



XTREME SURVIVOR 2.0
SEMI-PRO MMA CHAMPIONSHIP
16th -19th NOV 2022
Noida Indoor stadium, U.P

Tournament Director: *Mr. Abdul Muneer, Gen. Sec. AIMMAF*

Technical Director: *Mr. Syam Prasad, - Technical Director AIMMAF*

Technical Director: *Mr. Vishal Seigell, Head Coach - AIMMAF*

Director Operations: *Mr. Atif "the Hawk", Pro fighter*

Event Director: *Mr. Shashank Mohan, CEO Xeina Xtreme*

Event Director: *Ms. Rashmi Kwatra, CEO Xeina Drugs, GAMMA international Judge*

RULES & REGULATIONS FOR ATHLETES PARTICIPATING IN EXTREME SURVIVOR 2.0

Weigh In's:

Date: 16th Nov 2022:

Time: 10 a.m to 5 p.m

Venue: *Noida Indoor stadium, U.P*

Weigh In's will be done only on 16th Nov 2022

1) **The referee, judges & officials:** Referee is the sole arbiter of a bout and is the only individual authorized to stop a contest. The authority of a referee begins when he enters the combat area and does not end until the conclusion of the fight. The referee stationed inside the combat arena is the head referee in charge. The referee committee (Officials) for one combat area on international tournaments consists of:

- 1 Referee inside the combat area
- 3 Judges scoring the fight, evenly distributed around the combat area

- 1 Technical assistant - Timekeeper
- 1 Technical assistant – Scorecardkeeper
- 1 Doctor

2) **Protective Gear:** All fighters are required to wear a mouthpiece during competition. The round cannot begin without the mouthpiece. If the mouthpiece is dislodged during competition, the referee will call time and have the mouthpiece replaced at the first opportune moment, without interfering with the immediate action.

All male fighters must wear a groin protection cup (plastic and metal material are legal). Female fighters may choose to wear a groin protector should they so wish.

Both fighters must wear the same model, open finger MMA-Gloves. The gloves shall have a weight from 6 to max. 8oz.

Both fighters must wear the same model, elastic (or neoprene) shin pads with attached foot padding. All paddings must be minimum 1 cm thick.

Gloves and shin pads should match to the fighters' corner color (red or blue). If no such colored equipment is available, the wrist of the gloves and the top of the shin pads must be wrapped with either red or blue 50mm wide duct tape.

Gloves and shin pads must be provided by the organizer .

ONLY ON THE FINALS THE SHIN PADS WILL NOT BE USED

Female competitors may for religious reasons have an additional head / hair cover approved by the contest invitation or the officials in charge at the tournament.

3) **Vaseline / other Gels and Creams:** The application of Vaseline or another similar substance before the fight is done ringside by officials from the organization. The reapplication of Vaseline or another similar substance, to the face, may be allowed between rounds and shall only be applied by approved officials. Any application of substances like cremes, Thai Oil or any other liquids will result in imminently disqualification!

4) **Hand Wraps:** A maximum of one roll (no more than 2" wide by 15 yards in length) of white, soft, cloth gauze is permitted per hand. The gauze may not exceed the wrist of the competitor's glove. The exposed thumb is an option to be protected.

A maximum of one roll (no more than 1.25" wide by 10' in length) of white athletic tape is permitted (for both hands in total!). The tape may not exceed the wrist of the competitor's gloves. Tape may be placed through the fingers but may not cover the knuckles. The exposed thumb is an option to be protected.

Cotton or cotton like training wraps are only allowed with max. length of 3,5m. The wraps must be made of non-elastic (non-stretch) material! The cotton wraps must be applied in such a manner that the visible inner hand of the fighter is free of hand wrap. If cotton hand wrap is used, there is only 30 cm medical tape per hand allowed to wrap around and secure the velcro of the hand wraps. No additional gauze or tape is permitted!

Joint Coverings for elbows, knees and ankles - will be at discretion of TD after discussion with medical personnel at the event.

5) **Cage/Ring Attire**: All participants will be required to wear such protective gear as deemed necessary by the commission.

Male contestants can wear a short sleeve rash guard on their upper body if required by the federation or by the tournament director.

Male and female participants shall wear the appropriate (short) trunks, mouthpiece, and gloves. Male martial artists shall also wear the appropriate groin protection.

