

DEPARTMENT OF STATE
DIVISION OF PROFESSIONAL REGULATION

COMBATIVE SPORTS AND COMBATIVE SPORTS ENTERTAINMENT
Statutory Authority: 24 Delaware Code, Section 103(b)(1)
24 DE Admin. Code 8800

PROPOSED

8800 Combative Sports Entertainment Regulations

The Division of Professional Regulation (the "Division") in accordance with 24 **Del.C.** §103(b)(1) has proposed amendments to the regulations governing combative sports and combative sports entertainment events in Delaware. The amendments include deleting the term "Boxing" in the title of the regulations and replacing it with "Combative Sports."

Changes are being made to Part C of the regulations related to Professional Mixed Martial Arts. The regulations being amended include 4.0 Bandage Wraps; 13.0 Fouls and Violations; 14.0 Legal Strikes; 18.0 Physical Exams and Other Testing; 19.0 Requirements of the Division; 20.0 Responsibilities of the Promoter; 22.0 Requirements of Seconds/Cornermen.

Changes are also being made to Part D of the regulations governing Amateur Mixed Martial Arts. The regulations being amended include 1.0 Weight Classes; 4.0 Bandage Wraps; 7.0 Gloves; 13.0 Fouls and Violations; 14.0 Legal Strikes; 18.0 Physical Exams and Other Testing; 19.0 Requirements of the Sanctioning Body; 20.0 Responsibilities of the Promoter; 21 Responsibilities of Fighter; and, 22.0 Requirements of Seconds/Cornermen.

A public hearing will be held on August 2, 2010 at 1:00 p.m. in the second floor conference room A of the Cannon Building, 861 Silver Lake Boulevard, Dover, Delaware where members of the public can offer comments. Anyone wishing to receive a copy of the proposed rules and regulations may obtain a copy from the Division of Professional Regulation, Office of the Director, 861 Silver Lake Blvd, Cannon Building, Suite 203, Dover, DE 19904. Persons wishing to submit written comments may forward these to the Director at the above address. The final date to receive written comments will be at the public hearing.

The Director will consider promulgating the proposed regulations following the public hearing.

8800 ~~Boxing and~~ Combative Sports and Combative Sports Entertainment Rules and Regulations

Part A Professional Boxing Rules and Regulations

1.0 Professional Boxing

- 1.1 All boxers, managers, seconds, officials and promoters shall follow the rules and regulations for the jurisdiction of the approved designated agent.
- 1.2 All boxers, managers, seconds, officials and promoters shall make application for licensure and permits to the approved designated agent.
- 1.3 Based on the requirements set forth in Title 28 §105 (a) (7), the following criteria for determining physical and mental fitness shall include but is not limited to: blood pressure, pulse, respiration, heart rhythm, heart murmurs, ears, nose, throat, extremities, medications taken, negative pregnancy test results, and mental assessment, which must meet acceptable standards as determined by the examining physician prior to the event.

Part B Amateur Boxing Rules and Regulations

1.0 Amateur Boxing

- 1.1 All amateur bouts must have the sanction of an amateur boxing association recognized by the Director before a permit will be granted by the Division.
- 1.1 The application for permit must be submitted to the Division at least fifteen full working days prior to the scheduled event.
- 1.3 All amateur boxing events will be conducted in accordance with USA Boxing Rules or other approved sanctioning body's rules.
- 1.4 All boxers, coaches, assistant coaches, officials, physicians, administrators and clerks/inspectors shall be registered members of the approved sanctioning organization.
- 1.5 A physician licensed to practice in Delaware must examine a contestant before they enter the ring and the physician must also be at the ringside during the progress of the contest.
- 1.6 All protective gear shall comply with USA Boxing Rules or other approved sanctioning body's rules.
- 1.7 A representative from the Division may be in attendance at amateur events to observe the sanctioning body's compliance to the USA Boxing Rules or other approved sanctioning body's rules.
- 1.8 The representative from the Division shall have the authority to halt any part of the event at any time in the interest of public safety.
- 1.9 Nothing in these rules shall be applicable to any bouts or events conducted as an extracurricular activity by any educational institution or public safety training program in the State.
- 1.10 Based on the requirements set forth in Title 18 §105 (b) (5), the following criteria for determining physical and mental fitness shall include but is not limited to: blood pressure, pulse, respiration, heart rhythm, heart murmurs, ears, nose, throat, extremities, medications taken, negative pregnancy test results, and mental assessment, which must meet acceptable standards as determined by the examining physician prior to the event.

Part C Professional Mixed Martial Arts

1.0 Weight Classes

- 1.1 Men's Division
 - 1.1.1 Flyweight up to 125 lbs.
 - 1.1.2 Bantamweight over 125 - 135 lbs.
 - 1.1.3 Featherweight over 135 - 145 lbs.
 - 1.1.4 Lightweight over 145 - 155 lbs.
 - 1.1.5 Welterweight over 155 - 170 lbs.
 - 1.1.6 Middleweight over 170 -185 lbs.
 - 1.1.7 Light Heavyweight over 185 - 205 lbs.
 - 1.1.8 Heavyweight over 205 -265 lbs. and
 - 1.1.9 Super Heavyweight over 265 lbs.
- 1.2 Women's Division
 - 1.2.1 Flyweight up to 105 lbs.
 - 1.2.2 Bantamweight over 105-114 lbs.
 - 1.2.3 Featherweight over 114-123 lbs.
 - 1.2.4 Lightweight over 123-132 lbs.
 - 1.2.5 Welterweight over 132-141 lbs.
 - 1.2.6 Middleweight over 141-150 lbs.
 - 1.2.7 Light Heavyweight over 150-159 lbs.
 - 1.2.8 Cruiserweight over 159-168 lbs.
 - 1.2.9 Heavyweight over 168 lbs.
- 1.3 Should a fighter be a no-show, that bout shall be canceled. Should a fighter not make weight, they shall be given one (1) hour to make weight but shall not be permitted to lose more than two (2) pounds

in that time. There shall be a one (1) pound allowance in non-championship fights. In some instances, fighters that are cleared for the same event may be approved to fight another fighter on the card pending approval of the Division or the Division's Designated Agent (hereafter referred to as the Division). Fighters may fight up or down one Weight Division; however, weight differences between opposing fighters cannot exceed seven pounds, except for the following:

- 1.3.1 Weight differences between men fighters weighing over 185 pounds, fighting up or down one Weight Division, shall not be more than 15 pounds.
- 1.3.2 Weight differences between women fighters weighing over 168 pounds, fighting up or down one Weight Division, shall not be more than 15 pounds.

