

**TITLE 15      GAMBLING AND LIQUOR CONTROL**  
**CHAPTER 6    BOXING, WRESTLING, AND MARTIAL ARTS**  
**PART 20       MIXED MARTIAL ARTS CONTESTS AND EXHIBITIONS**

**15.6.20.1      ISSUING AGENCY:** New Mexico Athletic Commission.  
[15.6.20.1 NMAC - N, 8/26/2012]

**15.6.20.2      SCOPE:** The provisions in Part 20 apply to all licensees of the commission.  
[15.6.20.2 NMAC - N, 8/26/2012]

**15.6.20.3      STATUTORY AUTHORITY:** Part 20 of Chapter 6 of Title 15 is promulgated pursuant to the Professional Athletic Competition Act, Sections 60-2A-1 through 60-2A-30, NMSA 1978 (1980 Repl. Pam.); specifically Section 60-2A-4, which authorizes the New Mexico athletic commission to adopt reasonable rules and regulations to implement the purposes of the commission.  
[15.6.20.3 NMAC - N, 8/26/2012]

**15.6.20.4      DURATION:** Permanent.  
[15.6.20.4 NMAC - N, 8/26/2012]

**15.6.20.5      EFFECTIVE DATE:** August 26, 2012, unless a later date is cited at the end of a section.  
[15.6.20.5 NMAC - N, 8/26/2012]

**15.6.20.6      OBJECTIVE:** The objective of Part 20 of Chapter 6 is to set forth commission regulations regarding mixed martial arts contests and exhibitions.  
[15.6.20.6 NMAC - N, 8/26/2012]

**15.6.20.7      DEFINITIONS:** [RESERVED]  
[15.6.20.7 NMAC - N, 8/26/2012]

**15.6.20.8      MIXED MARTIAL ARTS INVOLVING FULL CONTACT: USE OF OFFICIAL RULES; DUTIES OF SPONSORING ORGANIZATION OR PROMOTER; APPROVAL OF COMMISSION REQUIRED:**

- A. All full-contact mixed martial arts are forms of unarmed combat.
  - B. The provisions pertaining to licenses, fees, dates of programs and disciplinary action in the laws and regulations on unarmed combat apply to events of such martial arts.
  - C. A sanctioned MMA event must consist of a minimum of seven (7) bouts.
  - ~~C. An event, contest or exhibition of mixed martial arts must be conducted pursuant to the official rules for the particular form. The sponsoring organization or promoter must submit a copy of the official rules with the commission before it will be approved to hold the events.~~
    - ~~(1) To ensure the rules submitted for the particular form get commission approval before the event, the sponsoring organization or promoter shall submit their rules no later than the last regularly scheduled commission meeting before the date of the planned event.~~
    - ~~(2) The commission shall review and examine aforementioned rules, and may question the sponsoring organization or promoter before voting to approve the rules.~~
- [15.6.20.8 NMAC - N, 8/26/2012; A, 1/15/2015; A, XX/XX/XXXX]

**15.6.20.9      CONDUCT OF CONTESTS AND EXHIBITIONS; APPLICABILITY OF PROVISIONS:**

- A. All events of mixed martial arts must be conducted under the supervision and authority of the commission.
- B. The referee is the sole arbiter of a bout and is the only individual authorized to stop a contest.
  - a. The authority of a referee begins when the inspector(s) exit the cage/fence and does not end until the inspector(s) re-enter the cage/ring, upon the conclusion of the fight.
  - ~~B. C.~~ With prior approval from the commission, a promoter may request the following special rules for each amateur contest:
    - ~~(1) no elbow strikes to the head;~~
    - ~~(2) no knees to the head;~~

- (3) three minute rounds; or
- (4) any other rules deemed appropriate for the safety and protection of the amateur unarmed

combatant.

[15.6.20.9 NMAC - N, 8/26/2012; A, XX/XX/XXXX]

**15.6.20.10 REQUIREMENTS FOR CAGE OR FENCED AREA; USE OF VIDEO SCREENS:**

- A. Mixed martial arts events shall be held in a fenced area.
- B. A fenced area used in a contest or events exhibition of mixed martial arts must meet the following requirements.
  - (1) The fenced area must be circular or have equal sides and must be no smaller than 14 feet wide and no larger than 32 feet wide.
  - (2) The floor must be padded with ensolite or other similar closed-cell foam, with at least a 1-inch layer of foam padding, with a top covering of canvas, duck or similar material tightly stretched and secured to the platform of the fenced area. Material that tends to gather in lumps or ridges must not be used.
  - (3) The platform must not be more than four feet above the floor of the building and must have suitable steps for the use of the unarmed combatants.
  - (4) Fence posts must be made of metal, not more than six inches in diameter, extending from the floor of the building to between five and seven feet above the floor of the fenced area, and must be properly padded in a manner approved by the commission.
  - (5) The fencing used to enclose the fenced area must be made of a material that will prevent an unarmed combatant from falling out of the fenced area or breaking through the fenced area onto the floor of the building or onto the spectators, including, without limitation, chain link fence coated with vinyl.
  - (6) Any metal portion of the fenced area must be covered and padded in a manner approved by the commission and must not be abrasive to the unarmed combatants.
  - (7) The fenced area should have no more than two entrances. One entrance is at the discretion of the commission.
  - (8) There must not be any obstruction on any part of the fence surrounding the area in which the unarmed combatants are to be competing.

