



Kombat Kun Khmer
Official Professional Rules & Regulations
Effective March 10, 2026

Kun Khmer is the traditional striking art of Cambodia, with roots dating back centuries in the country's warrior culture and military traditions. It is officially recognized as one of the original striking systems of world and is known as the father of Muay Thai.

Kombat Kun Khmer is the professional competition platform developed by Kombat Championships to elevate Kun Khmer onto the global stage. It preserves the core striking identity and traditions of Kun Khmer while adapting the sport for modern professional competition, international regulation, and athlete safety.

PART I — GOVERNANCE

1. Governing Authority & Jurisdiction

Kombat Kun Khmer is governed exclusively by KOMBAT regulations. All sanctioned events must comply with these rules and be supervised by an appointed Kombat Technical Delegate.

KOMBAT retains exclusive authority over the interpretation, enforcement, and modification of these rules.

Any dispute arising from Kombat Kun Khmer competition shall fall under the jurisdiction designated by KOMBAT.

2. Sanctioning & Event Approval

A. No event may use the name "Kombat Kun Khmer" without written sanction approval from KOMBAT.

B. All promoters must be licensed or authorized by KOMBAT.

C. A KOMBAT-appointed Technical Delegate must be present at all sanctioned events. Failure to comply with Kombat standards may result in revocation of sanctioning and suspension.

3. Rule Amendment Authority

KOMBAT reserves the right to amend, revise, or update these rules at any time in the interest of safety, fairness, or sport development. Updated rules shall become effective upon official publication.



4. Championships & Rankings

- A. Kombat Kun Khmer maintains official professional rankings.
- B. Title bouts may only be sanctioned and approved by Kombat.
- C. Champions may be required to defend their title within a designated period as determined by Kombat.
- D. Failure to comply with championship obligations may result in stripping of title.

PART II — PARTICIPANT ELIGIBILITY & CONDUCT

5. Eligibility

All fighters must meet the following requirements:

- A. Be a Kun Khmer practitioner recommended by a recognized Federation, a licensed promoter, or a licensed Kun Khmer coach.
- B. Be a minimum of eighteen (18) years of age.
- C. Provide a valid health evaluation and medical clearance issued by a registered medical doctor confirming the fighter is fit to compete.

6. Code of Conduct

- A. Fighters, promoters, and officials must always conduct themselves professionally.
- B. Match fixing, betting manipulation, or unsportsmanlike conduct shall result in suspension or permanent ban.
- C. Public misconduct damaging the Kombat brand may result in disciplinary action.

7. Anti-Doping Policy

- A. Kombat Kun Khmer follows professional anti-doping standards.
- B. Fighters may be subject to testing before or after competition.
- C. Refusal to submit to testing shall result in immediate disqualification and potential suspension.
- D. Positive results may result in bout cancellation, suspension, fine, or title stripping.



PART III — MEDICAL & SAFETY

8. Medical & Safety Regulations

- A. Extreme dehydration methods, intravenous (IV) rehydration, or unsafe weight-cutting practices are strictly prohibited.
- B. Kombat reserves the right to cancel or modify a bout for medical or safety concerns.
- C. A licensed medical team and ambulance must be present at all sanctioned events.
- D. Referees shall always prioritize fighter safety above competitive continuation.

9. Weigh-In Regulations

Weigh-In

- A. The weigh-in will be held One (1) day before the event, without tolerance.
- B. Each competing fighter must have a medical check-up prior to competition with a doctor's written notice of approval stating the fighter is healthy to fight. HIV and Hepatitis blood tests must be submitted prior to the event.
- C. A Kombat Medical Declaration form signed by an organizer's authorized medical doctor must confirm that prior to leaving his/her country the fighter was in good physical condition and not suffering from any injury, infection, or disability liable to affect his/her capacity to compete officially.
- D. The weigh-in area shall include at least one scale to determine fighter weight.
- E. Medical declaration forms and blood tests must not be older than three (3) months and must be in the English language.
- F. If laboratory reports are in a language other than English, it is the responsibility of the Federation or Team Manager to ensure that the documents are officially translated and certified, and that translations are submitted together with the original documents.



PART IV — EQUIPMENT

10. Official Equipment Requirement

- A. All fighters must use official Kombat-approved 4 oz. gloves, mouthpiece, inside groin guard, and official Kombat apparel.
- B. All cage equipment, padding, and competition materials must be approved by Kombat.
- C. No substitute or non-approved gear shall be permitted.
- D. The Kombat Technical Commission shall inspect and approve all equipment prior to competition.
- E. Any fighter or promoter using unapproved equipment may be disqualified or sanctioned.

11. Official Attire

- A. All fighters must wear Kombat protective gear as deemed necessary by the Kombat Technical Commission.
- B. Male fighters must not wear any type of clothing on their upper body.
- C. Male and female fighters must wear appropriate shorts, mouthguards, and gloves. Male fighters must wear appropriate groin protection.
- D. All fighters shall wear 4 oz. Official Kombat gloves with open fingers.
- E. Female fighters shall wear a short-sleeved rash guard, fitted rash guard, and/or sports bra. No loose-fitting tops shall be allowed. Breast protectors are optional as determined by the Technical Commission. Female fighters shall follow the same requirements for lower body coverings as male fighters, except groin protection shall be optional.
- F. The hem of the shorts shall not extend below mid-thigh. Long pants or leggings are prohibited. Compression shorts may be worn under approved fight shorts but may not extend below the bottom of the shorts.
- G. Fight shorts and sports bras must not have Velcro, snaps, pockets, zippers, or exposed items that could be harmful.



