

TITLE 15 GAMBLING AND LIQUOR CONTROL
CHAPTER 6 BOXING, WRESTLING, AND MARTIAL ARTS
PART 12 CONTEST REQUIREMENTS FOR FULL CONTACT KARATE AND KICKBOXING

15.6.12.1 ISSUING AGENCY: New Mexico Athletic Commission.
[15.6.12.1 NMAC - N, 03-23-2002]

15.6.12.2 SCOPE: The provisions in Part 12 apply to all persons and parties licensed by the commission to participate in any manner in full contact karate and kickboxing events.
[15.6.12.2 NMAC - N, 03-23-2002]

15.6.12.3 STATUTORY AUTHORITY: Part 12 of Chapter 6 of Title 15 is promulgated pursuant to the Professional Athletic Competition Act, Sections 60-2A-1 through 60-2A-30, NMSA 1978 (1980 Repl. Pamp.).
[15.6.12.3 NMAC - N, 03-23-2002]

15.6.12.4 DURATION: Permanent.
[15.6.12.4 NMAC - N, 03-23-2002]

15.6.12.5 EFFECTIVE DATE: March 23, 2002, unless a later date is cited at the end of a section.
[15.6.12.5 NMAC - N, 03-23-2002]

15.6.12.6 OBJECTIVE: The objective of Part 12 of Chapter 6 is to set forth all commission regulations regarding full contact karate and kickboxing.
[15.6.12.6 NMAC - N, 03-23-2002]

15.6.12.7 DEFINITIONS:

- A. “MKR”** refers to minimum kicking requirements.
 - B. “Down”** or **“knock down”** refers to a situation where any portion of a contestant’s body, other than his feet, touches the floor.
 - C. “Leg checking”** means extending the leg to check an opponent’s leg to prevent him from kicking.
 - D. “Clinching”** mean holding or otherwise tying-up an opponent’s arms to prohibit him from punching.
 - E. “Palm heel strikes”** means using the heel of the palm of the hand to deliver a blow to the face of an opponent.
 - F. “Blind foul”** refers to a foul that the referee cannot see.
- [15.6.12.7 NMAC - N, 03-23-2002]

15.6.12.8 DISTINCTION BETWEEN RULES REGULATING EVENTS:

- A. Sanctioning body rules:** Various sanctioning bodies regulate full contact karate and kickboxing by rule. These sanctioning body rules may serve as a guideline, and with the approval of the commission may vary to align the event or contest with the rules of the sanctioning body.
 - B. Sanctioning body rules must be approved by commission:** A set of sanctioning body rules must be submitted to the commission for approval for any full contact karate or kickboxing event or contest proposed to be conducted in New Mexico.
 - C. International sanctions that vary:** The commission must approve sanctioning body rules that vary from the commission’s rules.
- [15.6.12.8 NMAC - N, 03-23-2002; A, 01-15-2015]

15.6.12.9 LICENSED OFFICIALS:

- A. Licensure by commission required:** All promoters, managers, matchmakers, trainers, booking agents, contestants, and their seconds, as well as officials such as referees, judges, timekeepers, and announcers officiating at any full-contact karate or kickboxing event shall be licensed by the commission.
 - B. Any violation of this rule shall subject the violator to penalty by the commission.**
- [15.6.12.9 NMAC - N, 03-23-2002]

15.6.12.10 AMATEUR CONTESTS: All provisions in this section apply to all amateur events, contests,

and exhibitions, unless the amateur event, contest, or exhibition is conducted pursuant to the rules for that form that are approved by the commission before the event, contest, or exhibition is conducted.
[15.6.12.10 NMAC - N, 03-23-2002; A, 01-15-2015]

15.6.12.11 CONTESTANTS' EQUIPMENT:

- A. Required equipment:** The following equipment shall be required, unless otherwise noted:
- (1) **Hand and foot equipment:** All contestants will wear regulation gloves and foot protective equipment approved by the sanctioning body representative. Breaking, roughing, or twisting of gloves or footpads shall not be permitted.
 - (2) **Shin-pads:** Shin-pads of a soft substance or material must be worn by all contestants and approved by the sanctioning body representative if the event sanction so requires such equipment.
 - (3) **Groin protector:** All contestants must wear an approved groin protector. A plastic cup with an athletic supporter is adequate, but an abdominal guard is preferable.
 - (4) **Mouthpiece:** All contestants must wear fitted mouthpieces.
- B. Prohibited equipment or other items:** The following equipment or other listed items are prohibited from being worn by any contestant:
- (1) elbow pads;
 - (2) forearm pads;
 - (3) rings or other jewelry; or
 - (4) any other items not authorized by the commission or sanctioning body rules.

