



**CHESS
BOXING**
ORGANISATION
WORLD

WCBO Rulebook

As acquired in August, 2014

Preamble

Chessboxing is based on the idea of combining *the number one thinking sport* and *the number one fighting sport* into one sport of its own that presents the ultimate mental and physical challenge to its athletes.

Chessboxing is a combination of chess and boxing, but it is more than chess plus boxing: it is joining these two sports into one new sport.

Chessboxing promotes physical as well as mental health.
A chessboxer thus embodies one of the oldest ideals of mankind:
Mens sana in corpore sano – A healthy mind in a healthy body.

The World Chess Boxing Organization WCBO demands of its fighters to have a healthy mind-set: controlling aggression instead of being controlled by it; respecting the rules, the referees' decisions, and, last but not least, the opponent.

The basic concept underlying this hybrid form of sports can be found in the WCBO's motto:
Fighting is done in the ring, wars are waged on the board.

Since chessboxing combines two sports into one, a bout can always lead to unforeseeable situations. The present rulebook cannot adequately cover all conceivable scenarios that may arise. Hence, in a situation not covered by the following rules, a decision must be taken by drawing an analogy from similar, comparable clauses in this rulebook. An all too detailed set of rules would hinder the referees' ability to find adequate common sense solutions to certain unforeseeable situations.

Therefore, chessboxing bouts require an arbitrating body with specific expertise, good judgment and complete objectivity.

Although chessboxing rules to a large extent correspond to the regular chess and boxing rules, respectively, there are, however, certain differences owed to the specific necessities and particularities of the sport of chessboxing.
These differences will be pointed out in the corresponding sections of this rulebook.

In case of discrepancies or conflict between different language versions of this rulebook, the English version shall prevail.

Being the international umbrella organization for the sport of chessboxing, the WCBO is competent and responsible for the chessboxing rulebook and its development. . The present rulebook applies to all forms of amateur chessboxing and differs from the rulebook for professional chessboxing. It is binding for all member federations.

Any suggestions or proposed amendments of certain rules or clauses are welcomed and may be submitted to WCBO in writing by any interested party.

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1. Chessboxing

1.1.1. Course of Events

Chessboxing bouts start with a round of chess. A chessboxing bout has a maximum total of eleven rounds, six rounds of chess and five rounds of boxing. Event hosts may reduce the total amount of rounds to nine or seven.

A round lasts three minutes. For juniors, a boxing round lasts two minutes. In between rounds, there is a break of one minute.

In demonstration bouts, the event host may, in accordance with both fighters, deviate from these parameters.

1.1.2. Rounds

Each round begins with the Time Judge ringing the bell (1.3.1). In case the Referee in charge (1.3.1) decides an interruption is needed, he signals a time-out to the Time Judge (3.5.3). A time-out is to be signalled every time a penalty ("warning", 3.5.7.) is given in a boxing round.

1.1.3. Breaks between rounds

During breaks between rounds, both fighters move to the corner of the ring allocated to them (3.2.2). There, their respective assistants (1.3.2) may aid them and advise them with regard to boxing. Fighters are strictly prohibited to receive any form of counseling or advice regarding the chess game from their assistants or third parties. Any contravention of this rule is to be punished by immediate disqualification.

1.1.4. Ending the bout

If a fighter does not report to fight/play at the beginning of a round or if he resigns during the course of a boxing round, his opponent is declared the winner.

Furthermore, the bout ends in the event of one of the circumstances described in 2.5.5 for the chess game and 3.5.5 for the boxing fight.

1.1.5. Problems

In case of material failure or technical problems, the Referee of the round in question decides on the best possible measures to be taken.

If the problem in question is not limited to one of the two disciplines but pertains to the course of the chessboxing bout as a whole, the Referee Panel (1.3.1) takes a joint decision. In case of doubt whether or not a problem pertains to the chessboxing bout as a whole, the Referee Panel decides upon this issue.

In order to solve the problem in question, the bout may be interrupted and, if necessary, continued with alternative equipment. For problem solving, the solution that interferes least with the course of events from a sportive point of view shall be given preference.

Either fighter may ask the Referee in charge for an interruption of the bout to solve a problem or to seek clarification in case of doubt. To this end, he raises one arm and turns to the Referee. In boxing rounds, he additionally kneels down for this purpose.

1.2. Fighters

1.2.1. Minimum Chess and Boxing Requirements

Event hosts may stipulate minimum requirements for participants' proficiency in both, chess and boxing.

In chess, a fighter shall master the basic rules of the game, know in which way to correctly move the pieces, be acquainted with the operation of chess clocks, be able to checkmate an opponent's king using only queen and rook, and possess sufficient awareness to recognize own check positions.

It is recommended that fighters have prior experience in speed chess.

In boxing, a fighter shall have the necessary level of fitness and master basic principles and techniques of punching and of defense. For health and safety reasons, special attention must be paid to a fighter's abilities to defend himself.

