



BRITISH & IRISH BOXING AUTHORITY (BIBA)

Basic Guidelines - Judges

Commitment: Absolute impartiality. The winner in the ring must be the winner on the score cards, regardless of nationality, race or location of bout.

Mental Awareness: 100% concentration on the fight from bell to bell; no distractions, whatsoever.

Personal standing: Be relaxed and self confident; well groomed; maintain low profile; seclude yourself from outside company; maintain a professional demeanour at all times.

Uniform: Black suit, white shirt, black bow tie, BIBA Badge, and black shoes.

BASIS FUNDAMENTALS FOR SCORING

- A . 70%: Effective aggressiveness is the most important factor for winning a round. The scoring of clean punches with power, number and accuracy, whether moving forward, backwards, boxing sideways against the ropes or counter punching.
- B. 20%: Ring Generalship: If an advantage is not found in “A”, whoever dominates the round with boxing skills to control the action and does not allow his rival to perform.
- C. 10%: Pure aggressiveness. If in doubt at the end of the round, it must be scored in favour of the aggressor, the one who goes decidedly after his rival, who forces the action to win the round, against a boxer who only runs away and does not stop to fight.

THE MENTAL INSTANTANEOUS COMPUTER:

Based on absolute concentration, put your mental count to work at even, or 10-10, at the sound of the bell to start a round; have your mind compute instantaneously the actions defining a slight or clear advantage for one of the fighters, while mentally modifying or adjusting instantaneously the count of such advantage according to the scoring of punches, during the whole 3 minutes. If one of the boxers had total domination and hurt his rival during the action in the round, such advantage shall be considered to be total or absolute. If you could not find a winner and you have no domination for either boxer, it shall be definitely even.

10 POINT MUST SYSTEM

- 10-10 Couldn't pick a winner.
- 10-9 Slight or close advantage.
- 10-9 Clear or definite advantage.
- 10-9 When both boxers are knocked down, but one of them wins clearly the actions in the round.
- 10-8 Advantage and one knock down.
- 10-8 Total domination or a beating by one of the boxers during the duration of the round, even when there is no knock down.
- 10-7 Advantage and two knock downs.
- 10-6 Advantage and more than two knock downs, but never lower.

The "10-point must system", so named because a judge "must" award ten points to at least one fighter each round (before deductions for fouls etc).

Most rounds are scored 10-9, with 10 points for the fighter who won the round, and 9 points for the fighter the judge believes lost the round.

If a round is judged to be even, it is scored 10-10. For each knockdown in a round, the judge deducts an additional point from the fighter knocked down, resulting in a 10-8 score if there is one knockdown or a 10-7 score if there are two knockdowns.

If the referee instructs the judges to deduct a point for a foul, this deduction is applied after the preliminary computation. So, if a fighter wins a round, but is penalised for a foul or knockdown, the score changes from 10-9 to 9-9. If that same fighter scored a knockdown in the round, the score would change from 10-8 in his favour to 9-8.

NOTES:

Knock downs and point deductions must be scored at the exclusive discretion of the referee, even if you do not agree.

Do not keep separate score cards.

Each round is a fight. Don't look back/Don't look ahead.

Be ready to advise the referee if consulted on head butts.

Do not talk to the press without first receiving authorisation from the British & Irish Boxing Authority Head Office and/or the event Supervisor.

Do not publicly criticise your colleagues.

Train yourself; practice continuously based on guidelines.

Accept and look for positive criticism.

Score your round; referee's deductions noted separately in the fouls box, let the commissioner do the calculations.

And always remember, justice in boxing is in your hands.