



JIU JITSU GLOBAL  
FEDERATION

**2014 JJGF  
OFFICIAL RULE BOOK**

# JJGF OFFICIAL RULE BOOK:

## Acknowledgments

In 1967, Carlos and Helio Gracie established the 1st Jiu-Jitsu Federation in Brazil to develop a ranking system for the Gracie Jiu-Jitsu and to organized jiu-jitsu competitions for practitioners of the art. The original rules advocated for effectiveness for takedowns and ground positioning advancement. Winners were declared by submission or points. Points were awarded during the match play for superior positions that reflected a real life situation.

Jiu-Jitsu from Brazil has spread around the world. More and more people have and are gaining knowledge in the art form, earning their respected rank and competing in the sport. The sport has advanced during it time of evolution. The original rules have changed in little ways as well. For example, the guard passing technique where a competitor passes his or her opponent's legwork to the side control use to be awarded 2 points. The knee in the belly control use to be 3 points. Today these values have been reversed for a 3 point guard pass and 2 point knee in the belly. Along with the developments of more federations, leagues and confederations of jiu-jitsu, the sport has advanced in many positive ways. Nonetheless, in certain areas of the sport it has moved away from many principles developed in Brazil from 1925 through 1967.

Keeping with the original philosophy for promoting efficiency and effectiveness, the Jiu-Jitsu Global Federation has adopted changes to the current jiu-jitsu rules model. These changes have been established to help the rhythm of the contest to avoid negative stalling, poor strategies and promote the sport always toward a positive reflection of effectiveness in combat.

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# 1. REQUIREMENTS OF THE COMPETITORS

## 1.1 HYGIENE

- 1.1.1 Competitors must have proper hygiene. They must be clean, have neatly trimmed fingernails and toenails, and emit no odors. Hair must not be excessively baggy, and long hair must be tied up. Obscene tattoos must be covered up.
- 1.1.2 No infectious skin diseases or open wounds will be permitted. Any cuts should be covered up. The event's medical staff has final say whether the competitor may or may not compete.
- 1.1.3 No lubricants, oils, or lotions of any kind will be permitted on any part of the body or clothing. Competitors may not use any substance to make the skin or uniform either more slippery or more sticky. Competitors must not wear any hair die that could stain the mat or the opponent.

## 1.2 REGISTRATION

- 1.2.1 All competitors must be affiliated with an academy subject to JJGF approval. Each academy has the right to enter up to 2 competitors per division. The coach responsible for the academy may make changes to the lineup, each competitor's affiliation, division, etc.
- 1.2.2 All competitors must compete in the rank for which they have been properly registered by the JJGF. If they are promoted without being properly registered by the JJGF, they may not compete in the event.
- 1.2.3 Professional mixed-martial arts fighters, professional wrestlers, Olympic wrestlers, wrestlers with experience competing in college or nationally, or judoka with shodans or higher have too much experience to compete in white belt divisions. However, they may only compete in blue belt or higher divisions if their jiu-jitsu rank has been properly registered by the JJGF.
- 1.2.4 All competitors must register by the deadlines set forth for each event. Late registration and procrastination will not be accepted!

## 2. REQUIREMENTS FOR THE UNIFORM

- 2.0.1 Competitors must wear a clean proper-fitting uniform. The uniform must be in good condition and not be stretched, frayed, ripped, excessively baggy, or have any holes. There must be no obscenities printed on it. Brief-style underwear is mandatory. No thongs or boxers.
- 2.0.2 Clothing covering the head is allowed for religious beliefs as long as it is in good condition and must not be stretched, frayed, ripped, excessively baggy, have any holes, or excessively cumbersome as to prevent a grip or submission.
- 2.0.3 Joint protectors (knee braces, elbow braces, etc.) and hair ties, are permitted as long as they are not excessively cumbersome as to prevent a grip or submission.
- 2.0.4 Medical devices are allowed with a doctor's permission, but they must not be too hard, interfere with a proper submission, or be excessively cumbersome in the opinion of the referee and medical staff.
- 2.0.5 Competitors must not wear any hard object: such as jewelry, pins, needles, glasses, protective cups, joint protectors, hair ties, unapproved footwear, or unapproved medical devices.
- 2.0.6 Competitors have the right to have their uniform checked up to 2 more times if their uniform fails the first inspection. They must be wearing all approved elbow/knee braces and medical devices at the time of the check.
- 2.0.7 Competitors may not remove their uniform while inside the competition area unless instructed to do so by a member of the event staff.

