

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

TECHNICAL DEPARTMENT OF REGULATIONS AND RULES OF JIU-JITSU

Jiu-jitsu is the most ancient martial art and is the most complete art of self defense. Its origin being quite controversial, it was first attributed to India, then China, Japan, and Brazil—where it became superior to all other styles of jiu-jitsu, making Brazil the world's center of this precious art. The sport of jiu-jitsu brings out a competitive side where the athlete demonstrates his physical & psychological conditions, techniques, and abilities with the objective of rendering his opponent into submission.

The valid moves are those which seek to neutralize, immobilize, strangle and apply any kind of pressure by the twisting joints, as well as knocking down one's opponent by take-down. But there are non-valid moves which are considered illegal: biting, hair pulling, sticking fingers in the eyes or nose of one's opponent, striking the opponents genitalia, finger twisting, and any other move that gains unfair advantage with use of one's fists, feet, elbows or head. Moreover, competitions are the lifeline of the sport; it is the most important aspect for all those directly or indirectly involved. (However, victory will not be granted at any cost; fair-play must be the main guideline).

Ethical behavior is what gives the sport credibility and security, which are indispensable factors to our sport. By this alone we have already developed the sport in Brazil turning it into a spectacular sport. Therefore, because we hope to be part of the greatest show on earth, the Olympics, we must stay focused on jiu-jitsu as a viable modern sport.

These regulations are the sports charter. They contain the guidelines for those involved: athletes, coaches, teachers, directors, and even the assisting public. Because of this, we have the responsibility to fulfill and achieve the following regulations, and only by doing so we will be able to reach our goal of making Jiu-jitsu an Olympic sport.

ARTICLE 1º - AREA OF COMPETITION

The stage on which the competition will take place will be composed of 2 or more fighting areas, surrounded by all the supporting assistants, referees, time keepers, inspectors, security personal and a disciplinary department summoned by the coordinators, with the power to punish any unethical conduct of coaches, teachers, referees, or other assistants that might interfere in the progress of the event.

FIGHTING AREAS: Each area (ring) must be composed of a minimum of 32 tatames (mats) a total of 51.84 square meters. This area will be divided into two areas: the inner area composed of at least 18 tatames of one color, and the outer area (the security area) composed of 14 tatames of a distinctly different color. For example: green inner area and yellow outer area.

ARTICLE 2º - EQUIPMENTS

THE DIRECTING TABLE: The table that coordinates and directs the tasks and positions at the competition at which will remain the announcer controller of the event and the competent authority; it will be placed in front of each ring. Parallel to the directing table are chairs for the referees and a note-taker, (only they may occupy these chairs). Besides the referees' chairs is a chair occupied by the inspector of the refereeing. It is the inspector's duty to make sure that the refereeing runs smoothly, as well as to inspect the credentials of the competing athletes.

- + Chairs, banners and tables: Are to be placed strategically to the side of the area of competition for the best assessment of each match.
- + Score board: For each area of competition have two scoreboards, indicating a count horizontally, situated on the outside of the table, easily viewed by the referee, commission and the spectators.
- + Stopwatches: Are mandatory for keeping track of the duration of the matches and the reserve time.

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

ARTICLE 3º - REFEREEING

The mat referee is the highest authority on the mat and has the authority to disqualify competitors during the match. No one can change his decision. In special cases the CBJJ Confederation can review and overturn a referees decision if the decision is unjust. The referee is assisted by the time keeper in the matches. In cases where a referee shows himself incapable to continue refereeing because of obvious mistakes, the inspector of the event has the authority to replace him.

During the match the central referee is to be always directing the competitor to the center of the ring. In the event that the competitors move out of bounds during the match, the referee will call stop and the competitors are to hold their position without movement. The same occurrence will happen when 2/3 of the body is outside the boundary. The referee may be assisted by the timekeeper in moving the athletes back to the center of the ring. In case the referee and timekeeper are unable to move the athletes back to the center of the ring the athletes will be asked to walk back to the center and continue from the same position.

