



# 1 Chessboxing

The basic idea in chessboxing is to combine the no.1 thinking sport and the no.1 fighting sport into a hybrid that demands the most of its competitors – both mentally and physically, yet which can be performed by easiest means.

In a chessboxing fight two opponents play alternating rounds of chess and boxing. The contest starts with a round of chess, followed by a boxing round, followed by another round of chess and so on. In every round of chess the FIDE rules for a 'Blitz game' apply, in every boxing round the AIBA rules apply with the following extensions and modifications :

In a contest there shall be 11 rounds, 6 rounds of chess, 5 rounds of boxing.

The contest is decided by:

- checkmate (chess round)
- exceeding the time limit (chess round)
- retirement of an opponent (chess or boxing round)
- KO (boxing round), or
- referee decision (boxing round).
- If the chess game ends in a stalemate, the opponent with the higher score in boxing wins. If there is an equal score, the opponent with the black pieces wins.

A round of chess takes 4 minutes. Between rounds there is a 1 minute pause, during which competitors change their gear. A round of boxing takes 2 minutes.



The following amendments to FIDE rules apply to chessboxing :

- Each competitor has 12 minutes on the chess timer.
- As soon as the time runs out the game is over, without the competitor having to object himself.
- The referee stops the clock after each round of chess and stores it.

The following amendments to AIBA rules apply to chessboxing :

- The referee does not have to be the first to enter the ring and does not have to be the last to leave it after the award ceremony.
- Draws only apply to boxing rounds. In this case the contest is won by the competitor playing with black pieces.
- Weighing in takes place within 120 minutes instead of 30 minutes.
- Headgear does not have to be worn.
- A sleeveless kit does not have to be worn.
- The boxing gloves must be calibrated to 12 ounces (340,8 g) for all age- and weight-classes.
- The colours of the gloves may be chosen freely, though they must be distinguishable to the referee.
- Adhesive tape does not have to be used for the lacing.

Other Rules :

- Talk about the chess game is prohibited during boxing rounds and pauses.
- At a contest a commentator may comment on the chess game, if technical aide can guarantee that competitors cannot hear the comment.



## 2 Fide- Laws of Chess

The FIDE Laws of Chess cover over-the-board play.

The English text is the authentic version of the Laws of Chess, which was adopted at the 71st FIDE Congress at Istanbul (Turkey) November 2000, coming into force on 1 July 2001.

In these Laws the words 'he', 'him' and 'his' include 'she' and 'her'.

### PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations, which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.

FIDE appeals to all chess players and federations to accept this view.

A member federation is free to introduce more detailed rules provided they:  
do not conflict in any way with the official FIDE Laws of Chess  
are limited to the territory of the federation in question; and



are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.

## **1.1 Article 1: The nature and objectives of the game of chess**

### **1.1**

The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been made.

### **1.2**

The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move which would avoid the 'capture' of the king on the following move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. The opponent whose king has been checkmated has lost the game.

### **1.3**

If the position is such that neither player can possibly checkmate, the game is drawn.

## **1.2 Article 2: The initial position of the pieces on the chessboard**

### **2.1**

The chessboard is composed of an 8x8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

### **2.2**

At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces): These pieces are as follows:

A white king, usually indicated by the symbol



A white queen, usually indicated by the symbol



Two white rooks, usually indicated by the symbol





Two white bishops, usually indicated by the symbol

Two white knights, usually indicated by the symbol

Eight white pawns, usually indicated by the symbol

A black king, usually indicated by the symbol

A black queen, usually indicated by the symbol

Two black rooks, usually indicated by the symbol

Two black bishops, usually indicated by the symbol

Two black knights, usually indicated by the symbol

Eight black pawns, usually indicated by the symbol





### 2.3

The initial position of the pieces on the chessboard is as follows:



### 2.4

The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, touching corner to corner, is called a 'diagonal'.



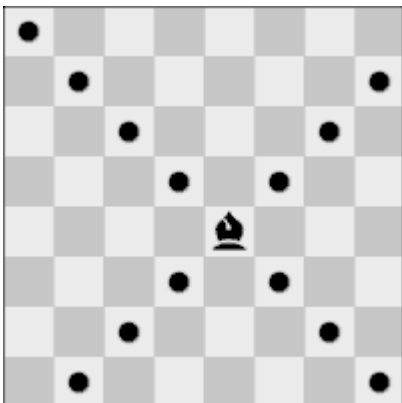
### **1.3 Article 3: The moves of the pieces**

#### **3.1**

It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

#### **3.2**

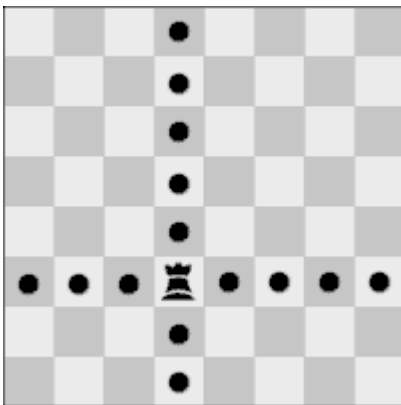
The bishop may move to any square along a diagonal on which it stands.





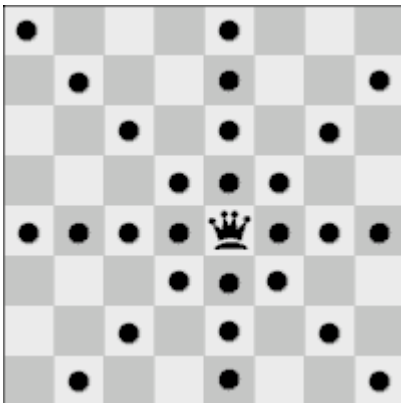
### 3.3

The rook may move to any square along the file or the rank on which it stands.



### 3.4

The queen may move to any square along the file, the rank or a diagonal on which it stands.





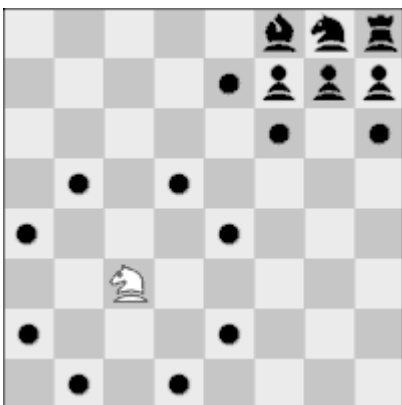


### 3.5

When making these moves the bishop, rook or queen may not move over any intervening pieces.

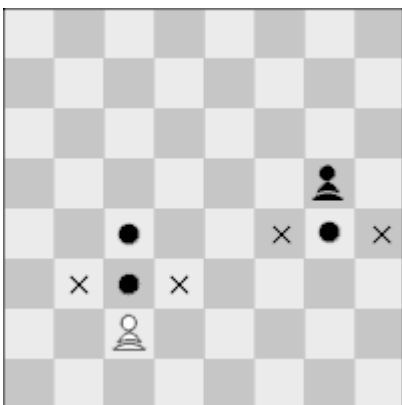
### 3.6

The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



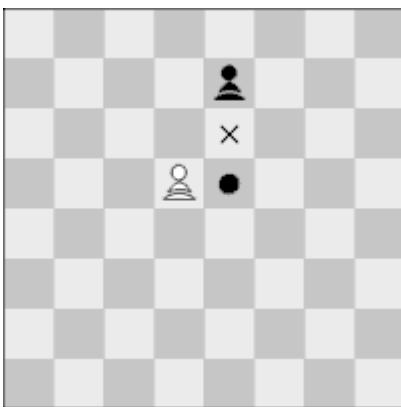
### 3.7

- (a) The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
- (b) on its first move the pawn may move as in (a); alternatively it may advance two squares along the same file provided both squares are unoccupied, or
- (c) the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.





(d) A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture may only be made on the move following this advance and is called an 'en passant' capture.



(e) When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.



### 3.8

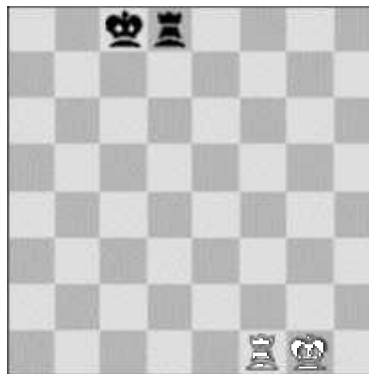
(a) There are two different ways of moving the king:

(i) moving to any adjoining square not attacked by one or more of the opponent's pieces. The opponent's pieces are considered to attack a square, even if such pieces cannot themselves move.

(ii) 'castling'. This is a move of the king and either rook of the same colour on the same rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook, then that rook is transferred to the square the king has just crossed.



*vor weißer kleiner Rochade  
vor schwarzer großer Rochade*



*nach weißer kleiner Rochade  
nach schwarzer großer Rochade*



*vor weißer großer Rochade  
vor schwarzer kleiner Rochade*



*nach weißer großer Rochade  
nach schwarzer kleiner Rochade*

(1) Castling is illegal:

- if the king has already moved, or
- with a rook that has already moved



(2) Castling is prevented temporarily

- if the square on which the king stands, or the square which it must cross, or
- the square which it is to occupy, is attacked by one or more of the opponent's pieces.
- if there is any piece between the king and the rook with which castling is to be effected.

b. The king is said to be 'in check', if it is attacked by one or more of the opponent's pieces, even if

- such pieces cannot themselves move.
- Declaring a check is not obligatory.

### **3.9**

No piece can be moved that will expose its own king to check or leave its own king in check.

## **1.4 Article 4: The act of moving the pieces**

### **4.1**

Each move must be made with one hand only.

### **4.2**

Provided that he first expresses his intention (e.g. by saying "j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.

### **4.3**

Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard

(a) one or more of his own pieces, he must move the first piece touched that can be moved, or

(b) one or more of his opponent's pieces, he must capture the first piece touched, which can be captured, or

(c) one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.



#### **4.4**

(a) If a player deliberately touches his king and rook he must castle on that side if it is legal to do so.

(b) If a player deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3(a).

(c) If a player, intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move.

#### **4.5**

If none of the pieces touched can be moved or captured, the player may make any legal move.

#### **4.6**

A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4, once he deliberately touches a piece.

#### **4.7**

When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made when all the relevant requirements of Article 3 have been fulfilled.

## **1.5 Article 5: The completion of the game**

### **5.1**

(a) The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

(b) The game is won by the player whose opponent declares he resigns. This immediately ends the game.

### **5.2**

(a) The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.

(b) The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move



producing the position was legal.

(c) The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

(d) The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

(e) The game may be drawn if each player has made the last 50 consecutive moves without the movement of any pawn and without the capture of any piece. (See Article 9.3)

## **1.6 Article 6: The chess clock**

### **6.1**

'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws of Chess means one of the two time displays. 'Flag fall' means the expiration of the allotted time for a player.

