

# Pancrase Official Rules

~ Revised 2024 (effective April 29, 2024) ~ Revised 2024 (effective April 29, 2024)



King of Pancrase Council

general rules rule

Hybrid Wrestling

Hybrid wrestling and MMA under this rule, competitors punch and kick,

It is a professional sport in which competitors compete on the basis of skill, physical strength, mental strength, intelligence, and luck through the effective use of elbow strikes, throws, joint techniques, and strangleholds. Therefore, competitors must strictly abide by the rules, and matches must be conducted in a sportsmanlike manner.

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1.

## Weight class

article 1 weight class system

(1) Matches will be held in the following 11 weight classes

- (1) Super Heavyweight 120.2kg or more
- (2) Heavyweight .....120.2kg and under 93.0kg and over
- (iii) Light heavyweight... 93.0 kg or less, 83.9 kg or more
- (4) Middleweight .....83.9kg and under 77.1kg and over
- 5) Welterweight .....77.1kg and under 70.3kg and over
- (6) Lightweight .....70.3kg and under 65.8kg and over
- (7) Featherweight ....65.8kg and under 61.2kg and over
- 8) Bantamweight .....61.2kg and under 56.7kg and over
9. flyweight .....56.7 kg and under 52.2 kg and over
- 10) Straw weight .....52.2kg or less 47.6kg or more
- (11) Atomweight ..47.6kg and under

(2) Matches that do not fall under the preceding paragraph shall be in the non-discriminatory weight class.

(3) In non-championship matches, an allowable weight of 0.45 kg (equivalent to one pound) is allowed. In **championships**, competitors may not exceed the prescribed weight listed in (1).

(4) **The Council may, at** its discretion, approve catchweight matches. If the Council determines that the match is fair, safe and competitive, it may establish a maximum weight limit regardless of the classification above.

Article 2 Metrology

(1) Competitors must pass the official weigh-in, which will take place on a date and time designated by the Council in the presence of the Referee's Office.

(2) In case of failure to pass the official weigh-in, the re-weighing shall take place within 2 hours from the start of the official weigh-in. Re-weighing

If the fighters cannot pass the weigh-in and are in different weight classes from each other, the difference between them shall not exceed 2.2 kg (equivalent to 5 pounds). If the difference in weight between the two competitors exceeds 2.2 kg (equivalent to 5 pounds), the competitor who failed to pass the weigh-in shall be disqualified and the match shall not take place. If the excess weight at the reweigh-in is less than 2.2 kg, the match will be held by catchweight only if approved by the opposing competitor. (3) No allowable weight or catch weight will be allowed in fights held at the contracted weight.

(4) Male competitors must weigh in with a nude upper body and the minimum required clothing for the lower body, and female competitors must weigh in with light clothing for both upper and lower body.

(5) If a Competitor does not pass the official weigh-in and fails to pass the reweigh, a contractual penalty will be imposed.

The penalty will be assessed. In addition, the penalty will be aggravated if the fighter intentionally disregards the weigh-in, does not make the weigh-in again until he/she passes the weigh-in, or does not do his/her best to participate in the match by gaining weight at the weigh-in, etc. The court of jurisdiction for any penalty for failure to pass the weigh-in shall be the Tokyo District Court or the court of the address and location of the promoter.

(6) Failure to weigh in **the Championship shall be** governed by Article 38 (6).

## 2.

## Playing field

Article 3. Matches shall take place in the cage or in the ring.

- (1) The cage should be of a circle shape with at least six equal sides and a diagonal of at least 7 meters of suitable width.
- (2) The ring must be a square at least 5 meters long on each side and surrounded by at least three ropes  
No.
- (3) The floor of the playing field must be padded with at least 2 cm of urethane material and the top surface must be covered with canvas. The padding material must be homogeneous throughout and must not vary in firmness or create unevenness.
- (4) No obstacles of any kind shall be placed on the floor of the match area.
- (5) In the official Pancrase number series, **an octagonal cage (octagon) with a diagonal of approximately 7.5 meters is** used.
- (6) Any playing field other than the above standards shall be considered an official playing field if approved by the **Council**.

## 3.

## Athletic equipment, etc.

Article 4. Equipment that must be worn

- (1) Open finger glove

In competitions, gloves approved by the **Council** will be loaned to competitors by the promoter. Competitors may not use their own gloves.

- (2) Mouthpiece

You may not begin a round without wearing a mouthpiece.

If a mouthpiece is accidentally dislodged during a competition, the referee must call for time in a timely manner and promptly clean the mouthpiece and place it back in the competitor's mouth.

- (3) Foul Cup (Men)

Foul cups must be worn as determined by the referee to be acceptable for competition.

Costume

Competitors shall wear short spats, MMA shorts, burrito shorts, kickboxing shorts, etc. that meet the following requirements. If short spats are worn under shorts, they must not exceed the length of the shorts.

- i) No metal or plastic parts used
- ii) Processed to prevent shifting when worn
- iii) No pockets or strings similar to those on the front side
- iv) Up to knee-length
- v) Clean and undamaged

vi) Other items judged by the judges to be acceptable for the competition.