[15.6.20.10 NMAC - N, 8/26/2012]

**15.6.20.11 DURATION:**

- A. A non-championship contest or exhibition of mixed martial arts may last up to five rounds in duration.
- B. A championship contest of mixed martial arts must be five rounds in duration.
- C. A period of unarmed combat in a contest or exhibition of mixed martial arts must be three or five minutes in duration. A period of rest following a period of unarmed combat in a contest or exhibition of mixed martial arts must be one minute in duration.
- D. No unarmed combatant shall exceed competing more than five (5) rounds or twenty-five (25) minutes of fighting in a twenty-four (24) hour period.

[15.6.20.11 NMAC - N, 8/26/2012; A, XX/XX/XXXX]

**15.6.20.12 WEIGHT CLASSES OF UNARMED COMBATANTS; WEIGHT LOSS AFTER WEIGH-IN:**

- A. The classes for unarmed combatants competing in contests or exhibitions of mixed martial arts and the weights for each class are shown in the following schedule.
  - (1) Atom weight up to and including 105 lbs.
  - (2) Straw Weight ~~up~~ over 105 to 115 lbs.
  - (3) Flyweight: ~~up to~~ over 115 to 125 lbs.
  - (4) Bantamweight: over 125 to 135 lbs.
  - (5) Featherweight: over 135 to 145 lbs.
  - (6) Lightweight: over 145 to 155 lbs.
  - (7) Welterweight: over 155 to 170 lbs.
  - (8) Middleweight: over 170 to 185 lbs.
  - (9) Light heavyweight: over 185 to 205 lbs.
  - (10) Heavyweight: over 205 to 265 lbs.
  - (11) Super heavyweight: all over 265 lbs.

**B.** Weight loss of up to two lbs. is allowed. Unarmed combatants have up to one hour to lose weight. The weight loss described must not occur later than one hour after the initial weigh-in. Unarmed combatants over weight may be fined, have their license suspended, and have their license revoked by the commission. [15.6.20.12 NMAC - N, 8/26/2012; A, 1/15/2015; A, 1/30/2024; A, XX/XX/XXXX]

### 15.6.20.13 PROPER ATTIRE AND PHYSICAL APPEARANCE FOR UNARMED COMBATANTS:

An unarmed combatant competing in a contest or exhibition of mixed martial arts.

- ~~A.~~ Must wear shorts approved by the commission or the commission's representative.
- ~~B.~~ May not wear shoes or any padding on his feet during the contest however tape is allowed with approval of the commission, to knees, ankles or feet.
- ~~C.~~ All male fighters must wear an approved groin protector.
- ~~D.~~ All female fighters must:
  - ~~(1)~~ Wear a sports bra type garment.
  - ~~(2)~~ Have hair secured in a manner that does not interfere with the vision or safety of either unarmed combatants.
  - ~~(3)~~ Use a minimum of cosmetics.
- A. All mixed martial artists will be required to wear such protective gear as deemed necessary by the Commission.
- B. Cage/Ring Attire
  - (1) Male contestants shall not wear any form of clothing on their upper body.
  - (2) Male and female contestants shall wear the appropriate trunks, mouthpiece, And gloves. Male contestants shall also wear the appropriate groin protection.
  - (3) Female contestants shall wear short sleeved (above the elbow) or sleeveless form fitting rash guard and /or sports bra(s). No loose-fitting tops and/or breast protectors shall be allowed. Female contestants will follow the same requirements for bottom coverings as the male contestants, minus the requirement for groin protection.
  - (4) The hem of the trunks may not extend below the knee.
  - (5) Fighting shorts/trunks shall not have exposed Velcro, pockets or zippers.
  - (6) Contestants in the same match, contest, or exhibition may wear different color trunks or be designated by glove taping and/or glove coloring in the corner they are assigned.
  - (7) Contestants shall not wear shoes in the cage or ring.
  - (8) When deemed necessary by the referee all contestant's shall have their hair secured in a manner that does not interfere with the vision and safety of either combatant.
    - (a) No object can be worn to secure the contestant's hair which may cause injury to either combatant.
  - (9) The wearing of jewelry will be strictly prohibited during all contests.
  - (10) Wearing body cosmetics shall be prohibited during all contests. Wearing facial cosmetics shall be at the discretion of the commission and/or referee.
  - ~~E.~~ (11) All fighters must wear fitted mouthpieces during competition. The round cannot begin without the mouthpiece. If the mouthpiece is dislodged during the competition, the referee will call time and have the mouthpiece replaced at the first opportune moment, without interfering with the immediate action. Points may be deducted by the referee if he/she feels the mouthpiece is being purposefully spit out.
  - ~~F.~~ (12) The commission reserves the right to disapprove of any or all uniforms or garments to be worn.
- ~~G.~~C. Gloves
  - (1) All gloves must be of a professional quality and must be approved by the commission or the commission's representative. All gloves worn shall fit the hands of the fighter. Gloves cannot be less than four ounces and not more than eight ounces.
  - (2) The make and type of all gloves must be approved in advance by the commission or the commission's representative. Gloves must be put on in the presence of the deputy inspector and he must approve any tape used on the gloves.
  - (3) Gloves may not be squeezed, manipulated, kneaded, crushed or altered to change the original shape.
- ~~H.~~ D. Hand wraps: Hand wraps/bandages are for the protection of the unarmed combatant's hands during a contest from injury. All mixed martial arts contestants shall be required to gauze and tape their hands prior to all contests.
  - (1) In all weight classes, the bandages on each contestants hand shall be restricted to soft

