



KOMBAT MIXED MARTIAL ARTS (MMA)

Official Professional Rules & Regulations

Effective March 10, 2026

Kombat MMA represents the evolution of modern mixed martial arts competition. It is built upon the principles of discipline, respect, courage, and sportsmanship, while showcasing the highest level of combat skill and athletic performance.

Kombat MMA brings together techniques from multiple martial arts disciplines including striking, grappling, and submission fighting. Athletes compete under a unified professional rule system designed to promote fair competition, fighter safety, and exciting contests for fans around the world.

The objective of Kombat MMA is to determine the superior competitor through skill, strategy, determination, and heart, while honoring the martial arts traditions that inspire the sport.

PART I — GOVERNANCE

Governing Authority & Jurisdiction

Kombat MMA is governed exclusively by KOMBAT regulations. All sanctioned events must comply with these rules and be supervised by a Kombat-appointed Technical Delegate. KOMBAT retains exclusive authority over the interpretation, enforcement, and modification of these rules.

Sanctioning & Event Approval

- No event may use the name Kombat MMA without written sanction approval from KOMBAT.
- Promoters must hold a valid Kombat Promoter License.
- A Kombat Technical Delegate must be present at all sanctioned events.

Failure to comply with Kombat standards may result in revocation of sanctioning or suspension.

Rule Amendment Authority

KOMBAT reserves the right to amend or update these rules at any time in the interest of safety, fairness, and sport development.



PART II — MATCH STRUCTURE

Round Format

Three rounds of five minutes each

One minute rest between rounds

Championship bouts may consist of five rounds of five minutes each.

Fight Area

All Kombat Mixed Martial Arts championships shall take place inside minimum of 6m x 6m cage, or preferably 7.6m x 7.6m Cage. Grand Prix and World Title championships must be held in 7.6m x 7.6m Kombat cage.

PART III — KOMBAT MMA WEIGHT CATEGORIES

FEMALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1kg – 68 kg
Light Weight	68.1 kg – 74 kg

MALE - Weight Category	
Fin Weight	-54 kg
Fly Weight	54.1 kg – 58 kg
Bantam Weight	58.1 kg – 63 kg
Feather Weight	63.1 kg – 68 kg
Light Weight	68.1 kg – 74 kg
Welter Weight	74.1 kg – 80 kg
Middle Weight	80.1 kg – 87 kg
Heavy Weight	87.1 kg – 100 kg
Super Heavy Weight	+100.1 kg

PART IV — WEIGH-IN PROCEDURE

Official weigh-ins occur one day before the event. All fighters must successfully make the weight of their contracted division.

Failure to make weight may result in:

- Bout cancellation
- Catchweight agreement
- Financial penalties determined by Kombat officials



PART V — OFFICIAL EQUIPMENT

- 4 oz official Kombat MMA gloves
- Mouthguard
- Groin protection (mandatory for male fighters)
- Approved Kombat MMA fight shorts.
- Female fighters must wear appropriate athletic tops and shorts.
- No shoes or shirts are permitted.

PART VI — PERMITTED TECHNIQUES

Striking

- Punches
- Kicks
- Knees
- Elbows

Grappling

- Takedowns
- Throws
- Clinch fighting
- Ground control
- Submission holds and choke techniques

Ground Fighting

Ground fighting is permitted.

Knees to the head of a grounded opponent are allowed.

PART VII — ILLEGAL TECHNIQUES

The following actions are prohibited:

- Eye gouging
- Biting
- Hair pulling
- Groin strikes
- Fish hooking
- Attacking the throat or trachea
- Small joint manipulation
- Striking the back of the head or spine
- Headbutting



- Holding the cage to gain advantage
- Intentionally throwing an opponent out of the cage
- Attacking an opponent after referee stoppage

Violations may result in warnings, point deductions, or disqualification.

PART VIII — METHODS OF VICTORY

A Kombat MMA bout may be won by:

Knockout (KO) – Opponent rendered unconscious by legal strike.

Technical Knockout (TKO) – Referee stops the fight due to inability to defend.

Submission – Opponent taps physically or verbally.

Doctor Stoppage – Ringside physician stops the bout due to injury.

Decision – Judges determine the winner after scheduled rounds.

Disqualification

PART IX — JUDGING & SCORING

1. Judging Panel

All Kombat MMA contests shall be evaluated by three Kombat MMA judges appointed by Kombat.

2. Judging System

If a bout completes all scheduled rounds, the winner shall be determined by the judges using the 10-Point Must System.

Each round must be scored individually while judges also consider the overall effectiveness and impact of techniques throughout the contest.

3. Round Scoring (10-Point Must System)

The winner of each round receives 10 points.

The opponent receives 9 points or fewer depending on the level of dominance.

Typical scoring examples:

10-9 — Competitive round

10-8 — Clear dominance with significant damage or control

10-7 — Extreme dominance

Judges must score each round independently based on the effectiveness of the fighters during that round.

4. Primary Judging Criteria

Judges must evaluate the contest using the following criteria in order of priority:

1. Knockdowns
2. Damage Inflicted



3. Effective Striking

4. Effective Grappling

These criteria carry the greatest weight when determining the winner of each round.

5. Damage Priority

In Kombat MMA judging, effective damage takes priority over positional control or activity. A fighter who inflicts greater visible damage through legal strikes or submission attempts shall be favored in scoring over a fighter who only maintains positional control without meaningful offense.