(5) Costumes for female competitors (rash guards (short sleeved or sleeveless), separates, one-piece dresses, etc.) (for women)

## Article 5 Optional Athletic Equipment

### Bandages and taping

- i) When bandaging or taping the hands, competitors may not use taping on the front of the fist (knuckle part) and on the knuckle bone area. However, a thin piece of tape cut between the fingers is permitted.
- ii) No wick, paper twine, or other foreign material shall be entrapped inside the bandage or taping.
- iii) It shall not be wound so thick that the shape of the fistbone cannot be seen when worn on the fist.
- iv) Taping of body parts other than hand wraps is permitted only on the knees and feet. However, if it is deemed by the judges that the taping does not interfere with the competition, a knee supporter or ankle supporter may be worn over the knee supporter or ankle supporter to the extent that it does not interfere with the competition and is not exposed by the taping.

Taping on body parts other than the feet and knees may be permitted under the following conditions

1) When a fighter has a permanent injury that requires taping at every match and a medical certificate is submitted at the time of contract submission and approved by the official Pancrase doctor.

- v) Bandages and taping must not protrude from the glove hand 🏆.
- vi) Bandages that may be used for hand wraps shall be made of white soft gauze, no wider than approximately 5 cm (2 inches) and no longer than approximately 13.7 m (15 yards), and the maximum length that may be used is one roll for one hand. Tape that can be used for taping shall be judged by the judges to be safe for competition (e.g., white athletic type tape), no wider than 3.8 cm (1.5 inches) and no longer than approximately 13.7 m (15 yards), and no longer than one roll for each hand.

### (2) Supporters

Athletes may wear supporters on their knees and feet that are not made of metal, plastic, hard rubber, string, Velcro, or other parts, are not padded with cushioning material, or are made of cloth or neoprene, and that the judges deem will not interfere with the competition.

### (iii) Abd Mengard (Women)

### (4) Chest guard or chest pad (girls)

## Article 6 Undesignated articles and applications

- (1) Wearing other than the competition equipment specified in Articles 4 and 5, or using non-standard competition equipment is not allowed.
- (2) Competitors shall not use any hard objects other than the foul cup. Any jewelry, piercing

No person shall wear a suit or other garment.

- (3) The upper body of male competitors shall be nude. Wearing a uniform or shirt during competition is not permitted.
- (4) Competitors shall not use Vaseline, grease, hair styling products, anti-slip products, or any other chemicals or applications on any part of the body, except for Vaseline applied to the face by the judges. However, female competitors are allowed to use makeup to the extent that it does not cause discomfort to their opponents and does not interfere with their competition.



- (5) Competitors may have an appropriate amount of Vaseline applied to their face (eyebrows, nose to upper cheeks) by the referee before the match and at intervals between rounds.

#### Article 7: Treatment for the use of undesignated articles and applications

- (1) Athletes shall not use any athletic equipment that has not been checked by the referee prior to the match, bandages that do not bear the signature of the referee, and prohibited chemicals or applications such as taping and Vaseline (Article 20 (29) (30)).
- (2) If the referee discovers the use of undesignated items or applications, or suspects their use, he or she must take steps to remove them.

(Treatment in case of damage, etc.)

Article 8. The judges shall take the following actions regarding the competitors' equipment and clothing.

- (1) If a Competitor's equipment or attire becomes out of the norm, the match may be temporarily suspended in order for the referee to handle the situation as quickly as possible.
- (2) If any equipment is damaged, intentionally or accidentally, in a way that interferes with the match, the referee will not be allowed to play the match.

Stop the match and take the best possible action as soon as possible. However, if the match costume, mouthpiece, or foul cup is damaged due to the competitor's own fault and it becomes impossible to continue the match, the competitor may be disqualified.

Note: Match costumes, mouthpieces, and foul cups are to be kept in reserve in case of the cases described in Paragraph 2 of this Article.

It is desirable to prepare a

## Chapter 4 TEST Trial

Article 9.

- (1) The duration of official matches other than **championship matches shall be** three (3) five (5) minute rounds with a one (1) minute interval between rounds. However, this shall not apply to special matches.
- (2) The duration of a **championship** match shall be five (5) minutes and five (5) rounds with a one (1) minute interval between rounds.

Do.

(Match winners and losers)

The winner of a match shall be determined by knockout (KO), tap-out (TO: submission), technical knockout (TKO), decision (DECISION), or disqualification.

Article 11 Knockout (KO)

When the referee determines that the competitor is incapacitated or unconscious due to an attack by an opponent.

Article 12. Tap Out (TO: Submission)

(1) When a competitor indicates his/her intention to give up by voice (verbal tap-out).

- (2) When a competitor indicates his/her intention to give up by striking his/her opponent or the mat more than twice with his/her hands (Physical Tap Out).
- (3) When a competitor takes any action that the referee deems to be a sign of intent to give up.

Article 13. technical knockout (tko)

- (1) When the referee deems it impossible to continue the match. (When one competitor is severely outclassed by a legitimate attack by his opponent, or when he is injured through no fault of his own, etc.: referee's stoppage)
- (2) The doctor informs the referee of the player's condition from a professional standpoint, and the referee determines that the match cannot continue.