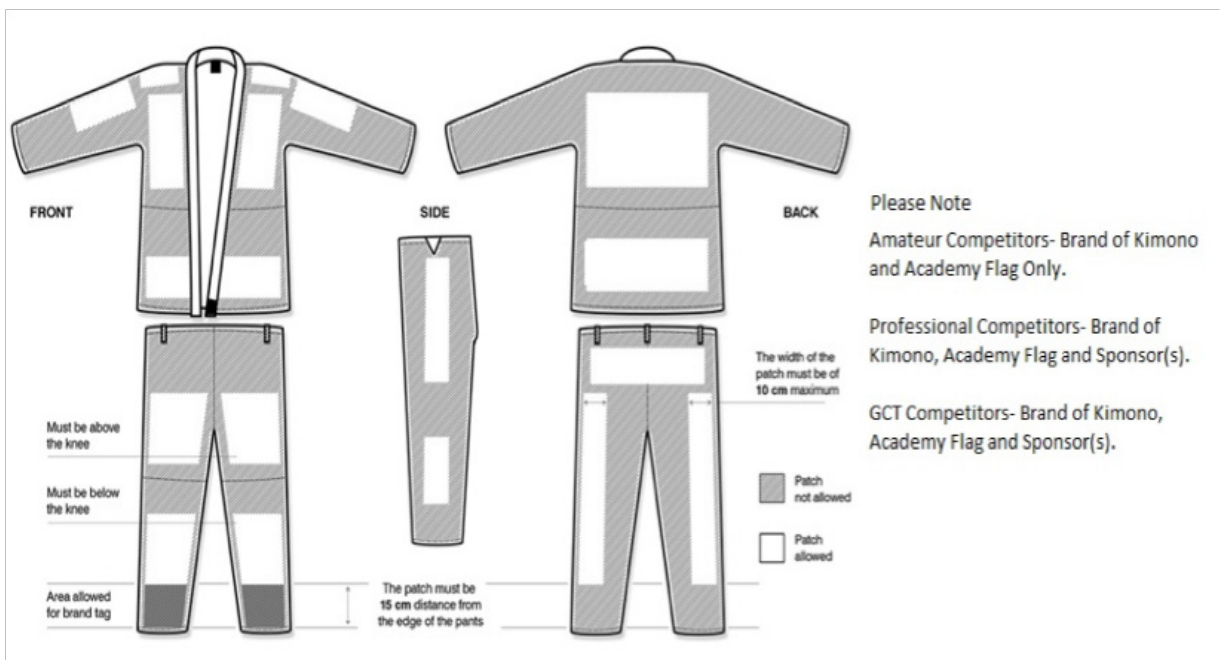
### 2.1 FOR NO-GI COMPETITIONS

- 2.1.1 Only a rash guard or tight shirt is permitted to be worn on top. The color must be primarily black, white, or the competitor's belt color. Additionally, at least 10% of the top must show the competitor's belt color.
- 2.1.2 Only board shorts or elastic pants (such as vale tudo shorts, etc.) is permitted to be worn on bottom. The color must be primarily black; up to 30% of the competitor's belt color may show. The length must reach at least half way down the thigh. Shorts may not go past the bottom of the knee. Any pockets must be stitched shut.

### 2.2 FOR COMPETITIONS WITH THE GI

- 2.2.1 The gi must be made of cotton or a cotton-like fabric. It must not be excessively cumbersome as to be thick enough to be hard to grip.
- 2.2.2 The gi top's sleeves must reach no more than 5 cm from the competitor's wrist when extended outward. The opening of the sleeve at full extension must be no less than 7 cm.
- 2.2.3 The gi top's collar must be 5 cm wide and no more than 1.3 cm thick.
- 2.2.4 The gi top's skirt must reach to the competitor's thighs.

- 2.2.5 The gi pants must reach no more than 5 cm from the competitor's ankle bone.
- 2.2.6 No other pants may be worn under the gi. Men must not wear anything under the gi top. Women must wear a tight-fitting shirt, sports bra, or rash-guard under their gi top.
- 2.2.7 The gi must be a solid color either white, blue, or black. The pants and top must match. The belt must be in a good condition.
- 2.2.8 Black belt competitors may be required to wear a blue or a white gi to aid in identification. If they are required to change their gi, then it will be re-checked.
- 2.2.9 Patches and logos are allowed only in the following areas:



## 3. DIVISIONS

- 3.0.1 Competitors over 18 years old must never compete in divisions for juveniles under 18 years old.
- 3.0.2 Competitors over 29 years old may compete in a division for younger competitors (except juvenile divisions), but not in a division specified for competitors older than their proper division.
- 3.0.3 Some events may have divisions with no time limit. Penalties may still be recorded and competitors may still be disqualified for committing a major penalty.

### 3.1 MATCH ROUNDS

- 3.1.1 All matches shall consist of a single round unless otherwise specified. Challenge matches may have a second round.
- 3.1.2 Division names, ages, and match time limits:

Division name	Age	Ranks	Time limit
Kids I	4	All ranks	2 minutes
Kids II	5	All ranks	2 minutes
Kids III	6	All ranks	2 minutes
Kids IV	7	All ranks	3 minutes
Kids V	8	All ranks	3 minutes
Kids VI	9	All ranks	3 minutes
Junior I	10	All ranks	4 minutes
Junior II	11	All ranks	4 minutes
Junior III	12	All ranks	4 minutes
Junior IV	13	All ranks	4 minutes
Junior V	14	All ranks	4 minutes
Junior VI	15	All ranks	4 minutes
Junior VII	16	All ranks	5 minutes
Junior VIII	17	All ranks	5 minutes
Adult	Age at least 18	White	5 minutes
		Blue	6 minutes
		Purple	7 minutes
		Brown	8 minutes
		Black	10 minutes
Challenge match	Age at least 18	All ranks	20 minutes or unlimited
Master	Age at least 30	White & blue	5 minutes
		Purple, brown & black	6 minutes
Senior I	Age at least 36	All ranks	5 minutes
Senior II	Age at least 41	All ranks	5 minutes
Senior III	Age at least 46	All ranks	5 minutes
Senior IV	Age at least 51	All ranks	5 minutes
Senior V	Age at least 56	All ranks	5 minutes

### 3.2 ALLOWED REST TIME

- 3.2.1 Between each match, competitors may have at least one full match length of time between matches to rest.
- 3.2.2 Before the finals, competitors may have at least two full match lengths of time between matches to rest.
- 3.2.3 Competitors in divisions without a time limit may have at least ten minutes of rest between all matches, including before the finals.

### 3.3 WEIGH-INS & WEIGHT CLASSES

- 3.3.1 All competitors have 1 chance to make weight after having their uniform checked. No refunds for missing weight on the official scale.
- 3.3.2 All competitors must weigh-in with a properly-checked uniform, but they do not have to be wearing any knee or elbow braces at the time of the weigh-in.
- 3.3.3 Shoes and other articles of clothing not used for competition are not permitted to be worn while on the scale.
- 3.3.4 Weight classes are announced in a separate document with the event.
- 3.3.5 Events may also have absolute divisions without weight classes. Competitors do not need to weigh-in for absolute divisions.



# FORMAT OF THE MATCH

## 4.1 AUTHORITY OF THE REFEREE

- 4.1.1 The referee on the mat is the ultimate authority governing the match.
- 4.1.2 Competitors and coaches must follow all commands by the referee and event staff. Any disrespect shown to the referees, staff, competitors, coaches, or anyone else by the competitor or the coach may result in penalties or a DQ.
- 4.4.4 The right arm of the referee shall wear a distinguishing bracelet, which refers to the competitor on the right. The left arm refers to the other competitor.
- 4.1.3 The result of a match can only be overturned in the following situations:
  - 1. The scoreboard was read incorrectly.
  - 2. The competitor used an illegal technique to win the match.
  - 3. The competitor was disqualified for using a legal move.
  - 4. If the opponent did not submit to the legal move, then 2 points are given to the competitor and the match is restarted in the standing position.
  - 5. If the opponent submitted to the legal move, then the competitor is declared the winner instead.
- 4.1.4 The match can only be overturned if the bracket has not already proceeded. The head referee must inform the bracketing table not to proceed with the incorrect competitor if there is an overturned result.
- 4.1.5 Special Three Referee Format
  - 4.1.5.1 Any time it is deemed necessary, a match may have 3 referees. All 3 referees have the same authority.
  - 4.1.5.2 The center referee conducts the match, while the corner referees sit in their chairs and observe.
  - 4.1.5.3 In the event of a disqualification, the center referee will make the appropriate gesture without stopping the match. If a corner referee agrees with him, then the match is stopped and the winner declared.
  - 4.1.5.4 If the corner referees disagree with the center referee's ruling, they will stand up and signify the appropriate gesture to add or subtract points or penalties. If two referees agree, that result overrides the third referee. If all three referees disagree, then the intermediate result is used.
  - 4.1.5.5 In the event of a draw:
    - 1. The center referee will take a step back from his or her position at the middle of the mat area behind the two competitors. Corner referees will stand.
    - 2. The center referee signals the other referees to declare the winner of the match by stepping forward with his or her right leg.
    - 3. The referees declare the result of the match by signaling with their arms which of the two competitors they considered to have won the match.

