

- WMMAA - World MMA Association



Ranking & Rules for WMMAA Pro

Code of Ehtics WMMAA

- The Sport of MMA showcases the most complete Martial Arts competitors.
- Any fight does not only celebrates the winner but equally honors two opponents trying to give the very best of themselves. The beauty of the fight is that the important is not only to win but to fight well. Both competitors elevate eachother by adopting such ethical behaviours.
- The goal of any fighter is to win by adopting this philosophy and by respecting jointly both their opponent and the MMA competition rules.
- The ethical behaviour of any fighter lies under scrutiny of the referee who controls the spirit of the fight in the best interest of the sport of MMA and its code of ethics.
- This code is adopted by competitors, referees and coaches.

- Joël Bouzou

President and Founder of "Peace and Sport, *L'Organisation pour la Paix par le Sport*"

President of the World Olympians Association (WOA)

Vice President WMMAA (World MMA Association)

WMMAA Sanctioned Events

- The WMMAA is an worldwide MMA Federation. Our goal is to get the MMA (Mixed Martial Arts) accepted as a sport and to make it mainstream. MMAA has a passionate and global fan base. WMMAA strives to educate the benefits of combat sports training and breaking down the perceptions of those who think that combat sports training means stepping into the cage and/or ring.
- The FFL has accepted the WMMAA sanctioning jurisdiction.
- All FFL events will be conducted using:
 - WMMAA International Rules
 - WMMAA Judges and referees
 - WMMAA sanctioned fighter ranking system
 - WMMAA Medical & safety requirements

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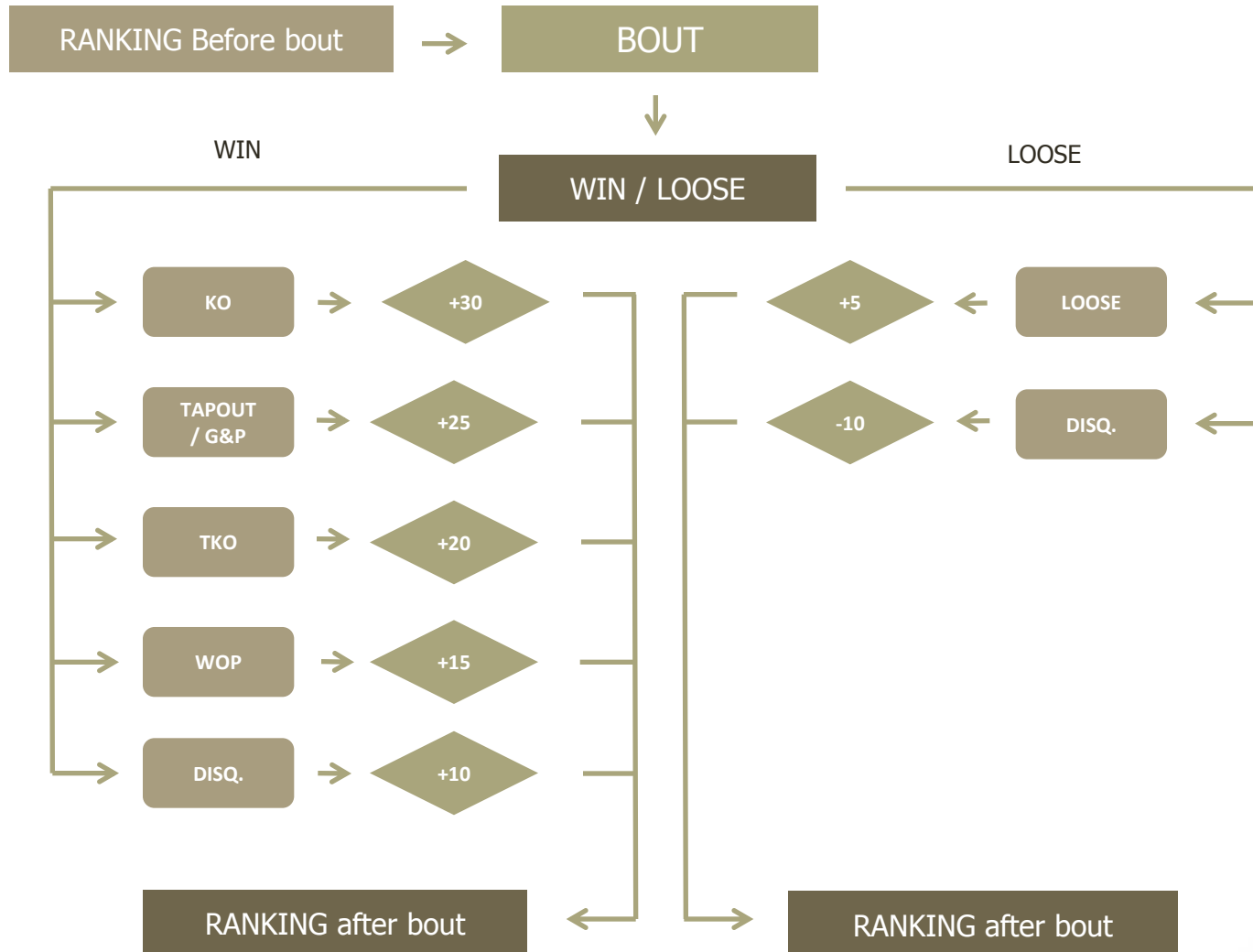


