

AMATEUR PAMMACHON SPORT RULES

The Pammachon Cultural Union – Πολιτιστική Ένωση Παμμάχου (PCU - ΠΕΠ), founded in March 2007, is the organization that supervises the rules and content of Pammachon competitions. "Pammachon sport" was first conceived by Kostas Dervenis in 2002. The ΠΕΠ was the first organization globally to officially propose the idea of "Simulated hand-to-hand combat and weapons retention/control as Sport" in 2011. The concept has been named Pammachon Sport and taken shape institutionally in various forms since its inception, such as a Branch of Sport of a recognized Sport Federation in Greece in 2014 and amateur Pilot Projects in the United States and Greece from 2014 to 2020. All intellectual property rights for Pammachon competitions remain with the ΠΕΠ and Pammachon Headmaster Kostas Dervenis.

It is recognized that varying country legislation may differ from region to region and this can be reflected in the resultant documentation and rules sets from the member countries. The annual World Amateur Championships may be held in differing countries and as such changes shall be facilitated and known prior to competition.

References to the masculine hitherto shall include the feminine and references to the feminine shall include the masculine.

Chapter 1 - Officially sanctioned fight

Article 1. Pammachon Sport Official Fight

"Pammachon Sport" and "Official fight" means the athletic contest, which is approved and authorized by the ΠΕΠ. means a combat competition involving the use, subject to any applicable limitations set forth by law or national rules, of a combination of techniques from different disciplines of the martial arts, including, without limitation, grappling, kicking and striking, and incorporating the use of a rubber (regulation) knife on the belt. The ΠΕΠ shall have the right to cancel an official fight after the date of approval.

Article 2. Rounds

A tournament fight consists of one (1), four (4) minute round. A round robin format will be followed during the initial establishment of global competitions.

The finals in tournament fights consist of two (2), three (3) minute rounds. If the winner is not determined (which means that both participants get the same points) by the end of the final round, one extra two (2) minute round shall be held. There shall be (at least) a one (1) minute interval between each round.

Article 3. Judgment

The fights shall be judged by one (1) referee and two (2) sub-referees (collectively, "judges") who are approved by the ΠΕΠ and shall have been certified to judge Pammachon Sport competitions.

Chapter 2 - Judges

Article 1. Qualification

Judges shall be experienced in Pammachon and fully conversant with its techniques, philosophy and rules. They will have received training and certification to judge Pammachon Sport contests.

Article 2. Improvement in judgment

Judges shall hold meetings to take remedial steps about the rules and techniques in judgment, as circumstances demand.

Article 3. Neutrality and fairness

The Judges shall be neutral and fair at all time and uphold the highest professional standards. Other than in their capacity of officiating a round, judges shall refrain from commenting on any fight, any competitor, Pammachon, ПЕП, or other organizations.

Article 4. Ethics

Judges shall strictly repudiate any offense such as bribery or threats.

Article 5. Disqualification

If a judge fails to maintain neutrality, ethics , or to apply the rules in a competent manner , in the sole opinion of the ПЕП, such judge may be suspended or disqualified by the ПЕП.

Chapter 3 - Participants

Article 1. Discipline

All participants shall behave in accord with the articles below. Each participant shall:

1. report to the venue at least thirty (30) minutes before the first fight.
2. pass the medical examination before the fight.
3. be accompanied by their cornermen.
4. not come out of the ring without the referee's permission once the fight starts. If the contestant receives permission from the referee, the officials of the ПЕП (hereafter called the officials) shall accompany the participant.
5. immediately leave the ring when the fight is over.
6. wear the protective equipment outlined in Chapter 10, Article 1.
7. not use oil, grease, or any other chemicals to the body or hair.
8. not wear any jewelry or metal items like rings, necklaces, or body piercings (including, but not limited to, studs, earrings, etc.

Chapter 4 – Cornermen

Article 1. Cornermen

Each participant may have up to three (3) cornermen, including one (1) chief cornerman.

Article 2. Prohibitions

Cornermen shall follow the articles below. A cornerman who does not follow these articles despite repeated warnings shall be ordered to leave the premises.