In case of refusal.

- (3) The competitor loses control of his/her bodily functions during the round (vomiting, incontinence, defecation, etc.).
- (4) When a second throws the regulation towel into the match area and indicates his/her intention to abandon the match.

Article 14. Judgment Determination

- (1) If the match is not decided within the time limit, the winner shall be decided by the scores of three (3) designated judges. Each judge shall score the superiority or inferiority of each round, and the competitor who is judged superior by two or more of the three judges based on the total score shall be declared the winner by decision.

(2) criterion

The 10-point must system is the standard system of scoring; under the 10-point must system, the winner of the round is awarded 10 points and the loser is awarded 9 or fewer points (except in rare even rounds that are 10-10).

In judging, MMA techniques consisting of (1) effective striking/grappling (Plan A), effective aggressiveness (Plan B), and fighting area control (Plan C) shall be evaluated. Plans B and C shall not be considered unless Plan A is rated equal.

- (2) Effective striking/grappling shall be the first priority for evaluation in each round. Effective aggressiveness will be used to evaluate when effective striking/grappling is equal, and Fighting Area Control will be considered only when other criteria are equal.

- (3) Effective Striking: The impact (IMPACT) that has an influence toward the decision of the match is evaluated. Striking

The emphasis is on the heavy impact toward the conclusion of the match rather than the cumulative impact of the number of shots.

- (iv) Effective grappling: impact with influence toward the match's conclusion is evaluated. (e.g., takedowns that create impact, setting up submissions, reversals, gaining advantageous positions, etc.). The emphasis is on heavy impact toward the end of the match rather than cumulative impact. For example, in the case of an offense between a top and bottom position competitor, the emphasis is on the heavy

impact/effective outcome of those actions rather than the position.

(5) Effective aggressiveness: This means aggressively aiming to settle the match. Both competitors

of effective striking/grappling will be considered when they are equal. Actions that do not produce effective results or impact and merely pursue the opponent should not be taken into account in the evaluation as effective aggressiveness.

(6) Fighting Area Control: is evaluated by determining which competitor controlled the pace, location, and position of the match. Fighting Area Control will only be evaluated if the effective striking/grappling and effective aggressiveness of both competitors were equal.

Will be taken into consideration.

(vii) The following scoring criteria must be used when judging each round

i) 10-10: When both competitors are evenly matched and neither competitor has an advantage.

\*Rounds of 10-10 are extremely rare, but are possible scores, mainly if the round was not completely completed. However, if there is even a slight difference between the two competitors, a 10-10 should not be given.

(ii) 10-9: When one competitor has a narrow advantage by demonstrating more effective striking, grappling or other techniques.

\*10-9 is the score most commonly used by judges. During the time of the round, one competitor

If a judge sees that a competitor is landing more effective blows or using more effective grappling, even if it is only one more than his opponent, the judge must award 10 points to the superior competitor and 9 or less points to the inferior competitor.

(A score of 9 is not an automatic score for inferior competitors.) A score of 10-9 reflects a close round with a slight difference in impact or dominance (dominance).

(iii) 10-8: When one competitor dominates the match overwhelmingly (OVERWHELMINGLY) by striking or grappling.

\*10-8 is the score to use if one competitor wins that round by a large margin. b.

If dominance is evident in two of the elements of impact, dominance, and duration, a possible score of 10-8 should be considered, and if dominance in all three elements is evident, a score of 10-8 should be awarded. If one competitor shows few signs of aggression, the judge should give that competitor a score of 8 instead of 9.

a) Impact: one competitor's lack of other factors, such as dominance, does not necessarily mean that the other competitor will not be able to win the lau

A 10-8 should be considered for a very significant impact to the opponent in the In addition to impacts to the head and body leading to the conclusion of the match, visible signs such as lacerations and swelling should also be included in the evaluation. The same is also true when blows or grappling are used to diminish an opponent's energy, skill, mental capacity, or confidence. All of these are evaluated as a direct result of the impact.

\*However, even though lacerations and swelling should be evaluated as a result of impact, the amount of blood loss and the size of the swelling should not be overestimated. For example, if one competitor is bleeding but still has the upper hand in effective striking/grappling, these advantages should be weighted heavily.

b) Dominance: Hybrid wrestling, MMA is based on aggression. Striking

A marked advantage should be evaluated when the inferior competitor is on the defensive in a shooting attack, unable to counter or react, and showing his own skittishness. Dominance in the grappling phase is found when a dominant position is taken and that position leads to a submission or other attack that can settle the match. Simply holding a dominant position is not the primary factor

in assessing dominance. It must be evaluated by what the competitor does in that position.

c) Duration: Duration is determined by the amount of time one competitor effectively attacks the opponent while the other, the opponent, continues to show little or no aggressive posture. Judges evaluate time of dominance by recognizing the relative time during a round when one competitor continues to effectively attack or control the other. The same is true for both stand and ground positions.

(iv) 10-7: When one competitor completely (totally) dominates the match by striking or grappling.

