

**AMMASA**  
**AUSTRALIAN MIXED MARTIAL ARTS**  
**SPORTS ASSOCIATION Inc.**

Taking Care of Martial Arts Combat Sports

Since 2000



OFFICIALS DOCUMENT

## **THE ROLE OF THE REFEREE**

### **Requirements of the referee:**

- A thorough understanding of the Rules, Regulations, Procedures and Safety Protocols.
- The ability to be definitive and authoritative when issuing commands
- Ensure the fairness, integrity and uniformity of the contest
- Must not be influenced in anyway whatsoever by crowd, fighter, corner man, promoter or others, avoiding any conflicts of interest.
- Remains detached, focused and decisive when it comes time to make a judgement.
- It is also essential to have a level of fitness, necessary to maintain focus and be quick and light on their feet to position and act accordingly for the safety of the fighters.
- Be diligent in continuing refresher training programs and education to further enhance self-knowledge and stay up to date with any rules and regulation changes.

### **The Job of the Referee:**

- A referee's essential responsibility during each match is to ensure the safety and fairness of the contest.
- A referee's top responsibility is to protect the fighters from unnecessary punishment and injuries. Though we recognize that combat sports are inherently dangerous it is the job of the referee to ensure the reasonable safety of the athletes. This occurs by guaranteeing that the rules are followed and exercising the keen judgment necessary to determine when it is appropriate to call an end to the match.
- Allowing fighters to apply their legal skills and prohibiting fighters from applying illegal skills. The referee is the active authority whose actions should serve to guarantee the fairness of the contest by ensuring that the rules are followed.

- Ensuring safety and enforcing the rules can only be achieved if the referee maintains a position of control over the fight. A good referee can make a good fight better, and a bad referee can make a good fight bad by losing control of the action. To best guarantee a safe, fair and well contested match, you will need to maintain control over the fighters, and the fighting action.

### **Pre-Fight Athlete Check Over:**

- Have fighter take off clothes down to their fight shorts, unless fighting in approved clothing
- Have corner man apply Vaseline only to eyebrows and cheekbones.
- Check for Vaseline and/or any slippery lubricants on the fighter's body (head, ears, neck shoulders, arms, chest, body, back, legs, etc.)
- Check for hair gel.
- Check gloves and tape for any irregularity.
- Check for mouthpiece and cup (for men), and chest protection (for women).
- Check that there is no jewellery (including piercing)
- Check that any hair ties are soft in nature
- Check fight trunks for anything that may be hazardous (exposed Velcro, snaps, clasps, sequence, etc.)
- Make sure only approved corner men accompany the fighter.

### **Commands & Hand Signals:**

- **STARTING TIME** - Although the start of each match usually occurs by the bell and a voice command, it is good to also use a physical gesture to initiate the action. The same gesture should be used after a break or in the event that you need to "stop time" for any reason.
- **STOP TIME** - With your hands, make the "T" symbol directed toward the timekeeper to indicate that you want the time to be stopped.

- **STOPPING THE MATCH** - To stop the match, wave both hands (crossing them above your head) to indicate that you are stopping the match. If you are administering to a downed fighter you may wave just one hand above your head. In either case, do so clearly and definitively so that everyone understands that you have called a halt to the contest.
- **FIGHT** - This command is used to start or restart the action of a match.
- **STOP** - This command is used when you want the fighters to stop all action, but stay in their position.
- **BREAK** - This command is used to separate the fights due to inactivity or stalling of the action or if a foul has occurred.
- **ACTION** – This command is used when there is little to no action going on between the fighters, and the word ACTION is your signal of demand to encourage the fighters to fight, to work the pace and keep on fighting. (Action can also be used to start or restart a match).

### **Injury Stoppage:**

- Knowing when to stop a fight is the most important decision that every referee will need to make.
- When a fighter is injured from anything other than a legal technique you should stop the action (signal for TIME) in order to allow the Doctor to examine the fighter. Make note of the exact position that the fighters are in prior to calling for the BREAK. Be sure to send the uninjured fighter to the furthest neutral corner. If the Doctor deems it safe for the fighter to continue you may restart the action (signal to the Timekeeper to restart time).

