



## Judging

**\*No judge will be a manager/trainer of any fighter he judges.**

**\*IFC Judges are selected based upon his/her character, experience and knowledge.**

### Judging Criteria

Judges are required to determine the winner of a bout that goes to its full time limit based upon the following criteria:

- Clean Strikes Punches and Kicks
- Effective Striking
- Octagon/Ring Control
- Effective Aggressiveness

### Strikes

The striker who lands with more power deserves more credit from the Judges than total number landed.

If the striking power between the fighters was equal, then the total number landed would be used as the criteria.

The total number of strikes landed, should be of sufficient quantity favouring a fighter, to earn a winning round.

### Effective Aggressiveness

Effective aggression is demonstrated when a fighter presses forward, and in doing so, scores more clean punches/kicks, or more damaging blows, than his opponent. If a fighter is a particularly hard hitter, even blows that are not landed particularly clean, but obviously affect his opponent, are given scoring weight.

### Ring Generalship

The ability to control the pace and style of a fight is ring generalship. For instance, a high volume-hitting brawler will attempt to force a "stick and move" fighter into a slugfest. Conversely, the pure boxer will attempt to slow the pace of the fight by keeping his opponent at the end of his jab and use angles and feints in order to set up his heavier punches.

It is imperative that professional judges comprehend each fighter's respective style in order to understand who is controlling the action and demonstrating superior ring generalship.

## **Defence**

Probably the most ignored, if not maligned, of the four judging criteria is defence. Defence is the ability to avoid punishment. A Fighter with greater reach than his opponent may stay on the outside and use his footwork to avoid being hit--a style often frowned on by judges. One might stay inside and slip striking. Another option is to block an opponent's attacks with one's gloves, arms and shoulders, or the highly skilled fighter may choose to use a combination of defensive techniques, depending on the situation.

## **Domination**

A Judge may determine that a fighter dominated his opponent in a round. This can lead to a two point or more difference on a Judge's scorecard.

The definition of a dominating round is a fighter's ability to effectively strike and control his opponent.

A Judge may determine a round was dominating if a fighter was adversely affected by one of the following:

Knocked down from standing position by clean strike with a punch or kick

## **Judge's Scorecard Procedures**

After each round:

Each Judge will determine and record a score each round

An IFC official will check the judges' scorecards after each bout

If the fight goes to a draw after the full time limit, then the extra round will be fought

The fighter with the greater number of points on the judge's scorecards at the end of the bout or after the extra round wins the fight.

## **Types of Judge's Decisions**

If all three scorecards agree *Unanimous Decision Win*

If two of three scorecards agree *Split Decision Win*

Two scorecards agree and one draw *Majority Win*

Two scorecards agree on draw *Draw*

## **SCORING SYSTEM**

### **IFC has adopted a 10 point must system.**

The Judge will use the criteria to determine a winner each round. The three step procedure per round is as follows:

Determine winner of round

Determine if winner dominated round

Fouls then factored in (subtract one point per foul from fighter)

### **Point Totals**

The fighter who wins a round is given a score of 10-9

The fighter who dominates a round is given a score of 10-8

(A score of 10-7 is possible for a dominant round)

For each foul a fighter commits, a point is subtracted. This deduction can change a winning round to a draw i.e. 9-9

### **D. Scoring Fouls**

The Referee will notify each Judge that a foul was assessed. The Referee will notify the Judges immediately