\*In a 10-7 round, one competitor must be able to defeat his or her opponent by effective striking/grappling.

It is a case of complete dominance and is equivalent to a referee stoppage. This is a very rare score, used when the judges believe that overwhelming dominance and a very large impact in the round is necessary and a referee stoppage is possible.

(viii) In judging, the length of time in the offensive and defensive positions must be recognized as follows to evaluate the superiority of the offensive and defensive positions.

i) If a competitor spends the majority of the round in the ground position

a) Effective grappling is emphasized first,

b) Effective hitting is evaluated next

ii) If a competitor spends the majority of the round in the standing position

a) Effective striking is emphasized first and

b) Effective grappling is evaluated next.

iii) If the round ends with relatively equal lengths of stand and ground positions, striking and grappling are given equal emphasis.

(3) For judging when a match cannot continue due to an accidental foul or injury resulting from an accident, etc.

The details are set forth in Article 25.

(4) All decisions in tournament and deciding matches shall always be must decisions to determine the winner.

#### Article 15 Draw

(1) If the winner is not decided within the time, and two or more of the three judges do not judge the same competitor as superior.

(2) If the referee determines that both competitors were knocked out at approximately the same time.

(3) Technical draw (see Article 25(4))

#### Article 16 Disqualification (Losing on Foul Play)

- (1) The Athlete commits an infraction as defined in Section 5 and is disqualified at the referee's discretion.
- (2) If a second gravely violates any of the provisions of Chapter 7 and is determined to be disqualified at the referee's discretion.
- (3) Any other behavior that seriously undermines the integrity of the match, such as failing to meet the weigh-in, damaging competition equipment, etc.

Article 17. no contest



- (1) Cases specified in Article 2 (5) (ii)
- (2) Cases specified in Article 25(6)
- (3) When a match is determined to be unsuccessful by the judgment of the referee or the **council**, or by consultation between them.

Article 18. Instant replay by video and withholding of match results

- (1) In ruling on the outcome of a match, the referee may call for an instant video replay of any aspect or sequence of events leading to the conclusion of the match that may have been caused by an infraction. The referee may use the information obtained from the replay to rule on the outcome of the match. However, the match may not be restarted based on that information.
- (2) If the facts are not clarified by replay, or if there are no facilities for replay at the match site, or if other circumstances arise which make it unsuitable to decide the match ruling on the spot, the referee may suspend the result of the match and leave it for consideration by the **Council**.
- (3) If, at the time of the match, the facts on which the ruling is based are not clear, the umpire shall make a provisional ruling.  
The ruling may be made within two (2) weeks of the date of the ruling. A formal ruling on a provisional ruling shall be rendered within two weeks of the later confirmation of the facts.

## Chapter 5 Anti-Rules rules

Article 19. The definition of positions pertaining to infractions shall be as follows


(1) starting position

Position at the start of a match or after the referee calls "break".

(2) ground position

A position in which all body parts (except the soles of the feet) are on the floor (to be in ground position, the palm/hand/fist of the hand or other body part must be on the floor).

Reference 1] In case of a ground position

- i) Either or both knees are on the floor.
- ii) Back and buttocks are on the floor.
- iii) Either or both elbows are on the floor.
- iv) Both feet and either hand palm/hand /fist are on the floor.

Reference 2] In case of no ground position

- i) Both feet and the fingertips of one hand are on the floor.
- ii) Both feet and fingertips of both hands are on the floor.


(It is not considered a ground position if it is not grounded to the palm/hand/fist).

(3) stand position

Any position that is not a ground position.

Article 20. The acts set forth in this Article are infractions, and a reasonable penalty shall be imposed at the discretion of the referee for committing such acts.

(1) head-butt

- (2) poking someone's eyes during a fight to blind them
- (3) snap at
- (4) spit at the opponent
- (5) pull (someone's) hair
- (6) fish hooking
- (7) Any attack on the groin
- (8) Insert fingers into openings, wounds, or lacerations on the other person's body
- (9) Small joint manipulation attacks (small joint manipulation)
- (10) The act of striking down the tip of the elbow (a striking attack in which the elbow is swung down vertically)
- (11) Blow attacks to the spine and back of the head
- (12) Any blow to the throat, the act of grabbing the trachea
- (13) The act of pointing an outstretched finger at the other person's face or eyes
- (14) Skin grasping, pinching, twisting
- (15) Kick to opponent's head in ground position
- (16) Knee strike to the head of the opponent in the ground position
- (17) Stomping on opponent in ground position
- (18) Grab the parts that make up the fence and the playing field.
- (19) Grab the opponent's costume or glove.
- (20) Spouting foul language in the playing field
- (21) Any unsportsmanlike conduct that could cause injury to an opponent
- (22) Attacking an opponent during a break
- (23) Attacking an opponent while being checked by the referee
- (24) Attacking an opponent after the signal for the end of the round has been sounded
- (25) Any passive posture that avoids contact with the opponent (e.g., intentionally or continuously dropping the mouthpiece or feigning injury)
- (26) Throw opponent off the playing field
- (27) Significant disregard for the referee's instructions
- (28) Stick the opponent's head or  into the canvas (so-called spiking)
- (29) Applying any application other than Vaseline applied by the referee
- (30) Taping or wearing athletic equipment that has not been checked by a referee prior to the match
- (31) False appeals, words or deeds to referees
- (32) Damaging game costumes, mouthpieces, foul cups, or other game equipment, making it impossible to continue the game.