### **WHEN THE FIGHT STARTS**

- After introductions, tell the fighters team corner-men to go to their seats in the corner.
- The referee will call the fighters to the center of the ring for a face off as the referee gives them final instructions.

- Make sure the corner-men stays in their seats
- Try to keep order at ringside and make sure only the approved corner-man are in the corner.
- There will be no pounding on the ring this can sound like the 10 second warning that signals the end the round is coming.
- Watch the corner-men as they reach into their buckets or other equipment that they have brought to the ring with them. Make sure only the approved water or hydration drink you approved is being used. If it is different, take it from the corner-man. You are in charge!
- Watch the cornerman (seconds) work on their fighter.
- Watch for excessive grease on the fighter. If there is too much instruct the cornerman to remove some of it.
- Make sure the fighter has his mouthguard in before the next round begins, ask the fighter to show you.
- Instruct the cornerman to clean up any excess water on the mat
- Leave the ring/cage quickly to start the next round.

\*Remember, make sure they are only giving the fighter the approved hydration drinks between rounds.

### **KEEPING AN EYE ON FIGHTERS**

- Keep an eye on the fighter between rounds. If the fighter has taken a lot of punishment. If you think the fighter is not in good shape (pupils dilated, complaining to his corner he can't see, can't breath, his hand hurts etc.) motion to the ring doctor to come to check out the fighter.

### **FIGHTER'S MOUTHGUARD FALLS OUT**

- If a fighter's mouthguard falls out during the round, the referee will stop the action when he sees fit. He will take the fighter to the corner and instruct the cornerman to rinse the mouthguard and put it back in the fighter's mouth. The referee will make sure no instructions or water will be given to the fighter. The round continues.

## **FIGHTER KNOCKED OUT OR TKO**

- If a fighter is knocked out or stopped by TKO, you must grab a corner stool and get it into the ring asap, so the doctor can get the fighter on the stool when he is ready to check him out.
  - Keep order in the ring and make sure the doctor has room to attend to the fighter. Try to make sure you get the doctor into the ring asap before the other members of the fighters team do.
- \* Fighter Safety is all-important, and a huge part of your job as an Official Referee.

## **WHEN THE FIGHT ENDS**

- Keep order between fighters and their teams for the announcement of the bout results.
- Injured fighter, the doctor will check him after the fight, sometimes at ringside exiting the ring/cage or in the dressing room

## **THE ROLE OF THE JUDGE**

### **Requirements of the Judge:**

- A thorough understanding of the scoring criteria and the scoring system.
- A thorough understanding of the skills (both striking and grappling) that they will be required to evaluate.
- Integrity.

### **The Judging Focus:**

- A judge never watches the match. He or she judges the match. There is a qualitative difference. Someone who watches the action of a match and then, when the bell rings, begins to determine his or her score has failed as a judge. A good official stays focused on the action of each

match, from beginning to end and is constantly evaluating the effectiveness of each athlete according to the established scoring criteria while also considering the margin of advantage either fighter is creating. A good judge can almost, immediately provide a score at the end of a match.

### **What do the judges look for in a match?**

- Effort, Actions, Control, Successful Technique, Successful Striking, Successful DAMAGE.
- If you think back of what the criteria has been with judges in the recent past, Damage is a "key term" in helping simplify what a judge should be looking for. No matter what the combat sport might be, it is still a fight and in a fight the combatants main goal is to inflict more "damage" on their opponent than is inflicted on themselves. If this is the case, and all three judges agree with the "damage" that has been inflicted there should be no confusion and or discrepancies in the outcome of a fight.
- Damage may be defined as any visible sign of debilitation:
  - 1- Appearing stunned from a blow to the head.
  - 2- Wincing from a strike to the body.
  - 3- The appearance of a cut or a bruise resulting from a legal strike.
  - 4- Ceasing forward movement, becoming defensive or hastily retreating after being struck.
  - 5- Staggering or favouring a leg that has been kicked.
  - 6- Striking skill that even temporarily diminishes the opponent's ability to function successfully as a fighter.
  - 7- Judges must be able to evaluate whether was used merely to reduce or stall their opponent's effectiveness. Or, to initiate and advance a transitional positioning strategy in an effort to acquire a position for damage inflicting strikes.
  - 8- In regards to the judge's evaluation, the relative physical position of each fighter is not as important as how each fighter takes advantage of that position to gain success in the match. Similar to the distinction between using strikes