Female participants shall wear a short sleeved (above the elbow) or sleeveless form fitting rash guard and/or sports bra(s). **No loose-fitting tops and/or breast protectors shall be allowed.** Female competitors will follow the same requirements for bottom covering as the male competitors, minus the requirement for groin protection.

The hem of loose-fitting trunks or pants may not extend below the knee. Body tight fitting pants are also not allowed to extend over the knee.

Fighting shorts/trunks/pants shall not have exposed Velcro, pockets, or zippers.

Participants in the same match/contest may wear different color trunks or be designated by glove taping and/or glove coloring to the corner they are assigned.

When deemed necessary by the referee all martial artists shall have their hair secured in a manner that does not interfere with the vision and safety of either contestant. No object can be worn to secure the contestant's hair which may cause injury to either contestant.

The wearing of jewelry (including tongue piercings) will be strictly prohibited during all contests. Wearing body cosmetics shall be prohibited during all contests. No hair/body oil, facial cosmetics, cologne/perfume, pain relieving sprays etc will be allowed.

6) **Legal Actions**: Martial arts style strikes (closed fist or hammer fist only), kicks and knees to the legal areas of the head and body are allowed. For detailed descriptions of illegal targets and actions please refer to the fouls and illegal actions.

Martial arts style throws and takedowns are allowed. For detailed descriptions of illegal actions please refer to the fouls and illegal notes.

Martial arts style submission holds and grappling actions are allowed. For detailed descriptions of illegal actions please refer to the fouls and illegal notes.

Clinching and wrestling is allowed. If both fighters clinch or wrestle for more than 15 seconds without any significant striking or takedown attempt, the Referee may call on them for action. If the fighters continue stalling for another 5 seconds, the referee may stop the fight and restart the bout standing in the middle of the fighting area.

7) **Fouls:** Butting with the head; The head may not be used as a striking instrument in any fashion. Any use of the head as a striking instrument whether head to head, head to body or otherwise is illegal.

Eye gouging of any kind; Eye gouging by means of fingers, chin, or elbow is illegal. Legal strikes or punches that contact the fighter's eye socket are not eye gouging and shall be considered legal attacks.

Biting or spitting at an opponent; Biting in any form is illegal. A fighter must recognize that a referee may not be able to physically observe some actions, and must make the referee aware if they are being bit by an opponent.

Fish Hooking; Any attempt by a fighter to use their fingers in a manner that attacks their opponent's mouth, nose, ears or a cut and stretching the skin to that area will be considered "Fish hooking". Fish hooking generally is the placing of fingers into the mouth of your opponent and pulling your hands in opposing directions while holding onto the skin of your opponent.

Hair pulling; Pulling of the hair in any fashion is an illegal action. A fighter may not grab a hold of his opponent's hair to control their opponent in any way. If a fighter has long hair, they may not use their hair as a tool for holding or choking in any fashion.

Spiking; Spiking the opponent to the canvas straight onto the head or neck (pile-driving) is prohibited. Any throw with an arc to its motion is to be considered a legal throw. It does not matter if the opponent's head hits the canvas. A pile driver is considered to be any throw where you control your opponent's body placing their feet up in the air with their head straight down and then forcibly drives the opponents head into the canvas or flooring material. It should be noted when a fighter is placed into a submission hold by their opponent, if that fighter is capable of elevating the opponent, they are also not allowed to slam or spike the head of the opponent into the ground in order to force the escape of the submission.

Slamming; Slamming the opponent to the canvas straight onto his back, side or stomach is prohibited. Any throw with a continuous and arched motion is to be considered a legal throw. A slam is considered to be any throw where you lift your opponent up and then forcibly drive the

opponent straight down to the canvas or flooring material. It should be noted when a fighter is placed into a submission hold by their opponent, if that fighter is capable of elevating the opponent above knees height, they are also not allowed to slam the opponent into the ground in order to force the escape of the submission.

Strikes to the spine or the back of the head; The back of the head starts at the crown of the head with a one 1-inch (2,5 cm) variance to either side, running down the back of the head to the occipital junction. This area stretches out at the occipital junction (nape of the neck) to cover the entire width of the neck. It then travels down the spine with a one 1-inch (2,5 cm) variance from the spine's centerline, including the tailbone. I. Throat strikes of any kind and/or grabbing the trachea; No directed throat strikes are allowed. A directed attack would include a fighter pulling his opponent's head in a way to open the neck area for a striking attack. A fighter may not gouge their fingers or thumb into their opponent's neck or trachea in an attempt to submit their opponent. If during stand-up action of a fight a strike is thrown and the strike lands in the throat area of the fighter, this shall be viewed as a clean and legal blow.