### **6.2**

(a) When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

(b) The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode.

In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

### **6.3**

Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.

### **6.4**

Before the start of the game the arbiter decides where the chess clock is placed.

### **6.5**

At the time determined for the start of the game the clock of the player who has the white pieces is started.



#### **6.6**

If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives; unless the rules of the competition specify or the arbiter decides otherwise.

#### **6.7**

Any player who arrives at the chessboard more than one hour after the scheduled start of the session shall lose the game unless the rules of the competition specify or the arbiter decides otherwise.

#### **6.8**

(a) During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1, and 5.2) The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.

(b) A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

(c) The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

(d) If a player is unable to use the clock, an assistant, who is acceptable to the arbiter, may be provided by the player to perform this operation. The clocks shall be adjusted by the arbiter in an equitable way.

#### **6.9**

A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

#### **6.10**

Except where Articles 5.1 or one of the Articles 5.2 (a), (b) and (c) apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, even with the most unskilled counterplay.

#### **6.11**



Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use his best judgement when determining the times to be shown on the replacement chess clock.

#### **6.12**

If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.

#### **6.13**

- (a) If the game needs to be interrupted, the arbiter shall stop the clocks.
- (b) A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available.
- (c) The arbiter shall decide when the game is to be restarted in either case.
- (d) If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised according to article 13.4.

#### **6.14**

If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

#### **6.15**

Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim based on information shown in this manner.

## **1.7 Article 7: Irregularities**

### **7.1**

- (a) If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.
- (b) If during a game it is found that the only error is that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.





## **7.2**

If a game has begun with colours reversed, then it shall continue, unless the arbiter rules otherwise.

## **7.3**

If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

## **7.4**

(a) If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position.

(b) After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player.

## **7.5**

If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. The game shall then continue from this re-instated position.

# **1.8 Article 8: The recording of the moves**

## **8.1**

In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the 'scoresheet' prescribed for the competition.

A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. Both players must record the offer of a draw on the scoresheet. (Appendix E.12)



If a player is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game.

### **8.2**

The scoresheet shall be visible to the arbiter throughout the game.

### **8.3**

The scoresheets are the property of the organisers of the event.

### **8.4**

If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

### **8.5**

(a) If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

(b) If only one player is not required to keep score under Article 8.4 he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move

(c) If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.

### **8.6**

If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

### **8.7**

At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.



## **1.9 Article 9: The drawn game**

### **9.1**

(a) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

(b) The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E).

(c) A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

### **9.2**

The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by sequential repetition of moves)

(a) is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or

(b) has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.

Positions are not the same if a pawn that could have been captured en passant can no longer be captured or if the right to castle has been changed temporarily or permanently.

### **9.3**

The game is drawn, upon a correct claim by the player having the move, if

(a) he writes on his scoresheet, and declares to the arbiter his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or

(b) the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.



#### **9.4**

If the player makes a move without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

#### **9.5**

If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.

(a) If the claim is found to be correct the game is immediately drawn.

(b) If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining time. Additionally, if the claimant has more than two minutes on his clock the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes. If the claimant has more than one minute, but less than two minutes, his remaining time shall be one minute. If the claimant has less than one minute, the arbiter shall make no adjustment to the claimant's clock. Then the game shall continue and the intended move must be made.

#### **9.6**

The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game.

### **1.10 Article 10: Quickplay Finish**

#### **10.1**

A 'quickplay finish' is the last phase of a game, when all the remaining moves must be made in a limited time.

#### **10.2**

If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter.

(a) If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

(b) If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen.



(c) If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.

(d) The decision of the arbiter shall be final relating to 10.2 a, b, c.

### **10.3**

If both flags have fallen and it is impossible to establish which flag fell first the game is drawn.

## **1.11 Article 11: Scoring**

### **11.1**

Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (1/2).

## **1.12 Article 12: The conduct of the players**

### **12.1**

The players shall take no action that will bring the game of chess into disrepute.

### **12.2**

During play the players are forbidden to make use of any notes, sources of information, advice, or to analyse on another chessboard.

The scoresheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.

### **12.3**

Players who have finished their games shall be considered to be spectators.

### **12.4**

Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter.

The player having the move is not allowed to leave the playing area without permission of the arbiter.

### **12.5**



It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw.

#### **12.6**

Infraction of any part of the Articles 12.1 to 12.5 shall lead to penalties in accordance with Article 13.4.

#### **12.7**

Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

#### **12.8**

If both players are found guilty according to Article 12.7, the game shall be declared lost by both players.

### **1.13 Article 13: The role of the arbiter (see Preface)**

#### **13.1**

The arbiter shall see that the Laws of Chess are strictly observed.

#### **13.2**

The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

#### **13.3**

The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.



#### **13.4**

The arbiter can apply one or more of the following penalties:

- (a) warning,
- (b) increasing the remaining time of the opponent,
- (c) reducing the remaining time of the offending player,
- (d) declaring the game to be lost,
- (e) reducing the points scored in a game by the offending party,
- (f) increasing the points scored in a game by the opponent to the maximum available for that game,
- (g) expulsion from the event.

#### **13.5**

The arbiter may award either or both players additional time in the event of external disturbance of the game.

#### **13.6**

The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time. The arbiter shall refrain from informing a player that his opponent has completed a move.

#### **13.7**

Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue.

### **1.14 Article 14: FIDE**

Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

### **1.15 APPENDICES A. Adjournd games**

#### **A1.**

- If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting the opponent's clock. Until he has stopped the clocks,



the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard, he must write that same move on his scoresheet as his sealed move.

- A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session , and his remaining time shall so be recorded.

A2. The following shall be indicated upon the envelope:

- the names of the players
- the position immediately before the sealed move
- the time used by each player
- the name of the player who has sealed the move
- the number of the sealed move
- the offer of a draw, if the proposal is current.
- the date, time and venue of resumption of play.

A3. The arbiter shall check the accuracy of the information on the envelope and is responsible for the safe-keeping of it.

A4. If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.

A5. Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.

A6. If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.

A7. The envelope shall be opened only when the player who must reply to the sealed move is present.

A8. Except in the cases mentioned in Article 6.10 and 9.6, the game is lost by a player whose recording of his sealed move

- is ambiguous, or
- is recorded such that its true significance is impossible to establish, or





- is illegal.

A9. If, at the agreed resumption time

- the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
- the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
- the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start the absent player's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the absent player's arrival.

A10. The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition or the arbiter decides otherwise).

However, if the player who made the sealed move is the late player, the game is decided otherwise, if:

- the absent player has won the game by virtue of the fact that the sealed move is checkmate, or
- the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard, or
- the player present at the chessboard has lost the game according to Article 6.10.

A11.

- If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the arbiter shall set the clocks. The player who sealed the move makes the move he states he sealed on the chessboard.
- If it is impossible to re-establish the position, the game is annulled and a new game must be played.



A12. If, upon resumption of the game, either player points out before making his first move that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.

A13. The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time and finishing time shall be announced in advance.

## **1.16 B. Rapidplay**

B1. A 'Rapidplay game' is one where all the moves must be made in a fixed time from 15 to 60 minutes for each player.

B2. Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws of Rapidplay.

B3. Players do not need to record the moves.

B4. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.

In case of reverse king and queen placement castling with this king is not allowed.

B5.

- The arbiter shall make a ruling according to Article 4 (The touched piece), only if requested to do so by one or both players.
- The player loses the right to claim according to Articles 7.2, 7.3 and 7.5 (Irregularities, illegal moves) once he has touched a piece according to Article 4.3.

B6. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall.

B7. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.



B8. If both flags have fallen, the game is drawn.

### **1.17 C. Blitz**

C1. A 'Blitz game' is one where all the moves must be made in a fixed time less than 15 minutes for each player.

C2. Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws of Blitz.

C3. An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player's King by any possible series of legal moves with the most unskilled counterplay, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.

C4. Article 10.2 does not apply.

### **1.18 D. Quickplay finishes where no arbiter is present in the venue.**

D1. Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.

He may claim on the basis

- (a) that his opponent cannot win by normal means, or
- (b) that his opponent has been making no effort to win by normal means.

In (a) the player must write down the final position and his opponent verify it.

In (b) the player must write down the final position and submit an up-to-date scoresheet, which must be completed before play has ceased. The opponent shall verify both the scoresheet and the final position.

The claim shall be referred to an arbiter whose decision shall be the final one.



## 1.19 E. Algebraic notation

FIDE recognizes for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player about this requirement.

Description of the Algebraic System

E1. Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)

E2. For the first letter of the name of a piece, each player is free to use the first letter of the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.

E3. Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: e5, d4, a5.

E4. The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.

E5. The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7 and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.

E6. As a consequence of the previous rules, each of the sixty-four squares is invariably indicated by a unique combination of a letter and a number.



8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

E7. Each move of a piece is indicated by (a) the first letter of the name of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b).

Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

E8. When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.

When a pawn makes a capture, the file of departure must be indicated, then an x, then the square of arrival.. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation. Example: exd6 e.p..

E9. If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

- If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the file of the square of departure, and (c) the square of arrival.
- If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival.
- If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted between (b) and (c).

Examples:

There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.



There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Nexf3, (2) either N5xf3 or N1xf3, (3) either Nhx3 or Ndx3, as the case may be.

E10. If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x, (c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.

E11. In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

E12. The offer of a draw shall be marked as (=).

Essential abbreviations:

0-0 castling with rook h1 or rook h8 (kingside castling)

0-0-0 castling with rook a1 or rook a8 (queenside castling)

x captures

+ check

++ or # checkmate

e.p. captures "en passant"

Sample game: 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bd2 0-0 5.e4 d5 6.exd5 exd5 7.cxd5 Bxc3 8.Bxc3 Nxd5 9.Nf3 b6 10.Qb3 Nxc3 11.bxc3 c5 12.Be2 cxd4 13.Nxd4 Re8 14.0-0 Nd7 15.a4 Nc5 16.Qb4 Bb7 17.a5 ... etc.

## 1.20 F. Rules for play with Blind and Visually Handicapped

F1. Tournament directors shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually handicapped players (legally blind) either player may demand the use of two boards, the sighted



players using a normal board, the visually handicapped player using one specially constructed. The specially constructed board must meet the following requirements:

- at least 20 by 20 centimetres;
- the black squares slightly raised;
- a securing aperture in each square;
- every piece provided with a peg that fits into the securing aperture;
- pieces of Staunton design, the black pieces being specially marked.

F2. The following regulations shall govern play:

- The moves shall be announced clearly, repeated by the opponent and executed on his board. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters, algebraic

A-Anna

B-Bella

C-Cesar

D-David

E-Eva

F-Felix

G-Gustav

H-Hector

Ranks from white to black shall receive the German numbers:

1-eins

2-zwei

3-drei

4-vier

5-fuenf

6-sechs

7-sieben

8-acht

Castling is announced "Lange Rochade" (German for long castling) and "Kurze Rochade" (German for short castling).

