



GLORY

OFFICIAL

RULES

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GENERAL PROVISIONS

1.01 SELECT DEFINITIONS.

- A. Athlete. Any unarmed combatant who has executed a Standard Fighter Contract or Bout Agreement with GLORY to compete as a fighter in a Match. The term “Athlete” shall refer to both GLORY-contracted fighters and non-GLORY fighters competing in a Match sanctioned by GLORY.
- B. Cornermen. Any coach, trainer, second, manager, or other person designated by Athlete and credentialed by GLORY to be in the Corner with an Athlete during a Match.
- C. Event. All Matches in one day are collectively referred to and promoted as the Event.
- D. GLORY. GSUKCO Limited (“GLORY”) and any entity to which GLORY has delegated certain responsibilities or authority under these Rules.
- E. Match. An unarmed combat contest or exhibition sanctioned and promoted by GLORY between two Athletes occurring under GLORY Rules.
- F. Match License. A license granted by GLORY to another organization to utilize the GLORY Rules for an unarmed combat event.
- G. Promoter. GLORY is the primary and exclusive promoter of all Events and Matches. In its sole discretion, GLORY may approve a co-promoter.
- H. Regulator. Any regulatory body established or recognized by a Country, State, City, or other governmental entity with authority to regulate, approve, sanction or license combat sports competitions or the Athletes in those competitions or body appointed by GLORY.

1.02 PURPOSE AND SCOPE.

The purpose of these rules and regulations (“GLORY Rules”) is to ensure that all GLORY Events and Matches are fair, exciting, and safe for Athletes, Cornermen, and spectators. These GLORY Rules apply to all Events, Matches, Athletes, and Cornermen and may be modified from time to time in GLORY’s sole discretion.

Events and Matches may be sanctioned and regulated by a third-party organization designated by GLORY in its sole discretion or another regulatory authority with jurisdiction over the Event (“Regulator”). The GLORY Rules shall apply exclusively to all Events and Matches unless a Regulator’s rules are mandatory, in which case they supersede the GLORY Rules to the extent they vary.

An organization wishing to organize an Event or Match under the GLORY Rules must first obtain a written Match License by GLORY.

1.03 ATHLETES.

The GLORY Rules apply to all Athletes who are under Contract (e.g. a Standard Fighter Contract or Bout Agreement) with GLORY, from the effective date of the Contract until the

earlier of the termination of the Contract or such time as they give written notice of their retirement from GLORY. All Athletes have agreed to be bound by the GLORY Rules as a condition of their Contract with GLORY. The GLORY Rules also applies to any Athlete or Person who, by way of contract or consent, agrees to be bound by the GLORY Rules by way of their participation in an Event or Match. Each Athlete or Person subject to the GLORY Rules is deemed to know and understand the contents.

All Athletes in GLORY Matches are voluntary participants and assume the risk associated with participation as more fully defined in the Standard Fighter Contract and/or Bout Agreement.

1.04 CORNERMEN.

- A. Eligibility. Each Athlete is permitted to designate up to three (or as otherwise agreed in the Standard Fighter Contract, other agreement, or by the Regulator) Cornermen for each Event. All Cornermen designations are subject to GLORY and/or the Regulator's approval. A Cornerman must be over 18 years old and will be required to sign applicable licensing and consent agreements.
- B. Credential Required. Cornermen All Cornermen must be duly credentialed according to GLORY's procedures prior to the Event. Athletes may be required to select a Chief Cornerman. GLORY reserves the right to deny a Cornerman's credential and/or revoke a Cornerman's credentials at any time for any reason.
- C. Participation. As described below, at least one Cornerman for an Athlete shall be present at the Rules Meeting (Section 2.04). All Cornermen must arrive to the venue (or transport station) at least two hours before the Match starts at the time designated by GLORY. At least one Cornerman must be present for the Athlete's Pre-Match and Match Day Medical Examinations (Section 2.03).
- D. Familiarity with Rules. All Cornermen are subject to the GLORY Rules and are deemed to know and understand the contents.

PRE-EVENT PROVISIONS

2.01 WEIGHT CLASSES.

GLORY organizes Matches in the following Weight Classes:

- A. Featherweight: up to 65 kg
- B. Lightweight: over 65 kg up to 70 kg
- C. Welterweight: over 70 kg up to 77 kg
- D. Middleweight: over 77 kg up to 85 kg
- E. Light Heavyweight: over 85 kg up to 95 kg
- F. Heavyweight: over 95 kg
- G. Catchweight: a weight outside of a traditional weight class, agreed upon by GLORY and both Athletes.

2.02 WEIGHT ENFORCEMENT.

- A. Each Match will have a contractually agreed-upon Weight Class or weight limit. Weigh-Ins will occur the day before the Event, at a time and location designated by GLORY and/or the Regulator. Weigh-Ins may not proceed until the scales are calibrated, examined and approved by GLORY and/or the Regulator.
- B. Athletes must be weighed in the presence a representative of GLORY and the Regulator. Athletes have the right to be present for the Weigh-In of his or her opponent during the designated time slot, otherwise he waives his right to be present.
- C. Athletes must have everything stripped from his or her body before Weigh-In, but may wear shorts, and if the Athlete is a female, shorts and a top.
- D. Missed Weight. If an Athlete is over the weight limit at the time of Weigh-Ins, he will be given a time limit established by GLORY or the Regulator to make the weight limit. If he fails to achieve the weight by the time limit specified, the Match will only be approved to occur with the consent of GLORY, the opponent and the Regulator, if applicable. Should Athletes agree to continue with the contest, then the following shall apply: If an Athlete misses weight by 1kg or less, up to 20% of his fight purse will be forfeited to the opponent at GLORY's discretion. If an Athlete misses weight by more than 1kg, up to 30% of his purse will be forfeited to the opponent at GLORY's discretion.

2.03 MEDICAL REQUIREMENTS.

- A. Pre-Match Medicals. In advance of a Match, GLORY shall indicate to the Athletes the required medical and blood tests (including but not limited to Fit-to-fight, Hep A and B), which may vary per Event. All Athletes must submit their medical questionnaire (attested under oath to the accuracy of the information provided) to GLORY a minimum of ten (10) business days prior to the Match date. Such questionnaire shall be supplied from a doctor who is accredited and/or licensed in the Athlete's jurisdiction as a medical practitioner.
- B. An Athlete must report to GLORY any medical treatment, outpatient treatment or hospital admission received by the Athlete.
- C. Match-Day Medicals. On the day of the Event, Athletes must undergo a medical check pre-Match and post-Match, carried out by a Ring Doctor. For tournaments, Athletes are examined by the Ring Doctor in between each stage of competition.
 - 1. If the Ring Doctor who examines the Athlete determines that the Athlete is unfit for competition, the Athlete shall not participate in the Event or Match and the Ring Doctor shall immediately report his findings to GLORY and the Regulator. The Ring Doctor's decision is final and not appealable.
 - 2. An Athlete must report to GLORY any medical treatment, outpatient treatment or hospital admission received by the Athlete after the Weigh-In and before the Event or Match.
- D. Post-Knock Out Medicals. In the event that an Athlete loses a Match by knockout or technical knockout, an Athlete is required to have a clinical assessment performed.

In addition, GLORY may require that the Athlete to undertake a CT scan of the brain as soon as possible after the Match. The Athlete will not be eligible for a future Match until GLORY has possession of the clinical assessment and results from the CT scan, and a doctor clears the Athlete to compete.