1.2.2. Weight Limits

Weight categories are determined by the event host for all relevant gender and age groups of participants.

The weight difference between categories should be five kilograms.

Event hosts may stipulate larger or smaller discrepancies if such amendment is dictated by necessity or by rule of reason. Competitive mismatches should be avoided, with special attention to be paid to fighters' health and safety.

1.2.3. Weighing

Only appropriately calibrated scales may be used for the purpose of weighing the fighters. The gauger's stamp must show suitability for the year during which the event is held.

The weighing must be conducted within 36 hours before the bout. If a fighter fails to meet the weight limit in the weighing period provided by the event host, he loses the bout.

During the weighing period, each fighter has the right to weigh himself on the official scales prior to the official weighing ceremony. The weight limit must, however, be met during the official weighing ceremony.

1.3. Other Participants

1.3.1. Referee Panel

The Referee Panel consists of the Chess Referee, the Boxing Referee and the Time Judge.

Each Referee has sole jurisdiction within the realm of his discipline. In the event of joint decisions to be taken by the Referee Panel, the Panel decides by majority decision. In case of doubt, the Referee Panel decides whether a Panel decision is to be taken.

Decisions taken by the referees or the Referee Panel are binding towards all parties.

A party concerned by a decision may challenge this decision by signaling their intention to the Referee in question/ the Referee Panel. Upon the challenge, a new decision is to be taken. The new decision cannot be challenged again by the party concerned.

Once the bout is resumed after a Referee's decision, the decision stands and can no longer be challenged.

1.3.2. Assistants

Each fighter may be aided by a coach and a helper. During breaks between rounds, the coach may enter the ring, the helper may step onto the podium.

Coaches and assistants must refrain from all acts that may be offensive or distracting to members of the Referee Panel, the opponent, the opponent's assistants or the audience.

1.4. Gear and Equipment

1.4.1. Ring

All bouts are held in a so-called ring. The ring must be such that it permits an unobstructed course of the boxing rounds and does not hold any risks for the fighters' health or safety. The Boxing Referee is to ascertain before the fight that these conditions are met. The side length of the ring should be between 4,90m and 6,10m. Smaller ring sizes may increase fighters' health risks and should be avoided.

The ring should be neither too hard nor too soft and show no wrinkles or creases. Corners and ropes shall be sufficiently coated and padded. The ropes must be connected. They are to be positioned in a way to ensure the fighters' safety. To this end, the upper rope shall be higher than the fighters' elbows and lower than fighters' shoulders.

It is prohibited to hold events in a ring that does not meet the above requirements pertaining to the fighters' health.

Fighters should be given an opportunity to sit down and rest in their respective corners during breaks between rounds. These seats may be movable and attached to the ring poles. The ring equipment also includes buckets and drinking vessels for both fighters. During boxing rounds, these, as well as all other gear, must be removed from the ring podium. Each of the 'neutral' corners should hold a litter receptacle. In one of the 'neutral' corners there shall also be a stair for the Boxing Referee and the Ring Doctor. This equipment shall be provided by the event host.

For the chess rounds, each fighter receives a seat. The chess board as well as chess pieces and the chess clock (2.4) are to be placed onto a table of adequate height in the middle of the ring.

In case there are multiple Point Judges present, their respective seats shall be on different sides of the ring.

1.4.2. Wear

Fighters may not wear any accessories that could potentially cause physical damage (e.g. rings, necklaces, earrings, etc.). Piercings of any nature are prohibited and must be removed before the bout. Furthermore, it is prohibited to wear bandages or band-aids on arms or head.

Fighters may wear soft contact lenses.

For junior and adolescent fighters, the use of protective headgear is encouraged.

A fighter's upper and lower body clothing must be of a different color than that of his opponent. The Boxing Referee ascertains before the bout that this criterion is met. If necessary, he rules at his discretion that one or both fighters must change their clothing.

1.4.2.1. Shoes

Fighters may wear light sporting shoes or boots.

1.4.2.2. Lower Body

Male fighters wear shorts, female fighters may wear shorts or clothing that covers their upper legs and knees.

Underneath, each fighter must wear an adequate groin guard.

1.4.2.3. Upper Body

Male fighters must wear tight, sleeveless shirts or remain unclothed for the course of the bout.

Female fighters must wear a breast protector and a top. They may wear clothing that covers their torso and shoulders.

During chess rounds, fighters may wear a towel over their shoulders and back.

1.4.2.4. Bandages

Fighters must wear clean, soft bandages (e.g. cambric, gauze, flannel) with a maximum length of 2.5m and a maximum width of 5cm on their hands. These may not stick out from under the gloves. The use of other bandages (rubber, hard materials of any nature, isolation tape, band-aids, adhesive tape, etc.) is prohibited. One single strip of adhesive tape with a maximum length of 7.5cm and a maximum width of 2.5cm may be used on the back of the hand to tape the fighter's bandage. Boxing Referees are to check this by means of random inspections. In case a Boxing Referee inspects one fighter's bandages, he must also inspect those of this fighter's opponent. Bandage inspections are generally to be conducted before a bout; however, the Boxing Referee may also inspect the bandages after the bout, even if he has already inspected them prior. Bandages that fail to meet the above requirements lead to disqualification of the fighter in question.