The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.

When promoting a pawn the player must announce which piece is chosen.

- On the visually handicapped player's board a piece shall be considered "touched" when it has been taken out of the securing aperture.
- A move shall be considered "executed" when:
  - in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move;
  - a piece is placed into a different securing aperture;



- the move has been announced. Only then the opponent's clock shall be started. As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.
- A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:
  - A dial fitted with reinforced hands, with every five minutes marked by one dot, and every 15 minutes by two raised dots.
  - A flag which can be easily felt. Care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last 5 minutes of the full hour.
- The visually handicapped player must keep score of the game in Braille or longhand or record the moves on a tape recorder.
- A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.
- If during a game different positions should arise on the two boards, they must be corrected with the assistance of the controller and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move but executed the wrong one must adjust his position to correspond with the move on the game scores.
- If, when such differences occur and the two game scores are found to differ, the moves shall be retraced to the point where the two scores agree and the controller shall readjust the clock accordingly.
- The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:
  - Make either player's move on the board of the opponent.
  - Announce the moves of both players.
  - Keep the game score of the visually handicapped player and start his opponent's clock, (keeping rule 3.c in mind).
  - Inform the visually handicapped player only at his request of the number of moves completed and the time used up by both players.
  - Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
  - Carry out the necessary formalities in case the game is adjourned. If the visually handicapped player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under point 9a and b.





## **2 AIBA**

### **2.1 RULE I: The Ring**

A. Requirements. In all competitions, the ring shall conform with the following requirements:

1. Size. The minimum size shall be 4.90 m square (16 feet) and the maximum size 6.10 m square (20 feet) inside the line of the ropes.

In international championships the size of the ring shall be 6.10 m square. The ring shall not be less than 91 cm (3 feet) or more than 1.22 m (4 feet) above the ground or base.

2. Platform and Corner Pads. The Platform shall be safely constructed, level and free from any obstructing projections and shall extend for at least 46 cm (18 inches) outside the line of the ropes. It shall be fitted with four corner posts which shall be well padded or otherwise so constructed so as to prevent injury to the boxers. The corner pads should be arranged in the following way: In the nearer left-side ring corner facing the President of the Jury- red; in the far left-side corner- white; in the far right-side corner- blue; and in the near right-side corner- white.

3. Floor Covering. The floor shall be covered with felt, rubber or other suitably approved material having the same quality of elasticity, not less than 1.3 cm (half an inch) and not more than 1.9 cm (three-quarters of an inch) thick over which canvas shall be stretched and secured in place. The felt, rubber or other approved material, and canvas, shall cover the entire platform.

4. Ropes. There shall be three or four ropes of a thickness of 3 cm (1.8 ins.) minimum to 5 cm (1.97 ins.) maximum tightly drawn from the corner posts at 40 cm (1 ft. 3.7 ins.) 80 cm (2 ft. 7 1/2 ins.) and 1m 30 cm (4 ft. 3 ins.) high respectively. In case of four ropes, the ropes shall be 40.6 cm (16 ins.), 71.1 cm (28ins.), 101.6 cm (40 ins.) and 132.1 cm (52 ins.) high respectively. The ropes shall be covered with a soft or smooth material. The ropes shall be joined on each side, at equal intervals, by two



pieces of close textured canvas 3 to 4 cm. (1.2-1.6 ins.) wide. The pieces must not slide along the rope.

5. Steps. The ring shall be provided with three steps. Two steps at the opposite corners for the use of contestants and seconds, -- one step in the neutral corner for use by the Referees and Doctors.

6. Plastic Bag. In the two neutral corners outside the ring, a small plastic bag shall be fixed in which the referee shall drop the cotton or tissue pads used by him to nurse bleedings.

7. Approved Label. All rings should have an AIBA approved label.

B. Additional Rings. Two rings may be used in important championships.

## **2.2 RULE II: Gloves**

A. Authorized Gloves. Competitors shall wear red or blue gloves as per the respective boxer's corner which the organizers of the competitions have placed at their disposal, and which have been approved by the Executive Committee of AIBA. Boxers are not allowed to wear their own gloves.

B. Specifications. The gloves shall weigh 10 ounces (284 grams) of which the leather portion shall not weigh more than half of the total weight and the padding not less than half the total weight. The regular hitting surface must be marked on the gloves with a clearly discernible colour. The padding of the gloves shall not be displaced or broken. For all International Competitions approved by AIBA, only the Velcro type gloves shall be worn by the boxers. Only clean and serviceable gloves shall be used.

C. Procedure for Control of AIBA Gloves. AIBA will continue to establish specifications for the manufacture of competitive boxing gloves for AIBA competition. Manufacturers desiring to obtain AIBA approval for their gloves must submit a sample for inspection by the AIBA Safety and Equipment Commission and final approval by the Executive Committee. After such final approval, a manufacturer may apply to be licensed by AIBA. The licence agreement will contain details of necessary bonds, insurance and any other covenants as approved by AIBA. AIBA gloves will be manufactured only by those companies licensed by AIBA. The licence agreement will stipulate the specifications, terms and conditions of the licence. The manufacturer must place his approved label on each glove. Also each glove must have a label, which states "MADE IN ... (name of the country)". The responsible AIBA organization of every competition must approve the gloves for that competition. AIBA approves for AIBA Championships,



Continental Bureaux for Continental Championships and National Federations for all competitions under their control. Unless the responsible AIBA organization designates a specific manufacturer, the organizer may normally use whatever AIBA approved boxing gloves are most available. All competitors in any one competition must wear exactly the same gloves.

D. AIBA Gloving Supervision. All gloves and bandages shall be fitted under the supervision of two knowledgeable officials appointed for the purpose who will see that all the rules have been carefully observed. They will delegate security duties to ensure that all rules are observed until the boxers enter the ring.

### **2.3 RULE III: Bandages**

A. Specifications. A "Velveau" bandaging not longer than 2.5 meters and 5.7 cm (2 1/4 inches) wide on each hand must be used. No other kind of bandage may be used. The use of any kind of tapes, rubber or adhesive plaster, as bandages, is strictly forbidden, but a single strap of adhesive 7.6 cm (3 ins.) long and 2.5 cm (1 in.) wide, but in no case to exceed 5 cm wide, may be used at the upper wrists to secure the bandages.

B. Continental, World and Olympic Tournaments. Bandages for use at Continental, World and Olympic Boxing Tournaments are to be provided by the host country. At each bout the contestants shall use new bandages supplied to them by the officials in the dressing rooms immediately before the contest.

### **2.4 RULE IV: Dress**

A. Authorized Dress. Competitors shall be dressed in accordance with the following:

1. Clothing. Competitors shall box in light boots or shoes without spikes and without any heels, socks, shorts not to exceed knee length, and a vest covering the chest and back. For International Competition, Olympic Games, World Cup, World Championships, World Championships (Under 19), Commonwealth Games or any competition approved by AIBA the boxers shall wear either a red or blue singlet, depending on the colour of their corner, which shall be their own responsibility. Such singlets can have the name of their country and crest only to the size and specifications as approved by AIBA, not more than 100 square centimeters. Where trunks and vests are of the same colour, the belt line must be clearly indicated by using an elastic waistband 10 cm wide. (The belt line is an imaginary line from the navel to the top of the hips).



2. Gumshields. Gumshields shall be worn. The gumshield should be form fitted. Form fitted mouth pieces must be made available by the organizing host country for any participant who does not have his own, against payment by the boxer concerned or his National Association. It shall be forbidden for a boxer to intentionally remove his mouth piece during the contest and if he does so, he shall be warned or disqualified. If a boxer has his mouthpiece knocked out, the Referee shall take the boxer to his corner, have the mouthpiece washed and returned to its proper position. While this is being done, the second is not allowed to talk to his boxer. If the gumshield falls down for the third time for any reason whatsoever, the boxer will get a warning and if this happens again, he will receive a second warning.

3. Cup Protectors. A cup protector shall be worn, a jock-strap may be worn in addition.

4. Headguard. The headguard is an individual and form fitted item of the boxer's equipment. He must have in his possession a red and blue headguard which must be worn for International Competition, Olympic Games, World Cup, all World Championships, Commonwealth Games or any competition approved by AIBA. The use of a headguard shall be mandatory. It shall conform to AIBA Specifications. The same conditions and procedures expressed in Rule II, Par. C shall apply to headguards also. Boxers shall enter the ring wearing their headguard. The headguard shall be taken off immediately after the bout is over and before the decision is announced. Hosts of the competition are required to have a sufficient quantity of each colour in the event a boxer's headguard becomes unserviceable during a bout.

5. Headguards with the approved AIBA label will be manufactured only by those companies licensed by AIBA. The licence agreement will stipulate the specifications, terms and conditions of the licence. The manufacturer must place his approved label on the headguard. Also, each headguard must have a label, which states: "MADE IN ... (name of the country)".

B. Prohibited Objects. No other objects may be worn during the competition. The use of grease, vaseline, rubbing liniment or products likely to be harmful or objectionable to an opponent, on the face, arms or any other part of the body is forbidden. A boxer shall be clean shaven at the medical examination before the weigh in. Beards are not allowed; a thin moustache is allowed- not to exceed the length of the upper lip.

C. Dress Infractions. A Referee shall exclude from competition any boxer who does not wear a headguard, a cup-protector, and gumshield, or who is not clean and properly dressed. In the event of a boxer's glove or dress becoming undone during boxing, the Referee shall stop the contest to have it attended to.



D. Uniforms. Continental Bureaux and Regional Organizations which send mixed teams into further International competition may arrange for team uniforms provided such team uniforms are not in conflict with AIBA rules. A Continental Bureau or Regional Association cannot require National Teams to wear personal uniform equipment which may be in conflict with the National Team agreements. However, individuals from various countries forming a Regional Team may be required to wear the equipment provided by that region.

## **2.5 RULE V: Ring Equipment**

A. Required. The following ring equipment shall be made available:

1. Two shallow trays containing ground resin.
2. Two seats. Two swiveling seats for boxers' use during intervals.
3. Two plastic mugs to be used for drinking and mouth wash only, and where water is not piped directly to the ringside, two plastic spray bottles and two small plastic bottles for drinking. No other type of water bottles are permitted at ringside for use by the boxers or seconds; Two basins with sawdust and two buckets of water.
4. Tables and chairs for officials.
5. Gong (with striker) or bell.
6. One (preferably two) stop watches.
7. One first-aid outfit.
8. One microphone connected to the loud speaker system.
9. Two (2) pairs of uniform gloves of the same manufacture as described in Rule II.
10. One stretcher.
11. Two headguards (one in red and one in blue colour).
12. Complete set of Chowdhry Scoring System as approved by AIBA.
13. Sufficient quantities of Hand held computer scoring machines to be used by Jury members. The Judges will also use them in case of a breakdown of Chowdhry Scoring System.

