

APA-2
07/04

**Alabama Athletic Commission
NOTICE OF INTENDED ACTION**

AGENCY NAME:

Alabama Athletic Commission

RULE NO. & TITLE:

165-X-3-.08 Officials: Conduct of Contest, Match or Exhibition

INTENDED ACTION:

Amend the AAC Rules to bring them in line with the national Unified Rules for Professional Mixed Martial Arts.

SUBSTANCE OF PROPOSED ACTION:

Amending of judging standards and fouls.

TIME, PLACE, MANNER OF PRESENTING VIEWS:

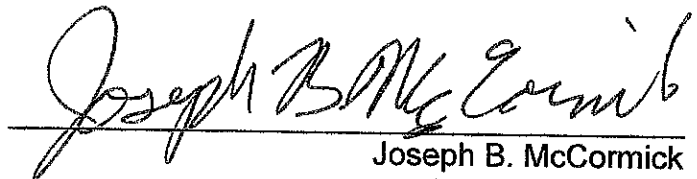
This rules amendment was voted on by the AAC Commissioners at our Regularly Scheduled Meeting on Friday, September 16, 2016. The amendment passed unanimously.

FINAL DATE FOR COMMENT AND COMPLETION OF NOTICE:

November 14, 2016

CONTACT PERSON AT AGENCY:

Ashley McGhee
260 Commerce Street, 4th Floor
Montgomery, AL 36104
(334) 245-4374



Joseph B. McCormick
Executive Director
Alabama Athletic Commission

165-X-3-.08 Officials: Conduct Of Contest, Match Or Exhibition

(1) **Round Length.** All amateur bouts will consist of no more than three (3), three (3) minute rounds with a one (1) minute rest period in between rounds.

(2) **Number of Bouts Per Card.** Unless otherwise approved by the Commission, promoters shall have no fewer than eight (8) contests on an individual card. Cards with more than twelve (12) contests must be approved by the Commission. The Commission may require additional officials to be present when a card has more than twelve (12) contests.

(3) Weight Classes of Amateur Mixed Martial Artists

(a) Amateur mixed martial artist shall be divided into the following classes (all weights in pounds)

1. Flyweight (125 lbs. and Below) - 8 lbs. maximum allowable weight spread.

2. Bantamweight (125.1 to 135 lbs.) - 8 lbs. maximum allowable weight spread.

3. Featherweight (135.1 to 145 lbs.) - 8 lbs. maximum allowable weight spread.

4. Lightweight (145.1 to 155 lbs.) - 8 lbs. maximum allowable weight spread.

5. Welterweight (155.1 to 170 lbs.) - 10 lbs. maximum allowable weight spread.

6. Middleweight (170.1 to 185 lbs.) - 10 lbs. maximum allowable weight spread.

7. Light Heavyweight (185.1 to 205 lbs.) - 15 lbs. maximum allowable weight spread.

8. Cruiser Heavyweight (205.1 to 230 lbs.) - in div. or spread of lighter div. maximum allowable weight spread.

9. Heavy Weight (230.1 to 265 lbs.) - in div. or spread of lighter div. maximum allowable weight spread.

10. Super Heavyweight (over 265.1 lbs.) - in div. or spread of lighter div. maximum allowable weight spread.

(4) Weighing of Mixed Martial Artists

(a) Weigh-in Procedures. In all contests and exhibitions, contestants shall have the option to weigh-in in the presence of each other and each other's coach. The weigh-in shall not take place less than six (6) hours nor more than thirty-six (36) hours prior to the contest or exhibition.

(b) Official Weigh-Ins shall be conducted at a time and place approved by the promoter hosting the contest or exhibition. The time and location must be submitted to the Commission no less than seven (7) days prior to the weigh-in for approval. Attendance to official weigh-ins is strictly limited to promotional staff, participants, coaches, licensed organization representative, and Commission officials.

(c) Ceremonial weigh-ins may be conducted in such a manner and at such place as agreed to by all parties involved in the promotion or match, contest, or exhibition.

