



RULE BOOK

GENERAL COMPETITION GUIDELINES
COMPETITION FORMAT MANUAL



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This Handbook was produced with the friendly support of JJAU (Ju-Jitsu Asian Union)

It contains the rules for Ne-Waza Ju-Jitsu as approved by Ju-Jitsu International Federation (JJIF) in August 2015.

The Rules are identical to the Pro Jiu-Jitsu rules, only the competition format, regulations of Gi age divisions and categories might be different. The copyright (especially for the photographs) belongs to JJAU.

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Competition Rules

Two competitors fight against each other in a sportsmanlike competition.

The objective of the fight is to win by submission through lock or choke or to win by scores!

The competition is composed of:

Throws, take downs, locks and strangulations in standing position, floor techniques, control, improvement of positions (pass the guard, sweeps ...), locks and Strangulations on the ground.

Further restrictions, rules, guidelines, adaptations in organisation, format and protocol for different event formats, special weight or age categories and different levels of combat capability (belt categories) are appended.

All references in this document to the term “he” should be understood as “he or she”.

SECTION 1 COMPETITION AREA (FIELD OF PLAY- FOP)

The Field of play must be set up by following the additional regulations listed in the affiliated document.

- The Competition area must be covered by tatamis, in different colours dividing the areas.

- The area outside the fighting area shall be called the safety area.
- The “fighting area” plus “safety area” are called “match area”
- Additional safety area is not part of the “match area”

SECTION 2 COACHES

Only one (1) coach can be allowed due to the competition format.

- The coach stays at the limit of the contest area during the match, may assist contestants.
- Being aware of the role a model the coaches will behave according to the ethical rules of martial art.
- The coach has to be dressed properly (Complete Suit or Dress). During the Eliminations the track suit of the team is acceptable. According to the event a special dress code can be settled.
- If the coach exhibits misbehaviour towards the athletes, the referee, the audience or anyone else, the MR may decide to make him leave the area reserved to the officials (FOP) for the duration of the match.
- If the misbehaviour continues, the Referees of the match may decide to make him leave the official area for the whole tournament. There is still the right of the organizer/host to ban unacceptable persons from the venue.

SECTION 3

COMPETITION DRESSING AND PERSONAL REQUIREMENTS

The athlete must be sure to follow the regulations for Competition dressing and Personal requirements as listed in the affiliated document.

If a competitor will not follow this rule, he is not allowed to start the match. He has the possibility to change the complained items of equipment and to show up again within acceptable time.

Generalities:

- The competitors shall wear a good quality Gi which must be clean and in good order. They must fit the size of the athlete and the material of the Gi must allow a proper grip.
- Competitors must wear brief-type undergarments. In the female divisions, it is mandatory for the use of a stretchy or elastic shirt that hugs the body beneath the Gi
- The competitors must have short fingernails and toenails.
- The competitors are not allowed to wear anything that may injure or endanger anybody.
- Long hair must be tied up with soft hair-band. Hejab (Muslim Hair cover) is allowed.

SECTION 4

CATEGORIES AND TIME

- The categories are according to the Organization code.
- An “open weight” category can be implemented in the competition.
- The “fighting time” is settled according to the category.
- Between two matches a recovery time of the regular “fighting time” must be given. In the finals the athlete Claim to have double the fighting time for recovery.

SECTION 5

REFEREES

- The referee is the highest authority in a match.
- The referee ruling on the result of each match is incontestable.
- The ruling on the result of a match may only be changed under the following circumstances:
 - a. If the score on the board has been misread;
 - b. If the athlete declared winner submitted his/her opponent using an illegal hold previously unnoticed by the referee.
 - c. If the athlete has been disqualified erroneously for using a legitimate hold. In this case, if the match was interrupted and the athlete disqualified prior to the athlete under attack tapping out, the match shall be restarted at the center of the match area and the attacking athlete shall be awarded two points. In the event that the athlete under attack should tap out prior to the interruption and disqualification, the athlete performing the hold shall be declared the winner.
 - d. If the referee commits a ruling error in applying the rules set forth in this rule book. A ruling error does not encompass subjective interpretations the referee makes in awarding points, advantage points or penalties. To overturn the outcome of a match, the following conditions should be observed:
 - i. The referee can consult the event’s director of refereeing, but the final decision as to whether to overturn or not overturn a result is the referee’s to make;
 - ii. The director of refereeing should consult the event’s center table regarding how the bracket has progressed and may only authorize the overturning of a result if the bracket has not progressed to the next stage.
- Subjective interpretations of the referee on the awarding of points, advantages or penalties will be final and not subject to change.
- It is the referee’s duty to intervene in a match when he/she deems it necessary.