2.04 RULES MEETING.

Every Event shall be preceded by a Rules Meeting at a time and location designated by GLORY. All Athletes and at least one of their Cornermen must be on time and present.

GENERAL REQUIREMENTS FOR EVENTS

3.01 DRESSING ROOMS.

On the day of the Event, unless otherwise requested in writing and approved by GLORY or the Regulator, only the following people are permitted in the Dressing Room of an Athlete after receiving a duly issued credential:

- A. The Athlete;
- B. The Credentialed Cornermen of the Athlete;
- C. Any representative of GLORY; and
- D. Any representative of the Regulator.

Anyone else found to be in the Dressing Room will be asked to leave and may be removed from the venue and banned from future GLORY Events.

3.02 FOOD AND DRINK.

- A. On the day of the Event, unless otherwise requested in writing and approved by GLORY or the Regulator, only the following food and drink items are permitted in the Dressing Room of an Athlete:
 - 1. Factory-sealed water, hydration, and electrolyte drinks;
 - 2. Factory-sealed protein and food bars; and
 - 3. Fruit.
- B. Athletes may not consume alcohol or any drinks containing alcohol at the venue leading up to his Match. Any other food or drink items found in the Dressing Room or in the Athlete or Cornermen's belongings will be confiscated and discarded. All bags and personal items are subject to search prior to admission onto any GLORY provided transportation and upon entrance to the venue and/or Dressing Room.

3.03 ANTI-DOPING.

- A. The use of Prohibited Substances, including stimulants, before or during Matches is strictly prohibited under the GLORY Anti-Doping Rules, which is incorporated herein by reference. Athletes may be required to submit to doping control during an Event by GLORY or another organization with jurisdiction over the Event. See the GLORY Anti-Doping Rules for more information.
- B. Athletes may not use any medications (including nose sprays, inhalers or other medicinal or homeopathic aides), supplements, or topical creams during the Event

without express, prior, written consent by GLORY. All bags and personal items are subject to search upon entrance to the venue and/or Dressing Room. Any medications, supplements, or creams will be confiscated and will either be discarded or retained by GLORY for testing under the GLORY Anti-Doping Rules.

- C. If an Athlete has a medical need for any medication or aid, the Athlete must apply for and be granted a Therapeutic Use Exemption (“TUE”) in accordance with the GLORY Anti-Doping Rules in advance of the Event. Inhalers under approved TUEs will be permitted at Ringside for emergencies, but if an Athlete needs to use the inhaler it will result in an immediate disqualification.

EQUIPMENT AND SUPPLIES

4.01 MATCH ATTIRE.

- A. Athletes must be clean and present in a tidy and sportsmanlike appearance at all times. Athletes may not wear logos that bear slogans, words or images that relate to drugs, sex, gambling, politics, religion, or anything else that may disparage the reputation of the sport of kickboxing or GLORY in the determination of GLORY.
- B. Athletes must wear kickboxing trunks that stop above the knee. It is permitted to wear leggings under the kickboxing trunks so long as the leggings do not extend below the knee. The upper body of male Athletes must remain uncovered. Female Athletes must cover the upper body along with a sports bra or form-fitting shirt with breast protection.
- C. Logos and/or the names of sponsors on the shorts or clothing of the Athletes and/or his Cornermen are permitted with the prior, written consent of GLORY. Writing or tattooing or logos or sponsors on the bare torso or any exposed skin of Athletes is not permitted.
- D. Shoes, or any padding on feet, are not permitted to be worn in the Ring.
- E. All Athletes must wear a mouthguard during the Match. Male Athletes must wear groin protection during the Match. Athletes may wear ankle socks with soft, basic padding that is not an enhancement to the commercially available socks. All mouthguards, groin protection, and ankle socks must be approved by GLORY or the Regulator. Any other protective gear is prohibited without the prior, written consent of GLORY or the Regulator.
- F. Athletes may not wear any jewelry or piercing accessories during the Match.
- G. Athletes may not wear any other protective or decorative attire during the Match.
- H. Athletes must have their hair secured in a manner that does not interfere with the vision or safety of him or his opponent. GLORY or the Regulator shall determine whether head or facial hair, fingernails or toenails present any hazard to the safety of the Athlete or his opponent, or will interfere with the supervision and conduct of the Match.
- I. Attire and protective gear are subject to inspection by GLORY or the Regulator. If an outfit or protective gear is found to be unfit, it must be replaced to meet the requirements.

- J. Cornermen Attire. Cornermen must be dressed in sportswear that is sportsmanlike, clean, and undamaged for the Match. Denim and non-team shirts are not permitted.

4.02 BANDAGES AND TAPE.

- A. Athletes must tape their hands under the supervision of an Inspector designated by GLORY or the Regulator. If the Athlete wants to bring his own tape, it must be approved by GLORY or the Regulator. The application of bandages and/or tape on the hands is solely intended to prevent injury. Building up layers of tape to pad the knuckles is forbidden. It is permitted to tape the bandages around or on the knuckles but the thickness of the layers of tape applied must not exceed 1 mm (3 strips).
- B. Normal soft bandages bound around the wrist and hand are allowed to be taped up to a Round 2 cm under the knuckles. Bandages and tapes on an Athlete's hands must be examined and approved by an Inspector designated by GLORY or the Regulator. Gloves may not be worn until bandages and tape are examined and stamped by an Inspector. Once the taped hands have been approved and stamped, the Athlete is not permitted to leave the Dressing Room without the presence of an Inspector.
- C. Use of inner gloves or holding any object on or in the hands or fingers is prohibited.
- D. Taping ankles for reinforcement is permitted provided no hard materials are located on or under the tape and the tape is covered by an ankle stocking with one-piece elastic fabric wraps without velcro or buckles. A taped ankle without ankle stocking is not permitted. All taping must be approved by GLORY or the Regulator.
- E. Any other bandages or taping must be approved by GLORY or the Regulator.

4.03 GLOVES.

- A. Athletes must wear boxing gloves of equal weight provided exclusively by GLORY. In single-Match Matches, the color of the gloves should be the same as the color of the Athlete's corner. In tournament Matches, if the color of the gloves of opponents are the same, then the tape color that secures the gloves shall Match the Athlete's corner. The gloves should be taped in such a way that no laces or other loose ends are visible and should bear a stamp of approval by GLORY or the Regulator.
- B. The weight of the gloves shall either be 8 ounces (for weight classes under 65 kg) or 10 ounces for all other weight classes.
- C. All Athletes must put their gloves on in the presence of an Inspector designated by GLORY or the Regulator who then tapes and initials the taping. The gloves may only be removed in the Dressing Room when the Match is over.
- D. All gloves are subject to inspection by GLORY or the Regulator. No breaking down, roughing or twisting of gloves is permitted. If a glove is found to be unfit, it must be replaced with a glove that meets the requirements. If padding in any glove is found to be misplaced, misshaped, or if any glove is found to be imperfect, not in compliance, or otherwise unfit for use, the glove must be changed before the Match starts.

4.04 GREASE AND EXTERNAL MOISTURE.

The excessive use of grease, water (e.g. through a spray bottle or sponge), or any other foreign substance (e.g. Vaseline, petroleum jelly, anti-slip spray, oils) may not be used on the face. No grease, water, or other foreign substance may be applied or used on the body of an Athlete. The Referee, or an Inspector designated by GLORY or the Regulator, shall cause any excessive grease or foreign substance to be removed. Failure to comply with this Rule might result in disqualification or disciplinary action.