## Chapter 6: Treatment of Foul Play and Injuries

Article 21. The referee shall deal with infractions as follows

- (1) The referee shall, at his/her own discretion, decide whether or not to penalize an Athlete for a foul act committed by the Athlete, taking into consideration the seriousness of the act, etc.

The following actions may be taken: (1) verbal warning, (2) caution, (3) warning, and (4) disqualification (loss due to foul play). In such cases, the offending competitor and the action taken must be clearly indicated by appropriate signals and gestures.

- (2) A disqualification is given at the discretion of the referee after multiple infractions or flagrant fouls.  
Sentenced.
- (3) Points may be deducted at the referee's discretion from the score of the offending competitor.
- (4) The referee shall indicate point deductions with two types of cards in his possession. A yellow card (yellow card) indicates a caution (1 point deduction) and a red card (red card) indicates a warning (2 points deduction).
- (5) Only the referee may evaluate the foul. If the referee does not call the foul, the judge may not evaluate it himself or take it into account in the calculation of the score.
- (6) As a general rule, when infractions are committed (especially those involving injury or damage),
  - (1) The referee calls a timeout.
  - (2) The referee will instruct the offending competitor to stay in the neutral area.
  - (iii) The referee will check the condition and safety of the infringing competitor.
  - (iv) The referee shall evaluate the seriousness of the infraction of the offending competitor and impose such point deductions as he/she deems appropriate. The referee's decision as to whether the infraction was accidental or intentional, or whether or not a point should be deducted, shall be announced to the judges, seconds, and announcer.
- (7) The competitor in the lower (inferior) position commits an infraction and the superior (superior) competitor is not injured.  
If so, the match will continue. And,
  - (1) The referee shall verbally announce the foul to the competitor in the lower (inferior) position.
  - (ii) At the end of round (2), the referee will evaluate the severity of the infraction and notify the judges, seconds, and announcer.
  - (iii) The referee may end a match if the infraction was flagrant. A competitor who commits such a flagrant foul shall be declared the loser by disqualification.
- (8) If a competitor in the lower (inferior) position commits an infraction and the superior (superior) competitor is injured, the referee may call "stop don't move" before taking action on the infraction and restarting the match from the same position or at the referee's discretion.
- (9) The referee shall, at his/her discretion, be responsible for minor infractions and minor injuries that occur accidentally.

The match may be continued without interruption by

Article 22. Treatment of infractions committed before or after a match

- (1) If an infraction is committed before the start of the match, the match may start with a point deduction or a loss due to infraction, depending on the action taken against the infraction.
- (2) When infractions are committed after the match is over, or when infractions committed before or during the match are discovered after the match,  
The outcome of the match may be changed depending on the nature of the infraction.

Article 23. Low Blow Foul Play

- (1) A competitor who has been hit with a low blow will be allowed up to five (5) minutes of recovery time, as long as the Re-Doctor determines that the competitor is able to continue the match.
- (2) If the competitor was ready to continue before the 5-minute mark, the referee will resume the match as soon as possible.  
It must be done.

- (3) If a competitor fails to resume the match after the allotted time of five (5) minutes, the match shall end with the result decided up to the round and time in which the match was stopped (see Article 25).

#### Article 24. Foul Play Other Than Low Blow

- (1) If a match is stopped due to an accidental foul, the referee shall determine whether the offended competitor may continue the match. If the competitor's chance to win has not been seriously compromised as a result of the foul and the foul did not result in a concussion-like impact to the offended party's head, the referee may order the match to continue after an interval of up to five minutes for recovery.
- (2) If one of the competitors is hit by an illegal attack, the referee shall stop the match and call for time. The referee passes the injured competitor to the ring doctor, who examines him to determine if he is eligible to continue the match. The doctor is given up to five (5) minutes to make a decision. If the ring doctor determines that the competitor is eligible to continue the match, the referee must immediately resume the match. Unlike the low blow infraction rule, a competitor may not use up to five (5) minutes at his own discretion and must continue the match when instructed to do so by the referee.
- (3) A competitor injured by a foul other than a low blow is deemed unfit to continue the match by the referee.  
If the referee determines that the competitor is unfit to continue, even though five (5) minutes of time still remain, the competitor may not resist with the time remaining and the match must be terminated.
- (4) If the referee stops the match and calls for a doctor's examination, the doctor's examination must not exceed 5 minutes.  
If the five (5) minutes are exceeded, the match may not be resumed and must be terminated.