2.0 Fighting Area

- 2.1 All mixed martial arts events must be held in a ring or cage.
- 2.2 A cage used in an event of mixed martial arts must meet the following requirements:
 - 2.2.1 The cage shall be no smaller than 18 feet by 18 feet and no larger than 32 feet by 32 feet. The fighting surface shall be covered with a minimum one inch layer of foam padding. Vinyl or other plastic rubberized covering shall be permitted.
 - 2.2.2 The fighting surface shall not be more than four feet above the floor of the building and shall have suitable steps or ramp for use by the participants. Posts shall be made of metal not more than six inches in diameter, extending from the floor of the building to a minimum height of 58 inches above the fighting surface and shall be properly padded.
 - 2.2.3 The fighting surface area shall be enclosed by a fence made of such material as will not allow a fighter to fall out or break through it onto the floor or spectators, including, but not limited to, vinyl coated chain link fencing. All metal parts shall be covered and padded and shall not be abrasive to the contestants.
 - 2.2.4 The fence shall provide two separate entries onto the fighting surface.
- 2.3 A ring used in an event of mixed martial arts must meet the following requirements:
 - 2.3.1 The ring must be no smaller than 18 feet square and no larger than 32 feet square within the ropes.
 - 2.3.2 The ring floor must extend at least 18 inches beyond the ropes and must have at least a 1-inch layer of foam padding. Padding must extend beyond the ring ropes and over the edge of the platform, with a top covering of canvas, duck or similar material tightly stretched and laced to the ring platform. Material that gathers in lumps or ridges may not be used.
 - 2.3.3 The ring platform must not be more than 4 feet above the floor of the building and must have suitable steps for the use of contestants.
 - 2.3.4 Rings posts must be four in number and made of metal, extending from the floor of the building to a minimum height of 58 inches above the ring floor, and must be properly padded. Ring posts must be at least 18 inches away from the ring ropes.
 - 2.3.5 There must be 5 ring ropes, not less than 1 inch in diameter and wrapped in soft material. The lowest ring rope must be 12 inches above the ring floor.
 - 2.3.6 There may not be any obstruction or object, including, without limitation, a triangular border, on any part of the ring floor.

3.0 Equipment and Clothing

- 3.1 Ring stool for each contestant. An appropriate number of stools or chairs shall be available for each contestant's seconds. They shall be located near each contestant's corner.
- 3.2 For each bout, the promoter is to provide a clean water bucket and clean plastic water bottle in each corner.
- 3.3 Contestants shall wear mma shorts, biking shorts, boxing shorts, Muay Thai shorts or kick-boxing shorts.
- 3.4 Gi's or shirts are prohibited during competition.

- 3.5 Females shall wear rash guards.
- 3.6 Shoes are not permitted.
- 3.7 No clothing that is made of hard plastic or metallic surface is permitted.
- 3.8 No jewelry or piercing accessories is permitted during competition.

4.0 Bandage Wraps

- 4.1 Bandages shall be restricted to soft gauze cloth not more than 15 yards in length and two inches in width, held in place by not more than 6 feet of surgeon's tape, one inch in width.
- 4.2 Surgeon's adhesive tape shall be placed directly on each hand for protection near the wrist. The tape may ~~cross the back of the hand twice and extend to cover and protect the knuckles~~ cover the hand but not extend within $\frac{3}{4}$ inch of the knuckles when the hand is clenched to make a fist.
- 4.3 The bandages and tape shall be placed on the contestant's hands in the ~~dressing room in the presence of the inspector and in the presence of the manager or chief second of his or her opponent~~ designated area and inspected by an inspector. It shall be signed off by the inspector with his/her initials and the date.
- 4.4 Under no circumstances are gloves to be placed on the hands of the contestant without the approval of the inspector.

5.0 Mouth Pieces

- 5.1 All contestants are required to wear a mouthpiece during competition. The mouthpiece shall be subject to examination and approval by the attending physician.
- 5.2 The round cannot begin without the mouthpiece in place.
- 5.3 If the mouthpiece is involuntarily dislodged during competition, the referee shall call time, clean the mouthpiece and reinsert the mouthpiece at the first opportune moment, without interfering with the immediate action.

6.0 Protective Equipment

- 6.1 Male mixed martial artists shall wear a groin protector of their own selection.
- 6.2 Female mixed martial artists shall wear a chest protector during competition.

7.0 Gloves

- 7.1 The gloves shall be new for all bouts.
- 7.2 All contestants shall wear open finger minimum 4 ounce gloves and shall be supplied by the promoter. No contestant shall supply their own gloves. All gloves are subject to approval by the Division.

8.0 Appearance/hygiene

- 8.1 Hair shall be trimmed or tied back in such a manner as not to interfere with the vision of either contestant or cover any part of a contestant's face.
- 8.2 There shall be no oil or grease on any part of the body. A light coating of petroleum jelly may be applied to the contestants face in the presence of an inspector.
- 8.3 Fingernails and toenails must be cut and trimmed.
- 8.4 The use of BenGay, IcyHot, and other such sports crèmes is prohibited.

9.0 Round Length

- 9.1 For non-championship bouts, the rounds will consist of three 5-minute rounds with one minute of rest in between rounds.
- 9.2 For championship bouts, the rounds may consist of five 5-minute rounds with one minute of rest in between rounds.

10.0 Stopping a Contest

The referee is the sole arbiter of a bout and is the only individual authorized to enter the fighting area at any time during competition to stop a contest except that referee shall stop a bout at the direction of the ringside physician or the Division. The contestant's chief second may signify to referee in an approved manner by the Division to stop the bout.

11.0 Judging and Scoring

- 11.1 All bouts will be evaluated and scored by three judges.
- 11.2 The 10-Point Must System will be the standard system of scoring. Under the 10 Point Must Scoring System, 10 points must be awarded to the winner of the round and nine points or less must be awarded to the loser, except for a rare even round, which is scored 10-10.
- 11.3 Judges shall evaluate MMA techniques, such as effective striking, effective grappling, control of the fighting area, effective aggressiveness and defense.
- 11.4 Evaluations shall be made in the order in which the techniques appear in 11.3 above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defense.
- 11.5 Effective striking is judged by determining the total number of legal heavy strikes landed by a contestant.
- 11.6 Effective grappling is judged by considering the amount of successful executions of legal takedowns and reversals. Examples of factors to consider are take downs from standing position to mount position, passing the guard to mount position, and bottom position fighter using an active, threatening guard.
- 11.7 Control of fighting is judged by determining who is dictating the pace, location and position of the bout. Examples of factors to consider are countering a grappler's attempt at takedown by remaining standing and legally striking; taking down an opponent to force a ground fight; creating threatening submission attempts, passing the guard to achieve mount, and creating striking opportunities.
- 11.8 Effective aggressiveness means moving forward and landing a legal strike.
- 11.9 Effective defense means avoiding being struck, taken down or reversed while countering with offensive attacks.
- 11.10 The following objective scoring criteria shall be utilized by the judges when scoring a round;
- 11.11 A round is to be scored as a 10-10 Round when both contestants appear to be fighting evenly and neither contestant shows clear dominance in a round;
 - 11.11.1 A round is to be scored as a 10-9 Round when a contestant wins by a close margin, landing the greater number of effective legal strikes, grappling and other maneuvers;
 - 11.11.2 A round is to be scored as a 10-8 Round when a contestant overwhelmingly dominates by striking or grappling in a round.
 - 11.11.3 A round is to be scored as a 10-7 Round when a contestant totally dominates by striking or grappling in a round.
- 11.12 Judges shall use a sliding scale and recognize the length of time the fighters are either standing or on the ground, as follows:
 - 11.12.1 If the mixed martial artists spent a majority of a round on the canvas, then:
 - 11.12.1.1 Effective grappling is weighed first; and
 - 11.12.1.2 Effective striking is then weighed.
 - 11.12.2 If the mixed martial artist spent a majority of a round standing, then:
 - 11.12.2.1 Effective striking is weighed first; and
 - 11.12.2.2 Effective grappling is then weighed.
 - 11.12.3 If a round ends with a relatively even amount of standing and canvas fighting, striking and grappling are weighed equally.

12.0 Warnings

- 12.1 The referee may issue a warning for the following infractions. After the initial warning, if the prohibited conduct persists, a penalty may be issued at the sole discretion of the referee. The penalty may result in a deduction of points or disqualification.
- 12.1.1 Holding or grabbing the fence;
 - 12.1.2 Holding opponent's shorts or gloves; or
 - 12.1.3 The presence of more than two seconds on the fighting area perimeter.