gauze not more than 20 yards in length and no more than two inches in width, held in place by not more than 10 feet of surgeons adhesive tape, no more than one and one half inch in width, for each hand. A maximum of one roll (no more than 2" wide by 15 yards in length) of white, soft, cloth gauze is permitted per hand. The gauze may not exceed the wrist of the combatant's glove. The exposed thumb is an option to be protected.

~~(2) The tape may be placed directly on and may cross the back of the hand twice, but may not extend within three fourths of an inch of the knuckles when the hand is clenched to make a fist. The bandages shall be evenly distributed across the hand. Building of wraps is prohibited. After gauze has been applied tape still may not be within three fourths of an inch of knuckles when hand is clenched to make a fist. A maximum of one roll (no more than 1.25" wide by 10' in length) of white athletic tape is permitted per hand. The tape may not exceed the wrist of the combatant's gloves. Only one strip of tape between the fingers, not to exceed one quarter inch in width, may be placed through the fingers but may not cover the knuckles. The exposed thumb is an option to be protected.~~

~~(3) Only one strip of tape between the fingers, not to exceed one quarter inch in width, shall be allowed.~~

~~(4) Any wrap or tape applied to the hand, knee, ankle or foot must be approved by the commission representative/inspector, as well as signed off prior to unarmed combatant entering the cage. All wraps must be applied in the presence of the commission representative/inspector. No exceptions.~~

~~(3) A single layer of elastic or flex-tape is allowed to be applied over the completed wrap.~~

~~(4) Approved tape/gauze of all brands may be allowed.~~

~~(5) (5) Any gauze/tape approved by the commission representative/inspector once applied to combatant's hands may not be altered or tampered with in any way, shape or form to include, but not limited to the application of: water, plaster, ointments, vaseline and glues to the hand wraps or bandages.~~

~~(6) (6) Either unarmed combatant may waive his privilege of witnessing the bandaging of his opponent's hands.~~

~~(7) (7) Inspectors or the commission may request any hand bandages or gloves be removed and reapplied should there be any doubt regarding the legality of any applications. Any gloves or hand wraps may be confiscated by the commission for any reason.~~

#### E. Joint/Body Coverings

(1) Other than the combatant's hands, there will be no taping, covering, or protective gear, of any kind, on the upper body. This includes, but is not limited to: joint sleeves, padding, and or any form of brace/body tape.

(2) A combatant may use a soft neoprene type sleeve to cover only the knee and/or ankle joints. Approved sleeves may not have: Velcro, plastic, metal, ties, or any other material considered to be unsafe or that may create an unfair advantage. Tape, gauze, or any materials other than the approved sleeves are not permitted.

~~(8) The commission reserves the right to allow or disallow name brand products on a case by case basis.~~

~~I. Unarmed combatants shall not apply any foreign substance to the hair, body, clothing or gloves immediately prior to or during a contest or exhibition that could result in an unfair advantage.~~

~~(1) Each contestant must be free of grease or any other foreign substance, including without limitation, grooming creams, lotions or sprays, colognes, may not be used on the face, hair or body of a contestant.~~

~~(2) The referee or the commission representative/inspector shall cause any foreign substance to be removed.~~

[15.6.20.13 NMAC - N, 8/26/2012]

#### 15.6.20.14 METHOD OF JUDGING:

A. ~~Each judge of a contest or exhibition of mixed martial arts that is being judged shall score the contest or exhibition and determine the winner through the use of the following 10 point must system. All bouts will be evaluated and scored by three (3) judges.~~

B. The 10-Point Must System will be the standard of scoring a bout.

(1) 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).

C. All judges shall comply with and apply the Association of Boxing Commissions (ABC) scoring criteria in the evaluation of mixed martial arts bouts.