4.05 CORNER ITEMS.

The following items must be brought by the Cornermen to their respective Corner of the Ring.

- A. An empty bucket for sealed water, provided by GLORY in the Dressing Room;
- B. Ice, in a sealable, double layer plastic package or mesh-style zippered bag;
- C. A sealable, clear plastic water bottle or water provided by GLORY;
- D. One extra mouthguard;
- E. A towel;

Cornermen may bring factory sealed petroleum jelly (grease) to the Corner subject to inspection and application limitations as described above in Section 4.04. No other items are permissible without prior, written consent of GLORY and the Regulator. All items brought to the Corner are subject to inspection by GLORY and/or the Regulator. Any item not permitted may be confiscated and discarded. Failure to comply with this Rule might result in disqualification or disciplinary action.

4.06 MATCH RING.

- A. Matches take place in a square Ring surrounded by ropes interconnected by means of vertical cords or bands. The Ring floor shall be covered by canvas that should not be slippery before and/or during a fight. The ring floor is raised not less than 90 centimeters (3 feet) and not more than 122 centimeters (4 feet) above the ground, unless otherwise determined by GLORY.
- B. The Ring floor can have one of two sizes: Small size 6.40 x 6.40 square meters or Large size 7.00 x 7.00 square meters, unless otherwise determined by GLORY.
- C. The ropes should be wrapped in a soft material and may not cause damage or injury to Athletes moving alongside them. The ropes shall be held rigidly by two pieces of strong cloth, equally spread, so that the rope spacing shall not vary during the contest. The ropes shall be at least three centimeters but not more than five centimeters thick, unless otherwise determined by GLORY. There shall be four ropes positioned 40, 80, 120 and 150 centimeters, respectively, above the ring floor, unless otherwise determined by GLORY.
- D. The opposite corners of the Ring should be equipped with a white and black post for the Athletes with two neutral corners in between.

MATCH RULES AND REGULATIONS

5.01 OFFICIALS.

The following is a non-exhaustive list of Officials appointed by GLORY and/or the Regulator. GLORY may in its discretion add other officials as it determines.

- A. Referee. Matches are regulated by the Referee who stays inside the Ring for the duration of the Match and is responsible for maintaining the Athletes' conduct and for ensuring the Match complies with the GLORY Rules. The Referee is exclusively responsible for making decisions during the Match. The Referee may be supported by other Inspectors outside the Ring, designated by GLORY or the Regulator for the Event.
- B. Judges. Matches are adjudicated by a minimum of three and a maximum of five Judges selected by the Regulator. The Judges are authorized to award points and submit an assessment for each Round of a Match based on the scoring criteria in these Rules.
- C. Ring Inspector. Ring Inspectors are responsible for ensuring compliance with the GLORY Rules in, around and outside the Ring. Ring Inspectors accompany the Athletes to the "Ring check" prior to the Match and stay with the Athletes and respective Cornermen throughout the Match. Ring Inspectors have the full authority to enforce all of the GLORY Rules during Events and Matches.
- D. Judge Supervisor. The Judge Supervisor is responsible for appointing and overseeing the Referees and Judges for each Match. The Judge Supervisor is responsible for authenticating the scores and informing the Announcer of the results of the Match. The Judge Supervisor will ensure compliance with the Rules, assist to resolve any issues that arise during Matches, and may consult with the Referee in situations as more fully described in Section 5.06.C.
- E. Ring Doctor. A Ring Doctor must be present at all times during Matches.
 - 1. A Ring Doctor must always be present at the Ring during Matches. If a Ring Doctor must leave the Ring, or if one is not present, the Referee must stop any active Match and wait for a Ring Doctor to be present before any Match begins or restarts.
 - 2. The Ring Doctor is authorized to take all measures that are considered medically necessary before, during, and after Matches and Events. All actions taken by the Ring Doctor and/or a designee shall be recorded and communicated to relevant personnel including the Referee.
 - 3. Before the start of the Match, at the Pre-Match Medicals, the Ring Doctor must verify that no changes have occurred to any Athlete since the time of the mandatory (annual or pre-Event) medical examination which would make participation unsafe or irresponsible.
 - 4. During the Match, the Referee may request the Ring Doctor to examine any wounds or injury, and to advise on whether the Match may continue. In no event may the Ring Doctor treat any wounds or injuries during a Round. If a wound or injury requires treatment, the Ring Doctor must call off the Match before treatment. Only the Ring Doctor may enter the Ring during an examination.

5. In between Rounds, a Cornerman may request the Ring Doctor to examine any wounds or injury. Cutmen may only treat wounds in between Rounds, not during a Match.
 6. If the Ring Doctor determines that an Athlete has a serious wound or injury such that, in the Ring Doctor's opinion, continuing the Match would be unsafe, the Ring Doctor is authorized to stop the Match. The Ring Doctor's determination is final, binding and unappealable.
 7. The Ring Doctor may be required to submit written reports to GLORY or the Regulator after a Match or Event with recommendations on an Athlete's suitability to compete in future Events and follow up medical tests or examinations.
- E. Backstage Inspector. The Backstage Inspectors monitor the bandages and gloves and must ensure that the Athletes are in compliance with GLORY Rules and are ready for the Match.
 - F. Timekeeper. The Timekeeper monitors the duration of the Rounds of a Match. The Timekeeper checks the duration of the Rounds and the Intervals by means of clock/stopwatch. Ten seconds before the end of the interval the Timekeeper signals, and the Referee then issues the command, "seconds out" at which point, the Cornermen must leave the Ring immediately, taking all items from the Ring. By sounding the start of the Round gong, the Timekeeper signals the beginning and end of the Rounds for the Referee.
 - G. Scorekeeper. The Scorekeeper monitors the score sheets and keeps a record of the total scores of points per Round and the total scores of points per Match. The score at the completion of the Match shall be communicated to the Announcer and Officials so it can be displayed and published to the audience. The Scorekeeper keeps and archives the score sheets for GLORY.
 - H. Ring Announcer. The Ring Announcer is responsible for announcing the Match, Warnings and the scores.
 - I. Doping Control Officials. Doping Control Officers and Chaperones are designated by GLORY or the Regulator and are responsible for overseeing Doping Control at Events in accordance with the GLORY Anti-Doping Rules.

5.02 MATCH CONDUCT OF ATHLETES.

- A. Athletes are prohibited from protesting with Officials, including the Referee, Judges, or Ring Doctor during the Match. Protests must be filed according to the procedures set out by the applicable Regulator. At a minimum, Protest procedures shall ensure fair and objective review.
- B. Athletes are prohibited from attempting to influence, bribe, blackmail GLORY, the Regulator, or an Official.
- C. Athletes are prohibited from grabbing the microphone from the Ring Announcer, using speech that is offensive, slanderous, obscene, profane, vulgar, repulsive, or related to drugs, sex, gambling, politics, and/or religion.

- D. Athletes are prohibited from approaching the crowd or spectators and from inciting violence, or fans.
- E. At all times during the Match, Athletes must conduct themselves in a sportsmanlike manner and follow the instructions of the Referee and Officials. Failure to follow instructions may result in a warning, removal from the Ring, removal from the venue, or disqualification of the Athlete from the Match.
- F. GLORY may take disciplinary action against an Athlete for failure to comply with the Rules and/or Official's instructions. Discipline for Athletes may include a public warning, suspension or ban from participating in GLORY Events, disqualification or overturn of results, contractual penalties, termination of contract, fines up to 100% of a fight purse, and conditions to be satisfied.

