**99-650 COMBAT SPORTS AUTHORITY OF MAINE**

**Chapter 3: JUDGING/REFEREEING KICKBOXING COMPETITIONS**

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**SUMMARY:** This Chapter sets forth the criteria for judging and refereeing kickboxing competitions.

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**SECTION l. Stopping a Kickboxing Contest**

A referee and an attending physician are the only individuals authorized to enter the fighting area during competition or authorized to stop a competition.

This rule shall not preclude use of a video or other review of a decision under the procedures of the applicable regulatory authority if a protest is filed claiming a clear rule violation.

**SECTION 2. Judging**

All kickboxing competitions shall be judged according to the following criteria:

1. All bouts shall be evaluated and scored by three judges. The 10-Point Must System shall be the standard system of scoring a bout. Under the 10-Point Must Scoring System, 10 points shall be awarded to the winner of the round and nine points or fewer shall be awarded to the loser, except for an even round, which is scored 10-10.
2. Awarding of Points. In determining the score, judges shall evaluate kickboxing techniques such as number of knockdowns, effective striking, clinching, control of the fighting area, and effective aggressiveness and defense.
   1. Points will be awarded whenever the competitor strikes the opponent with force which lands on target without infringement and without being blocked or guarded against.
   2. Effective striking is judged by determining the number of legal strikes landed by a competitor and the significance of such legal strikes.
   3. Fighting area control is judged by determining who is dictating the pace, location, and position of the bout.
   4. Effective aggressiveness means moving forward and landing a legal strike.
   5. Effective defense means avoiding being struck while countering with offensive attacks.
   6. The following objective scoring criteria shall be utilized by the judges when
   7. Scoring a round:

A round is to be scored as a 10-10 round when both competitors appear to be fighting evenly and neither competitor shows dominance in a round.

a.

b. A round is to be scored as a 10-9 round when a competitor wins by a close but clear margin, landing the greater number of effective legal strikes and other maneuvers.

A round is to be scored as a 10-8 round when a competitor wins a round by a wide margin and damages his or her opponent. A round is scored a 10-8 round when a competitor receives a standing eight count, however a competitor can win back a 10-9 in that round.

c.

d. A round is to be scored as a 10-7 round when a competitor totally and completely dominates in a round and damages his or her opponent. A round is scored a 10-7 round when a competitor receives two standing eight counts in the same round.

* 1. Techniques. The following techniques which have a visible impact on the opponent should be weighed most heavily:
     1. Knocking the opponent to the ground with a legal strike;
     2. Unbalancing the opponent with a legal strike;
     3. Techniques that cause the opponent to stop advancing;
     4. Techniques that force an opponent to cover up and limit his or her offense;
     5. Defense and ability to evade the opponent's attack; and
     6. Maintenance of proper footwork, balance, stance, and stamina.

**SECTION 3. Refereeing**

All kickboxing contests shall be refereed according to the following criteria:

1. Cautions and Warnings

l. The referee may choose to caution a competitor if he or she perceives that there

may be an impending foul or if there has been an unintentional foul. A caution carries no judging penalty but may advise the referee in assessing a warning for similar fouls.