1.4.3. Audiovisual Framework

1.4.3.1. Chess Commentary

During chess rounds, a chess commentator may be provided by the event host in order to lead the audience through the chess game. In this case, it is to be arranged that fighters cannot hear the commentary (2.4.3).

1.4.3.2. Announcement of Boxing Score

In the event of a draw in the chess game (2.5.5.5), the current boxing points score may, at the event host's discretion, be announced before the final boxing round that follows (1.5.1).

1.4.3.3. Projections

The event host should ensure that the audience can adequately follow the chess game, by providing projection screens visualizing the chess game.

On these projection screens potential moves may only be visualized in such a way that the fighters cannot see these. The same principle applies to evaluations of the fighters' respective positions.

1.5. Rules

1.5.1. Aim of the Sport

The fighter who wins first in either discipline wins the chessboxing bout.

If the chess game ends in a draw (2.5.5.5) before the last round of chess, there is one more boxing round. If the latter is not decided by one of the circumstances listed in 3.5.5.1 to 3.5.5.4, the fighter who is up on boxing points after this final boxing round wins the chessboxing bout.

If the boxing also ends in a draw, the fighter playing the black chess pieces wins.

1.5.2. Start of a Bout

At the beginning of a chessboxing bout, both fighters shake hands at the chess board. After the bell is rung by the Time Judge, the Chess Referee starts the chess clock (2.4.2) of the fighter playing the white chess pieces.

1.5.3. Break After a Chess Round

If the chess game does not end (2.5.5) before the end of a chess round, the Time Judge rings the bell and ends the chess round after three minutes of playing time.

During the ensuing one-minute break, the chess equipment is removed from the ring.

Both fighters don their gloves and mouth guards (3.4).

1.5.4. Break After a Boxing Round

If the chessboxing bout does not end (3.5.5) before the end of a boxing round, the Time Judge ends the round by ringing the bell after three minutes of boxing time.

During the subsequent one-minute break, the chess equipment is set up anew in the center of the ring, in the same position as at the end of the preceding chess round.

Both fighters remove boxing gloves and mouth guard, sit down on their seats and –if applicable- put their headphones (2.4.3) on.

1.5.5. End of a Bout

A chessboxing bout ends in the event of the circumstances listed in 2.5.5 or 3.5.5, at the latest when a fighter's thinking time (2.5.5.4) is over.

When the official result is announced, the Boxing Referee takes one hand of each fighter and holds up the hand of the winner.

1.5.6. Behavior of Chessboxers

Both fighters strive to follow all rules in the best possible fashion. They meet their opponent, their opponent's assistants, the Referee Panel and the audience with due respect and sportsmanlike conduct.

1.5.7. Sanctions

Because of the hybrid nature of chessboxing, it may be necessary to punish infringements of rules in boxing rounds during chess rounds, in order to ensure a deterring effect of sanctions.

2. Chess

2.1. General Rules

In chess rounds, slightly modified rules of speed chess apply.

2.2. Fighters

2.2.1. Chess Abilities

The fighters shall possess adequate chess skills (1.2.1). They need to be capable of making moves in complicated positions, with little thinking time.

2.2.2. Draw of Chess Colors

The Chess Referee conducts a draw of the black and white chess colors for the fighters in the latters' presence. The draw shall be held in the ring before the fight. If necessitated by organizational or technical requirements (e.g. digital chess game projection), the draw may be held before the fighters enter the ring, but no earlier than 36 hours prior to the bout..

2.3. Other Participants

2.3.1. Chess Referee

The Chess Referee starts and stops the chess clock when the Time Judge rings the bell at the beginning and the end of a chess round.

He monitors the chess rules and punishes infractions thereof.

2.3.2. Time Judge

The Time Judge rings the bell at the beginning and end of each round.

The event host holds a reserve chess clock.

Additionally, the event host supplies two stop watches to the Time Judge for the purpose of timing each individual round.

2.3.3. Assistants

Fighters' assistants must abstain from giving any advice or suggestion concerning the chess game to their fighter. Any infraction of this rule is to be punished by immediate disqualification of this fighter.

2.3.4. Commentary

During chess rounds, one or more commentators shall illustrate the chess game for the audience. The commentary may draw upon graphic tools supplied for this purpose by the event host. The commentators may not verbally point out particular moves one or both fighters could sensibly make. If it is guaranteed that neither fighter can see the suggestion, the commentator may, however, visually point out the move(s) in question to the audience.

2.4. Gear and Equipment

2.4.1. Chess Game

The chess board is placed in the middle of the ring at the beginning of every chess round. The event host shall provide a suitable means for the audience to follow the chess game.

