

# NOVASCOTIA COMBAT SPORTS AUTHORITY PRO MMA RULES

(These rules are in line from the ABC's Unified Rules)

## 1) DEFINITIONS:

- A) "**Mixed martial arts**" means unarmed combat involving the use, subject to any applicable limitations set forth in these Unified Rules and other regulations of the Nova Scotia Combat Sports Authority, of a combination of techniques from different disciplines of the martial arts, including, without limitation, grappling, submission holds, kicking and striking.
  
- B) "**Unarmed Combat**" means any form of competition in which a blow is usually struck which may reasonably be expected to inflict injury.
  
- C) "**Unarmed Combatant**" means any person who engages in unarmed combat.
  
- D) "**Commission**" OR Authority means "**The Nova Scotia Combat Sports Authority**" (NSCSA)
  
- E) "**Medicals**" three months

## **2) WEIGHT DIVISIONS:**

Except with the approval of the Commission, the classes for mixed martial arts contests or exhibitions and the weights for each class shall be:

- 1) Flyweight 125 pounds and under
- 2) Bantamweight over 125 to 135 pounds
- 3) Featherweight over 135 to 145 pounds
- 4) Lightweight over 145 to 155 pounds
- 5) Welterweight over 155 to 170 pounds
- 6) Middleweight over 170 to 185 pounds
- 7) Light Heavyweight over 185 to 205 pounds
- 8) Heavyweight over 205 to 265 pounds
- 9) Super Heavyweight over 265 pounds

In non-championship fights, there shall be allowed a 1 pound weigh allowance (for shorts).

In championship fights, the participants must weigh no more than that permitted for the relevant weight division.

The Commission may also approve catch weight bouts, subject to their review and discretion. For example, the Commission may still decide to allow the contest the maximum weight allowed is 177 pounds if it feels that the contest would still be fair, safe and competitive.

In addition, if one athlete weighs 264 pounds while the opponent weighs 267 pounds, the Commission may still decide to allow the contest if it determines that the contest would still be fair, safe and competitive in spite of the fact that the two contestants technically weighed in differing weight classes.

Fighters must be within 5 pounds of each other if not the Medical Advisor or the Authority will decide if the match will occur.

## **3) EQUIPMENT:**

For each bout, the promoter shall provide a clean water bucket, a clean plastic water bottle, and any other supplies as directed by the Commission, in each corner.

#### **4) SPECIFICATIONS FOR HANDWRAPPING:**

A) In all weight classes, the bandages on each contestant's hand shall be restricted to soft gauze cloth of, held in place by not more than 10 feet of surgeon's tape, one inch in width, for each hand.

#### **5) MOUTHPIECES**

A) All contestants are required to wear a mouthpiece of their choice during competition.

B) The round cannot begin without the mouthpiece in place.

C) If the mouthpiece is involuntarily dislodged during competition, the referee shall call time have it cleaned, and reinserted at the first opportune moment without interfering with the immediate action.

#### **6) PROTECTIVE EQUIPMENT:**

A) Male mixed martial artists shall wear a groin protector of their own selection.

B) Female mixed martial artists are prohibited from wearing groin protectors.

C) Female mixed martial artists shall wear a chest protector of their choice during competition.

#### **7) GLOVES:**

A) All contestants shall wear glove which are at least 4 ounces and are approved by the Commission. Generally, gloves should not weigh more than 6 ounces without the approval of the Commission. (Certain larger sized gloves, e.g. 2 XL - 4 XL, may be allowed even though they may slightly exceed 6 ounces.

B) Gloves are to be supplied by the promoter and approved by the Commission. No contestant shall supply their own gloves for participation.

#### **8) APPAREL:**

A) Each contestant shall wear mixed martial arts shorts, biking shorts, kick-boxing shorts or other shorts approved by the Commission.

B) Gi's or shirts are prohibited during competition except that female contestant's musts wear shirts approved by the Commission.

C) Shoes and any type of padding on the feet are prohibited during competition.

## **9) APPEARANCE: Vaseline**

A) Vaseline is only allowed on the face (done prior to the beginning of round 1) after that it may only be used on cuts. (at the discretion of the commission)

B) The use of grease or any other foreign substance may not be used on the body of an unarmed combatant.

C) The Commission shall determine whether head or facial hair presents any hazard to the safety of the unarmed combatant or his opponent or will interfere with the supervision and conduct of the contest or exhibition. If the head or facial hair of an unarmed combatant presents such a hazard or will interfere with the supervision and conduct of the contest or exhibition, the unarmed combatant may not compete in the contest or exhibition unless the circumstances creating the hazard or potential interference are corrected to the satisfaction of the Commission.