13.0 Fouls and Violations:

- 13.1 If a fighter flagrantly breaks any rule, the official ring referee shall immediately disqualify him; however, if the foul is not severe or intentional, the referee may issue a warning or point deductions(s) from the offending fighter. The following are fouls and may result in penalties if committed:
- 13.1.1 Downward pointing elbow strikes;
 - 13.1.2 Butting with the head;
 - 13.1.3 Eye gouging of any kind;
 - 13.1.4 Biting or spitting at an opponent;
 - 13.1.5 Hair pulling;
 - 13.1.6 Fish hooking;
 - 13.1.7 Groin attacks of any kind;
 - 13.1.8 Intentionally placing a finger in any opponent's orifice, cut or laceration;
 - 13.1.9 Small joint manipulation;
 - 13.1.10 Strikes to the spine or back of the head or back of neck;
 - 13.1.11 Heel kicks to the kidney;
 - 13.1.12 Attacking an opponent on or during the break;
 - 13.1.13 Kicks to the head of a grounded fighter;
 - 13.1.14 Kneeing the head of a grounded fighter;
 - 13.1.15 Stomping of a grounded fighter;
 - 13.1.16 Throat strikes of any kind;
 - 13.1.17 Clawing, pinching, twisting the flesh or grabbing the clavicle;
 - 13.1.18 The use of abusive language or racist remarks in fighting area or in the fighter's entrance or exit music;
 - 13.1.19 Any unsportsmanlike conduct that causes an injury to opponent;
 - 13.1.20 Attacking an opponent who is under the referee's care at the time;
 - 13.1.21 Timidity (avoiding contact, or consistent dropping of mouthpiece, or faking an injury);
 - 13.1.22 Interference from a mixed martial artists seconds;
 - 13.1.23 Throwing an opponent out of the fighting area;
 - 13.1.24 Flagrant disregard of the referee's instructions;
 - 13.1.25 Spiking/slamming an opponent to the fighting surface on his or her head or neck;
- 13.2 Disqualification occurs after any combination of three of the fouls listed in 13.1 above. Disqualification will occur after a referee determines that a foul was intentional and flagrant.
- 13.3 Only a referee can assess a foul. If the referee does not call the foul, judges shall not make that assessment on their own and cannot factor such into their scoring calculations.
- 13.4 A fouled fighter has up to five minutes to recuperate.
- 13.5 If a foul is committed, the referee shall:
- 13.5.1 Call time;
 - 13.5.2 Send the opponent to a neutral corner;
 - 13.5.3 Check the fouled mixed martial artist's condition and safety; and

- 13.5.4 Assess the foul to the offending contestant, deduct points, and notify each corner's seconds, judges and the official scorekeeper.
- 13.6 If a bottom contestant commits a foul, unless the top contestant is injured, the fight shall continue, so as not to jeopardize the top contestant's superior positioning at the time.
 - 13.6.1 The referee shall verbally notify the bottom contestant of the foul.
 - 13.6.2 When the round is over, the referee shall assess the foul and notify both corners' seconds, the judges and the official scorekeeper.
 - 13.6.3 The referee may terminate a bout based on the severity of a foul. For such a flagrant foul, a contestant shall lose by disqualification.
- 13.7 Any point or points to be deducted for any foul must be deducted in the round in which the foul occurred.
- 13.8 Fighters cannot win by intentionally or accidentally fouling another fighter.

14.0 Legal Strikes

- 14.1 While Standing
 - 14.1.1 Closed hand strikes and elbows to the body ~~and~~, head and legs.
 - 14.1.2 Kicking techniques to body, legs and head.
 - 14.1.3 Knees to the body, legs and head.
 - 14.1.4 Takedowns, Throws and Sweeps.
 - 14.1.5 Chokes, Armbars and Shouldering.
 - 14.1.6 Standing Submissions.
- 14.2 While on the Ground
 - 14.2.1 Closed hand strikes and elbows to body, legs and head.
 - 14.2.2 Submissions.

15.0 Injuries

- 15.1 If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured contestant loses by technical knockout.
- 15.2 If an injury sustained during competition as a result of an intentional foul is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.
- 15.3 If an injury is sustained during competition as a result of an intentional foul and the bout is allowed to continue, the referee shall notify the scorekeeper to automatically deduct two points from the contestant who committed the foul.
- 15.4 If an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue at a subsequent point in the contest, the injured contestant shall win by technical decision, if he or she is ahead on the score cards. If the injured contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.
- 15.5 If a contestant injures himself or herself while attempting to foul his or her opponent, the referee shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.
- 15.6 If an injury sustained during competition as a result of an accidental foul is severe enough for the referee to stop the bout immediately, the bout shall result in a no decision if stopped before two rounds have been completed in a three round bout or if stopped before three rounds have been completed in a five round bout.
- 15.7 If an injury sustained during competition as a result of 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 contestant who is ahead on the score cards at the time the bout is stopped only when the bout is stopped after two rounds of a three round bout, or three rounds of a five round bout have been completed.

- 15.8 All partial rounds will be scored after the second round has been completed in a non-championship bout or the third round of a championship bout.

16.0 Types Of Bout Results:

- 16.1 Submission by:
- 16.1.1 Tap Out: When a contestant physically uses his hand to indicate that he or she no longer wishes to continue; or
 - 16.1.2 Verbal tap out: When a contestant verbally announces to the referee that he or she does not wish to continue;
- 16.2 Technical knockout by:
- 16.2.1 Referee or a representative of Division of Professional Regulation stops bout;
 - 16.2.2 Ringside physician directs the referee to stop the bout;
 - 16.2.3 When an injury as a result of a legal maneuver is severe enough to terminate a bout;
 - 16.2.4 If second concedes on behalf of the fighter.
- 16.3 Knockout by failure to rise from the fighting surface;
- 16.4 Decision via score cards:
- 16.4.1 Unanimous: When all three judges score the bout for the same contestant;
 - 16.4.2 Split Decision: When two judges score the bout for one contestant and one judge scores for the opponent; or
 - 16.4.3 Majority Decision: When two judges score the bout for the same contestant and one judge scores a draw;
- 16.5 Draws:
- 16.5.1 Unanimous - When all three judges score the bout a draw
 - 16.5.2 Majority - When two judges score the bout a draw; or
 - 16.5.3 Split - When all three judges score differently and the score total results in a draw;
- 16.6 Disqualification: When an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest;
- 16.7 Forfeit: When a contestant fails to begin competition or prematurely ends the contest for reasons other than injury or by indicating a tap out;
- 16.8 Technical Draw: When an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue and the injured contestant is even or behind on the score cards at the time of stoppage;
- 16.9 Technical Decision: When the bout is prematurely stopped due to injury and a contestant is leading on the score cards; and
- 16.10 No Decision: When a contest is prematurely stopped due to accidental injury and a sufficient number of rounds have not been completed to render a decision via the score cards.

17.0 Matchmaking:

The matchmaking of the contestants is subject to the approval of the Division.