- It is the referee's duty to make sure the athletes fulfill their obligation to compete within the match area.
- It is the duty of referees overseeing under-12-years-old-division matches to protect the athlete's spinal column by positioning themselves behind the child when lifted off the ground by the opponent, as in the case of a triangle or closed guard.
- The Mat-Referee (MR) who stays within the match area shall conduct the match. He decides about the scores and penalties, but can have the advice of Side-Referee.
- One Side-referee (SR) can assist the MR and shall be situated outside the safety area on a chair. Use of camera system and intercom is possible.
- The referee team is allowed to work with two side referee which can overrule the decision of the Mat referee. (sit opposite in the mat corners). Finals will be conducted with two side referees.
 - a. Should there be a consensus between the corner referees and the central referee, the corner referees shall remain seated in the chairs at the corners of the match area.
 - b. Should there be a conflict of opinion with the central referee, the corner referees should stand up and signal for points, advantage points or penalty points to be awarded or subtracted, using gestures predefined in this rule book.
 - c. Should there be a discrepancy between all three referees on points to be awarded for the same move, the intermediary decision shall count (e.g., when one referee awards a guard pass, the second awards an advantage point and the third asks that points be subtracted; the advantage point shall be recorded on the scoreboard).
 - d. If the referee decides to disqualify an athlete due to the athlete's accumulation of four penalties (serious foul or lack of combativeness), the referee will make the serious penalty gesture before stopping the fight. If at least one of the side referees repeats the gesture, the referee's decision is confirmed and he or she is authorized to stop the fight.
 - e. If the referee decides disqualify an athlete due to the athlete committing a severe foul, he will make the gesture before stopping the fight. If at least one of the side referees repeats the gesture, the referee's decision is confirmed and he or she is authorized to stop the fight.
 - f. When a match ends with a draw in points, advantages and penalties, the central referee will place the two athletes in their starting position (one to his left and one to his right). The referee will take two steps back and make a gesture for the side referees to stand up. After the side referees are standing, the central referee will take a step forward with his

right leg. After he or she does so, all three referees raise either their right or left arm in the air. This will signify the athlete each referee believes to be the winner. The central referee will then declare the winner chosen by a majority of the referees.

SECTION 6

SECRETARIAT

- The secretariat is placed opposite the position of the MR at the beginning of the fight.
- The secretariat shall be composed of one scorekeepers controlling an electronic scoreboard.

SECTION 7

COURSE OF THE MATCH

Referee calls the competitors inside the mat



- The contestants start facing one another in the middle of the competition area approximately two meters apart. The contestant with the red belt stays on the MR's right side. At the sign of the MR the competitors will make a standing bow first to the referees and then to each other.



- In the beginning, the match starts in standing position, after the MR announced “Fight”
- As soon as there is contact between the competitors by holding the opponent, they are allowed to go to the ground/ guard immediately.
- The contestants can control and change between the different positions, but they must be active.
- Any movement that goes beyond the fighting area should be stopped. The athletes will be returned to the centre of the fighting area in a standing position.
- When one athlete takes his opponent to the safety area while trying to stabilize a scoring position, the referee shall wait, whenever possible, for an athlete to stabilize the position for 3 seconds before stopping the fight. If this happens, the referee will give the points and then restart the fight in the centre of the fighting area in the same position.

- When 2/3 of the athletes’ bodies are outside the fighting area on foot or in a non-stabilized position on the ground, the referee should stop the match and restart the two athletes on their feet at the centre of the fighting area.
- At the end of the match, the MR announces the winner and orders the standing bow first to each other, then to the referee, who is standing in the fighting area opposite the table referee.