D) An unarmed combatant may not wear any jewelry or other piercing accessories while competing in the contest or exhibition.

## **10) ROUND LENGTH:**

A) Each non-championship mixed martial arts contest is to be for 3 rounds, each round no more than 5 minutes duration, with a rest period of 1 minute between each round.

B) Each championship mixed martial arts contest is to be for 5 rounds, each round no more than 5 minutes duration, with a rest period of 1 minute between each round.

## **11) STOPPING CONTEST:**

A) The referee is the sole arbiter of a contest and is the only individual authorized to stop a contest. The referee may take advice from the ringside physician and/or the Commission with respect to the decision to stop a contest.

B) The referee and the ringside physician are the only individuals authorized to enter the ring/fighting area at any time during competition other than the rest periods and subsequent to the contest ending.

## **12) JUDGING:**

**A)** All bouts will be evaluated and scored by 3 judges who shall evaluate the contest from different location around the ring/fighting area. The referee may not be one of the 3 judges.

**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 9 points or less must be awarded to the loser, except for a rare even round, which is scored (10-10).

Mixed Martial Arts Judging Criteria is to focus on the result of action (versus action itself), it must be stated that criteria is to be used in specific order. These criteria may not move from one to the next without the prior criterion being 100% even in the judges' assessments.

Effective Striking/Grappling shall be considered the first priority of round assessments. Effective Aggressiveness is a 'Plan B' and should not be considered unless the judge does not see ANY advantage in the Effective Striking/Grappling realm. Cage/Ring Control ('Plan C') should only be needed when ALL other criteria are 100% even for both competitors. This will be an extremely rare occurrence.

### **PRIORITIZED CRITERIA:**

#### **Effective Striking/Grappling**

"Legal blows" that have immediate or cumulative impact, with the potential to contribute towards the end of the match, with the IMMEDIATE weighing in more heavily than the cumulative impact.

Successful execution of takedowns, submission attempts, reversals and the achievement of advantageous positions that produce immediate or cumulative impact with the potential to contribute to the end of the match, with the IMMEDIATE weighing more heavily than the cumulative impact."

It shall be noted that a successful takedown is not merely a changing of position, but the establishment of an attack from the use of the takedown.

Top and bottom position fighters are assessed more on the impactful/effective result of their actions, more so than their position.

This criterion will be the deciding factor in a high majority of decisions when scoring a round. The next two criteria must be treated as a backup and used ONLY when Effective Striking/Grappling is 100% equal for the round.

#### **Effective Aggressiveness**

"Aggressively", making attempts to finish the fight. The key term is 'effective'. Chasing after an opponent with no effective result or impact should not render in the judges' assessments."

Effective Aggressiveness is only to be assessed if Effective Striking/Grappling is 100% equal for both competitors.

### **Fighting Area Control**

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

Fighting Area Control" shall only to be assessed if Effective Striking/Grappling and Effective Aggressiveness is 100% equal for both competitors. This will be assessed very rarely.

### **ROUND SCORING:**

#### **10-10 Round**

"A 10-10 rounds in MMA is when both fighters have competed for whatever duration of time in the round and there is no difference or advantage between either fighters."

A 10-10 round in MMA should be extremely rare and is not a score to be used as an excuse by a judge that cannot assess the differences in the round.

A 10-10 round in MMA is a necessity to have for the judge's possible score, mainly due to scoring incomplete rounds. It is possible to have a round where both fighters engage for 5 minutes and at the end of the 5-minute time period the output, impact, effectiveness and overall competition between the two fighters is exactly the same. It is possible, but highly unlikely. If there is any discernable difference between the two fighters during the round the judge shall not give the score of 10-10. Again, this score will be extremely rare.

#### **10-9 Round**

"A 10-9 Round in MMA is where one combatant wins the round by a close margin."

A 10-9 rounds in MMA is the most common score a judge assesses during the night. If, during the round, the judge sees a fighter land the better strikes, or utilize effective grappling during the competition, even if by just one technique over their opponent, the judge shall give the winning fighter a score of 10 while assessing the losing fighter a score of 9 or less.

It is imperative that judges understand that a score of 9 is not an automatic numerical score given to the losing fighter of the round. The judge must consider: Was the fighter engaged in offensive actions during the round? Did the losing fighter compete with an attitude of attempting to win the fight, or just to survive the offensive actions of their opponent?