## 4.2 COACHES

- 4.2.1 During a competitive event, the coach of a jiu-jitsu team is the lead representative and voice of the academy. He or she gives instruction and coaching tips to the competitor while the match is in progress. It is an important role of the coach to assist in the success of the match.
- 4.2.2 Only one coach may be in the corner for each competitor. The coach must stay in the designated area just outside of the competition ring. Each ring has two chairs for the coaches.
- 4.2.3 The coach must maintain a respective posture towards the other competitors, academies and teams, referees, ring coordinators, event staff, and anyone else. Regardless of the emotions expressed, any disrespect or unsportsmanlike conduct shown by a coach during a match may result in disciplinary sanctions.

## 4.3 VIDEO REVIEW & COACH'S CHALLENGES

- 4.3.1 Event hosts may implement the video review system for tournaments, team competitions, dual meets, friendship cups, challenge matches, and other events. The host determines which rings or rounds will use video review, if any. The host will clearly announce when the video review system is implemented to all participants before the start of the event.
- 4.3.2 The host must provide the equipment for video review. At the minimum, a video camera, recorder, video screen, and two flags must be provided. No camera operated by the coaches or members of the public may be used.
- 4.3.3 One flag must be yellow and refers to the competitor/coach from the referee's left side. The other flag must be green and refers to the competitor/coach from the referee's right side.
- 4.3.4 The match is stopped for video review in only two situations:
  1. The referee may stop the match at any time to conduct a video review. In matches with three referees, only the center referee may stop the match to conduct the review. The referee has no limit in the number of times the match can be stopped, but he or she should strive to interrupt the match as little as possible.
  2. A coach may choose to advocate for his student and use one of his team's challenges. The coach must walk to the table at the moment of issue and raise the appropriate flag, indicating a coach's challenge. Each team is allowed only two (2) coach's challenges for each belt category. For example, during the white belt divisions, a coach is allowed only two challenges for his team. During the blue belt divisions, the example team is allowed two challenges and so on for purple, brown and black belt divisions throughout all ages requirements.
- 4.3.5 After the match is stopped, the referee shall gesture for video review, and each athlete must return to their respective corners. The referee will review the video. In matches with three referees, all three may review the video. The referee(s) watching the video may consult with the head referee, but neither the coaches, the competitors, nor any member of the public may watch the reviewed video.
- 4.3.6 The video review process may be used to confirm or reverse any referee's ruling, or lack of referee's ruling, except for referee decisions. The process assumes that the referee is correct; only indisputable evidence may allow for a different ruling. Any "bad angles" or other obstructions (by competitors, coaches, referees or other staff, or anything else), or any equipment malfunctions, will not result in a different ruling.

4.3.7 The team will not lose a challenge if the referee's ruling was overturned after the review, or if an equipment malfunction prevented the ruling from being reviewed. The team will still be charged if the original ruling stands or if a "bad angle" or obstruction prevents the ruling from being overturned.

4.3.8 After the review process, the referee shall gesture for the two competitors back to the center of the ring. The referee will make any changes to the points, if needed. The competitors will be positioned back where they were before the match was stopped, if possible. If it is not possible, the competitors will be restarted in the standing position.

#### 4.4 START OF THE MATCH

4.4.1 The referee will make a final check to make sure each competitor wears a legal uniform. The referee may specify a period of time to acquire a replacement uniform. Taking too much time will result in a forfeiture.

4.4.2 The referee will indicate when the competitors should enter the ring.

4.4.3 The competitors start in the standing position by facing each other in the center of the ring not more than 1 meter apart. The referee instructs each competitor to be positioned as follows:

1. When one competitor wears a white uniform, he or she shall be positioned at the referee's left side.
2. When one competitor wears a blue uniform, he or she shall be positioned at the referee's right side.
3. When both competitors wear the same color uniform, the competitor to the referee's right shall also wear the green & yellow belt, in addition to their normal belt, to distinguish the competitors.
4. In no-gi, the competitor to the referee's right side shall wear the green ankle bracelet.

#### 4.5 END OF THE MATCH

- 4.5.1 When the time limit expires, the referee will end the match.
- 4.5.2 At the end of the match, the competitors will be instructed to stand in their starting positions. The referee will declare the winner by raising the competitor's arm.
- 4.5.3 After the match is stopped, but before the winner is declared, competitors may still receive penalties, which affect the score of the match.
- 4.5.4 Matches can be decided by the following:

<b>1. Submission:</b>	Competitors may submit by clearly tapping twice with their hands or feet, or by verbally withdrawing. Indicating pain or making noise while in a submission is also a verbal tap.
<b>2. Referee stoppage:</b>	The referee may stop the match to protect the competitor from being injured by a submission or losing consciousness.
<b>3. Loss of consciousness:</b>	Competitors who rendered unconscious cannot continue in the match. Competitors who are rendered unconscious due to blunt force trauma cannot compete again in the competition.
<b>4. Disqualification (DQ):</b>	Competitors who commit a major penalty will be disqualified from continuing in the match.
<b>5. Points:</b>	Competitors who earn the most number of points will be declared the victor if there is no other stoppage.
<b>6. Penalties:</b>	If points are tied, the competitor with the least number of minor penalties will be declared the victor.
<b>7. Referee decision:</b>	If points and minor penalties are tied, then the referee will decide who won based on who displayed more offense or who was closest to achieving submissions or point-scoring positions.
<b>8. Random pick:</b>	If points and minor penalties are tied, and both competitors were equally close to achieving submissions or point-scoring positions, a random pick will be made.