1. The referee may issue a warning for rule infractions or assess a one-point penalty. The point shall be subtracted from the final round score by the judges.
2. Severity of the penalty shall be determined by the impact the illegal act had on the bout. A competitor should never benefit from an illegal act. If the act in question results in giving the competitor a positional advantage, the referee may stop the action to take away the advantage. If the competitor uses an illegal technique to escape from a disadvantaged position, the referee may issue a warning.
3. Fouls
   1. Only a referee can assess a foul. Judges shall not make that assessment and shall not factor such into their scoring calculations.
   2. The referee may immediately terminate a bout based upon a single foul if he or she determines that it was intentional and flagrant. In that event, the fight shall be deemed a disqualification.
   3. Fouls assessed by the referee will result in a point deduction by the judge from the offending competitor's score.
   4. A fighter who has been struck with a low blow is allowed up to five minutes to recover from the foul as long as in the referee and/or ringside doctor's opinion the fighter may continue on in the contest. If the fighter states that she or he can continue before five minutes have expired, the referee shall as soon as practical restart the fight. If the fighter takes more than the five minutes allotted, 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.
   5. If a competitor is fouled by a blow that the referee deems illegal, but not a low blow, the referee should stop the action and call for time. The referee may take the injured competitor to the ringside doctor and have the ringside doctor examine the competitor as to his or her ability to continue on in the contest. The ringside doctor has up to five minutes to make a determination. If the ringside doctor determines that the competitor can continue in the contest, the referee shall as soon as practical restart the fight. However, unlike the low blow foul rule, the competitor does not have up to five minutes of time to use at his or her discretion.
   6. If a foul is committed, the referee shall:
      1. Call time;
      2. Check the fouled competitor's condition and safety; and
      3. Assess the foul to the offending contestant, deduct points, and notify each

corner's seconds, judges, and the official scorekeeper.

* 1. Types of Fouls

Fouls include, but are not limited to, the following conduct:

* + 1. Head butts;
    2. Groin strikes;
    3. Thrusting or linear kicks directed at the knee joint;
    4. Striking the back of the head or the spine - defined as striking any of the area beginning at the back of the head starting at the crown of the head and running directly down the center of the head, spreading from ear to ear in the back of the head, running down the entire rear portion of the neck, beginning again at the occipital junction and stopping at the top of the trapezius, and beginning again from the trapezius muscle down the spine to the tailbone;
    5. Attacks to the throat;
    6. Striking a downed fighter (Fighters are considered "down" whenever they have any part of their body other than the soles of their feet touching the canvas.);
    7. Failure to obey the referee's commands;
    8. Striking on a break;
    9. Striking after a bell;

j. Holding or using the ropes while striking or clinching;

k. Timidity: Repeatedly and intentionally avoiding engagement or contact with the opponent;

l. Use of abusive language and/or gestures;

m. Causing intentional delays in the action, *e.g*, repeatedly spitting out the

mouthpiece or falling out of the ring to cause delay;

n. Thumbing;

o. Holding the opponent's leg without executing a legal strike or while

executing more than one striking technique. (A fighter may grab the

opponent's kicking leg and immediately execute one legal strike while

taking one step but then must immediately release the leg.);

1. Any effort to down a fighter by a method other than a legal strike or strikes, including but not limited to joint locks, submission attempts;
2. Sweeps, reaps, takedowns and throws;
3. Biting;
4. Spitting at the opponent;
5. Striking with the elbow, arm, wrist, or part of the glove that is not padded; and
6. Holding, which is defined as repeatedly grabbing, grasping, or tying up an opponent in order to prevent the opponent from striking. Clinching is allowed in order to immediately launch a credible knee attack. If in the referee's estimation, the attack and/or counter knee attack is consistent and effective, the referee may allow it to continue for up to five seconds, at which point he or she will separate the fighters. If the knee attack or counterattack wanes or appears ineffective within five seconds, the referee will immediately separate the fighters;
   1. Legal Targets

Legal targets include, but are not limited to, the following:

a. Front of face (ears forward);

1. Front of body above the waist;

c. Ribs; and

d. Inner and outer thighs.

* 1. Legal Strikes

Legal strikes include, but are not limited to, the following:

a. Punches with the front padded portion of the glove;

b. Spinning backfist with padded portion of the glove above the wrist;

c. For professionals, knees to the head (illegal for amateurs);

d. Kicks to the inner and outer thigh;

e. One hand clinch around the neck, only if immediately followed by

one knee strike and then a mandatory break;

f. Punches to the front of the body above the waist;

g. Jumping knees above the waist, for professionals;

1. Jumping knees above the waist and below the neck for amateurs; and
2. Kicks to all legal targets.

There is no kick minimum, for either amateurs or professionals.

