

1. Uniform

Participant's uniform shall be: Sambo jacket and shorts of red or blue color, and Sambo shoes or bare feet (no wrestling shoes). Protective headgear (with open chin), open finger MMA training gloves (7oz), mouth guards, grappling shin guards, and groin guards are required.

2. Scoring

kinds of victory	Result of the participant
1. Full-Victory - KO - By kick or punch; - By submission;	-The fighter is knocked-out -The fighter cannot continue after 10 second count; -The fighter taps due to submission; -The fighter offers no credible defense
2. TKO - The opponent's elimination during the course of the match; - The opponent's refusal to continue the match	-The injured fighter can not proceed with the match according to the doctor's decision; -The fighter is knocked down three-times; -The fighter is disqualified due to use of prohibited techniques; -The fighter or his second (coach) refuses to continue the bout;
3. Victory by points	With a 12 point differential or majority points at the end of match time
4. Victory by judges' decision	Under the absence of points or tie, the result of the match will be determined by the quality of technical points and aggression

3. Evaluation of Technical Actions

Technical actions in Combat Sambo bouts are evaluated in accordance with the following and depend on positional relationship of the attacker and defender regarding the mat surface before and after the technical action.

Points	Technical Action
4 Points	1) A knockdown due to strikes. 2) A throw landing on the back, chest, stomach, buttocks or shoulder with attacker still standing.
2 Points	1) A throw landing on the back, chest, stomach, buttocks or shoulder with attacker falling down. 2) 10-second pin. Only scored one time per match.

4. Illegal Holds

The following holds and actions are forbidden:

- biting and scratching;
- press and striking in the eyes;

- striking to the back of the head and neck;
- kick from standing the opponent's upper body who is in grounded position;
- grasp fingers, nose, and ears;
- striking with elbows;
- striking to the groin;
- head butts;
- striking the coccyx;
- striking to the spine;
- striking to the knee;
- grasping the opponent's hair;
- fish hooking of the mouth, nose, etc.;
- use the objects that may prevent the normal course of the bout.
- knee strikes to the head (standing and grounded)

When the contestant makes an illegal action that didn't result in the injury of his opponent, his opponent gets 2 points. The contestant is eliminated from the match and declared defeated when a second caution is given. In the case of the opponent cannot continue the bout by the doctor's decision as a result of an illegal action, the fighter at fault is declared defeated.

The rules are violated in the following cases:

- fleeing the mat with no technical actions;
- stalling (passive wrestling or standing actions);
- crawling away from submissions or pins by fleeing the mat.

For violation of the rules the contestant is given a "Warning", for the repeated one he is announced the first "Caution" In case the contestant has already got one caution, for the repeated violation of the rules he is given the second "Caution". The contestant with two cautions is eliminated from the bout and declared defeated in case of any violation of the rules or an illegal action. If the contestant was given a caution and applied an illegal hold he is also declared defeated. When the contestant is penalized by a caution for violation of the rules, his opponent is given 1 point.

5. Starts and End of the Bout

The 6 minute match starts at the timekeeper's sound signal and the referee's command "Fight!" The match is interrupted at the Referee's command "Stop!" The bout ends at the Timekeeper's sound signal and the Referee's command "Stop!"

6. Fighters' Positions

"Standing" – the contestant touches the mat only with his feet (is standing).

"Ground" – the contestant touches (leans on) the mat surface with any part of the body except his feet.

The bout in Standing position – both fighters are standing.

The bout in Ground position – one or both fighters are on the ground.

7. Takedowns

Evaluated technical actions as a result of which the defender loses his balance and falls down from standing to the ground on his back, shoulder, chest, stomach, side or buttocks.

8. Submissions

Chokes, arm locks, wristlocks, shoulder locks, headlocks, and leg lock resulting in the tapping of opponent or referee stop. Submissions can be done in all positions defined by the Rules.

9. Strikes

Blows to the opponent, by the striking parts of the body (fist, edge of the palm, palm, knee, shin, foot).

Strikes may land on the following zones: head (except its back), neck (except throat and back of neck), chest, stomach, sides of the body, and legs (except knees). Blows with the hands are allowed in all positions defined by the Rules. Knees are allowed to strike in Standing and ground position to the body and legs only. Kicking the opponent from standing when he is in the Ground position is only permitted to the legs (except knee area).

10. Pin

“Pin” is the action that allows the fighter to hold the opponent’s back on the mat for 10 seconds while pressing his body (chest) to the opponent’s chest. A pin may only be scored once during a match.

11. Ground

On the Ground Position, should there be no action, up to 30 seconds, both competitors will be told to stop and start in the Standing position. Should there be active work for a submission, by either competitor, the match will continue until no action is determined by the Referee.

13. Weight Classes

68KG

74KG

82KG

90KG

90+KG