#### 4.6 BOUNDARIES

- 4.6.1 If the competitors are in danger of exiting the ring or colliding with anyone or anything else, the referee may stop the match and restart the competitors in the same position in the center of the ring.
- 4.6.2 If the competitors enter the safety border while a submission lock is applied, the referee will let the match proceed until someone submits or escapes. If both competitors have a submission lock, then the referee will wait until all submissions have been cleared or one competitor taps out.
- 4.6.3 If the competitors enter the safety border as a result of a takedown or sweep, the referee will reset the match in the center of the ring after control has been established with a 3 count.
- 4.6.4 If two-thirds of the competitors' bodies enter the safety border area in any other case, the referee may reset the competitors in the center of the ring.
- 4.6.5 If the proper position cannot be determined, or one of the competitors is locked in a close submission, the competitors may be restarted in the standing position. Arguing will result in minor penalties; disrespecting the referee or the other competitor will result in a DQ.

#### 4.7 LIFTING COMPETITORS OFF THE GROUND

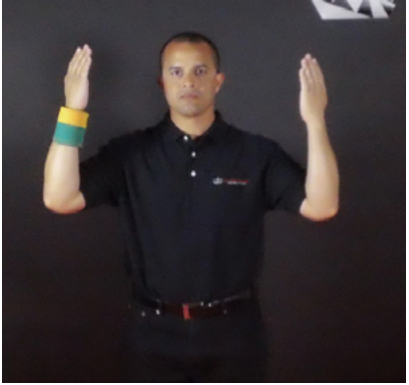
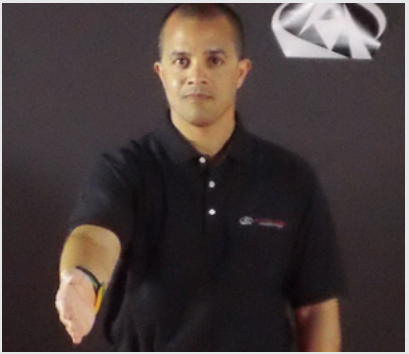
- 4.7.1 To prevent accidental injuries in certain divisions, the referee may restart the competitors in the standing position when one competitor, while locked in a submission from the guard, lifts the opponent high off the ground over the waist, and is in danger of accidentally slamming the opponent.
- 4.7.2 Referees should attempt to prevent injuries to competitors 12 year old and under who are suspended off of the ground by adding some support for the back and spinal cord. At the host's digression, a second referee may be provided solely to add this support during matches.




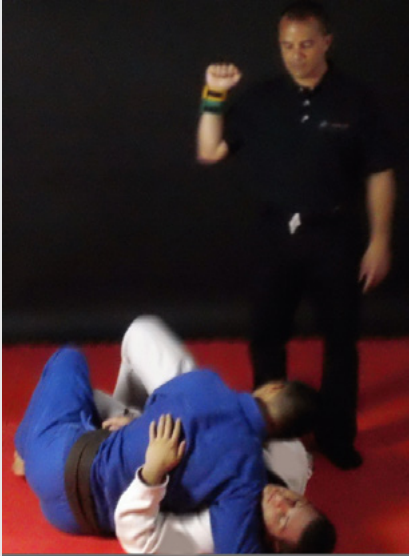
#### 4.8 INJURIES

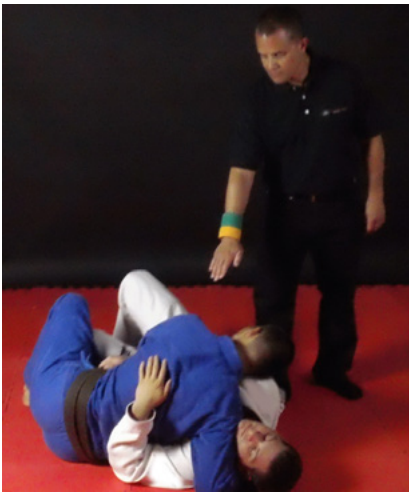
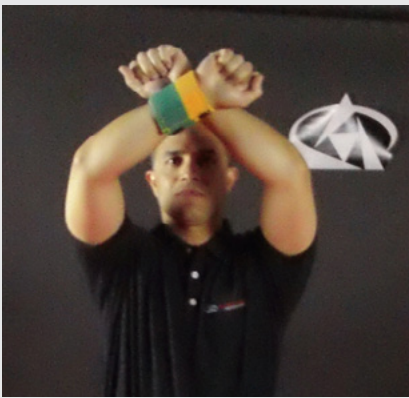

- 4.8.1 The referee may summon medical staff in the event of an injury to one or both competitors. Competitors who need medical attention to control bleeding, after being treated 2 times, will be disqualified.
- 4.8.2 Competitors who experience head trauma will not be allowed to continue to compete in the event.

#### 4.9 REFEREE SIGNALS

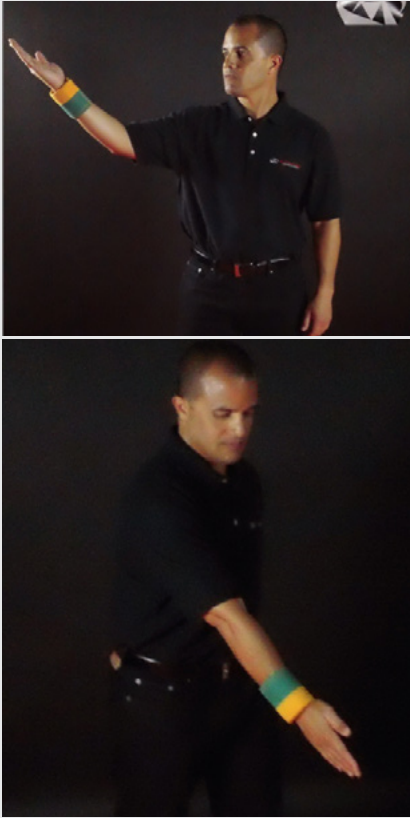
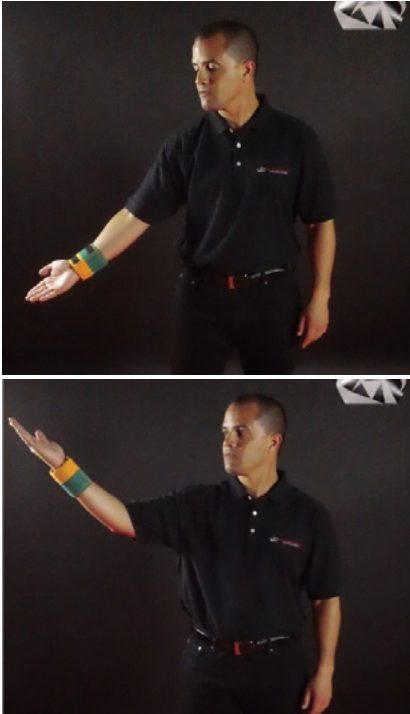
Referees shall signal to the competitors with the following verbal commands and nonverbal gestures:

