

# Jiu Jitsu (Grappling) Rules

Please make sure to read the following to fully understand the rules and regulations in place at Six-Shooter & CRASH events.

## COMPETITOR OBLIGATIONS

### 1 - Uniform

1.1) Gis and belts will not be formally checked or measured before the tournament, but Six-Shooter and CRASH tournaments officials have the right to ask a competitor to change their Gi if they judge it is inappropriate.

This situation can happen if:

- The Gi or belt is obviously too short or too long.
- There are patches on the Gi preventing the opponent from properly gripping it.
- The Gi shows visible tears, is wet or dirty, or emanates unpleasant odors.

1.2) Competitors may choose to wear a rash guard which clings to the body under their Gi. Competitors may not wear a t-shirt or loose fitting rash guard under their Gi.

1.3) Competitors may choose to wear Gi uniforms of any color. Uniform tops and bottoms may be of mismatched colors.

1.4) Competitors must wear undergarments underneath their uniform.

1.5) Competitors may choose to wear soft pads on their joints. Pads that contain hard material of any kind will not be permitted.

1.6) Competitors may choose to wear headgear only if it is for religious reasons.

1.7) Competitors may not wear groin protectors, jewelry, hairpins, or compression socks of any kind.

1.8) Competitors may tape joints in a thin layer of sports tape. Referees reserve the ability to ask a competitor to remove any tape if they deem it to be an unfair advantage.

### 2 - Hygiene

2.1) Competitor's fingernails and toenails must be trimmed and short.

2.2) Long hair must be tied up or braided.

2.3) Competitors will be disqualified if they are wearing hair dye or makeup that stains their opponent's Gi or the mat surface during a match.

2.4) Competitors presenting signs of illness, skin lesions, or any other skin condition shall be directed to the tournament medical staff and/or Head Table to determine their eligibility to continue competing.

2.5) Applying any lubricant to skin to reduce friction will result in the competitor being disqualified if the substance cannot be immediately wiped off.

### **3 - Weigh-Ins**

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3.1) Competitors may check-in and weigh-in anytime up to at least 60 minutes before their scheduled division start time.

3.2) There will be a 1.0LB allowance for all adult divisions and a 2.0LB allowance for all under 18 divisions. Any increment over this amount will be considered a failure to make weight.

3.3) Competitors who fail to make weight during the designated period will be disqualified and will not be moved up to another weight division. Competitors who are disqualified will not be eligible for a refund. It is the competitor's responsibility to make the weight class they signed up for, or have changed to a higher weight class by that event's change deadline.

3.4) All competitors competing in Gi divisions may weigh-in WITHOUT their Gi on.

3.5) A competitor who competes in both a Gi and No Gi division only has to weigh-in ONCE.

3.6) Competitors may weigh in at any weight under the weight class limit.

## **COMPETITION GUIDELINES**

### **4 - Match Area**

4.1) The judge will call out of bounds at their discretion based on factors such as competitor safety and the ability to properly pause the action in a replicable position.

4.2) If the referee cannot replicate the position when resetting the action in the center of the mat, both competitors will be restarted standing.

## **5 - Match Duration**

5.1) The time limit for Kids 13 and under will be 3 minutes.

## **6 - Match Scoring and Officiating**

6.1) The judge is the highest authority in a match. The judge's ruling on the result of each match cannot be contested with the judge. The judge oversees all match scoring and enforcement of rules.

6.2) Six-Shooter and CRASH tournament matches follow the following scoring system: 4 for the mount, 4 for the back, 3 for a guard pass, 2 for a sweep, 2 for a takedown, 2 for a knee on belly, and 2 for a solid submission attempt that was stopped out of bounds.

6.3) After three (3) seconds, points will be awarded for the mount position when the competitor on top is sitting on the opponent's torso (whether the opponent is belly up or belly down) and with two knees or one foot and one knee on the ground, facing the opponent and are clear of any trap on the heel. Competitors will receive points for the mount if they have trapped one of the opponent's arms. Competitors will not receive points for the mount if they have trapped both opponent's arms.