(d) Each card shall have one official weigh-in. A promoter may request additional official weigh-ins for one card. Promoters shall pay the Commission \$100 and the Chief Inspector \$50 for each additional weigh-in.

(5) **Consumables Before and During the Contest.** Water shall be used to hydrate an amateur mixed martial artist between rounds. Honey, electrolyte glucose, sugar or any other substance mixed with water is prohibited. Contestants should not consume energy drinks on the date of the contest.

(6) **Seconds.**

(a) Number of seconds allowed per fight. Each amateur mixed martial artist must have two (2) seconds, unless the Commission permits otherwise. Each contestant shall have one chief second and each chief second must have a complete first aid kit. The seconds must be neatly attired.

(b) Leaving the Ring or Cage: When seconds leaving the ring. Seconds shall leave the ring or cage enclosure at the sound of the timekeeper's whistle. They shall leave the ring or cage platform promptly when the bell sounds for the beginning of each round and immediately remove all obstructions, including stools, buckets, and any other corner equipment. None of these articles shall be replaced on the ring floor until the bell has sounded the end of a round.

(c) Assisting Contestant During Bout: Prohibited.

During rounds, seconds shall not assist or interfere with the contestants unless directed by the referee.

(d) **Throwing Towel: Prohibited.** Seconds are forbidden from tossing a towel into the ring.

(e) **Ejection and Disqualification.** Violations of the provisions of this section (165-X-3-.08(6)).

(7) **Appearance and Hygiene.** The Commission may prevent any contestant from competing in any match or event due to the contestant's personal hygiene, length of head hair, length of facial hair, or any other aspects of personal appearance that may present a hazard to the safety of the contestant or their opponent, or that may interfere with the supervision or conduct of the event.

(8) **Amateur Novice vs. Advanced Divisions.**

(a) **Novice Division Rules.** Fighters who have competed in two (2) bouts or less must follow novice division rules.

(b) **Advanced Division Rules.** Fighters who have competed in more than two (2) verifiable bouts regulated by a recognized commission and subject to commission matchmaking approval. Non-sanctioned bouts occurring before 2011 may be counted at the Executive Director's discretion.

1. Bouts between fighters who have more than two (2) fights may be contested using novice division rules

2. Bouts between fighters with two (2) fights or less may not be contested using advanced division rules.

3. Bouts contested between one fighter who has two (2) fights or less, and one fighter who has more than two (2) fights, shall be contested using novice division rules.

4. Fighters who have more than two (2) fights may not qualify for bouts using advance division rules if they do not have a winning record. The decision shall be made by the Executive Director.

5. Decisions regarding the qualifying amateur fighters for Advanced Division Rule status shall be the responsibility of the Executive Director.

(9) **Fouls for Novice Division.**

(a) Novice Amateur Rules. The following are fouls and will result in penalties such as warning, point deduction or disqualification, if committed:

1. Holding or grabbing the fence or ropes.

(i) A fighter may put their hands on the fence and push off of it at anytime. 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 a cage and grab hold of the fence and start to control wither their body position or their opponent's body position it now becomes an illegal action. A fighter may not grab the ropes or wrap their arms over the ring ropes at any time.

(ii) If a fighter is caught holding the fence, cage or ring rope material the referee shall issue a one-point deduction from the offending fighter's scorecard if the foul caused a substantial change in position such as the avoidance of a takedown.

(iii) 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 restarted by the referee, standing in a neutral position.

2. Holding opponent's shorts or gloves. A fighter may not 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 by actually gripping the hand of the opponent. It is legal to hold onto your gloves or shorts.

3. Butting with the head.

4. The use of the head as a striking instrument.

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

6. Biting or spitting at an opponent.

7. Hair pulling.

8. Fish Hooking. Any attempt by a fighter to use their fingers in a manner that attacks their opponent's mouth, nose or ears, 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 direction while holding onto the skin of your opponent.

9. Groin attacks of any kind.

10. Placing a finger into any orifice or into any cut or laceration of your opponent.

(i) A fighter may not lace their fingers into an open laceration in an attempt to enlarge the cut.

(ii) A fighter may not place their fingers into an opponent's nose, ear, mouth, or any other body cavity.