~~(1) The better unarmed combatant of a round receives 10 points and his opponent proportionately less.~~

~~(2) If the round is even, each unarmed combatant receives 10 points.~~

- ~~D.~~ ~~(3)~~ No fraction of points may be given.
  - ~~E.~~ ~~(4)~~ Points for each round must be awarded immediately after the end of the period of unarmed combat in the round.
  - ~~B. F.~~ After the end of the contest or exhibition, the announcer shall pick up the scores of the judges from the commission's desk.
  - ~~C.~~ ~~The majority opinion is conclusive. If there is no majority, the decision is a draw.~~
  - ~~D.-G.~~ When the commission's representative has checked the scores, he shall inform the announcer of the decision. The announcer shall inform the audience of the decision over the speaker system.
- [15.6.20.14 NMAC - N, 8/26/2012]

**15.6.20.15 ACTS CONSTITUTING FOULS:** The following acts constitute fouls in a contest or exhibition of mixed martial arts:

- A.** butting with the head;
  - (1) The head may not be used as a striking instrument in any fashion. Any use of the head as a striking instrument whether head to head, head to body or otherwise is illegal.
- B.** eye gouging of any kind;
  - (1) Eye gouging by means of fingers, chin, or elbow is illegal. Legal strikes or punches that contact the fighter's eye socket are not eye gouging and shall be considered legal attacks.
- C.** Biting or spitting at an opponent;
  - (1) Biting in any form is illegal. A fighter must recognize that a referee may not be able to physically observe some actions and must make the referee aware if they are being bit during an exhibition of unarmed combat.
- D.** hair pulling;
  - (1) Pulling of the hair in any fashion is an illegal action. A fighter may not grab a hold of his opponent's hair to control their opponent in any way. If a fighter has long hair, they may not use their hair as a tool for holding or choking in any fashion.
- E.** fish hooking;
  - (1) Any attempt by a fighter to use their fingers in a manner that attacks their opponent's mouth, nose or ears, stretching the skin to that area will be considered "Fish hooking". Fish hooking generally is the placing of fingers into the mouth or your opponent and pulling your hands in opposing directions while holding onto the skin of your opponent.
- F.** groin attacks of any kind;
  - (1) Any attack to the groin area including, striking, grabbing, pinching or twisting is illegal. It should be clear that groin attacks are the same for men and women.
- G.** putting a finger into any orifice or into any cut or laceration on an opponent;
  - (1) A fighter may not place their fingers into an open laceration in an attempt to enlarge the cut. A fighter may not place their fingers into an opponent's, nose, ears, mouth, or any body cavity.
- H.** small joint manipulation;
  - (1) Fingers and Toes are small joints. Wrists, Ankles, Knees, Shoulders and Elbows are all large joints. Grabbing the majority of fingers/toes at once is allowed.
- I.** striking to the spine or the back of the head;
  - (1) The back of the head starts at the Crown of the head with a one (1) inch variance to either side, running down the back of the head to the occipital junction.
  - (2) This area stretches out at the occipital junction (nape of the neck) to cover the entire width of the neck. It then travels down the spine with a one (1) inch variance from the spine's centerline, including the tailbone.
- ~~J.~~ ~~striking downward using the point of the elbow;~~
- ~~K. J.~~ throat strikes of any kind, including, without limitation, grabbing the trachea;
  - (1) No directed throat strikes are allowed. A directed attack would include a fighter pulling his opponents head in a way to open the neck area for a striking attack. A fighter may not gouge their fingers or thumb into their opponent's neck or trachea in an attempt to submit their opponent. If during stand-up action of a fight a strike is thrown and the strike lands in the throat area of the fighter, this shall be viewed as a clean and legal blow.
- ~~L.-K.~~ clawing, pinching or twisting the flesh;
  - (1) Any attack that targets the fighter's skin by clawing at the skin or attempting to pull or twist the skin to apply pain is illegal.
- ~~M. L.~~ ~~grabbing the clavicle;~~
- ~~N. M.~~ ~~kicking the head of a grounded opponent;~~ Fingers outstretched toward an opponent's face/eyes;
- ~~O. N.~~ ~~kneeing and/or kicking the head of a grounded opponent;~~

(1) A grounded fighter is defined as: A fighter shall be considered grounded and may not be legally kneed or kicked to the head when any part of their body other than their hands or feet is in contact with the canvas (ground).

~~P. O.~~ stomping a grounded opponent;

(1) Stomping is considered any type of striking action with the feet where the fighter lifts their leg up bending their leg at the knee and initiating a striking action with the bottom of their foot or heel.

(2) Axe kicks are not stomping. Standing foot stops are NOT a foul. As such, this foul does not include stomping the feet of a standing fighter.

~~Q.~~ ~~kicking to the kidney with the heel;~~

~~R. P.~~ spiking an opponent to the canvas on his head or neck (pile-driving);

(1) Any throw with an arc to its motion is to be considered a legal throw. It does not matter if the opponents head hits the canvas. A pile driver is considered to be any throw where you control your opponent's body placing their feet up in the air with their head straight down and then forcibly drives the opponents head into the canvas or flooring material. It should be noted when a fighter is placed into a submission hold by their opponent, if that fighter is capable of elevating their opponent, they may bring that opponent down in any fashion they desire because they are not in control of their opponent's body. The fighter who is attempting the submission can either adjust their position or let go of their hold before being slammed to the canvas.

~~S. Q.~~ throwing an opponent out of the ring or fenced area;

(1) A fighter shall not throw their opponent out of the ring or cage.

~~T. R.~~ holding the shorts or gloves of an opponent;

(1) A fighter may not control their opponent's movement by holding onto their opponent's shorts or gloves. A fighter may hold onto or grab their opponent's hand as long as they are not controlling the hand only by using the material of the glove, but by actually gripping the hand of the opponent. It is legal to hold onto your own gloves or shorts.