[15.6.12.11 NMAC - N, 03-23-2002]

15.6.12.12 WIPING CONTESTANT'S HANDS PAD: After a contestant is knocked down, or has slipped or fallen to the canvas, the referee will wipe the fallen contestant's gloves free of dirt or moisture before allowing the fallen contestant to resume the contest.

[15.6.12.12 NMAC - N, 03-23-2002]

15.6.12.13 DURATION OF ROUNDS:

- A.** Each round will be two (2) minutes in duration.
- B.** Rest periods between rounds will be one (1) minute in duration.
- C.** The time runs continuously and may only be called or stopped by the referee in special cases.
- D.** All professional contests shall be five (5) or more rounds, to a maximum of twelve (12) rounds in length.
- E.** World, continental, national, and regional title contests shall be twelve (12), ten (10), nine (9), and eight (8) rounds respectively.
- F.** State title contests shall be seven (7) rounds.

[15.6.12.13 NMAC - N, 03-23-2002]

15.6.12.14 KICKING JUDGE'S DUTIES: There will a kicking judge assigned to each contestant in a contest.

- A. Location of kicking judges:** Each kicking judge will be positioned at ringside sitting opposite his contestant's opposing contestant's corner.
- B. Responsibility of kicking judges:** It is the responsibility of the kicking judges to determine the legality of the kicks executed by his own contestant, and to keep count of the number of kicks they determine to be legal.
- C. Tracking the number of kicks with flip-cards:** Both kicking judges shall use a card set of eight (8) flip-cards numbered one (1) through eight (8) to keep track of the number of kicks executed by his own assigned fighter. The promoter of the event shall supply all flip-cards for the kicking judges' use.
 - (1) When the first legal kick is thrown, the kicking judge will hold up the card with the number one (1), and as each legal kick is thrown, he will continue to hold up the appropriate card for the number of legal kicks thrown by his contestant during the round.
 - (2) If a contestant executes less than the minimum number of required legal kicks in any one (1) round, the kicking judge will immediately notify the referee of the number of kicks thrown.

[15.6.12.14 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.15 MINIMUM KICKING REQUIREMENTS:

A. Legal kicks: Each contestant must execute at least eight (8) legal kicks per round in a contest bout.

(1) Legal kicks are considered those that are attempts to land hard on a target area of the opponent's body with the intent to do damage.

(2) The determination as to which kicks will be counted as legal is made by the kicking judges.

B. Points deduction: One (1) point will be deducted from each scoring judge's ballot for each legal kick less than eight (8) thrown by a contestant.

C. Penalty for failing to fulfill MKR: A contestant will be immediately disqualified if he does not fulfill his minimum kicking requirement (MKR) in any of the following contests:

(1) in any two (2) rounds of a bout that is three (3), four (4), five (5), or six (6) rounds in length; or

(2) in any three (3) rounds of a bout that is seven (7), eight (8), nine (9), ten (10), or eleven (11) rounds in length; or

(3) in any four (4) rounds of a twelve (12)-round world title bout.

D. MKR requirement reduced: MKR requirements will be reduced by one (1) kick for both contestants in any given round for standing eight (8) count or mandatory eight (8) count. (For example, if a round has one (1) knockdown, the minimum kick requirement would be seven (7) for that round.) Each kicking judge will drop a card for each contestant during the standing or mandatory eight (8)-count to compensate for the MKR reduction.

[15.6.12.15 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.16 [RESERVED]

[15.6.12.16 NMAC - N, 03-23-2002]

15.6.12.17 SCORING:

A. Balloting by scoring judges: The three scoring judges of a contest will each select a winner of each round at the end of each round, marking their ballots accordingly.

B. Ballots final: Once the respective scoring judges have marked the ballots, no changes of the ballots are allowed, except at the express directive of the sanction body representative or the commission representative.