## **2.6 RULE VI: Medical Examination and weigh-in for international competition**

A. Medical Examination.

1. At the time fixed for the weigh-in, a competitor must be passed as fit to compete by a member of the Medical Jury before being weighed-in. With a view to ensure a



smooth running of the weigh-in, the Executive Committee or the Technical Delegate may decide to begin the medical examination at an earlier time.

2. At the medical examination and weigh-in the boxer shall produce his International Competition Record Book which must be signed by the Secretary or Executive Director of his National Association, where the requisite entries shall be made by the officials in charge. If a boxer fails to produce his Record Book at the medical examination and the weigh-in, he shall not be allowed to box.

3. In order to be eligible to compete, a woman boxer must produce an International Record Book. In addition, a female boxer shall answer to the best of her knowledge, any questions posed by the Medical Officer and shall confirm in writing that to the best of her knowledge she is not pregnant. The organizers of mixed events where both males and females compete, shall arrange for separate rooms where the medicals and weigh-ins may be carried out separately for males and females. The medicals of female boxers shall be carried out according to the special sports-medical guidelines to be included in the Medical Handbook of AIBA.

#### B. Weight Classifications.

For Senior and Junior (U-19) boxers there shall be 11 weight classes:

48 kg, 51 kg, 54 kg, 57 kg, 60 kg, 64 kg, 69 kg, 75 kg, 81 kg, 91 kg, 91+ kg.

Weight Category	Metric System		Avoirdupois System		
	Over kg.	To kg.	Over lb. oz. dr.	To lb. oz. dr.	
Light Fly Weight	---	48	---- ---- ----	105 13 2	
Fly Weight	48	51	105 13 2	112 6 15	
Bantam Weight	51	54	112 6 15	119 0 12	
Feather Weight	54	57	119 0 12	125 10 9	
Light Weight	57	60	125 10 9	132 4 7	
Light Welter Weight	60	64	132 4 7	141 1 8	
Welter Weight	64	69	141 1 8	152 1 14	
Middle Weight	69	75	152 1 14	165 5 8	
Light Heavy Weight	75	81	165 5 8	178 9 2	
Heavy Weight	81	91	178 9 2	200 9 14	



Super Heavy Weight	91	---	200 9 14	-----
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For Female and Cadet boxers there shall be 13 weight classes:

46 kgs, 48 kgs, 50 kgs, 52 kgs, 54 kgs, 57 kgs, 60 kgs, 63 kgs, 66 kgs, 70 kgs, 75 kgs, 80 kgs and 86 kgs.

Weight Category	Metric System		Avoirdupois System		
	Over kg.	To kg.	Over lb. oz. dr.	To lb. oz. dr.	
Pin Weight	---	46	---- ---- ----	101 6 9	
Light Fly Weight	46	48	101 6 9	105 13 2	
Fly Weight	48	50	105 13 2	110 3 11	
Light Bantam Weight	50	52	110 3 11	114 10 3	
Bantam Weight	52	54	114 10 3	119 0 12	
Feather Weight	54	57	119 0 12	125 10 9	
Light Weight	57	60	125 10 9	132 4 7	
Light Welter Weight	60	63	132 4 7	138 14 4	
Welter Weight	63	66	138 14 4	145 8 1	
Light Middle Weight	66	70	145 8 1	154 5 2	
Middle Weight	70	75	154 5 2	165 5 8	
Light Heavy Weight	75	80	165 5 8	176 5 14	
Heavy Weight	80	86	176 5 14	189 9 8	

### C. Weigh-In.

1. At the World Championships, the Olympic Games, Continental Championships, International Championships and International Competitions the following shall be the regulations regarding the weigh-in:



a. The contestants at all weights shall be required to be ready to weigh-in on the first morning of the competition at an hour appointed between 8 a.m. and 10 a.m. On the following competition days only those who are drawn to box shall appear at the same time between 8 and 9 a.m. It shall be in the power of the Executive Committee or other AIBA authorized delegate to relax this condition slightly if unavoidable delay occurs. Boxing shall not commence earlier than three clear hours after the time appointed for the close of the weigh-in, or such lesser time as the Executive Committee after consulting the Medical Commission shall decide is suitable and not liable to be detrimental to a boxer taking part in the early bouts of the forthcoming boxing session.

b. The weigh-in shall be effected by delegates authorized by AIBA. A delegate of the National Association of each contestant may be present at the weigh-in but may not in any way interfere.

c. The weight registered at the official weigh-in on the first day decides the weight class of the boxer for the whole of the competition, but he will still be required to weigh-in each day on which he is due to box to ensure that his actual weight on that day does not exceed the maximum of his weight class. A contestant may only box in the weight for which he has qualified at the official weigh-in.

d. A competitor will be allowed to present himself at the official scales only once at the weigh-in each day. The weight recorded on that presentation is final. It is permissible, however, for the delegate of the Nation of any competitor who has failed to make the weight at the original weigh-in to enter him/her thereupon for the higher or lower weight for which he is qualified if such Nation has a free place at that weight, and the weigh-in is not yet closed. It is also permissible for a Nation to substitute one boxer for another at any time up to the close of the first weigh-in and the medical examination, provided that in any competition where reserves are permitted, the substituted boxer has been entered as reserve for that weight, or any other weight.

The weight is the one shown by the scale, the body being naked. The weight shown shall be in the metric scale. Electronic scales may be used.

## 2. Inter-Nation Contests.

a. In the case of tournaments or competitions between two or more Nations, the weigh-in shall be effected by a member designated by the National Association of the organizing country, who shall be assisted by a representative of the country or countries invited, this last or these last having the right to check the weight of each boxer.

b. If a competitor exceeds the weight limit of his class, he can be authorized to box if the excess weight is not greater than one English pound (454 grams) but whatever may be the result of the contest, the boxer who has exceeded the weight may only gain for his team the number of marks allotted to a loser, and his opponent (provided he has made the weight and passed the medical examination on that particular day





and presents himself in the ring dressed for boxing) shall gain the marks allotted to the winner. If both boxers exceed the weight limit for the class for which they have been entered, they will gain for their teams only the number of marks allotted to a loser. If the excess weight of a competitor is greater than one English pound (454 grams), but does not exceed 6 English pounds (2.7 kgs.) the official representative of the opposing team shall be entitled to accept him and the bout shall be considered as having been won by the team of the boxer who has made the weight. A competitor must be passed as fit to compete by the appointed qualified doctor of medicine before being weighed-in.

c. In Inter-Nation Tournaments or Internationals, the weigh-in of competitors may be concluded in 30 minutes. A boxer who exceeds the weight limit or fails to appear within such a period shall be declared a loser.

d. The Association of the Nation who receives a visiting team shall put a scale and a place of training at the disposal of the team from the time of the latter's arrival at the town where the match is to take place.

## **2.7 RULE VII: Draws and byes**

A. The Draw. The draw shall take place after the medical examination and weigh-in. The draw must take place in the presence of official representatives of the teams concerned, and must ensure, where practicable, that no competitor shall box twice in the competition before all other competitors have boxed at least once. In special situations, the Executive Committee of AIBA has the right to depart from this rule. The draw shall proceed first for the boxers to box in the first series and then for the byes. However, no boxer may be awarded a World or Continental Championship or Olympic Games Medal without having boxed.

B. Byes. In competitions where there are more than four competitors, a sufficient number of byes shall be drawn in the first series to reduce the number of competitors in the second series to 4, 8, 16, or 32. Competitors drawing a bye in the first series shall be the first to box in the second series. If there is an odd number of byes, the boxer who draws the last bye will compete in the second series against the winner of the first bout in the first series. Where the number of byes is even, the boxers drawing byes shall box the first bouts in the second series in the order in which they are drawn. No medal shall be awarded to a boxer who has not boxed at least once.

C. Order of the Programme. In World Championships, the Olympic Games, and Continental Championships, the order of the programme should be arranged so far as practicable in the order of weights so that in each series the lightest weights will be



run off first and thence in order of weights up to the heaviest weights in that series followed by the lightest weights in the next series, and so on. In arranging the daily programmes, the wishes of the hosts may be accommodated, as long as this does not call into question the results of the draw.

## **2.8 RULE VIII: Rounds**

A. World, Olympic and Continental Championships and Tournaments. In World, Olympic or Continental Championships or Tournaments, there shall be four rounds of two (2) minutes each. Stopping the contest for warnings, cautions, bringing the dress for equipment into order, or for any other reason, is not included in the two (2) minutes. A full one (1) minute rest period shall be given between the rounds. No additional round may be given.

B. International Contests. In International contests the rounds are normally the same as above, but if previously agreed, three (3) or four (4) rounds of three (3) minutes each or six (6) rounds of two (2) minutes each may be boxed. There shall always be a one (1) minute interval between rounds.

## **2.9 RULE IX: The second**

A. Rules. Each competitor is entitled to two seconds who shall be governed by the following rules:

1. Only the two seconds shall mount the apron of the ring and only one may enter the ring.
2. During the boxing, none of the seconds shall remain on the platform of the ring. Before a round begins, they shall remove from the platform of the ring, seats, towels, buckets, etc.
3. The seconds, while officiating in the corner, shall be in possession of a towel and sponge for the boxer. A second may give in for a competitor, and may, when he considers his boxer to be in difficulty, throw the sponge or towel into the ring, except when the Referee is in the course of counting.
4. The Chairman of the R/J Commission at each tournament shall arrange a joint meeting of the R/Js and the seconds who are going to work in each tournament and emphasize that AIBA Rules will be followed and that boxers violating these rules may lose not only points, but the Championship because of rule infractions.
5. No advice, assistance or encouragement shall be given to a competitor by his seconds during the progress of the rounds. If a second infringes the rules, he may be



warned or disqualified. His boxer may also be cautioned, warned or disqualified by the Referee for offences committed by his seconds. Any second or official encouraging or inciting spectators by words or signs to advise or encourage a boxer during the progress of a round shall not be permitted to continue to act as a second official at the tournament where the offence is committed. If a second is removed by the Referee from the corner, he shall not officiate any more in that session of the competition. Once such an official is removed from the corner by the Referee, he shall leave the boxing hall for the remainder of the session. If, during the tournament he is removed for a second time, he shall be permanently suspended from acting as a second in that tournament.

## **2.10 RULE X: Referees and Judges**

A. Championships. In the Olympic Games, World Championships, World Cup competitions and AIBA Challenge Matches, Continental Championships and other International Championships each contest shall be controlled by an AIBA approved Referee who shall officiate in the ring, but shall not mark a scoring paper.