6.4) After three (3) seconds, points will be awarded for the back control position when while behind the opponent, the competitor places their heels between the opponent's thighs without crossing their feet and creates any form of lock on the upper body with their arms. Achieving back body triangle position will not award back control points. Competitors will receive points for back control if they have trapped one of the opponent's arms. Competitors will not receive points for back control if they have trapped both opponent's arms.

6.5) After three (3) seconds, points will be awarded for a guard pass when the competitor completely clears the opponent's lower body and has pinned the opponent's shoulders to the mat or the opponent is laying on their side with no further attempt to improve position.

6.6) Points will not be awarded for a guard pass if the bottom competitor establishes the turtle position for at least 3 seconds in response to the guard pass attempt.

6.7) Points will be awarded for a sweep when a competitor initiates an attack from a bottom guard position that results in them assuming the top position. Points will also be awarded if the top competitor assumes the bottom position in pursuit of an attack. In both cases, the sweeping competitor must be clear of any submission whether attacking or defending to achieve points. EXAMPLE: Sweep points would be awarded if competitor on top dropped back for a straight foot lock and competitor on bottom assumed top position and cleared the submission attack.

6.8) If a competitor attacks a sweep from guard and the opponent turtles in response to the sweep attempt, 2 points will only be awarded if the sweeper establishes control from behind (no hooks required) and maintains that control for 3 seconds. Points will not be awarded if the sweeper only assumes the front headlock position.

6.9) All sweeps occurring in the 50/50 guard position require the competitor attacking the sweep to come up to a standing position in order to be awarded points for a sweep. The sweeping competitor's rear knee must be completely off of the mat in order for points to be awarded.

6.10) Points will be awarded for a takedown when a competitor causes the opponent to land in bottom position on their back, side, or seated with an attack from the standing position. In the case of the opponent landing in a turtle position, points will only be awarded if the opponent is on all fours and the top competitor is behind them.

6.11) If a competitor attacks a takedown and the opponent turtles in defense of the takedown attempt, 2 points will only be awarded if the attacking competitor establishes control from behind (no hooks required) and maintains that control for 3 seconds. Points will not be awarded if the attacking competitor only assumes the front headlock position.

6.12) An established turtle position is not considered a guard for the purpose of scoring sweep points.

6.13) Two points will be awarded for a strong submission attempt that was stopped out of bounds as long as the referee does not deem that the defending competitor was attempting to force the action off of the mat as an escape.

6.14) Points will be awarded for the knee on belly position when a competitor, clear of any guard, places their knee or shin on the opponent's upper body with their opposite knee fully off the ground, while the opponent is on their back.

6.15) All positions must be held and controlled for 3 seconds in order for it to be considered "established" and for any points to be awarded.

6.16) Point scoring can only be achieved through positional progression. EXAMPLE: A competitor cannot exit the mount back to side control by their own choice and then score mount points again.

6.17) There is no "Advantage" scoring.

6.18) A match will be deemed over immediately if a competitor taps out, screams, loses consciousness, cries, loses control of bodily functions, vomits, or verbally gives up during the match.

6.19) A competitor that is rendered unconscious in a match will be removed from their remaining matches at the event.

6.20) The judge may end kids division matches at their discretion due to potential for risk of injury. For example, not allowing a joint lock to over extend.

6.21) Judges will bestow penalty points as a consequence for fouls and lack of combativeness/stalling. In the case of a minor foul, the first penalty will result in a warning, a second penalty will result in the opponent being given 2 points, a third penalty will result in disqualification. Major fouls will result in immediate disqualification.

6.22) The referee may declare that a competitor is demonstrating a lack of combativeness/stalling after timing 20 seconds of inactivity/lack of intention to progress position.

6.23) Grounded action will not be stood up as a consequence of a penalty unless it is for lack of combativeness during a double guard exchange.