C. Scoring system: Each scoring judge scores all rounds by recording a score of not more than ten (10) and not less than five (5) points for the winner of each round according to the following qualifications:

(1) **10-10 score:** A 10-10 score indicates an even round. Neither contestant distinguished himself as being more effective than the other. In addition, the contestants appeared equal in the other areas used to break an even round, such as opponent control, ring strategy, and overall conditioning and abilities as a complete karate contestant (with emphasis on kicking ability).

(2) **10-9 score:** A 10-9 score indicates that one (1) contestant distinguished himself as the more effective fighter during the round as described in Paragraph (1). This score is used often, and indicates an obvious margin between the contestants. Should one contestant have been only slightly better in a round, an appropriate score would be 10-9.5.

(3) **10-8 score:** A 10-8 score is used sparingly, but it indicates a round in which one (1) contestant was in constant control and unquestionably outclassed his opponent. This contestant must also have obviously stunned his opponent, usually including at least one (1) knockdown or one (1) standing eight (8)-count. If there were no knockdowns or standing eight (8)-counts, there must still have been enough damage done to indicate that at least one(1) of the occurrences was imminent, and in this case a more appropriate score would be 10-8.5.

(4) **10-7 score:** A 10-7 score is very seldom used. It indicates total domination by one (1) fighter to the point that the referee nearly stops the bout. The losing fighter must have been completely dominated and controlled, generally including at least two (2) knockdowns or two (2) standing eight (8)-counts. A 10-7-5 score may be given to indicate a round that a scoring judge determines falls between the qualifications for a 10-7 round and a 10-8 round.

(5) **10-5 score:** A 10-5 score is almost never used. Generally is a 10-6 score seen only on national continental, or world title bouts in which the three (3)-knockdown rule has been waived. One (1) contestant must have been so completely dominated as to have been knocked down at least three (3) times and never to have really been in the fight at all. Scores of 10-6.5 and 10-5.5 also require these circumstances.

D. [RESERVED]

E. Points totaled: Points shall be totaled on each scoring judge's scorecard to determine that judge's selection of a winner. Each judge's selection will count as one (1) vote towards determining the overall winner of the bout.

(1) **A scorecard draw:** If a judge's scorecard, when totaled, reflects an equal number of points for both contestants, that judge will have voted for a draw.

(2) **A majority decision:** If two (2) judges' scores favor one (1) contestant, and the other judge votes for a draw, the two (2) votes for the same contestant shall declare a winner by a majority decision.

(3) **A unanimous decision:** If all three (3) judges' scores favor one (1) contestant, that contestant shall be declared the winner by a unanimous decision.

(4) **A split decision:** If one (1) judge votes for one (1) contestant and the remaining two (2) judges vote for the other contestant, the contestant receiving the two (2) votes shall be declared the winner by split decision.

[15.6.12.17 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.18 METHODS OF OFFENSIVE SCORING TECHNIQUE: Methods of offensive scoring techniques are regulated by the event sanctioning body and must be pre-approved by the commission.

[15.6.12.18 NMAC - N, 03-23-2002]

15.6.12.19 [RESERVED]

[15.6.12.19 NMAC - N, 03-23-2002]

15.6.12.20 FOULS:

A. Categories of fouls: At the discretion of the referee, fouls may be classified into two (2) categories: one to three (1-3) point fouls.

B. Referee's discretion regarding foul penalty: The referee's decision as to the severity of the penalty for a foul committed will be based on the intent of the contestant committing the foul and the result of the foul.

(1) At the time of the infraction, the referee will indicate to the scorekeeper the number of points to be deducted from each scoring judges' ballot at the end of the round; or

(2) The referee may simply issue a warning to the contestant, and no points will be deducted.

C. Referee determines scoring of the foul: The scoring of the foul will be based on the referee's determination, as follows:

(1) If the referee determines that the foul was obviously committed by one (1) of the contestants, and that the fouled contestant did not contribute to the injury (e.g., by ducking into a knee; moving into an oncoming forehead, etc.), the referee will instruct the scorekeeper to deduct the appropriate number of points from the scorecard of the contestant who committed the foul.