Further referee signs to conduct the fight



Direct the athlete to re-adjust the gi by crossing the arms downwards at waist height



Direct the athlete to readjust the belt by imitating the move of tightening the knot



Caution athletes to remain within the combat area making circle movements with the finger pointed upwards



Instruct the athlete to stand up



Instruct the athlete to return to the ground (into the position appointed by the referee)





SECTION 8

APPLICATION OF “FIGHT” AND “STOP”

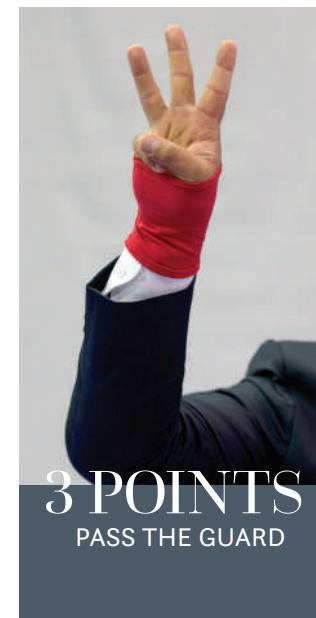
- a. The MR shall announce “Fight” to start and to restart the match after “Stop”
- b. The MR shall announce “Fight” to inform the competitor about recognized passivity (stalling).
- c. The MR shall announce “Stop” to stop the match temporarily or final. In this case, the contestants are not allowed to move anymore.
 - If both contestants left the fighting area completely in an easy recognizable position to bring them back to the middle of the fighting area and restart in the same position.
 - Any other time the MR finds it necessary. (e.g. to reset the Gi or to deliver judgments, suspected danger or injuries)
 - If both contestants left the fighting area completely in a not recognizable position. The referee will restart the match in the middle of the fighting area in standing position
 - If one or both contestants are injured, unconscious or are taken ill.
 - In case of submission (a contestant taps, shows other signs, screams or if the contestants can’t tap by himself during a strangulation or a lock).
 - The fight has finished.
- d. After “Stop” the referee can order to continue exactly in the same position they were, when the Command was announced. To actually start again the match, the MR announces “Fight”.



SECTION 9

SCORE / POINTS

Activities causing a progress to a possible submission hold will be awarded by scores. Defending actions cannot be scored!



Points

Points shall be awarded by the central referee of a match whenever an athlete stabilizes a position for 3 (three) seconds. Points will be marked by the MR, therefore he shows the amount of points with the fingers indicating the colour.

When an athlete deliberately exits the match area to prevent the opponent from completing a sweep or a takedown the referee should signal two points be awarded to the opponent and one penalty point be added to the score of the athlete who exited the match area.

Athletes shall be awarded cumulative points when they progress through a number of point-scoring positions, as long as the three-second positional control from the final point-scoring position is a continuation of the positional control from the point-scoring positions from earlier in the sequence. In this case, the referee shall count only 3 (three) seconds of control at the end

of the sequence before signalling the points be scored (e.g., guard pass followed by mount counts for 7 [seven] points)

Athletes who arrive at a point-scoring position while caught in a submission hold shall only be awarded points once they have freed themselves from the attack and stabilized the position for 3 (three) seconds.

When one athlete comes to point-scoring positions but only gets out of the submission in hold without staying in these positions, he/she will not receive any advantage for that positions..

An athlete who reaches one or multiple point-scoring positions, but is under attack from a submission hold by his/ her opponent, shall be awarded with a single advantage point if he/she does not escape the attack by the end of the match.