18.0 Physical Exams and Other Testing:

- 18.1 Contestants must complete and submit the following negative results in writing to the Division:
- 18.1.1 A physical completed within six months of the event. HIV exam with negative results is required in order to compete in an event and test must be dated within six months of event.
 - 18.1.2 Complete Hepatitis B Surface AG testing & Hepatitis C AB (must be tested within six months of event.)
 - 18.1.3 ~~Complete Blood Count (CBC) and Bleed & Coagulation (PT/PTT Pro Time)~~
 - 18.1.4 ~~Original EKG report, read by a physician (dated within six months of the event.)~~

- 18.1.5 ~~Original CT/MRI Brain Scan report (without contrast), read by a physician (dated within three years of event.)~~
- 18.1.63 Original EYE examination by an ophthalmologist-ophthalmological dilation (dated within six months of the event.)
- 18.1.74 ~~Serum Pregnancy test for female contestants (dated within 7 days of event.) All female contestants must complete a pregnancy test the day of the event and the results must be negative.~~
- 18.1.8 Annual Physical/clinical Gynecological and Breast Exam for female contestants.
- 18.1.95 If contestant's injuries result in broken bones or concussion, the contestant shall be suspended for the length of the recovery time according to physician's orders.
- 18.1.406 Any fighter 40 years or older may be required by the Division to present more current test results or additional test results.
- 18.1.7 Based on the requirements set forth in Title 28 §105 (a) (7), the following criteria for determining physical and mental fitness shall include but is not limited to: blood pressure, pulse, respiration, heart rhythm, heart murmurs, ears, nose, throat, extremities, medications taken, negative pregnancy test results, and mental assessment, which must meet acceptable standards as determined by the examining physician prior to the event.

19.0 Requirements of the Division:

- 19.1 Require promoter to provide proof of sufficient liability insurance for the officials.
- 19.2 Require promoter to provide proof of sufficient medical insurance including Accidental Death and Dismemberment insurance for contestants including the cap on the deductible amount as per application requirements.
- 19.3 Require promoter to provide an ambulance with ~~life saving equipment and~~ at least 2 EMTs, one of which is and 2 paramedics, to be present and on site at all times and have a Delaware licensed physician onsite and at ringside. The paramedic will maintain a supply of life saving medicines and life saving equipment to be available as needed.
- 19.4 Verify the matchmaking done by the promoter by confirming the fight records.
- 19.5 The Division shall not have any direct or indirect interest of any kind in the fighters, the promoter or the event.
- 19.6 Oversee the weigh-ins, the hand wrapping and glove placement after inspecting the gloves.
- 19.7 Must inspect and approve the fighting area prior to the start of the contests.
- 19.8 Follow all Delaware laws and rules governing Professional Mixed Martial Arts Events.
- 19.9 Report results of each bout and suspensions to the Association of Boxing Commissions data base within seven days of the event.
- 19.10 Agree not to hold the event if the promoter has not obtained adequate security to maintain control over the event and provide safety to the public during and after the event.
- 19.11 Oversee drug testing to be performed on the day of the event on all contestants for illegal drugs, banned substances and performance enhancers.

20.0 Responsibilities of the Promoter:

- 20.1 Follow all Delaware rules and laws governing Professional Mixed Martial Arts Events.
- 20.2 Obtain verbal approval from the Division before applying in writing to the Division for the permit to hold a Mixed Martial Arts Event.
- 20.3 Submit an application to the Division at least thirty days in advance of the event for a permit to hold an MMA event along with the required fee.
- 20.4 Receive permit before holding the MMA event.
- 20.5 Coordinate matchmaking to be approved by the Division.
- 20.6 Cooperate fully with the Division:
 - 20.6.1 Fees

- 20.6.2 Match Making approval of the Division.
- 20.6.3 Engage services and provide evidence to the Division that an ambulance with ~~life-saving equipment~~ and at least 2 EMTs, ~~one of which is a~~ and 2 paramedics, will be on-site during competition. The paramedics will maintain a supply of life saving medicines and life saving equipment to be available as needed.
- 20.6.4 Engage services and provide evidence to the Division that a Delaware licensed physician will be on site during and directly after the competition.
- 20.6.5 Engage contract and provide to the Division proof that medical insurance and an accidental death insurance policy has been purchased per application requirements including all deductibles.
- 20.6.6 Engage contract and provide to the Division proof that liability insurance has been purchased per the amount required by the venue.
- 20.7 Agree to not officiate at their own events. Cannot have interest of any kind in the Division.
- 20.8 Cannot be involved or interfere in the oversight of the referee, judging, weighing-in, drug testing, post and pre-fight physicals, and glove inspections.
- 20.9 Provide the required gloves, gauze and adhesive tape for fighter wraps, disposable gloves for corner persons, water for all fighters and officials, stools for each contestant, and clean water bucket.
- 20.10 Provide the fight card that indicates the weight of the fighters and the weight division that the fighters will be in.
- 20.11 Ensure that there will be NO exhibition bouts.
- 20.12 Provide hand sanitizer to the fighters to be kept at the equipment table.
- 20.13 Sanitize all equipment before and after each fight.
- 20.14 Provide adequate security personnel to maintain order and provide safety during and after the event.
- 20.15 Obtain a Delaware business license.
- 20.16 Execute and file a surety bond with the State of Delaware for not less than \$10,000.
- 20.17 Pay for drug testing to be performed on day of event on all contestants for illegal drugs, banned substances and performance enhancers. The Division shall oversee the testing.

21.0 Requirements of Fighter:

- 21.1 Attend pre-fight meeting. Failure to attend will result in disqualification of the fighter.
- 21.2 Be 18 years or older to participate.
- 21.3 Pass drug testing completed the day of the event and the pre-fight physical.
- 21.4 Agree not to use any illegal drug, narcotic, stimulant, depressant, analgesic of any description, or alcohol substance either before or during a match.
- 21.5 Obtain National MMA ID number prior to the event.
- 21.6 Follow all Delaware laws, Rules and Regulations and requirements of the Division.
- 21.7 Obtain a pre-fight and post-fight physical by the physician assigned to the event.
- 21.8 If fighter should be a no-show, that bout shall be canceled. Under no circumstances shall a fighter be permitted to cut more than two pounds to make weight.
- 21.9 Fighter shall not fight a minimum of tens days from last fight.

22.0 Requirements of Seconds/Cornermen:

- 22.1 Each fighter may have three seconds, but only two seconds at a time are permitted in the fighting area and only when given permission by the referee. The Division may authorize an additional cornerman for championship fights at their discretion.
- 22.2 Permitted to use such general anti-coagulants such as Thrombin, Adrenaline Hydrochloride and Aventine or any other first aid medicine approved by the Division to cuts that are in their original labeled containers.
- 22.3 Must dry the corner area before the next round continues.

22.4 Follow all Delaware laws, Rules and Regulations and requirements of the Division.

Part D Amateur Mixed Martial Arts

1.0 Weight Classes:

1.1 Men's Division

- 1.1.1 Flyweight up to 112 lbs.
- 1.1.2 Bantamweight over 112-118 lbs.
- 1.1.3 Super Bantamweight over 118-122 lbs.
- 1.1.4 Featherweight over 122-126 lbs.
- 1.1.5 Super Featherweight over 126-130 lbs.
- 1.1.6 Lightweight over 130-135 lbs.
- 1.1.7 Super Lightweight over 135-140 lbs.
- 1.1.8 Welterweight over 140-147 lbs.
- 1.1.9 Super Welterweight over 147-154 lbs.
- 1.1.10 Middleweight over 154-160 lbs.
- 1.1.11 Super Middleweight over 160-167 lbs.
- 1.1.12 Light Heavyweight over 167-175 lbs.
- 1.1.13 Super Lt. Heavyweight over 175-183 lbs.
- 1.1.14 Cruiserweight over 183-190 lbs.
- 1.1.15 Super Cruiserweight over 190-195 lbs.
- 1.1.16 Heavyweight over 195-210 lbs.
- 1.1.17 Super Heavyweight over 210 lbs.