A score of 10-9 can reflect an extremely close round or a round of marginal domination and/or impact.

## **10-8 Round**

A 10-8 Round in MMA is where one fighter wins the round by a large margin.

A 10-8 round in MMA is not the most common score a judge will render, but it is absolutely essential to the evolution of the sport and the fairness to the fighters that judges understand and effectively utilize the score of 10-8. A score of 10-8 does not require a fighter to dominate their opponent for 5 minutes of a round. The score of 10-8 is utilized by the judge when the judge sees verifiable actions on the part of either fighter. Judges shall ALWAYS give a score of 10-8 when the judge has established that one fighter has dominated the action of the round, had duration of the domination and also impacted their opponent with either effective strikes or effective grappling maneuvers that have diminished the abilities of their opponent.

Judges must CONSIDER giving the score of 10-8 when a fighter shows dominance in the round even though no impactful scoring against the opponent was achieved. MMA is an offensive based sport. No scoring is given for defensive maneuvers. Using smart, tactically sound defensive maneuvers allows the fighter to stay in the fight and to be competitive. Dominance of a round can be seen in striking when the losing fighter continually attempts to defend, with no counters or reaction taken when openings present themselves. Dominance in the grappling phase can be seen by fighters taking DOMINANT POSITIONS in the fight and utilizing those positions to attempt fight ending submissions or attacks. If a fighter has little to no offensive output during a 5 minute round, it should be normal for the judge to consider awarding the losing fighter 8 points instead of 9.

Judges must CONSIDER giving the score of 10-8 when a fighter IMPACTS their opponent significantly in a round even though they do not dominate the action. Effectiveness in striking or grappling, which leads to a diminishing of a fighter's energy, confidence, abilities and spirit, all of these come as a direct result of negative impact. When a fighter is hurt with strikes, showing a lack of control or ability, these can be defining moments in the fight. If a judge sees that a fighter has been significantly damaged in the round the judge should CONSIDER the score of 10-8.

### **Impact-**

A judge shall assess if a fighter impacts their opponent significantly in the round, even though they may not have dominated the action. Impact includes visible evidence such as swelling and lacerations.

Impact shall also be assessed when a fighter's actions, using striking and/or grappling, lead to a diminishing of their opponents' energy, confidence, abilities and spirit. All of these come as a direct result of impact. When a fighter is impacted with strikes, 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 grappling phase can be seen by fighters taking dominant positions in the fight and utilizing those positions to attempt fight ending submissions or attacks. Merely holding a dominant position(s) shall not be a primary factor in assessing dominance. What the fighter does with those positions is what must be assessed.

## **Duration-**

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 standing and grounded.

## **10-7 Round**

"A 10-7 Round in MMA is when a fighter completely overwhelms their opponent in Effective Striking and/or Grappling and stoppage is warranted."

A 10-7 Round in MMA is a score that judges will rarely give.

It takes both overwhelming DOMINANCE of a round, but also significant IMPACT that, at times, causes the judge to consider that the fight could be stopped. Judges shall look for multiple IMPACTFUL blows or knockdowns that diminish the fighter, and/or grappling maneuvers that place the fighter in dominant situations with impact being inflicted that visibly diminishes the fighter's ability to compete.

## **13) FOULS:**

A) The following acts constitute fouls in a contest or exhibition of mixed martial arts

and may result in penalties, at the discretion of the referee, if committed:

### **1. 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.

### **2. 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.



### **3. 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 during an exhibition of unarmed combat.

### **4. 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 directions while holding onto the skin of your opponent.

### **5. 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

### **6. Spiking the opponent to the canvas onto the head or neck (pile-driving):**

A pile driver is considered to be any throw where you control your opponent's body placing his feet towards the sky with his head straight down and then forcibly drive your 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 their opponent they may bring that opponent down in any fashion they desire because they are not in control of their opponent's body. The fighter who is attempting the submission can either adjust their position, or let go of their hold before being slammed to the canvas.

### **7. Strikes to the spine or the back of the head. The spine includes the tailbone.**

The back of the head is defined as the area starting at the crown of the head and running directly down the centerline of the head with a one inch variance to each side. The entire rear portion of the neck is also illegal to attack starting at the occipital junction and stopping at the top of the trapezius. From the trapezius muscle down the spine is protected to the tailbone

### **8. 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 opponents 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 tracheae in an attempt to submit their opponent. If during stand up action of a fight a punch is thrown and the punch lands in the throat area of the fighter, this shall be viewed as a clean and legal blow.