#### Article 25 Treatment of Injuries Caused by Legal Attacks or Foul Play

- (1) If an injury occurs during a match as a result of a legitimate technique and the injury is equivalent to the end of the match, the injured competitor will lose by TKO.
- (2) If a competitor is injured during a match and the referee determines that the injury was the result of an intentional foul and the injury is deemed to be the equivalent of a match termination, the competitor who caused the injury will lose by disqualification.
- (3) If a player is injured during a match and the referee determines that the injury was the result of an intentional foul and the match  
If a continuation is allowed, two (2) points shall be deducted from the competitor who committed the infraction.
- (4) If a competitor is injured during a match and the referee determines that the injury was the result of an intentional foul and the match is allowed to continue, and the competitor injured by the foul is unable to continue at the time of the restart and is leading in score at that time, the injured competitor wins by technical decision. If the score is tied or the injured competitor is behind at the time the match is stopped, the

match will be a technical draw.

- (5) If a competitor who is attempting to foul an opponent injures himself or herself, the referee shall give the competitor an advantage.

The injured party must not act in a manner that would result in injury, and the injury must be treated as if it were caused by a legitimate attack.

- (6) If the referee determines that the injury is the result of an accidental foul during the match, and the referee determines that the match is immediately terminated, the referee may immediately terminate the match.



If the match is judged to be substantial and two (2) rounds have not been completed for a three (3) round match, or three (3) rounds have not been completed for a five (5) round match, the match will be declared a no contest.

- (7) If the referee determines that the injury is the result of an accidental foul during the match and the referee deems it appropriate to end the match immediately, and after two rounds in a three-round match, or after three rounds in a five-round match, the competitor leading in the score at that time shall be The winner shall be declared the winner by technical decision.
- (8) The same criteria are used for rounds that have not been completed as for other rounds. The time point shall be determined up to the point in time.

When a player is found to have intentionally committed an infraction, he/she shall be suspended and fined in addition to having points deducted from his/her game. The length of suspension and the amount of fine shall be determined by the commission upon consultation, depending on the maliciousness and seriousness of the infraction.

## Chapter 7 Seconds

### Article 27 Seconds

- (1) Seconds shall be **those who have passed the seconds certification examination designated by the Council, and** no more than two (2) seconds shall be allowed in each corner. They must **wear clean disposable gloves on both hands, must** not leave their own seconds' area during the match, and must not disturb the spectators.
- (2) Seconds are **only allowed to give verbal advice to their own** competitors during the match. Competition  
No one shall make direct contact with a person, hit the mat, grab or touch the fence or ring ropes, stand up, or **leave the second area.**
- (3) Seconds may only give water to competitors during the interval. However, water may not be used to wet the mats and  
The following is a list of the most important factors that must be taken into consideration when selecting the type of product to be used.
- (4) Seconds may not throw any object into the match area other than the regulation towel indicating abandonment of the match.
- (5) Seconds are not allowed to do anything that interferes with the progress of the match other than the actions listed in (2) through (4) above.  
shall not be.
- (6) If the seconds detect an injury or other injury to a competitor and request the referee to end the match, they must report it through the sub-referee or judges (the sub-referee or judges will blow the whistle to request the referee to end the match).
- (7) Up to one (1) second may enter the match area during the interval.
- (8) Seconds who tamper with a competitor's competition equipment or apply oil to the body during the interval will be ejected from the competition and the competitor may be

disqualified (lose by foul).

(9) The first infraction in each corner by a second will result in a caution and the second will result in ejection. In addition, any object in the match area

A competitor will be disqualified if he/she throws in the ball or if there is a serious infraction.

(10) Seconds shall not leave the ring, ring apron, or any other item in the match area during the match.

(11) Seconds shall not make **suggestions, proposals, protests**, abuse, insult, or commit violent acts against opponents or referees.

(12) Seconds are not allowed to touch the athletes after the athletes have been handed over to the referee before the start of the match.

(13) Seconds are not allowed to talk to the players during the time stop.

## Chapter 8. Trial Judgment

### Article 28 Referees

- (1) Referees must have at least two (2) years of practical experience or be recognized by the **Council** as equivalent or better, be familiar with the Pancrase Official Rules and their application, and be neutral and impartial from all sides involved.
- (2) The head of the refereeing department, who is delegated the authority by **the chairman of the council and the council, is responsible for the** application of the rules and the conclusion of matches.

The Board of Directors may make rulings, direct actions, etc. with respect to the results, etc.

- (3) The standard system for referees in a match is a four-member system (one referee and three judges), consisting of at least three referees. In addition to the referee and judges, there may be one or two sub-referees. Judges may serve as sub-referees, and sub-referees may serve as judges.
- (4) The referee shall manage the match on the playing field, and the sub-referee shall assist the referee outside the playing field.

Judges will score matches in accordance with Article 14.

- (5) Referees who are not in charge of a match may advise the Director of Referees and the referee in charge of the match at his/her request.
- (6) If the referee encounters an accident, the match must be stopped and another referee must come up to the playing field before the match can begin.

To be continued.