2.4.2. Chess Clock

It is to be played with digital clocks only. The fighter playing the black pieces decides on which side of the board the clock is placed.

At the beginning of a bout, both fighters have nine minutes on their chess clock (for seven- and nine-round bouts, fighters have less thinking time, accordingly (five/seven and a half minutes).

The chess clock possesses two time displays connected in such a way that only one of the two counts down at any given time. When the bell is rung to signal the beginning of a chess round, the Chess Referee starts the chess clock of the fighter whose turn it is to move.

The chess clock may only be used with the same hand as the one used to make the last move on the chess board. Fighters may not hold their hands or fingers on or above the chess clock before making their move.

If the chess game needs to be interrupted, the Chess Referee stops the chess clock. He then decides when the game is resumed.

In case the pieces need to be moved to a prior position because of a rule infraction or for any other reason, the Chess Referee resets the fighters' chess clocks at his discretion.

If a fighter receives a time penalty for a rule infraction during a boxing round (3.5.8), the Chess Referee accordingly adjusts the chess clock in the ring before the following chess round.

The time displayed on the chess clock is binding unless the chess clock is obviously malfunctioning. A malfunctioning chess clock is to be replaced. The setting of the replacement chess clock is at the Chess Referee's discretion.

2.4.3. Head phones

In case of a live chess commentary, the event host must supply head phones to be worn during chess rounds. These head phones are to be designed such that they protect the fighters as much as possible from outside noise and that they ensure that the fighters cannot hear the live commentary of the chess game. These ends may be achieved by having a sound on the head phones allowing the fighters to concentrate better.

2.5. Rules

The chess game is played on a board of eight by eight squares colored alternately in black and white. Fighters rotationally move one of their pieces.

2.5.1. Aim of the Game of Chess

The aim of the game of chess is to move one's pieces in such a way that the adversary's king is attacked and there is no available move to remove or defend the king.

2.5.2. The Pieces

Both fighters start with 16 pieces, one player playing black pieces, the other player white. Eight pieces are pawns, two pieces rooks, knights and bishops, respectively, one queen and one king. The event host must ensure the availability of additional rooks, knights, bishops and queens for possible conversions (see 2.5.4.3).

2.5.3. The Starting Position and the Moving of Pieces

2.5.3.1. General

Pieces may be moved to any square not occupied by another piece. If a piece is moved to a square occupied by an opponent's piece, the latter is captured and removed from the board. No piece may be moved such that the fighter's own king can be captured in the opponent's next move. This includes situations in which the opponent's piece in question cannot move because of the same restriction.

Moves may be made using one hand only.

Provided a fighter gives prior indication of his intention to the Chess Referee by saying "j'adoube", the fighter whose turn it is may correct the position of one or more pieces.

If a fighter touches one or more of his own pieces without such indication, he must proceed to move the first of his pieces that can be moved. If he touches one or more of his opponent's pieces without such indication, he must capture the first of his opponent's pieces that can be captured. If he touches both his own and his opponent's pieces, he must capture the opponent's piece with his own, or, if this move is not allowed, move or capture the first of these pieces that may be moved or captured. If it cannot be established if the first piece touched is a fighter's own or an opponent's piece, the fighter's own piece in question is deemed to have been touched first. If no piece touched may be moved or captured, the fighter in question may make any move according to the rules.

2.5.3.2. Standard Moves

Rooks can be moved any number of squares horizontally or vertically.

Bishops may move only diagonally, thus always remaining on squares of the same color.

The queen may be moved in a straight line (like a rook) or diagonally (like a bishop).

Rooks, bishops and queens may not leap over other pieces.

Knights may be moved to the closest squares connected neither horizontally nor vertically nor diagonally to their own square. In doing so, they may leap over other pieces.

The king may be moved to every adjacent square, horizontally, vertically or diagonally. Pawns may be moved vertically forward one square. If they are in their starting position, they may also be moved vertically forward two squares. These moves may only be made if the one (or two) squares vertically in front of them are not occupied by an own or an opponent's piece. Thus, they cannot capture a piece vertically in front of them. They can, however, capture opponent's pieces that are diagonally one square in front of them.

2.5.3.3. Special Moves

A pawn that is moved forward two squares from its starting position can be captured *en passant* by an opponent's pawn that is now horizontally next to this pawn in the opponent's next move. To this end, the opponent moves his pawn forward diagonally to the square in the third rank that the first player's pawn has moved through and removes the first player's pawn from the board.

If a pawn reaches the rank furthest away from his starting position, he is to be immediately replaced by a queen, rook, knight or bishop of the same color. The fighter in question may choose one of these replacements and is not limited to pieces already captured. This move is called *pawn promotion* and the new piece takes immediate effect.

A king that has not yet been moved may *castle* with a rook that has not yet been moved either. For this purpose, the king is moved two squares in the direction of the rook and this rook is then placed on the square the king has moved through.