**9. \*\* Fingers outstretched toward an opponent's face/eyes:**

In the standing position, a fighter that moves their arm(s) toward their 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.

**10. Downward pointing elbow strike (12 to 6):**

The use of a linear "straight up straight down" elbow strike is prohibited. Any variation of this straight up and down linear elbow strike makes the strike legal. Any arc or any angle change from straight up to straight down makes the strike legal. Any variation of position does not alter the legality of the strike.

**11. 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.

**12. \*\*Kneeing and/or Kicking the head of a grounded opponent:**

A grounded fighter is defined as: Any part of the body, other than a single hand and soles of the feet touching the fighting area floor. To be grounded, both hands palm/fist down, and/or any other body part must be touching the fighting area floor. A single knee, arm, makes the fighter grounded without having to have any other body part in touch with the fighting area floor. At this time, kicks or knees to the head will not be allowed.

**13. \*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. (Note) 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.

\*" A grounded fighter is defined as: Any part of the body, other than a single hand and soles of the feet touching the fighting area floor. To be grounded, both hands palm/fist down, and/or any other body part must be touching the fighting area floor. It needs to be clear to all fighters that once an opponent has become grounded, Stomps of any kind are not permitted, even to the feet.

**14. Holding opponent's gloves or shorts:**

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 own gloves or shorts.

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## **21. Holding or grabbing the fence or ropes with fingers or toes:**

A fighter may put their hands or feet on the fence and push off of it at any time. A fighter may place their hands or feet onto the cage and have their fingers or toes go through the fencing material at any time. When a fighter's fingers or toes go through the cage and grab hold of the fence and start to control either 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 or under the ring ropes at any time. The fighter may not purposely step through the ropes. 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 effect in the fight. If a fighter grabs hold of the cage and because of the infer action, 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 after determining if a point deduction is appropriate.

## **22. Small joint manipulation:**

Fighters must grab the majority of fingers or toes for use as defense or manipulation. Fingers and toes are small joints. Wrists, ankles, knees, shoulders and elbows are all large joints.

## **23. Throwing an opponent out of the ring or caged area:**

A fighter shall not throw their opponent out of the ring or cage.

## **24. Intentionally placing a finger into any orifice, or into any cut or**

### **laceration of your opponent:**

A fighter may not place their fingers into an open laceration in an attempt to enlarge the cut. A fighter may not place their fingers into an opponent's, nose, ears, mouth, or any body cavity

## **25. 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.

## **26. 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.

## **27. Use of abusive language in the fighting area.**

The use of abusive language is not allowed during MMA 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)

## **28. Flagrant disregard of the referee's instructions:**

A fighter MUST follow the instructions of the referee at all times. Any deviation or noncompliance may result in points being deducted from the fighter's scorecard, or the fighter being disqualified from the match.

## **29. 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.

## **30. Attacking an opponent after the bell has sounded the end of the period of unarmed combat.**

The end of a round is signified by the sound of the bell 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

## **31. 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

## **32. Attacking an opponent who is under the care of the referee.**

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.

## **33. Interference from a mixed martial artist's corner or seconds:**

**A)** 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 in any fashion.

**B)** Disqualification may occur after any combination of fouls or after a flagrant foul at the discretion of the referee.

**C)** Fouls may result in a point being deducted from the offending contestant's score.

**D)** Only a referee can assess a foul. If the referee does not call the foul, judges must not make that assessment on their own and should not factor such into their scoring calculations.

**E)** If a foul is committed:

- i. The referee shall call timeout.
- ii. The referee shall order the offending contestant to a neutral location.
- iii. The referee shall check the fouled contestant's condition and safety.
- iv. The referee shall then assess the foul to the offending contestant and deduct points if the referee deems it appropriate, and notify the commission and each judge of his decision on whether the foul was accidental or intentional and whether a point is to be taken away.

**F)** If a bottom contestant commits a foul, unless the top contestant is injured, the contest will continue and:

- i. The referee will verbally notify the bottom contestant of the foul.
- ii. When the round is over, the referee will assess the foul and notify the commission, the corners, the judges and the official scorekeeper.
- iii. The referee may terminate a contest based on the severity of a foul. For such a flagrant foul, the contestant committing the foul shall lose by disqualification.

**G)** Low Blow Foul:

- i. A fighter who has been struck with a low blow is allowed up to 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.
- ii. If the fighter states that they can continue on before the five minutes of time have expired, the referee shall, as soon as practical, restart the fight.
- iii. If the fighter goes over the 5 minute time allotment, and the fight cannot be restarted, the contest must come to an end with the outcome determined by the round and time in which the fight was stopped. See Section 16 below.