Notes

ADVANTAGE



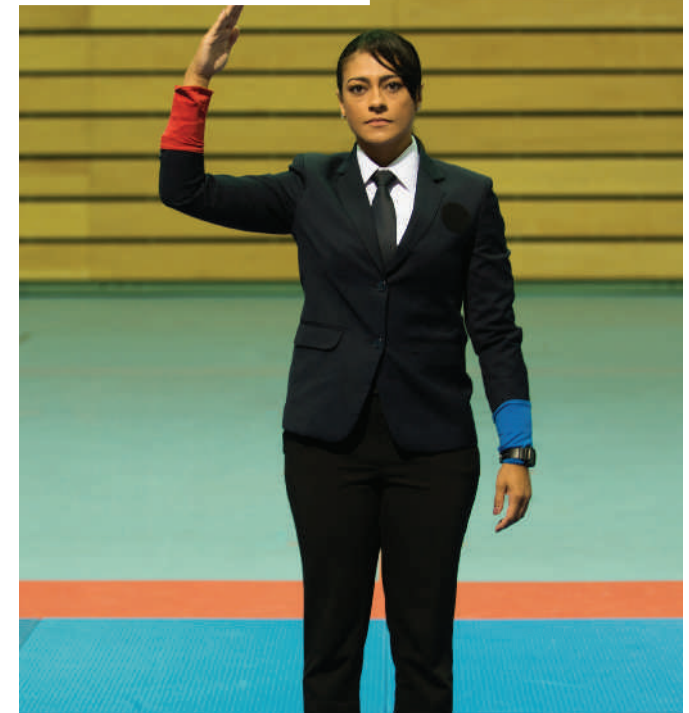
Advantages will be marked by lifting the arm corresponding with the athlete on shoulder height.

Advantage

An advantage (-point) is counted when an athlete achieves a point-scoring pass position requiring 3 (three) seconds of control but is unable to maintain control for the entire duration. An advantage is counted when the move to a point-scoring pass position is incomplete. The referee should assess whether the opponent was in any real danger and if the athlete clearly came close to reaching the point-scoring pass position.

An advantage point may be awarded by the referee even after a match has run its course but before announcing the result. The referee may only award an advantage point once there is no longer a chance of the athlete reaching a point-scoring position.

POINT DEDUCTION



Arm corresponding with athlete to be deducted points at shoulder height with palm open.

A. TAKE-DOWNS

When an athlete forces his/her opponent back-down, sideways or into a seated position on the ground after standing on two feet at some point during the movement



- When an athlete forces his/her opponent to the ground on all fours or belly-down, points shall only be awarded once the athlete performing the takedown has established a back clinch on his/her opponent—hooks need not be in place but at least one of the opponent's knees must be maintained on the ground.
- Athletes who begin a takedown movement before the opponent pulls guard shall be awarded two points or an advantage point for the move, respecting the Takedown rules.
- When an athlete has a grip on his/her opponent's pants and the opponent pulls open guard, the athlete with the grip on the pants shall be awarded two points for the takedown if he/she stabilizes the top position on the ground for 3 (three) seconds.
- If the opponent pulls closed guard and remains suspended in the air, the athlete will have to put the opponent's back on the ground within 3 (three) seconds and stabilize the top position for 3 (three) seconds to be awarded with Takedown points.
- Athletes who initiate a takedown movement after the opponent has pulled guard shall not be awarded the two points or advantage point relating to the move.
- If an athlete forces his or her opponent to the ground in the outlying safety area, the athlete performing the takedown should have both feet within the fighting area when the movement begins. In this case, if the athletes land in a stabilized position, the referee will only stop the match after 3 seconds of stabilization in the position. Then the referee will score the points and restart the match at the centre of the match area. The athletes will be placed in the same position they were in when the match was stopped.

- When the opponent has one or two knees on the ground, the athlete performing the takedown will only be awarded points if he/she is standing at the moment the takedown is carried out.
- When the athlete forces his/her opponent to the ground using a single or double-leg takedown and the opponent lands seated and successfully applies a counter-takedown (another takedown), only the athlete performing the counter-takedown shall be awarded the score.
- No Scoring in take down:
 - a. Athletes who, in defending a sweep, return their opponent back-down or sideways on the ground shall not be awarded the takedown-related two points or advantage point.
 - b. Athletes defending standing back-control, where the opponent has one or two hooks in place and doesn't have one foot on the mat, shall not be awarded the takedown-related two points or advantage point, even after he/she stabilizes the position for 3 (three) seconds.



Every take-down with continuing control in Top position for 3 seconds

2 POINTS

When an athlete achieves a takedown but the opponent does not land back-down or sideways on the ground and returns to his/her feet within 3 (three) seconds.

When an athlete, in attempting a single-leg takedown, traps one of the opponent's legs and causes the opponent to exit the match area to avoid being taken down and oblige the referee to interrupt the match.