to “force the opponent to defend” and using strikes that result in a “damaging attack”, far more value is placed on how a fighter capitalizes on their “position” (whether by using it to strike effectively, to advance to a further superior position or to attempt a knockout) than on by merely gaining or maintaining what may be generally recognized as a “superior” position control.

### **The Current Scoring System Most Often Used**

The Ten-Point-Must System allows each judge to reward their selection of the more effective fighter with a score of 10-9. In the rare instance when one fighter’s relative effectiveness is considered “damaging and overwhelmingly dominant,” judges may reward him with a score of 10-8. Conversely, when there is no way to even marginally distinguish between either fighter’s effectiveness, the very rare “10-10”.

#### **SCORING RUNDOWN**

By priority, what are we evaluating?

- DAMAGE INFLICTED.
- SUCCESSFUL TECHNIQUE.
- RING CONTROL.

#### **10 - 10 > ROUND**

When both athletes appear to be fighting evenly and neither athlete shows clear dominance in the round.

#### **10 - 9 > ROUND**

When an athlete wins the round by a close margin, by greater effective damage inflicted by legal strikes and effective control of opponent.

#### **10 - 8 > ROUND**

When an athlete wins the round due to overwhelming domination by successful striking and effective control of opponent.

#### **10 - 7 > ROUND**

When an athlete wins the round due to total domination in striking and effective control of opponent.



## **OFFICIALS INSPECTORS DUTIES FOR EVENTS**

### **HAND BANDAGES**

- In all competitions the hand bandages and tape shall conform to the following specifications and Conditions:
- Crepe, gauze or a soft cloth type material
- Not be more than five (5) metres long and five (5) centimetres wide for each hand.
- Placed on both of the Contestants hands.
- \* There is to be no hard build-up of any material over the knuckles.

### **ADHESIVE TAPE**

- Used to secure the bandages on each hand of the Contestant.
- Adhesive tape should be no more than two and a half (2.5) metres long and two and a half (2.5) centimetres wide for each hand.
- Adhesive tape may be applied to the back of each of the Contestants hands but shall not be applied to cover the Contestants knuckles. Tape cannot reach beyond or cover the knuckles when the fist is closed.
- Adhesive tape applied directly on the skin is permitted.
- Thin strips of adhesive tape may be placed between the fingers to aid in keeping the bandage in place.

### **TAPING OF HANDS**

- Shall be conducted in the dressing rooms. Contestants arriving at a contest venue with their hands already wrapped will be asked to remove the handwraps and have them re-wrapped at the venue.
- In amateur or Pro events wrapped hands shall be signed or stamped by the AAB / Commission representative or the Referee upon inspection.
- Bandages or tape shall not be affixed in any way that the contest Referee or the duty AAB / Commissioner consider detrimental to an opponent.

Holding the wrapped fist in two hands, using your thumb to feel and identify each knuckle, if the indentation in between knuckles can be felt and there isn't any tape over the knuckles, they are more than likely acceptable.

## **GLOVES**

- Gloves shall be new or near new, with new laces or velcro and without any misshapen or lumpy padding, worn or cracked leather or in any way imperfect. If gloves are in any way imperfect, they shall be changed before the contest begins.
- Gloves must be new or near new, with new laces or velcro.
- If a glove becomes damaged during a contest. It shall be replaced during the interval between rounds.
- Promoters shall provide an extra sets of gloves at ringside in case gloves are broken or damaged during a contest.
- Gloves shall not be put on until the duty AAB / Commissioner and referee has stamped or initialled the bandages.
- A contestant shall be fitted with gloves immediately prior to the contest under the supervision of the referee AAB or Commission representative.
- After lacing on and tying at the back of the wrist, the laces of the gloves must be securely covered by adhesive tape and signed by the Referee or the Commission representative. If velcro gloves are used, velcro must also be securely covered by adhesive tape.
- Gloves used in contest shall be all the same style.