11. Elbow strikes of any kind to any area.

12. Small joint Manipulation. Fingers and Toes are small joints. Wrist, Ankles, knees, Shoulders and Elbows are all large joints.

13. Strikes to the spine or the back of the head. Strikes are not permissible from the nape of the neck area up to the top of the ears.

14. ~~Heel kicks to the kidney.~~ Fingers outstretched toward an opponent's face/eyes.

15. No throat strikes of any kind are allowed.

(i) A directed attack would include a fighter pulling his or her opponent's head in a way to open the neck for a striking attack.

(ii) A fighter may not gouge their fingers or thumb into their opponent's neck or trachea in an attempt to submit their opponent.

16. Clawing, Pinching, Twisting the flesh ~~or grabbing the clavicle.~~ 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. ~~Any manipulation of the clavicle is a foul.~~

17. Kicking the Head of a ~~downed~~ grounded opponent. An opponent is considered "downed grounded when three of four points of the body are touching the ground any part of the body, other than a single hand and feet touching the fighting area floor. To be grounded, both hands and feet, palm/fist down, and/or any other body part must be touching the fighting area floor. At this time, kicks or knees to the head will not be allowed.

18. Kneeing the head of an opponent.

19. Stomping of a grounded fighter. Stomping is considered any type of striking action with the feet where the fighter lifts their leg up bending their leg at the knee and initiating a striking action with the bottom of their foot or heel.

(i) Axe Kicks are not stomps. Standing foot stops are NOT a foul. As such, this foul does not include stomping the feet of a standing fighter.

20. The use of abusive language in the fighting arena.

21. Conduct of any kind that may cause an injury to any officials.

22. Attacking an opponent on or during the break. A fighter shall not engage their opponent in any fashion during a time-out or break of action in competition.

23. Attacking an opponent who is under the care of the referee.

24. Timidity. 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 the fight.

25. Interference from a corner. Interference is defined as any action or activity aimed at disrupting the fight or causing an unfair advantage to be given to one combatant. Corners are not allowed to distract the referee or influence the actions of the referee or any other official.

26. Throwing an opponent out of the cage or ring fighting area. A fighter shall not throw their opponent out of the cage.

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

28. Spiking the opponent to the floor onto the head or neck. Illegal spiking is considered to be any maneuver where you control your opponent's body and then forcibly drive your opponents head or neck into the flooring material. Illegal spiking moves are, but not limited to, pile drivers and suplexes.

(i) A pile driver is considered to be any throw where you control your opponent's body placing his feet straight up in the air with

his head straight down and then forcibly drive your opponents head into the flooring material.

(ii) suplex has several variations but generally consists of lifting your opponent off the flooring material and then using their body weight to drive the opponent down onto the flooring material on their head or neck.

(iii) It should be noted when a fighter is placed into a submission hold by their opponent, if that fighter is capable of elevating their opponent, they may bring that opponent down in any fashion they desire because they are not in control of their opponents body. The fighter who is attempting the submission can either adjust their position, or let go of their hold before being slammed to the floor.

29. Attacking an opponent after the bell or horn has sounded.

30. Linear kicks to the knee joint.

31. Neck Cranks. Any hold that places the fighter's neck in jeopardy from a crank is illegal.

32. All Twisting leg submissions

(i) Heel hooks and toe holds are prohibited.

(ii) Straight Kneebars and the straight ankle locks are allowed.

33. Spine locks.

34. No elbows or knees to the head, no matter whether the opponent is up or down.

(10) Fouls for Advanced Division.

(a) Advanced amateur rules are allowed to be used after a fighter has had more than three (3), verifiable, amateur fights regulated by a recognized athletic commission, and subject to commission matchmaking approval.

1. Holding or grabbing the fence or ropes is not allowed.

(i) A fighter may put their hands on the fence and push off of it at anytime. 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 a cage and grab hold of the fence and start to control whether their body position or their opponent's body position, it now becomes an illegal action. A

fighter may not grab the ropes or wrap their arms over the ring ropes at any time.

