

# **Vale Tudo Fighting Rules**

Updated 1<sup>st</sup> January 2005

## **1. Fighting area**

The fight takes place in a boxing ring. The boxing ring must be raised from the floor and it must have four ropes.

## **2. Beginning the fight**

The fighters start opposite each other in standing position.

## **3. Allowed techniques**

1. While in upright position and barefoot, the fighter is allowed to kick to head, body and legs. If the fighter is wearing wrestling shoes, he is allowed to kick to body and legs only.
2. While in upright position it is allowed to punch to head, body and legs.
3. Knee techniques to head, body and legs are allowed during the standing fight.
4. Fighter is no longer in upright position if any other body part than the feet is touching the ground.
5. Elbow strikes are allowed to body and legs.
6. Elbow strikes to head are allowed only in A-class contests.
7. While fighting on the floor one is allowed to use techniques of wrestling, judo and jiu-jitsu.
8. The wrestling, judo and jiu-jitsu techniques may also be used in standing position.
9. Punches to head are allowed in all situations. Standing, sitting or lying down.
10. If both fighters are on the floor both are allowed to use kicking techniques to the head.
11. During the ground fight knee techniques are allowed only to body and legs.
12. If one is standing and the other is not in upright position, the fighter who stands is not allowed to kick or knee to the head.
13. Opponent is not defined to be on the ground when he is trying to make a take-down.

## **4. Time of the fight and the ground fight limit**

1. The time of the fight is:  
A-class: 3x5 minutes with 1 minute rest period between the rounds  
B-class: 2x5 minutes with 1 minute rest period between the rounds
2. There is no time limit for the ground fight.
3. If the referee decides, that there is no possibility to continue the fight on the ground, or in case of insufficient fighting while on the floor, he can interrupt the fight. The fight then must be continued from a standing position.

## **5. Rope escape and eight (8) counts**

1. There are no rope escapes.
2. There are no eight (8) counts.

## 6. Game over

The game is over when:

1. The scheduled time is passed.
2. There is a knock out.
3. Somebody taps out.
4. When the towel is thrown in the ring.
5. If one of the fighters is not able to continue the fight and retires.
6. If the doctor advises the referee to stop the fight.

A referee can also stop the fight when he judges that continuing the match would be not in favour of the sport, for instance excessive bleeding or mis-matchmaking.

## 7. Determining the winner

There is one central referee and three side judges per match. Central referee doesn't judge the fighters but only controls they respect the rules. The winner shall be determined by one of the following:

1. **KO (Knockout)**
2. **Submission**

When the fighter gives up, submission is expressed either verbally or by tapping more than 3 times on the mat or the opponent's body.

3. **TKO (Technical Knockout)**

- **Referee Stoppage**

When a fighter is remarkably superior to the other and the referee judges the inferior is in danger if the fight continues.

- **Doctor Stoppage**

When a fighter is injured by the opponent's legal attack and if a ringside doctor determines that the injured fighter is incapable of continuing the fight, the injured fighter loses the fight. However, if the injury is caused by the illegal action of the opponent, the opponent loses the fight.

- **Renunciation**

The fighter's corner men may stop the fight by "throwing in the towel." In case the referee fails to see it, the judges may stop the fight.

4. **Judges Decision**

It is the responsibility of three side judges to judge the contest fairly and without prejudice. This is based on an overall impression such as willingness to fight, aggressiveness, better endurance and technique. The fight is scored in its entirety and not round-by-round. After the fight, each judge must independently decide which fighter was better or if he/she scored the fight as a draw.

- Unanimous Decision: The result is Unanimous Decision when all the judges score the same fighter as the winner. The winner is the fighter who was scored by all judges to win the fight.

- Majority Decision: The result is Majority Decision when two judges score the same fighter as the winner and the third judge scores the fight draw. The winner is the fighter who was scored by two judges to win the fight.
- Split Decision: The result is Split Decision when two judges score the same fighter as the winner and the third judge scores the opponent as the winner. The winner is the fighter who was scored by two judges to win the fight.
- Unanimous Draw: The result is Unanimous Draw when all the judges score the match even. Neither fighter is the winner.
- Majority Draw: The result is Majority Draw when two judges score the match even and the third judge scores either fighter as the winner. Neither fighter is the winner.
- Split Draw: The result is Split Draw when one judge scores the match even, one judge scores the fighter from red corner as the winner and one judge scores the fighter from blue corner as the winner. Neither fighter is the winner.

#### 4. **Disqualification**

The referee shall give a warning in the form of a yellow card when a fighter commits an illegal action or if he disobeys the referee's instruction. Third warning during the fight shall disqualify the fighter.

#### 5. **No contest**

When illegal action disqualifies both fighters, or the judges and/or the promoter decide to end the fight because of an accident, or an accident happened in the first (1) round causes either or both fighters to be unable to continue to the next round, the fight shall be ruled a "No Contest." However, in the case that the accident happens during or after the second (2) round, decision shall be made according to their performance during the first (1) round and the following round(s) before the accident occurred.

