prematurely stopped due to injury from an accidental foul and a contestant is leading on the score cards;
- Unanimous Draw – When all three judges score the bout a draw;
- Majority Draw – When two judges score the bout a draw; or

- Split Draw – When all three judges score differently and the score total results in a draw;
- Technical Draw - When an injury is sustained during competition as a result of an intentional foul and the bout is allowed to continue, then later the injury requires stoppage from either a legal or illegal strike to the affected area after 1/2 of the scheduled rounds, plus one (1) second has been completed, if the injured contestant is even or behind on the score cards at the time of stoppage, the decision is a Technical Draw.

13. Weight Classes

Strawweight		115 lb (52.2 kg ; 8.2 st)
Flyweight	115 lb (52.2 kg; 8.2 st)	125 lb (56.7 kg ; 8.9 st)
Bantamweight	125 lb (56.7 kg; 8.9 st)	135 lb (61.2 kg ; 9.6 st)
Featherweight	135 lb (61.2 kg; 9.6 st)	145 lb (65.8 kg ; 10.4 st)
Lightweight	145 lb (65.8 kg; 10.4 st)	155 lb (70.3 kg ; 11.1 st)
Welterweight	155 lb (70.3 kg; 11.1 st)	170 lb (77.1 kg ; 12.1 st)
Middleweight	170 lb (77.1 kg; 12.1 st)	185 lb (83.9 kg ; 13.2 st)
Light Heavyweight	185 lb (83.9 kg; 13.2 st)	205 lb (93.0 kg ; 14.6 st)
Heavyweight	205 lb (93.0 kg; 14.6 st)	265 lb (120.2 kg ; 18.9 st)

a. Allowances within Division: there are no allowance restrictions if both combatants weigh-in within the same contracted division.

b. Weight Miss Catch Weight: If a person misses the contracted weight and the two competitors are in different weight classes, the heavier opponent shall not exceed five (5) lbs (2.27 kg) of the lower weighing fighter.

c. Contracted Catch Weight(s): there is no weight spread allowance between contracted catch weight fighters, so long as both competitors are below the contracted weight. Commissions may deny Catch Weight fights if they see the weight differential as a large enough disparity to the safety of either of the fighters.

14. Fighters Classes

14.1 There will be 3 (three) classes of fighters:

- C class
- B class
- A class

Classes C: all the punches and kick techniques are allowed, knee- and elbow techniques **are only allowed on the body**.

Classes B: all the punches and kick- knee techniques are allowed, knee techniques allowed to the head, and **elbow are allowed on the body only**.

Classes A: all the punches, kicks, knee techniques and elbow are allowed on the body and head.

14.2 The fighters are divided according to their performance into the following fighting classes:

- To pass from C Class to B Class: 6 victories in C class are needed.
- To pass from B Class to A Class: 6 victories in B class are needed

Therefore, to pass in A Class category, a minimum of 18 victories are needed (and NOT 18 FIGHTS).

14.3 fights duration

- C-Class: 2 x 3 min, with 1 min break
- B-Class: 3 x 5 min, with 1 min break
- A-Class: 3 x 5 min, with 1 min break for regular fights
5 x 5 Min. 1 min break for National or International title fight.

15. Competition Gloves

15.A. In case of using closed boxing type gloves:

15.A.1. ALL boxers that weigh over 64kg MUST wear 12oz gloves on all tournaments and Championships.

15.A.2 If a bout is matched with one boxer weighing 64kg and under and the other boxer weighing over 64kg then both boxers must wear 12oz gloves.

15.A.3 All boxers that weigh 64kg or under must wear 10oz gloves on all club tournaments and Championships.

15.A.4 The gloves used in a bout must be identical in every way. Sometimes one pair is red and one pair blue but same model same brand.

15.B In case of using closed MMA shaped type gloves:

15.B .1 In case of wearing MMA shape gloves, these gloves MUST BE the 10 oz **official Integral Fighting** open finger gloves. These gloves, also called sparring gloves, are specially designed to avoid serious head injuries.