FIGHTER RANKING SYSTEM SUMMARY

FFL Ranking System

- A fighter ranking system is required to determine a fighter's position in the competition and it also allows for a fair system to replace fighters in the competition
- Each fighter starts with zero points when entering the FFL in WMMAA sanctioned fights/ competitions and can increase his/her ranking position in main ranking by winning fights.
- Ranking points can only be earned in fights under auspices of WMMAA
- Ranking point system:
 - Every fighter starts with zero points.
 - Lost match + 5 point
 - Match won by disqualification of the opponent + 10 point
 - Match lost by disqualification - 10 points
 - When a match is won by the opponent throwing in the towel, medical intervention, TKO or RSC + 20 points
 - When a match is won by tap out by the opponent + 25 points
 - When a match is won by G&P + 25 ranking points
 - When there is clear kick, knee, KO, body or legs +30 points
 - When a match is won by clear KO with fist in a stand up fight ,+ 30 points
- Ranking will be administered by the WMMAA

Ranking WMMAA



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SUMMARY OF PROFESSIONAL MMA RULES

Summary of Professional MMA Rules

Allowed techniques

While in upright position a fighter is allowed to make kicking and punching techniques. One is no longer in upright position if any other body part than the feet is touching the ground. Knee techniques to the head are allowed during the standing fight. During the ground fight knee techniques are allowed only to the body. Techniques of wrestling, judo and (Brazilian) jiu jitsu may be used in all positions during the fight. Elbows are only allowed to the body and legs. Punches to the head are allowed in all situations. If both fighters are on the floor they are **not** allowed to use kicking techniques to the head. If one is standing and the other **is not in** upright position, the fighter who stands is not allowed to kick or knee to the head.

Weight classes

In the WMMAA Pro the following weight classes are used:

MEN

Weight class	Abbreviation	In kilograms (kg)	In pounds (lb)
Fly Weight	SLW	-57	-125.7
Super Light Weight	SLW	-63	-138.9
Feather Light Weight	FLW	-66	-145
Light Weight	LW	-70	-154.3
Welter Weight	WW	-77	-169.8
Middle Weight	MW	-84	-185.2
Light Heavy Weight	LHW	-93	-205
Heavy Weight	HW	+93	+205

WOMEN

Weight class	Abbreviation	In kilograms (kg)	In pounds (lb)
Bantam Weight	BW	-61	-134.5
Feather Weight	FW	-67	-147.7

Summary of Professional MMA Rules

Duration of the fight

Class	Rounds	Rest	Remarks
Tournament/ ranking fights	3x5 min	1 min	No extra round
Tournament fights finals	5x5 min	1 min	No extra round
Title fights	3x5 min	1 min	No extra round

The duration of a professional MMA fight depends on the contract a fighter signed.