~~U. S.~~ spitting at an opponent;

~~V. T.~~ engaging in any unsportsmanlike conduct that causes an injury to an opponent;

~~W. U.~~ holding grabbing or clinching the ropes or the fence with fingers or toes;

(1) A fighter may put their hands on the fence and push off of it at any time. A fighter may place their feet onto the cage and have their toes go through the fencing material at any time. When a fighter's fingers or toes go through the cage and grab hold of the fence and start to control either their body position or their opponent's body position it now becomes an illegal action. A fighter may not grab the ropes or wrap their arms over or under the ring ropes at any time. The fighter may not purposely step through the ropes. If a fighter is caught holding the fence, cage or ring rope material the referee may issue a one-point deduction from the offending fighters scorecard if the foul caused a substantial effect in the fight. If a point deduction for holding the fence occurs, and because of the infraction, the fouling fighter ends up in a superior position due to the foul, the fighters should be re-started by the referee, standing in a neutral position.

~~X. V.~~ using abusive language, or repeated inappropriate hand gestures in the ring or fenced area;

(1) The use of abusive language is not allowed during MMA competition. It is the sole responsibility of the referee to determine when language or hand gestures cross over the line to abusive. It should be clear that fighters can talk during a match. The mere use of auditory language is not a violation of this rule. Examples of abusive language would be (Racially motivated or Derogatory language).

~~Y. W.~~ attacking an opponent on or during the break;

(1) fighter shall not engage their opponent in any fashion during a time-out or break of action in competition.

~~Z. X.~~ attacking an opponent who is under the care of the referee;

(1) Once the referee has called for a stop of the action to protect a fighter who has been incapacitated or is unable to continue to compete in the fight, fighters shall cease all offensive actions against their opponent.

~~AA. Y.~~ attacking an opponent after the bell has sounded the end of the period of unarmed combat;

(1) The end of a round is signified by the sound of the bell and the call of time by the referee. Once the referee has made the call of time, any offensive actions initiated by the fighter shall be considered after the bell and illegal.

~~BB. Z.~~ flagrantly disregarding the instructions of the referee;

(1) A fighter MUST follow the instructions of the referee at all times. Any deviation or non-compliance may result in the fighter's disqualification.

~~CC. AA.~~ timidity, including, without limitation, avoiding contact with an opponent, intentionally or consistently dropping the mouthpiece or faking an injury;

(1) Timidity is defined as any fighter who purposely avoids contact with his opponent or runs away from the action of the fight. Timidity can also be called by the referee for any attempt by a fighter to receive time by falsely claiming a foul, injury, or purposely dropping or spitting out their mouthpiece or other action designed to stall or

delay the action of the fight

~~DD.~~ **BB.** Interference by a mixed martial artist's corner or second.

(1) Inference is defined as any action or activity aimed at disrupting the fight or causing an unfair advantage to be given to a corner's combatant. Corners are not allowed to distract the referee or influence the actions of the referee in any fashion. A corner entering the cage or ring without the direction or permission from the referee or officials.

~~EE.~~ throwing in the towel during competition.

CC. Amateur's will follow the above rules except:

(1) Striking downward using the point of the elbow

(a) a vertical or near-vertical motion, commonly referred to as a '12-to-6 elbow.

(2) Upward kick to the head

(a) a kick in an upward motion that makes contact with an opponent's head - including upward kicks from the bottom position

[15.6.20.15 NMAC - N, 8/26/2012; A-XX/XX/XXXX]

#### **15.6.20.16 FOULS; DEDUCTION OF POINTS:**

**A.** If an unarmed combatant fouls his opponent during a contest or exhibition of mixed martial arts, the referee may penalize him by deducting points from his score, whether or not the foul was intentional.

**B.** When the referee determines that it is necessary to deduct a point or points because of a foul, he shall warn the offender of the penalty to be assessed.

**C.** The referee shall, as soon as is practical after the foul, notify the judges and both unarmed combatants of the number of points, if any, to be deducted from the score of the offender.

**D.** Any point or points to be deducted for any foul must be deducted in the round in which the foul occurred and may not be deducted from the score of any subsequent round.

[15.6.20.16 NMAC - N, 8/26/2012]

#### **15.6.20.17 FOULS; ACCIDENTAL:**

**A.** If a contest or exhibition of mixed martial arts is stopped because of an accidental foul, the referee shall determine whether the unarmed combatant who has been fouled can continue or not. If the unarmed combatant's chance of winning has not been seriously jeopardized as a result of the foul and if the foul did not involve a concussive impact to the head of the unarmed combatant who has been fouled, the referee may order the contest or exhibition continued after a recuperative interval of not more than five minutes. Immediately after separating the unarmed combatants, the referee shall inform the commission's representative of his determination that the foul was accidental.

**B.** If the referee determines that a contest or exhibition of mixed martial arts may not continue because of an injury suffered as the result of an accidental foul, the contest or exhibition must be declared a no contest if the foul occurs during:

- (1)** the first two rounds of a contest or exhibition that is scheduled for three rounds or less; or
- (2)** the first three rounds of a contest or exhibition that is scheduled for more than three

rounds.

