

Office of the Revisor of Statutes

Administrative Rules



TITLE: Proposed Permanent Rules Relating to Combative Sports and Mixed Martial Arts

AGENCY: Department of Labor and Industry

REVISOR ID: R-4461

MINNESOTA RULES: Chapter 2202

The attached rules are approved for
publication in the State Register

A handwritten signature in cursive script that reads "Sheree Speer".

Sheree Speer
Assistant Deputy Revisor

1.1 **Department of Labor and Industry**1.2 **Proposed Permanent Rules Relating to Combative Sports and Mixed Martial Arts**1.3 **2202.0800 JUDGING.**1.4 [For text of items A and B, see M.R.]

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

1.8 D. ~~Except as specified in item K,~~ Evaluations shall be made in the order in which
1.9 the techniques appear in item C, giving the most weight in scoring to effective striking, and
1.10 grappling, and decreasing weight to effective grappling, control of the fighting area, and
1.11 effective aggressiveness, and defense effective control of the fighting area, in the order
1.12 listed.

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

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

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

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

1.19 ~~K.~~ Judges shall use a sliding scale and recognize the length of time the combatants
1.20 ~~are either standing or on the ground, as follows:~~

1.21 ~~(1) If the combatants spent a majority of a round on the canvas, then:~~1.22 ~~(a) effective grappling is weighed first; and~~1.23 ~~(b) effective striking is then weighed.~~

2.1 (2) If the combatants spent a majority of a round standing, then:

2.2 (a) effective striking is weighed first; and

2.3 (b) effective grappling is then weighed.

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

2.6 **2202.1000 FOULS.**

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

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

2.9 (11) heel kicks to the kidney;

2.10 (12) (11) throat strikes of any kind;

2.11 (13) (12) clawing, pinching, or twisting the flesh, or grabbing the clavicle;

2.12 (14) (13) kicking the head of a grounded fighter;

2.13 (15) (14) kneeing the head of a grounded fighter;

2.14 (16) (15) stomping of a grounded fighter;

2.15 (17) (16) the use of abusive language in fighting area;

2.16 (18) (17) any unsportsmanlike conduct that causes an injury to opponent;

2.17 (19) (18) attacking an opponent on or during the break;

2.18 (20) (19) attacking an opponent who is under the referee's care at the time;

2.19 (21) (20) timidity (avoiding contact, or consistent dropping of mouthpiece,
2.20 or faking an injury);

2.21 (22) (21) interference from a combatant's second;

- 3.1 ~~(23)~~ (22) throwing an opponent out of the fighting area;
- 3.2 ~~(24)~~ (23) flagrant disregard of the referee's instructions; and
- 3.3 ~~(25)~~ (24) spiking an opponent to the canvas on his or her head or neck.

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