The referee will not allow interference from outsiders during the match. Medical team or nurse will be allowed on the mat at the referees discretion.

During the match the referee or persons at the scoring table are not allowed to converse with the competitors, this will be strictly enforced.

Expiration of time will be determined by the timekeeper during the match. The timekeeper will notify the central referee immediately with an auditory and visual signal.

After the table gives the signal whistle that the match is over the referee can give an advantage point to the combatant for attempting a submission or for attempting to establish a dominant position without maintaining for the precise time, except for take-downs because don't need to establish a dominant position to award points.

The judges table will actualize the referees gestures on a scorecard. The table will have two official score scoreboards with green, yellow and white cards for scoring the points and advantages. Notes taken are the responsibility of the scorekeepers. Notes may not be altered and must be exactly what the central referee dictates and cannot be altered.

Important: Any and every situation that can not be determined by the manual, will be left up to the referees discretion.

Position and function of the Referee Central:

The referee central is to remain in the area of combat. Directing the combat determining the results, certifying the correct decisions in registration placement.

The referee central to give the first athlete on the matt a green and yellow belt for identification incase the athletes kimonos are the same colors. The referee may also require the athletes to dawn the green and yellow belt at his discretion.

The throwing techniques of the competitors, by order of the central referee, will be noted on the scoreboard or on the official score papers by the scorekeeper with only the corresponding points. In case of a draw in points and advantages the scorekeeper will raise the two flags together simultaneously. Then the central referee will analyze who was the fighter with the better performance in accordance with the rules awarding the victory to the fighter determined to be most aggressive in perusing the victory during the fight. There will be no draws in any case. The central referee will decide who is the winner and his decision is absolute.

The referee central will oversee that everything is correct; for example: the ring, equipment, Gis, hygiene, officials, etc. before starting the fight.

The referee must certifies that neither the public, photographers nor anyone stays in any position that could interfere, risk or harm the competitors.

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

Gi Checker

The gi checker verifies before the fight that the competitors nails are trimmed, the gi is correctly fitted by the official CBJJ measuring tool and assures that the color and the state of the belt is appropriate for the competitor.

ARTICLE 4º - GESTURES

The central referee will make gestures indicated below, according with the actions:

For all gestures made, the central referee will raise his hand indicating the athlete receiving the score with his armband in accordance with the color of the athlete's colored gi or indicating belt.

-Take downs, sweeps and knee on the belly: The referee will raise his hand indicating the scoring athlete's color and the score of two points.

-Passing the guard: The referee will raise his hand indicating the scoring athletes color and the score of three points.

-Front mount, back mount and back grab: The referee will raise his hand indicating the scoring athletes color and the score of four points.

-Penalties: The referee will turn his hands one over the other with both fists closed after signaling the color of the penalized competitor and give an advantage to the other fighter.

-Advantages: The referee signals advantages with arm extended sweeping outward on a horizontal plane level with the shoulder.

-For the interruption of the fight: The referee opens his arms together on a horizontal plane level with the shoulder.

-For interruption of time during the fight: The referee puts his hands one above the other forming a "T", signaling the timekeeper to stop the time.

ARTICLE 5º - FIGHTING CONCLUSIONS

There is never a draw. Bouts will be decided by:

1-SUBMISSION

2-DISQUALIFICATION

3-UNCONSCIOUSNESS

4-POINTS

5-ADVANTAGES

1)- SUBMISSION:

Submission occurs when a technique forces an opponent into admitting defeat by:

A-) tapping with the palm against his opponent or the floor in a visible manner

B-) tapping with his feet on the ground (if he is unable to use his hands)

C-) requesting verbally to the referee that the fight be stopped (if he can neither tap with his hands or his feet)

D-) requesting that the fight be ended if the athlete gets injured or feel physically incapable or unprepared

Also:

E-) the referee may end the fight giving victory to the one that applied the lock if he sees a lock being properly applied and is certain that the Athlete is exposed to serious physical damage.