ADVANTAGE

B. CONTROL TECHNIQUE (3 SECONDS)

- Matches should unfold as a progression of positions of technical control that ultimately result in a submission hold. Therefore athletes who voluntarily relinquish a position, in order to again score points using the same position for which points have already been awarded, shall not be awarded points upon achieving the position anew.
- Points shall be awarded by the central referee of a match whenever an athlete stabilizes a position for 3 (three) seconds.

B.1 KNEE ON BELLY



When the athlete on top maintaining side control places a knee on belly, Chest or ribs of the opponent, who is lying on the back or the side, and the other leg is extended with the foot on the ground and facing the opponents head



If one knee is placed on the belly but the second stays on the ground.



B.2 FRONT AND BACK MOUNT



4 POINTS



When the athlete is on top, clear of the guard and half-guard, sitting on the opponent's torso and with two knees or one foot and one knee on the ground, facing the opponent's head and with up to one arm trapped under his/her leg
Control of the torso is only considered if the knees are under the shoulder line.

ADVANTAGE



With both the opponent's arms trapped under his/her legs

NO POINTS



NO POINTS



In the case of the mount, when there is a transition straight from back mount to mount or Vice-versa—for being distinct positions—athletes shall be awarded four points for the first mount and another four points for the subsequent mount, so long as the three-second stabilization period was achieved in each position.

B.3 BACK CONTROL

4 POINTS



4 POINTS



When the athlete takes control of the opponent's back, placing his/her heels inside the legs of the opponent in a position to trap up to one of the opponent's arms without trapping the arm above the shoulder line.

ADVANTAGE



When an athlete mounts his/her opponent's back and places his/her heels between the opponents's thighs but traps both the opponent's arms.

ADVANTAGE



When an athlete mounts his/her opponent's back but crosses his/her legs.

ADVANTAGE



When an athlete fastens a figure-four around the waist or only places one heel between the opponent's thighs.

If a control technique can't be hold long enough, to score points, it will be rewarded with an advantage.

C. GUARD POSITION AND PASSING GUARD

When the athlete in top position manages to surmount the legs of the opponent in bottom position (pass guard or half-guard) and maintain side-control or north-south position over him/her for 3 (three) seconds.

- Guard is defined by the use of one or more legs to block the opponent from reaching side-control or north-south position over the athlete on bottom.
- To pass the guard of the opponent and continue with a control technique for 3 seconds



- To pass the guard of the opponent with no following control technique or reach the half guard with good control (face to face)
- When the athlete attempts to guard pass and makes his or her opponent turn their back upwards and get on all fours to prevent the guard pass. In this case, the athlete will be awarded with a advantage.

D. SWEEPS

Any turn from the guard position into any top position followed by a 3 second control will be counted as a sweep and will be rewarded with 2 points.

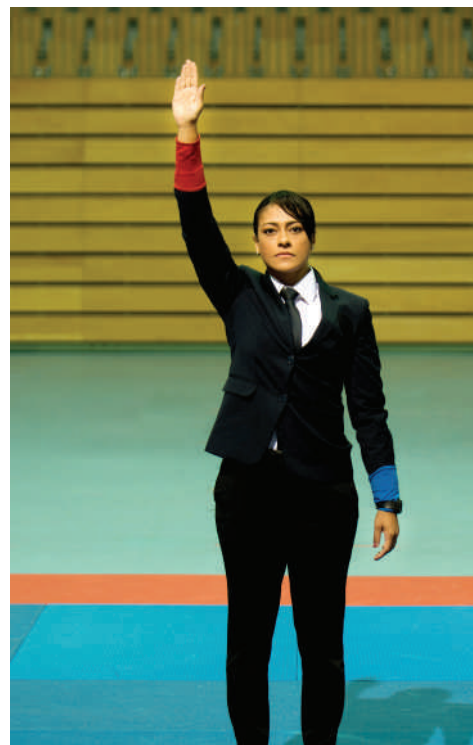
No advantages will be awarded for sweeps that start and end in a 50/50 guard situation.