B. Judges. Each contest shall be marked by five AIBA Judges who shall be seated separated from the public and immediately adjacent to the ring. Two of the Judges shall be seated on the same side of the ring at a sufficient distance from one another, and each of the other three Judges shall be seated at the centre of one of the other three sides of the ring. When the number of officials available is insufficient, 3 Judges instead of 5 may be used, but this shall not apply to the Olympic Games, World Championships or Continental Championships. The panel of Judges in female boxing contests may consist of both females and males.

C. International Matches. In International Matches consisting of the teams of two or more National Associations, a contest may be controlled in such a manner as may be agreed between the official representatives of the Associations concerned, provided that such agreement shall not override the basic principles for Refereeing and Judging laid down in the rules of AIBA.

D. Neutrality. To ensure neutrality, the names of the Referee and the five Judges for each contest shall be selected by the Commission of Refereeing and Judging in accordance with the following directives:

1. That each such official shall be an approved Referee/Judge.



2. That each such official shall be of a different country and Association from each other and from each of the boxers taking part in the contest.
  3. That each such official shall not be a National of or resident in any country which is a Dominion, Colony or Dependency of the country of any of the boxers taking part in the contest.
  4. That in the event of a change of a country of any official, such official shall not officiate in any contest in which a boxer of his original country is taking part, or a Referee or Judge of that country is acting.
  5. In no case shall more than two officials in one and the same contest come from the same Continent.
  6. The designation of Referees and Judges in all competitions shall be done by draw at the ringside before each contest by the Referee/Judges Commission. The Referees and Judges for the Finals shall be designated by Executive Committee as a whole.
  7. That in the event of it being impossible for the Commission of Refereeing and Judging to apply the above directives in a particular case they shall resolve the difficulty by ensuring as far as it may be possible the neutrality and impartiality of the officials appointed, and shall report the matter as soon as convenient to the Executive Committee.
  8. In the event of it being found impossible by the Commission of Refereeing and Judging in any case to comply with the above directives, the name or names of an official or officials may be drawn by lot by the President of the Commission of Refereeing and Judging, or someone acting on his behalf, for the contest in question.
- E. Conflict of Interest. Gentlemen acting as Referees or Judges in any contest or series of contests shall not at any time during the same contest or series of contests act as team manager, trainer or second to any boxer or team of boxers taking part in such contest or series of contests or so act in a contest in which a competitor of their nationality is taking part.
- F. Disciplinary Action. The Executive Committee, or its duly authorized representative may, upon the recommendation of the Jury, dispense (temporarily or permanently), with the services of any Referee who, in his opinion, does not efficiently enforce the rules of the AIBA, or any Judge whose marking or scoring of contests it considers not to be satisfactory.
- G. Replacing the Referee During the Bout. If a Referee is incapacitated in the course of a bout, the timekeeper shall strike the gong to stop the bout and the next available neutral Referee on the AIBA International list shall be instructed to control the bout and order boxing to be resumed.



H. Mechanical Scoring Devices. At the World Championships, Olympic Games, the World Cup competition, AIBA Challenge matches and International tournaments the use of an electronic scoring machine shall be compulsory.

I. Obligation of Attendance. The Association of which an International Referee/Judge selected by the Executive Committee is a member shall be under the obligation to send him/her to the World Championships, Olympic Games or Continental Championships, unless he/she has a valid personal reason for refusing such invitation. In Nations where the responsibility of financing their Olympic Teams or similar area games is handled by another organization, that organization will be held responsible to transport and maintain officials selected to the Games.

J. 20 Point System no longer valid. In all boxing contests, the use of the 20 point system is no longer valid. Judges must score with a scoring machine or a hand-held calculator. If the calculator is used the Judge will write the final score from the hand-held unit, circle the winner and turn in the score card.

## **2.11 RULE XI: Qualifying for admission to and maintenance of the international list of Referees and Judges**

A. International Referee/Judge and International Judge. The title of "International Referee/Judge" or "International Judge" shall be the highest title for a Referee/Judge of Amateur Boxing. A person admitted to the International list shall be given a Diploma of "International Boxing Referee and/or Judge". He shall also be given a badge of the AIBA corresponding to his title and an identity card.

B. A Candidate for admission to the International list of AIBA Referee and Judges:

1. Eligibility. Persons who Referee and/or Judge professional boxing matches are ineligible to test for any AIBA Referee/Judge or Judge position. Any AIBA Referee or Judge who officiates in a professional match automatically renders him-/herself ineligible to officiate in any Olympic-style boxing bout on the National, Continental or World list and must be removed immediately when this fact becomes known.
2. Shall be presented by his National Association and recommended by the respective Continental Bureau.
3. He must have been on the list of the Continental Association for at least two years and successfully officiated as a Continental Referee and Judge.



4. Must have in his possession the completed AIBA Medical Commission's Certificate of Examination signed by his National Association's Medical officer certifying his physical fitness to officiate as a Referee and/or Judge. Prohibited conditions are referred to in the Medical Handbook.
5. Not more than twelve (12) members of any one Association may figure on the list at one and the same time. (If necessary, an Association must withdraw the name of an official or officials from the list if the retention of his name or names would result in the above-mentioned limit being exceeded).
6. Should be accompanied by a full citation of past experience, as well as his appointments over the preceding two years of his nomination.
7. Shall speak fluently one of the official AIBA languages.

C. Maintenance of the International List. In order to maintain and improve the quality of Refereeing and Judging, to ensure uniform interpretation of the Rules for International matches and tournaments, and to select new Referees and Judges for admission to the International list, the Commission of Refereeing and Judging shall arrange and conduct courses and tests, in the following manner:

1. One or more National Associations may request the AIBA office to organize a course or test for their officials at any place in the world, which shall be approved by the Continental Bureau concerned as suitable for this purpose.
2. Courses or tests shall be conducted by two gentlemen who have been on the International list of AIBA and are members of either the Executive Committee or the Commission of Refereeing and Judging, or the Continental Bureau who shall have been authorized by the Executive Committee, assisted -- where practical - by a representative from each of the National Associations concerned. There shall be at least one member of the Executive Committee on any examining board. The Refereeing and Judging Commission recommends that ALL examinations must be carried out by Executive Committee members, one of whom must be a member of the Refereeing and Judging Commission. Both examiners must have been on the International list in the past.
  - a. Examinations for admission to the International list of AIBA and the list of a Continent shall be conducted only by officials from the respective Continental Bureau. Only as an exception, the President of AIBA may entrust this task to members of the Executive Committee from other Continents. The candidates must sit a full written, oral and a practical exam successfully before being accredited. A candidate may not be older than 45 years according to the date of birth at the time of examination.
  - b. The examination papers and records should be kept in the files of the respective Continental Bureaux.



3. The hotel and travel expenses of the two persons referred to in the preceding subparagraph shall be covered by one or more of the National Associations for whom the courses or tests are being arranged.
4. Results of courses or tests shall be submitted by the Commission of Refereeing and Judging for approval at the next meeting of the AIBA Executive Committee. The decision of the Executive Committee will be brought to the notice of the Association and the Continental Bureau concerned.
5. The Commission of Refereeing and Judging shall, at least once every four years, ascertain the suitability of a Referee/Judge to the title of International Referee/Judge. Referees and Judges who do not pass such a test quadrennially must successfully resit the examination in question before being reinstated as AIBA officials.
6. Those officials who do not display the qualities required by the title of International Referee/Judge shall not be retained on the International list.
7. All AIBA Referees/Judges must undergo and pass an annual medical exam as it is detailed in the International Record Book for Referees/Judges.
8. The AIBA Referees/Judges are graded in three categories A,B and C. The grading shall be made by the Executive Committee at the suggestion of the Refereeing and Judging Commission in consultation with the National Associations and Continental Bureaux.
9. All National Associations must supply the AIBA President and Chairman of the Refereeing and Judging Commission with the list of examinees, their qualifications, the examiners, and all other relevant information. This information shall be sent to the AIBA office at least eight weeks before the dates of the examinations.

D. Procedure. The Commission of Refereeing and Judging, in conjunction with the General Secretary, shall adopt the following procedure for such courses or tests:

1. If an Association or Associations wish to present a suitable candidate or candidates, they will be given a form to fill out and return to one of the visiting members, concerning each candidate.
2. During every international meet approved by AIBA a qualifying R/J Seminar and Tests should be arranged by the host association. During the holding of a course or test, the qualifying International Referee/Judges or candidates for the International list should officiate as Referee or as Judge in not less than five complete contests. The visiting members of the Commission Bureau, shall also mark papers in these contests for comparison.
3. The visiting members will also carry out an oral test to ensure that the International Referee/Judge has remained familiar with the AIBA Rule Book.
4. The visiting members, carrying out the course or test, will decide if those who take the examination qualify for the title of International Referee/Judge. The visiting



members will draw up a report which shall be fully signed. Any member shall be entitled to report his individual opinion. The report shall be forwarded to the Commission of Refereeing and Judging.

E. Honorary Referee and/or Judge. The Executive Committee may award for life, the title of "Honorary Referee and/or Judge of Amateur Boxing" to international officials who have retired, and have displayed the requisite qualifications in a highly satisfactory manner.

F. Rule XI in its entirety shall equally apply to female Referees/Judges for whom a separate International and Continental list shall be established.

## **2.12 RULE XII: The Jury**

A. Appointment. During the World Championships and Olympic Games, the Executive Committee shall act as or appoint a Jury. On the occasion of Continental Championships, the Jury shall be appointed by the Executive Committee of the Continental Association, or in case there is no Continental Association, by the Continental Bureau concerned. At each boxing session (other than the finals) the Jury shall consist of not less than 3 persons, nor more than 5 persons, including an acting President, two of whom shall be members of the Commission of Refereeing and Judging. No other member of the Jury shall sit at the Jury table during that session. The rota of the Jury for each session shall be arranged prior to the commencement of the competition by the President of AIBA, or in his absence, by his designated representative. Members wishing to change places on the rota must first obtain the consent of the President, or his designated representative. All members of the Executive Committee who are qualified Referee/Judges of AIBA will officiate as the Jury at the finals of the competition.

B. Voting Jury Members. The Executive Committee Members of AIBA in the International list of Referees/Judges, together with the Members of the Refereeing and Judging Commission shall compose the voting Jury members.

Duties:

1. Each jury member in a competition shall be seated behind each of the five judges and judge the bout with the help of a second set of Chowdhry Scoring System or by using a hand held scoring machine. In case a hand held machine is used the result should be recorded on a scoring sheet and handed over before the announcement of the final result.





