



SCORING PROCEEDURE:



1. When the boxer uses his fists, feet, knees and elbows as Muaythai Fighting weapons to attack his opponent powerfully, accurately, unprotected and according to the rules.
 - 1.1. The boxer with more attacks on his opponent by Muaythai fighting weapons wins the round
 - 1.2. The Boxer with more heavy, powerful and clear attacks on his opponent by Muaythai fighting weapons wins the round.
 - 1.3. The Boxer who can do more damage to his opponent by Muaythai fighting weapons wins the round.
 - 1.4. The boxer who shows more offensive and aggressive attacks wins the round.
 - 1.5. The boxer who shows better offensive skills, defensive skills, elusive skills or counterattacking skills by Muaythai arts and techniques wins the round.
 - 1.6. The boxer who violates the rules less wins the round.

The scoreless criteria are as follows:

- 2.1. The Boxer violates any rule when using his Muaythai weapons
- 2.2 Those Muaythai fighting weapons attack the opponents arm(s) or leg(s) as his self defense techniques.
- 2.3 The attack is light, without power from bodyweight behind it.
- 2.4 The boxer kicks his opponent on target, but his kicking leg is caught by his opponent to throw him down on the ring floor; the Kicker scores a point. However, if the kicker with his kicking leg caught by opponent pretends to fall down on the ring floor, he is considered guilty of violation of the rules. In this case, no boxer scores a point.
- 2.5 Throwing an opponent down on the ring floor without using any Muaythai weapons.

Scoring System for the contest:

- 3.1 Full Ten (10) points are given to the winner of the round and his opponent may be given 9, 8, 7 or 6 points in proportion. However there is no fraction of point (10:9, 10:8, 10:7 or 10:6)
- 3.2 For an even round, both boxers score full ten (10) points (10:10)
- 3.3 The winner of a close round scores ten (10) and the loser scores nine (9) points (10:9)
- 3.4 The **clear and overwhelming** winner of a round scores ten (10) points and the loser scores eight (8) points (10:8)
- 3.5 The winner of a round with his opponent having been counted once in that round scores ten (10) points and the counted fighter scores eight (8) points (10:8)
- 3.6 The **clear** winner of a round with his opponent having been counted once in that round scores ten (10) and his opponent scores seven (7) points (10:7)
- 3.7 The winner of a round with his opponent having been counted twice in that round scores ten (10) and his opponent scores seven (7) points (10:7)
- 3.8 The boxer who has been cautioned **MUST NOT GET** full ten points in that round. The referee caution costs one (1) point each time.



Decisions

- 4.1 **Unanimous Points win** – when 1 fighter wins by scoring more points on all 3 judges score cards
- 4.2 **Majority Points Win** – When 1 fighter wins by scoring more points on 2 judges score cards but the third judge scores the match a draw
- 4.3 **Split Decision Win** – When 1 fighter wins by scoring more points on 2 judges score cards but the third judge scores a win to the other fighter.
- 4.3 **Win by Knockout** – When 1 fighter knocks the opponent down and he is unable to safely regain himself ready to continue before the referee finishes his count to 10.
- 4.4 **Win by Technical Knock Out** –
- 4.4.1 Can be due to injury and fighter is unable to continue
 - 4.4.2 If an opponent is severely outclassed and referee deems it in the loosing fighters safety to stop the contest.
 - 12.4.3 If the opponent does not return to the centre of the ring after the break
 - 12.4.4 when the opponent is counter more than two (2) times in one (1) round or more than four (4) times in total of the fight.
 - 12.4.5 If the loosing fighter's corner enters the ring to stop the match.
- 12.5 **Winning by Disqualification** – Where a boxer is disqualified due to severely breaking many rules.
- 12.6 **Winning by Walkover** – Where a fighter fails a medical or fails the weigh in or does not show up to compete as scheduled.
- 12.7 **A Draw Decision:**
- 12.7.1 where the majority decision is even as a draw
 - 12.7.2 Where both boxers are knocked down and cannot make the count of ten (10).
 - 12.7.3 When both boxers have fallen out of the ring and cannot continue before the count of twenty (20)
 - 12.7.4 When both boxers are seriously injured and neither is safe to continue.
- 12.8 **No Decision** – When the referee considers that either boxer or both boxers fight dishonourably or set up fight for a pre agreed decision.
- 12.9 **Decision of No Contest** – When a fighter is injured form an accidental / unintentional occurrence of blow during round 1 or 2 ONLY – after that the fight will be decided on the judges score cards for the previous rounds.
- 12.10 **Cancellation of Contest** – In case of ring damage, riot of spectators, fire or any other unexpected occurrence.