To change the position from guard into the back of the opponent (on top) with 3 seconds of control and hold the opponent in bottom position (at least one knee on the floor) will be regarded as sweep as well.



E. SUBMISSIONS - LOCKS AND STRANGULATIONS

- If applicable, these rules will respect the age and belts division:
 - a. All strangulations are allowed, except with bare hands or fingers.
 - b. All locks on shoulder, elbow and wrist are allowed.
 - c. Locks on legs or feet are allowed in bending, stretching and compression. All kind of twisted locks affecting the knee are forbidden. If a contestant apply a straight leg lock, the opponent try to escape by twisting his body and has to tap because of the pain, he will lose the match by submission.
- During submission hold:
 - a. When an athlete taps twice with his/her hand on the opponent, ground, or his/herself in a clear and apparent manner.
 - b. When the athlete taps the ground twice with his/her foot, when arms are trapped by opponent.
 - c. When the athlete verbally withdraws, requesting the match be stopped.
 - d. When the athlete screams or emits noise expressing pain while trapped in a submission hold.
 - e. The athlete shall be declared to have lost the match upon losing consciousness due to a legal hold applied by the opponent or due to an accident not stemming from an illegal manoeuvre by the opponent.
- The fight will be stopped and the executing athlete will be declared as winner.
- The referee raises the corresponding arm high above the head, with palm facing forward.
- The athlete shall be awarded an advantage-point when he/she attempts a submission hold where the opponent is in real danger of submitting and escapes. Again, it is the referee's duty to assess how close the submission hold came to fruition.
- When an athlete has a submission hold in place in the safety area, the referee should not interrupt the match.



- When the proper defensive counter for a submission hold results in exiting the match area, the referee shall signal 2 (two) points be awarded to the athlete applying the submission hold.
- (Without a proper defensive move it will be a disqualification).
- When the fight exits the fighting area due to the movement of an athlete attacking a submission in hold, the referee will not mark two points after stopping the fight. Instead, the referee may give an advantage depending on the proximity of the submission, while respecting the rules of advantages.
- The referee should stop the match and restart the match at the centre of the match area with the athletes standing.



SECTION 10 PENALTIES / FORBIDDEN ACTS

This paragraph only contains the “forbidden acts” and restrictions of the highest level and for adult athletes. It is essential to observe the corresponding guidelines.

Penalties will be given in four steps

- Penalty
- Penalty: Advantage to opponent
- Penalty: 2 Points for opponent
- Penalty: disqualification

The referee announce “foul” and show the gesture: “raising a clenched fist to shoulder height.”

10.1 Serious foul (Light forbidden acts) will be punished by “penalty”.



The following actions count as light forbidden acts:

- Passivity/ Stalling

In case of stalling the referee will point to the athlete announce “fight” and show the sign for penalty.



If the athlete cannot see this the referee will touch him



- a. Passivity/ stalling (Lack of combativeness) is defined by one athlete clearly not pursuing positional progression in a match and also when an athlete impedes his/her opponent from carrying out said progression.

The referee shall count out 20 (twenty) consecutive seconds and will perform the gesture for a lack of combativeness (in concordance of 1.4.1), followed by the verbal command "FIGHT!" and the gesture for the awarded penalty

- b. Leaving the mat or pushing without technical attack the opponent outside the mat.
- c. When an athlete runs around the match area and does not engage in the combat
- d. When both athletes pull guard at the same time, the referee will start a 20 second countdown. If at end of this 20 second countdown, even if the athletes are moving, one of the athletes does not reach the top position, does not have a submission in hold, or is not imminently completing a point scoring move, the referee will stop the fight and give a penalty to both athletes. In this situation, the referee will restart the combat in standing position.
- e. When the athlete breaks the grip of the opponent pulling guard and does not return to the combat.
- f. When both athletes simultaneously demonstrate a lack of combativeness (stalling) in any position in a match.
- g. To escape from the fight on the ground, stand up and does not return to combat.
- h. Passivity is not declared when an athlete is defending his/ herself from an opponent's attacks from mount, back-control, side-control or north - south positions.