H. Fighters must not wear shoes in the cage or ring.

I. Fighters must have hair tied back to prevent interference with safety or vision. No object that could cause injury may be used.

J. Jewellery is strictly prohibited. Fighters may wear an inscribed cloth, amulet, or charm around the upper arm or waist if neatly wrapped and covered. Wrapping ankles or legs with cloth is prohibited. If the Pra Jiad loosens or becomes hazardous, it may be removed at the referee's discretion.

K. Body cosmetics are prohibited. Only petroleum jelly (Vaseline) may be applied to the face at the discretion of the Technical Committee and/or referee.

L. No taping, covering, or protective gear of any kind is allowed on the upper body other than approved hand wraps.

M. One soft neoprene sleeve or may be used to cover each ankle joint. Approved sleeves must not contain padding, Velcro, plastic, metal, ties, or unsafe materials. Tape or gauze is not permitted on the lower body.

12. Hand Wraps

Hand wrapping shall be performed exclusively by the official Cut-man appointed and provided by the event organizer. No other individual is permitted to wrap a fighter's hands.

PART V — COMPETITION STRUCTURE

13. Fighting Area

The Kombat Kun Khmer matches are held in a "minimum size" 6m x 6m, (prefer 7.6m x 7.6m for Grand Prix and World Title championships) fighting cage that is specially designed for the Kombat Championships. The fighting area may be altered to meet the requirements and/or specifications set by the Kombat Kun Khmer Event Commission in charge of the competition.



14. Kombat Kun Khmer Weight Divisions

FEMALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1kg – 68 kg
Light Weight	68.1 kg – 74 kg

MALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1 kg – 68 kg
Light Weight	68.1 kg – 74 kg
Welter Weight	74.1 kg – 80 kg
Middle Weight	80.1 kg – 87 kg
Heavy Weight	87.1 kg – 100 kg
Super Heavy Weight	+100.1 kg

Kombat Kun Khmer Technical Delegate may approve fighters move up or move down weight categories with the consent of both coaches, the organizing committee, and fighters.

15. Duration of the Fight

- A. Each combat shall consist of three (3) rounds of three (3) minutes per round, with one (1) minute rest between rounds.
- B. Each fighter is allowed a cumulative maximum of two (2) minutes of medical time throughout the entire match.
- C. Stopping during the fight for warnings, cautions, counting, equipment adjustment, or other reasons shall not be included in round time.
- D. No additional rounds may be granted.
- E. If the fight becomes stalled against the cage fence, the referee shall interrupt and restart the fighters in the center in the same position.

16. Pre-Bout Ceremony Restriction

Traditional Kun Khmer entry ceremonies, ritual performances, pre-fight dances, blessings, or musical performances are not permitted. Fighters shall enter the cage directly and be prepared for immediate bout procedures.



PART VI — OFFICIATING

17. Referee

- A. The referee is the sole arbiter of the fight.

- B. The referee, technical delegate, and/or the ringside physician are the only individuals authorized to stop the fight.

18. Fighting Procedures

- A. Mouthguards are mandatory. No round may begin without them.

- B. No fighter may leave the ring before the end of the bout without referee permission.

- C. In the event of a knockdown, the referee shall remove the opponent and begin a mandatory eight (8) second count.
 - A knockdown is when a fighter touches the mat with any part of the body other than the soles of the feet due to a legal blow or is in a defenceless position clinging to opponent or fence.

 - If a fighter falls due to a slip but fails to rise, the referee may initiate a count.

 - If a fighter injures him/herself and cannot intelligently defend, the referee may treat it as TKO.

- D. A fighter cannot be saved by the bell in any round.

PART VII — COMPETITION RULES

19. Permitted Techniques

I. Punching Techniques

All standard boxing punches are legal:

- Jab, Cross, Hook (left/right), Uppercut, Overhand, Spinning backfist and Body punches

Punches may target only Head and Body

Punches to the groin or back of the head are illegal.



II. Kicking Techniques

A. Round Kicks

- Head kicks, Body kicks and Low kicks (outer thigh / inner thigh)

B. Push Kicks

- Front push kick to body, Push kick to thigh and Push kick to face.

C. Other Kicks

- Jump kicks, Spinning kicks, Axe kick
- Kicks may target Head, Body and Thigh

Illegal kick targets:

- Groin, Knee joint (direct oblique joint attack), Back of the head and Spine.

III. Elbow Techniques

Legal Elbow include:

- Horizontal, Diagonal, Upward, Downward, Spinning and Jumping elbow

Targets to Head and Body only.

Illegal: Elbows to spine or back of head.

IV. Knee Techniques

Legal knees include:

- Straight knee to body, Diagonal knee, Clinch knees, Jumping knee and Flying knee.