1. Only the chief cornerman shall be allowed to enter the ring before the fight or during intervals.
2. When a "Second out" call is made by the referee, the cornerman shall leave the ring with everything she brought into the ring.
3. He shall not touch either of the participants during the fight.
4. She shall not enter the ring during rounds under any circumstances.
5. He shall refrain from ill-mannered behavior or un-sportsman like conduct.

Article 3. Allowable items

1. Water
2. Plastic Bottle
3. Bucket
4. Ice
5. Adhesive tape
6. Bandage shears
7. Gauze
8. Cotton
9. Swab

10. Towel
11. Watch
12. Anti-swelling-pad
13. Styptic
14. Stool during final bouts.

Chapter 5 - Weight classes

Article 1. Weight classes (men)

Weight classes are as follows (men):

1. Minimum weight : under 48 kg
2. Fly weight: 48 kg to under 52 kg
3. Bantam weight: 52 kg to under 56 kg
4. Feather weight: 56 kg to under 60 kg
5. Light weight: 60 kg to under 65 kg
6. Welter weight: 65 kg to under 70 kg
7. Middle weight: 70 kg to under 76 kg
8. Light heavy weight: 76 kg to under 83 kg
9. Cruiser weight: 83 kg to under 91 kg
10. Heavy weight: 91 kg to 100 kg
11. Super heavy weight: over 100 kg (no limit)

Article 2. Weight classes (women)

Weight classes are as follows (women):

1. Flyweight: under 48 kg
2. Bantamweight: 48 kg to under 51 kg
3. Featherweight: 51 kg to under 54 kg
4. Light weight: 54 kg to under 57 kg
5. Light welter weight: 57 kg to under 60 kg
6. Welter weight: 60 kg to under 64 kg
7. Middle weight: 64 kg to under 69 kg
8. Light heavy weight: 69 to under 75 kg
9. Heavy weight: 75 kg to 81 kg
10. super heavy weight, any weight over 81 kg

Chapter 6 - Weighing in

Article 1. Weigh in

All participants shall report to the ПЕП-specified location at the specified time (24 hours before the first fight of an event as a general rule) and shall weigh in wearing minimum clothing as per national regulations in the presence of the officials. A participant who is late for weighing in or does not show up without a valid reason shall be disqualified. Nails and hair shall be checked at the time of weighing in and shall be trimmed if required by the officials.

Article 2. Being out of the weight limit

Participants may weigh in as many times as needed during the specified period of time if their weight is beyond the confines of their classes. A participant who does not meet the weight limit by the end of the specified period of time shall be disqualified.

Chapter 7. The contest area

Article 1. The contest area

The contest area shall satisfy the following conditions:

1. The fighting area shall be a boxing ring surrounded by three (3) – four (4) levels of ropes, a wrestling mat, or fighting area for Judo or Pankration that is approved by the ΠΕΠ.
2. The floor of the fighting area must be flat and have some extra space.
3. The floor of the fighting area must be as hard as a United World Wrestling compliant wrestling mat or International Judo Federation compliant judo Tatami.
4. One of the two (2) corners in diagonal that the participants enter from shall be the white corner, and the other one shall be the blue corner. The rest of the corners shall be neutral. Seats for the officials shall be placed by the ring, and two (2) seats for sub- referees shall be separately placed opposite from each other, next to the fighting area.
5. The fighting area shall be well-lit.

Chapter 8 - Gloves

Article 1. MMA gloves

All participants shall wear Mixed Martial Arts gloves of the open-finger type sanctioned by the United Rules of Mixed Martial Arts and/or other State-sanctioned authorities and approved by the ΠΕΠ with regard to safety and quality; these gloves have been found to be the most suitable for Pammachon contests.

Article 2. The sizes of gloves

Typical sizes for the gloves are as follows:

1. Minimum weight – Light weight/Light welter weight – the knuckle part is 25mm thick (size S)
2. Welterweight – Light heavy weight – the knuckle part is 30mm thick (size M)
3. Over Light heavy weight – the knuckle part is 35mm thick (size L, XL)

Article 3. The wearing of gloves

All participants shall properly wear gloves that are examined by ΠΕΠ officials. The gloves must be tied up hard at the wrist and covered with self-adhesive tape. Each participant shall wear a glove marked by white tape or elastic band around the wrist on one hand..