- i. Will not be considered lack of combativeness when an athlete is in mount or back position, as long as the characteristics of the technical position are respected.
- When an athlete grabs the inside of the opponent's Gi top or pants, when he steps inside the Gi jacket and when an athlete passes a hand through the inside of the opponent's Gi to grip the external part of the Gi.



- To put the hand into the face of the opponent.
- To go to the ground without a grip.
- Use of the belt for all techniques when the belt is NOT tied up.
- Delay of the fight by not being ready to fight when show up the mat or taking too much time to set Gi and belt. (Wrong dress, wearing not allowed items, remove belt, open Gi, when an athlete takes more than 20 seconds to tie his/her belts during a match stoppage.)

- For Jiu-Jitsu No-Gi, when an athlete grabs hold of his/her uniform or that of his/her opponent in any way.
- In the white belt division, it is forbidden for an athlete to jump into closed guard while their opponent is standing. When this movement occurs, the referee will stop the match and restart with both athlete's standing at the center of the mat.



- Placing the foot deliberately in the belt
- Placing the foot deliberately inside the collar without grip of the same side



- Talking or verbal comments (without medical/safety reasons)
- Disobey the referees order
- Exits the match area to prevent the opponent from completing a sweep or a takedown (see sweep and take down as well - points will be given)
- Exit the competition area after the fight before announcing of winner (in this case one penalty will be added and minimum an advantage must be given to the opponent).

Notes

10.2 The following actions count as a “severe foul” (heavy forbidden act) and will be punished by “Disqualification”:

The first time a contestant makes a “severe foul” he will be punished by “Disqualification”.



- To apply any actions with the obvious intention to injure the opponent!
- To leave the contest area deliberately in danger of submission¹ (not a correct move for escape)
- To make any locks attacking the spinal column without a choke (Pulling from the underneath position is not considered as Neck lock)
- To slam the opponent on the mat, while he is in a guard position or on the back control.
- Throws and take down techniques that will project or force the opponent's head or neck into the ground.
- To apply punches or kicks, to bite the opponent or to apply any other action that is against the ethics and fairness or if a contestant shows reckless or unsportsmanlike behaviour (any time in the tournament), the referee crew of the tatami or the appeal committee unanimously decide that the competitor should be expelled from the rest of the tournament. They will inform the head-referee of their decision and then ask the responsible of the tournament to make the official announcement. The expelled contestant loses all matches he had already won, including the medals. Further legal actions against the competitor or the sending federation can be applied.
- To make locks on fingers or toes.
- To apply twisted leg locks like any heel hook and outside twist at the foot
- Serious laterally attacks affecting the knee (crossing the leg from outside in locking situation or with strong pressure)
- To push the fingers into the eyes of the opponent.
- When an athlete strangles his or her opponent, with bare hands (not using the gi and with one or both hands around the opponent's neck or applies pressure to the opponent's windpipe using the thumb) or blocks the passage of air to his/her opponent's nose or mouth using his/her hands.
- When an athlete intentionally attempts to get his or her opponent disqualified by reacting in a way that places his or her opponent in an illegal position.
- To use any slippery or enhancing substances or creams (medication) which can affect the opponent.
- When an athlete is unable to exchange the GI for a new one within a period of time stipulated by the referee.





	4 - 12 years of age	13 - 15 years of age	U18 / U21 / Seniors	
1	■			Submission stretching the legs apart
2	■	■		Choke with spinal lock
3	■	■		Straight foot lock
4	■	■		Forearm choke using the sleeves (Ezequiel choke)
5	■	■		Frontal Guillotine Choke
6	■	■		Omoplata
7	■	■		Pulling head in triangle
8	■	■		Armtriangle
9	■	■		Jump into the guard
10	■	■		Pressing kidney or ribs in Close Guard
11	■	■		Wrist lock
12	■	■		Single leg takedown with the head of the attacker outside the opponents body
13	■	■		Biceps Slicer
14	■	■		Calf Slicer
15	■	■		Kneebar
16	■	■		Toe Hold
17	■	■	■	Slam
18	■	■	■	Spinal lock (without choke)
19	■	■	■	Heel hook
20	■	■	■	Locks twisting the knees
21	■	■	■	Straight foot lock and Turning inside
22	■	■	■	Lateral pressure to the knee (by crossing out in)
23	■	■	■	Toehold with outside turn
24	■	■	■	Kanibasami / scissor throw
25	■	■	■	Fingerlock
26	■	■	■	Takedown forcing on the head or neck (Suplex, ..)