Fingers outstretched toward an opponent's face/eyes; In the standing position, a fighter that moves his arm(s) toward his opponent with an open hand, fingers pointing at the opponent's face/eyes, will be a foul. Referees are to prevent this dangerous behavior by communicating clearly to fighters. Fighters are directed to close their fists or point their fingers straight up in the air when reaching toward their opponent.

Elbow strikes; All elbow strikes to any target in any position are strictly prohibited.

Groin attacks of any kind; Any attack to the groin area including, striking, grabbing, pinching or twisting is illegal. It should be clear that groin attacks are the same for men and women.

Kneeing and/or kicking a grounded opponent is illegal; A grounded fighter is defined when any other part of the body than the soles of the feet is touching the ground. When one hand (palm or fist, fingers only is not enough!) is touching the ground, the fighter is considered grounded. At this time, all kicks or knees will not be allowed.

Holding opponent's gloves or shorts; A fighter is not allowed to control their opponent's movement by holding onto their opponent's shorts or gloves.

A fighter may hold onto or grab their opponent's hand as long as they are not controlling the hand only by using the material of the glove, but actually gripping the hand of the opponent. It is legal to hold onto your own gloves or shorts.

Holding or grabbing the safety fence or ropes with fingers or toes; A fighter may put their hands (feet) on the fence and push off of it at any time. A fighter may place their feet onto the cage and have their toes go through the fencing material at any time. When a fighter's fingers or toes go through the cage and use the fence to control either their body position or their opponent's body the position now becomes an illegal action. **If a fighter is caught holding the fence or cage , the**

referee may issue a one-point deduction from the offending fighter's scorecard if the foul has caused a substantial effect in the fight. If a point deduction for holding the fence occurs, and because of the infraction, the fouling fighter ends up in a superior position due to the foul, the fighters should be re-started by the Referee, standing in a neutral position.

Small joint manipulation; Fingers and toes are small joints. Wrists, ankles, knees, shoulders and elbows are all large joints. Grabbing the majority (3)of fingers/toes at once is allowed.

Throwing an opponent out of the enclosed area; A fighter is not allowed to throw their opponent out of the ring or enclosed area.

Intentionally placing a finger into any orifice, or into any cut or laceration of your opponent; A fighter is not allowed to put their fingers into an open laceration in an attempt to enlarge the cut. A fighter is not allowed to place their fingers into an opponent's nose, ears, mouth, or any body cavity.

Straight forward or straight side kick to the knee of the opponent; All straight kicks to the knees are not allowed from standing position or from grounded position or off the back.

Clawing, pinching, twisting the flesh; Any attack that targets the fighter's skin by clawing at the skin or attempting to pull or twist the skin to apply pain is illegal.

Timidity (avoiding contact, or consistently dropping the mouthpiece, or faking an injury); Timidity is defined as any fighter who purposely avoids contact with his opponent, or runs away from the action of the fight. Timidity can also be called by the Referee for any attempt by a fighter to receive time by falsely claiming a foul, injury, or purposely dropping or spitting out their mouthpiece or other action designed to stall or delay the action of the fight.

Use of abusive language in the fighting area; The use of abusive language is not allowed during the competition. It is the sole responsibility of the Referee to determine when language crosses over the line to abusive. It should be clear that fighters can talk during a match. The mere use of auditory language is not a violation of this rule. Examples of abusive language would be (racially motivated or derogatory language).

Flagrant disregard of the referee's instructions; A fighter must follow the instructions of the referee at all times. Any deviation or non-compliance may result in the fighter's disqualification.

Unsportsmanlike conduct that causes an injury to opponent; Every athlete competing in the sport of MMA is expected to represent the sport in a positive light emphasizing sportsmanship and humility. Any athlete that disrespects the rules of the sport or attempts to inflict unnecessary harm on a competitor who has been either taken out of the competition by the referee or has tapped out of the competition shall be viewed as being unsportsmanlike.