Article 4. Tampering

Gloves shall not be tampered such as, displacing the stuffing in the knuckle parts or deforming gloves in any other way.

Chapter 9 - Bandages

Article 1. Usage

Bandages shall be used to protect the knuckles. A maximum of 3 layers is allowed on the knuckles.

Article 2. Directions

Bandages must be made of soft fabric, and nothing shall be inserted under the bandages. The usage of self-adhesive tapes to fix the bandages shall be allowed.

Article 3. Examination

The bandages and self-adhesive tapes of all participants shall be examined by the officials no adjustments to the bandages and self-adhesive tapes shall be made once they are examined.

Chapter 10 - Protectors

Article 1. Protectors

Participants shall wear a mouthpiece, suitable headgear, groin protector, kneepads and shin pads to cover their knees, shins and insteps as approved by the ПЕП.

Article 2. Prohibition

Any protective equipment that does not meet the required level of quality shall not be used.

Chapter 11 - Dress code

Article 1. Dress code for participants

Participants may wear tights or above knee-length trunks that do not protect themselves from the opponents offense. Patterns and design are free, however, unpleasant or derogatory decorations shall not be allowed. Boxing gowns may be worn when contestants enter the ring. A tight fitting T-shirt or ПЕП-sanctioned Pammachon garment will be worn following similar criteria as the trunks. Contestants shall wear a white or blue Pammachon belt based on their respective corners' color, and wrapped in such a manner as to retain their rubber knives tight against the body, one blade per contestant. Only rubber blades approved by the ПЕП will be used.

Article 2. Prohibition

Participants shall fight barefoot and shall not wear any clothes that do not meet the dress code.

Chapter 12 - Hygiene

Article 1. Hygiene of participants

Participants shall follow the articles below. Participant shall:

1. keep participant's body and hair clean and hygienic.
2. wear dry and clean clothes and protectors that have no unpleasant order.
3. have Participant's fingernails and toenails cut not to scratch the opponent's skin.
4. bundle Participant's hair if the officials tells participant to do so.
5. A male contestant shall have shaved himself before the fight or shall keep his beard short enough not to hinder the match.

Chapter 13 - Combat weapons

Article 1. Training blades

Participants shall use soft "rubber" training blades (i.e. made of Santoprene or equivalent materials) that mold to the body and bend. "Hard" plastic or metallic knives are forbidden. Total weapon length will not exceed 14 inches.

Chapter 14 - Types of results

Article 1. Results of fights

Types of results of fights are as follows:

A) Knock Out (hereinafter called KO)

A case that a participant does not get back to his standing position and does not show the will to fight within the call of count five (5) after she is knocked down. If both participants are knocked down at the same time and neither gets back to her standing position and show her will to fight within the call of count five (5), it shall be a draw in a one-fight fight, or a winner shall be declared according to the scores by then in a tournament fight.

B) Technical Knock Out (hereinafter TKO)

1. In case that the referee judges that it is impossible to continue the fight due to an injury or damage of a participant from the opponent's hit, throwing or submission technique.
2. A case the official doctor judges that it is impossible to continue the fight due to an injury or damage of a participant from the opponent's hit, throwing or submission technique.
3. In case a participant has heavy bleeding
4. In case a participant gets knocked down by a strike, or multiple strikes, three (3) times in a round.
5. In case that a participant who has been hit or thrown loses his will to fight or he shows the will to give up fighting.
6. In case a cornerman throws a towel into the ring during the fight or he declares a participant's withdrawal from the fight.
7. In the case of a "fatal strike" with a rubber weapon.

C) Submission

In case that a participant who has been put through a submission or a constriction technique says "Give up" or taps his hands or legs on the mat or the opponent's body to indicate his will to give up fighting, or in case that the referee judges a participant's submission or constriction technique is perfectly effective to the opponent. When both participants submit at the same time, the fight shall be a draw if it is a one-fight fight, or it shall be decided according to the scores by then if it is a tournament fight.