(ii) If a fighter is caught holding the fence, cage or ring rope material, the referee shall issue a one-point deduction from the offending fighter's scorecard, if the foul caused a substantial change in position such as the avoidance of a takedown.

(iii) 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 restarted by the referee, standing in a neutral position.

2. Holding opponent's shorts or gloves. A fighter may not 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 by actually gripping the hand of the opponent. It is legal to hold onto your gloves or shorts.

3. Butting with the head.

4. The use of the head as a striking instrument.

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

6. Biting or spitting at an opponent.

7. Hair pulling.

8. Fish Hooking. Any attempt by a fighter to use their fingers in a manner that attacks their opponent's mouth, nose or ears, 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 direction while holding onto the skin of your opponent.

9. Groin attacks of any kind.

10. Placing a finger into any orifice or into any cut or laceration of your opponent.

(i) A fighter may not lace their fingers into an open laceration in an attempt to enlarge the cut.

(ii) A fighter may not place their fingers into an opponent's nose, ear, mouth, or any other body cavity.

11. Elbow strikes of any kind to any area.

12. Small joint Manipulation. Fingers and Toes are small joints. Wrist, Ankles, knees, Shoulders and Elbows are all large joints.

13. Strikes to the spine or the back of the head. Strikes are not permissible from the nape of the neck area up to the top of the ears.

14. ~~Heel kicks to the Kidney.~~ Fingers outstretched toward an opponent's face/eyes.

15. No throat strikes of any kind are allowed.

(i) A directed attack would include a fighter pulling his or her opponent's head in a way to open the neck for a striking attack.

(ii) A fighter may not gouge their fingers or thumb into their opponent's neck or trachea in an attempt to submit their opponent.

16. Clawing, Pinching, Twisting the flesh ~~or grabbing the clavicle.~~ 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. ~~Any manipulation of the clavicle is a foul.~~

17. Kicking the Head of a ~~downed~~ grounded opponent. An opponent is considered "downed grounded when ~~three of four points of the body are touching the ground~~ any part of the body, other than a single hand and feet touching the fighting area floor. To be grounded, both hands and feet, palm/fist down, and/or any other body part must be touching the fighting area floor. At this time, kicks or knees to the head will not be allowed.

18. Kneeing the head of an opponent.

19. Stomping of a grounded fighter. Stomping is considered any type of striking action with the feet where the fighter lifts their leg up bending their leg at the knee and initiating a striking action with the bottom of their foot or heel.

(i) Axe Kicks are not stomps. Standing foot stops are NOT a foul. As such, this foul does not include stomping the feet of a standing fighter.

20. The use of abusive language in the fighting arena.

21. Conduct of any kind that may cause an injury to any officials.
22. Attacking an opponent on or during the break. A fighter shall not engage their opponent in any fashion during a time-out or break of action in competition.
23. Attacking an opponent who is under the care of the referee.
24. Timidity. 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 the fight.
25. Interference from a corner. Interference is defined as any action or activity aimed at disrupting the fight or causing an unfair advantage to be given to one combatant. Corners are not allowed to distract the referee or influence the actions of the referee or any other official.
26. Throwing an opponent out of the cage or ring fighting area. A fighter shall not throw their opponent out of the cage.
27. 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.
28. Spiking the opponent to the floor onto the head or neck. Illegal spiking is considered to be any maneuver where you control your opponent's body and then forcibly drive your opponents head or neck into the flooring material. Illegal spiking moves are, but not limited to, pile drivers and suplexes.
 - (i) A pile driver is considered to be any throw where you control your opponent's body placing his feet straight up in the air with his head straight down and then forcibly drive your opponents head into the flooring material.
 - (ii) A suplex has several variations but generally consists of lifting your opponent off the flooring material and then using their body weight to drive the opponent down onto the flooring material on their head or neck.
 - (iii) It should be noted when a fighter is placed into a submission hold by their opponent, if that fighter is capable of elevating their opponent, they may bring that opponent down in any fashion they desire because they are not in control of their opponents

body. The fighter who is attempting the submission can either adjust their position, or let go of their hold before being slammed to the floor.