**C.** If an accidental foul renders an unarmed combatant unable to continue the contest or exhibition after:

- (1)** the completed second round of a contest or exhibition that is scheduled for three rounds or less; or

**(2)** the completed third round of a contest or exhibition that is scheduled for more than three rounds, the outcome must be determined by scoring the completed rounds and the round during which the referee stops the contest or exhibition.

**D.** If an injury inflicted by an accidental foul later becomes aggravated by fair blows and the referee orders the contest or exhibition stopped because of the injury, the outcome must be determined by scoring the completed rounds and the round during which the referee stops the contest or exhibitions.

[15.6.20.17 NMAC - N, 8/26/2012]

#### **15.6.20.18 RESULTS OF CONTEST:** A contest of mixed martial arts may end under the following results.

**A.** Knockout (KO): as soon as a fighter becomes unconscious due to strikes, his opponent is declared the winner (because MMA rules allow ground fighting, the fight is stopped to prevent further injury to an unconscious fighter).

**B.** Submission: a fighter may admit defeat during a match by:

- (1) tapping ~~three times~~ on his opponent's body;
  - (2) tapping ~~three times~~ on the mat or floor; or
  - (3) verbal announcement.
- C. Technical knockout (TKO).
- (1) Referee stoppage: the referee may stop a match in progress if:
    - (a) a fighter becomes dominant to the point where the opponent is unable to intelligently defend himself from attacks (this may occur as quickly as a few seconds);
    - (b) a fighter appears to be unconscious from a grappling hold; or
    - (c) a fighter appears to have developed significant injuries (such as a broken bone) in the referee's view.
  - (2) Doctor stoppage: the referee will call for a time out if a fighter's ability to continue is in question as a result of apparent injuries (such as a large cut). The ring doctor will inspect the fighter and stop the match if the fighter is deemed unable to continue safely, rendering the opponent the winner. However, if the match is stopped as a result of an injury from illegal actions by the opponent, either a disqualification or no contest will be issued instead. In order to avoid doctor stoppages, fighters employ cut men, whose job is to treat cuts and hematomas between rounds to prevent them from becoming significant enough to cause a doctor stoppage.
- D. Decision: if the match goes the distance, then the outcome of the bout is determined by three judges. The judging criteria are organization-specific via the scorecards, including:
- (1) unanimous decision;
  - (2) split decision;
  - (3) majority decision;
  - (4) draw; or
  - (5) technical decision.
- E. Forfeit: a fighter or his representative may forfeit a match prior to the beginning of the match, thereby losing the match.
- F. Disqualification: a "warning" will be given when a fighter commits a foul or illegal action or does not follow the referee's instruction. Three warnings will result in disqualification. Moreover, if a fighter is injured and unable to continue due to a deliberate illegal technique from his opponent, the opponent will be disqualified.
- G. No Contest: in the event that both fighters commit a violation of the rules, or a fighter is unable to continue due to an injury from an accidental illegal technique, the match will be declared a "no contest".
- [15.6.20.18 NMAC - N, 8/26/2012]

**15.6.20.19 CERTAIN RULES APPLICABLE:**

- A. There may be three licensed cornermen for all non-title fights or four for a title fight, positioned in a designated area by a cage or fenced area or positioned in each corner.
- B. Two cornermen may enter the cage or fenced area to tend a fighter between rounds and at the end of the fight. At no time will more than two cornermen be allowed in the cage with the fighter, if a cut man is being utilized then only one cornermen will be allowed in the cage with the fighter. Cut man counts as a cornerman during the bout
- C. Any person violating any rule working the corner may be disqualified for the remainder of the event and may be suspended.
- D. Weigh in rules meeting shall be conducted before or immediately following the weigh-in of contestants to communicate certain rules and procedures for the event, not limited to such things as hand wraps, arrival times, garments, or uniforms.
- E. Pre-fight rules meeting shall be held in both a group setting, where rules are reviewed by referees contracted, as well as any individual question and answer sessions as needed, per fighter.
- F. Arrival and reporting requirements for contestants
  - (1) Non-main event contestants shall report to their designated dressing room no later than one hour prior to the commencement of the first scheduled contest.
  - (2) Main event contestants shall report in person to the promoter in the event city not less than twenty-four (24) hours before the scheduled contest. If deemed necessary by the commission, contestants shall complete training within the host city for a period determined by the commission.
  - (3) On event day, main event contestants shall report to the contest venue no later than one (1) hour prior to the first scheduled contest and remain in their assigned dressing rooms until directed to the ring by cage/ring by the commission representative.

G. There shall be at least one physician in attendance at ringside at all times. In addition, at least the following officials shall be present at each boxing contest:

- (1) Two referees
- (2) Three judges
- (3) One timekeeper
- (4) One announcer

H. The reapplication of petroleum jelly or another similar substance, may be allowed between rounds and shall only be applied by an approved cut man or licensed cornermen, all other foreign substances are not allowed.