### 8. **Clothing and protection**

1. Both fighters must wear short fighting pants. No shirt can be used.
2. Both fighters are obliged to wear open finger gloves provided by the promoter.
3. Both fighters have to wear mouth and groin protection.
4. Shin protection can not be used.
5. Taping of hands and feet are allowed, but the taping must be inspected by the Jury of the promotion. In addition, it is allowed to use bandage on fists, but the bandage must be inspected by the Jury of the promotion.
6. Fighters are bare footed or wearing wrestling shoes. Wrestling shoes must be inspected by the Jury of the promotion and they can not contain any sharp edges, which might damage the fighters. In addition, the laces of the wrestling shoes must be taped.
7. Nails of fingers and toes should be short clipped.
8. It is not allowed to use any oil or greasy substances to rub onto skin.

## **9. Forbidden techniques**

The following actions are not allowed:

1. Biting
2. Spitting
3. Scratching
4. Hair pulling
5. Finger locks
6. Head butts
7. Attacking the groin
8. Poking fingers into eyes
9. Fish hooking
10. Pushing windpipe with thumb or finger(s) or squeezing the windpipe or adam's apple
11. Elbows to head or face in B-class contests.
12. Striking downward using the point of the elbow.
13. Strokes to the throat, back of the head, neck and spinal cord
14. Grabbing the ropes and refuse to release the ropes and/or hanging the limbs of the body (hand(s), arm(s), leg(s) or feet) over the rope intentionally. A fighter who places his upper arm over the rope during the match shall be given a warning immediately.
15. Escaping to the outside of the ring
16. Throwing the opponent outside the ring
17. Stalling or failure to initiate any offensive or defensive attack. Making no attempt to finish or damage the opponent.
18. If one is standing and the other is not in upright position, the fighter who stands is not allowed to kick or knee to the head.
19. While in upright position and having an opponent in a neck lock it is not allowed to throw him, or even try to throw him.

A fighter who commits these illegal actions shall be given a warning, in the form of a yellow card, by the referee and such illegal action shall be a negative factor for decision. Third warning during the fight shall disqualify the fighter. A severe illegal action can lead to immediate disqualification, e.g., if the victim is not able to continue the fight after the first forbidden action, the transgressor will be disqualified. The fighter shall be fined 10% of the fighting fee per warning payable to promoter.

## **10. Falling out of the ring**

In the case that the fighters are about to fall out of the ring, the referee shall call "Stop. Don't Move." Both fighters have to stop any movement and both fighters are directed to the center of the ring and resume the fight in the same position. Fighters must immediately go back to the ring in the case of falling outside of the ring and resume the fight from the standing position in the center of the ring.

## **11. Referee calling a break**

The referee may call a break under the following conditions:

1. When both of the fighters are in the standing position and the fight is deadlocked without any effective action.
2. When one fighter lies on the ground with his face up to the ceiling and the other takes a standing position and there is no action going on and the fight is deadlocked.
3. When illegal action, defined in Article 9 "Forbidden techniques", is committed.

## **12. Objection to the judgment of the referee**

The fighters and the corner men shall abide by any judgment or instructions made by the referee. If fighters and corner men have any objection to the judgment of the referee, the objection has to be made in writing to promoter within 2 weeks after the fight. Any third party, other than the fighters and the corner men, is not allowed to intervene in any manner in the referee and judge's decision. When this article is violated, 10% of the fighting fee has to be paid to promoter as a penalty.

## **13. Corner Men**

Fighters may have up to 3 corner men. These corner men are not allowed to leave their own corner during the fight. Corner men are not allowed to have any physical contact with the fighters under any circumstances during the fight. If any of the corner men violates the terms of this section, the fighter has to pay 10% of the fighting fee to promoter as a penalty.

## **14. Doctor check and infective diseases**

Fighters shall be asked to take a doctor check before the fight at the venue.

Fighters must bring with them to doctor check a legitimate certificate no more than one month old to confirm that they don't have Hepatitis B or HIV infection. Transmitters of any infective diseases are not allowed to participate.

The promoter is not in response, if a fighter or referee is infected with a disease during the promotion. Everybody is participating at their own risk.

## **15. Weigh-in**

Weigh-ins will be conducted by the time appointed by the promoter (as a basic rule, weigh-ins must be within 24 hours of the fight) at the appointed place. The weigh-in must be conducted under the supervision of the representative of Jury of the promotion. The attendance of the second is optional, however each fighter must be present for his opponent's weigh-in. If the fighter misses the weigh-in without a valid reason, he will be disqualified. If the fighter has a valid reason, a new place and time will for the weigh-in will be decided and the fighter must be present at the new time and location for weigh-in.