- (7) If a sub-referee or judge encounters an accident, the match shall be stopped and the match shall continue after the referee has been assigned so as not to interfere with the progress of the subsequent match.
- (8) If a referee makes a mistake in applying the rules or commits gross negligence in officiating, the license will be revoked.  
deprivation, suspension or appropriate penalty.
- (9) Referees shall meet at the request of the Council or the Director of Referees to study and research the improvement of refereeing skills, the interpretation of refereeing rules and refereeing problems not provided for in the rules, and their remedies.
- (10) The referee is unsure of the outcome of an officiating situation in which he/she was involved during or after the match,  
May answer questions and present opinions to newspapers, magazines, and broadcasters after receiving permission from the Council.

### Article 29 Referee

- (1) The referee has full authority to control, direct, and order a match in accordance with the rules and is the sole authority who may decide to end a match. The referee may obtain

the advice of the doctor or other officials in deciding to end a match.

- (2) Referees must wear Council-approved attire when on the playing field, and must not wear glasses, rings, buckles, or any other items that may be worn by the referee.

No other metal objects may be worn. However, the use of contact lenses is permitted. If a competitor is equipped with a camera or microphone at the request of the promoter, the equipment must not come in contact with the competitor.

- (3) The referee monitors to ensure that the rules are strictly followed during the match and gives any necessary cautions or instructions,

Every effort shall be made to ensure that the games are conducted smoothly, seriously and in the best possible manner.

- (4) The referee's decision on matters not provided for in these rules shall prevail as far as the match is concerned. If a situation arises that is not covered by these rules, the referee shall make a ruling that is consistent with the spirit and intent of the rules as a whole and with the other provisions of the rules.

article 30 sub-referees and judges

- (1) Sub-referees and judges shall assist the referee and shall manage and conduct the match jointly with the referee to ensure that the match is conducted in accordance with the rules.
- (2) Sub-referees and judges shall carry a whistle at the time of the match to assist the referee, and  
It must be.
- (3) Sub-referees and judges shall take care not to disturb spectators when officiating under the **playing field**.
- (4) Sub-referees and judges may ascend the playing field as needed to assist the referee.

The referee shall use the following command words and instructions during a match

(1) Command words and instructions used by the referee

- (1) "Fight" To announce the start or continuation of a match.
- (2) "Stop": To announce the end or temporary suspension of a match.
- (iii) "Action" When encouraging aggressiveness in the offense and defense of the match.
- (4) "Blake".

In the following cases i through v, when the attack and defense of the match is released and the player returns to the starting position.

- i) If a stalemate occurs despite two calls of "Action.
- ii) When competition equipment is in a condition that interferes with the game.
- iii) When the referee determines that there is a risk that an infraction will be committed hereafter, whether intentionally or accidentally.
- iv) When a Competitor falls off the playing field. or when the referee determines that there is a high risk of falling.  
Matching.
- v) When it becomes necessary to release the offense or defense of the match due to foul play, accidents, etc.

(5) "Stop Don't Move"

In the following cases i) and ii), the match must be suspended and resumed from the same position.

- i) During a match, when a competitor is about to fall off the playing field, or when the referee determines that the ropes or corner posts are interfering with the progress of the match, and moves the positions of both competitors.

- ii) When it is deemed necessary to prepare the competition equipment or to check the condition of the Competitor.
- (6) The referee shall raise one hand of the winner to indicate after the winner has been determined. In case of a tie, both competitors' hands shall be raised.
- (2) The sub-referee and the judges may use hand signals to indicate to the referee that a call has been made in accordance with the preceding paragraph.  
The "I" in "I" is a word that can be used to describe the "I" in "I".
- (3) The sub-referee and judges may, if necessary, blow the whistle and ask the referee to suspend or end the match.
- (4) The sub-referee and judges will stop a match if a minor infraction is committed in the referee's blind spot.

A verbal warning may be given directly to the competitor from below the ring without stopping.

## Chapter 9. The Doctor.

Article 32. The doctor shall be a physician who is well versed in sports medicine and shall take care of the health of the competitors and match officials. The judgment of a physician other than the doctor is not considered official.

- (1) The doctor will be seated at the side of the playing field during the game and, upon the request of the referee, will make a diagnosis of the injured competitor's condition and take first aid as necessary.
- (2) The doctor may, at his/her own discretion, request the referee to stop or cancel the match after examining the condition of the injured Competitor.
- (3) When the doctor finds a reason for the Athlete's inability to play the match in his/her pre- and post-match diagnostic results,  
The Pancraseachievement Committee may immediately report the matter to Pancraseachievement and recommend a suspension for a certain period of time.

## Chapter 10. Timekeepers

Article 33. The timekeeper shall be seated in the front row at the side of the playing field and shall strictly observe all timekeeping by means of an accurate stopwatch.

- (1) The timekeeper shall start and end the match, and start and end the round, by a gong or horn.  
Inform.
- (2) The timekeeper may immediately sound the bell or horn to stop a match without instructions from the referee if an unavoidable situation arises during a match that requires the match to be stopped due to an accident involving a referee or for any other reason.
- (3) The gong shall be at least 25 cm in diameter and shall be fixed horizontally to the headquarters table next to the playing field.

## Chapter 11 Announcer

Article 34. The announcer shall preside over the match. All announcements made by the announcer shall be official Council business.

