

Department of Labor and Industry**Proposed Permanent Rules Relating to Combative Sports and Mixed Martial Arts****2202.0800 JUDGING.**

[For text of items A and B, see M.R.]

C. Judges shall evaluate mixed martial arts techniques, such as effective striking, effective and grappling, ~~control of the fighting area,~~ and effective aggressiveness ~~and defense,~~ and effective control of the fighting area.

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 grappling, ~~and decreasing weight to effective grappling, control of the fighting area, and effective aggressiveness,~~ and defense effective control of the fighting area, in the order listed.

[For text of items E to H, see M.R.]

~~I. Effective defense means avoiding being struck, taken down, or reversed while countering with offensive attacks.~~

~~J. I.~~ The following objective scoring criteria shall be utilized by the judges when scoring a round:

[For text of subitems (1) to (4), see M.R.]

~~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.~~

2202.1000 FOULS.

A. The following are fouls and will result in penalties if committed:

[For text of subitems (1) to (10), see M.R.]

~~(11)~~ heel kicks to the kidney;

~~(12)~~ (11) throat strikes of any kind;

~~(13)~~ (12) clawing, pinching, or twisting the flesh, ~~or grabbing the clavicle;~~

~~(14)~~ (13) kicking the head of a grounded fighter;

~~(15)~~ (14) kneeing the head of a grounded fighter;

~~(16)~~ (15) stomping of a grounded fighter;

~~(17)~~ (16) the use of abusive language in fighting area;

~~(18)~~ (17) any unsportsmanlike conduct that causes an injury to opponent;

~~(19)~~ (18) attacking an opponent on or during the break;

~~(20)~~ (19) attacking an opponent who is under the referee's care at the time;

~~(21)~~ (20) timidity (avoiding contact, or consistent dropping of mouthpiece, or faking an injury);

~~(22)~~ (21) interference from a combatant's second;

- ~~(23)~~ (22) throwing an opponent out of the fighting area;
- ~~(24)~~ (23) flagrant disregard of the referee's instructions; and
- ~~(25)~~ (24) spiking an opponent to the canvas on his or her head or neck.

[For text of items B to G, see M.R.]