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

F-) a coach of one of the athlete may request that the fight be ended either by directing himself to the referee or by throwing the towel into the ring for any reason.

The referee may end the fight when one of the athletes is injured or by doctor's examination proving he is incapable to continue. If this occurs, the victory will be given to the opponent as long as the injury was not caused intentionally by conduct worthy of disqualification.

2)-DISQUALIFICATION:

SERIOUS FOULS: SERIOUS FOULS ARE THOSE THAT LEAD TO IMMEDIATE DISQUALIFICATION BY THE REFEREE.

A-) the use of foul language, cursing, or other immoral acts of disrespect towards the referee or any of the assisting public.

B-) biting, hair pulling, putting fingers into the eyes or nose of one's opponent, intentionally seeking to injure genitalia or the use of fists, feet, knees, elbows, or heads with the intention to hurt or gain unfair advantage.

C-) when the fighter has his kimono ripped during the fight, the referee will give him a set time to change it. If the fighter does not change it in time he will be disqualified.

D-) The fighter must wear shorts under the pants, keeping in mind the risk that the suit might get torn or unsown, If this occurs, the athlete will be given a set time determined by the referee to find another pair of pants to wear. If the athlete can not change within the set time, he will be immediately disqualified.

E-) When an athlete has been submitted to a lock and to avoid tapping out he runs out of the ring, he will be immediately disqualified. In such cases being when it is considered a technical foul not a disciplinary foul the offender may return to the competition to fight the absolute division or in case of a bracket of three.

FOULS NOT AS SERIOUS: PENALTIES:

On the first offense the offender will be given a verbal warning.

On the second offense the offender's opponent will be given an advantage.

On the third offense the offender's opponent will be given two points.

After the third offense the referee may disqualify the athlete for any further fouls.

A-) The athlete will only be allowed to kneel after having taken hold of his opponents kimono.

B-) When either of the athletes run to one of the extremities of the ring to avoid combat, or while ground fighting flee by crawling or rolling out of the ring or by standing up avoiding engaging or purposely stepping out of the ring to gain time.

C-) When the athlete avoids engaging by taking off his kimono or by allowing it to be taken off with the intention of stopping the fight to allow himself rest or to avoid the attacks of his opponent.

D-) When the athlete inserts his fingers inside the sleeves or pants, or with both his hands on his opponent's belt.

E-) When the athlete stalls the fight, holding his adversary, not seeking to engage or gain submissions when in the guard, on top, or on the bottom. Holding the opponent, standing up, or any position where designed to stall. Noticing this the referee will request that 30 seconds be marked. At the end of the 30 seconds the athlete not having changed his position or shown visible signs of engagement, the same will lose 2 points and both athletes will return to their feet at neutral positions. The same will happen on the 2nd offense, with the possibility of disqualification on the 3rd offense.

F-) NOTE: A penalty with immediate loss of 2 points occurs when an athlete runs from the ring in order to avoid a sweep that the referee considers would be completed, or when the athlete flees the

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

ring in order to avoid a lock that has not yet been completed and not engaging in the article "E" for disqualification.

3)-UNCONSCIOUSNESS

One of the 2 opponents is defeated after losing consciousness by any of the valid moves: strangling, pressuring, or take downs, or accidents in which the adversary has not committed any foul worthy of disqualification.

4-) POINTS

1° POSITIVE POINTS

The competition for your nature makes the athletes use their technical abilities attempting to finish or neutralize his adversary. The point is the superior technique displayed during the match putting the oppositions and negative points on the adversary.

IMPORTANT

The athlete cannot have new points generated when he is in a position where he received points previously, changes position intentionally and returns to the same position. Example: For knee on the belly and switching sides, there will be no new points awarded.

The fight can be an ascending condition for technique, looking to dominate the adversary, working to finish the opponent.