5.03 MATCH CONDUCT OF CORNERMEN.

- A. Cornermen are not permitted to accompany the Athlete during the walkout to the Ring on the catwalk. Cornermen will be escorted by GLORY or Regulator staff to their Ringside location.
- B. During the Match, Cornermen must sit in their designated seats and remain seated. Excessive coaching, entering the Ring at any time during the Match (even during a Ring Doctor consultation), throwing items (except for "Throwing in the Towel" pursuant to Section 5.06) into the Ring, deforming or breaking gloves, and pounding on the mat or apron of the Ring is prohibited.
- C. In between Rounds, Cornermen must position and remove the Athlete's chair in an expeditious and timely manner.
- D. The Chief Cornerman is the only person permitted to administer care inside the ropes of the Ring in between Rounds of the Match.
- E. Cornermen are prohibited attempting to influence, bribe, blackmail GLORY, the Regulator, or an Official.
- F. Cornermen are prohibited from grabbing the microphone from the Ring Announcer, using speech that is offensive, slanderous, obscene, profane, vulgar, repulsive, or related to drugs, sex, gambling, politics, and/or religion.
- G. Cornermen are prohibited from approaching the crowd or spectators and from inciting violence, and fans in any manner including by chanting.
- H. Cornermen are prohibited from protesting with the Referee, Judges, or Ring Doctor during the Match or at any time in the Ring. Protests must be filed according to the procedures set out by the applicable Regulator. At a minimum, Protest procedures shall ensure fair and objective review.
- I. At all times during the Match, Cornermen must conduct themselves in a sportsmanlike manner and follow the instructions of the Referee and Officials.
- J. Failure to follow the Rules and/or Official's instructions may result in a warning, removal from the Ring, removal from the venue, a point(s) deduction, or disqualification of the Athlete from the Match.

- K. GLORY may take disciplinary action against a Cornerman for failure to comply with the Rules and/or Official's instructions. Discipline for Cornermen may include a public warning, suspension or ban from participating or attending GLORY Events, deduction from the Athlete's purse, and conditions to be satisfied.

5.04 FORMS OF MATCHES.

- A. Single Match. A single Match consists of three Rounds of three minutes each. GLORY may approve a Match to be five Rounds of three minutes each. Matches may be extended by extra Rounds as described below in Section 5.06.H. One minute Intervals take place in between each Round. In the event the fight is extended with extra Rounds, the interval between the Rounds shall be one and a half minutes from the first extra Round.
- B. Tournament Match. Tournament Matches consist of two or three Rounds of two or three minutes in accordance with the Tournament format.
- C. Title Match. Title Matches consists of five Rounds of three minutes each unless the Match is part of a Tournament in which case the Match may consist of three Rounds at GLORY's discretion.
 - 1. Titles with a maximum weight can only be won or defended if both Athletes are at or under the weight limit.
 - 2. If the defending champion does not meet or weigh below the weight limit at the official Weigh-In, the defending champion forfeits the title. If the Match is won by the challenger, the challenger is the new champion. If the defending champion wins the Match, the title becomes vacant.
 - 3. If the challenger fails to weigh equal or less than the official weight limit, the defending champion remains the champion regardless of the outcome of the Match.
 - 4. If both Athletes fail to weigh equal or less than the official weight limit, the title will be vacant after the Match.
 - 5. A champion may be required to defend his title at least once every four months. If the champion is not able to defend the title within four months, or fails to accept any opponent, Event or Tournament, for any reason, the champion may be declared to have vacated the title at GLORY's discretion.
 - 6. Any title may be contested at any Tournament at GLORY's discretion. If the current champion does not participate in the Tournament (for any reason, including, but not limited to, whether due to inability, unwillingness, or injury), GLORY may declare the title vacant. GLORY reserves the right to approve an interim title at any time for any reason..
- D. Maximum Number of Rounds. Athlete may never fight more than thirteen three-minute Rounds in one day.

5.05 REFEREE COMMANDS AND DOWNS.

A. Referee Commands. The Referee shall use the following commands:

1. Fight. The Referee begins or resumes the Match with the command “fight” only once the Athletes are separated an equal distance from the Referee.
2. Break. The command “break” is used by the Referee to interrupt an action of the Athletes and to separate the Athletes after which they must take a step backwards. The Referee steps in between both Athletes. As soon as he steps back the Athletes resume the fight without the instruction “fight.”
3. Stop. The command “stop” is used by the Referee in order to stop the fight, at the end of a Round or prior to a caution or public warning.

B. Knockdowns “Down”.

1. An Athlete is deemed to be “Down” for purposes of an Eight Count in the following situations:
 - a. According to the Referee’s evaluation, if as the result of a damaging attack, any part of an Athlete’s body (other than their feet) touch the floor or would have touched the floor if not for the ropes or holding the opponent;
 - b. According to the Referee’s evaluation, if as a result of a damaging attack, an Athlete appears to be in a weakened state and may be in danger of injury, but is still standing (known as “Standing Eight Count”).
2. If the Referee determines that an Athlete is Down, then he will indicate this by the Down call and gesture. The Referee starts the Down count after he has sent the opponent to the farthest removed neutral corner. The opponent waits in his neutral corner until the Referee gives him permission to leave this corner and resume the Match. If the opponent leaves his neutral corner before the Referee gives the sign, the counting stops and only starts again once the opponent has returned to his neutral corner. During the Down count it is not permitted for any of the Cornermen to approach their Athletes in any way.
3. The Referee is obliged to continue counting until the eighth count and then assess whether the Athlete is capable of resuming the fight in a responsible manner. If that is the case, the Referee gives the command Fight.
4. If, during the course of the count as described above, the time of the Round ends, the Timekeeper may not sound the gong/bell before the end of the Round but must wait until the Referee has counted to the eighth count and, once the Referee has given the Fight command, the timekeeper must immediately sound the gong/bell signaling the end of the Round.
5. In the case a Referee counts to ten without any interruption (which means he concluded the Athlete is incapable to resume during his count of eight), the Athlete will lose on the grounds of Knockout. In that case, the Timekeeper will sound the gong/bell indicating the end of the Match.

6. In the case a Referee counts to eight and has to check if the Athlete is capable to resume (e.g. checking the Athlete's eyes and balance), and concludes the Athlete is not capable, the Referee follows up with the nine and ten count, and the Athlete will lose the Match on the grounds of a Technical Knockout.
 7. While the Referee is counting, Cornermen may not throw in the towel or indicate in any way that the Match is being given up.
 8. In the exceptional case of both Athletes being knocked Down, the Referee will begin counting for both Athletes at once. After the eighth count, the Referee will assess whether both Athletes are deemed capable of resuming the fight. If, in the opinion of the Referee, this is the case, then the Match can be resumed. If one of the two Athletes is still deemed incapable of resuming the Match after the eighth count, but his opponent is deemed capable, then the latter wins by Technical Knockout. If neither Athlete is capable of resuming the fight at the eighth count, then the Referee will complete the count to ten and if neither Athlete can resume then the Match will be declared a Draw.
- C. Referee Review. In the event that a Referee needs a second opinion or that the Judge Supervisor requests a review a Referee's decision, there shall be a formal consultation and review as soon as possible during the Match. A Referee's call may be overturned by the Judge Supervisor or a Referee may change his call after consultation with the Judge Supervisor.