(2) If the referee determines that the injured contestant was responsible for his own injury, the referee will not penalize his opponent in any manner. In this case, if the referee or ring physician determines that the injured contestant is unable to continue, he will lose the contest by a technical knockout.

(3) If an injury occurs as a result of a blind foul, the referee may, at his sole discretion, confer with any or all of the three judges and the ISKA representative to determine which contestant was at fault. The referee may consider any, all, or none of these officials' input in making his final determination.

D. List of Fouls:

(1) head butting;

(2) striking with the elbow or knee;

(3) striking or kicking to the hip, groin, knee, or any area below the waist;

(4) intentional striking or kicking to the back of the head, neck, or to the throat;

(5) striking to the face with any part of the arm other than the gloved hand (as in the spinning-backfist attempt that lands with the forearm or elbow);

(6) linear, or straight-in, striking or kicking to the spine;

(7) punching or kicking a contestant when he is down. However, if a contestant is on his way to the floor, the opponent may continue his attack until the other opponent touches the floor with any part of his body other than his feet;

(8) takedowns, other than legal sweeps;

(9) intentionally pushing, shoving or wrestling an opponent to the canvas or out of the ring with any part of the body;

- (10) illegal sweeping (see 15.6.12.32.D NMAC);
- (11) attacking on the break when both contestants have been instructed by the referee to take one (1) [~~step~~] step back;
- (12) attacking after the bell to end the round has sounded;
- (13) holding and hitting (e.g. holding with one (1) hand, especially behind the neck, and hitting with the other hand);
- (14) grabbing or holding on to an opponent's foot or leg, followed by a takedown, strike, or kick;
- (15) holding the ropes with one (1) hand while kicking, punching, or defending with the other hand or with the legs;
- (16) leg checking; the contestant whose leg was checked shall have an attempted kick counted by the kicking judge;
- (17) purposely going down without being hit, which will result in the referee's automatically administering an eight (8)-count as specified in the rule on knockdowns; no points will be subtracted from the scorecard by the scorekeeper in this case, but the judges will consider this knockdown as they would any other knockdown;
- (18) using abusive language in the ring on in the corner, as determined by the referee;
- (19) hitting or flicking one's opponent with an open glove or thumb;
- (20) intentionally evading contact;
- (21) clinching;
- (22) intentionally delaying the contest through the use of improper equipment with seconds remaining in the ring after the start of the round;
- (23) beginning a round without a mouthpiece; or intentionally dropping a mouthpiece; or intentionally spitting out the mouthpiece, etc.;
- (24) spitting, slapping, or biting;
- (25) palm heel strikes;
- (26) any un-sportsmanlike trick or action causing injury to an opponent.

E. Consequences of delivering a fouling technique deemed malicious: A contestant who executes a fouling technique which is deemed malicious (i.e. delivered with the intent of causing injury above and beyond the scope reasonably expected in a contest of this nature), may be subject to sharing the medical, as well as, related recovery and recuperation expenses suffered as a result of the fouling technique by the injured opponent. [15.6.12.20 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.21 [RESERVED]
[15.6.12.21 NMAC - N, 03-23-2002]

15.6.12.22 SCOREKEEPER SCORES THE FOULS:

A. Points deducted for fouls: When a referee determines that a foul has been committed, and that the fight will continue, the scorekeeper will automatically deduct the appropriate number of points from each of the judge's scorecards.

B. When both contestants commit fouls: When both contestants commit fouls, the scorekeeper will deduct points from each judge's scorecard for each contestant.

C. Repeated fouls: In the event that a contestant commits two (2) three (3)-point fouls in one round, or commits the same foul two (2) or more times during the course of a contest:

- (1) The contestant may be automatically disqualified by the referee.
- (2) The referee may also allow the fight to continue if he feels that no malicious intent is involved and instruct the scorekeeper to deduct the appropriate points for each foul.

D. No less than zero points scored: No contestant will be scored less than zero in a round. [15.6.12.22 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.23 CONTEST STOPPED AS A RESULT OF FOULS:

A. Recovery time for injured contestant: If the referee determines that the fouled contestant needs time to recover, he may stop the bout and the time, and give the injured contestant a reasonable amount of time to recover.