I. In the case of laceration, the topical use and application of the following approved medicines is allowed, and all other solutions are prohibited:

- (1) Solution of adrenaline 1/1000
- (2) Avitene
- (3) Thrombin

J. Prohibited Activities:

- (1) Excessive spraying of water on contestant
- (2) Conflict of Interest – General Provisions: Promoters, their employees, and matchmakers are prohibited from coaching or advising contestants during any contest. Officials, directors, matchmakers, or stockholders of a promoting entity shall not officiate or interfere in any contest conducted by that entity. No commission official, employee, medical representative, judge, or referee, shall directly or indirectly, hold any financial interest in a contestant, promoting corporation, or in any manager’s contract or assignment thereof.

[15.6.20.19 NMAC - N, 8/26/2012; A, 1/30/2024]

**15.6.20.20 MUAY THAI FIGHTING:** Muay thai fighting is considered a mixed martial art. Most commonly known as the “art of eight limbs” All rules stated herein apply to the combative sport of muay thai fighting with the exception of 15.6.20.1 NMAC -15.6.20.27 NMAC unless this section conflicts with another rule stated herein. If a conflict occurs, this section prevails. The sponsoring organization or promoter must file a copy of the official rules with the commission before it will approve the holding of the contest or exhibition.

**A.** Muay thai is form of mixed martial arts competition in which a person utilizes punches, elbows, and knees. Muay thai also involves the practicing of pre-fight rituals performed by each contestant prior to the start of the contest and such rituals must be permitted with a limit of no more than three minutes per fighter. (The rambuling).

B. The referee is the sole arbiter of the bout. The referee and/or the ringside physician are the only individuals authorized to stop the contest, as determined by the presiding commission. This rule shall not preclude a video or other review of a decision under the procedures of the applicable regulatory authority if a protest is filed claiming a clear rule violation.

(1) The authority of a referee begins when the inspector(s) exit the cage/ring and does not end until the inspector(s) re-enter the cage/ring, upon the conclusion of the bout.

**B.** It is permissible to strike an opponent’s legs, arms, body, face, and head using the shin, knee, gloved fist or elbow.

**C.** Contests will be scheduled for no more than five rounds, no longer than five minutes with maximum one minute rest periods. The commission reserves the right to allow three minute rounds with one minute rest periods.

**D.** Contestants must wear gloves weighing not less than eight ounces. ~~oz.~~

**E.** Ankles may be taped or wrapped with approved non-metallic athletic medical wrap.

**F.** Male contestants must wear a foul-proof groin protector. Female contestants shall wear a sports bra type garment. Female contestants may use a foul proof breast protector if desired.

**G.** Spinning back fist blows are allowed, so long as contact is made only with the padded part of the glove.

**H.** The following tactics are fouls and may result in disqualification or the deduction of one or more points, at the discretion of the referee:

- (1)** head butts;
- (2)** striking a downed opponent;
- (3)** kicks, punches or any strikes to the groin, kidneys or spine;
- (4)** eye gouging, pricking or pressing or attacking eyes;
- (5)** spitting or biting;

- (6) striking the throat area;
- (7) hair pulling;
- (8) wrestling or throwing opponent to the ground;
- (9) performing any illegal holding or wrestling technique not part of muay thai;
- (10) holding or stepping on one of the ropes while fighting, elbowing or striking;
- (11) any un-sportsmanlike conduct;
- (12) attacking on the break;
- (13) attacking after the bell has sounded; or
- (14) throwing in the towel during competition.

**I.** The determination of the winner shall be as follows:

- (1) knockout;
- (2) technical knockout;
- (3) points on judges' scorecards, with at least two rounds of five-round fights being completed, if both fighters are injured or counted out, and are unable to continue;
- (4) referee stopping a match based upon a ring physician's advice;
- (5) referee stopping a match when one fighter is outclassing the other;
- (6) contestants corner stopping the bout; or
- (7) referee disqualifying a contestant for a violation of the rules.

**J.** Weight classes: it is recommended that the unwritten custom of the one pound allowance for non-title bouts be continued, but only if provided for in the written bout contract or by regulation:

- (1) mini flyweight from: 100 pounds but not over 105 pounds;
- (2) light flyweight must be over: 105 pounds but not over 108 pounds;
- (3) flyweight must be over: 108 pounds but not over 112 pounds;
- (4) super flyweight must be over: 112 pounds but not over 115 pounds;
- (5) bantamweight must be over: 115 pounds but not over 118 pounds;
- (6) super bantamweight must be over: 118 pounds but not over 122 pounds;
- (7) featherweight must be over: 122 pounds but not over 126 pounds;
- (8) super featherweight must be over: 126 pounds but not over 130 pounds;
- (9) lightweight must be over: 130 pounds but not over 135 pounds;
- (10) super lightweight must be over: 135 pounds but not over 140 pounds;
- (11) welterweight must be over: 140 pounds but not over 147 pounds;
- (12) super welterweight must be over: 147 pounds but not over than 154 pounds;
- (13) middleweight must be over: 154 pounds but not over than 160 pounds;
- (14) super middleweight must be over: 160 pounds but not over than 168 pounds;
- (15) light heavyweight must be over: 168 pounds but not over 175 pounds;
- (16) cruiserweight must be over: 175 pounds but not over than 190 pounds;
- (17) super cruiserweight must be over: 190 pounds but not over 210 pounds;
- (18) heavyweight must be over: 210 pounds but not over 230 pounds;
- (19) super heavyweight 230 pounds and up.