5.06 MATCH SCORING.

- A. Legitimate Techniques for Scoring. In order for a strike to be counted in scoring, the technique must be executed with full power, from the correct distance and body position, and land on legal target area.
1. Punches. Striking with the padded part of the glove to a legal target: i.e. straight punches, hooks, uppercuts, spinning back-fist (only if executed with the padded, back of the glove);
 2. Kicks. Striking with the foot or lower leg to a legal target: i.e. front kicks, low kicks inside and outside the leg, middle kicks, high kicks, sidekicks, back kicks, ax kicks, spinning kicks, jumping kicks;
 3. Knees. Striking with the knee to a legal target: i.e. front knee, round-house knee, jumping knee, knee on the leg inside and outside (please note the clinch limitations explained below regarding the use of knee strikes).
- B. Open Scoring. GLORY utilizes open scoring which means that the Judges scores will be publicly available after the conclusion of each Round.
- C. Criteria for Scoring. Five Judges (or three if approved by GLORY) will evaluate the relative effectiveness of each Athlete performance according to the following prioritized criteria:
1. Knockdowns. If an Athlete scores one or more Knockdowns, he will win the Round (unless he receives point deductions). The other criteria will be evaluated to determine whether the score is 10-9 or 10-8 in favor of the winner.

2. Damage inflicted on the opponent. High Impact Damage (wobble, staggering, or reduced functionality as a result of a legal strike) is prioritized over all other damage. Damage is scored cumulatively.
 3. Number of clean strikes. Spectacular techniques (flying and spinning techniques, etc.) are prioritized over normal techniques.
 4. Degree of aggressiveness or Ring domination. Attacks are prioritized over defense for scoring purposes.
- D. Examples of Scores Awarded. GLORY utilizes a “10-point must” system meaning one Athlete must always receive a 10 score (unless they receive a points deduction). The minus points accrued from penalization are first deducted from the points scored before the score is finalized.
1. 10-10: Not even a marginal advantage can be determined according to the established criteria;
 2. 10-9: One Athlete has demonstrated an advantage according to the established criteria;
 3. 10-8: One Athlete has won by way of a knockdown or by way of High Intensity Damage, and significant domination/advantage of strikes and aggressiveness;
 4. 10-7: One Athlete has won by way of two knockdowns.

Refer to Appendix 2 for Scoring Guidelines

- E. Match Decisions. A Match can be decided in the following manners:
1. Points Decision. Five Judges (or three, if approved by GLORY) will evaluate the relative effectiveness of each Athlete’s performance using a “10-Point-Must” system, deduct any minus points, and record their scores for the Athletes after each Round. After the completion of the scheduled Rounds the winner is determined by the total scores according to each Judge (not by Round) and the victory is awarded by the unanimous or majority decision of the Judge panel. Refer to Appendix 2 for Scoring Guidelines.
 2. Knockout (“KO”). If an Athlete is struck in such a way that he or she is incapable of resuming the Match within the Referee’s ten-count or if the Referee declares the knockout before the count to ten in order to bring in immediate medical assistance.
 3. Technical Knockout (“TKO”). A TKO occurs in one of the following instances:
 - a. If the Referee (or Ring Doctor) ends the Match on the grounds of one Athlete’s inability to continue or because the Athlete cannot safely continue for any reason (other than due to a Foul).
 1. In the event the Referee wishes to consult the Ring Doctor on an injury sustained by one of the Athletes, he will stop the Match and direct the uninjured Athlete to a neutral corner. He will then request the Ring Doctor to enter the Ring in order to examine the injury. Cornermen must not

- enter the Ring. The Ring Doctor will advise the Referee whether or not to continue the Match.
2. The Ring Doctor also has the authority to stop the Match without the Referee soliciting his advice. The Ring Doctor's decision which is final and binding and not appealable.
 - b. If an Athlete or his Cornermen gives up by "Throwing in the Towel" or not resuming when a Round begins.
 - c. In a single Match or a Tournament final Match an Athlete has been knocked down three times in the same Round or a total of four times in the same Match. In a Tournament Match including the reserve Matches an Athlete has been knocked down twice in one and the same Round or three times in the same Match.
 4. Disqualification ("DQ"). If the Referee ends a Match because an Athlete is disqualified based on the criteria as described below in Section 5.08.
 5. Draw. When no winner is announced at the conclusion of the Match, essentially a "tie". This occurs in the following situations:
 - a. If both Athletes go Down at the same time and neither can resume the Match within the Referee's ten count.
 - b. A Draw occurs in scoring if there is a tied score and when a majority of the Judges do not declare a winner. Thus, this occurs in any scoring situation where at least three of the five Judges (or two of the three Judges) do not declare one Athlete the winner. Refer to Appendix 2 for Scoring Guidelines.
 1. In a three Round Match, if the score is considered a Draw after the conclusion of the three Rounds, the Match is extended by one "Sudden Victory" Round. Only the score from the extra Round is used to determine the winner. Judges may not score the extra Round equally. If for any reason the scoring from the extra Round does not result in a decision outcome, and the points are equal, then the Judges will determine who has earned the victory by merit of the Match in its entirety.
 2. In the event of a title Match between a defending champion and a challenger, if the score is considered a Draw after the conclusion of the five Rounds, the result of the Match is a Draw and the defending champion remains the champion.
 3. In the event of a title Match involving a vacant title, or in the event of a five Round Main Event or officially designated Title Eliminator, if the score is considered a Draw after the conclusion of the five Rounds, the Match is extended by one "Sudden Victory" Round. Only the score from the extra Round is used to determine the winner. Judges may not score the extra Round equally. If for any reason the scoring from the extra Round does not result in a decision outcome, and the points are equal, the Judges will determine who has earned the victory by merit of the Match in its entirety.

4. In a Tournament, the Final Match (see definition in Appendix 4) may be extended by up to two “Sudden Victory” Rounds. Only the score from the extra Round(s) is used to determine the winner. Judges may not score the extra Round(s) equally. If for any reason the scoring from the extra Round does not result in a decision outcome, and the points are equal, the Judges will determine who has earned the victory by merit of the Match in its entirety. Refer to Appendix 4 for additional details.
6. No Contest. A single Match will result in a No Contest if less than two Rounds (in a three Round Match) or three Rounds (in a five Round Match) have been completed and an Athlete cannot continue as the result of an accidental Foul or defect in protective gear. In the event of an accidental Foul that stops the Match in the third Round (in a three Round Match) or fourth or fifth Round (of a five Round Match), the outcome of the match will be determined by the Judge’s scores without scoring the Round in which the accidental Foul occurred.

A No Contest also occurs if the Referee decides in their absolute discretion that both Athletes must be disqualified, including but not limited to, if:

- a. The Match between the two participants have disregarded the Rule and regulations with equal fault.
- b. If there is a situation outside the Ring that would put the Athletes, GLORY personnel, the audience or anybody else at risk by letting the Match continue.
- c. If a Match must be terminated prematurely for any reason impacting the Athlete’s safety.

5.07 MATCH FOULS.

The following Fouls (prohibited techniques and behavior) and may result in Match Consequences as described below in Section 5.08.