B. Contestant examined: At the end of this reasonably allotted rest period, the referee and the ring physician will determine if the fouled contestant can continue the bout. If he can continue, time in that round will be

resumed and the bout will continue.
[15.6.12.23 NMAC - N, 03-23-2002]

15.6.12.24 [RESERVED]
[15.6.12.24 NMAC - N, 03-23-2002]

15.6.12.25 METHOD OF COUNTING OVER A FIGHTER WHO IS DOWN:

A. Beginning the count: When a contestant is knocked down or purposely falls down, the referee shall instruct the opponent to retire to the farthest neutral corner of the ring by pointing to that corner, and will immediately begin the count over the contestant who is down.

B. Referee's audible count: The referee will audibly announce the passing of the seconds, accompanying the audible count with motions of his arm; the motion indicating the end of each second.

C. Mandatory eight (8)-count: If a contestant is knocked down, the referee will automatically begin a mandatory eight (8)-count and then, if the fighter appears able to continue, will allow the bout to resume.

D. Timekeeper's count: The timekeeper will give the referee the correct one (1)-second interval for his count by slapping his hand downward on the ring and audibly or visually indicating the seconds passing.

E. Official count: The referee's count is the only official count.

F. Stopping the count:

(1) The referee shall not count past eight (8) if the contestant has risen to his feet.

(2) Should the opponent fail to stay in the farthest neutral corner as instructed by the referee, the referee shall stop the count until the opponent has returned to the neutral corner. After the opponent returns to the neutral corner, the referee shall resume the count at the point from which it was interrupted.

G. Determination that immediate attention is required: If in the referee's opinion, he believes the downed contestant will be unable to rise by the count of ten (10) and requires immediate attention, he may signal the end of the bout before the count of ten (10). He will do so by waving his arms in front of his face and immediately summoning the downed contestant's corner personnel and the ring physician to attend the downed contestant.

H. Stopping the count during physician's examination: The referee may, at his discretion, request that the ringside physician examine a contestant during the bout. Should the examination occur during the course of a round, the clock will be stopped until the examination is complete.

[15.6.12.25 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.26 THE KNOCKOUT OR KNOCKDOWN: A contestant will be declared knocked down if any portion of his body other than his feet touches the floor.

A. Being pushed or slipping: A contestant will not be declared knocked down if he is pushed or accidentally slips to the floor. The referee will make the decision as to whether a contestant was pushed or slipped to the floor, rather than being knocked down.

B. Knockout declared: In all full contact karate contests, if the downed contestant fails to rise before the count of ten (10), the referee will declare him knocked out, and the bout will be awarded to the opponent by a knockout.

C. Signaling the knockout: If the contestant taking the count is still down when the referee calls the count of ten (10), the referee will wave both arms to indicate that the contestant has been knocked out and will signal that the opponent is the winner.

D. No being saved by the bell: There is no being saved by the bell. A round's ending before the referee reaches the count of ten (10) will have no bearing on the count.

E. Technical knockout: If a referee determines, during the rest period between rounds, that a contestant is unable to continue the bout, he can declare the opponent the winner by a technical knockout.

F. Going through the ropes: When a contestant has been wrestled, pushed, or has fallen through the ropes during a bout, the provisions in 15.6.12.29 NMAC of this rules shall apply. The timekeeper will begin the count pursuant to that rule.

G. Contestants go down simultaneously: If both contestants go down simultaneously, the count will begin and continue as long as one of the contestants is down.

(1) If one (1) contestant rises before the count of ten (10), and the other contestant remains down through the count of ten (10), the contestant who rose shall be declared the winner by a knockout.

(2) If both contestants rise before the count of ten (10), the round will continue.

H. Technical draw: If both contestants remain down until the count of ten (10), the bout will be stopped and the decision will be a technical draw.

I. Resuming the count: Should a fighter who has been knocked down rise before the count of ten (10) is reached and then go down immediately without being struck, the referee shall resume the count where it was left off.

J. Starting a new count: If the contestant stands for more than two (2) seconds, or is in some way touched by his opponent before going down, the referee will begin a new count.
[15.6.12.26 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.27 STANDING EIGHT (8)-COUNT:

A. Amateur and professional contests: In all amateur and professional contests, the referee may, at his discretion, administer a standing eight-(8)-count to a contestant who is in trouble, but who is still standing.