**K.** No unarmed combatants may engage in a contest or exhibition, without the approval of the commission or the commission's representative if the difference in weight between unarmed combatants exceeds the allowance shown in the following schedule:

- (1) up to 118 lbs: not more than three lbs.;
- (2) 118 lbs to 126 lbs not more than five lbs.;
- (3) 126 lbs.-160 lbs: not more than seven lbs.;
- (4) 175 lbs.-195 lbs: not more than 12 lbs.;
- (5) 195 lbs. and over no limit.

**L.** Muay thai scoring will be on a 10 point must system.

- (1) A round is to be scored as a 10-10 round when both contestants appear to be fighting evenly and neither contestant shows dominance in a round.
- (2) A round is to be scored as a 10-9 round when a contestant wins by a close but clear margin, landing the greater number of effective legal strikes and other maneuvers.
- (3) A round is to be scored as a 10-8 round when a contestant wins a round by a wide margin and damages his opponent.
- (4) A round is to be scored as a 10-7 round when a contestant totally and completely dominates in a round and damages his opponent.

[15.6.20.20 NMAC - N, 8/26/2012]

**15.6.20.21 MUAY THAI FOULS:**

- A. Direct kicks (side kick style) to the front of the fighter's legs.
- B. Hip throws:
  - (1) over the hip throws such as in Japanese arts like judo, jujitsu, karate, sambo, or san shou;
  - (2) a fighter is not allowed to step across or in front of an opponent's leg with own leg and bring the opponent over his/her hip;
  - (3) a fighter is not allowed to twist and pull an opponent over the side of his/her body and then land on top;
  - (4) it is an intentional foul when a fighter plans, with the sole intention of falling on top of his/her opponent, to either strike with the knee or to intentionally hurt the opponent while down, by contriving to make it look like an accident; or
  - (5) stepping on a fallen opponent.
- C. Trips. The leg must clear immediately after the opponent is pulled or tripped over the knee. Clear means that the leg must be moved out of the way before the opponent hits the canvas by skipping the leg or slightly jumping to the side, as long as it is moved from the original position. Taking out an opponent's footing is legal only if the tripping leg is withdrawn from contact as he/she falls to the ground. The following shall be illegal trips:
  - (1) if a fighter positions a foot next to the opponent and twists him/her over the leg, it is an illegal trip unless the leg is cleared as the opponent falls;
  - (2) if a fighter spins or pulls the opponent over the inside or outside of the leg and dumps him/her on the ground, it is an illegal trip when the leg being used to manipulate and dump the opponent stays in that position as he/she goes down; or
  - (3) if the leg is set and stays in that position, it is an illegal throw or trip.
- D. Neck wrestling:
  - (1) if in a clinch with arms around each other's shoulder, such as to deliver or defend from an elbow strike, twisting the opponent using the upper body in such a way that he/she will fall to the ground is allowed;
  - (2) by using neck and shoulder manipulation, it is legal for a fighter to spin and throw/dump an opponent to the canvas without using any part of his/her body as a barrier.
- E. Lifting: It is illegal in any way to lift an opponent off the ground and throw the opponent on the canvas.
- F. Hand wraps: Unless otherwise specified, hand wraps are subject to the same provisions as in 15.6.20.13 NMAC with the exception that under no circumstances is 'topping up' allowed. New hand wraps shall be applied using soft gauze and tape at each fight, and the commission reserves the right to confiscate any hand wraps applied at the end of each contest.

[15.6.20.21 NMAC - N, 8/26/2012]

**15.6.20.22 FIRST AID EQUIPMENT:**

- A. No spirits of ammonia may be used in the ring/cage.
- B. Only discretionary use of petroleum jelly may be used on the face prior to start of fight. Namman muay is not allowed.
- C. In case of cuts, only the following are allowed and all other solutions are prohibited:
  - (1) a sealed solution of adrenaline 1/1000 at ringside;
  - (2) avertine;
  - (3) thrombin.
- D. All first-aid equipment used by a second, trainer, or manager shall in all cases and at all times be subject to inspection by the commission or its representative, or the assigned physician and the decision as to the use shall be final.
- E. No prescribed inhalers or any other type of aerosol inhaler may be used in the corner of any fighter. A prescribed inhaler may be given to the ringside physician prior to the start of the bout.

[15.6.20.22 NMAC - N, 8/26/2012]

**15.6.20.23 REPORTING RESULTS:** All results of all fights shall be reported to the [fightfax.com](http://fightfax.com), [mixedmartialarts.com](http://mixedmartialarts.com) [Combat Registry](http://CombatRegistry.com), [BoxRec](http://BoxRec.com), or any other national or industry recognized by the New Mexico athletic commission. Results must be reported within 72 hours of the event.

[15.6.20.23 NMAC - N, 8/26/2012]

**HISTORY OF 15.6.20 NMAC: [RESERVED]**