Attacking an opponent after the bell or break; The end of a round is signified by the sound of the bell (or horn) and the call of time by the Referee

Once the Referee has made the call of time, any offensive actions initiated by the fighter shall be considered after the bell and illegal.

A fighter shall not engage their opponent in any fashion during a time-out or break of action in competition. Once the Referee has called for a stop of the action to protect a fighter who has been incapacitated or is unable to continue to compete in the fight, fighters shall cease all offensive actions against their opponent.

Interference from a martial artist's corner or seconds; Interference is defined as any action or activity aimed at disrupting the fight or causing an unfair advantage to be given to a corner's combatant. Corners are not allowed to distract the referee or influence the actions of the referee in any fashion.

8) Procedure of intentional Fouls: If an intentional foul causes an injury, and the injury is severe enough to terminate the bout immediately, the fighter causing the injury shall lose by disqualification.

If an intentional foul causes an injury and the bout is allowed to continue, the Referee shall notify the authorities and deduct two (2) points from the fighter who caused the foul. Point deductions for intentional fouls will be mandatory.

If an intentional foul causes a laceration and/or swelling and the bout is allowed to continue, and the injury results in the fight being stopped in any round after ½ of the scheduled rounds, plus one (1) second of the fight has been completed, by either another legal or illegal strike, the injured fighter will win by TECHNICAL DECISION if they are ahead on the score cards; and the bout will result in a TECHNICAL DRAW if the injured fighter is behind or even on the score cards.

If the fighter injures himself/herself while attempting to intentionally foul their opponent, the Referee will not act in their favor, and this injury shall be the same as one produced by a fair blow.

If the Referee feels that a fighter has conducted themselves in an unsportsmanlike manner, they may stop the action of the fight to deduct points or stop the bout to disqualify the fighter.

09) Procedure of accidental Fouls: If an accidental foul causes an injury severe enough for the referee to stop the bout, the bout will result in either a NO CONTEST or DISQUALIFICATION if stopped before ½ of the scheduled rounds, plus one (1) second of the fight has been completed.

If an accidental foul causes an injury severe enough for the Referee to stop the bout after ½ of the scheduled rounds, plus one (1) second of the fight has been completed, the bout will result

in a TECHNICAL DECISION awarded to the fighter who is ahead on the scorecards at the time the bout is stopped.

Partial or incomplete rounds will be scored. If no action has occurred, the round should be scored as an even round. This is at the discretion of the judges.

If a fighter, during the course of a round, visibly loses control of bodily function (vomit, urine, feces), the fight shall be stopped by the Referee and the fighter shall lose the contest by a Technical Knockout (TKO) due to Medical Stoppage.

In the event a loss of bodily function occurs in the rest period between rounds, ringside physicians shall be called in to evaluate if the combatant can continue. If the combatant is not cleared by the ringside physician to continue, that combatant shall lose by a Technical Knockout (TKO) due to Medical Stoppage.

If facial matter becomes apparent at any time, the contest shall be halted by the Referee, and the offending combatant shall lose by a Technical Knockout (TKO) due to Medical Stoppage.

10) Foul Procedures: If a foul is committed, the Referee shall:

Call Time

Check the fouled martial artist's condition and safety

Assess the foul for potential point(s) deductions and/or time considerations.

During all time out procedures, no coaching of a contestant is permitted.

11) Time Consideration: If a foul to the groin occurs and the competitor is able to continue, the fouled contestant may have up to 5 minutes to recover.

Fighters injured severely enough by a foul to require medical consultation may be given up to 2 minutes, at the referee's discretion, for evaluation by the ringside physician before a decision to continue is rendered.

At no time may a Referee call a timeout to evaluate the impact of a legal strike, other than when a laceration is present.

12) Knockdown: When a fighter is knocked down to the ground, caused by a strike or kick to the head with strong and visible impact, the referee has to step in and immediately stop the fight.

When a fighter is knocked down with a head strike, but right away shows intelligent action to control his fall and immediately shows deliberately defensive or offensive actions, the referee can allow the fight to continue. In any case it is up to the referee's discretion to consider a clear head strike as too strong and fight ending!

If a fighter is thrown down to the floor and appears to be chipped or groggy by the impact, it is up to the referee to stop the fight on his discretion.

13) Judging Criteria All bouts will be evaluated and scored by 3 judges.

The 10 Point Must System will be the standard of scoring a bout.