- Number of rounds and time subject to change according contract fighters.
- If the referee decides that there is no possibility to continue the fight, or in case of insufficient fighting (Lay and Pray) while on the floor, he can interrupt the fight. The fight then must be continued from a standing position.
- The referee will also stop the ground fight if one of the fighters mounts the other and lands a number of clear punches on the head of his opponent. The victim will then be declared the loser.
- When the fight is over and both fighters are still in upright position, the results of the scoring sheets of the judges will decide the result of the match.
- All scoring is based on a 10 point system.

Summary of Professional MMA Rules

End of the fight

- The fight is over when:
- The scheduled time is passed.
- There is a (technical) knock out.
- One of the fighters taps out or verbally submits himself.
- When the towel is thrown in the cage.
- If one of the fighters is not able to continue the fight and retires.
- If one of the fighters leaves the cage intentionally without permission of the referee during the fight.
- If the doctor advises the referee to stop the fight.
- After three (3) official warnings
- In case of excessive bleeding, bad matchmaking or an over class situation. A referee can stop the fight when he judges that continuing the match would be not in favour of the sport.
- In case of serious misbehaviour the referee can stop the fight immediately and disqualify the offender without an official warning
- When an illegal action disqualifies both fighters, or when the judges and/or the promoter decide to end the fight because of an accident in or around the cage, or an accident happened in the first (1st) round or in the first five minutes of the fight, causes either or both fighters to be unable to continue to the next round, the fight shall be ruled a "No Contest." However, in the case that the above mentioned accident happens after five (5) minutes or after the second (2nd) round, a decision shall be made according to their performance during the first five minutes, (1st) round and the following round(s) before the accident occurred.

Summary of Professional MMA Rules

Negative points – yellow cards:

When the fighters are fighting as demanded by the criteria, there is no need for interference from referees or judges. However, when a fighter is not fighting in this manner, then he may receive a yellow card penalty. The fighters are encouraged to engage and strike or attempt takedowns when standing, by the referee's command of "action." When on the ground, fighters are encouraged to seek dominant positions, forced reversals or return to the feet by the referee's command of "improve position." When in a dominant position, a fighter is encouraged to finish by effective striking or submission by the referee's command of "work to finish." If either fighter does not obey the command to actively seek dominant positions and finish, they may receive a yellow card, which will result in a negative point deduction. Any intentional or unintentional foul or unsportsmanlike conduct may also result in a yellow card and negative point. If a foul is committed by a fighter who is in a disadvantaged position during the ground fight, the referee will stop the fight and order them to stay in the same position. He will then give the yellow card and let them resume the fight. If the fighter who committed the foul was in advantage position he will get the yellow card and the fight will be resumed standing up.

Criteria for the Judges decision:

- The criteria are as follows:
- Effort to finish the fight by KO or submission
- Damage
- Standing combinations and ground control
- Takedowns and defence
- Aggressiveness
- Weight differences (15 Kilos or more at heavyweight and Superheavyweight)
- Stamina and Physical endurance

It is the responsibility of five side judges to judge the contest fairly and without prejudice. This is based on an overall impression such as willingness to fight, aggressiveness, better endurance and technique. After the fight, each judge must independently decide which fighter was better. An official warning results in a minus point on each of the judges' scoring sheets.