A. Prohibited Striking Techniques:

1. Head butts, or coming in too low with one’s head;
2. All techniques targeting the back of the head or back or the torso;
3. Techniques targeting the groin;
4. Linear or thrusting kicks directed at a leg or legs (i.e. front kick, side kick, back kick). An Athlete may only attack the legs with kicks that arc, as in a roundhouse or hooking motion;
5. Biting;
6. Stomping on the opponent’s foot;
7. Elbow strikes; striking with any part of the arm or wrist above the padded portion of the glove;
8. Hitting or punching with open gloves or the palm side of the glove or jabbing an opponent’s eye with the thumb of the glove;
9. Wrestling or judo techniques, strangulation techniques or submissions;
10. Throws, leg sweeps, foot sweeps or pushing of any kind as an effort to off-balance or down an opponent. Any attempt to off-balance or down an opponent with anything other than a legal strike may be considered a foul;

11. Grabbing, clinching or holding for any reason (including holding to rest or grabbing an opponent in order to stop them from striking) other than to immediately attack with a single legal knee strike; after the legal knee strike the Athlete must disengage the clinch immediately.
12. Holding on to an opponent's leg without striking; an Athlete may grab an opponent's leg in order to immediately execute a single legal strike that may be accompanied by a single step in any direction. The leg must be released immediately after that single legal strike;
13. Pulling the opponent forward with both arms in the lower back.

B. Prohibited Match Conduct:

1. Continuing to fight if someone has any other part of his body other than his feet on the ground;
2. Techniques used following the command "Break" or "Stop" by the Referee;
3. Techniques used if the opponent is outside the Ring or tied up in the ropes;
4. Throwing or pushing an opponent out of the Ring or pushing an opponent backwards over the ropes;
5. Holding onto the ring ropes for any reason; including for offense or defense or locking in an opponent.

C. Stalling:

1. Actions/moves that are used to evade or hold off the fight; this includes but is not limited to continuously pulling up the front leg or stretching out the front arm without carrying out a particular technique;
2. Passivity; this includes but is not limited to fighting only when the opponent attacks;
3. Continuously allowing oneself to fall to the ground;
4. Deliberately falling on the opponent in any way;
5. Deliberately evading or deliberately halting the fight;
6. Voluntarily leaving the Ring during the Match;
7. Spitting out the mouthguard.

D. Unsportsmanlike Conduct:

1. Including but not limited to spitting, cursing, talking, making rude sounds or obscene gestures;
2. Insulting the Referee, officials, opponent or his team;
3. Deliberately ignoring the Referee's commands;
4. Undisciplined conduct of any kind;
5. Unnecessarily causing danger to oneself or an opponent;
6. Simulating being hit too low or another prohibited act;
7. Deliberately spitting out the mouth guard.

5.08 MATCH CONSEQUENCES.

- A. The following are consequences that will be issued by the Referee for Match Fouls:

1. Caution. A Caution is given in the event of a minor, accidental or unintentional Foul. It may occur without stopping the action of the Match.
 2. Official Warning. In the event of repetition, more significant, or intentional violation, the Referee will issue an Official Warning. The Referee will stop the action, send the opponent to the farthest neutral corner, and indicate to the Athlete and to the Judge using a clear gesture as determined by the Regulator (e.g. right arm up and pointer finger extended) that that the Athlete has been warned for their Foul.
 3. Penalty. If the Foul is intentional and severe, or if the Athlete has received an Official Warning, the Referee shall assess a penalty point for any subsequent Fouls. The Referee will stop the action, send the opponent to the farthest neutral corner, and indicate to the Athlete and to the Judges the Foul, the penalty and the point(s) deduction using a clear gesture as determined by the Regulator (e.g. right arm raised and swinging downward in a counterclockwise motion until it is facing downward).
 4. Disqualification. If the Foul is intentional, flagrant, and/or severe, or if the Athlete has received two Penalty point deductions and commits any other Foul, the Referee shall disqualify the Athlete. A Referee may also disqualify the Athlete if or if security must enter the Ring due to safety issues caused by one of the Athletes, a Cornerman enters the Ring during the Match or touches an Athlete during the Match, other than during an Interval.
- B. The Referee has the sole discretion to issue Cautions, Warnings, Penalties or Disqualification for Fouls which factor in the nature, severity and repetition of the fouling behavior. In doing so, the Referee must have thoroughly considered whether the Athlete has, through his violation, damaged his opponent's chances of victory and if the violation was intentional.
- C. GLORY might take disciplinary action for Match Consequences. Discipline for Athletes may include a public warning, suspension or ban from participating in GLORY Events, disqualification or overturn of results, contractual penalties, termination of contract, fines up to 100% of a fight purse, and conditions to be satisfied. Discipline for Cornermen may include a public warning, suspension or ban from participating or attending GLORY Events, deduction from the Athlete's purse, and conditions to be satisfied.

5.09 RANKINGS.

GLORY has the discretion to determine rankings based on a variety of judging points. If an Athlete fights outside of GLORY, the result of that fight may be considered in the rankings.

APPENDIX 1

GLORY CODE OF CONDUCT / HOUSE RULES

Effective: 1 January 2025

A. Overview.

The GLORY Code of Conduct describes the expected standard of conduct of every Athlete and credentialed Cornerman and the process by which misconduct may result in consequences. All Athletes (as provided in the Standard Fighter Contract and/or Bout Participation Agreement) and credentialed Cornermen (by way of their acceptance of a credential and participation in an Event or Match), have acknowledged, accepted, and are subject to the GLORY Code of Conduct.

B. General Standards of Conduct.

Athletes and Cornermen shall act in a legal, ethical and responsible manner. It is the expectation that all Athletes and Cornermen conduct themselves in a professional and sportsmanlike manner at all times during GLORY Events and official GLORY activities (including, but not limited to, Weigh-ins, Media Day, promotional events, etc). Athletes and Cornermen should portray GLORY and the sport of kickboxing in a positive light and shall not engage in any behavior or make any statement that may reflect negatively on or impact the integrity of GLORY which shall be determined by GLORY in its sole discretion.

Athletes are expected to comply with the terms of their contract with GLORY and complete all promotional activities and return in the timelines given the accurate and complete documents or information for medical, anti-doping, tax, payment, or regulatory or licensing purposes.

Examples of misconduct that may violate the Code of Conduct includes, but is not limited to:

1. Criminal offenses, charges, or convictions;
2. Violent, threatening, or harassing behavior (such as stalking, bullying, domestic violence);
3. Sexual harassment or sexual misconduct;
4. Wagering or betting on a GLORY Match;

C. Event-Specific Standards of Conduct.

At all times during Events, Athletes must conduct themselves in a sportsmanlike manner and follow the instructions of the GLORY, the Regulator, and Officials (as detailed in Section 5.03 of the Rules).

Athletes and Cornermen are expected to arrive on time and not depart early from the Event and any scheduled activity such as Weigh-Ins, Media Day, etc.

Athletes and Cornermen must comply with all of the provisions of the GLORY Rules, including, but not limited to:

1. Weigh-Ins, Medical Requirements, and participation in the Rules Meeting;
2. Credentialing, Dressing Room, Food & Drinks;
3. The GLORY Anti-Doping Rules;
4. Match Attire (dress code), Bandages & Tape, Gloves, and Grease;
5. Match Conduct, Prohibited Techniques;

D. Violations.

After the occurrence of a violation of the Code of Conduct, or upon discovery of a potential violation, GLORY (or its designee) may but is not obligated to conduct an investigation. Investigations may be initiated based on reported information, allegations, public information, arrest records, or criminal charges or convictions. During the investigation, if any, the Athlete or Cornerman shall have the opportunity to provide a statement, information, or other evidence.