29. Attacking an opponent after the bell or horn has sounded.

30. Linear kicks to the knee joint.

31. Neck Cranks. Any hold that places the fighter's neck in jeopardy from a crank is illegal.

32. All Twisting leg submissions

(i) Heel hooks and toe holds are prohibited.

(ii) Straight Kneebars and the straight ankle locks are allowed.

33. Spine locks.

34. Strikes to the head when the opponent is down.

(11) **Use of Body Grease, Water, and Other Similar Substances.** Use of body grease is forbidden. The use of bodygrease, gels, balms, lotions, oil, or other substances is a violation and is prohibited from being applied to the hair, face, or body. This includes excessive amounts of water being splashed upon a contestant, which could result in penalties or disqualification.

(12) **Foul Procedures.** If a foul is committed, the referee shall:

(a) Call time;

(b) Check the fouled mixed martial artist's condition and safety; and

(c) Assess the foul to the offending contestant, deduct points, and notify each corner's seconds, judges, and the official scorekeeper.

(d) If a bottom contestant commits a foul, unless the top contestant is injured, the fight will continue, so to not jeopardize the top contestant's superior positioning at the time.

1. The referee shall verbally notify the bottom contestant of the foul.

2. When the round is over, the referee shall assess the foul and notify both corner's seconds, the judges, and the official scorekeeper.

3. The referee may terminate a bout based on the severity of a foul. For such a flagrant foul, a contestant shall lose by disqualification.

(13) **Time Considerations for a Low Blow Foul.** A fighter who has been struck with a low blow is allowed up to five (5) minutes to recover from the foul as long as in the ringside doctor's opinion the fighter may possibly continue on in the contest. If the fighter states that they can continue on before the five minutes has expired, the referee shall as soon as practical restart the fight. If the fighter goes over the five minute time allotment the fight cannot be restarted and the contest must come to an end with the outcome determined by the round and time in which the fight was stopped.

(14) **Fighter Who is Not Fouled by Low Blow But Another Foul.**

(a) **Accidental Foul.** If a contest or exhibition of mixed martial arts is stopped because of an accidental foul, the referee shall determine whether the unarmed combatant who has been fouled can continue or not. If the unarmed combatant's chance of winning has not been seriously jeopardized as a result of the foul and if the foul did not involve a concussive impact to the head of the unarmed combatant who has been fouled, the Referee may order the contest or exhibition continued after a recuperative interval of not more than 5 minutes. Unlike the low blow foul rule, the fighter does not have up to 5 minutes of time to use at their discretion. Immediately after separating the unarmed combatants, the Referee shall call in the ringside doctor if necessary and inform the scorekeeper of his determination that the foul was accidental.

(b) **Illegal Foul.** If a fighter is fouled in a way that the referee deems is not an accident, the referee should stop the action and call for time. The referee may take the injured fighter to the ringside doctor and have the ringside doctor examine the fighter as to their ability to continue on in the contest. The ringside doctor has up to 5 minutes to make their evaluation. If the ringside doctor determines that the fighter can continue in the contest, the referee shall, as soon as practical, restart the fight. Unlike the low blow foul rule, the fighter does not have up to 5 minutes of time to use at their discretion. Foul not subject to five minute rule. For a foul other than a low blow, the fouled fighter is not guaranteed 5 minutes of recovery time. If deemed not fit to continue by the referee or ringside physician, the referee must immediately call a halt to the bout. If the fighter is deemed not fit to continue by the referee or ringside physician but some of the five minute foul time is still remaining, the fighter cannot avail himself of the remaining time. If the referee stops the contest and employs the use of the ringside doctor, the ringside physician's examinations shall not exceed five minutes. If five

minutes is exceeded, the fight cannot be re-started and the contest must end.

(15) Scoring the Foul to be Performed by the Scorekeeper.

(a) Scoring a foul. Fouls may result in a point being deducted by the official Scorekeeper from the offending mixed martial artist's score. The Scorekeeper, not the judges, will be responsible for calculating the true score after factoring in the point deduction.

1. Only the referee may assess fouls.

(16) Injuries Sustained During Competition that Will Terminate the Bout.