Summary of Professional MMA Rules

Forbidden techniques

- Techniques that can lead to disqualification are:
- Head butts.
- Elbow techniques above the shoulders
- Attacking the groin
- Pile driving
- Pinching
- Squeezing the Adam's apple
- Striking the throat, neck or spinal cord.
- Kicking and knee techniques towards the joints.
- Kicking and knee techniques to the head during the ground fight.
- If one of the fighters is not in upright position and the ground fight has not commenced yet, **the other is not allowed to kick or knee to the head**. Someone is on the ground if he has any other part of his body on the ground than his feet.
- Punching the head during the ground fight if it is not an A- or B class fight.
- Biting, spitting, scratching.
- Hair pulling.
- Small joint manipulation. Finger locks (four or more fingers is allowed).
- Poking fingers in the eyes.
- Fishhook (fingers in opponent's mouth)
- Use of oil, grease and balms on the body.
- Hitting with the open hand.
- Hitting, punching or kicking after the command 'BREAK', or 'STOP' of the ring referee.
- While in upright position and having an opponent in a neck lock it is not allowed to drag him, throw him or even try to throw him, unless an arm is included.

Summary of Professional MMA Rules

- Neck twisting techniques.
- Un sportsman conduct.
- Intentionally avoiding the fight.
- Insulting the referee, opponent or spectators.
- Intentionally throwing the opponent out of the cage.
- Holding the cage in such a way in order to lock or fix the opponent.
- Holding the cage in order to get advantage.
- Intentionally spitting out the mouth protector.
- Pretending to be hit in the groin.
- Not following the commands of the referee.
- The use of weapons, sticks, bars and other foreign objects.
- If a fighter performs one of the above-mentioned manoeuvres, the referee will give a caution in case of a minor violation.
- In case of a repeated or a major violation he will give an official warning.
- In case of serious misdemeanour or violation of the rules the referee can stop de fight immediately and disqualify the offender without an official warning
- The referee should inform the head of judges hereof with a clear gesture or with a yellow card.

Official warning and disqualification

After one (1) forbidden action the transgressor gets a caution. If the transgressor is in an unfavourable position when this happens during the ground fight he will get a verbal admonition and the fight will not be interrupted to continue standing up unless he injures his opponent. In this case he will receive an immediate official warning.

After the second caution he will get an official warning. An official warning gives one (1) minus point on each of the judges' scoring sheets. At the third official warning the referee will stop the fight and disqualify the violator.

A fighter can also get an official warning when his corner men are misbehaving or do not follow up the instructions of the referee. If the referee judges that the forbidden action is serious and was done intentionally, he can give an immediate official warning or disqualify without any cautions. If the victim is not able to continue the fight after the first forbidden action, the transgressor will also be disqualified. In case of serious misdemeanour the WMMAA board can decide to suspend the offender for indefinite time or exclude him from fighting for a certain period. If he has any titles they can take those away from him. They can also decide to give him a financial penalty like not paying him his fee or fine him.

Summary of Professional MMA Rules

Beginners or Newcomers (N-class): Sportsmen without any other ring fighting experience **are allowed** to fight a maximum of three (3) fights in this class. After that it is compulsory for them to advance to the amateur or C-class. If however they do have any other Martial Arts experience they can start fighting in the Amateur class without entering the Beginners class first. Fighters will automatically go the Semi Prof (B) after 6 wins in the C-class. A Fighter will become automatically Prof (A) after 8 wins in the B-class.

	BEGINNERS (N)	AMATEURS (C)	SEMI PROF (B)	PROF (A)
Punching standing up. Fight	Head allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed
Kicking standing up fight.	Head allowed. Body allowed	Head allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed
Knees standing up fight	Head NOT allowed, Body allowed	Head allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed
Elbows standing up & Groundfight	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed
Punching 3 point position	Head NOT allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed
Kicking 3 point position	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed
Knees 3 point position Except if opponent shoots	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed
Punching in Groundfight	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head allowed Body allowed	Head allowed Body allowed
Kicking in Groundfight	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed
Knees in Groundfight	Head NOT allowed Body NOT allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed	Head NOT allowed Body allowed
8 counts	Yes	Yes	No	No
Time	2 x 3 min	3 x 3 min	3 x 5 min or 5 x 5 min	3 x 5 or 5 x 5
Break between rounds	1 min	1 min	1 min	1 min