Under the 10-Point Must Scoring System, 10 points must be awarded to the winner of the round and nine points or less must be awarded to the loser, except for a rare even round, which is scored (10-10).

Judges shall evaluate Martial Arts techniques, such as effective striking/wrestling/ grappling (A), effective aggressiveness (B), and control of the fighting area (C)...B and C are not taken into consideration unless A is weighed as being even. e. Evaluations shall be made in the specific order in which the techniques appear in above, giving the most weight in scoring to effective striking/wrestling/grappling, and effective aggressiveness, and control of the fighting area.

Effective striking is judged by determining the technical execution of legal strikes landed by a contestant solely based on the results of such legal strikes. More precise, technical hits are valued higher than many blows with imprecise hits and lower technical execution.

Effective wrestling is assessed by the successful executions and effective results coming from technical and spectacular takedowns achieved.

Effective grappling attempts are assessed by the successful executions and potential fight ending submission attempts.

Effective aggressiveness means aggressively making attempts to finish the fight.

Fighting area control is assessed by determining who is dictating the pace, place and position of the bout.

14)Scoring Criteria: A round is to be scored as a 10-10 Round when both contestants have competed for whatever duration of time in the round and there is no difference or advantage between either fighter. **HOWEVER, A 10-10 Round should be a very rare exemption EVEN IF THAT!**

A round is to be scored as a 10-9 Round when a contestant wins by a close margin; where the winning fighter lands the better strikes or utilizes more effective wrestling and grappling during the round;

A round is to be scored as a 10-8 Round when a contestant wins the round by a large margin by technical dominance, and duration of striking, wrestling or grappling in a round.

A round is to be scored as a 10-7 Round when a contestant is completely dominated by technical dominance, and duration of striking, wrestling or grappling in a round.

Technical dominance, a judge shall assess if a fighter weakens his opponent significantly in the round, even though they may not have dominated the action. Technical dominance includes visible evidence such as swelling and lacerations. Technical dominance shall also be assessed when a fighter's actions, using striking, wrestling and/or grappling, lead to a diminishing of their opponent's energy, confidence, abilities and spirit. All of these come as a direct result of technical dominance. When a fighter is impressed by strikes, throws, by lack of control and/or ability, this can create defining moments in the round and shall be assessed with great value.

Dominance, as MMA is an offensive based sport, dominance of a round can be seen in striking when the losing fighter is forced to continually defend, with no counters or reaction taken when openings present themselves. Dominance in the wrestling or grappling phase can be seen by fighters achieving powerful takedowns and/or achieving potentially fight-ending submission attacks.

Duration is defined by the time spent by one fighter effectively attacking, controlling, and impacting their opponent; while the opponent offers little to no offensive output. A judge shall assess duration by recognizing the relative time in a round when one fighter takes and maintains full control of the effective offense. This can be assessed both in striking or wrestling.

Scoring of incomplete rounds. There should be scoring of incomplete rounds. If the Referee penalizes either contestant, then the appropriate points shall be deducted when the Chief jury / scorekeeper calculates the final score for the partial round.

15)Types of Decisions Submission by Tap Out; When a contestant physically uses parts of their body to indicate that he or she no longer wishes to continue.

Verbal Tap Out; When a contestant verbally announces or voluntarily/involuntarily screams in pain or distress to the referee that they do not wish to continue. Screaming while caught in a submission is automatically a verbal Tap Out.

Technical Submission; When a legal submission act results in unconsciousness or broken/dislocated bone(s)/joint(s).

Technical Knockout (TKO) by; Referee Stoppage: The referee stops the contest because the combatant is knocked down by a clean strike or kick to the head and is not intelligently defending himself/herself. 1. Strikes 2. Laceration 3. Corner stoppage 4. Did not answer the bell

TKO due to Medical Stoppage; 1. Laceration 2. Doctor stoppage 3. Loss of control of bodily function

Knockout (KO) by; Referee Stoppage: the referee stops the contest because the combatant cannot intelligently defend himself/herself. 1. Due to Strikes 2. Due to impact from takedown or throw

Disqualification; When an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest. Multiple fouls have been assessed and/or there is flagrant disregard for the rules and/or referee's commands.

No Contest; When a contestant is prematurely stopped due to accidental injury and a sufficient amount of time has not been completed to render a decision via the score cards.