Castling is only possible if neither of the squares between king and rook is occupied by another piece, and if neither the king's starting square, nor its final square, nor the square it moves through is attacked by an opponent's piece.

When castling, a fighter must first touch (and move) the king.

2.5.4. Ten-Count

Fighters may only spend an adequate amount of time to think about their next move. The adequacy of the time for consideration is at the Chess Referee's discretion, who is to consider the complexity of the position.

If a fighter has not made a move after the adequate time for consideration has elapsed, the Chess Referee gives this fighter the ten-count. To this end he ensures himself of the fighter's attention by touching him, shows him a raised index finger and subsequently counts to "ten". If the fighter has not made a move by the time the Chess Referee has reached the count of "ten", this fighter is disqualified.

If a fighter is given the count for the third time in one chess round or for the fourth time overall, he is also disqualified.

2.5.5. Ending the game

A fighter wins the chess game by checkmating his opponent (2.5.5.1). He further wins the chess game if his opponent's total thinking time elapses (2.5.5.4) or if his opponent is disqualified (2.5.5.3).

If the chess game ends in a draw (2.5.5.5) before the last round of chess, there is one more round of boxing (1.5.1). If this boxing round does not end early (3.5.5.1-3.5.5.4), the winner of the boxing fight wins the chessboxing bout on boxing points. If the boxing fight also ends in a draw, the fighter playing the black chess pieces wins.

2.5.5.1. Check mate

A fighter is checkmated if an opponent's piece is threatening to capture his king and there is no legitimate move that brings the king into a position in which he cannot be captured.

2.5.5.2. Resignation

A fighter may *not* resign (and thus lose the chessboxing bout) during chess rounds.

2.5.5.3. Disqualification

The Chess Referee may disqualify a fighter who repeatedly or grossly breaches a rule of the game. He is to disqualify a fighter who is counted out (2.5.4.1).

2.5.5.4. Losing on Chess Time

Both fighters have nine minutes of thinking time each for their chess game. A fighter who runs out of thinking time before the end of the chess game, loses the chessboxing bout, even if his opponent does not notice the time elapse.

2.5.5.5. Draw

The chess game is a draw if

- a position is reached, in which neither player can checkmate the other by a conceivable sequence of moves,
- one fighter is to move and his king is not attacked, without there being a legal move that would not expose his king to being captured by the following move of the opponent (stalemate),
- an identical position with identical options to move is reached for the third time, or
- both players have made 50 moves each without either moving a pawn or capturing an opponent's piece.

2.5.6. Behavior of Chessboxers During Chess Rounds

During chess rounds, both fighters have to comport themselves according to the spirit of the game of chess. They are to avoid any behavior that distracts or annoys the opponent.

It is prohibited for both fighters during the entirety of the chessboxing bout to receive advice, suggestions or any other information about the chess game. The Chess Referee is to be informed about any such attempt to influence the chess game.

2.5.7. Penalties

Upon light infractions of the chess rules -without attempt to gain an unruly advantage-, the Chess Referee gives the fighter in question a caution.

Gross infractions -such as the knowingly or voluntarily receiving advice, suggestion or other information about the chess game- are to be punished by immediate disqualification of the fighter in question.

Rule breaches with the attempt to gain an unruly advantage, as well as repeated light infractions, can be punished by a time penalty for the fighter in question.

In this case, an appropriate amount of thinking time is deducted from the chess clock of the fighter in question and the same amount added to the other fighter's chess clock.

The Chess Referee administers this penalty immediately in the ring.

2.6. Measures in the Case of Unpunished Infractions

Once the chessboxing bout has commenced, any irregularity pertaining to the starting position of chess pieces, chess board or chess clock can no longer be objected to.

If a fighter displaces one or several chess pieces, he must restore the correct position in his own thinking time. If the situation requires so, either fighter stops the chess clock and asks the Chess Referee for help. The Chess Referee may punish the fighter in question (2.5.7).

If it is ascertained that a move contrary to the rules has been made, the last position in conformity with the rules is to be restored. If the last position in conformity with the rules cannot be reestablished, the last known position in conformity with the rules is restored. In these cases, the chess clock is reset at the Chess Referees discretion.

If it is ascertained that pieces have or have been moved outside of chess rounds, the last known position prior to their displacement is to be reestablished. The chess clock is then reset at the Chess Referees discretion and the chess game continued from that position.

2.7. Particularities in Chessboxing

The chess game starts with the ringing of the bell and is suspended after every three minutes of play for a round of boxing. Fighters are dressed according to 1.4.2.

The time of consideration for every move is limited at the Chess Referee's discretion. If a fighter's time of consideration elapses (2.5.4.1), the fighter in question receives a ten-count (2.5.4.) to make a move, failure to do so resulting in disqualification.

A draw is reached exclusively in the events named in 2.5.5.5.

3. Boxing

3.1. General Rules

In boxing rounds, a slightly modified version of standard boxing rules applies.