1. Injuries Sustained During Competition
   1. If a competitor sustains an injury during competition due to a legal maneuver that is severe enough to terminate a bout, the injured contestant loses by Technical Knockout.
   2. If a competitor sustains an injury during competition due to an intentional foul that is severe enough to terminate a bout, the contestant causing the injury loses by Disqualification.
   3. If a competitor sustains an injury during competition due to an intentional foul and the bout continues, the referee shall immediately notify the Authority and the judges, and the judges shall deduct the points as determined by the referee and/or Authority's representative.
   4. If an injury caused by an intentional foul results in the contest being stopped in a later round:
      1. The injured competitor wins by Technical Decision, if he or she is ahead on the scorecards; or
      2. The contest shall be declared a Technical Draw, if the injured competitor is behind or even on the scorecards.
   5. If an injury sustained during competition from an accidental foul is severe enough

for the referee to stop the bout immediately, the bout shall result in a Technical Decision awarded to the competitor who is ahead on the scorecards at the time the referee stops the bout. This happens only when the referee stops the bout when the competitors have completed two rounds of a three-round bout, three rounds of a five-round bout, or four rounds of a bout of more than five rounds.

6. There should be scoring of an incomplete round. If the referee penalizes either competitor, then the appropriate points shall be deducted when the scorekeeper calculates the final score for the partial round.

D. Types of Fight Results

1. A knockout ("KO") is awarded when the opponent is knocked down and unable

to continue within the ten second count. Knockdowns occur when fighters touch the

mat with anything other than the souls of their feet as the result of a legal, damaging

strike or are in a defenseless position when grabbing the opponent or hanging on or

over the ropes. The referee shall have sole discretion in determining what is a

knockdown versus a slip.

If a fighter goes down from what the referee indicates is a "slip" but fails to raise after the referee's repeated commands, the referee will initiate a count and follow the procedures for a knockdown. If the fighter does not rise at the count of ten, it will be considered a technical knockout (“TKO”).

If a fighter injures him/herself and then fails to defend him/herself intelligently by turning their back on the opponent, the referee may in the proper exercise of discretion either treat the injury the same as one produced by a fair blow from the opponent and follow the procedures for a knockdown or terminate the bout and declare the opponent winner by TKO.

1. When any competitor falls out of the ring or cage, the referee shall start counting

immediately. If the count reaches 20 and the fallen competitor cannot come up onto the ring or cage, he or she will lose by a KO. If the fallen competitor can come up before the count reaches 20, he or she may continue the fight.

1. A TKO is awarded:

a. When a competitor is seriously hurt or weakened;

1. When a competitor cannot continue the match after a break;
2. On the doctor's recommendation, when the referee is unsure whether a competitor can continue the match due to injury or being seriously weakened;
3. The Three Knockdown Rule is in effect only where a fighter has been knocked down three times in the same round by strikes/kicks to the head;
4. When an opponent retires because of injury.
5. Winning on Points.

a. Unanimous Decision. When all three judges score the bout for the same contestant.

b. Split Decision. When two judges score the bout for one contestant and one

judge scores for the other.

c. Majority Decision. When two judges score the bout for the same contestant

and one judge scores a draw.

5. Disqualification.

a. Winning due to the opponent's violation of the rules; or

b. No decision as a result of competitors colluding to cheat or not

fight properly.

6. No Contest. A no contest shall be declared when the referee stops a contest due to

accidental injury and the requisite number of rounds have not been completed to render

a decision on the scorecards, as a result of the ring being damaged and the match not

being able to continue, if an external event causes the fight to be stopped, if both

competitors are unable to continue due to injury or disqualification, or when the

Authority determines that any other result would create a miscarriage of justice. If less

than one round of a three-round bout, less than the third round of a five-round bout, or

less than the fourth round of a bout scheduled for more than five rounds has been

completed at the time of the stoppage, the bout shall be declared a no contest. If the

requisite number of rounds has been reached, individual scores decide the victor.