Verbal Command	Referee's Gestures	Meaning
-	 <p>Hands brought forward at shoulder level</p>	Competitors should enter the ring
Combate	 <p>Makes a downward motion with one arm</p>	Declared to start the action

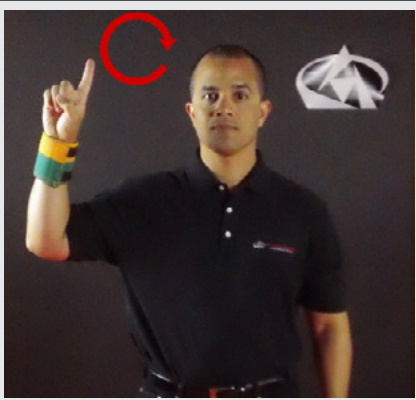
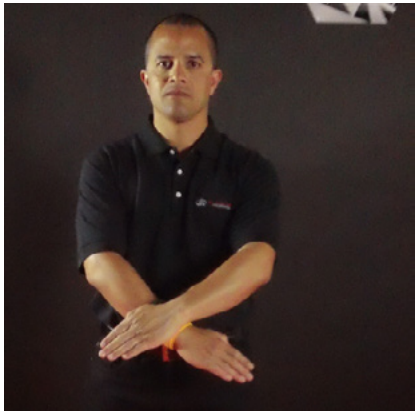

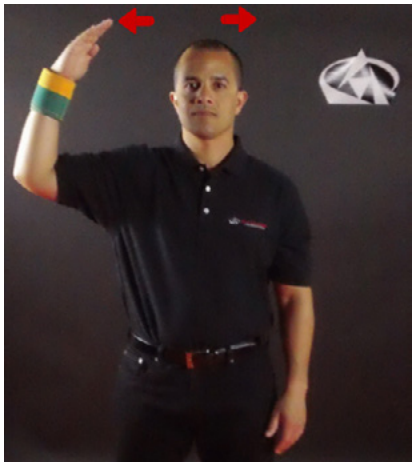
<p>Parou</p>	 <p>Makes a sideways motion with both arms</p>	<p>Declared to stop the action</p>
<p>Lute</p>	  <p>Points at competitor or taps competitor on shoulder, then raises fist</p>	 <p>Declared when there is stalling</p>

<p>Falta</p>	 <p>Points at competitor or taps competitor on shoulder, then raises fist</p>	 <p>Declared when there is a minor penalty</p>
<p>-</p>	 <p>Points at competitor's belt then makes an "X" with both arms</p>	<p>Declared when there is a disqualification</p>
<p>-</p>	 <p>Holds up a competitor's arm</p>	<p>Declaration of the winner of the match</p> <p>Note: If both competitors wear the same color gi, the competitor to the right of the referee will wear the extra-yellow and green belt.</p>



-	 <p data-bbox="505 926 889 976">Makes a downward diagonal motion with arm</p>	Competitor should go to the ground
-	 <p data-bbox="505 1709 873 1759">Makes an upward diagonal motion with arm</p>	Competitor should stand up





-	 <p>Makes circular motion with finger</p>	Competitor should remain in the match area
-	 <p>Cross arms downward in front of the hips with open palms</p>	Competitor should put his lapels back into his belt
-	 <p>Pulls arms outward from belt area</p>	Competitor should tie his belt
-	 <p>Waves hand sideways</p>	Erase last score to correct a mistake

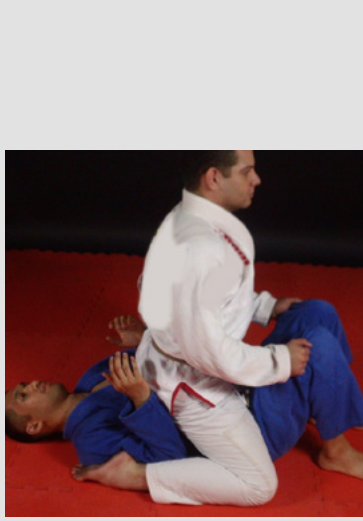
#### 4.10 FORMAT OF CHALLENGE MATCHES

- 4.10.1 Every challenge match follows the standard format except as noted below.
- 4.10.2 The two competitors may be of the same weight division, or they may be of different weight classes, as determined by the host.
- 4.10.3 Challenge matches may have either twenty minute rounds or no time limit, as determined by the host.
- 4.10.4 There are no points in challenge matches. Competitors may attempt to win by submission only.
- 4.10.5 Second Round
  - 4.10.5.1 In the event that the time limit, if any, has expired for the first round: the referee will ask each competitor if he or she wishes to continue a second round. If one competitor wishes to continue and the other does not, the match is over and the competitor that wishes to continue will be declared the victor.
  - 4.10.5.2 In the event the both competitors wish to continue in the second round, the referee will continuously check for combativeness and the competitor's will to finish the fight. The referee during this round will penalize a competitor for infractions, stalling, etc.
  - 4.10.5.3 At the end of this round if there is no submission victory, the referee will decide the winner based on combativeness and number of penalty points.

## 5. SCORING

- 5.0.1 Points may only be declared once the competitor clearly shows control during a 3 second count. Competitors must not be locked in a submission during the count. Competitors may earn cumulative points with one movement (e.g. sweep & mount, etc.).
- 5.0.2 Competitors may only earn points for progressing in the match. Competitors earn nothing for deliberately transitioning to an inferior position in order to score more points.

Points	Situation	Notes
4	 <p data-bbox="318 1062 542 1083">Back control with hooks</p>	 <ol data-bbox="682 1293 1442 1419" style="list-style-type: none"> <li>1. No points are declared unless both of the competitor's legs are under the opponent's shoulders.</li> <li>2. No points may be declared if both of the opponent's arms are trapped under the competitor's legs, if the competitor's feet or legs are crossed in front of the opponent, or if the competitor only has one hook.</li> </ol>



Mount & back mount positions



3. No points may be declared if the competitor faces the opponent's legs, if one of the competitor's legs are over the opponent's shoulders, or if both of the opponent's arms are trapped under the competitor's legs.