6.24) At the conclusion of the match's allotted time period, the competitor with the most points will be awarded the victory. If there is a tie on points, the competitor with the least penalties will be declared the victor. If a tie still remains, the judge will decide the match result via Judge's Decision.

6.25) Judge decisions are made at the Judge's discretion, based primarily on threat of submission and positional dominance. While submission threats carry the most weight, a judge may determine that sustained and significant positional dominance has outweighed the severity of the submission threats and is sufficient to decide the match. If neither competitor establishes a clear advantage in these areas, the judge will award the win to the competitor who most actively and aggressively pursued submissions and dominant positions.

## **7 - Judge Commands**

7.1) To summon competitors to the match area, the judge will raise arms to shoulder height and call competitors forward.

7.2) To start the match, the judge will perform a single arm chopping motion toward the ground and declare "FIGHT!"

7.3) To pause the match or declare time out, the judge will raise both arms to shoulder height and straighten them in a horizontal chopping motion while declaring "STOP!"

7.4) To bestow a penalty for a foul or stalling to a competitor, the judge will touch the competitor and raise a closed fist to shoulder height while declaring "PENALTY!"

7.5) To disqualify a competitor, the judge will cross their arms in an X shape and then perform a chopping motion towards the side of the competitor.

7.6) To award 2 points to a competitor, the judge will raise the hand corresponding to the competitor's side with their pointer and middle finger extended.

7.7) To award 3 points to a competitor, the judge will raise the hand corresponding to the competitor's side with their pointer, middle, and ring fingers extended.

7.8) To award 4 points to a competitor, the judge will raise the hand corresponding to the competitor's side with their pointer, middle, ring, and pinkie fingers extended.

7.9) To deduct mistakenly awarded points, the judge will raise an open hand corresponding to the side of the competitor to shoulder height and perform a waving motion.

7.10) To announce the match result, the judge will raise the arm of the winning competitor.

# **FOULS**

## **8 - Minor Fouls**

- 8.1) Pulling to guard without a grip on the opponent results in a penalty and the action being restarted standing.
- 8.2) Intentionally forcing the action out of bounds while standing or while defending an attack results in a penalty.
- 8.3) Taking 3 steps backwards away from the opponent's guard while standing over them/disengaging out of guard results in a penalty.
- 8.4) Intentionally causing wardrobe malfunctions results in a penalty.
- 8.5) Gripping inside the opponent's Gi sleeves or pants results in a penalty.
- 8.6) Disobeying a judge order results in a penalty.
- 8.7) Unintentionally attempting a knee reap without a submission in Kids and White Belt division results in a penalty.
- 8.8) Talking to coaches or spectators during the match results in a penalty.
- 8.9) Exiting the mat prior to the referee declaring the winner results in a penalty.
- 8.10) Lack of combativeness/stalling will result in a penalty.
- 8.11) The use of excessive force in otherwise legal techniques—such as collar ties, palming for distance, or foot sweeps—will result in a penalty. If the referee determines that the excessive force caused the action to resemble or result in a strike, the attacking competitor will be immediately disqualified.

## **9 - Major Fouls**

- 9.1) Intentionally forcing the action out of bounds while in a submission in order to get the action stopped and reset results in a disqualification.
- 9.2) Exhibiting hostile and/or disrespectful behavior to officials, competitors, coaches, and/or spectators results in a disqualification.

9.3) Striking, biting, pulling hair, applying pressure to genitals or eyes, or placing fingers and toes in the opponent's mouth results in a disqualification.

9.4) Disobeying the judge's order to stop while attacking a submission results in a disqualification.

9.5) If a competitor's uniform is damaged in any way during the match and they are unable to immediately exchange it, they will be disqualified.

9.6) A third penalty of any kind results in a disqualification.

9.7) Intentionally causing an opponent to land on their head or neck as a part of a takedown results in a disqualification.