Upon conclusion of the investigation, if any, GLORY shall have the full authority to impose discipline and fines, in its sole discretion irrespective of whether an investigation has occurred

Discipline for Cornermen may include a public warning, suspension or ban from participating or attending GLORY Events, deduction from the Athlete's purse, and conditions to be satisfied. Discipline for Athletes may include a public warning, suspension or ban from participating in GLORY Events, disqualification or overturn of results, contractual penalties, termination of contract, fines up to 100% of a fight purse, and conditions to be satisfied.

In the event it is determined, in GLORY's sole discretion, that discipline is warranted, the resulting discipline shall be based on the circumstances, the seriousness of the misconduct and violation, and other relevant factors such as prior violations or misconduct and repetitiveness of the action.

All GLORY disciplinary findings shall be final and binding. As required under applicable law or regulation of a Regulator with jurisdiction over the Event, Athlete or Cornerman, GLORY may share details of the violation, investigation, or discipline. GLORY also reserves the right to publicly announce violations and resulting discipline.

E. Counseling and Treatment.

Athletes who are found to violate the Code of Conduct may be required or recommended to undergo clinical evaluation, counseling, and/or a treatment program as recommended by a relevant practitioner. Athletes are encouraged to seek resources to prevent misconduct and violations of the Code of Conduct.

F. Reporting Incidents and Contact Information.

An Athlete who has knowledge of or information involving a possible violation of the Code of Conduct must notify GLORY by contacting the Athlete Health & Safety team at safety@glorykickboxing.com. Failure to report an incident is considered a violation of the Code of Conduct and may result in a violation.

All other persons, including Cornermen, are encouraged to report any information involving a possible violation of the Code of Conduct to safety@gloryworldseries.com.

APPENDIX 2

GLORY SCORING GUIDELINES

A. Criteria for Scoring. Section 5.06.C. The Judges will evaluate the relative effectiveness of each Athlete's performance according to the following prioritized criteria:

1. Knockdowns. If an Athlete scores one or more knockdowns, he will win the Round (unless he receives point deductions). The other criteria will be evaluated to determine whether the score is 10-9 or 10-8 in favor of the winner.
2. Damage inflicted on the opponent. High Impact Damage (wobble, staggering, or reduced functionality as a result of a legal strike) is prioritized over all other damage. Damage is scored cumulatively.
3. Number of clean strikes. Spectacular techniques (flying and spinning techniques, etc.) are prioritized over normal techniques.
4. Degree of aggressiveness or Ring domination. Attacks are prioritized over defense for scoring purposes.

As the criteria demonstrates, GLORY prioritizes damaging attacks and action. If one strike visibly inflicts High Impact Damage, it outweighs a high volume of clean but ineffective strikes. It should be noted, though, that volume can cumulatively result in High Impact Damage which will have the same impact on scoring. Similarly, if an Athlete lands a single damaging strike but fails to follow up or remains passive for the remainder of the Round, he will be penalized in scoring.

Although the scoring criteria are prioritized, each Round should be scored utilizing all criteria. For instance, if Athlete A scores a knockdown, the evaluation does not end there. The other criteria are evaluated to determine the difference between a 10-9 and 10-8 Round.

B. Examples of Scores. Section 5.06.D.

1. 10-10: Not even a marginal advantage can be determined according to the established criteria;
2. 10-9: One Athlete has demonstrated an advantage according to the established criteria;
3. 10-8: One Athlete has won by way of a knockdown or by way of a High Intensity Damage, and significant domination/advantage of strikes and aggressiveness;
4. 10-7: One Athlete has won by way of two knockdowns.

Each Round must have a winner who is awarded a 10 score and the loser 9, unless the Round is scored a draw. 10-9 is the standard outcome of a Round with no knockdowns or penalties. It indicates that one Athlete demonstrated an advantage according to the scoring criteria. If an Athlete would have won the Round 10-9 but receives a minus point, the score becomes 9-9.

Because Judges calculate scores based on some criteria that are subjective, there will always be some room for interpretation, especially in close Rounds. This is why there are three or five Judges in each Match. Although all examples of scoring scenarios cannot be provided, below are some common examples:

- If Athlete A wins the Round and scores a knockdown, the score will be 10-8 in Athlete A's favor. However, scoring 10-9, although very rare, is possible even if there is a knockdown if Athlete B had significant/dominant performance throughout the Round based on other

scoring criteria (overall damage and strikes). A 10-10 is possible if Athlete B otherwise wins the Round by domination, but it is extremely rare and unlikely.

- If Athlete A knocks down Athlete B two times in a Round, the score will be 10-7 in Athlete A's favor, unless other factors weigh heavily in the favor of Athlete B, in which case it could be a 10-8 score.
- If both Athletes score a knockdown and there are no significant other differences, the score would be 10-10; although this is very rare as it means there are no differences in damage, strikes, and aggressiveness.
- If both Athletes score a knockdown and Athlete B wins the Round based on the other criteria, the score would be 9-10 in favor of Athlete B.
- If there are no knockdowns, Athlete B lands more strikes, but Athlete A inflicted High Intensity Damage, the score would be 10-9 in favor of Athlete A since damage is weighted higher than clean strikes. If Athlete A inflicts High Impact Damage and is also significantly more dominant in number of strikes and aggressiveness, the score would be 10-8 in favor of Athlete A.
- If there are no knockdowns, no clear difference in damage, and no marginal difference in clean strikes, but Athlete A is more aggressive, the score would be 10-9 in favor of Athlete A.
- If there are no knockdowns, no difference in damage, but Athlete A has 12 clean strikes with normal techniques and Athlete B has 6 clean strikes with spectacular strikes, the score would be 9-10 in favor of Athlete B because spectacular techniques are weighted higher than normal techniques. However, if the number of normal strikes by Athlete B is so lopsided to spectacular strikes, it is likely that Athlete B has inflicted more damage and been more aggressive and will therefore be the winner 9-10.

C. Tallying of Scores. Section 5.06.E.1.

The below example demonstrates that a Match winner is determined by the total scores of each Judge, not by winner according to each Round. Therefore, it is possible that the winner received less overall points than the loser or . In the below example, three Judges (Judges 1, 2, 3) determined that the White corner won, while only two Judges (Judges 4 and 5) determined that the Black corner won. However, if you were to tally all of the points an 237:238. Further, Black won more Rounds (2, 3, and 4) while White only won (1 and 5).

Match Results Grid						
	Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	
Round 1	10:9	10:9	10:9	10:9	9:10	4:1
Round 2	10:9	9:10	9:10	9:10	9:10	1:4
Round 3	9:10	10:9	9:10	9:10	9:10	1:4
Round 4	9:10	10:9	10:9	9:10	9:10	2:3
Round 5	10:9	9:10	10:9	10:9	10:9	4:1
Total	48:47	48:47	48:47	47:48	46:49	3:2
Result: White split decision						

D. Draw Examples. Section 5.06.C.5

Match Results Grid						
Judge 1	Judge 2	Judge 3	Judge 4	Judge 5	Score	Result
White	White	White	White	White	5-0-0	Unanimous Decision
White	White	White	White	Black	4-1-0	Split Decision
White	White	White	White	Even	4-0-1	Majority Decision
White	White	White	Black	Black	3-2-0	Split Decision
White	White	White	Black	Even	3-1-1	Majority Decision
White	White	White	Even	Even	3-0-2	Majority Decision
White	White	Black	Black	Even	2-2-1	Draw
White	White	Black	Even	Even	2-1-2	Draw
White	White	Even	Even	Even	2-0-3	Draw
White	Black	Even	Even	Even	1-1-3	Draw
White	Even	Even	Even	Even	1-0-4	Draw
Even	Even	Even	Even	Even	0-0-5	Draw

- Whenever three (3) or more Judges agree on a winner, that Athlete is awarded the decision victory because the majority of the Judges (at least 3 out of 5) have favored them in the scoring.
- Whenever less than three (3) Judges agree on the winner, the Match will be scored a Draw.

