**Section 1371.470  Types of Bout Results**

A bout may end under the following results:

a) Submission:

1) Tap out: when a contestant physically uses his or her hands to indicate that he or she no longer wishes to continue.

2) Verbal tap out: when a contestant verbally announces to the referee that he or she does not wish to continue.

b) Knockout (KO): Failure to rise from canvas.

c) Technical Knockout (TKO):

1) Referee stops bout because contestant can no longer defend himself or herself;

2) Physician advises referee to stop the bout; or

3) An injury as a result of a legal maneuver is severe enough to terminate the bout.

d) Decision Via Scorecards:

1) Unanimous decision: when all 3 judges score the bout for the same contestant.

2) Split decision: when 2 judges score the bout for one contestant and one judge scores for the opponent.

3) Majority decision: when 2 judges score the bout for the same contestant and one judge scores the bout a draw.

e) Draws:

1) Unanimous: when all 3 judges score the bout a draw.

2) Majority: when 2 judges score the bout a draw.

3) Split: when all 3 judges score it differently and the score total results in a draw.

f) Disqualification: when a contestant has intentionally fouled his or her opponent severely enough to terminate the contest or engages in other unsportsmanlike conduct.

g) Forfeit: when a contestant fails to begin competition or prematurely ends the contest for reasons other than injury or indicating a tap out.

h) Technical Draw: When an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue and the injured contestant is even or behind on the scorecards at the time of the stoppage.

i) Technical Decision: When the bout is prematurely stopped due to an injury and a contestant is leading on the scorecards.

j) No Contest: When a contestant is prematurely stopped due to accidental injury and a sufficient number of rounds have not been completed to render a decision via scorecards.