



# Austin Martial Arts Festival

Presented by TaiChi People Herb Co.

## AMAF Brazilian Jiu-Jitsu (Gi) Rules

These are rules for **Brazilian Jiu-Jitsu** requiring Gi. See, also, the **AMAF General Rules**.

### General

**Clothing:** All competitors are required to wear a Gi/Kimono. All sleeves must have enough play to have four fingers (approximately 3 inches) inserted throughout the length of the sleeve. Sleeves and pant legs must be within four fingers of the wrist or ankle. All Gis that do not comply must be changed immediately or match will be forfeited. All collars and play in the Gi must be standard as determined by the tournament officials. No wrestling shoes will be allowed.

**Weight Divisions:** Final weight divisions may be determined on the day of the competition, but will adhere as closely as possible to the following:

- Rooster Weight up to and including 121 lbs
- Super Feather Weight 122 lbs -134 lbs
- Feather Weight 135 lbs -147 lbs
- Light Weight 148 lbs -160 lbs
- Middle Weight 161 lbs -173 lbs
- Light Heavy Weight 174 lbs -187 lbs
- Medium Heavy Weight 188 lbs -200 lbs
- Heavy Weight 201 lbs - 213 lbs
- Super Heavy Weight 214 lbs - 226 lbs
- Double Super Heavy Weight 227 lbs - 246 lbs
- Absolute Weight 247+ lbs

**Weigh-ins:** Weigh-ins will start two or more hours prior to the matches. These will be announced at the day of the event if they have not been announced publicly beforehand. A short physical examination will take place to determine proper hygiene (length of finger and toe-nails, cleanliness, etc.) and general good health.

**Bouts:** The duration of the contest will be one 5-7 minute round, determined by the rank of the competitors.

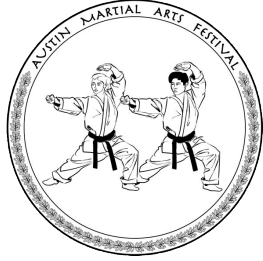
### Scoring

**Submissions** All submissions are allowed as defined in International Brazilian Jiu-Jitsu Competition.

Please note the following:

- |  |   |
|--|---|
| <input checked="" type="checkbox"/> No cervical neck cranks    | <input checked="" type="checkbox"/> No twisting of leg  |
| <input checked="" type="checkbox"/> No strikes                 | <input checked="" type="checkbox"/> No hair pulling   |
| <input checked="" type="checkbox"/> No knee bars               | <input checked="" type="checkbox"/> No head butting that affects the knee on takedowns                |
| <input checked="" type="checkbox"/> No eye gouging             | <input checked="" type="checkbox"/> No ear pulling  |
| <input checked="" type="checkbox"/> No heel hooks              | <input checked="" type="checkbox"/> No slamming   |
| <input checked="" type="checkbox"/> No hands around the throat | <input checked="" type="checkbox"/> No Biting   |
| <input checked="" type="checkbox"/> No compression locks       | <input checked="" type="checkbox"/> No small joint manipulation, such as breaking fingers, toes, etc. |

Warnings will be given for unsportsmanlike conduct. Repeat offenders will be disqualified.



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### Scoring (continued)

#### Points

To gain points for any position, the competitor must show clear control for 3 seconds. Points will be accumulated from the start of the match until the end of the match. Matches will be won by the first competitor to reach 12 points, a submission, or the competitor with the most points at the end of the time limit.

In the event of a tie, the referee will make a judgement based on aggressiveness, effectiveness and near submissions (if no advantages were given). If the referee sees no clear winner there will be a 2-minute overtime.

The point system is as follows:

#### *2 points*

- Complete sweep (and come over from bottom)
- Any technique to turn the fight
- Bump opponent off when he/she has mounted you
- Pass guard and clearly end chest-to-chest
- Perfect throw ("ippon" in Judo)

#### *3 points*

- Knee in opponent's stomach for 3 seconds

#### *4 points*

- Mount opponent
- Take the back, using secure hooks with feet

#### Advantages

Advantages determine winner when points are even.

- Any take down without technique
- Any attempt of choke, lock, or near submission
- Reversal of fight without technique
- Person with more aggressive stance (offensive fighter)

A deduction of 2 advantages for the competitor who attempts to place the opponent in the guard from the standing position but fails. Also, deductions of two advantages for stalling for more than 30 seconds, or no activity for more than 30 seconds

#### Positional Changes

Sweep points will be awarded to the competitor that utilizes technique rather than power to reverse his or her position (i.e. grab opponents belt and collar from cross body and throwing opponent over is a power move, not technique).