7. Draws.

a. Unanimous. When all three judges score the bout a draw.

b. Majority. When two judges score the bout a draw.

c. Split. When all three judges score the bout differently and the score total results in a draw.

d. When both competitors receive a count of ten.

E. Procedure after a Knockout or Technical Knockout

1. When a competitor is knocked down, the referee shall order the opponent to retire to the farthest neutral corner of the ring or cage by pointing to the corner and immediately beginning the eight count over the competitor who is down. The referee shall audibly announce the passing of the seconds, accompanying the count with motions of his/her arm, with the downward motion indicating the end of each second.
2. No competitor who is knocked down may be allowed to resume competing until the referee has finished counting to eight. The competitor may take the count either on the floor or standing.

1. If the opponent of a downed competitor fails to stay in the farthest corner, the referee shall cease counting until the opponent has returned to his or her corner and shall then go on with the count from the point at which it was interrupted. If the downed competitor rises before the count of ten, the referee may step between the competitors long enough to assure himself or herself that the competitor who has just risen is in condition to continue. If so assured, the referee, without loss of time, order both competitors to go on with the contest. During the intervention by the referee, the striking of a blow by either competitor may be ruled a foul.
2. When a competitor is knocked out, the referee shall perform a full ten-second count unless, in the judgment of the referee, the safety of the competitor would be jeopardized by such a count. If the competitor who is knocked down is still down when the referee calls the count of ten, the referee shall wave both arms to indicate that he or she has been knocked out.
3. If both competitors go down at the same time, the count must be continued as long as one is still down. If both competitors remain down until the count of ten, the contest must be stopped, and the decision is a Technical Draw.
4. If a competitor is down and the referee is in the course of counting at the end of a round, the bell indicating the end of the round shall not be sounded, but the bell shall be sounded as soon as the downed competitor regains his or her feet.
5. When a competitor has been knocked down before the normal termination of a round and the round terminates before he or she has arisen from the floor of the ring or cage, the referee's count must be continued. If the competitor who is down fails to arise before the count of ten, he or she is considered to have lost the contest by a knockout in the round containing the round that was just concluded.
6. If a legal blow struck in the final seconds of a round causes a competitor to go down after the bell has sounded, that knockdown must be regarded as having occurred during the round just ended, and the appropriate count must continue.
7. If a competitor is knocked unconscious or injured, only the physician, the referee, and a representative of the Authority are allowed in the ring. Any others may only enter at the physician's discretion.
8. A competitor losing by a KO or TKO. shall be immediately treated and undergo a physical examination by the ringside physician.

F. Procedure When a Competitor Has Fallen Through or Been Knocked Through the Ropes

1. A competitor who has been knocked or has fallen through the ropes and over the edge of the ring or cage platform during a contest:

a. May be helped back by anyone except his or her seconds or manager; and

b. Shall be given 20 seconds to return to the fighting area.

2. A competitor who has been knocked or has fallen onto the ring or

cage platform outside the ropes, but not over the edge of the platform:

a. May not be helped back by anyone, including without limitation his or her seconds or manager; and

b. Will be given ten seconds to regain his or her feet and get back into the fighting area.

3. If the seconds or manager of the competitor who has been knocked or fallen out

of the ring helps the competitor back into the ring or cage, such help may be

cause for disqualification.

4. When one competitor has fallen through the ropes, the other competitor shall

retire to the farthest corner and stay there until ordered to continue the contest or

by the referee.

5. No fighter may leave the fighting area before the end of the bout. Should a fighter fail to resume the bout following the end of the rest period, the referee shall begin counting as though there were a knock-down. At the conclusion of the count, the fighter's opponent shall be awarded the bout by way of a TKO.

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STATUTORY AUTHORITY: 8 M.R.S. § 523

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