Targets to Body and Head only.

Illegal: Knee to groin, Knee to spine and Knee to grounded opponent

V. Clinch Techniques

Allowed:

- Holding head/neck briefly
- Pulling opponent into knee strikes
- Delivering elbows in clinch
- Off-balancing while striking

Referee will break clinch if:

- No active strikes
- Excessive holding
- Grappling control replaces striking



VI. Sweeps & Off-Balancing

Legal when:

- Executed during active striking
- Performed using foot or shin in kicking motion
- Used to off-balance opponent

A clean sweep causing opponent to fall may score.

Illegal:

- Judo-style throws
- Hip toss
- Body-lock takedown
- Wrestling shot
- Pulling leg without striking
- Reaping that twists the knee

VII. Defensive Techniques

Legal defensive actions include:

- Blocking
- Checking kicks
- Parrying
- Slipping
- Clinch defense
- Catching a kick and counterattacking

You may catch a kick and take up to two steps while attacking. You may not hold and walk opponent excessively without striking.

LEGAL TARGET AREAS

You may strike:

- Head (front and side)
- Body (front and sides)
- Thigh (inner and outer)

You may NOT strike:

- Groin
- Back of head
- Spine
- Throat
- Knee joint
- Grounded opponent



20. Sweeps & Trips

Sweeps and trips are permitted when executed during active striking or clinch engagement and must not involve prolonged grappling. Fighters may execute sweeps, trips, or off-balancing techniques using the foot or leg while striking.

21. Prohibited Actions

The following actions are illegal and subject to penalty:

- Headbutts
- Groin strikes
- Eye gouging
- Biting
- Spitting
- Hair pulling
- Attacks to the throat
- Striking a grounded opponent
- Strikes to the back of the head or spine
- Hip, shoulder, or leg throws
- Wrestling holds or submissions
- Piledriving
- Holding the cage
- Holding opponent's shorts
- Timidity or intentional delay
- Striking after bell
- Striking on break
- Unsportsmanlike behavior
- Corner interference

If a fighter holds the cage to gain advantage, the fight shall be interrupted and a penalty assessed.

PART VIII — RESULTS & SCORING

22. Methods of Victory

A bout may be won by the following methods:

- A. Knockout (KO)
- B. Technical Knockout (TKO)
- C. Referee Stoppage
- D. Corner Stoppage
- E. Doctor Stoppage
- F. Technical Decision
- G. Disqualification
- H. Judges' Decision



23. Judges' Decision

If the bout completes all scheduled rounds, the winner shall be determined by the judges using the 10-Point Must System.

- A. Each round must have a winner.
- B. The winner of each round receives 10 points.
- C. The opponent receives 9 points or fewer depending on the level of dominance.
- D. Judges shall score each round independently.
- E. The fighter with the highest total score at the conclusion of the bout shall be declared the winner.

Decision outcomes include:

- Unanimous Decision – All judges score the bout for the same fighter
- Split Decision – Two judges score for one fighter, one judge for the opponent
- Majority Decision – Two judges score for one fighter and one judge scores a draw

24. Judging Criteria

Judges shall evaluate each round based on the following criteria, listed in priority order:

1. Damage – Visible impact of legal strikes and effectiveness of attacks.
2. Domination – One fighter clearly controlling the pace and effectiveness of the round.
3. Duration of Effective Offense – Sustained effective striking during the round.
4. Aggression – Initiating attacks and pressing forward effectively.
5. Technical Superiority – Higher level of technique, timing, and striking skill.
6. Rule Compliance – Fighting within the rules without fouls or infractions.

If the above criteria do not clearly distinguish the fighters, the round shall be awarded to the fighter demonstrating greater effective aggression and control of the bout.

25. Knockdown Scoring

A knockdown shall strongly influence the scoring of the round.

- A. A round with a legitimate knockdown will typically be scored **10–8** in favor of the fighter scoring the knockdown.
- B. Multiple knockdowns may justify a **10–7 round** depending on the level of dominance.
- C. Judges may still score a round **10–9** if the knockdown was minor and the opponent demonstrated significant success for the remainder of the round.



26. Fouls & Point Deductions

If the referee deducts a point for a foul:

A. Judges shall score the round normally.

B. The referee's deduction shall then be applied to the offending fighter's score.

Example:

Round scored: **10–9**

After point deduction: **9–9**

27. Effective Striking Priority

When judging a round, effective striking and damage shall take priority over aggression and movement.

Forward pressure without effective strikes shall not outweigh a fighter landing more damaging and technically effective strikes.

28. Final Authority

All referee and judges' decisions are final and binding. No protest or appeal regarding bout results shall be permitted.

The rules established for Kombat Kun Khmer are always subject to the governing laws and ethical standards of the event's location. These rules may be altered or withdrawn as necessary to align with the regulations set by the Athletic Commission, Sanctioning Organization, or another authorized Regulatory Body responsible for overseeing the event. In cases not explicitly addressed in this document, the presiding commission, in consultation with the sanctioning organization and the Kombat Kun Khmer rules director, possesses the authority to make suitable determinations.