1.2 Women's Division

- 1.2.1 Flyweight up to 105 lbs.
- 1.2.2 Bantamweight over 105-114 lbs.
- 1.2.3 Featherweight over 114-123 lbs.
- 1.2.4 Lightweight over 123-132 lbs.
- 1.2.5 Welterweight over 132-141 lbs.
- 1.2.6 Middleweight over 141-150 lbs.
- 1.2.7 Light Heavyweight over 150-159 lbs.
- 1.2.8 Cruiserweight over 159-168 lbs.
- 1.2.9 Heavyweight over 168 lbs.

1.3 Weigh-ins shall be held on the day of the event.

1.4 Attire for weigh-ins.

1.4.1 Male fighters shall wear undergarments and light weight shorts only.

1.4.2 Female fighters shall wear undergarments and light weight shorts and shirt only.

1.5 Should a fighter be a no-show, that bout shall be canceled.

1.6 In some instances, fighters that are cleared for the same event may be approved to fight another fighter on the card pending approval of the sanctioning body.

1.37 ~~Should a fighter be a no-show, that bout shall be canceled~~ not make be over their weight class, they shall be given one (1) hour to make comply with their weight class but shall not be permitted to lose more than two (2) pounds in that time and shall be permitted to weigh-in a second time. ~~There shall be a one (1) pound allowance in non-championship fights. In some instances, fighters that are cleared for the same event may be approved to fight another fighter on the card pending approval of the sanctioning body.~~

- 1.8 There shall be no allowances made for fighters being under their weight class. They will not be permitted to gain weight nor weigh-in a second time.
- 1.9 Fighters may fight up or down one Weight Division; however, weight differences between opposing fighters cannot exceed seven pounds, except for the following:
- 1.39.1 Weight differences between men fighters weighing over 210 pounds, fighting up or down one Weight Division, shall not be more than 15 pounds.
- 1.39.2 Weight differences between women fighters weighing over 168 pounds, fighting up or down one Weight Division, shall not be more than 15 pounds.

2.0 Fighting Area:

- 2.1 All mixed martial arts events must be held in a ring or cage.
- 2.2 A cage used in an event of mixed martial arts must meet the following requirements:
- 2.2.1 The cage shall be no smaller than 18 feet by 18 feet and no larger than 32 feet by 32 feet. The fighting surface shall be covered with a minimum one inch layer of foam padding. Vinyl or other plastic rubberized covering shall be permitted.
- 2.2.2 The fighting surface shall not be more than four feet above the floor of the building and shall have suitable steps or ramp for use by the participants. Posts shall be made of metal not more than six inches in diameter, extending from the floor of the building to a minimum height of 58 inches above the fighting surface and shall be properly padded.
- 2.2.3 The fighting surface area shall be enclosed by a fence made of such material as will not allow a fighter to fall out or break through it onto the floor or spectators, including, but not limited to, vinyl coated chain link fencing. All metal parts shall be covered and padded and shall not be abrasive to the contestants.
- 2.2.4 The fence shall provide two separate entries onto the fighting surface.
- 2.3 A ring used in an event of mixed martial arts must meet the following requirements:
- 2.3.1 The ring must be no smaller than 18 feet square and no larger than 32 feet square within the ropes.
- 2.3.2 The ring floor must extend at least 18 inches beyond the ropes and must have at least a 1-inch layer of foam padding. Padding must extend beyond the ring ropes and over the edge of the platform, with a top covering of canvas, duck or similar material tightly stretched and laced to the ring platform. Material that gathers in lumps or ridges may not be used.
- 2.3.3 The ring platform must not be more than 4 feet above the floor of the building and must have suitable steps for the use of contestants.
- 2.3.4 Rings posts must be four in number and made of metal, extending from the floor of the building to a minimum height of 58 inches above the ring floor, and must be properly padded. Ring posts must be at least 18 inches away from the ring ropes.
- 2.3.5 There must be 5 ring ropes, not less than 1 inch in diameter and wrapped in soft material. The lowest ring rope must be 12 inches above the ring floor.
- 2.3.6 There may not be any obstruction or object, including, without limitation, a triangular border, on any part of the ring floor.

3.0 Equipment and Clothing:

- 3.1 Ring stool for each contestant. An appropriate number of stools or chairs shall be available for each contestant's seconds. They shall be located near each contestant's corner.
- 3.2 For each bout, the promoter is to provide a clean water bucket and clean plastic water bottle in each corner.
- 3.3 Contestants shall wear mma shorts, biking shorts, boxing shorts, Muay Thai shorts or kick-boxing shorts.
- 3.4 Gi's or shirts are prohibited during competition.
- 3.5 Females shall wear rash guards.

- 3.6 Shoes are not permitted.
- 3.7 No clothing that is made of hard plastic or metallic surface is permitted.
- 3.8 No jewelry or piercing accessories is permitted during competition.

4.0 Bandage Wraps:

- 4.1 Bandages shall be restricted to soft gauze cloth not more than ~~13~~ 10 yards in length and two inches in width, held in place by not more than 10 feet of surgeon's tape, one inch in width.
- 4.2 Surgeon's adhesive tape shall be placed directly on each hand for protection near the wrist. The tape may ~~cross the back of~~ cover the hand twice and but not extend to cover and protect the knuckles within ¼ inch of the knuckles when the hand is clenched to make a fist.
- 4.3 The bandages and tape shall be placed on the contestant's hands in the ~~dressing room in the presence of the inspector and in the presence of the manager or chief second of his or her opponent~~ designated area and inspected by an inspector. It shall be signed off by the inspector with his/her initials and the date.
- 4.4 Under no circumstances are gloves to be placed on the hands of the contestant without the approval of the inspector.

5.0 Mouth Pieces:

- 5.1 All contestants are required to wear a mouthpiece during competition. The mouthpiece shall be subject to examination and approval by the attending physician.
- 5.2 The round cannot begin without the mouthpiece in place.
- 5.3 If the mouthpiece is involuntarily dislodged during competition, the referee shall call time, clean the mouthpiece and reinsert the mouthpiece at the first opportune moment, without interfering with the immediate action.

6.0 Protective Equipment:

- 6.1 Male mixed martial artists shall wear a groin protector of their own selection.
- 6.2 Shin/instep protectors are required.
- 6.3 Female mixed martial artists shall wear a chest protector during competition.

7.0 Gloves:

- 7.1 The gloves shall be ~~new~~ sanitized and in good condition for all bouts except championship bouts. New gloves shall be provided for all championship bouts.
- 7.2 All contestants shall wear open finger minimum 7 ounce gloves and shall be supplied by the promoter. No contestant shall supply their own gloves. All gloves are subject to the approval of the sanctioning body.

8.0 Appearance/hygiene:

- 8.1 Hair shall be trimmed or tied back in such a manner as not to interfere with the vision of either contestant or cover any part of a contestant's face.
- 8.2 There shall be no oil or grease on any part of the body. A light coating of petroleum jelly may be applied to the contestants face in the presence of an inspector.
- 8.3 Fingernails and toenails must be cut and trimmed.
- 8.4 The use of BenGay, IcyHot, and other such sports crèmes is prohibited.

9.0 Round Length:

- 9.1 For non-championship bouts, the rounds will consist of three 3-minute rounds with one minute of rest in between rounds.