No points will be marked for the athlete who is attaining a position while in a submission. Points will only be awarded after the submission is completely defended. Example: When one athlete is mounted on his opponent but is in a guite the points of the mount will be awarded only when the submission is defended.

The order of the referee

The positions sought technically and what is presented with importance in terms of strategy of the fighter and the finishing technique. If there is no finish the positions established will be translated into points to determine the winner.

Positioning: (Ordered by the referee) Positions are achieved through proper technique,. If there is no submission at the end of a match, the athlete gains victory by scoring more position points than his opponent.

A-) TAKE DOWNS: Any kind of knocking down the opponent or being taken down on his back side, 2 points . If the athlete is thrown to the ground and does not land on his back, the thrower must pin him to the ground in the same position for at least 3 seconds to gain the points of the take down.

Observation 1: a take down that lands outside of the fighting area and on to the security area will be valid as long as the athlete that applied it stood with both feet in the fighting area while making the take down.

Observation 2: If the athlete has one of his knees on the ground and is taken down, who ever applied the take down will be awarded 2 points as long as he has both his feet on the ground. If the athlete has both his knees on the ground and is knocked down the standing athlete will have to pass to his side and maintain this position to receive an advantage.

Observation 3: When the athlete attempts the double leg and the opponent sits on the floor and executes a sweep, the athlete who attempted the takedown will not receive points but the one who executed the sweep will.

Observation 4: When a competitor throws his opponent and ends up in a bottom position the competitor throwing will receive 2 points and the opponent on top will receive an advantage. If the competitor executing the throw lands in his opponents guard and is swept both will receive 2 points.

INTERNATIONAL BRAZILIAN JIU-JITSU FEDERATION TOURNAMENT RULES

B-) **PASSING THE GUARD:** Is when the athlete that is above his adversary or in between his legs, moves to his opponent's side, establishing a perpendicular or longitudinal position over his adversary's trunk, dominating him and leaving him no space to move or to escape the position—if even is on his side, back, or facing down. 3 points NOTE: if the athlete that is underneath avoids the move by getting to his knees or standing up, the initiative will not be awarded 3 points but will be awarded an advantage.

C-) **KNEE ON THE BELLY:** When the athlete on top puts his knee on his adversary's stomach, holding his collar or sleeve and belt with his other leg towards his adversary's head: 2 POINTS.

OBS : if the athlete that is underneath does not allow his adversary to put his knee down onto his belly and if the one on top does not establish the position completely it will not be awarded with 2 points but an advantage.

D-) **THE MOUNT :** is when the athlete sits on his opponent's torso; the opponent can be lying on his stomach, side or back. The one mounted can be on top of one of his opponent's arms but never on both. It will also be considered a mount if he has one knee and one foot on the ground, 4 POINTS.

OBS : no points will be awarded if his feet or knees are on his opponent's leg. Also if an athlete applies a triangle while in the guard and in so doing lands mounted on his opponent, it will be considered a sweep not a mount. (See the Guard)

E-) **THE BACK GRAB :** Is when the athlete grabs his adversary's back, taking hold of his neck and wrapping his legs around his opponent's waist, with his heels leaning on the inner side of his opponent's thighs, not allowing him to leave the position. 4 POINTS . NOTE; the points will not be awarded if both heels are not properly positioned on the inner part of the adversary's thighs.

F-) **THE SWEEP :** is when the athlete that is underneath has his opponent in his guard (in between his leg) or the half guard (having one of his adversary's legs between his) and is able to get on top of his adversary by inverting his position. 2 POINTS.

Observation 1 : it will not be consider a sweep if the move does not begin from in side the guard or half guard.

Observation 2 : When the athlete sweeping advances his position to the back of his opponent during the attempted sweep he is awarded 2 points.

Observation 3 : If starting in guard an athlete attempts a sweep and both athletes return to their feet and the competitor attempting the sweep executes a takedown remaining on top he will be awarded 2 points.