D) Fatal Strike

In case that a participant is able to draw his rubber knife (or take his opponent's weapon after it has been drawn or turn the opponent's weapon against him) and successfully strike once at designated fatal targets, or strike twice at designated "wound" targets, in accord with ПЕП criteria and regulations, the fight is considered a TKO.

Fatal targets requiring only one strike with the rubber weapon are the torso centerline immediately below the sternum, lower abdomen, kidney region, and groin area.

Wound targets (requiring two strikes) are anywhere else on the torso, the axillary region (the armpit) up to mid-bicep, the inner wrist, and the inner femoral region up to mid-thigh. If a wound target is struck only once before the weapon is turned or retained, the attacker is awarded three (3) points but the round continues.

The throat, neck, head and face may not be struck with the rubber knife, and such violation is cause for immediate disqualification.

E) Decision

The points shall be totaled for each participant after the fight ends, and the participant acquiring a higher total of points shall be the winner, the other participant shall be the loser. When both participants get the same amount of points, the fight shall be a draw if it is a single fight, or a decision by flags shall be made to decide a winner in a tournament fight. Once a decision is made, it cannot be changed by anyone but the ПЕП, except in case that there have been mistakes in recording or adding up the scores or in case that a judge is found to have intentionally acted in a bias manner to effect the results of the competition.

F) Technical Decision

When it is impossible to continue the fight due to an accidental injury or damage of either or both participants, the fight shall be a draw if this happens in the first round. If this happens in the second or third round, in a single fight, a winner shall be declared according to the points scored by then. If both participants get the same points by then, the fight shall be a draw. In tournament fights, a winner shall be declared according to the scores, and if both participants get the same score, a decision by flags shall be made to declare a winner.

G) Decision by flags

When both participants get the same points by the end of the final round in a tournament fight, the referee and two (2) sub-referees shall evaluate each participant, and they shall hold up a flag which is the same color as the superior participant's corner color. The participant who gets more flags shall be the winner. Concerning tournament finals, an extra two (2) minute round shall be held when both participants get the same points by the end of the final round, and a decision by flags shall be made only concerning the extra round.

H) Disqualification due to violation of the rules

1. When a participant uses a foul technique regardless of whether it is accidental or deliberate, the referee shall give him a caution and one (1) - three (3) points reduction depending on the severity of the foul play. If the participant repeatedly uses foul techniques in spite of being given two cautions by the referee they shall be disqualified. A participant shall be disqualified without a single caution when the foul play is malicious.
2. When the referee determined the participant is unable to continue fighting after getting injured or damaged from the opponent's violation, the opponent shall be disqualified. The fight can be carried on at the referee's discretion after given the injured participant a rest for a certain period of time.

Chapter 14 - Knock Down

Article 1. Knock Down

Knock Down means the state that any area of a participant's body besides the bottom of the foot touches the ground due to damage by the opponent's attacks, or the state that a participant is unable to attack or defend without falling down to the ground (standing down). "Down Count" shall not be continued after the round is over. For purposes of clarity, shooting in (or another move in which a participant intentionally goes to the ground to execute a grappling technique on an opponent) shall not be a knock down.

Chapter 15 - Scoring

Article 1. Points on hitting, throwing and ground fighting techniques

Each participant can be given fifteen (15) points in each round.:

Article 2. Scoring criteria

Priorities of evaluation in scoring are in the order presented below.

1) Clean effective hit (accurate and effective attack) A clean effective hit with the marked "weapon" hand to the head is typically counted as two (2) points, while a hit with the marked "weapon hand to the body is counted as one (1) point. A hit with the unmarked hand or foot is counted as half a point (0.5). See Article 3 for specific distinctions.

2) Ring generalship (Dominant position)

When it seems that a participant keeps making the opponent's attacks ineffective. In case of a tie, the judges may award the match by decision based on ring generalship. The judges may also award the match based on total accumulated points and ring generalship.

3) Catch

One (1) point. Catch (Properly secured submission or constriction technique or a standing hold and lift).

4) Near Submission Two (2) points. Catch/ near submission (Submission or constriction technique is effective in bringing the opponent to almost giving up).

5) Throw. Three (3) points. A cleanly executed throw or takedown to the mat will be awarded three points.