2. The President of the Jury, or acting Jury, shall make known to the announcer the name of the boxer shown as winner on the monitor of the computer.
3. The Jury members acting at each session will meet on the following morning to consider the officiating of Referees and Judges on the previous day, and will make recommendations to the Executive Committee with regard to any Referee or Judge who they consider did not display the necessary standard on the preceding day. They shall require the attendance of any Referee or Judge whom they wish to interview with regard to his officiating on the previous day.
4. The Jury members shall inform the Executive Committee of AIBA, in writing, about any Referee or Judge who, in their opinion, does not efficiently enforce the rules of the AIBA and any Judge whose scoring of contests they consider unsatisfactory.
5. The Jury members shall submit to the Executive Committee of AIBA, the Executive Committee of the Continental Association, or in case there is no Continental Association, the Regional Bureau concerned, any amendment to the panel of Referees and Judges that they consider necessary.
6. The Jury members shall bring to the notice of the Executive Committee any Referee or Judge of the International panel who, having been nominated to act as such by his Association and who, being present at the Olympic Games, World Championships or Continental Championships, fails to be available for such duties without previously notifying the General Secretary of his absence and giving adequate reasons therefore.
7. If an official appointed for a contest is absent, the Jury may appoint from the roll of approved officials a suitable member to replace the absent member, reporting this change to the Executive Committee or Continental Bureau concerned as soon as it may be possible.
8. If circumstances should arise which would militate against the holding of a contest under proper conditions and if a Referee should take no efficient action concerning the situation, the Jury may order boxing to cease until it may be satisfactorily resumed.
9. The Jury, or acting Jury, may also take any immediate action they may consider necessary to deal with circumstances which would militate against the proper conduct of Boxing at any session.
10. The acting Jury will consult the Commission of Refereeing and Judging with regard to any decisions or recommendations they may be required to take.
11. Should the boxer be guilty of a serious and deliberate offence that is contrary to the spirit of sportsmanship, the Jury has the right to recommend and the Executive Committee to declare him ineligible for competitions for a specific period of time. The Executive Committee may deprive him of a medal or prize already won by him in that competition.
12. The members of the Jury may not act as such in bouts involving boxers from their own countries.



C. Overruling the Referee and/or Judges. A decision of a Referee and/or Judge may be overruled by the Jury in the following way:

1. When the Referee has given a decision which is clearly against the Articles and Rules of AIBA (When considering such an incident, the Jury may use video tape recorder).

D. Protests. A protest shall be submitted by the manager of a team not later than 30 minutes after the completion of the session. The protest shall be made in writing and handed to the President of the Jury, along with a protest fee of US \$200. If the Jury agrees to review, necessary action may be taken in the matter. If the protest is upheld, the money will be refunded.

E. Conflict of Interest. Members of the Jury officiating at Olympic Games, World Championships, World Cup competitions, AIBA Challenge matches, and Continental Championships shall not officiate as Referees and Judges at those Games or Championships.

F. Neutrality. The members of the Jury at international boxing tournaments shall come from different countries.

## **2.13 RULE XIII: The Referee**

A. Primary Concern. The care of the boxer is the primary concern of the Referee.

B. Duties. The Referee shall officiate in the ring. He shall be dressed in white trousers, white shirt and light shoes or boots without raised heels, bow tie (black) shall be worn, but in tropical climates may be dispensed with if Chairman of Jury or Chairman of Refereeing and Judging Commission agrees. He may use surgical gloves when officiating. The Referee shall:

1. See that the rules and fair play are strictly observed.
2. Maintain control of the contest at all its stages.
3. Prevent a weak boxer from receiving undue and unnecessary punishment.
4. Check the gloves and dress.
5. He shall use three words of command:
  - a. "Stop" when ordering the boxers to stop boxing.
  - b. "Box" when ordering them to continue.



c. "Break" when breaking a clinch, upon which command each boxer shall step back before continuing boxing.

6. He shall indicate to a boxer by suitable explanatory signs or gestures any infringement of the rules.

7. The Referee shall not indicate the winner, by raising a boxer's hand or otherwise, until the announcement has been made. When the winner of a bout is announced, the Referee shall raise the hand of the winning boxer.

8. When the Referee has disqualified a boxer or stopped the bout, he shall first inform the President of the Jury which boxer he has disqualified or the reason for which he has stopped the bout, to enable the President to instruct the announcer to make the decision correctly known to the public.

C. Powers of the Referee. The Referee is empowered:

1. To terminate a contest at any stage if he considers it too be onesided.

2. To terminate a contest at any stage if one of the boxers has received an injury on account of which the Referee decides he should not continue.

3. To terminate a contest at any stage if he considers the contestants are not in earnest. In such cases he may disqualify one or both contestants.

4. To caution a boxer or to stop the boxing during a contest and administer a warning to a boxer against fouls or for any other reason in the interests of fair play, or to ensure compliance with the rules.

5. To disqualify a boxer who fails to comply immediately with his orders, or behaves towards him in an offensive or aggressive manner at any time.

6. To disqualify a second who has infringed the rules, and the boxer himself if the second does not comply with the Referee's orders.

7. With or without previous warning, to disqualify a contestant for committing a foul.

8. In the event of a knock-down, to suspend a count, if a boxer deliberately fails to retire to a neutral corner or delays to do so.

9. To interpret the rules insofar as they are applicable or relevant to the actual contest or to decide and take action on any circumstance of the contest which is not covered by a rule.

D. Warnings. If a boxer infringes the rules but does not merit disqualification for such infringement, the Referee shall stop the contest and shall issue a warning to the offender. As preliminary to a warning, the Referee shall order the boxers to stop. The warning shall be clearly given and in such a way that the boxer understands the reason and the purpose of the warning. The Referee shall signal with his hands to each of the Judges that a special warning has been given and shall clearly indicate to them the



boxer whom he has warned. After giving the warning, the Referee shall order the boxers to "Box". If a boxer is given three warnings in a contest, he shall be disqualified.

E. Cautions. A Referee may caution a boxer. A caution is in the nature of advice or admonition given by the Referee to a boxer to check or prevent undesirable practices of less serious infringements of the rules. To do so he will not necessarily stop the contest but may avail himself of a suitable safe opportunity during a round to admonish a boxer for an infringement of the Rules.

F. Medical Considerations. A Referee, before officiating in any International tournament conducted under these rules, shall undergo a medical examination as to his physical fitness for carrying out his duties in the ring. His vision shall be at least 6 dioptries in each eye. The wearing of spectacles by a Referee during the progress of a bout is not permitted, but contact lenses are allowed. It will be compulsory for the Referee to take part in a meeting before each Championship, arranged by the Medical Jury.

## **2.14 RULE XIV: Judges**

A. Attire. The Judges shall officiate in white clothing. Appropriate jackets may be worn when authorized.

B. Duties.

1. Each Judge shall independently Judge the merits of the two contestants and shall decide the winner according to the rules.
2. He shall use the CSS Scoring System for judging the merits of the boxers
3. He shall not speak to a contestant, nor to another Judge, nor to anyone else except the Referee during the contest, but may, if necessary, at the end of a round, bring to the notice of the Referee any incident which he (the Referee) may appear not to have noticed, such as the misconduct of a second, loose ropes, etc.
4. He shall not leave his seat until the verdict has been announced to the public.

## **2.15 RULE XV: The Timekeeper**

A. Duties.



1. The main duty of the timekeeper is to regulate the number and duration of the rounds and the intervals between rounds. The intervals between rounds shall be of a full minute duration.
2. Five seconds before the commencement of each round, he shall clear the ring by ordering "clear the ring" or "second out".
3. He shall commence and end each round by striking the gong or bell.
4. He shall announce the number of each round immediately prior to commencing it.
5. He shall take off time for temporary stoppages, or when instructed to do so by the Referee.
6. He shall regulate all periods of time and counts by a watch or clock.
7. At a "knock-down", the Timekeeper shall give sound signal to the Referee indicating the elapsing seconds while the latter is counting.
8. If, at the end of a round, a boxer is "down" and the Referee is in the course of counting, the gong indicating the end of the round of two minutes will not be sounded. The gong will be sounded only when the Referee gives the command "Box" indicating the continuation of the match. This will not apply, however, in the last round of the FINALS of the Olympic Games, World Championships, World Cup Competition, AIBA Challenge matches, Continental Championships, Women's World Championships, or International Tournaments.

B. Position. He shall be seated directly at the ringside.

## **2.16 RULE XVI: Decisions**

A. Types. Decisions shall be as follows:

1. Win on Points. At the end of a contest, the boxer who has been awarded the decision by a majority of the Judges shall be declared the winner. If both boxers are injured, or are knocked out simultaneously, and cannot continue the contest, the Judges shall record the points gained by each boxer up to its termination, and the boxer who was leading on points up to termination, or the actual end of the contest, shall be declared the winner.
2. Win by Retirement. If a boxer retires voluntarily owing to injury or other cause, or if he fails to resume boxing immediately after the rest between rounds, his opponent shall be declared the winner.
3. Win By Referee Stopping Contest.
  - a. Outclassed. 'RSC' is a term used to stop a bout when a boxer is outclassed or is unfit to continue. If a boxer, in the opinion of the Referee is being outclassed or is receiving



excessive punishment, the bout shall be stopped and his opponent declared the winner.

a. Injury.

1) If a boxer, in the opinion of the Referee, is unfit to continue because of injury sustained from correct blows or other action or is incapacitated for any other physical reasons, the bout shall be stopped and his opponent declared the winner. The right to make this decision rests with the Referee, who may consult a Doctor. Having consulted the Doctor, the Referee must follow his advice. It is recommended that the Referee checks the other boxer for injury also before he makes this decision. The Ringside Medical Officer has the right to request that the bout be suspended if he thinks, for medical reasons, the bout should not be allowed to continue. He must first inform the Jury President and the latter shall inform the Referee that the bout shall be suspended. The suspension shall last a maximum of one minute by the Referee for examining the fitness of a boxer by the Medical Officer. (Medical Officer usually means President of the Medical Jury or a Medical Doctor placed in charge of medical responsibility for a bout).

2) In the event of an injury occurring in the final bout of an AIBA Championship or the Olympic boxing tournament, International tournaments or Dual Matches that has gone beyond the first round, the decision shall be given to the man who has earned the most total points to that time. In case of an injury in the first round of a Championship or Tournament, the uninjured boxer will be declared the Champion. In a Dual Match, such an injury in the first round may result in a draw.

3) When a Referee calls a Doctor into the ring to examine a boxer, only these two officials should be present. No seconds should be allowed into the ring, nor on the apron.

4) When the Chairman of the Jury, observes that there is a 20 points difference in Senior and Junior Championships or 15 points difference in Women's and Cadet Championships recorded by Computer the bout will be terminated to save a boxer from receiving any further unnecessary blows. The Chairman may sound a gong or use any other means at his disposal. The bout cannot be stopped during the last round.

The Chairman of the Jury then advises the Referee accordingly and the result to be announced as "X corner the winner by RSC outscored". RSC-OS.