## **WALK TO ENTER THE RING**

- Fighters are gloved properly
- Cornermen have all their equipment (mouthguard, cup, ice, water, towels, cut medication etc.)

## **CUT MEDICATION**

- The only cut medication allowed avatine, thrombine or a 1/1000 solution to close cuts between rounds. Any questions ask the head ring doctor for the event.

\*Note: Some events supply a main cutman, other events the fighter may have a personal cutman.

## **TYPE OF DRINK ALLOWED**

- Water or any clear hydration drinks are allowed to be taken to the ring, Gatorade etc.
- No Redbull or any other energy drinks are allowed in the corner or dressing room before the fight ever.
- If an inspector see a fighter drinking an energy drink before or during the fight you must take it from the fighter or trainer before you walk to the ring.
- Ask to see what hydration drinks the corner is going to use and make sure it is sealed before it is taken to the ring
- Sign your name to the bottle before it is to be used in the corner you are in charge of enforcing the rules.
- Be firm but fair.

## **CORNER-MEN (SECONDS)**

- Only 3 corner-men are allowed in the corner during the fight (4 if it is a Title Fight)
- This will make it easier to control the corner during and in between rounds
- For major TV fights will not allow more than 4 people to walk to the ring/cage. Note it is an event policy, not the commission's policy.

## **GREASING**

- No grease or oil of any kind will be allowed to be put on the fighter before he or she enters the ring including petroleum jelly, Thai oil, baby oil etc.
- If you see or smell any of these things you must instruct the fighter and their corner-men to remove it before they can fight. This has been made a standard rule for all AMMASA sanctioned contests.
- Upon arriving to the ring the cut-man will apply grease to the fighters face before he or she enters the ring. This is a standard policy after problems with corner-men greasing his fighter in the dressing room.

- Grease is only allowed on the face of the fighter before and between rounds, but watch that the grease is only applied to the face, never on the back, chest, hands, head or arms.

### **HOW MANY CORNER-MEN ALLOWED IN RING**

- Only 2 corner-men are allowed inside the ring at all times between rounds.
- The other 1 (or 2 if a Title Fight) must be outside the ring in their respective corners.
- If a fighter needs the cut-man to work on a cut between rounds again, only 2 men in the cage – 1 cut-man and 1 corner-man. The others must go outside of the ring in their respective corners.
- All Corner-men / Seconds at ring side must be officially registered with AMMASA.
- All Corner-men / Seconds at ring side must be officially registered with Combat Sports Authority with ID tags displayed.

### **TIME KEEPER**

- A timekeeper is responsible to regulate the number and duration of the rounds designated for each Kickboxing and Muay Thai event.
- A timekeeper must assure that each round and the gap between rounds is correctly and uniformly timed. The use of a bell, horn, whistle and a clapper will be used to designate specific timing intervals during the contest.
- A timekeeper is responsible to adjust time for temporary stoppages or when instructed to do so by the referee.
- A timekeeper is responsible to start, stop and record the exact times of knockouts, technical knockouts and to time the injury rehabilitation periods.
- A timekeeper additionally assists the referee in counting for knockdowns to assure the fighter has the correct amount of time to return to the contest.
- A timekeeper usually works in tandem with a partner so that there is consistent observation of the contest.

- The timekeeper must maintain a close look at the center referee for instructions such time out calling.
- The timekeeper can also stop and restart in case the referee forget to indicate stop time or restart due whatever circumstances.
- The timekeeper is also responsible to notify or indicate the 10 seconds/count rule for near ending of bout or near ending of break time between rounds.
- The timekeeper is responsible to keep records of all bout ending before all round taking place (If bouts ends in the middle of the second round the time keeper need to take note to clarify to the center referee/record-book or the event MC to announce Example the bout has ended by a KO in the first 30 seconds of round two).
- The timekeeper is required to arrive one hour prior to the event, stay until the event is completed, and attend a debriefing meeting held at the conclusion of every event.