Article 3. Scoring criteria differentiation - allowable and prohibited strikes

1. Any strike to the body is acceptable within the parameters of allowable and prohibited strikes as specified in Chapter 19, Article 1. As Pammachon contests are meant to simulate hand to hand combat, and a high incidence of injury to the hand (boxer's fractures, human bites) is recorded as the result of punches to the head and face during altercations, strikes to the head and face are thereby restricted to "five per phase." Only five strikes to the head or face are allowed when standing per round, and five strikes when the contestants go to the ground per round. A "phase" is defined when both participants are in the standing position, or not (i.e. in the ground position). A clean effective hit to the head with the marked hand will count as two (2) points.
2. Natural weapons. The teeth are natural weapons. Any position or technique that allows a contestant's teeth near a point of vulnerability shall result in a "break in action" (the referee will call "Don't Move", Chapter 17, Article 1) and contestants shall be placed by the referee once again in a previous point in the sequence of events, i.e. positions that place the contestants at simulated risk from potential biting will be discouraged.
3. Rubber blades may not be drawn until:
 - contestants enter into a standing clinch for 5 full seconds (a horn or whistle will be blown at the 5 second mark)
 - An opponent is thrown to the ground or a contestant is in the ground position (prior to any knives having been drawn) and the match continues from ground position for 5 seconds (a horn or whistle will be blown at the 5 second mark). Rubber blades may not be used when contestants are in "boxing" or "kicking" range in the standing position. ¹
4. A contestant's rubber blade may not be drawn by his opponent, but may be turned against an opponent following a disarm when he has drawn the blade himself.
5. Dropped weapons. Any weapon that has fallen to the ground may be used by any contestant in accord with item (3).

Chapter 16 - Position

Article 1. Position

Standing position means the state that no area of participant's body besides the bottom of his feet and/or one (1) knee touch the ground. Ground position means the state that any area of the participant's body, other than the bottom of the Participant's feet, touches the ground continuously. Standing clinch is at any time from the standing position that either opponent grips any part of their opponent. No gripping of the nose, ears, throat, hair, groin pectoralis/breast will be tolerated.

Chapter 17- Don't move

Article 1. Don't move

Once a "don't move" or "stop" call is announced, both participants shall stop moving immediately and stay as they are till the referee tell them to continue to fight. Referee shall give a "don't move" call to both participants when a participant comes out of the ring or almost falls out. A "don't move" call shall be also given when the clothes or protectors of the participant who is in the ground position come off or almost come off. A "don't move" call will also be announced when one participant's mouth comes close to the unprotected neck of his opponent.

¹ Pammachon is not a fencing match or blade duel but is intended to simulate the use of hidden weapons in close quarter combat within grappling range.

Chapter 2. Break

When the referee decides that the offense and defense is brought to a standstill, or when a participant could not stay still after a “don’t move” call is announced regardless whether it is accidental or intentional, a “break” call shall be given to both participants. The participants shall immediately stop fighting and get back to their standing position on a “break” call.

Chapter 19 - Foul play

Article 1. Foul play

The following techniques are defined as fouls.

A) Prohibited attacks

1. Using ones head to deliver a blow.
2. Attacking with one’s elbow or lower arm.
3. Attacking the throat, eyes, ears or nose with fingers or deliberately in such a way as to injure these organs.
4. Attacking the back of the head.
5. Attacking the spiral cord and any type of spine lock
6. Attacking one’s knee from the front (linear kicks to the knee joint)
7. Any attacks on the fingers.
8. Any attacks to the groin and genitals The rubber knife may target the lower abdomen.
9. Holding one’s head from behind and weighing on his head.
10. Holding one’s head and hitting the back of his head against the ground.
11. The application of “naked” chokes to the trachea using the “bony” portion of the radius or ulna (as opposed to strangulations, which are allowed).
12. “Cranking” of locks or chokes to the neck (a “crank” is defined as a high-acceleration or twisting attack versus the application of smooth and continuous pressure with the spine “in line”, which is permitted). Dropping to the ground while choking is an example of “cranking”.
13. All twisting leg submissions such as heel hooks and toe holds are prohibited. Straight Kneebars and straight ankle locks are allowed.
14. Dropping to the ground in a high-acceleration maneuver while holding the opponent’s arm or leg in a joint-lock. .