As an expression of a sportsmanlike attitude, fighters shake hands before the bell to the first round and after the announcement of the final decision.

3.2. Fighters

3.2.1. Health and Fitness

A chessboxer has to present himself in a state of health and fitness that allows him to meet the physical demands of a chessboxing bout.

Every fighter must present the event host a medical statement no older than twelve months that certifies his readiness to compete in boxing fights.

For female fighters, the event host shall require a medical statement to exclude the possibility of pregnancy.

Furthermore, before a fight the chessboxer is to be examined by the Ring Doctor with a view to ascertaining his ability to compete. If the Ring Doctor determines that the chessboxer in question is not fit to fight, the latter is barred from competing in the event. The Ring Doctor's decision cannot be appealed.

3.2.2. Designation of the Corners

Before the chessboxing bout the Referee Panel in cooperation with the event host determines a corner for each fighter in which the fighter must remain between rounds. Between rounds, the fighters' assistants may assist the fighter according to 1.3.2 and 2.3.3.

3.3. Other Participants

3.3.1. Boxing Referee

The Boxing Referee must wear clean clothing of a neutral color. He may not wear utensil that may conceivably injure a fighter, such as rings, belt buckles, necklaces, watches, glasses, etc.

His behavior before, during and after the bout must be of such nature to not put in question his impartiality. This applies foremost to his contact with the fighters.

The Boxing Referee checks the fighters' equipment prior to the fight according to 1.4.2. Furthermore, he may check the equipment again after the fight.

During the fight, the Boxing Referee monitors the fighters' compliance with the rules. Depending on the nature of a rule infraction, he issues a caution, a warning or a disqualification to one or both fighters (3.5.7).

The Boxing Referee must indicate warnings imposed not only to the fighter in question and to the Point Judge(s), but also to the Time Judge -using the time-out signal (3.5.3.)-, so he stops the countdown, and to the Chess Referee, so he can apply the time penalty (3.5.7.) before the next round. Notwithstanding 1.4.3.2, the Boxing Referee collects the Point Judges' scorecards after the fight and ascertains the completeness of these.

When presenting the result, the Boxing Referee raises the hand of the winner.

3.3.2. Time Judge

The Time Judge rings the bell at the beginning and the end of a round. Upon request by the Boxing Referee, he stops and restarts the countdown of time remaining in the round.

The countdown continues when a fighter receives a ten-count from the Boxing Referee. While the Boxing Referee is counting, the Time Judge indicates each second with a hand signal.

The countdown does *not* continue in the event of a warning, so a fighter cannot gain any elapse of time by a rule transgression.

3.3.3. Ring Doctor

No public bouts may be held without the presence of a Ring Doctor.

3.3.4. Point Judge

The event host has to provide one or several Point Judges.

Point Judges must impartially evaluate the fighters' performances pursuant to 3.5.5.5 to the best of their ability. After each round, they must immediately write down the result of the round and warnings imposed by the Boxing Referee (if applicable) on the score card. After the final result is calculated, the Point Judges must hand the score cards to the Boxing Referee.

If no adequate Point Judge is available, the Boxing Referee assumes this role.

For the duration of a bout, Point Judges may not converse with another person. They must insist no one sits down at their table. They are not permitted to speak about their judgments to anyone outside the Referee Panel.

The event host may decide to publicly announce or display the judgments of every Point Judge. This may also occur at the end of every boxing round.

3.3.5. Assistants

A fighter's assistants may assist the former between rounds. They may provide the fighter with towels, tissues, water, cold packs as well as such cosmetic products that do not cause irritation to skin or mucous membranes.

Before boxing rounds, they may advise their fighter on the boxing fight.

Before chess rounds, they must limit their communication with their fighter to simple commands in case of possible treatment of injuries.

The coach may abandon the fight by throwing a towel into the ring.

Neither coach nor assistant may enter the ring during a ten-count.

3.4. Gear and Equipment

In addition to the gear mandated by 1.4.2, fighters must wear mouth guards and adequate boxing gloves during boxing rounds. The mouth guards may not be partially or entirely of red color. The gloves must be gauged to 12 ounces for adults and 14 ounces for juniors and must be equal and in a good state. For juniors, the event host may prescribe the usage of 16-ounce gloves, if this is recommendable for health or safety reasons and commensurate with the size and strength of the fighters in question.

The gloves are to be provided by the event host and, upon such request from the Boxing Referee, must be removed before the pronouncement of the final result.

3.5. Rules

3.5.1. Aim of the Sport of Boxing

The aim of the sport of boxing is to punch the opponent as often and as forceful as possible on the front part of the head and the upper body, as well as avoiding to receive such hits from the opponent by means of adept defending.

3.5.2. Illegal Acts

Punches are to be thrown in such a way that the opponent is hit with the part of the glove covering a fighter's knuckles.

