

Scoring Criteria MMA

The following 3 (three) objective scoring criteria are usually utilized by the judges when scoring a round:

- 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;
- A round is to be scored as a 10-8 Round when a contestant overwhelmingly dominates by striking or grappling in a round.
- A round is to be scored as a 10-7 Round when a contestant totally dominates by striking or grappling in a round.

The sliding scale and each substandard is used by the judges to ascertain the length of time fighters are either standing or on the ground.

If the mixed martial artists spent a majority of a round on the canvas, then the following should apply:

- Effective grappling is weighed first; and Effective striking is then weighed.

If the mixed martial artists spent a majority of a round standing, then the following should apply:

- Effective striking is weighed first; and Effective grappling is then weighed.

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

Judges evaluate each fight on the following: ...in the order in which the techniques appear in the techniques described above, giving the most weight in scoring to effective striking, effective grappling, control of the fighting area and effective aggressiveness and defense.

Striking is judged and determined effective based on the following: ...by determining the total number of legal strikes landed by a contestant.

Grappling is judged effective based on the following: ...by considering the amount of successful executions of a legal takedown and control. Examples of factors to consider are take downs from standing position to mount position, passing the guard to mount position, and bottom position fighters using an active, threatening guard.

The following determines control of the fighting area and how this is pertinent to the results of the fight: Fighting area control 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.