B) Prohibited behaviors

1. Biting or pushing one’s teeth against the opponent.
2. Scratching with one’s nails.
3. Putting one’s fingers into the eyes, the nostrils, the ears, the mouth or the anus of the opponent.
4. Putting one’s rubber weapon into the eyes, the face (the nostrils, the ears, the throat, the mouth) or striking the head of the opponent with the weapon.
5. Pressing one’s elbow or chin against the eyes of the opponent.
6. Pinching the skin of the opponent.
7. Grabbing the hair, the throat, the nose or the ears of the opponent.
8. Pushing the throat of the opponent with fingers, palms, or knife.
9. Grasping three (3) or less fingers of the opponent at a time.
10. Grabbing the clothes or protectors of the opponent.
11. Pushing or hitting the face or the throat of the opponent against the ropes or the corner-mat.
12. Using the ropes or the corner-mat as a fulcrum of lever for submission techniques.
13. Grabbing the ropes or the corner-mat, or entangling one’s arms or legs with them.
14. Attacking the opponent while he is knocked down.
15. Resuming fighting before the referee tells so after a “don’t move” or a “break” call has been announced.

16. Attacking the opponent during intervals.
17. Causing the opponent to be out of the ring on purpose.
18. Not following the referee's instructions.
19. Being offensive or any insulting behavior to the opponent or the judges.

C) Escaping

1. Getting out of the ring intentionally.
2. Behaviors that cause the suspension of the fight, such as, spitting one's mouthpiece out intentionally.

D) A "put up" fight

1. A fixed fight by a participant or by both participants.
2. Having a fight that is just for show or not fighting with all one's power.

E) Ill-mannered behavior

Behaviors that the referee regards as ill-mannered or unsportsmanlike conduct.

Chapter 20 - Appeal

Article 1. Appeal

Participants may make an objection to the fight or to any other troubles to ПЕП in written form within one (1) week from the date of the fight, and the ПЕП shall deliberate on the matter and work towards solving the problems.

Chapter 21 - Chairman

Article 1. Chairman

A chairman shall be seated at the official seats and shall watch fights calmly and carefully for the fights to be done smoothly, giving appropriate advice to the referee as needed.

Article 2. Functions

The functions of a chairman are as follows.

1. Recording the points that each participant gets on holding techniques in a scorecard.
2. Pointing out fouls or participant's gesture to show his will to give up, which the referee has missed.
3. Giving advice to the referee whether the points on holding techniques should be awarded to a participant or not.

Chapter 22 - Referee

Article 1. Referee

The referee shall have all the rights to make decisions on official fights. The referee shall keep a careful watch on the fights for rules to be respected and to ensure the safety of participants so that the fights can be completed smoothly and without injury.

Article 2. Dress code

Dress code for a referee shall be as follows. The referee shall:

1. be dressed in clean and tidy clothes that allow him to move agilely.
2. wear shoes like wrestling shoes that allow him to move agilely.
3. wear wristbands on both wrists, one of those shall be white and the other one shall be blue.

4. not wear a wristwatch or rings.
5. Wear latex gloves if required by health regulations.

Article 3. Functions

The functions of a referee are as follows.