(a) Injury due to legal maneuver. If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured contestant loses by technical knockout.

(b) Self-Inflicted Injury. If an injury that is considered self-inflicted occurs, and it is severe enough to terminate the bout, the injured contestant shall lose by technical knockout.

(c) Accidental Foul. If an injury sustained during competition as a result of an accidental foul is severe enough to terminate a bout; if it occurs after the horn sounds ending the 2nd round, the partial round is scored and we go to the score cards for the technical decision. If it occurs at any earlier time, the bout will be declared a "no contest."

1. If the injury from the accidental foul is not severe enough to stop the bout but then later it is further aggravated by legal techniques enough to warrant an end to the match, if it occurs after the horn sounds ending the 2nd round, the partial round is scored and we go to the score cards for the technical decision. If it occurs at any earlier time, the bout will be declared a "no contest."

2. Only in rare instances, such as subsequent to repeated warnings for the same foul, will the referee take a point or points from a fighter for an accidental foul.

(d) Intentional Foul. If an injury sustained during competition as a result of an intentional foul is severe enough to terminate a bout then the injured fighter will win by disqualification. If the injury from the intentional foul is not severe enough to stop the bout but then later is further aggravated by legal techniques enough to warrant an end to the match, the partial round is scored, then we go to the score cards for the technical decision (the bout

does not need to have progressed past a minimum number of rounds). If the fouled fighter is ahead on the score cards, the fouled fighter will be declared the winner by technical decision. If the fouling fighter is ahead or tied, the bout will be declared a "no contest."

(e) Regarding "Low Blows." A fighter, who chooses not to continue based on receiving a non-called low blow, will have the stoppage treated under typical accidental foul rules unless for some reason the referee sees fit to disqualify the fighter (i.e. repeated excessive accidental low blow fouls).

(17) **Stopping a Contest.** The referee is the sole arbiter of a bout and is the only individual authorized to enter the fighting area at any time during the competition and authorized to stop a contest.

(a) A physician may enter the ring and advise the referee but shall have no authority to stop a fight.

(18) **Judging.**

(a) Number of Judges. All bouts will be evaluated and scored by three (3) judges.

~~(b) Scoring System. The 10 Point Must system shall be used as the standard scoring of a bout.~~

~~(c) Judging Criteria. Judges shall evaluate mixed martial art techniques, such as effective striking, effective grappling, control of the fighting area, effective aggressiveness and defense.~~

~~1. Judges shall consider the amount of successful executions of legal takedowns and reversals in evaluating effective grappling. Examples of factors judges can consider are the takedowns from standing position to mount position, passing the guard to mount position, and bottom position fighter using an active, threatening guard.~~

(b) The 10-Point Must System will be the standard system 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).

(c) Judges shall evaluate mixed martial arts techniques, such as effective striking/grappling, effective aggressiveness, and control of the fighting area.

(d) Evaluations shall be made in the specific order in which the techniques appear in (c) above, giving the most weight in scoring to effective striking/grappling, and effective aggressiveness, and control of the fighting area.

(e) Effective striking is judged by determining the impact/effect of legal strikes landed by a contestant solely based on the results of such legal strikes. Effective grappling is assessed by the successful executions and impactful/effective result(s) coming from: takedown(s), submission attempt(s), achieving an advantageous position(s) and reversal(s).

(f) Effective aggressiveness means aggressively making attempts to finish the fight.

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

(i) 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 contestants have competed for whatever duration of time in the round and there is no difference or advantage between either fighter;

2. A round is to be scored as a 10-9 Round when a contestant 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 contestant large margin by impact, dominance, and duration of striking or grappling in a round.

4. A round is to be scored as a 10-7 Round when a contestant completely overwhelms their opponent in Effective Striking and/or Grappling and stoppage is warranted.

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

(i) If the mixed martial artists spend a majority of a round on the canvas, then effective grappling is weighed first, and effective striking is then weighed.

(ii) If the mixed martial artists spent a majority of a round standing, then effective striking is weighed first, and effective grappling is then weighed.

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

(19) Types of Bout Results.

