

# fusion fighting™

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## Fusion Fighting Rules

**Mission Statement:** To create a safe, fun for all combat sport that uses aspects of stand-up striking, mid range clinching, takedowns, and ground fighting with submissions all in one arena of sport.

### PLAYERS

A.) Each player must present him/herself suitably attired in a clean, traditional martial arts gi (uniform) with sleeves no more than one fist distance up the arm from the wrist (a jiu-jitsu or judo top is recommended). If a player's uniform becomes bloodied or torn in a manner that may affect the outcome of the match, he/she will be asked to replace it immediately or forfeit the match.

B.) Jewelry (rings, watches, necklaces, etc.) must be removed. Wearing of eye glasses during competition is prohibited

C.) Competitors will be required to wear a belt during the actual match for identification purposes not for ranking purpose.



## **SAFETY EQUIPMENT**

### **\*\*ALL SAFETY EQUIPMENT MUST BE APPROVED**

The use of safety equipment such as approved sparring gloves, sparring Boot / shoes, shin pads, mouth guards, and a groin protector is mandatory.

**\*\*\*Headgear is also mandatory in all divisions and must be approved with face protection.**

**The above means a fighter must have a solid facemask covering their face to compete.**

Approved sparring gloves are mma-training gloves that are 7oz gloves made with a nice top cushion. **A fighter may not tape their hands.** Fighting boots, or shin guards should cover the shin and at least 3/4 the instep of the foot. No abrasive, rough, tattered, torn or loose equipment will be permitted. No protective equipment shall be allowed to contain any metal or hard plastic RINGSTAR sparring shoes are allowed.

## **SCORING SYSTEM**

A basic scoring style will consist of 2 judges holding a red and white flag. At the end of the match each judge will hold up the flag of the winner they felt won. The head Judge will also point to the winner.

If the judges feel it was a tie, they may hold up both flags, either way a majority of flags will determine the victor or if overtime is needed.

**\*\*\* Of course a submission will automatically win a fight for said competitor. There are no striking knockouts in fusion fighting. Excessive hardcore striking to knock an opponent out will result in a disqualification.**

## **Standing 8 Counts**

The no Knockout rule is in place for the safety of all involved. This is not a true mma match. If a dazed opponent is unable to continue to fight, the head judge may stop the match for a standing 8 count.

If a second 8 count occurs the striker will be disqualified. This rule is a tough one because there are no true knockouts allowed. A fighter who is too hardcore and striking for a knockout will be disqualified. A fine line is drawn on this rule. The 8 counts will give fair warning. This is the gentleman rule in fusion fighting; all fighters must respect such, or enter amateur mma events elsewhere where knockouts and more injuries are likely. **Any Knockout will result in a disqualification.**

## **How a judge shall score a match**

The main areas are striking, clinching, throwing, takedowns, grappling and defenses for all the above. All shall be considered when picking the winner of a fusion-fighting match. **All matches are fought on a matted surface.**

- 1. Striking:** The fighter who dominates the offense and/or defense of shots of course wins the striking part of the round. All strikes are considered, such as head, body and leg attacks.
- 2. Clinching, throwing and takedown techniques:** The fighter who gets the clinch and or takedown(s) in the round shall be declared the best in said area. One must also consider whom stopped and defended such as well.
- 3. Grappling:** The fighter who is dominant on the ground in superior positions will win this area of the combative round. The superior postures are mount, side control and back positions. The guard is somewhat of a neutral posture in fusion fighting. To determine the best at such watch for bottom guard submission and sweep attempts. For the top person in guard watch for guard passing attempts.

**\*\*Striking on the ground allows a 3-strike open hand limit. When ground combat begins, each contestant may use 3 open hand strikes at any time. If stand-up fighting begins again, when the fighter's go back down to the ground the 3 strikes open-handed rule begins again. There are no closed fist ground and pound strikes in Fusion Fighting.**

## **DURATION OF ROUNDS**

Preliminary matches will consists of one- 3-minute continuous action round. In the event of a tie there will be an immediate one-minute overtime round. The judges must pick a winner after the overtime period.

## **Weighing-In**

It is mandatory for all adult fighting competitors - who fight in a weighted division - to weigh-in before engaging in competition.

## ILLEGAL TECHNIQUES

1. **Head butts**
2. **Knees**
3. **Elbows**
4. **Biting**
5. **Scratching**
6. **Hair Pulling**
7. **Pinching**
8. **Grabbing Of The Face Mask**
9. **Any Finger Strikes**
10. **Striking With Closed Fists On The Ground**
11. **Kick To The Knee**
12. **Kicking A Competitor On The Ground.**
13. **No Guard pick up slams.**
14. **Neck Cranks**
15. **Small Joint Manipulation**
16. **Heel Hooks (Depending on division)**
17. **Intentionally Throwing An Opponent On Their Head.**
18. **Intentionally Falling Back on an Opponent when opponent is on one's back.**
19. **Bad mouthing the referee at any time.**
20. **Any And All Malicious Striking, Throwing Or Submissions.**

**If you have any questions, concerns, and or input, please do contact the Fusion Fighting` tournament directors at anytime.**