- A) The referee shall check if the fighting area is correctly set up and shall search both participants on their entrance into the ring to make sure there is no breach of the rules.
- B) The referee shall make brief remarks about the rules in the middle of the ring that participants should be aware of and then the referee shall put them on standby at their own corners. The referee shall give the timekeeper a signal of the beginning of the fight after making sure that there is nobody in the ring but the referee and two (2) participants.
- C) The referee shall move around in the ring during the fights so as not to obstruct the participants but to observe their offense and defense clearly.
- D) The referee shall decide points award to participants for effective holding techniques with neutral and fair judgment and shall call the points, and then shall indicate the number of points with his fingers to the chairman during fights. The indication shall be done with the hand wearing the same colored wristband as the corner of a participant who gains points.
- E) When a participant bleeds during the fight, the referee shall temporarily suspend the fight and have the participant see the official doctor.
- F) When a participant is knocked down, the referee shall make a “down” call and shall take over the countdown from the timekeeper. The referee shall also indicate the counts with his fingers while he is counting.
- G) The referee shall discontinue the fight if a participant does not get back to his standing position and does not show his will to fight within the call of count five (5) after being knocked down.
- H) The referee shall discontinue the fight if a participant gets knocked down by striking techniques three (3) times in one (1) round.
- I) The referee shall discontinue the fight when the referee decides the it is impossible to continue the fight due to an injury or severe damage of a participant from being hit, thrown or being put through a submission technique.
- J) The referee shall discontinue the fight if a participant loses will to fight or shows a will to give up fighting after being hit or thrown, or if a cornerman throws in a towel.
- K) The referee shall discontinue the fight when a participant shows his will to give up fighting as he has being put through a submission technique or a constriction technique, or when he judges that one’s submission technique or constriction technique is perfectly applied.
- L) When the result of the fight is Submission, TKO or KO before the end of the final round, the referee shall indicate that the fight is over by waving his hands above the head several times.
- M) When the offense and defense is brought to a standstill, the referee shall make a “break” call and separate the participants immediately and have them start fighting again from their standing position.
- N) When any position or technique allows a contestant's mouth near a point of vulnerability, the referee will call "Don't Move" and contestants shall be placed at a previous point in the sequence of events.
- O) When a participant is near to come out of the ring during a struggle, the referee shall make a “Don’t Move” call and, with the sub-referees, shall move the participants with keeping them in the state of no motion to another spot where they can continue fighting.

- P) When the clothes or protectors of a participant come off or almost come off during the fight, the referee shall make the participant straighten his protectors immediately not to obstruct the fight.
- Q) The referee shall call "fight" when the referee commands to start, to continue or to encourage the fights.
- R) When a participant uses a foul technique regardless of whether it is accidental or intentional, the referee shall suspend the fight and give the participant a warning if it is necessary. If the participant that used the foul technique responds with unsportsmanlike conduct, the referee shall give such participant a warning and a reduction of points.
- S) When a participant uses a foul technique regardless of whether it is accidental or intentional, the referee shall suspend the fight and call "caution" and shall give the participant a warning and a reduction of points. If the participant that used the foul technique responds with unsportsmanlike conduct, the referee shall disqualify such participant.
- T) When the referee gives a participant a reduction of points, the referee shall give notice of the participant's name who gets the reduction, and the reason and points of the reduction to the chairman.
- U) The referee shall make a "stop" call when the referee intends to suspend or discontinue a fight.
- V) The referee shall make a "time" call to the timekeeper when he intends to stop or restart timekeeping.
- W) When the referee discontinues the fight, the referee shall give the reason of discontinuation to the officials.
- X) During each interval, the referee shall notify both participants of what round the next one is. The referee shall also inquire whether the participants still have their will to continue fighting or shall give warnings to the participants when needed.
- Y) On score counting, the referee shall collect the scorecards from the sub-referees and submit them to the officials.
- Z) When the fight is over, the referee shall hold the winner's arm up high to show who the winner is. When the fight ends in a draw he shall hold both participant's arms up high to show that the result is a draw.
- AA) In Tournament fights, when the fight results in a draw, the judgment by flags shall be made neutrally and fairly considering both participants hit and holding techniques, then the referee shall raise one of his hands which is wearing the wristband of the same color as the superior participant's corner to show who the winner is.

Article 4. Authorities

A referee shall have the following authorities.

- A) When the referee judges that it is impossible to continue the fight due to injury of a participant who has been hit, thrown or put through a submission technique, the referee shall have the right to discontinue the fight and declare a winner.
- B) The referee shall have the right to discontinue the fight and decide the result when the referee judges that a submission or constriction technique is perfectly applied.
- C) The referee shall have the right to disqualify a participant who intentionally uses foul techniques after giving such participant warnings several times or even without a single warning.
- D) If a participant engages in unsportsmanlike behavior outside of rounds, the referee shall have the right to give the participant a warning and reduction of points.
- E) When a participant receives damage from a rule violation by the opponent, the referee shall have the right to give the participant a rest to recover and resume the fight.
- F) When a participant does not follow the referee's instruction to resume the fight and does not show the will to fight, the referee shall have the right to announce a "Down" call and start a countdown or decide the fight TKO to make that participant the loser.

