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# E-MARTIAL ART GAMES

2021

**MMA**

**GAMMA**  
GLOBAL ASSOCIATION OF  
MIXED MARTIAL ARTS

*Sportdata*  
event technology

**RSPORTZ**  
The Global Sports Network

GLOBAL GYM 



## OUR GOAL

The eMA GAMES combine the best of two worlds – a global combat sport event in a safe and trouble-free online environment. Unlike traditional tournaments, eTournaments make competing simpler, easier, and cost effective.

Join from any place on this planet, without travel and accommodation costs. Compete against professional and amateur athletes from all around the world and improve your skills.





## YOUR BENEFITS



### Compete from anywhere

Your living room, garden  
or holiday destination



### Stay safe

no health risks through traveling  
during times of pandemic



### Compete without pressure

No venue, no spectators,  
better focus



### Safe money

No flight tickets, no hotels,  
smaller entry fees

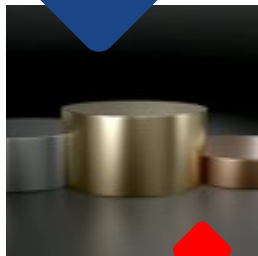


## YOUR PRIZES



### Certificates

Get your individual electronic Certificate and Top Sponsor Vouchers and Discounts



### Ranking Points

Earn the most ranking points for any etournament in the Sportdata World eTournament ranking



### Discount Vouchers

For online shops of our partners and sponsors or your next competition



# REGISTRATION PHASE

◆ Registration start  
28 August

◆ Registration end  
03 December

◆ Upload of Draws  
04 December

◆ Video upload end  
05 December





# TOURNAMENT PHASE

- ◇ **Start of the  
e-Martial Arts Games**

07 December

- ◇ **End Judging &  
Announcement of results**

14 December



# MMA CATEGORIES

Solo Shadow Fighting



Punch/Kick bag  
or Grappling dummy



Pad-work





# MMA RULES



## Individual Discipline 1 **Solo Shadow Fight**

The objective of this event is to show competence in the practice of Solo Shadow training. Participants must show a full range of striking and grappling techniques to the best of their ability in order to score higher points than their opponent.

Each contestant must provide one video to be used for all rounds of judging.

Each contestant will have 2 minutes to perform.



## Individual Discipline 2 **Punch/Kick Bag and or Grappling Dummy**

The objective of this event is to show competence in the practice of bag or dummy training. Participants must show a full range of striking and grappling techniques to the best of their ability in order to score higher points than their opponent.

Each contestant must provide one video to be used for all rounds of judging.

Each contestant will have 1 minute to perform.



## Individual Discipline 1 **Pad-work**

The objective of this event is to show competence in the practice of Pad-work with the assistance of Pad-holder. Participants must show a full range of striking and grappling techniques to the best of their ability in order to score higher points than their opponent.

Each contestant must provide one video to be used for all rounds of judging.

Each team will have 2 minutes to perform.

### **Criteria**

Judges voting criteria will depend on the assessment of 5 aspects:

- Creativity
- Skill
- Power
- Speed
- Effectiveness





## MMA AGE DIVISIONS

- 001 Solo Shadow Fight Male Kids U15
- 002 Solo Shadow Fight Male Youths U18
- 003 Solo Shadow Fight Male Adults 18+
- 004 Solo Shadow Fight Female Kids U15
- 005 Solo Shadow Fight Female Youths U18
- 006 Solo Shadow Fight Female Adults 18+
- 007 Bag and or Grappling Dummy Male Kids U15
- 008 Bag and or Grappling Dummy Male Youths U18
- 009 Bag and or Grappling Dummy Male Adults 18+
- 010 Bag and or Grappling Dummy Female Kids U15
- 011 Bag and or Grappling Dummy Female Youths U18
- 012 Bag and or Grappling Dummy Female Adults 18+
- 013 Pad-work Male Kids U15
- 014 Pad-work Male Youths U18
- 015 Pad-work Male Adults 18+
- 016 Pad-work Female Kids U15
- 017 Pad-work Female Youths U18
- 018 Pad-work Female Adults 18+



# VIDEO REQUIREMENTS

Recording a video for the EMA Games is quite easy. There are only a few points you should keep in mind. Also check out our example video on the right.



## Match code

Always show the match at the beginning of the video

[MATCH CODE](#)

[EXAMPLE VIDEO](#)



## Angle

Make sure the whole body and every technique are fully visible throughout the whole video

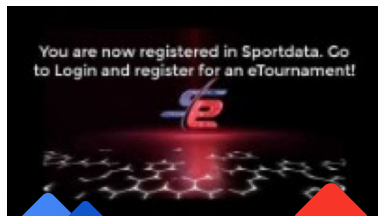


## Sound & light

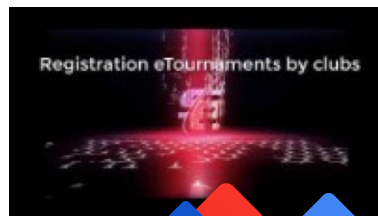
Try to make sure that lighting is suitable and that there is no loud noise around



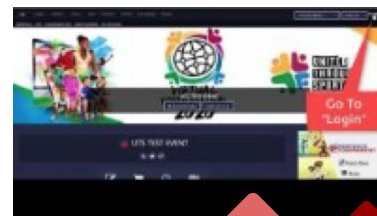
## OUR TUTORIALS



Create an account



Register for the event



Upload your video(s)



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## **CONTACT US**

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