B. Opponent to neutral corner: The referee shall direct the opponent to a neutral corner, and then begin counting from one (1) to eight (8), examining the contestant in trouble as he counts.

C. Contest ordered to resume: If, after completing the eight (8)-count, the referee determines that the contestant is able to continue, he shall order the bout to resume.

D. Technical knockout declared: If, after completing the eight (8)-count, the referee determines that the contestant is unable to continue, he shall stop the bout and declare the opponent the winner by a technical knockout.

[15.6.12.27 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.28 [RESERVED]

[15.6.12.28 NMAC - N, 03-23-2002]

15.6.12.29 WHEN A CONTESTANT FALLS FROM THE RING DURING THE ROUND:

A. Time-out called: When a contestant has been wrestled, pushed, or has fallen over or through the ropes during a bout, the referee will call time-out, and if the fallen contestant's ability to return to the ring seems questionable, the referee may ask the ringside physician to examine the contestant.

B. Rules on assisting fallen contestant: If, in the opinion of the physician and the referee, the fallen contestant is able to continue the bout, only one handler from his corner will be allowed to assist the fallen contestant back into the ring.

(1) The handler will do no more than assist the fallen contestant.

(2) If the handler is found performing any other tasks as are normal during rest periods (i.e. stopping a cut, etc.), the referee will immediately penalize or disqualify the fallen contestant.

C. Penalties: A contestant who deliberately wrestles, pushes, or throws an opponent out of the ring, or who hits his opponent when he is partly out of the ring and prevented by the ropes from assuming a position of defense, will be penalized by the referee.

D. Disqualification: If the tactic committed in Subsection C of this section results in injury to the opponent, the guilty contestant may be disqualified according to the appropriate rulings under 15.6.12.20 NMAC of the commission's rules and regulations regarding fouls.

E. Situation where counting begins: When a contestant intentionally falls through the ropes, or was knocked from the ring by a fair blow (which is to say that he was not wrestled, pushed, or otherwise shoved through the ropes by his opponent), the referee will begin counting the fallen contestant as though he has been knocked out in the ring.

(1) In this instance, the fallen contestant's seconds will not be allowed to assist him back into the ring.

(2) Once standing on the ring platform outside the ropes, the contestant must enter the ring immediately where he may either resume the bout or the referee may finish the count.

F. Other contestant to neutral corner: When a contestant has fallen over or through the ropes, the other contestant shall retire to the farthest neutral corner of the ring and stay there until instructed to continue the bout by the referee.

[15.6.12.29 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.30 THREE (3) -KNOCKDOWN RULE:

A. Amateur or professional contests: In any amateur or professional contest, the "three (3) knockdown rule" will be in effect.

B. In all contests: In all contests, the standing eight (8)-count will be considered a knockdown under this "three (3) knockdown rule".

(1) Should any contestant be knocked down or receive a standing eight (8)-count three (3) times during the course of a round, he will be considered knocked out.

(2) The referee will automatically terminate the bout and award the victory to the opponent by knockout or technical knockout.

C. National, continental and world title contests: In national, continental, and world title contests, this rule is automatically waived and contests will be stopped at the discretion of the referees.
[15.6.12.30 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.31 RESERVED]

[15.6.12.31 NMAC - N, 03-23-2002; Repealed, 02-13-2015]

15.6.12.32 SWEEPING:

A. Sweeping not a knockdown: A legal, successful sweep is not considered a knockdown.

B. Execution of sweeping technique: Sweeps must be executed with the arch part of the foot and delivered to the outside part of the leg only, and only to the lower portion of the calf or ankle.

C. Proper sweeping technique: The sweeping technique must be an obvious attempt to unbalance the opponent's front leg.

D. Improper sweeping technique: The sweeping technique must clearly not be an attempt to injure the opponent's leg. Sweeps to the inside part, the front part, or the rear part of the opponent's leg will not be permitted.

E. Follow-up techniques: It is the contestant's choice whether to follow-up his legal sweeping attempt with a legal follow-up technique.

(1) Follow-up techniques must land on the opponent prior to any part of the opponent's body, other than the soles of the feet, touching the floor.

(2) Striking a downed opponent is always illegal.