APPENDIX 3

GLORY ATHLETE OVERVIEW

By way of your contract with GLORY and participation in GLORY Events, you are subject to the GLORY Rules, GLORY Anti-Doping Rules, and Code of Conduct / House Rules (collectively referred to as the “Rules”). This overview is provided as a summary for informational purposes only. It is not the full set of your contractual obligations and Rules. You are responsible for understanding the contents of all Rules and you are responsible for abiding by all contractual responsibilities and Rules. Your Cornermen are also subject to and responsible for abiding by the Rules. Failure by Athletes or Cornermen to abide by the Rules can result in consequences.

You can expect for violations of Rules to be enforced and consequences to be imposed.

A. PROMOTIONAL RESPONSIBILITIES

- As part of the standard fighter contract, GLORY will work fighters to promote the event, the bouts and the Athletes. In order to achieve maximum impact, cooperation and support from the Fighter is critical.
- Athletes must attend all scheduled media and promotional activities, must be cooperative, collaborative and committed to sharing on their own social media channels.
- Failure to comply with promotional expectations may result in consequences including deduction from Athlete fight purse.

B. PRE-EVENT

- Cornermen (up to 3) must be credentialed in advance of the event and are subject to the Rules. No Cornermen is allowed to enter the catwalk with his Athlete. The Cornermen will be escorted to the Ring by a member of the GLORY ‘crew’. All Cornermen are obligated to wear matching team sportswear as approved by GLORY.
- Athlete and at least one Cornerman must be present at the Rules Meeting and must arrive on time to all scheduled events (Weigh Ins, Medicals, media, Venue)

C. GENERAL EVENT

- Dressing Rooms. Only Athlete and credentialed Cornermen are permitted in Dressing Rooms. Anyone else found to be in the Dressing Room will be asked to leave and may be removed from the venue and banned from future GLORY Events.
- Food and Drink. Only factory-sealed water, hydration, and electrolyte drinks; factory-sealed protein and food bars; and fruit is permitted in Dressing Rooms. Any other food or drink items found in the Dressing Room or in the Athlete or Cornermen’s belongings will be confiscated and discarded.
- Anti-Doping. Athletes may not use any medications (including nose sprays, inhalers or other medicinal or homeopathic aides), supplements, or topical creams during the Event without express, prior, written consent by GLORY.
- All bags and personal items are subject to search prior to admission onto any GLORY provided transportation and upon entrance to the venue and/or Dressing Room.
- Grease/Moisture. The excessive use of grease, water (e.g. through a spray bottle or sponge), or any other foreign substance (e.g. Vaseline, petroleum jelly, anti-slip spray, oils) may not be used on the face. No grease, water, or other foreign substance may be applied or used on the body of an Athlete. An official shall cause any excessive grease or foreign substance to be removed.
- Corner Items. No other items than as provided in the Rules are permissible without prior, written consent of GLORY. All items brought to the Ring are subject to inspection. Any item not permitted may be confiscated and discarded.

- Bandages/Tape/Gloves. All taping must be approved by GLORY or the Regulator. Gloves must be put on in presence of Official and will be monitored. Gloves cannot be removed in the Ring.
- Flags are only allowed during walk-ins, if they are official country flags, without any text on it, with the exception of an Athlete's name. GLORY does not allow: regional flags, flags with religious and/or political messages on them and flags of any sports team or organization. GLORY reserves the right to prohibit flags of any kind in its discretion.
- GLORY expects full cooperation when a member of the GLORY 'crew' calls the Athlete to pick-up for the fight.

D. MATCH RULES

- Scoring. Criteria includes what is termed High Impact Damage.
- 8-count. Referee will not begin the count until the opponent is in the neutral corner facing the center of the Ring.
- Fouls/Consequences. Clinching is not permitted. After three of any Fouls, automatic point deduction.

E. CODE OF CONDUCT / HOUSE RULES

- Applies to all Athletes and Cornermen. Cornerman violation can result in consequences including deduction from Athlete fight purse.

APPENDIX 4

GLORY TOURNAMENT RULES

Effective: 1 January 2026

A. Application.

The GLORY Rules apply to all GLORY's Tournaments and Athletes participating in Tournaments. These Tournament Rules are meant to address unique situations in Tournaments. Unless otherwise established by a specific Tournament Ruleset, the following shall apply to all GLORY's Tournaments, including the GLORY Grand Prix.

B. Selection.

Athletes will be assigned for placement in the Tournament at GLORY's discretion based on the following non-exhaustive factors: Champion status, rankings, Wildcard(s) and qualification Matches. Match-ups will be determined by GLORY at its sole discretion.

C. Match Duration and Draws.

Standard Matches will be three Rounds of three minutes each with a one minute break in between each Round, unless extended due to a Draw score pursuant to GLORY Rule 5.06.E. An Athlete may not fight more than thirteen three-minute Rounds in one day.

The Final Match is considered the Match that determines the winner of the entire Tournament or prize money winner, not necessarily the last Match of a particular Event. By way of example, a Tournament may take place over the course of several Events throughout the year. Only the last Match of the entire Tournament is considered the "Final Match".

D. Tournament Title Match.

GLORY may designate that a Tournament shall determine the champion of the weight class. In such cases, a Final Match may be three or five Rounds at GLORY's discretion.

E. Tournament Knockdown Rules.

As per Section 5.06 of the GLORY Rules, a TKO will be declared in a Tournament Match including the reserve Matches if an Athlete has been knocked down twice in one and the same Round or three times in the same Match. In a Tournament final Match, a TKO will be declared if an Athlete has been knocked down three times in the same Round or a total of four times in the same Match.

F. Reserve Matches and Athletes.

Reserve matches may be added to ensure there are sufficient competitors in the event of injury or an Athlete's inability to continue for any reason. Alternatively, GLORY may select reserve Athlete(s) instead of a reserve match.

Subject to GLORY's discretion, the replacement order shall be: (1) the Athlete's original opponent (unless not fit to fight); (2) the first reserve match winner; (3) the second reserve match winner; (4) the first reserve match loser; and (5) the second reserve match loser.

G. Injuries and Accidental Fouls.

If a Tournament Match other than the final Match ends due to an accidental foul, the Athlete who is in condition to continue will advance unless the Referee has good reason to disqualify him. If a Tournament Final Match ends due to an accidental foul, the Referee may assess a penalty point, the partial Round is scored by the Judges and the scorecards are finalized for a technical decision (regardless of the Round). If the injury from the accidental foul is not severe enough to stop the Match but then later is further aggravated by legal techniques enough to warrant an end to the Match, the partial Round is scored and the scorecards are finalized for the technical decision (regardless of the Round).