The following are prohibited:

- any attack below the belt
- holding, tripping, or kicking with foot or knee
- hitting with head, shoulder, forearm or elbow
- choking the opponent
- pushing or shoving with arm or elbow, pushing the opponent's head over the ropes
- hitting with an open glove, palm of the hand, wrist, backhand or the edge of the hand
- any punch that lands on the opponent's back, especially blows to the back of the head, the neck or the kidneys area

- pushing or holding the opponent into position to administer a series of punches
- holding on to the ropes for attack or defensive purposes, as well as using the ropes' bouncing effect to attack
- wrestling or throwing the opponent in a clinch
- leaning on the opponent
- any attack on a knocked-down (3.5.4) opponent
- holding or clinching the opponent's head or arm as well as sticking one's arms underneath the opponent's arms
- holding and simultaneously punching
- pulling the opponent towards a punch
- pushing down the opponent
- ducking below the opponent's waist line
- any form of completely passive defense
- going down without having received a punch
- talking during the fight
- any punching after a "break!" or "stop!" command (3.5.3) by the Boxing Referee
- pushing the opponent away after a "break!" command by the Boxing Referee
- intentionally causing a prohibited punch (such as a blow to the back of the head, the neck or the kidneys, a low blow, etc.)
- turning the front side of head or upper body towards the corner between rounds
- any forms of menacing and unsportsmanlike aggressive behavior
- faking injury or inability to fight
- failure to continue the fight after going down without receiving a hit
- intentional loss of the mouth guard

3.5.3. The Commands

If the Boxing Referee commands "break!", the fighting must immediately be adjourned. Both fighters are then to take one step back and resume the fight without a further command.

In the event of a rule transgression necessitating the imposition of a warning (3.5.7.) by the Boxing Referee, the latter commands a "time-out!" to the Time Judge Judge by putting his hands together to form a "T".

All other adjournments come by the "stop!" command from the Boxing Referee. He may adjourn the fight to give cautions or warnings for rule breaches or to assess the seriousness of an injury (if necessary in collaboration with the Ring Doctor).

A fight may also be adjourned to mend damage to a fighter's equipment or to the ring.

An adjournment may not exceed one minute.

If a fighter wishes to direct the Boxing Referee's attention to a damage to his equipment or the loss of his mouth guard, he gets down on one knee and raises his arm. If the Boxing Referee believes that a fighter has misused his right to claim such impediment, the fighter shall receive a warning or be disqualified.

Upon the Boxing Referee's "box!" command, the fight is resumed.

3.5.4. Knock-Down

A fighter is considered to be *knocked down* if he touches the ground with a part of his body other than his feet due to the effect of receiving a blow, if he is leaning into the ropes unable to defend himself, if he is completely or partially outside the ropes, or if he is standing but unable to fight or to defend himself.

If a fighter is knocked down, the Boxing Referee begins a ten-count during which the opponent must go to a neutral corner of the ring. If the opponent does not go to a neutral corner, the boxing Referee may stall the ten-count until the opponent has gone to a neutral corner.

The ten-count is to be carried out counting the numbers from “one” to “ten” in one-second intervals. The Boxing Referee must count at least to “eight” and must then, if the fighter in question is ready and able, let the fight continue. If he believes that the fighter in question is unable to continue the fight, he must count to “ten” and end the fight.

If a fighter receives his third ten-count within the same round or his fourth overall, the Boxing Referee must stop the fight and declare this fighter’s opponent the winner. For junior fights, a fight must be stopped after the third knock-down of a fighter in the course of a fight.

If both fighters get knocked down, a ten-count is given as long as at least one fighter remains unable to fight. If both fighters are counted out (“double K.O.”), the fighter ahead on points wins the bout. If neither fighter is up on points, the fighter playing the black chess pieces wins.

The bell indicating the end of a round may not be rung while a fighter is receiving a ten-count. The one-minute interval between rounds does not commence while a fighter is receiving the ten-count.

If a fighter is knocked down by an illegal blow by fault of his opponent, the Boxing Referee must immediately adjourn the fight and assess the fighter’s ability to continue while counting. If the Boxing Referee has seen the illegal blow and counts out the fighter in question, he must disqualify this fighter’s opponent. If the former is able to continue the fight, the Boxing Referee must give his opponent a warning. Point Judges are obliged to acknowledge such a decision.

The obligation to give a warning applies also to Point Judges who have clearly seen the illegal blow in case the Boxing Referee fails to give a warning.

If a fighter gets knocked down and counted out without the Boxing Referee having been able to see the blow, the Boxing Referee must then ask the Point Judge(s) in case there is reason to believe that the blow in question may have been illegal. The decision is then to be taken by the Point Judge(s) by majority vote (where applicable). If no such decision is taken, the fighter delivering the blow in question is pronounced the winner. If the illegal blow is caused by fault of the fighter receiving the blow in question and the fight needs to be stopped because of this blow, the fighter unable to continue is to be disqualified.