4. Win by Disqualification. If a boxer is disqualified, his opponent shall be declared the winner. If both boxers are disqualified, the decision shall be announced accordingly. A disqualified boxer shall not be entitled to any prize, medal, trophy, honorable award, or grading, relating to any stage of the competition in which he has been disqualified, provided that in exceptional cases, it shall be open to the Executive Committee (or in their absence, the Jury or acting Jury, and where there shall be no Jury, to the person or persons responsible for the conduct of the event in which the disqualification



occurs), to rule otherwise, but all such decisions, where not made by the Executive Committee, shall be subject to review and confirmation by it on receiving such reports of the incident as it may require.

5. Win by Knock-Out. If a boxer is "down" and fails to resume boxing within ten seconds, his opponent shall be declared the winner by a knock-out.
6. Win by RSC-H. To be awarded if a boxer is unfit to continue having received several hard blows to the head.
7. No Contest. A bout may be terminated by the Referee inside the scheduled distance owing to a material happening outside the responsibility of boxers, or the control of the Referee, such as the ring becoming damaged, the failure of the lighting supply, exceptional weather conditions, etc. In such circumstances, the bout shall be declared "no contest" and in the case of Championships, the Jury shall decide the necessary further action.
8. Win by Walk-Over. Where a boxer presents himself in the ring fully attired for boxing and his opponent fails to appear after his name has been called out by the public address system, the bell sounded and a maximum period of three minutes has elapsed, the Referee shall declare the first boxer to be the winner by a "Walk-Over". He shall first inform the Judges and then summons the boxer to the centre of the ring and after the decision is announced, raise his hand as winner.
9. A Draw (Dual Matches Only). Two clubs or two Nations in a friendly Dual Match may agree to a draw decision, when the majority of the Judges scored the competition equally. Likewise, an injury in the first round may result in a draw in Dual Matches.
10. Incidents in the ring outside the control of the Referee.
  - a. If something happens that does not allow the bout to continue within one minute after the bell has rung for the beginning of the first or second round (e.g. power failure), the bout shall be stopped and the boxers will box again in the last bout of the same session.
  - b. If the incident occurs in the last round of a bout, the contest shall be terminated and the Judges are asked to give a decision as to the winner of the bout.
  - c. If the incident occurs in the last three bouts of a session on the programme, the boxers shall be asked to box the first bout on the programme of the next session. If the next session is on the following day, the boxers shall be weighed and medically examined again for the bout.

## **2.17 RULE XVII: Awarding of Points**

A. Directives. In awarding points, the following directives shall be observed:

1. Concerning Hits.



a. Scoring Hits. During each round, a Judge shall assess the respective scores of each boxer according to the number of hits obtained by each. Each hit to have scoring value must, without being blocked or guarded, land directly with the knuckle part of the closed glove of either hand on any part of the front or sides of the head or body above the belt. Swings landing as above described are scoring hits. The value of hits scored in a rally of infighting shall be assessed at the end of such rally and shall be credited to the boxer who has had the better of the exchanges according to the degree of his superiority.

b. Non-scoring Hits. Non-scoring hits are hits which are struck by a boxer:

- 1) while infringing any of the Rules, or
- 2) with the side, the back, the inside of the glove or with the open glove or any part other than the knuckle part of the closed glove, or
- 3) which land on the arms, or
- 4) which merely connect, without the weight of the body or shoulder.

2. Concerning Fouls.

a. Referee Warning. If the Referee warns one of the competitors, the Judges may award two points to the other competitor by pressing the appropriate button on the pad of CSS Scoring System.

3. Concerning the Awarding of Points.

a. Points Determination. The awarding of points shall follow the principles: one point for every correct hit.

b. End of a Contest. If, at the end of a contest a Judge is informed that the boxers are equal in points, he shall award the decision to the boxer:

- 1) Who has done most of the leading off or who has shown the better style, or if equal in that respect;
- 2) Who has shown the better defence (blocking, parrying, ducking, side-stepping, etc.) by which the opponent's attacks have been made to miss.
- 3) A winner must be nominated in all Tournaments. In Dual Matches, a draw decision may be awarded.

c. Knock-downs. No extra points shall be awarded for knock-down.

4. Chowdhry Scoring System - the scoring system and its associated equipment is named after its inventor, Prof. Anwar Chowdhry, as the "Chowdhry Scoring System" (CSS).

a. The Chowdhry Scoring System (CSS) shall be used in all international competitions and the following provisions shall apply:





- 1) With the Chowdhry Scoring System (CSS) the points decision is made up of the correct hits and all other information each Judge feeds into the computer by pressing the respective button.
  - 2) On the basis of the correct hits and all other information recorded the final result is calculated automatically, the fundamental principle being that only such blows are recorded for the final result that have been fed in simultaneously by at least three of the five Judges.
  - 3) In the Chowdhry Scoring System (CSS), a deduction of two points (equivalent to two scoring blows) is made for a warning.
  - 4) The winner on points shall be determined on the basis of the total number of correct hits scored during the four rounds. They are not converted into scoring points. The boxer having scored the most correct hits shall be declared the winner.
  - 5) Apart from the combined final result (the total of all blows that have been recorded simultaneously by at least three Judges) the individual score of each of the five Judges shall be kept. If, at the end of a bout, both competitors have scored an equal number of blows in the combined score, the boxer having scored the most hits in the three individual Judges' scores that remain when deleting the highest and the lowest score, shall be declared the winner. If these are equal, too, the five Judges shall be required to award the decision in accordance with Rule XVII, Paragraph 3.b., by pressing the respective button.
- b. In case the CSS Scoring System is being used, no Judges' score sheets shall be kept. All information required for making up the decision is recorded by the computer and, at the end of the contest, printed out automatically.
- c. If the CSS Scoring System becomes defective, the procedure shall be as follows:
- 1) The President of the Jury shall stop the bout for one minute. If during that period the damage can not be repaired, the bout shall continue. In accordance with Rule XI (Jury), Paragraph B.1. The decision scored by the five Jury members shall be regarded as the official verdict.
  - 2) If the CSS Scoring System cannot be repaired, the Jury has the right to decide that in the following bouts Rule XVII, Paragraph 1, 2 and 3 be applied.
- d. In AIBA Championships and Olympic Games, the CSS Scoring System shall be operated by persons selected by AIBA.
- e. In all AIBA World Championships and in all Continental Championships, the CSS Scoring System must comply with current AIBA specifications.
- f. The review camera is an integral part of the CSS Scoring System.
- g. If CSS Scoring System is not available, the scoring Jury shall use a hand held scoring calculator. At the end of the bout, each Jury member will write his score and sign the appropriate form.



## 2.18 RULE XVIII: Fouls

A. Cautions, Warnings, Disqualifications. The competitor who does not obey the instructions of the Referee, acts against the Rules of boxing, boxes in any unsportsmanlike manner, or commits fouls, can, at the discretion of the Referee, be cautioned, warned or disqualified. A Referee may, without stopping a contest, caution a boxer at some safe opportunity. If he intends to warn a boxer, he shall stop the contest, and will demonstrate the infringement. He will then point to the boxer and to each of the five Judges. A Referee having once administered a warning for a particular foul, i.e., holding, cannot issue a caution for the same type of offence. A third caution for the same type of foul will mandatorily require a warning to be issued. Only three warnings may be given to the same boxer in one contest. The third warning brings automatic disqualification.

B. Type of Fouls. The following are fouls:

1. Hitting below the belt, holding, tripping, kicking, and butting with foot or knee.
2. Hits or blows with head, shoulder, forearm, elbow, throttling of the opponent, pressing with arm or elbow in opponent's face, pressing the head of the opponent back over the ropes.
3. Hitting with open glove, the inside of the glove, wrist or side of the hand.
4. Hits landing on the back of the opponent, and especially any blow on the back of the neck or head and kidney punch.
5. Pivot blows.
6. Attack whilst holding the ropes or making any unfair use of the ropes.
7. Lying on, wrestling and throwing in the clinch.
8. An attack on an opponent who is down or who is in the act of rising.
9. Holding.
10. Holding and hitting or pulling and hitting.
11. Holding, or locking, of the opponent's arm or head, or pushing an arm underneath the arm of the opponent.
12. Ducking below the belt of the opponent in a manner dangerous to his opponent.
13. Completely passive defence by means of double cover and intentionally falling or turning his back to avoid a blow.
14. Useless, aggressive, or offensive utterances during the round.
15. Not stepping back when ordered to break.
16. Attempting to strike opponent immediately after the Referee has ordered "Break" and before taking a step back.



17. Assaulting or behaving in an aggressive manner towards a Referee at any time.
18. Spitting out gumshield (teeth protector).
19. Keeping the advanced hand straight in order to obstruct the opponent's vision.

C. Seconds. Each boxer is responsible in the same way for his second.

D. Referee Consults Judge. If a Referee has any reason to believe that a foul has been committed which he himself has not seen, he may consult the Judges.

## **2.19 RULE XIX: Down**

A. Definition. A boxer is considered "Down":

1. If he touches the floor with any part of his body other than his feet as the result of a blow or series of blows, or
2. If he hangs helplessly on the ropes as the result of a blow or series of blows, or
3. If he is outside or partly outside the ropes as the result of a blow or series of blows, or
4. If following a hard punch he has not fallen and is not lying on the ropes, but is in a semi-conscious state and cannot, in the opinion of the Referee, continue the bout.

B. The Count. In the case of a knock-down, the Referee shall immediately begin to count the seconds. When a boxer is "Down" the Referee shall count aloud from one to ten with intervals of a second between the numbers, and shall indicate each second with his hand in such a manner that the boxer who has been knocked down may be aware of the count. Before the number "one" is counted, an interval of one second must have elapsed from the time when the boxer has fallen to the floor, and the time of announcing "one". If the opponent should not go to the neutral corner on the command of the Referee, the Referee shall stop counting until the opponent has done so. The counting shall then be continued where it had been interrupted.

C. Opponent's Responsibilities. If a boxer is down, his opponent must at once go to the neutral corner as designated by the Referee. He may only continue against the opponent who is knocked down after the latter has got up and on the command "Box" of the Referee.



D. Mandatory Eight Count. When a boxer is "down" as the result of a blow, the bout shall not be continued until the Referee has reached the count of 8, even if the boxer is ready to continue before then.

E. The Knock-Out. After the Referee has said "ten" and the word "out", the bout ends and shall be decided as a "Knock-out".

F. Boxer Down at End of Round. In the event of a boxer being "Down" at the end of a round, with the exception of the last round in the FINALS in the Olympic Games, World Championships, World Cup, AIBA Challenge Matches, Continental Championships or International Tournaments, the Referee shall continue to count. Should the Referee count up to ten, such boxer shall be deemed to have lost the bout by a "Knock-out". If the boxer is fit to resume boxing before the count of ten is reached, the Referee shall immediately use the command "Box".

