

2202.0800 JUDGING.

- A. All contests will be evaluated and scored by three judges.
- B. The 10-Point Must Scoring System will be the standard system of scoring a contest. Under the 10-Point Must Scoring System, ten 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).
- C. Judges shall evaluate mixed martial arts techniques, such as effective striking, effective grappling, control of the fighting area, and effective aggressiveness and defense.
- D. Except as specified in item K, evaluations shall be made in the order in which the techniques appear in item C, giving the most weight in scoring to effective striking, and decreasing weight to effective grappling, control of the fighting area, and effective aggressiveness and defense, in the order listed.
- E. Effective striking is judged by determining the total number of legal heavy strikes landed by a combatant.
- F. Effective grappling is judged by considering the number of successful executions of legal take downs and reversals. Examples of factors to consider are take downs from standing position to mount position, passing the guard to mount position, and bottom position fighters using an active, threatening guard.
- G. Fighting area control is judged by determining who is dictating the pace, location, and position of the contest. Examples of factors to consider are countering a grappler's attempt at take down by remaining standing and legally striking; taking down an opponent to force a ground fight; creating threatening submission attempts, passing the guard to achieve mount, and creating striking opportunities.
- H. Effective aggressiveness means moving forward and landing a legal strike.
- I. Effective defense means avoiding being struck, taken down, or reversed while countering with offensive attacks.
- J. The following objective scoring criteria shall be utilized by the judges when scoring a round:
 - (1) a round is to be scored as a 10-10 round when both combatants appear to be fighting evenly and neither combatant shows clear dominance in a round;
 - (2) a round is to be scored as a 10-9 round when a combatant wins by a close margin, landing the greater number of effective legal strikes, grappling, and other maneuvers;

(3) a round is to be scored as a 10-8 round when a combatant overwhelmingly dominates by striking or grappling in a round so effectively that the opposing combatant is only able to provide a minimal amount of defense; and

(4) a round is to be scored as a 10-7 round when a combatant totally dominates by striking or grappling in a round so effectively that the opposing combatant is completely unable to execute successful defensive maneuvers.

K. Judges shall use a sliding scale and recognize the length of time the combatants are either standing or on the ground, as follows:

(1) If the combatants spent a majority of a round on the canvas, then:

- (a) effective grappling is weighed first; and
- (b) effective striking is then weighed.

(2) If the combatants spent a majority of a round standing, then:

- (a) effective striking is weighed first; and
- (b) effective grappling is then weighed.

(3) If a round ends with a relatively even amount of standing and canvas fighting, then striking and grappling are weighed equally.

Statutory Authority: *MS s 341.25*

History: *34 SR 317*

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