- (1) Prior to the start of the match, the announcer will announce the name, height, weight, affiliation, and corner of both competitors.  
Colors, rankings, titles, Pancrase results, and names of match officials will be announced.
- (2) Announcers must not make announcements other than those permitted by the Council and the Promoter.

No.

## Chapter 12. **King of Pancras Council**

Article 35. **king of pancras council**

- (1) **The Council** shall have the final say in all matters pertaining to the ranking of competitors participating in official Pancrase matches, including the management of the **Championship**.



- (2) **The Council shall** convene within ten (10) days after the end of each Pancras show to make decisions on the respective sections.
- (3) **The Chair of the Trustees** approves the decisions of the **Trustees** and certifies the titles.

#### Article 36. Pecking Order in Pancrase

**The Council shall establish** rankings and titles for each weight class. The Council shall also establish a non-discriminatory King of Pancrasist as the highest ranking title for all classes and all competitors.

Competitors participating in official Pancrase matches will be classified in the following order (1) through (3).

- (1) King of Pancrase (Champion): A competitor who stands at the pinnacle of Pancrase. The King of Pancraseist is the person who demonstrates the highest level of ability in official Pancrase matches and is recognized as having dignity in terms of both the content and character of his or her matches.
  - (ii) The King of Pancrasist shall endeavor to maintain his/her eligibility as King of Pancrasist as stipulated in the preceding paragraph.
  - (iii) If the King of Pancraseist competes in a match other than an official Pancrase match and is not qualified as a champion, he must defend his title within four months (designated match) or vacate it, as instructed by the **Council**.
- (2) Rankers: Competitors who are qualified to challenge the King of Pancrists in their respective weight classes.

The Council may establish a ranking from No. 1 to No. 15. The competitor ranked #1 shall have priority for a title match within one year.
- (3) no ranker

Competitors other than those  
in (1) and (2) of this Article.

#### Article 37. Fluctuations in Ranking

**The Council shall** update the ranking within ten (10) days after the end of each show, taking into consideration the competitor's wins, losses, number of fights, win percentage, and performance in official Pancrase matches, as well as his/her performance in other organizations and competitions. Rankers who have not competed in an official Pancrase match until 365 days have passed since their last appearance shall be automatically removed from the ranking.

#### Article 38. **Championship**

- (1) The challenger shall be selected by **the Council** from among the rankers **or champions of another weight class**. However, this does not apply to the Non-discrimination weight class.
- (2) **Championships will be** held in accordance with Pancrase Official Rules.

- (3) In the event of a draw, the King of Pancrasist will defend his title.
- (4) The champion and interim champion are obligated to defend their title within one year of becoming champion.
- (5) In matches where one qualified champion or challenger must be determined (e.g., new champion determination matches, tournament matches, etc.), the winner will always be determined by must decision.
- (6) Competitors who fail to pass the weigh-in will not be awarded the title. Matches will be held under the following conditions under Article 2 (2)

The project will be carried out.

- (1) If the champion fails to maintain regular weight at the **championship**, the title will become vacant.
- (ii) If the champion loses to a challenger of a regular weight other than his/her regular weight (except for a non-fighting loss), the title shall be moved.

(iii) If the champion wins or draws with a challenger of a regular weight other than the regular weight, the title will become vacant.

(iv) If the champion is at his regular weight and the challenger fails to maintain his regular weight, the champion may choose whether or not to make said match **as a championship**.

i) The champion chooses to play said match **as a championship** and either wins or draws said match.

If a player is awarded the title, he/she shall be deemed to have defended the title.

ii) If the champion chooses to play said match **as a championship** and loses said match, the title will become vacant.

Article 39. In the event that an officially announced title match cannot take place

(1) In the event that the King of Pancrasist is unable to defend his **championship** due to unavoidable circumstances, the King of Pancrasist must defend his title within one (1) year from the originally scheduled date of the match. If the King of Pancrasist is unable to defend his/her title, he/she must vacate the title immediately.

(2) **If the championship** cannot be held for reasons attributable to the King of Pancrasist's gross negligence, the King of Pancrasist must immediately vacate his title. The new title shall be decided by a match to determine the new King of Pancrasist, to be played by a fighter designated by the **Council**.

(3) In any other case not included in the above, the **Council shall** convene a meeting as soon as possible and take action in accordance with its decision.

(2) The following is a summary of the dispositions.

## Chapter 13. filing SUE

Article 40. filing of a lawsuit

(1) Athletes, seconds and gym representatives may appeal to the **Council for the** following reasons

(1) Error in applying the rule

(ii) Material mistake of fact affecting the outcome of the match

(2) All appeals must be made in writing within two weeks after the match. The **Council** will notify the result of the ruling on the appeal in writing.

(3) Appeals against the rulings of a match may be made by the referee, judges, or match officials concerned.

The address shall be addressed to the **Council**, not to the

(4) Appeals against judges' decisions will not be accepted (judges' decisions are final and will not be changed by the **Council**). (Judges' decisions are final and the Council does not change them.) However, written comments suggesting future improvements in judging may be submitted.

... and upwards