6. Positional Control

Takedowns, clinch control, or ground control by themselves do not determine the winner of a round.

For control to be considered effective, it must be accompanied by:

- Effective strikes
- Legitimate submission attempts
- Actions that place the opponent in danger

7. Secondary Judging Criteria

If the primary criteria are relatively equal, judges may consider:

- Aggression
- Cage control

These factors should only be used when the primary criteria do not clearly determine the winner of the round.

8. Importance of Finishing Attempts

Near knockouts and submission attempts that place an opponent in serious danger should significantly influence round scoring. Judges should reward fighters who demonstrate a clear effort to finish the contest.

9. Round Score Guidelines

10 – 9 Competitive round

10 – 8 Clear dominance

10 – 7 Extreme dominance



Indicators of dominance may include:

- Multiple knockdowns
- Significant visible damage
- Sustained striking without effective defense from the opponent

- Dominant grappling with serious submission attempts
- The opponent being placed in continuous danger

Judges should not hesitate to award 10-8 rounds when dominance is evident.

10. Extreme Dominance

In rare situations where a fighter demonstrates overwhelming dominance, including repeated knockdowns or near finishes, judges may award a 10-7 round.

11. No Draw Policy

Kombat MMA contests cannot end in a draw. If judges determine that a contest is extremely close, they must still select the fighter who demonstrated greater overall effectiveness and impact.

12. Official Decisions

Final decisions may be declared as:

- Unanimous Decision
- Split Decision
- Majority Decision

13. Judging Philosophy Reminder

Judges must prioritize effective combat performance and damage over simple activity or positional control. The goal of Kombat MMA judging is to determine which fighter most effectively dominated the contest through impactful techniques and legitimate finishing attempts.

PART X — ACTIVE COMPETITION REQUIREMENT

Fighters must demonstrate continuous effort to engage through striking, advancing position, or attempting submissions.

Stalling or inactivity may result in:

- Referee warning
- Stand-up restart
- Point deduction



PART XI — REFEREE AUTHORITY - The referee's primary responsibility is fighter safety.

The referee may:

- Stop the contest for fighter safety
- Issue warnings
- Deduct points
- Disqualify fighters

PART XII — FOULS, WARNINGS & POINT DEDUCTIONS

The referee shall enforce the rules and may issue warnings, deduct points, or disqualify a fighter for rule violations.

- A. The referee may issue a verbal warning for a minor or accidental foul.
- B. If the foul is repeated, the referee may issue a point deduction.
- C. The referee may deduct a point without prior warning if the foul is severe, dangerous, or intentional.
- D. Multiple fouls or flagrant violations may result in disqualification.
- E. Judges shall score the round normally before applying any referee-ordered point deduction.

Example:

Round scored **10-9**

After point deduction → **9-9**

The referee has full authority to determine the severity of fouls and appropriate penalties.

PART XIII — SUBMISSION (TAP-OUT)

Submission may occur through:

- Physical tap-out (tapping opponent or mat)
- Verbal submission

The referee may stop the contest if a submission places a fighter in danger.

PART XIV — CORNER TEAM

Each fighter may have a maximum of three cornermen.

Only approved cornermen may enter the cage area between rounds and must follow referee instructions.



PART XV — FIGHTER ELIGIBILITY

To compete in a Kombat MMA contest, athletes must meet the following eligibility requirements.

Fighters must be at least 18 years of age.

Fighters must satisfy all medical requirements established by Kombat, including physician clearance and communicable disease testing.

Fighters must be in suitable physical condition to safely compete. Kombat officials, referees, or ringside physicians may deny participation if safety concerns arise.

All fighters must demonstrate professional conduct and respect toward opponents, officials, and the sport. Unsportsmanlike conduct may result in disciplinary action or suspension.

Kombat reserves the right to approve or deny fighter eligibility to protect the safety and integrity of competition.

PART XVI — MEDICAL & SAFETY

All fighters must submit medical approval from a licensed physician confirming that they are physically fit to compete.

Mandatory Blood Testing - All fighters must provide documented proof of negative laboratory test results for the HIV, Hepatitis B, and Hepatitis C communicable diseases prior to competing in any Kombat MMA contest. Test results must be conducted by a licensed medical laboratory and submitted to Kombat officials prior to the event. Failure to provide valid documentation will result in ineligibility to compete.

Ringside Physician - A licensed ringside physician must be present at all Kombat MMA events and may stop a bout if medical risk exists.

Medical Suspension - Fighters may receive medical suspension following knockouts, concussions, or injuries until medically cleared.



PART XVII — RULE INTERPRETATION & FINAL AUTHORITY

KOMBAT retains exclusive authority over:

- Rules interpretation
- Championship recognition
- Fighter rankings
- Event sanctioning
- Disciplinary actions

All Kombat decisions regarding rules interpretation and event governance are final and binding.

The rules established for Kombat MMA are always subject to the governing laws and ethical standards of the event's location. These rules may be altered or withdrawn as necessary to align with the regulations set by the Athletic Commission, Sanctioning Organization, or another authorized Regulatory Body responsible for overseeing the event. In cases not explicitly addressed in this document, the presiding commission, in consultation with the sanctioning organization and the Kombat MMA rules director, possesses the authority to make suitable determinations.