G. Second Time Boxer Down Without a Fresh Blow. If a boxer is "Down" as the result of a blow and the bout is continued after the count of 8 has been reached, but the boxer falls again without having received a fresh blow, the Referee shall continue the counting from the count of 8 at which he stopped.

H. Both Boxers Down. If both boxers go down at the same time, counting will be continued as long as one of them is still down. If both boxers remain down until "ten" the bout will be stopped and the decision given in accordance with the points awarded up to the time of the knock-down.

I. Boxer Fails to Resume. A boxer who fails to resume boxing immediately after the termination of the rest interval, or who, when knocked down by a blow, fails to resume within ten seconds, shall lose the contest.

J. Compulsory Count Limits. When a boxer has 3 compulsory counts in the same round or 4 times for the whole bout, the Referee shall stop the contest (R.S.C. or R.S.C.-H). A bout between females shall be stopped after two knock-downs in one round or three knock-downs during the whole bout. A "Down" or count caused by any foul shall not be included in the compulsory count limit.



## **2.20 RULE XX: Procedure after KNOCK-OUTS and R.S.C.H.**

A. Unconscious Boxer. If a boxer is rendered unconscious, then only the Referee and the Doctor summoned should remain in the ring, unless the Doctor needs extra help. In the case of unconsciousness the boxer must be transported to the nearest hospital with a neurosurgery department by an ambulance, independently from the duration (seconds or minutes) of the unconsciousness.

B. Medical Attention. In the case of a knock out without unconsciousness or in the case of R.S.C.H., the boxer shall be examined by a Doctor immediately afterwards in the locker room to determine the need and nature of further medical observation and/or hospitalization.

C. Probation Periods.

1. One knock-out or R.S.C.H. A boxer who has been knocked out as a result of a head blow during a contest or wherein the Referee has stopped the contest due to the boxer having received hard blows to the head making him defenceless or incapable of continuing, shall not be permitted to take part in competitive boxing or sparring for a period of at least 4 weeks after he has been knocked out.

2. Two Knock-outs or R.S.C.H. A boxer who has been knocked out as a result of head blows or wherein the Referee has stopped the contest due to a boxer having received hard blows to the head making him defenceless or incapable of continuing twice in a period of three months, shall not be permitted to take part in competitive boxing or sparring during a period of three months from the second knock-out or R.S.C.(H).

3. Three Knock-outs or R.S.C.H. A boxer has been knocked out as a result of head blows or wherein the Referee has stopped the contest due to the boxer having received hard blows to the head making him defenceless or incapable of continuing three times in a period of 12 months, shall not be allowed to take part in competitive boxing or sparring for a period of one year from the third knock-out or R.S.C.(H).

4. Each Knock-out suffered as a result of head blows and each R.S.C.H. must be recorded in the boxer's International Competitions Record Book.

D. Medical Certification Following Probation Periods. Before resuming boxing after any of the periods of rest prescribed in the three preceding paragraphs, a boxer must be certified by a neurologist as fit to take part in competitive boxing following, if possible, a special examination, ECG and, if necessary, CCT or MRI and neuropsychological test(s). The results of that examination as well as the permission to resume boxing shall be entered in the International Competition Record Book.



E. R.S.C.H. The Referee will indicate to the Jury and Judges to annotate the score card "R.S.C.H." when he has stopped the contest as a result of a boxer being unable to continue as a result of blows to the head. 'R.S.C.H.' is a term to be used only when a boxer is being saved from a knockout after having received hard head blows making him defenceless and incapable of continuing. (The term RSCH is not to be used when a boxer is simply outclassed and is receiving too many scoring hits without scoring himself).

F. Protective Measures. Every boxer having lost a hard bout with many hits to the head or having been knocked down several times in some consecutive contests, may not be permitted to take part in competitive boxing or boxing training for a period of at least four weeks after the last contest if the Jury, on the advice of the Medical Officer, decides that it would be necessary. This decision must be recorded in the boxer's International Competitions Record Book. After the period of rest the same medical certification shall be applied as is detailed in Rule XX, Paragraph D. All protective measures should also apply if a knock-out occurs during training.

## **2.21 RULE XXI: Shaking of hands**

A. Purpose. Before beginning and after a bout, boxers shall shake hands in a proper manner, as a sign of a purely sporting and friendly rivalry in accordance with the rules of boxing.

B. Authorized Times. The shaking of hands takes place before beginning the first round and after the announcing of the results. Any further shaking of hands between the rounds is prohibited.

## **2.22 RULE XXII: Administration of drugs, etc.**

A. Doping. The use by a boxer of any prohibited substances (or prohibited methods), which are on the WADA list, is prohibited. The AIBA doping regulations are referred to in the Medical Handbook and they conform with those of the World Anti-doping code. The World Anti-doping Code is a byelaw to this Rule.

B. Penalties. Any boxer or official infringing this prohibition shall be liable to disqualification or suspension by the AIBA. A boxer refusing "in competition" or "out of competition" testing shall be liable to disqualification and/or suspension. The same



shall apply to any official encouraging such a refusal or failing to cooperate with the doping control officers. Member National Associations shall be obliged to submit the whereabouts of boxers as requested by AIBA.

C. Local Anaesthetic. The use of local anaesthetics is permitted according to the discretion of a Doctor of the Medical Commission.

D. Prohibited Drugs. The world Anti-Doping Agency list of prohibited substances shall constitute AIBA's list of prohibited substances. Any boxer taking such substances or any official administering such substances shall be liable to disqualification or suspension based on the World Anti-Doping Code and the doping regulations.

## **2.23 RULE XXIII: Medical aptitude**

A. Medical Certification. A competitor shall not be allowed to compete in an International Competition unless he produces his International Competition Record Book in which he must be certified as fit to box by a qualified Doctor of Medicine. The International Competition Record Book is valid if it is completely filled in and up to date and the annual medical examination is not older than one year. On each day he will be required to box, the competitor shall be certified as fit to compete by a qualified Doctor of Medicine who shall be approved by the Association under whose jurisdiction the competition is taking place, or in the Olympic Games, World Championships, World Cup competition and AIBA Challenge Matches, by the Medical Commission of AIBA.

B. Medical Certificate. Every boxer competing outside his own country must have in his possession, a certificate signed by an authorized Doctor of Medicine, stating that prior to leaving his country he was in good physical condition and not suffering from any injury, infection or disability liable to affect his capacity to box in the country being visited. Such certificate must be incorporated in his International Competition Record Book of Boxers which must be produced at the Medical Examination before the general weigh-in. Every boxer, also those boxing on a national level, is required to have an official AIBA Competition Record Book.

C. Prohibited Conditions. The prohibited conditions are referred to in the Medical Handbook.



D. Cuts and Abrasions. No boxer shall be allowed to take part in any contest if he wears a dressing on a cut, wound, abrasion, laceration or blood swelling on his scalp or face including the nose and ears. A boxer is allowed to box if an abrasion is covered with collodion or Steri-Strip. The decision should be made by the Doctor examining the boxer on the day of his competing. The use of pure vaseline rubbed into the forehead and eyebrow to prevent an injury is permitted.

E. Medical Handbook. Other Medical Rules are referred to in the Medical Handbook.

F. Medical Aptitude. No boxer shall be allowed to start boxing without having his medical aptitude certified in his Competition Record Book which may only be done by an approved doctor. The medical aptitude test should, if possible, include the following exams, or their equivalent:

1. A complete clinical examination with particular attention to the organs of sight and hearing, the sense of balance and the nervous system.
2. A biometrical examination including measurement of height and weight.
3. A biological examination including blood and urine tests.
4. A neurological examination including an electroencephalogram.
5. A skull x-ray.
6. A cardiological examination, including an electrocardiogram.
7. An examination by cranial computerized tomography, if possible. A medical examination should be repeated at least once a year and should include the points 1, 2, and 4 above.

## **2.24 RULE XXIV: Attendance of Doctor**

A. Required Attendance. A qualified Doctor of Medicine, so approved, shall be in attendance throughout the competition and should not leave the place where it is held before the end of the last bout and until he has seen the two boxers who participated in such bout. Referees and Physicians may wear surgical gloves during the bout. A license for Ringside Physicians shall be introduced.

B. Seating Arrangements. The officiating Doctor should be seated next to the Jury and if he believes the bout should be stopped because of severe punches, he shall advise the Jury Chairman who shall press a bell or raise a flag indicating to the Referee to stop the bout. The Doctor will then mount the ring to examine the said boxer and advise the Referee as to whether the bout should be stopped or allowed to continue.





## **2.25 RULE XXV: Minimum and maximum age limit for boxers**

A. Minimum Age. A boxer who is under the age of 17 years shall not take part in the Olympic Games, World or Continental Championships or International Matches.

B. Maximum Age. The upper age limit for boxers to compete in the Olympic Games, World or Continental Championships or International Matches is 34 years.

C. A boxer's age is determined on the first day of competition. This age will be effective throughout the tournament if a boxer has a birthday during the competition.

D. Age Specifications.

1. In Cadet Championships the minimum age is 15 and the boxer must also be under 17 years of age.

2. In Junior Championships (under 19) the minimum age is 17 and the boxer must also be under 19 years of age.

## **2.26 RULE XXVI: Reports of Officials**

A. Reports to the Media. Executive members, members of the Medical Jury, AIBA Commission members, and Referees/Judges acting as officials shall not make reports to the Press, or make statements on Television or Radio, on matters relating to the boxing or officiating at those events. Only the President or any person authorized by him, shall be entitled to speak to the media.

## **2.27 RULE XXVII: Conformity**

Uniformity. All affiliated National Associations shall adapt their Rules to those of the AIBA, so as to ensure the uniformity of the Rules of Boxing throughout the world, unless the Rules of the affiliated National Associations are more stringent than AIBA's.

## **2.28 RULE XXVIII: Inter-Nation trophies or Challenge Cups**

A. Prizes. In International Competitions, cups or prizes of honour may be presented.



B. Team Standings. The team standing s shall be determined in the following way:

1. The winner of each bout in the preliminary rounds or quarter finals shall receive - one mark.
2. The winner of each bout in the semi-finals shall receive –two marks.
3. The winner of the final bout shall receive -three marks.
4. The marks shall be awarded also if for different reasons a bout cannot take place.
5. In the case of two or more teams obtaining an equal number of marks, the placing shall depend on:
  - a. the number of victories in the finals, and if this is equal;
  - b. the number of second places, and if this is equal too;
  - c. the number of third places

C. Awarding of Points in Team Competitions. For every match won, each boxer shall gain two points for his team. For every match lost, each boxer shall gain one point for his team, except in the case of a disqualified boxer who shall gain no points.

D. Official ranking lists of the top eight boxers in every weight category shall be issued after each Olympic Games, World and Continental Championships and any tournament as approved by AIBA. The rankings are to be based on the following criteria:

- \* 5th place- to be awarded to the boxers defeated in the quarter finals.