(a) Submission. A referee will award the bout via Submission when one or more of the following occur:

1. Tap Out: When a contestant physically uses his hand 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; or makes audible sounds such as screams indicating pain or discomfort.
3. Technical Submission: When a submission is executed to its completeness which cause the referee to intervene and stop the contest. Example, a choke causes a fighter to go unconscious, or a joint lock causes a fracture.

(b) Technical knockout. A referee will award a Technical Knockout when one or more of the following occur:

1. An opponent is clearly overmatched in a way that poses a danger to allow the contest to continue.

(c) Knockout. A referee will award the bout via Knockout when an opponent is damaged by a legal technique or techniques and is incapable of intelligently defending themselves.

(d) Decision via score cards.

1. Unanimous: When all three judges score the bout for the same contestant
2. Split Decision: When two judges score the bout for one contestant and one judge scores for the opponent
3. Majority Decision: When two judges score the bout for the same contestant and one judge scores a draw

(e) Types of Draws.

1. Unanimous - When all three judges score the bout a draw;

2. Majority - When two judges score the bout a draw; or

3. Split - When all three judges score differently and the score total results in a draw

(f) Disqualification. A Disqualification will be declared when an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest.

1. A Disqualification may be declared for one or more of the following:

(i) Intentional fouling with or without injury

(ii) Repeated or consistent fouling

(iii) Fighter or Corner misconduct

(g) Forfeit. A Forfeit is declared when a contestant fails to begin competition. A "forfeit" does not grant the opponent a "victory."

(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 score cards at the time of stoppage; or; in Double Knockout Situations, the referee shall stop a contest or exhibition of unarmed combat at any stage if the referee determines that both unarmed combatants are in such a condition that to continue might subject the unarmed combatants to serious injury;

(i) Technical Decision. When the bout is prematurely stopped due to injury and a contestant is leading on the score cards.

(j) No Contest. When a contest is prematurely stopped due to accidental injury and a sufficient number of rounds have not been completed to render a decision via the score cards.

(20) After the Contest, Match, or Exhibition.

(a) Contestants to Leave Ring. When the decision of the referee or judges has been announced both contestants and their corners shall at once leave the ring or cage and retire to their dressing rooms.

(b) Decision Announcement. In all contests decided by the judges' scorecards, the announcer will announce if the decision is "unanimous," "a majority decision," or "a draw," and the total points given to each contestant by the three judges will be announced.

(c) Finality of the Decision. A decision rendered at the end of any amateur mixed martial arts contest is final and shall not be changed unless the Commission determines that any of the following occurred:

1. There was collusion or fraud affecting the result of any contest.
2. The compilation of the score cards of the referee and judges reveals a clerical or mathematical error which caused the decision to be given to the wrong amateur mixed martial artist.
3. There was a violation of the laws or rules and regulations governing amateur mixed martial arts in this state which affected the results of any contest.

(d) Appeal of Decision. A competitor may appeal the decision of the contest to the Commission. A written appeal must be submitted to the Commission within five (5) business days of the contest. The appeal shall be addressed according to the rules and regulations of the Commission.

(e) A petition to change a decision. A petition shall be in writing and filed by the contestants manager to the Commission within five (5) business days from the date the decision was rendered. The petition shall be addressed according to the rules of the Commission.

(21) Certification Results.

(a) Certification of Results. The Commission is the only organization permitted by state regulations to certify the results of individual amateur mixed martial arts contests.

1. The Commission's Executive Director shall review and certify all individual fight results before they are submitted to the national registry.

2. A licensed Chief Inspector must submit a signed affidavit stating that all amateur contests for each individual event were held according to the Commission's rules; were strictly followed and enforced.

3. Any contest not certified by the Commission shall be listed as a non-sanctioned fight in the fighter's official record.

4. Non-sanctioned fights will not be applied to the fighter's win/loss record in the national registry.

Authors: J. Matt Bledsoe, Brandon Owens, Casey Sears

Statutory Authority: Code of Ala. 1975, §41-9-1024.

History: New Rule: Filed December 27, 2013; effective January 31, 2014.