- 9.2 For championship bouts, the rounds may consist of five 3-minute rounds with one minute of rest in between rounds.

10.0 Stopping A Contest:

The referee is the sole arbiter of a bout and is the only individual authorized to enter the fighting area at any time during competition to stop a contest except that referee shall stop a bout at the direction of the ringside physician or the Division. The contestant's chief second may signify to referee in an approved manner by the sanctioning body to stop the bout.

11.0 Judging And Scoring:

- 11.1 All bouts will be evaluated and scored by three judges.
- 11.2 The 10-Point Must System will be the standard system of scoring. Under the 10-Point Must Scoring System, 10 points must be awarded to the winner of the round and nine points or less must be awarded to the loser, except for a rare even round, which is scored 10-10.
- 11.3 Judges shall evaluate MMA techniques, such as effective striking, effective grappling, control of the fighting area, effective aggressiveness and defense.
- 11.4 Evaluations shall be made in the order in which the techniques appear in 11.3 above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defense.
- 11.5 Effective striking is judged by determining the total number of legal heavy strikes landed by a contestant.
- 11.6 Effective grappling is judged by considering the amount of successful executions of legal takedowns and reversals. Examples of factors to consider are take downs from standing position to mount position, passing the guard to mount position, and bottom position fighter using an active, threatening guard.
- 11.7 Control of fighting is judged by determining who is dictating the pace, location and position of the bout. Examples of factors to consider are countering a grappler's attempt at takedown by remaining standing and legally striking; taking down an opponent to force a ground fight; creating threatening submission attempts, passing the guard to achieve mount, and creating striking opportunities.
- 11.8 Effective aggressiveness means moving forward and landing a legal strike.
- 11.9 Effective defense means avoiding being struck, taken down or reversed while countering with offensive attacks.
- 11.10 The following objective scoring criteria shall be utilized by the judges when scoring a round;
- 11.10.1 A round is to be scored as a 10-10 Round when both contestants appear to be fighting evenly and neither contestant shows clear dominance in a round;
- 11.10.2 A round is to be scored as a 10-9 Round when a contestant wins by a close margin, landing the greater number of effective legal strikes, grappling and other maneuvers;
- 11.10.3 A round is to be scored as a 10-8 Round when a contestant overwhelmingly dominates by striking or grappling in a round.
- 11.10.4 A round is to be scored as a 10-7 Round when a contestant totally dominates by striking or grappling in a round.
- 11.11 Judges shall use a sliding scale and recognize the length of time the fighters are either standing or on the ground, as follows:
- 11.11.1 If the mixed martial artists spent a majority of a round on the canvas, then:
- 11.11.1.1 Effective grappling is weighed first; and
- 11.11.1.2 Effective striking is then weighed.
- 11.11.2 If the mixed martial artist spent a majority of a round standing, then:
- 11.11.2.1 Effective striking is weighed first; and
- 11.11.2.2 Effective grappling is then weighed.

11.11.3 If a round ends with a relatively even amount of standing and canvas fighting, striking and grappling are weighed equally.

12.0 Warnings:

- 12.1 The referee may issue a warning for the following infractions. After the initial warning, if the prohibited conduct persists, a penalty may be issued at the sole discretion of the referee. The penalty may result in a deduction of points or disqualification.
- 12.1.1 Holding or grabbing the fence;
 - 12.1.2 Holding opponent's shorts or gloves; or
 - 12.1.3 The presence of more than two seconds on the fighting area perimeter.

13.0 Fouls And Violations:

- 13.1 If a fighter flagrantly breaks any rule, the official ring referee shall immediately disqualify him; however, if the foul is not severe or intentional, the referee may issue a warning or point deductions(s) from the offending fighter. The following are fouls and may result in penalties if committed:
- 13.1.1 No elbows of any kind to the head;
 - 13.1.2 No downward pointing elbows;
 - 13.1.23 Butting with the head;
 - 13.1.34 Eye gouging of any kind;
 - 13.1.45 Biting or spitting at an opponent;
 - 13.1.56 Hair pulling;
 - 13.1.67 Fish hooking;
 - 13.1.78 Heel hooks;
 - 13.1.89 Finger locks;
 - 13.1.910 Toe locks;
 - 13.1.101 Spine locks;
 - 13.1.142 Hammer locks to grounded opponent;
 - 13.1.123 Smothering of grounded opponent (hand over mouth);
 - 13.1.134 Groin attacks of any kind;
 - 13.1.145 Intentionally placing a finger in any opponent's orifice, cut or laceration;
 - 13.1.156 Small joint manipulation;
 - 13.1.167 Strikes to the spine or back of the head or back of neck;
 - ~~13.1.17 Any striking to head of grounded opponent;~~
 - 13.1.18 Heel kicks to the kidney;
 - 13.1.19 Throat strikes of any kind;
 - 13.1.20 One or two-handed chokes applied directly to the throat/windpipe;
 - 13.1.21 Clawing, pinching, twisting the flesh or grabbing the clavicle;
 - 13.1.22 Kicking the head of a grounded fighter;
 - ~~13.1.23 Kicks to the head of a standing fighter;~~
 - 13.1.243 Knees to head of standing opponent;
 - 13.1.254 Kneeing the head of a grounded fighter;
 - 13.1.265 Stomping of a grounded fighter;
 - 13.1.276 The use of abusive language or racist remarks in fighting area or in fighter's entry or exit music;
 - 13.1.287 Any unsportsmanlike conduct that causes an injury to opponent;
 - 13.1.298 Attacking an opponent on or during the break;
 - 13.1.3029 Attacking an opponent who is under the referee's care at the time;
 - 13.1.340 Timidity (avoiding contact, or consistent dropping of mouthpiece, or faking an injury);

- 13.1.32 1 Interference from a mixed martial artists seconds;
- 13.1.33 2 Throwing an opponent out of the fighting area;
- 13.1.34 3 Flagrant disregard of the referee's instructions;
- 13.1.35 4 Spiking/slamming an opponent to the fighting surface on his or her head or neck;
- 13.1.36 5 Neck cranks;
- 13.2 Disqualification occurs after any combination of three of the fouls listed in 13.1 above. Disqualification will occur after a referee determines that a foul was intentional and flagrant.
- 13.3 Only a referee can assess a foul. If the referee does not call the foul, judges shall not make that assessment on their own and cannot factor such into their scoring calculations.
- 13.4 A fouled fighter has up to five minutes to recuperate.
- 13.5 If a foul is committed, the referee shall:
 - 13.5.1 Call Time;
 - 13.5.2 Send the opponent to a neutral corner;
 - 13.5.3 Check the fouled mixed martial artist's condition and safety; and
 - 13.5.4 Assess the foul to the offending contestant, deduct points, and notify each corner's seconds, judges and the official scorekeeper.
- 13.6 If a bottom contestant commits a foul, unless the top contestant is injured, the fight shall continue, so as not to jeopardize the top contestant's superior positioning at the time.
 - 13.6.1 The referee shall verbally notify the bottom contestant of the foul.
 - 13.6.2 When the round is over, the referee shall assess the foul and notify both corners' seconds, the judges and the official scorekeeper.
 - 13.6.3 The referee may terminate a bout based on the severity of a foul. For such a flagrant foul, a contestant shall lose by disqualification.
- 13.7 Any point or points to be deducted for any foul must be deducted in the round in which the foul occurred.
- 13.8 Fighters cannot win by intentionally or accidentally fouling another fighter.