Decisions; Unanimous Decision: When all three judges score the bout for the same contestant.

Split Decision: When two judges score the bout for one contestant and one judge scores for the opponent.

(Majority Decision: When two judges score the bout for the same contestant and one judge scores a draw.

Technical Decision: When a bout is prematurely stopped due to injury from an accidental foul and a contestant is leading on the score cards.

Draws: (Though rules / types of draws are below) - In such a case the more effective fighter and/or fighter with minimal infractions shall advance. Such a decision will be at the discretion after discussion of Jury & Referee and/or TD's if they have viewed the complete bout without distraction.

(Unanimous Draw – When all three judges score the bout a draw.

Majority Draw – When two judges score the bout a draw.

Split Draw – When all three judges score differently and the score total results in a draw.

Technical Draw – When an injury is sustained during competition as a result of an intentional foul and the bout was allowed to continue, then later the injury requires stoppage from either a legal or illegal strike to the affected area after ½ of the scheduled rounds, plus 1 second has been completed, if the injured contestant is even or behind on the score cards at the time of stoppage, the decision is a Technical Draw.

16) **Weight Classes: No Tolerance & allowance @ Weigh-ins. Weigh-ins will only be held once only on the 16th of Nov** at time as informed by the organiser. (ie: fighters do not have to weigh in again.)

Women's
53 KG and under
58 KG and under

Men's
52.2 KG and under
56.7 KG and under
61.2 KG and under
65.8 KG and under
70.3 KG and under
77.1 KG and under
88.0 KG and under (Catch Weight)

17) Protocol of the Combat: Before the start of the combat, the competitors with their escort team (MAX 2 corners for first 2 days until semi finals & Max 3 corners for Finals) will wait outside the combat area at a dedicated spot. The referee in the combat area / the main referee, after he has established that all officials are in their respective positions, allows the competitors to enter the combat area.

The first competitor to be called to the combat area is BLUE, after which RED competitor is called. The referee calls both competitors to the center of the combat area where they greet each other and on the referee's signal they assume the starting positions. After the main referee starts the fight with the verbal signal: „FIGHT“ the timekeeper will start the official fight time.

The referee by shouting „STOP“ will stop the fight in case of irregularity, end of the fight time or some technical problems. At the end of a combat, the main referee in consultation with the scorecard keeper proclaims the winner by raising the hand.

18) Medical Requirement / Anti Doping vAll competitors must be healthy and in good physical condition.

Pre-fight physical tests and clearance to compete by athletes' medical physicians/doctors are mandatory for athletes at their costs.

Female Fighters: Each female contestant apart from clearance to compete, during their pre-fight physical, are advised to consult their physician/doctor if a pregnancy test is required under the direction of the examining physician, or such physician's authorized assistant.

Additional Requirements: Random drug and PED testing may be executed by the commission or the promotion any time prior and after the bout. Failed drug and/or PED testing will result in disqualification from the tournament. All drug and PED testing procedures will be held according to the guidelines of the NADA.

19) Procedural manner in case of bleeding lesions There will be no on-site blood testing! Therefore, the organizer has to rely on the voluntary disclosure provided by the athletes on the medical clearance. To minimize the risk of infection- As priority, the ringside physician or referee has to protect the nonbleeding athlete from the blood of the injured opponent! Differently to Pro-MMA fights, it doesn't matter if the bleeding fighter can continue the fight!

Slightly and semi-strong bleeding from nose: Fight can continue-
Profusely bleeding from nose: Fight may be stopped. Slightly and semi-strong bleeding from scratch or abrasion: Fight can continue & bleeding from small (not deep) cut: Up to Doctors & Referees discretion Profusely bleeding from cut: Fight may be stopped If the fight must be stopped because of excessive bleeding (caused by legal actions), the injured fighter will lose the fight by TKO..

-ALL decisions are final. In case of a valid dispute - the disputing party may immediately inform and then along with the dispute letter pay Rs. 3500. (Thirty Five hundred INR) for dispute procedure and investigation by the concerned official of the technical committee within 5 / FIVE minutes of the end of the bout. ALL decisions will be final.

SIGNED ON BEHALF OF XTREME SURVIVOR 2.0

For XEINA DRUGS PRIVATE LIMITED

Director

By: Rashmi Kwatra

Date: 11th Oct 2022