3



Examples of Half Guard



Passing the guard



4. No points may be declared for forcing the opponent to the turtle position.

2



Knee on belly position



5. No points may be declared if the competitor places the knee furthest from the legs on the belly of the opponent, if the competitor faces the opponent's legs, or if the competitor's other knee touches the ground.

2



6. Points may be declared for sweeps or reversals from the guard that achieve the top position. The opponent's hips must be controlled without obstruction if he or she ends up on all fours (turtle position).
7. No points may be declared for reversals or escapes from bad positions (side control, mount, turtle positions, etc).
8. The first person to achieve the top position after a double guard pull will be awarded points for a sweep.
9. Points may be declared for the opponent if a competitor deliberately flees the ring to avoid a sweep. The offending competitor will be given a minor penalty. The match is restarted in the standing position.

<p>2</p>	 <p>Takedown or throw</p>	<ol style="list-style-type: none"> <li>10. Points may be declared when the opponent pulls guard while the competitor begins the takedown or grips the opponent's leg or pants. Points are not declared if the opponent pulls guard before a takedown is initiated.</li> <li>11. Points may be declared when the opponent jumps guard, remains suspended in the air, then is put safely on the mat by the competitor and controlled for a 3 count.</li> <li>12. No points are declared unless the takedown starts from the standing position with both of the competitor's feet inside the center area.</li> <li>13. The opponent's hips must be controlled without obstruction if the takedown forces the opponent on all fours (turtle position).</li> <li>14. No points may be declared when the competitor causes his or her own takedown to exit the ring.</li> <li>15. No points may be declared for reversing the takedown from mount, back mount, side control, or back control.</li> <li>16. No points may be declared for returning an opponent to the mat while defending a sweep.</li> <li>17. Points may be declared for the opponent if a competitor deliberately flees the ring to avoid a takedown. The offending competitor will be given a minor penalty. The match is restarted in the standing position.</li> </ol>
<p>2</p>	<p>Escapes that go out of bounds</p>	<ol style="list-style-type: none"> <li>18. Points may be declared for the opponent if a competitor accidentally causes the match to exit the ring while using a proper defense to escape a close submission. The match is restarted in the standing position. Competitors who deliberately drag the match out of bounds to avoid a submission will be disqualified!</li> </ol>

# INFRACTIONS

## 6.1 MINOR PENALTIES

A minor penalty is declared for the following illegal techniques:

- 6.1.1 Pushing the opponent out of the ring without attempting a takedown or submission.
- 6.1.2 Deliberately fleeing the ring to avoid a sweep or takedown.
- 6.1.3 Gripping with the fingers inside the opponent's sleeve or pant leg.
- 6.1.4 Grabbing the competitor's own uniform, or the opponent's uniform, in no-gi.
- 6.1.5 Placing the hands, knees, or feet directly on the opponent's face.
- 6.1.6 Placing the foot on either side of the lapel without also a hand grip on that side.
- 6.1.7 Placing the foot on the lapel behind the opponent's neck.
- 6.1.8 Placing the leg or arm through the back of the gi behind the shoulders.
- 6.1.9 Deliberately placing the foot into the belt.
- 6.1.10 Deliberately using an untied belt to submit the opponent.
- 6.1.11 Unintentionally placing the opponent in an illegal position.
- 6.1.12 Gesturing or talking to the referee except about medical issues or problems with the uniform.
- 6.1.13 Disobeying the referee's order. Disrespect to the referee may result in a DQ.
- 6.1.14 Exiting the ring prior to the referee announcing the result.
- 6.1.15 A minor penalty may be declared when the competitor accidentally brings his or her own foot across the opponent's body's center-line, with the opponent's foot trapped (except in elite divisions).

### 6.1.16 Pulling guard

- 6.1.16.1 A minor penalty is declared when a competitor pulls guard from the standing position more than one time in a match without attempting a sweep, or submission within a 3 count. The match continues without interruption, and the top competitor must still engage the bottom competitor.
- 6.1.16.2 No penalty is declared if a competitor pulls guard to recover after the opponent initiates a submission, takedown, sweep, or other point-scoring move.
- 6.1.16.3 No penalty is declared if a competitor pulls guard to recover after the opponent defends a submission, takedown, sweep, or other point-scoring move.



### 6.1.17 No Stalling

- 6.1.17.1 Lack of combativeness (stalling) is a minor penalty. Stalling will be declared any time the competitor does not attempt to submit the opponent or progress in the match after a 20 second count.
- 6.1.17.2 Examples of not progressing in the match after the 20 count include, but are not limited to:
1. Not engaging an opponent who is on the ground.
  2. Sitting or kneeling without any grip on the opponent (e.g. butt scooting).
  3. Deliberately removing the belt to delay the match (e.g. to rest).
  4. When a competitor takes too much time to fix the lapels or the belt (e.g. to rest). Competitors wearing a distinguishing belt get twice the time to fix their belts.
  5. When a competitor only attempts to hold position using grips on the uniform, pants, sleeve and/or bottom of the jacket lapel, and does not attempt progression. The competitor must justify his or her grips by attempting to sweep or submit the opponent rather than simply holding on.
  6. Not trying to gain the top or back position after a double guard-pull. The count is put on hold while a submission is applied. After stalling is declared, the match is restarted in the standing position.
- 6.1.17.3 As long as they are attempting to progress, stalling is not declared for competitors who are actively maintaining position or defending attacks from mount, side control, north-south, or the back.

### 6.1.18 Consequences

- 6.1.18.1 When a competitor commits a minor penalty in order to apply a technique, the match may be stopped and reset before the technique was applied, unless otherwise noted. If the proper position cannot be determined, the competitors may be restarted in the standing position.
- 6.1.18.2 When a competitor commits the 2nd minor penalty, 1 point is also declared for the opponent.
- 6.1.18.3 When a competitor commits the 3rd minor penalty, 2 points are also declared for the opponent.
- 6.1.18.4 When an adult or older competitor commits the 4th minor penalty, the competitor is disqualified.
- 6.1.18.5 When a juvenile competitor commits the 4th or 5th minor penalties, 2 points are also declared for the opponent.
- 6.1.18.6 When a juvenile competitor commits the 6th minor penalty, the competitor is disqualified.