3.5.5. Ending the Fight

3.5.5.1. K.O.

A win by knock-out (“K.O.”) is declared if a fighter touches the ground with a part of his body other than his feet for more than ten seconds counted by the Boxing Referee, or is hanging on the ropes or outside the ring for an equal amount of time. A decision to end the fight is also considered a K.O. if the Boxing Referee stops counting before he reaches “ten”.

If a fighter is knocked-out, he must be subsequently examined by the Ring Doctor. The latter decides on further medical measures to be taken. Medical assistance is aimed at preventing future damage, not at assessing a fighter’s ability to continue.

3.5.5.2. Forfeit

A victory by forfeit (“AB” [abandonne]) may only stem from a decision by the fighter himself or his coach. The opponent then becomes winner by way of forfeit.

3.5.5.3. Disqualification

A victory by way of disqualification comes when a fighter receives his third warning (3.5.7). His opponent then immediately wins the bout. In the event of highly unsportsmanlike conduct, a fighter may be disqualified without prior warning. A fighter who is outside the ring by his own fault is to be disqualified if he fails to re-enter the ring within ten seconds. In this instance, a disqualification lies in the Boxing Referee’s discretion.

3.5.5.4. Abandonment

The Boxing Referee may decide to abandon the fight in case of injury, a fighter's inability to fight or to defend himself ("T.K.O." [technical knock-out]) or sporty/athletic inferiority of a fighter. The Ring Doctor may signal his recommendation to abandon the fight to the Boxing Referee if he believes this necessary from a medical perspective. The Ring Doctor may also demand an adjournment of the fight for up to one minute in order to assess a fighter's ability to continue. During this examination, no person besides the fighters, the Boxing Referee and the Ring Doctor may be in the ring. The Boxing Referee must follow the Ring Doctor's recommendation.

3.5.5.5. Win on Points

If the chess game ends in a draw before the last round of chess, there is one more round of boxing. If this boxing round does not end early or if the draw occurs in the last round of chess, the fighter who wins the boxing fight on points wins the chessboxing bout.

The point system works on the basis of boxing rounds. The fighter winning a round receives ten points, the fighter losing the round receives nine points in a close round, eight points in a round with a clear winner showing dominance, and seven points in a round in which the winner shows total dominance; point deductions for rule transgressions in all cases notwithstanding.

To determine the winner of a boxing round, the following criteria are applicable:

- clean, unobstructed hits, considering quality as well as quantity
- effective aggressiveness
- ring dominance
- defense

The criterion of clean, unobstructed hits prevails over the other criteria.

The Boxing Referee may deduct points for rule breaches (3.5.7). In this case, he signals this in unmistakable fashion to the Point Judge(s).

3.5.5.6. No Contest/Draw

A fight is to be abandoned as *no contest* if there is no way to continue according to the rules. The Boxing Referee may also take this decision due to force majeure or other external causes (damaged ring, crowd behavior, etc).

If the fight ends without 3.5.5.1 to 3.5.5.5 or one of the instances of 3.5.5.6 being the case, its result is a draw.

3.5.6. Behavior of Chessboxers in Boxing Rounds

Both fighters are to show respect to their opponent, the opponent's assistants, the Referee Panel, other participants and the spectators. Foremost, a fighter has to respect and accept all decisions taken by the Referee Panel and the Ring Doctor.

In the boxing fight, both fighters are to face their opponent led by a sporting spirit and the rules of fair play.

A handshake in the ring is welcomed as a gesture of sportsmanlike conduct, but is carried out at each fighter's own risk.

3.5.7. Sanctions

Upon minor rule breaches, the Boxing Referee is to caution the fighter in question.

In the case of serious breaches, the fighter in question is to be disqualified. (3.5.5.3).

Aside from cautions and disqualifications, the Boxing Referee may also give a fighter a warning.

A warning shall be given, if a fighter commits a minor rule breach for at least the third time, and when the Boxing Referee deems a rule breach sufficiently grave to merit an immediate sanction. In these instances, the Boxing Referee's judgment shall be guided by the ideal of fairplay and of a chessboxing bout in which neither fighter can gain an advantage by unfair behavior or by breaching a rule.

A warning in boxing leads to the subtraction of one point in boxing (3.5.5.5) as well as a time penalty taking effect in the following chess round.

The standard time penalty is one minute. If the fighter in question has less than two minutes left on his chess clock, the time penalty amounts to half the remaining thinking time. Half seconds are rounded up.

The time subtracted from one fighter's thinking time is added to his opponent's thinking time. Upon receiving his third overall warning, a fighter is to be disqualified (3.5.5.3).

3.6. Measures in Case of Unsanctioned Rule Breaches

In the event of rule breaches attributable to neither of the fighters but to the behavior of other participants or a third party or caused by damage to gear or equipment (1.4, 3.4), the Boxing Referee adjourns the fight until the problem is solved.

3.7. Particularities in Chessboxing

The particularity of the boxing fight within a chessboxing bout is that a rule breach during a boxing round may be sanctioned by a warning that includes a time penalty effective in the following chess round.

4. Legal Notes

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