**H) Fighter Fouled by other than low blow:**

i) If a contest 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. Immediately after separating the unarmed combatants, the referee shall inform the Commission's representative of his determination that the foul was accidental.

ii) If a fighter is fouled by blow that the referee deems illegal, 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 determination. 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, and must continue the fight when instructed to by the referee.

iii) For a foul other than a low blow, if the injured fighter is deemed not fit to continue, by the referee, the referee must immediately call a halt to the bout. If the fighter is deemed not fit to continue, by the referee, even though some of the 5 minute foul time is still remaining, the fighter cannot avail himself of the remaining time and the fight must be stopped.

iv) If the referee stops the contest and employs the use of the ringside doctor, the ringside physician's examinations shall not exceed 5 minutes. If 5 minutes is exceeded, the fight cannot be re-started and the contest must end.

**14) INJURIES SUSTAINED BY FAIR BLOWS AND FOULS:**

A) 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) If an injury sustained during competition as a result of an intentional foul, as determined by the referee, is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.

C) If an injury is sustained during competition as a result of an intentional foul, as determined by the referee, and the bout is allowed to continue, the referee shall notify the scorekeeper to automatically deduct two points from the contestant who committed the foul.

D) If an injury sustained during competition as a result of an intentional foul, as determined by the referee, causes the injured contestant to be unable to continue at a subsequent point in the contest injured contestant shall win by technical decision, if he or she is ahead on the score cards. If the injured contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.

E) If a contestant injures himself or herself while attempting to foul his or her opponent, the referee shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.

F) If an injury sustained during competition as a result of an accidental foul, as determined by the referee, is severe enough for the referee to stop the bout immediately, the bout shall result in a no contest if stopped before two rounds have been completed in a three round bout or if stopped before three rounds have been completed in a five round bout.

G) If an injury sustained during competition as a result of an accidental foul, as determined by the referee, is severe enough for the referee to stop the bout immediately, the bout shall result in a technical decision awarded to the contestant who is ahead on the score cards at the time the bout is stopped only when the bout is stopped after two rounds of a three round bout, or three rounds of a five round bout have been completed.

H) Incomplete rounds should be scored utilizing the same criteria as the scoring of other rounds up to the point said incomplete round is stopped.

#### **15) TYPES OF CONTEST RESULTS:**

A) Submission by:

i) Physical Tap Out

ii) Verbal tap out

B) Knockout by:

i. when Referee stops the contest (TKO)

ii. when an injury as a result of a legal maneuver is severe enough to terminate a bout (TKO)

iii. when contestant being rendered unconscious due strikes or kicks (KO)

#### **C) Decision via the scorecards, including:**

i. Unanimous Decision - When all three judges score the contest for the same contestant

ii. Split Decision - When two judges score the contest for one contestant and one judge scores for the opponent

iii. Majority Decision - When two judges score the contest for the same contestant and one judge scores a draw



iv) Draws, including:

a) Unanimous Draw- When all three judges score the contest a draw

b) Majority Draw - When two judges score the contest a draw

c) Split Draw - When all three judges score differently

D) Disqualification

E) Forfeit

F) Technical Draw

G) Technical Decision

#### **A) Medicals**

Medical requirements will be determined at the discretion of the NSCSA. All Medical Forms, for the Annual Medical must be completed and submitted to The Authority no later than **THREE MONTHS** from completion date. If any part of the annual is not completed and submitted to The Authority within the three months, the full Annual Medical must be **REDONE!!**

#### **B) Insurance**

Insurance requirements will be determined at the discretion of the NSCSA.

#### **C) Ambulance, EMT's, and qualified Ringside Physician**

A qualified ringside physician shall be present at all events. A qualified ringside physician must be at ringside or cage side during each bout.

All promoters must provide an ambulance to be present at all times, from the commencement of the first bout, throughout the duration of the event, and until the last fighter leaves the arena. No contest shall be allowed to continue or commence if an ambulance is utilized to transport a previous contestant to a medical facility, until another ambulance is available and present at the event.

There shall be at least two Emergency Medical Technicians present at all times, from the commencement of the first bout, throughout the duration of the event, and until the last fighter leaves the arena.

No contest shall be allowed to continue or commence if an ambulance is utilized to transport a previous contestant to a medical facility, until another replacement technician crew is available and present at the event.

H) No Decision