14.0 Legal Strikes:

- 14.1 While Standing
 - 14.1.1 Closed hand strikes to the body and head.
 - 14.1.2 Elbows to the body.
 - 14.1.23 Kicking techniques to body, legs and head.
 - 14.1.34 Knees to the body and legs.
 - 14.1.45 Takedowns, Throws and Sweeps.
 - 14.1.56 Chokes, Armbars and Shouldering.
 - 14.1.67 Standing Submissions.
- 14.2 While on the Ground
 - 14.2.1 Closed hand strikes to body, head and legs.
 - 14.2.2 Submissions (chokes, armbars, straight leg locks only).

15.0 Injuries:

- 15.1 If an injury sustained during competition as a result of a legal maneuver is severe enough to terminate a bout, the injured contestant loses by technical knockout.
- 15.2 If an injury sustained during competition as a result of an intentional foul is severe enough to terminate a bout, the contestant causing the injury loses by disqualification.
- 15.3 If an injury is sustained during competition as a result of an intentional foul and the bout is allowed to continue, the referee shall notify the scorekeeper to automatically deduct two points from the contestant who committed the foul.

- 15.4 If an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue at a subsequent point in the contest, the injured contestant shall win by technical decision, if he or she is ahead on the score cards. If the injured contestant is even or behind on the score cards at the time of stoppage, the outcome of the bout shall be declared a technical draw.
- 15.5 If a contestant injures himself or herself while attempting to foul his or her opponent, the referee shall not take any action in his or her favor, and the injury shall be treated in the same manner as an injury produced by a fair blow.
- 15.6 If an injury sustained during competition as a result of an accidental foul is severe enough for the referee to stop the bout immediately, the bout shall result in a no decision if stopped before two rounds have been completed in a three round bout or if stopped before three rounds have been completed in a five round bout.
- 15.7 If an injury sustained during competition as a result of 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 contestant who is ahead on the score cards at the time the bout is stopped only when the bout is stopped after two rounds of a three round bout, or three rounds of a five round bout have been completed.
- 15.8 There will be no scoring of an incomplete round. However, if the referee penalizes either contestant, then the appropriate points shall be deducted when the scorekeeper calculates the final score.

16.0 Types of Bout Results:

- 16.1 Submission by:
 - 16.1.1 Tap Out: When a contestant physically uses his hand to indicate that he or she no longer wishes to continue; or
 - 16.1.2 Verbal tap out: When a contestant verbally announces to the referee that he or she does not wish to continue;
- 16.2 Technical knockout by:
 - 16.2.1 Referee or a representative of Division of Professional Regulation stops bout;
 - 16.2.2 Ringside physician directs the referee to stop the bout;
 - 16.2.3 When an injury as a result of a legal maneuver is severe enough to terminate a bout;
 - 16.2.4 If second concedes on behalf of the fighter.
- 16.3 Knockout by failure to rise from the fighting surface;
- 16.4 Decision via score cards:
 - 16.4.1 Unanimous: When all three judges score the bout for the same contestant;
 - 16.4.2 Split Decision: When two judges score the bout for one contestant and one judge scores for the opponent; or
 - 16.4.3 Majority Decision: When two judges score the bout for the same contestant and one judge scores a draw;
- 16.5 Draws:
 - 16.5.1 Unanimous - When all three judges score the bout a draw
 - 16.5.2 Majority - When two judges score the bout a draw; or
 - 16.5.3 Split - When all three judges score differently and the score total results in a draw;
- 16.6 Disqualification: When an injury sustained during competition as a result of an intentional foul is severe enough to terminate the contest;
- 16.7 Forfeit: When a contestant fails to begin competition or prematurely ends the contest for reasons other than injury or by indicating a tap out;
- 16.8 Technical Draw: When an injury sustained during competition as a result of an intentional foul causes the injured contestant to be unable to continue and the injured contestant is even or behind on the score cards at the time of stoppage;

- 16.9 Technical Decision: When the bout is prematurely stopped due to injury and a contestant is leading on the score cards; and
- 16.10 No Decision: When a contest is prematurely stopped due to accidental injury and a sufficient number of rounds have not been completed to render a decision via the score cards.

17.0 Matchmaking:

The matchmaking of the contestants is subject to the approval of the approved sanctioning body.

18.0 Physical Exams and other Testing

- 18.1 All Contestants must complete a physical within 90 days of the event and they must submit completed physical form to the sanctioning body including negative blood results from a lab that has consulted with a physician for HIV, Hep B and C tests. The results shall be faxed from the lab to the sanctioning body. The lab results must be completed within 180 days of the event.
- 18.2 All contestants are subject to pre-fight and post-fight physicals. Failure to have a Pre-Fight physical will result in disqualification. Failure to have a Post-Fight Medical will result in a minimum 90 day suspension of contestant.
- 18.3 If contestant's injuries result in broken bones or concussion, the contestant shall be suspended for the length of the recovery time according to physician's orders.
- 18.4 All female contestants must complete a pregnancy test the day of the event and the results must be negative.
- 18.5 Based on the requirements set forth in Title 28 §105 (b) (5), the following criteria for determining physical and mental fitness shall include but is not limited to: blood pressure, pulse, respiration, heart rhythm, heart murmurs, ears, nose, throat, extremities, medications taken, negative pregnancy test results, and mental assessment, which must meet acceptable standards as determined by the examining physician prior to the event.
- 18.6 Any fighter 40 years or older may be required by the Division to present more current test results or additional test results.

19.0 Requirements Of The Sanctioning Body:

- 19.1 Require promoter to provide proof of sufficient liability insurance for the officials.
- 19.2 Require promoter to provide proof of sufficient medical insurance including Accidental Death and Dismemberment insurance for contestants including a cap on the deductible amount as per application requirements.
- 19.3 Require promoter to provide an ambulance with ~~life saving equipment and~~ with at least 2 EMTs, one of which is a and 2 paramedics, to be present and on site at all times and have a Delaware licensed physician onsite and at ringside. The paramedics will maintain a supply of life saving medicines and life saving equipment to be available as needed.
- 19.4 Verify the matchmaking done by the promoter by confirming the fight records.
- 19.5 Sanctioning body shall not have any direct or indirect interest of any kind in the fighters, the promoter or the event.
- 19.6 Oversee the weigh-ins, the hand wrapping and glove placement after inspecting the gloves.
- 19.7 Must inspect and approve the fighting area prior to the start of the contests.
- 19.8 Follow all Delaware laws and rules governing Amateur Mixed Martial Arts Events.
- 19.9 Report results of each bout and suspensions to the Association of Boxing Commissions data base within seven days of the event.
- 19.10 Agree not to hold the event if the promoter has not obtained adequate security to maintain control over the event and provide safety to the public during and after the event.
- 19.11 Oversee random drug testing to be performed on the day of the event on randomly selected contestants, if deemed necessary for illegal drugs, banned substances and performance enhancers.