- G) If the referee could not make a call of “Knock down”, “Submission”, “Foul” or other actions, the referee may ask for opinions of the chairman or the sub- referees.
- H) If the referee could not judge whether the points on holding techniques should be awarded or not, the referee may have the right to ask for an opinion of the chairman.
- I) The referee shall have the right to make a request for the sub-referees assistance in the case that a “Don’t move” call has been announced.
- J) The referee shall have the right to ask for the official doctor’s judgment whether it is possible to continue the fight due to an injury or damage of a participant.
- K) If an outside event like an accident, violence, or breakage of facilities happens which makes it impossible to continue the fight the referee shall have the right to discontinue the fight.

Chapter 23 - Sub-referee (judge)

Article 1. Sub-referees

Sub-referees/judges, shall be seated at their seats and watch fights calmly and carefully giving appropriate advice to the referee as needed for the fight to run smoothly.

Article 2. Functions

Sub-referees shall:

- A) Award points to participants only for effective hit techniques with neutral and fair judgment at each round, and shall enter the score in scorecards to present them to the referee.
- B) In tournament fights, when the fight is judged as a draw, the judgment by flags shall be made neutrally and fairly considering both participants' hit and holding techniques, then the sub referee shall hold up a flag which is the same color as the superior participant’s corner color.
- C) Point out fouls or gestures of a participant to evidence that the participant wants to give up fighting, which the referee has missed
- D) On a “Don’t move” call, if the referee requests it, sub-referees shall immediately enter the ring and help the referee move the participants to a safe spot where they can continue fighting while keeping participants in a state of "no motion."

Chapter 24 - Timekeeper

Article 1. Timekeeper

A timekeeper shall be seated at the official seats and shall check time strictly using a precise watch.

Article 2. Functions

The functions of a timekeeper are as follows

1. The timekeeper shall indicate the beginning and the end of each round by ringing a gong.
2. The timekeeper shall give the announcer the direction to announce a “Second out” call at ten (10)seconds before the beginning of each round.
3. On the referees “Down” call, the timekeeper shall start a countdown and indicate every second by his hand to the referee.
4. On the referee’s “time” call, the timekeeper shall stop or restart timekeeping.
5. When a fight is over before the end of the final round, the timekeeper shall ring a gong to inform that the fight is over and shall record the time.
6. Blow a horn after 5 seconds in which the participants engage in a standing clinch.
7. Blow a horn after 5 seconds in which the participants engage in ground fighting.

Chapter 25 - Announcer

Article 1. Announcer

An announcer shall make clear announcements so that the fight is carried out smoothly.

Article 2. Functions

The functions of an announcer are as follows. The announcer shall:

1. announce the following items prior to fights: Weight class, Number of rounds, names of the participants, Weights of the participants, Names of the judges.
2. announce a "Seconds out" call at ten (10) seconds before each round.
3. announce the elapsed time, the name of the winner and the determinant factor of the fight, once the fight is over.
4. announce all matters and issues required by officials.
5. announce anything not sanctioned by the ΠΕΠ.

Chapter 26 - Official doctor

Article 1. Official doctor

An official doctor shall be approved by the ΠΕΠ, and shall be an expert in sports medicine and shall be conversant in Pammachon and its techniques and rules.

Article 2. Functions

The functions of an official doctor are as follows:

1. On the day of the fights, shall give all the participants medical examinations before fights and shall make suggestions to the officials, if needed, whether it is possible for a participant to participate in the fight.
2. Shall be seated at official seats by the ring, and shall give participants medical examinations during fights at the referee's request. The official doctor shall make suggestions to the referee whether it is possible for participants to continue fighting or not.

Article 3. Authorities

An official doctor has the following authorities. The official doctor shall:

1. have the right to decide a participant's participation depending on the results of his medical examination before fights.
2. have the right to decide whether it is possible for a participant, who is injured or bleeding, to continue fighting or not.

If you have any questions about Pammachon rules please contact us at: info@pammachon.gr

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