[15.6.12.32 NMAC - N, 03-23-2002]

15.6.12.33 INTENTIONAL EVASION OF CONTEST:

A. Warning issued: The referee will issue a warning to a contestant intentionally avoiding any physical contact with his opponent.

B. Penalty: The referee may penalize the contestant who continues to avoid a confrontation with his opponent after he has received a warning for doing so during the round.

C. Additional penalties: If the warned contestant continues to evade action, either in the same round or in any round, the referee may, in his discretion, award more penalties; or stop the contest and declare a technical knockout.

[15.6.12.33 NMAC - N, 03-23-2002]

15.6.12.34 FAILURE TO RESUME THE CONTEST:

A. Leaving the ring prohibited: Contestants are prohibited from leaving the ring during the one (1)-minute rest period between rounds.

B. Failure to resume contest at the bell: Should a contestant not come out of his corner when the bell sounds at the commencement of a round, the referee will begin counting as though the contestant were knocked down; and the scoring judges will consider the situation as an actual knockdown when scoring the round.

C. Technical knockout awarded: Should a contestant fail or refuse to resume fighting at the conclusion of the round, the referee will award a technical knockout to his opponent.

(1) Unless the circumstances indicate to the referee the need for an investigation or disciplinary action.

(2) In which case, the referee will not make a decision, and will order the purse or purses of either or both contestants withheld.

[15.6.12.34 NMAC - N, 03-23-2002; A, 02-13-2015]

15.6.12.35 [RESERVED]

[15.6.12.35 NMAC - N, 03-23-2002]

15.6.12.36 REFEREE'S AND PHYSICIAN'S POWER TO STOP THE CONTEST:

A. Referee's power to render a decision: The referee shall have the power to stop the contest at any stage, including during the rest periods, and render a decision:

- (1) If he considers the match too one (1)-sided; or
- (2) If either contestant is in such condition that to continue the match might subject him to

serious injury

B. Referee's power to call a technical draw: The referee will declare the match a technical draw should both contestants be in such condition that to continue the match might subject them to serious injury.

C. Referee's power to call for an examination: In cases where a contestant receives a cut eye from a fair blow or accidental foul, or any other injury that the referee believes may incapacitate the contestant, the referee may call the ringside physician into the ring for examination of the contestant before he decides to stop the contest. Time will be called while the physician conducts the examination.

D. Ringside physician's powers: The ringside physician shall have the power to enter the ring to ascertain the extent of any injury he believes may have occurred, or any serious injury he believes may be suffered by a contestant, whether or not he is summoned by the referee.

(1) The physician shall notice his desire to enter the ring by instructing the commission's representative to have the bell rung.

(2) If the bell is ordered to be rung mid-round, it shall be a signal to the referee to temporarily stop the contest to allow the physician to conduct his examination of the contestant.

(3) Time will be called while the physician conducts the examination.

E. Both have power to terminate the contest: Either the referee or the ringside physician shall have the power to terminate the contest. Should the physician request termination for medical reasons, the referee will automatically terminate the contest.

F. Referee has sole power to render a decision: In the event the contest is terminated, the referee shall have the sole power to render a decision.

[15.6.12.36 NMAC - N, 03-23-2002; A, 02-13-2015]

HISTORY of 15.6.12 NMAC:

Pre-NMAC History:

Material in the part was derived from that previously filed with the commission of public records - state records center and archives:

NMAC 80-12, Full Contact And Kick Boxing Rules, filed 9-24-80.

NMAC Rule 92-14, Contest Rules For Full Contact Karate And Kick Boxing, filed 8-17-92.

History of Repealed Material:

NMAC Rule 92-14 (aka 15 NMAC 6.12), Contest Rules For Full Contact Karate And Kick Boxing, filed 8-17-92; repealed effective 03-23-2002.

Other History:

NMAC Rule 92-14 was recompiled into the first version of the New Mexico Administrative Code as 15 NMAC 6.12 and named Contest Rules For Full Contact Karate And Kick Boxing.

15.6.12 NMAC, Contest Requirements For Full Contact Karate And Kick Boxing, replaced 15 NMAC 6.12 Contest Rules For Full Contact Karate And Kick Boxing, effective 03-23-2002.