20.0 Responsibilities of the Promoter:

- 20.1 Follow all Delaware rules and laws governing Amateur Mixed Martial Arts Events.
- 20.2 Obtain approval from a sanctioning body approved by the Director before applying to the State of Delaware for the permit to hold a Mixed Martial Arts Event.
- 20.3 Submit an application to the State of Delaware at least thirty days in advance of the event for a permit to hold an MMA event along with the required fee.
- 20.4 Receive permit before holding the MMA event.
- 20.5 Coordinate matchmaking to be approved by the approved sanctioning body.
- 20.6 Cooperate fully with the approved Sanctioning Body:
 - 20.6.1 Fees
 - 20.6.2 Match Making approval of the sanctioning body.
 - 20.6.3 Engage services and provide evidence to the sanctioning body that an ambulance with ~~life saving equipment~~ and at least 2 EMTs, ~~one of which is a~~ and 2 paramedics, will be on-site during competition. The paramedic will maintain a supply of life saving medicines and life saving equipment to be available as needed.
 - 20.6.4 Engage services and provide evidence to the sanctioning body that a Delaware licensed physician will be on site during and directly after the competition.
 - 20.6.5 Engage contract and provide to the sanctioning body proof that medical insurance and an accidental death insurance policy has been purchased per application requirements including all deductibles.
 - 20.6.6 Engage contract and provide to the sanctioning body proof that liability insurance has been purchased per the amount required by the venue.
- 20.7 Agree to not officiate at their own events. Cannot have interest of any kind in the sanctioning organization.
- 20.8 Cannot be involved or interfere in the oversight of the referee, judging, weighing-in, drug testing, post and pre-fight physicals, and glove inspections.
- 20.9 Provide the required gloves, shin/instep guards, ~~grey/silver duct tape, gauze and adhesive tape for fighter wraps,~~ disposable gloves for corner persons, water for all fighters and officials, stools for each contestant, and clean water bucket.
- 20.10 Provide the fight card that indicates the weight of the fighters and the weight division that the fighters will be in.
- 20.11 Agree that there will be NO exhibition bouts.
- 20.12 Provide hand sanitizer to be kept at the equipment table.
- 20.13 Sanitize all equipment before and after each fight.
- 20.14 Provide adequate security personnel to maintain order and provide safety during and after the event.
- 20.15 Obtain a Delaware business license.
- 20.16 Execute and file a surety bond with the State of Delaware for not less than \$5,000.
- 20.17 Pay for random drug testing to be performed on day of event on randomly selected contestants, if deemed necessary, for illegal drugs, banned substances and performance enhancers. The sanctioning body shall oversee the testing.

21.0 Requirements of Fighter

- 21.1 Attend pre-fight meeting. Failure to attend will result in disqualification of the fighter.
- 21.2 Be 18 years or older to participate.
- 21.3 Pass the pre-fight physical.
- 21.4 Agree not to use any illegal drug, narcotic, stimulant, depressant, analgesic of any description, or alcohol substance either before or during a match. A random drug test may be performed on the day

of the event if deemed necessary. Any positive results ~~with~~ will disqualify the contestant and may subject contestant to a suspension by the Division.

~~21.5 Obtain National MMA ID number prior to the event.~~

~~21.65~~ Follow all Delaware laws, Rules and Regulations and requirements of the sanctioning body.

~~21.76~~ Contestants must provide a signed statement to the sanctioning body that they have never engaged in a professional style MMA event or any other professional martial arts sports and have never accepted payment for their participation in any combative sports event or fighting art. The contestant's trainer must attest in writing to the contestant's skill.

~~21.87~~ Obtain a pre-fight and post-fight physical by the physician assigned to the event.

~~21.98~~ If fighter should be a no-show, that bout shall be canceled. Under no circumstances shall a fighter be permitted to cut more than two pounds to make weight.

~~21.409~~ Fighter shall not fight a minimum of tens days from last fight.

22.0 Requirements of Seconds/Cornermen

22.1 Each fighter may have three seconds, but only two seconds at a time are permitted in the fighting area and only when given permission by the referee. The Sanctioning Body may authorize an additional cornerman at their discretion for championship fights.

22.2 Permitted to use such general anti-coagulants such as Thrombin, Adrenaline Hydrochloride and Aventine or any other first aid medicine approved by the sanctioning body to cuts that are in their original labeled containers.

22.3 Must dry the corner area before the next round continues.

22.4 Follow all Delaware laws, Rules and Regulations and requirements of the sanctioning body.

~~22.5~~ Wear protective gloves as provided by the promoter during the fighter's match.

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Part E Combative Sports Entertainment

1.0 Fighting Area

A marked barrier, separating the audience from the fighting area by no less than six feet shall be placed around the outside of the fighting area.

2.0 Safety

2.1 Should the referee notice any blood (excluding fake blood) in the fighting area or on the fighter's body, he shall halt the contest until the area is cleaned and sanitized. An exception will be made for those promoters who require blood testing of it's fighters.

2.2 If the promoter chooses to allow real blood in the fighting area, his fighters will be subject to the following blood test requirements:

2.2.1 HIV exam with negative results is required in order to compete in an event and the test must be dated within six months of the event.

2.2.2 Complete negative results for Hepatitis B Surface AG testing and Hepatitis C AB. The tests must be completed within six months of the event.

2.3 The referee is required to wear protective gloves at all times while in the fighting area.

2.4 The Division may require additional presence of law enforcement and/or medical personnel as deemed necessary to conduct an orderly event.

3.0 Stopping a Contest

The referee shall halt any contest where it appears that the contestant is engaging in prohibited activities. The referee shall stop a contest if directed by the Division.

4.0 Prohibited Acts

- 4.1 The following acts are prohibited and will result in the contest being terminated:
 - 4.1.1 Foul language by any contestant, referee or in any music.
 - 4.1.2 Racist remarks by any contestant, referee or in any music.
 - 4.1.3 Sexually explicit remarks by any contestant, referee or in any music.
 - 4.1.4 Inappropriate naming of a contestant.
 - 4.1.5 Pile driving.
 - 4.1.6 Deliberately lacerating oneself or one's opponent, or by any other means, introducing human or animal blood into the ring with the exception being those promoters that require blood tests. See 2.0 of these Rules and Regulations.
 - 4.1.7 Chair shots to the head.

5.0 Legal Simulated Strikes

- 5.1 Downward pointing elbows.
- 5.2 Kicks or stomps to the head.
- 5.3 Striking an opponent with a fist or using the knuckles.
- 5.4 Neck cranks.
- 5.5 Strike to the spine or back of the head or back of the neck.
- 5.6 Scratching or gouging an opponent.
- 5.7 Butting an opponent.
- 5.8 Slamming an opponent.
- 5.9 Stranglehold.
- 5.10 Inhibiting breathing by covering the nose and mouth at the same time.
- 5.11 Unsportsmanlike or physically dangerous contact.

6.0 Responsibility of the Promoter

- 6.1 Shall be responsible to the Division for the conduct of its representatives and employees including the following:
 - 6.1.1 Prohibit any alcohol or illegal drugs back stage or in locker rooms.
 - 6.1.2 Prohibit any and all discriminatory practices.
 - 6.1.3 Review safety rules and immediately prior to the event to include:
 - 6.1.3.1 Ensure that no objects fly out of the fight area and injure others.
 - 6.1.3.2 Ensure all equipment is in good working order.
 - 6.1.3.3 Ensure that security personnel are standing by the audience when a contestant is in the six foot barrier area.
 - 6.1.4 Ensure that adequate security personnel are in attendance at all times during the event.
- 6.2 Maintain a first aid kit that contains an adequate amount of up-to-date medicine and supplies which shall be immediately available at all times during the event.

7.0 Responsibility of the contestants

- 7.1 Agree not to use any illegal drugs, narcotics, stimulants, depressants, analgesics of any description or alcohol substances either before or during the match.
- 7.2 Abide by all Delaware Laws, Rules and Regulations governing Combative Sports Events.
- 7.3 Agree not to participate in any Combative Sports Entertainment Event if diagnosed with any contagious blood disorder.
- 7.4 Agree not to participate in any Combative Sports Entertainment Event if pregnant.