### 6.2 MAJOR PENALTIES (DQ)

- 6.2.1 Competitors will be disqualified (DQ) for any unsportsmanlike conduct toward the opponent, the coaches, the referee(s), the staff or anyone else. Extremely bad behavior will result in disciplinary sanctions.
- 6.2.2 The referee may specify a period of time to control any injury, to wipe off excess perspiration, or to acquire a replacement uniform for one rendered unusable. Taking too much time will result in a DQ.
- 6.2.3 Competitors who need medical attention to control bleeding, after being treated 2 times, will be disqualified.
- 6.2.4 Competitors who lose control of bodily functions or vomit will be disqualified.
- 6.2.5 Not wearing proper underwear will result in a DQ.
- 6.2.6 Using any oil, cream, spray, or other substance to make the body or uniform either more slippery or more sticky will result in a DQ.

- 6.2.7 Changing the uniform after weighing in, or after the gi was checked, without being told to change it, is a DQ.
- 6.2.8 Deliberately fleeing the ring to escape a locked submission will result in a DQ.
- 6.2.9 Deliberately forcing the opponent to perform an illegal technique will result in a DQ.
- 6.2.10 Adults accumulating 4 minor penalties, or juveniles accumulating 6 minor penalties, will result in a DQ.

#### 6.2.11 Reaping the Knee

- 6.2.11.1 When the opponent's foot is trapped, competitors may be disqualified for deliberately bringing his or her own foot across the opponent's body's center-line, and towards the opposite side of the opponent's body, except in elite divisions. I.E. Bringing the foot clear across the body may be considered grounds for a DQ.
- 6.2.11.2 When the opponent's foot is trapped, competitors may be disqualified for bringing his or her own foot off the opponent's body (e.g. omoplata of the leg) except in elite divisions.
- 6.2.11.3 When the opponent's foot is trapped, turning the opponent's knee towards the leg not under attack will result in a DQ except in elite divisions.
- 6.2.11.4 Only competitors in elite divisions, or divisions where twisting leg locks are legal, may legally reap the knee.

#### 6.2.12 Disciplinary fouls

Competitors who commit any of the following disciplinary penalties will be automatically disqualified, barred from competing in the event, cannot receive an award, and may receive further sanctions:

1. Competitors who display extremely bad behavior toward the opponent, the coaches, the referee(s), the staff or anyone else, at any time during the event, will receive a DQ and disciplinary sanctions.
2. Deliberately biting, head butting, hair or ear pulling, fish hooking, eye gouging, attacking the genitals, slamming or spiking the head, striking with the hands or feet, or fist-fighting will result in a DQ and disciplinary sanctions.
3. Deliberately inserting the fingers into any orifice or wound will result in a DQ and disciplinary sanctions.
4. Refusing to let go of a submission or technique that hurts the competitor after the referee stops the match will result in a DQ and disciplinary sanctions.
5. Competitors, coaches, or anyone else who jump over the barrier surrounding the competition area may be disqualified from participating in the event and receive disciplinary sanctions.

### 6.2.13 Illegal Techniques

The following technical fouls result in a major penalty and a DQ:

Ages 4-12	Ages 13-15	Ages 16-17	White	Blue	Purple	Brown	Black	Elite	
x									1. Locks stretching the legs apart
x	x								2. Choke with spinal lock
x	x								3. Straight foot lock
x	x								4. Forearm choke (Ezequiel choke)
x	x								5. Omoplata
x	x								6. Pulling the head in the triangle
x	x								7. Arm triangle
x	x	x	x						8. Wrist lock
x	x	x	x						9. Compressing the torso from guard
x	x	x	x	x	x				10. Kneebars
x	x	x	x	x	x				11. Bicep slicers
x	x	x	x	x	x				12. Calf slicers
x	x	x	x	x	x				13. Toe holds
x	x	x	x	x	x	x	x		14. Reaping the foot across the body
x	x	x	x	x	x	x	x		15. With the foot trapped, turning towards the leg not under attack
x	x	x	x	x	x	x	x		16. Locks that twist the knee
x	x	x	x	x	x	x	x		17. Toe holds applying outward pressure
x	x	x	x	x	x	x	x		18. Heel hooks
x	x	x	x	x	x	x	x		19. Scissor takedowns (kani basami)
x	x	x	x	x	x	x	x		20. Locks twisting or stretching the spine
x	x	x	x	x	x	x	x		21. Neck cranks
x	x	x	x	x	x	x	x	x	22. Slams
x	x	x	x	x	x	x	x	x	23. Spiking the head
x	x	x	x	x	x	x	x	x	24. Grabbing the windpipe
x	x	x	x	x	x	x	x	x	25. Smothering the mouth/nose with the hands
x	x	x	x	x	x	x	x	x	26. Small joint manipulation (bending the fingers/toes)
x	x	x	x	x	x	x	x	x	27. Striking, biting, head butting, hair/ear pulling, fish hooking, eye gouging













## FORMAT OF THE COMPETITION

- 7.0.1 The host of a particular event may override any of the rules in this document.
- 7.0.2 Competitors may only compete in the divisions for which they are registered.
- 7.0.3 All competitors must report to the ring coordinator for their division in the warmup area at the appropriate time. Competitors must follow all instructions by the ring coordinator, or they may be disqualified. Competitors, who cannot be found by the ring coordinator, may also be disqualified.
- 7.0.4 The ring coordinator will direct the competitors through the process to have their uniforms checked and then weigh in. After completing the process, no competitor may leave the competition area. They must wait in the bullpen until called by their ring coordinator. Athletes who leave the area may be disqualified!
- 7.0.5 After each match, the ring coordinator will instruct the athletes when they may leave the competition area or return to the bullpen.
- 7.0.6 Competitors or coaches may not walk barefoot in areas where it is disallowed, such as the restroom or the ground within the competition area. Competitors or coaches caught walking barefoot may be required to clean their feet before entering the competition area.