LATERAL ATTACKS TO THE KNEE (KNEE RIPPING)

Knee ripping is characterized by when one of the athletes places his thigh behind the leg of his opponent and passes his calf on top of the opponent's body above the knee, placing his foot beyond the vertical midline of the opponent's body and applying pressure on his opponents knee from the outside, true inside, while keeping the foot of the leg at risk stuck between his hip and armpit.

It is not necessary for one of the athletes to hold the foot of his opponent in order for the foot to be considered caught or stuck. For purposes of this rule, when one athlete is standing and bearing their weight on foot of the same leg as the knee in danger, the foot will be considered caught or stuck.

SEVERE FOUL - HEAVY FORBIDDEN ACT

(Sanctioned with "Disqualification")

Serious laterally attacks affecting the knee (crossing the leg from outside in locking situation or with strong pressure)

- When the athlete executes the movement in the characteristics mentioned below, with their foot crossing the vertical midline of the opponent's body.



- When either of the athletes have a submission hold, it will be considered a severe foul for the athlete crossing his foot in the characteristics mentioned below.



NO FOUL



Free foot

Crossing the foot under the knee

Notes

SECTION 11 SETTLEMENT OF THE MATCH

- a. Submission:
A competitor may win the match before the end of the fighting time, if one of the contestants applies a lock or strangulation that make the opponent tap or the MR has to stop the match. This is called a submission.
- b. After the fighting time has expired the contestant who has the most points at the end of the match will be the winner.
- c. If the competitors have equal points at the end of the match, the contestant who achieved the most number of advantages wins the match.
- d. If the score is equal both in total points and in number of advantages, the penalties decide for the winner.
- e. If the score is equal both in total points, in number of advantages and penalties, match there will be a decision of all referees.
- f. In the event of both athletes suffering accidental injury in a semifinal or final match where the score is tied at the moment of the accident and neither athlete is able to continue in the contest, the result shall be determined by random pick.

SECTION 12 WALK-OVER AND WITHDRAWAL

- a. The decision “win by walk-over” shall be given by the MR to any contestant whose opponent doesn’t appear for his match after has been called for 3 times over at least 3 minutes.
- b. The decision “win by withdrawal” shall be given by the MR to the contestant whose opponent withdraws from the competition during the match.

SECTION 13 INJURY, ILLNESS AND ACCIDENT

- In every case when a match is stopped because of injury on either or both contestants, the MR may permit maximum time of 2 minutes to the injured contestant(s) for the rest. The total rest per contestant in each match shall be 2 minutes.
 - The injury-time starts on command of the MR.
 - When an athlete presents bleeding that cannot be contained after being treated by the doctor on 2 (two) occasions, to which each athlete has the right for each injury and should be provided upon the referee’s request.
- a. If one of the contestants is unable to continue, the MR will make a decision after the following clauses:
 1. When the cause of the injury is attributed to the injured contestant, the injured contestant shall loose the match.
 2. When it is impossible to attribute the cause of the injury to either contestant, the injured contestant shall

loose the match.

3. When the injury is caused due to illegal action by the uninjured contestant, he shall by disqualified and lose the match.
- b. When one contestant is taken ill during the contest and he is unable to continue, he shall lose the contest.
 - c. The official doctor is to decide whether the injured contestant may continue or not.
 - d. If a contestant loses consciousness or if they blackout, the fight must be stopped and the contestant will be expelled from the rest of this tournament day.
 - e. When one of the athletes alleges to be suffering from cramps, the opponent shall be declared winner of the match.
 - f. When an athlete vomits or loses control of basic bodily functions, with involuntary urination or bowel incontinence.

SECTION 14 HYGIENE

- Nails must be trimmed and short
- Long hair must be tied up
- In case of skin presenting some injury, rash or some disease, doctor must be informed, and he has the final say if the athlete can participate or not in the competition.
- Out of matches area, the athletes must use footwear.
- Gi must be clean and dry, having no odor.



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