### 7.1 COMPETITION AREA

- 7.1.1 The competition area should be surrounded by a barrier and entry will be strictly regulated.
- 7.1.2 Attached to one end of the competition area should be the warm-up area, where competitors are called for their divisions. Team competitions should have two warm-up areas, one for each team.
- 7.1.3 Between the warmup area and the competition area should be a bullpen where athletes who have been weighed and checked in will remain until dismissed by the ring coordinator. Team competitions and challenge events do not need a bullpen. Competitors in team competitions and challenge events may weigh in and have their gi checked before those events.
- 7.1.4 Centrally located in the competition area should be the administration table, where the brackets are made for each division and distributed to the ring coordinators.
- 7.1.5 Each ring in the competition area should be a square or circle with an area from 64m<sup>2</sup> to 100m<sup>2</sup>. A safety border 1 meter from the edge should be distinguished by a different color.
- 7.1.6 Each ring in the competition area will have a table for the scorekeeper. The scoreboard will be positioned on the table with the green/yellow side on the referee's right side. At least three chairs will be located at the table. A number will clearly identify the ring.
- 7.1.7 Near the competition area should be the awards area for tournaments. A platform for the competitor to stand on should be provided. The competitors cannot wear anything inappropriate while receiving their awards.



## 7.2 STAFF

- 7.2.1 The staff of an event's host may include, but is not limited to: announcer, award presenters, event director, head coordinator, head referee, match & bracket makers, promoter, ring coordinators, ring referees, ring scorekeepers, security personal, uniform checkers, and other assistants as deemed necessary.
- 7.2.2 The staff must not coach or help instruct any competitor while performing in an official capacity.
- 7.2.3 The staff at the administration table should not be interrupted from their duties by members of the public.

## 7.3 BRACKETS

- 7.3.1 Brackets may be single-elimination or double-elimination at the digression of the host.
- 7.3.2 Competitors who place in any division may also sign up for the absolute division by the posted deadline, if it is available.
- 7.3.3 Competitors who are disqualified for disciplinary fouls cannot be awarded first, second, or third place. They can also not fight any more matches in the event.
- 7.3.4 **Single-Elimination Brackets**
  - 7.3.4.1 In divisions with three competitors, the loser of the first match will compete against the third competitor in the second match. Whoever wins the second match will compete against the winner of the first match in the final.
  - 7.3.4.2 If both competitors are disqualified in the final match, then the competitors, whom they last defeated, will move on to fight in a new final match. If the competitors were both disqualified for disciplinary fouls, then there will be no third place awarded.
- 7.3.5 **Double-Elimination Brackets**
  - 7.3.5.1 Nominally, the winner of the main bracket is the champion of the division; the other finalist wins second place; the winner of the consolation bracket final determines third place.
  - 7.3.5.2 In divisions with three competitors, the loser of the first match will compete against the third competitor in the second match. Whoever wins the second match will compete against the winner of the first match in the final. Whoever loses the third match will compete against the other competitor in the consolation bracket final.
  - 7.3.5.3 Competitors who commit disciplinary fouls may not participate in the consolation bracket.
  - 7.3.5.4 If both competitors are disqualified in the same match for a technical penalty in the main bracket, then a random pick determines who may continue in the consolation bracket.
  - 7.3.5.5 If both competitors are disqualified in the final match, then they may be awarded third place instead if they did not commit disciplinary fouls. The consolation bracket's final determines the first and second place winners.

## 7.4 TEAM POINTS

7.4.1 The academies in a competition are represented by their competitors. They earn team points for each competitor who places in a bracket without being disqualified for committing disciplinary fouls.

7.4.2 Teams lose one point each time a competitor or other representative is penalized for a disciplinary foul at any time.

### 7.4.3 Competitor tournaments

7.4.3.1 Team points do not count for divisions with only one competitor, who does not compete against anyone else, or for divisions with only two competitors representing the same academy.

7.4.3.2 Academies earn the following points from their competitors in tournaments:

1st place	2nd place	3rd place
9 points	3 points	1 point

7.4.3.3 In the event of a tie, the academy with the most of the following (in order of importance):

1. The most first place champions.
2. If the above is tied, the most second place finalists.
3. If the above is tied, the most black belt champions.
4. If all else is equal, both teams receive a tie for first place.

### 7.4.4 Team Competitions

7.4.4.1 Teams earn the following points from their competitors in dual meets, friendship cups, and other competitions between two teams:

Submission win	Win by more than 6 points	Win by less than 6 points
6 points	4 points	3 points

7.4.4.2 In the event of a tie, one competitor from each team will be selected by the coach to participate in a final match to determine the victor.

## 7.5 AWARDS

7.5.1 Nominally in single-elimination events, the champion of the final is awarded first place; the other finalist is awarded second place; and the other two semifinalists are awarded third place.

7.5.2 In double-elimination events, the main bracket's champion is awarded first place; the consolation bracket's winner is awarded second place; and the consolation bracket's finalist is awarded third place.

7.5.3 The first place, second place, and any third place competitors may receive a medal.

7.5.4 Competitors may not receive an award or be listed as a place winner if they are disqualified for disciplinary fouls.

7.5.5 Competitors may not receive an award or be listed as a place winner if they did not show up for their first match in the division, pass the uniform inspection, and pass the weigh-in.

7.5.6 The academy or team with the most team points in a tournament may receive a team trophy or other award for first place. The next highest scoring academy or team may also receive a trophy or other award. There is no third place.

## 7.6 GLOBAL CHAMPIONSHIP TOUR (GCT)

7.6.1 Competitors may accumulate points for each time they place in a tournament in either weight divisions or absolute divisions. The number of points earned for placing in a weight class are different from the absolute divisions:

Place	Earn for weight class	Earned for absolute division
1st place	9 points	13 points
2nd place	3 points	5 points
3rd place	1 point	2 points

7.6.2 Each recognized event has a different weight attached for the points earned. A world championship earns a different amount of points as a national or regional event, for example. The weights defined for the GCT are as follows:

Level of event	Weight of championship
World	5x
International	3x
National	2x
Regional/State/City/Open	1x

7.6.3 The total number of the competitor's points is tabulated using a weighted sum from each recognized event during the competition season.

$$\text{Competitor's points} = \sum ((\text{division points}) \times (\text{weight of event}))$$

For example, a silver medal at a world championship would earn the competitor  $3 \times 5 = 15$  points towards their global ranking. However, a silver medal at a national championship would earn the competitor  $3 \times 2 = 6$  points towards their global ranking.

7.6.4 Only competitors who have a match may earn points. Competitors who have nobody else in their division, do not make weight, or fail to pass the uniform inspection, cannot earn points towards their global ranking.

7.6.5 Competitors in divisions with only two competitors representing the same academy do not earn points towards their global ranking.

7.6.6 Competitors disqualified for disciplinary fouls cannot earn points towards their global ranking.